



The Mixed Medieval Arts

Name	Skunk				Race	Were-Creature				Loot	PC Racial Loot				Level	3
Body	9	Arms	8	Legs	8	R-Mana	15	Psi/PsiC	5	S/SC	5	Gold	30	XC	30	
Were-Form Hit Bonus: B/A/L:2														Negate Win	1	

Arm

Light Lv1(can use Light armour), Medium Lv1 (+2 +2 +2)

Weap

Knife Lv2(Paired)

Racial

Cloud of Stench Lv3(CT-6S, SS -2, Throw Rice 360 for 3 revolutions, "Cloud of Stench 20S", all Targets hit are affected)

Spell

Blind Fighting Lv2(Can negate first 5S of any variation of 'Blind', 6x/hour)

Skill

Hide in Shadows Lv1(Motionless & un-noticed for 10S, signal 'Hidden' for 3M, may not move)

Skill

Incorruptible Lv1(can negate any variation of Persuade, "Incorruptible", 3x/hour)

Skill

Punch for Damage Lv2(Punch gloves, Punch Target, "Punch for Damage", Target receives 1 HP, 1/6S)

Skill

Scent Lv2(Can smell all Hidden and Invisible Targets in 25' area for 3M each time used, 6x/hour)

Psi

Implant Nightmare Lv2(FT- 4S, Psi-S -2, Touch 2 Targets at once, "Fear 30S", Target must flee for duration)

Psi

Bio-Regeneration Lv1(FT-60S, Psi-S -2 for 1HP healed to Body OR -1 for 1 fully healed limb, 60S motionless then 1 heal on self, Can be repeated multiple times with the 1M Focus Time between all heals,)

Spell

Blind Lv1(CT-3S, SS -1, Rice, Throw, "Blind 10S", Target Player must close their eyes)

Spell

Shadow Meld Lv2(CT- 3S, SS- 1, 10S in shadows motionless & undetected, 'Hidden 6M', Can move in shadows while Hidden but Spell is cancelled if you ever see part or whole of your own shadow,)