



The Mixed Medieval Arts

Name	Brass			Race	Golum			Loot	Diamond w/Wire		Level	3
Body	6	Arms	6	Legs	6	R-Mana	5		Gold	30	XC	30
										Negate Win		1

Arm

Weap

Racial Spell

Skill

Skill

Skill

Skill

Skill

Skill

Skill

Skill

Skill

All at Lv1, No Ranged

Mend Self Lv1(CT- 6S, SS- 2, "Mend Self 1", receive +1 Body OR +1 both Arms OR +1 both Legs)

Dim Witted Lv1(Immune to Persuade & Fear, No Spell Cycle/Mana pool, Read/Write, Apprentice or Mentor allowed)

Pure Will Lv1(Can self dispel any variation of Blind and/or Sleep up to 3x/hr)

Punch for Damage Lv1(Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1/9S)

Rise Lv1(Wait 1M after dying then Self Resurrect with 1/1/1, 1x/hr)

Thick Skulled Lv1(negate any variation of "KnockOut" except for Pressure Point K.O., 3x/hr)

Battle Charge Lv1(Must "War cry" & run at least 10' into combat, receive Body+1, Arms+1, Legs+1, 3x/hr)

Break Lv2(Hold Target Limb for 6S, "Break", Limb receives 3 HP regardless of Armour, Must release Limb, 6x/hr),

Haymaker Lv1(Punch gloves and a 2 hand hit, "Haymaker", Target Player receives 3 HP to hit Area, 3X/hr)

Knock Out Lv1(Gloves, Fist on Targets head, "Knock Out 1M", Effects last 1M, or until a Player tries to wake you for 3S, or you take 1 HP damage, 3x/hr)