



Name	Phantoms					Race	Wraith			Loot	Black Bone w Cloth			Level	3
Body	6	Arms	5	Legs	5	R-Mana	50	Psi/PsiC	5	S/SC	5	Gold	30	XC	30
Norm weaps have no fx on Wraiths, they may only be hit by Enchntd/Blssd													Negate Win	1	
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	Telekinesis Lv1(FT- 6S, Psi-S -3, Brown tennis ball, "Rock Ball", Throw at Target for 3 HP damage,)														
Psi	Telekinetic Push Lv2(FT- 4S, Psi-S -2, Eye contact & open hand Push motion to 2 Targets at once with 2 Push motions required, "Push", Target Players must both be within 10 feet, Both must fall back & down 5',)														
Spell	Animate/Control Dead Lv1(CT-6S, SS-2, Need Dead Target Player and a Lv1 UnDead NPC Card understood, "Rise and Obey your Master 30M")														
Spell	Deflection Lv1(CT-3S, SS -1, "Deflect 30S", You or Target by touch are immune to all hand and bow launched projectiles)														

Spell Drop Lv1(CT- 3S, SS- 1, Touch Target with hand held object, “Drop_(object)_”, Target must drop object to ground)