



The Mixed Medieval Arts

Name	Phantasms				Race	Ghost				Loot					Level	6
Body	10	Arms	10	Legs	10	R-Mana	30	Psi/PsiC	18		Gold	60	XC		60	
*** Normal weapons have no effect on Ghosts, only Enchanted/Blessed***														Negate Win	2	

Racial Skill Material Form Lv2(6 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 Lv2(Can negate any variation of "Fear" 6x/hr)

Skill Incorruptible Lv2(Can negate any variation of Persuade, "Incorruptible", 6x/hr)

Skill Iron Mind Lv2("Iron Mind", Can negate any variation of Confusion, Beguile, Calm, Cute, Joy. Sorrow, Words of Truth, 6x/hr)

Psi Syphon Lv2(30S over Dead Target wailing soft or loud, "Syphon", Can take up to 2 Dead Target Racial Mana to replenish your own Mana Pool, 6x/hr)

Psi Cute Lv2(FT-Special, you must receive 1 HP of damage first, Psi-S -1, Target must be within 5 feet, Forearms to chest and dangle hands, "Cute 1M", Target that dealt the damage will now defend you for 1M)

Psi Entrance Lv3(Psi-S -2, FT-6S, Must present shiny object and Target must keep eye contact with it for 6S, "Beguile 2M", Target must stay within 5' for 2M)

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

Psi Mind Trap Illusion Lv3(FT- 10S, Psi-S -5, Must be talking to Target within 5' for 9S, "Illusion 5M", Give Illusion card with a scene described in 30 words or less, 5M begins with Target understanding instructions,)

Psi Clairvoyance Lv2(FT- 2S, Psi-S -1, Approach GM, “Clairvoyance 3”, ask 3 questions in 3M)

Psi Pain Lv2(FT- 4S, Psi-S -2, Throw rice hit Target, “Pain 10S”, Target racked with pain and receives 1 HP damage,)

Psi Telekinesis Lv2(FT- 6S, Psi-S -3, Brown tennis balls, “ Rock Ball”, Throw at Target for 3 HP damage OR Hold in hand and touch Target Player, ”Rock Ball”, Can be held for only 10S before touching Target for 3 HP damage,)