



Name	Blood Wraith				Race	Wraith				Loot	Black Bone w Cloth				Level	8
Body	12	Arms	12	Legs	12	R-Mana	50	Psi/PsiC	10	S/SC	10	Gold	80	XC	80	
Norm weaps have no fx on Wraiths, they may only be hit by Enchntd/Blssd														Negate Win	3	
Light Lv2(“Deflect” Great/Mass 3x/day), Heavy Lv3(“Deflect 30S” Thrown/Bow only 3x/day, BA&L+3)																
Knife Lv2(Paired), Short Sword Lv2(Paired),Long Sword Lv2 (Paired), Ball & Chain Lv2(Paired)																
Skill	Astral Form Lv3(3 Mana/Minute, Player Astral as long as they can feed the Mana cost, 9x/hr)															
Skill	Fear Lv3(Throw rice and hit Multiple Targets, “Fear 30S”, All Targets must flee for duration, 9x/hour)															
Skill	Pure Will Lv3(Self dispel any Blind, Sleep, Pain and/or Persuade, Fear and all Set On's up to 9x/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 Lv3(Talk to 3 dead Target for 30S each within 30S of the last, 9x/hour)															
Skill	Hone Weapon Lv3(1M with weapon, “Hone Weapon 10M”, Acts as Enchanted for 10M, 9x/hour)															
Skill	Syphon Lv3(30S touch up to 3 Dead Targets, Take Targets Racial Mana for your Mana Pool, 9x/hour)															
Psi	Bio-Regeneration Lv3(FT-60S, Psi-S -1 for 1HP healed to Body OR -1 for 1 fully healed pair of Limbs, 60S motionless then 1 heal on self, Can be repeated multiple times with the 1M Focus Time between all heals,)															
Psi	Blind Lv3(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, “Blind 10S”, Target Player must close their eyes)															

- Psi** Calm Lv3(FT- 2S, Psi-S -1, Eye contact and throw Rice to hit multiple Target Players, “Calm”, Negates any variation of 'Rage')
- Psi** Confusion Lv3(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body,, “Confusion 15S”, Target no Skills, Magic, etc but they can still defend themselves.)
- Psi** Deaf Lv3(FT- 2S, Psi-S -1, Eye contact & clap, “Deaf 15S”, Target Player can not use any Skills, Magic, etc, and no talking for the duration, They can still defend themselves.)
- Psi** Possess Lv1(Psi-S-4, FT-10S, Eye contact & Two finger wave, “Possession!”, Then immediately a Combat to 1st HP lost, If you win “You are now Possessed 1H”, 6' string to shoulder and the possessed is now a puppet)
- Spell** Breathe Without Air Lv3(CT-3S, SS -1, “Breathe Without Air 9M” negates any negative effects of all 'Cloud' magic, By touch to Target)
- Spell** Drain Lv3(CT- 9S, SS- 3, Gloves & bear hug Target for 3S, “Drain”, Target receives 6 HP of damage to Body and you receive +1/+1/+1 HP of healing)
- Spell** Pain Lv3(CT- 6S, SS- 2, T hrow rice hit Multiple Targets, “Pain 15S”, All Targets racked with pain for duration and receives 1 HP)
- Spell** Remove Poison Lv3(CT- 3S, SS- 1, Within 10S of the failed save you can by touch to Target or self negate any Lv1-3 Poison and cancel its negative effect.)
- Spell** Set On Drown Lv3(CT- 6S, SS- 2, Touch up to 2 Targets within the 30S Spell Retention Time, “Set on Drown“, Target Receives 1 Body HP every 3S until helped or dead)
- Spell** Silence Lv3(CT- 6S, SS- 2, Throw rice, “Silence 1M”, Target Player hit can no longer speak, cast Spells or Prayers)