



The Mixed Medieval Arts

Name	Clay			Race	Golum			Loot	Diamond w/Wire		Level	1
Body	4	Arms	4	Legs	4	R-Mana	5		Gold	10	XC	10
											Negate Win	0

Weap All at Lv1, No Ranged

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

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

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

Skill Punch for Damage Lv1(Punch gloves, Hit Target, “Punch for Damage”,1 HP, 1/9S)

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

Skill Thick Skulled Lv3(negate any variation of “KnockOut” except for Pressure Point K.O., 9x/hr)

Skill Concealment Lv1(“Concealment 30M”, May hide Loot in a non-Lootable area, 3x/day)

Spell Drop Lv1(CT- 3S, SS- 1, Touch Target with hand held object, “Drop_(object)_”, Target must drop object to ground)

Spell Throwing Stones Lv1(CT-3S, SS -1, “Throwing Stones”, Can create 1 Throwing or Sling Stones, 1 HP damage each)

Spell Trip Lv1(CT-3S, SS -1, Throw rice hit Target in Legs, “Trip”, Target must fall down)