



The Mixed Medieval Arts

Name	Juggernaut			Race	Undead			Loot	White Bone			Level	7
Body	11	Arms	11	Legs	11	R-Mana	10	P/PC		Gold	70	XC	70
* Spd Allowed – Jogging spd max – Combat may be performed at FULL spd*											Negate Win	3	

Arm

All at Level 1

Weap

All Great at Lv 1, All One Hand at Lv 2, No Ranged weapons allowed

Racial Skill

Rise Lv3(Wait 1M after dying then Self Resurrect with Full HP, 3x/hour)

Skill

“BRAINS!” Lv3(Must be injured, 30S removing Brain from Dead, 30S Eating Brain, 3 HP to assign to any injured area of your choice, Other UnDead may join in the 30S Brain feast & all receive HP bonus(es))

Skill

Punch for Damage Lv3(Punch gloves, Hit Target, “Punch for Damage”, 1 HP, 1/3S)

Skill

See The Hidden Lv3(“See the Hidden 9M”, Signal placing your Fist over your eyes,9x/hr)

Skill

See The Invisible Lv3(“See the Invisible 9M”, Signal placing Open hand over your eyes, 9x/hr)

Skill

Fearless Lv3(Can negate any variation of “Fear” 9x/hour)

Skill

Inner Bells Lv3(Must be affected by 'Sleep' for 3S, “Inner Bells”, Cancels 'Sleep', 9x/hr)

Skill

Patience Lv3(Still & un-noticed for 10S anywhere, signal 'Hidden' for 9M, can't move, 9x/hr)

Skill

Can make two other Level 4 UnDead 3x/hour. NPC cards must be given and understood

Skill

Dim Witted Lv3(Immune to Persuade, Fear, Tongues of Truth (I don't know) & all Psionics, No Mana pool, Read/Write, Apprentice or Mentor allowed)

Skill

Break Lv3(Hold Target Limb for 3S, “Break”, Limb receives 3 HP regardless of Armour, May attempt multiple breaks in a row 3S apart, 9x/day),

Skill

Crush Lv3(Hit Grounded Target Body with 2 hand Great,”Crush”, Target receives 6 Body HP, Can Crush Heavy Lv1-2 but not Heavy 3, 9x/day)

Skill

Haymaker Lv3(Punch gloves and a 2 hand hit, “Haymaker”, Target Player receives 3 HP to hit Area, 9X/day)

Skill Punch for Push Lv3(Gloves, Hit Target with 2 hand strike, "Push", Target receives 0 HP but Target must fall back 5' and fall down, 9x/day)