

The Mixed Medieval Arts

THE MIXE WICKET ALS															
Name	Cat				Race			/ere-Crea	Loot	P	C Racia	l Loot	Level	1	
Body	7	Arms	6	_						S/SC	5	Gold	70	XC	70
	5														
	Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)														
	Knife Lv2(Paired), Short Sword Lv2(Paired)														
	WoodLand Stride Lv3(Off trail motionless & undetected for 10S then signal 'Hidden' for 9M, Can move while Hidden but must stay "off trail", 9x/hour)														
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)														
Psi	Paralyze Lv3(FT- 2S, Psi-S -1, Rice at Target Limb, "Paralyze (Arm or Leg) 30S", 0 HP damage														damage
Spell	•		•			•			•			٠, ٠	nal with	Fist over	er eyes),
	Skill Skill Skill Skill	Light Knife Woo Can Skill Blind Skill Hide Skill Incor Skill Pund HP, Skill Scer 9x/hd Targ Psi Para) Spell Eyes	Light Lv1(can Knife Lv2(Pan WoodLand Can move van Skill Blind Fighting Skill Hide in Shares Skill Punch for Incorruptible Skil	Body 7 Arms 6 Light Lv1(can us Knife Lv2(Paired WoodLand Strid Can move while Skill Blind Fighting Lv Skill Hide in Shadows Skill Incorruptible Lv3 Skill Punch for Dama HP, 1/3S) Skill Scent Lv3(Can so 9x/hour, Can trarget) and report Psi Paralyze Lv3(FT) Spell Eyes of All Lv2(can so Paralyze Lv3(FT))	Body 7 Arms 6 Legs Light Lv1(can use Light Knife Lv2(Paired), Sho WoodLand Stride Lv3(Can move while Hidder Skill Blind Fighting Lv3(Can Skill Hide in Shadows Lv3(N Skill Incorruptible Lv3(can new Skill Punch for Damage Lv3 HP, 1/3S) Skill Scent Lv3(Can smell at 9x/hour, Can track by Target) and repeat) Psi Paralyze Lv3(FT- 2S, P) Spell Eyes of All Lv2(CT- 6S	Name Body 7 Arms 6 Legs 7 Were Light Lv1(can use Light ar Knife Lv2(Paired), Short S WoodLand Stride Lv3(Off Can move while Hidden be Skill Blind Fighting Lv3(Can ne Skill Hide in Shadows Lv3(Moti Skill Incorruptible Lv3(can nega Skill Punch for Damage Lv3(P HP, 1/3S) Skill Scent Lv3(Can smell all H 9x/hour, Can track by So Target) and repeat) Psi Paralyze Lv3(FT- 2S, Psi-) Spell Eyes of All Lv2(CT- 6S, S	Body 7 Arms 6 Legs 7 R-Mana Were-Form Hi Light Lv1(can use Light armour), M Knife Lv2(Paired), Short Sword Lv WoodLand Stride Lv3(Off trail mod Can move while Hidden but must s Skill Blind Fighting Lv3(Can negate first Skill Hide in Shadows Lv3(Motionless & Skill Incorruptible Lv3(can negate any va Skill Punch for Damage Lv3(Punch glo HP, 1/3S) Skill Scent Lv3(Can smell all Hidden, In 9x/hour, Can track by Scent by 2 Target) and repeat) Psi Paralyze Lv3(FT- 2S, Psi-S -1, Rice) Spell Eyes of All Lv2(CT- 6S, SS- 2, "Ey	Name Cat Race Were-Form Hit Bo Light Lv1(can use Light armour), Mediu Knife Lv2(Paired), Short Sword Lv2(Pa WoodLand Stride Lv3(Off trail motionle Can move while Hidden but must stay " Skill Blind Fighting Lv3(Can negate first 15S Skill Hide in Shadows Lv3(Motionless & un- Skill Incorruptible Lv3(can negate any variat Skill Punch for Damage Lv3(Punch gloves, HP, 1/3S) Skill Scent Lv3(Can smell all Hidden, Invisi 9x/hour, Can track by Scent by 2x sr Target) and repeat) Psi Paralyze Lv3(FT- 2S, Psi-S -1, Rice at) Spell Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of the state	Name Cat