



The Mixed Medieval Arts

Name	Bronze				Race	Golum			Loot	Diamond w/Wire		Level	5
Body	10	Arms	10	Legs	10	R-Mana	5			Gold	50	XC	50
												Negate Win	2

Arm

All Shields Lv1

Weap

All at Lv1, No Ranged

Racial Spell

Mend Self Lv2(CT- 6S, SS- 2, "Mend Self 2", receive +2 Body OR +2 both Arms OR +2 both Legs)

Skill

Dim Witted Lv2(Immune to Persuade, Fear & Tongues of Truth (I don't know), No Mana pool, Read/Write, Apprentice or Mentor allowed)

Skill

Pure Will Lv2(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 6x/hr)

Skill

Punch for Damage Lv2(Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1/6S)

Skill

Rise Lv2(Wait 1M after dying then Self Resurrect with 2/2/2, 2x/hr)

Skill

Thick Skulled Lv2(negate any variation of "KnockOut" except for Pressure Point K.O., 6x/hr)

Skill

Amputate Lv2(Target with no upper Arm or lower Leg armour, Hit on unarmoured Limb, "Amputate", Limb hit takes 6 HP, 2x/hr)

Skill

Battle Charge Lv2(Must "War cry" & run at least 10' into combat, receive Body+2, Arms+2, Legs+2, 6x/hr)

Skill

Decapitate Lv2(6S study, Hit Target upper Arm,(no Heavy armour), "Decapitate", Target receives 6 HP, 2x/hr)

Skill

Hone Weapon Lv2(1M with weapon that you have the Skill to use, "Hone Weapon 10M", acts as Enchanted for 10M, 6x/hr)

Skill

Paralyzing Strike Lv2(Punch gloves, Hit Target Players un-Armoured limb, "Paralyse 10S", 0 HP damage, 6x/hr)

Skill

Punch for Push Lv2(Gloves, Hit Target with 2 hand strike, "Push", Target receives 0 HP but Target must fall back 5' and fall down, 6x/hr)