



The Mixed Medieval Arts

Name	Syphon				Race	Ghost				Loot					Level	5
Body	9	Arms	9	Legs	9	R-Mana	30	Psi/PsiC	15		Gold	50	XC		50	
*** 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 Calm Lv2(FT- 2S, Psi-S -1, Eye contact and throw Rice, "Calm", Negates any variation of 'Rage')

Psi Commune With Dead Lv2(FT- 2S, Psi-S -1, Touch Dead Target Player forehead, "Commune with Dead 20S", Dead must talk truthfully for 20S)

Psi Confusion Lv2(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, "Confusion 10S", Target no Skills, Magic, etc but they can still defend themselves.)

Psi Mind Leech Lv2(FT- 6S, Psi-S -3,Point at Target within 10', "Forget ____ 3M", Used only against Skills)

Psi Mute Lv2(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, "Silence 30S", Target can no longer speak, cast Spells or Prayers)

Psi Paralyze Lv2(FT- 2S, Psi-S -1, Rice at Target Limb, "Paralyze (Arm or Leg) 15S", 0 HP damage)