



Name	The Possession				Race	Ghost		Loot			Level	9	
Body	15	Arms	15	Legs	15	R-Mana	30	Psi/PsiC	26	Gold	90	XC	90
	*** Normal weapons have no effect on Ghosts, only Enchanted/Blessed***										Negate Win	4	
Skill	Material Form Lv3(3 Mana/Minute, Ghosts are Astral as a normal state. The Ghost can become Material (and is able to affect things in the material plane) as long as they feedbthe Mana cost, 3x/hr,~ NOTE ~ The Ghost loses its invulnerability to normal weapons when in the Material Plane)												
Skill	Fearless Lv3(Can negate any variation of “Fear” 9x/hr)												
Skill	Incorruptible Lv3(Can negate any variation of Persuade, “Incorruptible”, 9x/hr)												
Skill	Iron Mind Lv3(“Iron Mind”, Can negate any variation of Confusion, Beguile, Calm, Cute, Joy. Sorrow, Words of Truth, 9x/hr)												
Spell	Syphon Lv3(30S over Dead Target wailing soft or loud, “Syphon”, Can take up to 3 Dead Target Racial Mana to replenish your own Mana Pool, 9x/hr)												
Psi	Bio-Regeneration Lv3(FT-60S, Psi-S -1 for 1HP healed to Body OR -1 for 1 fully healed pair of Limbs, 60S motionless then 1 heal on self, Can be repeated multiple times with the 1M Focus Time between all heals,)												
Psi	Blind Lv3(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, “Blind 10S”, Target Player must close their eyes)												
Psi	Deaf Lv3(FT- 2S, Psi-S -1, Eye contact & clap, “Deaf 15S”, Target Player can not use any Skills, Magic, etc, and no talking for the duration, They can still defend themselves.)												
Psi	Empower the Minds of the Dead Lv3(FT- 6S, Psi-S -3, Must have Dead Target Player, NPC Card given and understood, “Rise and Obey your Master 15M”)												
Psi	Fear Lv3(FT- 6S, Psi-S -3, Throw rice and hit Multiple Targets, “Fear 30S”, All Targets must flee for duration)												

- Psi** Possess Lv3(Psi-S - 3, FT-10S, Eye contact with Target within 5' & "Possession!", Combat until 1st HP lost, If you win "You are now Possessed 3H", 6' string to shoulder and the possessed is now a puppet)
- Psi** Psychic Purge Lv3(FT- 2S, Psi-S -1, Within 10S of the failed save you can by touch remove any Lv1-3 Poison and cancel its negative effect.)
- Psi** Telekinetic Force Field Lv3(FT- 8S, Psi-S -4, Arm straight overhead with fist, "Sanctuary 5M", immune from damage though Sanctuary bubble may be 'popped')