## The Mixed Medieval Arts Name Hunter Undead White Bone Race Loot Level 6 Body 11 Arms 10 Legs 10 R-Mana 10 S/SC 60 60 Gold XC \* Spd Allowed – Jogging spd max – Combat may be performed at FULL spd\* Negate Win Weap All at Level 1, All Great at Lv 1, All One Hand at Lv 2, No Ranged weapons allowed Arm Rise Lv3(Wait 1M after dying then Self Resurrect with 3/3/3, 3x/hr) Racial Skill "BRAINS!" Lv2(Must be injured, 30S removing Brain from Dead, 30S Eating Brain, 2 HP to Skill assign to any injured area of your choice, Other UnDead may join in the 30S Brain feast & all receive HP bonus(es)) Skill Punch for Damage Lv2(Punch gloves, Hit Target, "Punch for Damage", 1 HP, 1/6S) See The Hidden Lv2("See the Hidden 6M", Signal placing your Fist over your eyes, 6x/hour) Skill Skill See The Invisible Lv2("See the Invisible 6M", Signal placing Open hand over your eyes, 6x/hr) Skill Fearless Lv2(Can negate any variation of "Fear" 6x/hour) Skill Inner Bells Lv2(Must be affected by 'Sleep' for 3S, "Inner Bells", Cancels 'Sleep', 6x/hr) Skill Patience Lv2(Motionless & un-noticed for 10S anywhere, signal 'Hidden' for 6M, may not move, 6x/hr) Create Zombie-Can make one Level 6 UnDead 3x/hr.NPC cards must be given & understood. Skill Blind Lv2(CT-3S, SS -1, Rice, Throw, "Blind 15S", Target Player must close their eyes) Spell Entangle Lv2(CT- 3S, SS- 1, Rope up to 2', Throw hit Target in Legs, "Entangle 45S", 1 or both Spell Legs (if both were hit) frozen in place ) Force Bonds Lv2(CT- 6S, SS- 2, Wrap wrists of Target with up to 2' of rope, "Force Bonds 15M", inescapable bonds ) Spell Paralyze Limb Lv2(CT-3S, SS -1, Touch Target Players limb, "Paralyse 15S", 0 HP damage)

Spell Weapon of Wizardry Lv2(CT- 9S, SS- 3, Black 6"x4" with Silver symbols, "Weapon of Wizardry 20M", Weapon now 'Enchanted' & extends Touch Spells )