## The Mixed Medieval Arts Name Silver Golum Diamond w/Wire Level Race Loot 8 Body 15 Arms 15 Legs 15 R-Mana 5 Gold 80 XC 80 **Negate Win** 3 Weap All Shields Lv1, All Weapons at Lv1, No Ranged Arm Mend Self Lv3(1/min "Mend Self 3", receive +3 Body OR +3 both Arms OR +3 both Legs ) Racial Spell Dim Witted Lv3(Immune to Persuade, Fear, Tongues of Truth (I don't know) & all Psionics, No Skill Mana pool, Read/Write, Apprentice or Mentor allowed) Skill Pure Will Lv3(self dispel any Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, 9x/hr) Punch for Damage Lv3(Punch gloves, Hit Target, "Punch for Damage", 1 HP, 1/3S) Skill Skill Rise Lv3(Wait 1M after dying then Self Resurrect with 3/3/3, 3x/hr) Skill Thick Skulled Lv3(negate any variation of "KnockOut" except for Pressure Point K.O., 9x/hr) Dispel Magic Lv3(CT-3S, SS -1, Rice vial on affected Target, Negates lingering Spell or Mana based effects or -1 use/day for items ) Set On Electrify Lv3(CT- 6S, PS- 2, Throw Rice 360 x 1 and hit multiple Targets, "Set on Air Electrify", Target takes 1 Body HP every 3S until helped or dead) Nullify Magic Lv3(Within 20' of 2 Magic casting Targets point at both & "No Mana" Targets can't Skill cast Spells/Psionics, 9x/hr) Silence Lv3(CT-6S, SS-2, Throw rice, "Silence 1M", Target hit can't speak cast Spells/Prayers) Spell True Sight Lv3(" True Sight 9M", Can see Hidden, (Signal with Fist over eyes(, Invisible (Open Skill hand over eyes) & Astral (Open hand under eyes), 9x/hr) Words of Truth Lv3(Hold Targets eye contact & wrist for 10S, "Words of Truth 9", 9 questions Skill in 3M, Target must answer truthfully, 9x/hr) Invisibility Lv3(9x/hr, "Invisible 9M", must signal Invisible with a raised 90 degree bend in the elbow and the hand open and splayed, Can now be cast on Self and a Target Player and both are Invisible 9M, Target Player must stay within 5 feet of caster or lose effects) Blind Lv3(9x/hr, Rice, Throw, "Blind 20S", Target Player must close their eyes)