



Name	Night Shades					Race	Wraith			Loot	Black Bone w Cloth			Level	2
Body	5	Arms	5	Legs	5	R-Mana	50	Psi/PsiC	4	S/SC	4	Gold	20	XC	20
Norm weaps have no fx on Wraiths, they may only be hit by Enchntd/Blssd													Negate Win	0	
Light Lv1, Heavy Lv1															
Knife Lv2(Paired), Short Sword Lv2(Paired)															
Skill	Astral Form Lv1(9 Mana/Minute, Player Astral as long as they can feed the Mana cost, 3x/hr)														
Skill	Fear Lv1(Touch Target, "Fear 30S", All Targets must flee for duration, 3x/hour)														
Skill	Pure Will Lv1(Self dispel any Blind, Sleep, Pain and/or Persuade, Fear and all Set On's up to 3x/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 Lv1(Talk to dead Target for 30S 3x/hour)														
Skill	Hone Weapon Lv1(1M with weapon, "Hone Weapon 10M", Acts as Enchanted for 10M, 3x/hour)														
Skill	Syphon Lv1(30S touch Dead Target, Take Targets Racial Mana for your Mana Pool, 3x/hour)														
Psi	Blind Lv1(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, "Blind 10S", Target Player must close their eyes)														
Psi	Sorrow Lv1(FT- 4S, Psi-S -2, Throw rice, "Sorrow 10S", Target overwhelmed with grief no Skills, Spells, Prayers etc, No gold? Must flee)														
Spell	Cloud of Slumber Lv1(CT-6S, SS -2, Throw Rice 360 for 3 revolutions, "Cloud of Sleep 30S", all Targets hit are affected)														
Spell	Force Bonds Lv1(CT- 6S, SS- 2, Wrap wrists of Target with up to 2' of rope, "Force Bonds 10M", inescapable bonds)														

Spell Shadow Meld Lv1(CT- 3S, SS- 1, 10S in shadows motionless & undetected, 'Hidden 3M', Can move in shadows while Hidden but Spell is cancelled if you ever see part or whole of your own shadow,)