



The Mixed Medieval Arts

[illegible]

Arm	Light Lv1, Small Lv 1, Medium Lv1
Weap	One Handed Mace Lv2(can use paired Maces)
Weap	Short Sword Lv1(can use a Short Sword)
Weap	Short Bow, 1 HP
Weap	PoleArm & Spear Lv2(PoleArm-Hit Target Limb, "Amputate", Limb receives 6 HP, 3x/day, Spear-"Blind 10s", either/or for a total 3x/day)
Racial Spell	Fly Lv1(CT- 6S, SS- 2,"Fly 3M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)
Ability Skill	Incorruptible Lv1(Can negate any variation of Persuade, "Incorruptible", 3x/hr)
Ability Skill	Fearless Lv1(Can negate any variation of "Fear" 3x/hr)
Ability Skill	Rise Lv1(Wait 1M after dying then Self Resurrect with 1/1/1, 1x/hr)
Ability Skill	True Sight Lv2(" True Sight 6M", Can see Hidden (Signal with Fist over eyes) & Invisible(Open hand over eyes), 6x/hr)
Ability Skill	Rally Lv2(Blow Horn, "Rally ((Faction name))", Negate Clan Nature Targets of Sleep, K.O.,Fear,Pain,Persuade, 6x/hr)
Ability Skill	Concealment Lv1("Concealment 30M", May hide Loot in a non-Lootable area, 3x/hr)
Ability Cleric	Light Target Lv2(CT- 3S, PS- 1, "Light Target 1M", Flashlight of no more than 6 LED's in strength, Negates Hidden on Target when shone on them)
Ability Spell	Mystic Shield Lv1(CT-3S, SS -1, Must have heavy fabric scroll no bigger than 2'x2', "Mystic Shield 1M", Used to protect against Hand or Bow thrown projectiles only)
Spell	Sanctuary Lv1(CT- 6S, SS- 2, Arm straight overhead with fist, "Sanctuary 3M", Immune from damage but Sanctuary bubble may be 'popped')