Race Were-Creat Body 7 Arms 6 Legs 7 R-Mana 15 Psi/PsiC Were-Form Hit Bonus: B/A/L Light Lv1(can use Light armour), Medium Lv1 (Knife Lv2(Paired), Short Sword Lv2(Paired) WoodLand Stride Lv3(Off trail motionless & un Can move while Hidden but must stay "off trail", Skill Blind Fighting Lv3(Can negate first 15S of any value) Skill Incorruptible Lv3(can negate any variation of Pe Skill Punch for Damage Lv3(Punch gloves, Punch 1 HP, 1/3S) Skill Scent Lv3(Can smell all Hidden, Invisible & Asta 9x/hour, Can track by Scent by 2x sniff (sniff, Target) and repeat) Psi Paralyze Lv3(FT- 2S, Psi-S -1, Rice at Target Lin) Spell Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M")	Name Cat Race Were-Creature Body 7 Arms 6 Legs 7 R-Mana 15 Psi/PsiC 5 Were-Form Hit Bonus: B/A/L:2 Light Lv1(can use Light armour), Medium Lv1 (+2+2 Knife Lv2(Paired), Short Sword Lv2(Paired) WoodLand Stride Lv3(Off trail motionless & undeted Can move while Hidden but must stay "off trail", 9x/ho Skill Blind Fighting Lv3(Can negate first 15S of any variation Skill Hide in Shadows Lv3(Motionless & un-noticed for 10S Skill Incorruptible Lv3(can negate any variation of Persuad Skill Punch for Damage Lv3(Punch gloves, Punch Target HP, 1/3S) Skill Scent Lv3(Can smell all Hidden, Invisible & Astral Target HP, 1/3S) Skill Scent Lv3(Can smell all Hidden, Invisible & Astral Target) and repeat) Psi Paralyze Lv3(FT- 2S, Psi-S -1, Rice at Target Limb, "Farget) Spell Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M", Car	Name Cat Race Were-Creature Loot Body 7 Arms 6 Legs 7 R-Mana 15 Psi/PsiC 5 S/SC Were-Form Hit Bonus: B/A/L:2 Light Lv1(can use Light armour), Medium Lv1 (+2+2+2) Knife Lv2(Paired), Short Sword Lv2(Paired) WoodLand Stride Lv3(Off trail motionless & undetected for Can move while Hidden but must stay "off trail", 9x/hour) Skill Blind Fighting Lv3(Can negate first 15S of any variation of 'Bl Skill Hide in Shadows Lv3(Motionless & un-noticed for 10S, signa Skill Incorruptible Lv3(can negate any variation of Persuade, "Inco Skill Punch for Damage Lv3(Punch gloves, Punch Target, "Punch HP, 1/3S) Skill Scent Lv3(Can smell all Hidden, Invisible & Astral Targets i 9x/hour, Can track by Scent by 2x sniff (sniff, sniff standin Target) and repeat) Psi Paralyze Lv3(FT- 2S, Psi-S -1, Rice at Target Limb, "Paralyze) Spell Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M", Can see H	Name Cat Race Were-Creature Loot Po Body 7 Arms 6 Legs 7 R-Mana 15 Psi/PsiC 5 S/SC 5 Were-Form Hit Bonus: B/A/L:2 Light Lv1(can use Light armour), Medium Lv1 (+2+2+2) Knife Lv2(Paired), Short Sword Lv2(Paired) WoodLand Stride Lv3(Off trail motionless & undetected for 10S Can move while Hidden but must stay "off trail", 9x/hour) Skill Blind Fighting Lv3(Can negate first 15S of any variation of 'Blind', Skill Incorruptible Lv3(Can negate any variation of Persuade, "Incorrup Skill Punch for Damage Lv3(Punch gloves, Punch Target, "Punch for HP, 1/3S) Skill Scent Lv3(Can smell all Hidden, Invisible & Astral Targets in 25 9x/hour, Can track by Scent by 2x sniff (sniff, sniff standing strarget) and repeat) Psi Paralyze Lv3(FT- 2S, Psi-S -1, Rice at Target Limb, "Paralyze (Ar)) Spell Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M", Can see Hidden Spell Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M", Can see Hidden Spell Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M", Can see Hidden	Name Cat Race Were-Creature Loot PC Racia Body 7 Arms 6 Legs 7 R-Mana 15 Psi/PsiC 5 S/SC 5 Gold Were-Form Hit Bonus: B/A/L:2 Light Lv1(can use Light armour), Medium Lv1 (+2+2+2) Knife Lv2(Paired), Short Sword Lv2(Paired) WoodLand Stride Lv3(Off trail motionless & undetected for 10S then can move while Hidden but must stay "off trail", 9x/hour) 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 Skill Incorruptible Lv3(can negate any variation of Persuade, "Incorruptible", 9x/hour plants and provided in the corruptible Lv3(Can negate any variation of Persuade, "Incorruptible", 9x/hour plants and provided in the corruptible Lv3(Can negate any variation of Persuade, "Incorruptible", 9x/hour plants and provided in the corruptible Lv3(Can negate any variation of Persuade, "Incorruptible", 9x/hour plants and provided in the corruptible	Name Cat Race Were-Creature Loot PC Racial Loot Body 7 Arms 6 Legs 7 R-Mana 15 Psi/PsiC 5 S/SC 5 Gold 70 Were-Form Hit Bonus: B/A/L:2 Negat Light Lv1(can use Light armour), Medium Lv1 (+2+2+2) Knife Lv2(Paired), Short Sword Lv2(Paired) WoodLand Stride Lv3(Off trail motionless & undetected for 10S then signal 'I Can move while Hidden but must stay "off trail", 9x/hour) Skill Blind Fighting Lv3(Can negate first 15S of any variation of 'Blind', 9x/hour) Skill Incorruptible Lv3(can negate any variation of Persuade, "Incorruptible", 9x/hour Skill Incorruptible Lv3(can negate any variation of Persuade, "Incorruptible", 9x/hour Skill Punch for Damage Lv3(Punch gloves, Punch Target, "Punch for Damage", The HP, 1/3S) Skill Scent Lv3(Can smell all Hidden, Invisible & Astral Targets in 25' area for 3M 9x/hour, Can track by Scent by 2x sniff (sniff, sniff standing still) then 2x stataget) and repeat) Psi Paralyze Lv3(FT- 2S, Psi-S -1, Rice at Target Limb, "Paralyze (Arm or Leg) 30S) Spell Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M", Can see Hidden, (Signal with	Name Cat Race Were-Creature Loot PC Racial Loot Level Body 7 Arms 6 Legs 7 R-Mana 15 Psi/PsiC 5 S/SC 5 Gold 70 XC Were-Form Hit Bonus: B/A/L:2 Negate Win Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2) Knife Lv2(Paired), Short Sword Lv2(Paired) WoodLand Stride Lv3(Off trail motionless & undetected for 10S then signal 'Hidden' Can move while Hidden but must stay "off trail", 9x/hour) Skill Blind Fighting Lv3(Can negate first 15S of any variation of 'Blind', 9x/hour) Skill Incorruptible Lv3(can negate any variation of Persuade, "Incorruptible", 9x/hour) 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 re HP, 1/3S) Skill Scent Lv3(Can smell all Hidden, Invisible & Astral Targets in 25' area for 3M each tir 9x/hour, Can track by Scent by 2x sniff (sniff, sniff standing still) then 2x step (Step Target) and repeat) Psi Paralyze Lv3(FT- 2S, Psi-S -1, Rice at Target Limb, "Paralyze (Arm or Leg) 30S", 0 HP) Spell Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M", Can see Hidden,(Signal with Fist over