



The Mixed Medieval Arts

Name	Wolf				Race	Were-Creature				Loot	PC Racial Loot				Level	2
Body	10	Arms	9	Legs	10	R-Mana	15	Psi/PsiC	6	S/SC	6	Gold	80	XC	80	
Were-Form Hit Bonus: B/L:3 A:2														Negate Win	3	

Arm

Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)

Weap

Knife Lv2(Paired), Short Sword Lv2(Paired), One Handed Mace Lv2(Paired)

Racial

Berserk Lv2(Punch gloves & eye contact, "Berserk", Body+3 Arms+2 Legs+2, Every punch= 1HP, 2 Targets only then 15S exhaustion or 30S "Swallow your Rage" to turn unspent HP bonus into HP healing, 6x/hour, Auto-Triggers (which do NOT negate a 'Per Day' use) are BackStab, Shank and Last Body HP)

Skill

Blind Fighting Lv3(Can negate first 15S of any variation of 'Blind', 9x/hour)

Skill

Hide in Shadows Lv3(Motionless & un-noticed for 10S, signal 'Hidden' for 9M, may not move)

Skill

Incorruptible Lv3(can negate any variation of Persuade, "Incorruptible", 9x/hour)

Skill

Punch for Damage Lv3(Punch gloves, Punch Target, "Punch for Damage", Target receives 1 HP, 1/3S)

Skill

Scent Lv3(Can smell all Hidden, Invisible & Astral Targets in 25' area for 3M each time used, 9x/hour, Can track by Scent by 2x sniff (sniff, sniff standing still) then 2x step (Step, step to Target) and repeat)

Skill

Maul Lv1(Hold Target Limb for 6S, "Amputate", Limb receives 6 HP regardless of Armour, Must release the hold and wait 3S before attempting to Maul another Limb, 3x/hour)

Spell

Fear Lv2(CT- 6S, SS- 2, Touch 2 Targets, "Fear 45S", Targets must flee for duration)

Psi

Master Fear Lv3(FT- 2S, Psi-S -1,“Fearless 3M”, Can negate any variation of “Fear” for duration)