



The Mixed Medieval Arts

Name	Swift				Race	Undead				Loot	White Bone				Level	4
Body	7	Arms	8	Legs	8	R-Mana	10	S/SC			Gold	40	XC		40	
													Negate Win		1	

Arm

All at Level 1

Weap

All Great at Lv 1, All One Hand at Lv 2, No Ranged weapons allowed

Racial Skill

Rise Lv3(Wait 1M after dying then Self Resurrect with Full HP, 3x/hour)

Skill

“BRAINS!” Lv2(Must be injured, 30S removing Brain from Dead, 30S Eating Brain, 2 HP to 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)

Skill

See The Hidden Lv2(“See the Hidden 6M”, Signal placing your Fist over your eyes, 6x/hour)

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 any remaining 'Sleep', 6x/hr)

Skill

Patience Lv2(Motionless & un-noticed for 10S anywhere, signal 'Hidden' for 6M, may not move, 6x/hr)