



The Mixed Medieval Arts

Name	Cat				Race	Were-Creature				Loot	PC Racial Loot				Level	1
Body	7	Arms	6	Legs	7	R-Mana	15	Psi/PsiC	5	S/SC	5	Gold	70	XC	70	
Were-Form Hit Bonus: B/A/L:2														Negate Win	3	

Arm

Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)

Weap

Knife Lv2(Paired), Short Sword Lv2(Paired)

Racial

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)

Spell

Eyes of All Lv2(CT- 6S, SS- 2, "Eyes of All 6M", Can see Hidden,(Signal with Fist over eyes), Invisible(Open hand over eyes) & Astral(Open hand under eyes))