



The Mixed Medieval Arts

Name	Angel of Mercy						Race	Angel		Loot	White/Silver Feather		Level	5
Body	9	Arms	5	Legs	5	R-Mana	50	P/PC	14		Gold	50	XC	50
													Negate Win	2

Arm	Light Lv2(can "Deflect" 2 handed Great or Mass weapon, 3x/day)
Weap	Staff Lv2(Hit Target Limb,"Paralyze 10S",Target may not use limb for 10S)
Racial Spell	Fly Lv2(CT- 6S, SS- 2,"Fly 6M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)
Ability Skill	Fearless Lv2(Can negate any variation of "Fear" 6x/hr)
Ability Skill	Rise Lv2(Wait 1M after dying then Self Resurrect with 2/2/2, 2x/hr)
Ability Skill	Grace of the Gods Lv2(Holy Symbol, You or Target from your Religious Faction by touch, Resurrect with full Prayer Cycle available, 6x/hr)
Ability Skill	Incorruptible Lv2(Can negate any variation of Persuade, "Incorruptible", 6x/hr)
Ability Spell	See The Astral Lv2("See the Astral 6M", Open hand under eyes, 6x/hr)
Ability Spell	See The Hidden Lv2("See the Hidden6M", Fist over eyes, 6x/hr)
Ability Skill	Create Healing Potion Lv2(Taped bottle with coloured marker Symbols below, +2 Body, 6x/hr)
Ability Skill	Run Through Lv2(Hit grounded Target in Body, "Run Through", Target receives 6 HP, Goes through Medium Armour, 6x/hr)
Cleric	Bless Lv2(CT- 6S, PS- 2, 2 glow sticks/cast, "Bless 15M", +1 HP on Target Areas, Shields get 'Proof to touch Magic', weapons act as 'Enchanted')
Cleric	Heal Lv2(CT- 3S, PS- 1, Touch injured Target Player, "Heal", Target heals +2 Body HP,)
Cleric	Heal Limbs Lv2(CT- 3S, PS- 1, Touch Target injured Limbs, "Heal Limb 2", Both Arms or both Legs healed to full HP,)
Cleric	Revive Lv2(CT- 6S, PS- 2, "Revive 2", Touch, Target Player heals +2/+2/+2 HP, Cures Plague from dead)

Cleric Resurrection Lv2(CT- 6S, PS- 2, "Resurrection 2", Dead Target now alive and has healed back +2 Body +2 Arms and +2 Legs.)