Sheep Sheep		The Mixed Medieval Arts															
770-7024 38-3974	Name	Pandemonium				Race		Devil	Devil		Forked Black Tong			ue <mark>Leve</mark>		2	
	Body	6	Arms	5	Legs	5	R-Mana	20	P/PC	6			Gold	20	XC	2	20
	Negate Win														1 (0	
Arm		Light Lv1(can use Light armour)															
Arm		Small Lv2(can Sling Shield to your back to stop first and every other HP of damage from behind)															
Weap		Knife	Lv2(ca	an u	se pair	ed	Knives) E	Ball &	chain Lv	1(ca	n use	a Ball	& Cha	in)			
Weap		Javelin, 1 HP, PoleArm & Spear Lv1(can use a Pole or a Spear)															
Racial	Skill	Pure Will Lv1(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 3x/hr)															
Ability	Skill	Fly Lv1("Fly 3M", Spin up to 2' of rope overhead, Only hit by ranged at 25' or more away, 3x/hour															
Ability	Skill	Sneak Lv1(Must be in shadows motionless & undetected for 10S then 'Hidden' for 3M, Carmove in shadows while Hidden, 3x/hr)														Can	
Ability	Skill					•	Talk, 2 fi 1M, 3x/hr	_	wave, "(so	ounc	d)" the	n "Pers	suade	1M", T	arget	will be	lieve

Create Goblin Dust Lv1(Rice Vial, Throw, "Blind 10S", can create 3/hr)

Cleric Joy Lv1(CT- 3S, PS- 1, Eye contact with Target in 10', "Joy 10S", Target is happier than ever

Cleric Invisibility Lv1(CT- 6S, PS- 2, "Invisible 3M", must signal Invisible)

for duration and may only defend themselves

Ability Skill