



The Mixed Medieval Arts

Name	Rabbit					Race	Were-Creature			Loot	PC Racial Loot			Level	3
Body	8	Arms	8	Legs	8	R-Mana	15	Psi/PsiC	4	S/SC	4	Gold	10	XC	10
Were-Form Hit Bonus: B/A/L:1													Negate Win	0	

Arm Light Lv1(can use Light armour)

Weap Knife Lv2(Paired)

Racial Skill Cute Lv3(You must receive 1 HP of damage first then- Forearms to chest and dangle hands, "Cute 2M", Target Player that dealt the damage will now defend you for 2M)

Spell Blind Fighting Lv1(Can negate first 5S of any variation of 'Blind', 3x/hour)

Skill Hide in Shadows Lv1(Motionless & un-noticed for 10S, signal 'Hidden' for 3M, may not move)

Skill Incorruptible Lv1(can negate any variation of Persuade, "Incorruptible", 3x/hour)

Skill Punch for Damage Lv1(Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1/9S)

Skill Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time used, 6x/hour)

Psi Calm Lv2(FT- 2S, Psi-S -1, Eye contact and throw Rice, "Calm", Negates any variation of 'Rage')

Psi Sixth Sense Lv2(FT- 2S, Psi-S -1, "Sixth Sense – Everyone in 20 feet Answer me!", All Target Players in 20' must make a sound)

Spell Shadow Meld Lv2(CT- 3S, SS- 1, 10S in shadows motionless & undetected, 'Hidden 6M', Can move in shadows while Hidden but Spell is cancelled if you ever see part or whole of your own shadow,)

Spell Cloud of Smoke Lv1(CT-6S, SS -2, Baby Powder vial, Throw, "Cloud of Smoke 3S", Hidden for 3S and must flee,)