



The Mixed Medieval Arts

Name	Glass			Race	Golum			Loot	Diamond w/Wire		Level	6
Body	11	Arms	11	Legs	11	R-Mana	5		Gold	60	XC	60
										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	Shine Lv2(Throw rice 360 x 3 spins, "Blind 15S", Targets hit must close eyes for 15S, 6x/hour)
Skill	Entrance Lv2(Must present Self as shiny object and Target must keep eye contact for 6S, "Beguile 1M", Target must stay within 5' for 1M, 6x/hour)
Skill	Invisibility Lv2("Invisible 6M", must signal Invisible, 6x/hour)
Skill	Sixth Sense Lv3("Sixth Sense! Everyone in 40 feet answer me!", All in 40' must make a sound, 6x/hour)
Skill	See The Invisible Lv2("See the Invisible 3M", Open hand over eyes, 6x/hour)
Skill	Telekinetic Force Field Lv2(Arm straight overhead ending with a fist, "Sanctuary 3M", Immune from physical damage though Sanctuary bubble may be 'popped', 6x/hour)