



# The Mixed Medieval Arts

|      |            |      |    |      |      |        |    |      |      |                     |      |    |            |    |
|------|------------|------|----|------|------|--------|----|------|------|---------------------|------|----|------------|----|
| Name | The Fallen |      |    |      | Race | Devil  |    |      | Loot | Forked Black Tongue |      |    | Level      | 8  |
| Body | 12         | Arms | 12 | Legs | 12   | R-Mana | 20 | P/PC | 18   |                     | Gold | 80 | XC         | 80 |
|      |            |      |    |      |      |        |    |      |      |                     |      |    | Negate Win | 3  |

**Arm** Light Lv3(can "Deflect" 2 handed Great or Mass weapon, 3x/day & can "Deflect" Thrown Magic and Flintlocks, 3x/day as well)

**Weap** Knife Lv3(can use a paired & pommel on Target shoulder, "Blind 10s", 3x/day)

**Weap** Long Sword Lv3(can use Paired Long Swords & pommel on Target shoulder, "Confusion 10s", 3x/day)

**Weap** Ball & Chain Lv3(can use Paired Ball & Chains & Hit Target Leg, "Trip", Target must fall down, 3x/day)

**Weap** Great Flail Lv3(Hit Target Weapon, "Disarm", Weapon must be dropped, 3x/day & Hit grounded Target on Body, "Crush", Target receives 6 HP damage, 1x/day)

**Weap** Staff Lv3(Hit Target Limb,"Paralyze 10S",Target may not use limb for 10S & Hit target upper arm, "Knockout 1M", Target is now unconscious)

**Weap** Javelin, 1 HP

**Racial Skill** Pure Will Lv3(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 9x/hr)

**Ability Skill** Fly Lv3("Fly 9M", Spin up to 2' of rope overhead, Only hit by ranged at 25' or more away, 9x/hour)

**Ability Skill** Sneak Lv3(You and Target Player (if desired) must both be in shadows motionless & undetected for 10S then 'Hidden' for 9M, Can move in shadows while Hidden, 9x/hr )

**Ability Skill** Amputate Lv3(Target with no upper Arm or lower Leg armour, Hit on unarmoured Limb, "Amputate", Limb hit takes 6 HP, 3x/hr )

**Ability Skill** Break Lv3(Hold Target Limb for 3S, "Break", Limb receives 3 HP regardless of Armour, May attempt multiple breaks in a row 3S apart, 9x/hr ),

|               |                                                                                                                                                                                                                                       |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ability Skill | Excommunicate Lv3(Present Holy Symbol to Prayer using Target player 10' away, "Excommunicate 90S", No Prayers for 90S, 9x/hr )                                                                                                        |
| Ability Skill | Necromancy Lv3(Body Parts attached to head/arm bands allows use of Racial Abilities, Parts have 3 uses each, Necromancy can be performed 9x/hr )                                                                                      |
| Ability Skill | Haymaker Lv3(Punch gloves and a 2 hand hit, "Haymaker", Target Player receives 3 HP to hit Area, 9X/hr )                                                                                                                              |
| Ability Skill | Nullify Magic Lv3(Within 20' of 2 Magic casting Targets point at both & "No Mana" Targets can't cast Spells/Psionics, 9x/hr )                                                                                                         |
| Ability Skill | Scent Lv3(Can smell all Hidden, Invisible & Astral Targets in 25' area for 9M , Can track by Smell "Sniff, sniff, Step, step", 9x/hr)                                                                                                 |
| Cleric        | Animate/Control Dead Lv3(CT- 3S, PS- 1, Need Dead Target Player and a Lv1 or Lv2 or Lv3 UnDead NPC Card understood, "Rise and Obey your Master 30M" )                                                                                 |
| Cleric        | Dispel Magic Lv3(CT- 3S, PS- 1, Throw Rice on affected Target, Negates lingering Spell or Mana based effects or -1 use/day for items)                                                                                                 |
| Cleric        | Light Target Lv3(CT- 3S, PS- 1, "Light Target 2M", Flashlight of no more than 6 LED's in strength, Negates Hidden & Invisible on Target when shone on them )                                                                          |
| Cleric        | Mystic Might Lv3(CT- 6S, PS- 2, "Mystic Might 9M", Gloves, Punch Target, "Punch for Damage", Each punch does 1 HP damage, 1 punch every 3S )                                                                                          |
| Cleric        | Pain Lv3(CT- 6S, PS- 2, Throw rice hit Multiple Targets, "Pain 10S", All Targets racked with pain and receives 1 Body HP damage )                                                                                                     |
| Cleric        | Rest In Peace Lv3(CT- 6S, PS- 2, Up to 1 Undead in 5', "Rest In Peace", UnDead now normal Dead, A symbol of faith may be presented to add one extra use, All of these uses of Rest In Peace must be within 1M Prayer Retention Rule ) |
| Cleric        | Stench of the Dead Lv3(CT- 6S, PS- 2, Throw rice, "Stench of the Dead 30S", Any Target hit performs no actions other than defending themselves and retching )                                                                         |