



Name	Shadow Wraith					Race	Wraith			Loot	Black Bone w Cloth			Level	6	
Body	11	Arms	11	Legs	11	R-Mana	50	Psi/PsiC	8	S/SC	8	Gold	60	XC	60	
Norm weaps have no fx on Wraiths, they may only be hit by Enchntd/Blssd													Negate Win	2		
Light Lv1, Heavy Lv1																
Knife Lv2(Paired), Short Sword Lv2(Paired),Long Sword Lv2 (Paired),																
Skill	Astral Form Lv2(6 Mana/Minute, Player Astral as long as they can feed the Mana cost, 6x/hr)															
Skill	Fear Lv2(Touch up to 2 Targets, “Fear 30S”, All Targets must flee for duration, 6x/hour)															
Skill	Pure Will Lv2(Self dispel any Blind, Sleep, Pain and/or Persuade, Fear and all Set On's up to 6x/hour)															
Skill	True Sight Lv3(“True Sight 9M” See Hidden (Fist over) Invisible (hand over) Astral (hand under) 9x/hr)															
Skill	Commune with the Dead Lv2(Talk to 2 dead Target for 30S each within 30S of the last, 6x/hour)															
Skill	Hone Weapon Lv2(1M with weapon, “Hone Weapon 10M”, Acts as Enchanted for 10M, 6x/hour)															
Skill	Syphon Lv2(30S touch up to 2 Dead Targets, Take Targets Racial Mana for your Mana Pool, 6x/hour)															
Psi	Calm Lv2(FT- 2S, Psi-S -1, Eye contact and throw Rice, “Calm”, Negates any variation of 'Rage')															
Psi	Psychic Invisibility Lv3(Psi-S-2, FT-6S “Invisible 9M” Must signal Invisible & active Psionics, 'See Invisible' does not work Anti-Persuade does, 3 Targets pointing at Psionist while Invisible negates use)															
Psi	Paralyze Lv2(FT- 2S, Psi-S -1, Rice at Target Limb, “Paralyze (Arm or Leg) 15S”, 0 HP damage)															

- Psi** Resist Cold Lv2(FT- 2S, Psi-S -1,“Resist Cold 3M”, Only receive first and every other HP damage from Ice based source)
- Psi** Resist Cold Lv2(FT- 2S, Psi-S -1,“Resist Cold 3M”, Only receive first and every other HP damage from Ice based source)
- Psi** Resist Fire Lv2(FT- 2S, Psi-S -1,“Resist Fire 3M”, Only receive first and every other HP damage from Fire based source)
- Spell** Cloak of Darkness Lv3(CT-3S, SS -1, Motionless & un-noticed for 10S, signal 'Hidden' for 9M, may not move)
- Spell** Cloud of Smoke Lv2(CT-6S, SS -2, Baby Powder vial, Throw, “Cloud of Smoke 6S”, Hidden for 6S and must flee,)
- Spell** Drain Lv2(CT- 9S, SS- 3, Gloves & bear hug Target for 6S, “Drain”, Target receives 6 HP of damage to Body and you receive +1/+1/+1 HP of healing)
- Spell** Silence Lv2(CT- 6S, SS- 2, Within 5' of Target & Eye contact, “Silence 1M”, Target can no longer speak, cast Spells or Prayers)