



The Mixed Medieval Arts

Name	Rock			Race	Golum			Loot	Diamond w/Wire		Level	4
Body	9	Arms	9	Legs	9	R-Mana	5		Gold	40	XC	40
											Negate Win	1

Weap All at Lv1, No Ranged

Racial Spell Mend Self Lv2(CT- 6S, SS- 2, "Mend Self 2", receive +2 Body OR +2 both Arms OR +2 both Legs)

Skill Dim Witted Lv2(Immune to Persuade, Fear & Tongues of Truth (I don't know), No Mana pool, Read/Write, Apprentice or Mentor allowed)

Skill Pure Will Lv2(Self dispel all Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 6x/hr)

Skill Punch for Damage Lv2(Punch gloves, Hit Target, "Punch for Damage", Target rec 1 HP, 1/6S)

Skill Rise Lv2(Wait 1M after dying then Self Resurrect with 2/2/2, 2x/hr)

Skill Thick Skulled Lv2(negate any variation of "KnockOut" except for Pressure Point K.O., 6x/hr)

Earth Chameleon Lv1(CT- 6S, PS- 2, Motionless & un-noticed for 10S anywhere, signal 'Invisible' for 3M, may not move)

Skill Crush Lv2(Hit Grounded Target Body with 2 hand Great,"Crush", Target receives 6 Body HP, Can Crush Medium, 6x/hr)

Earth Fists of Stone Lv2(CT- 3S, PS- 1, Punch gloves, Hit Target Players limb, "Paralyse 10S", 0 HP damage)

Earth Rock Ball Lv2(CT- 3S, PS- 1, Must have Brown tennis ball, Hold in hand and touch Target Player OR Throw at Target, " Rock Ball" , Does 3 HP,)

Earth Rock Boulder Lv2(CT- 6S, PS- 2, Must have Brown Dodge ball, Hold in hand and touch Target Player OR Throw at Target, " Rock Boulder" , Does 6 HP,)

Earth ShockWave Lv2(CT- 6S, PS- 2, Great weapon ground smash, "ShockWave", Targets in 10' must back up 5' and fall down, 2 uses/cast within 1M)