



The Mixed Medieval Arts

Name	Poltergeist			Race	Ghost			Loot				Level	8
Body	14	Arms	14	Legs	14	R-Mana	30	Psi/PsiC	24	Gold	80	XC	80
*** Normal weapons have no effect on Ghosts, only Enchanted/Blessed***											Negate Win		3

Racial Skill Material Form Lv3(3 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 feed the Mana cost, 3x/hr, ~ NOTE ~ The Ghost loses its invulnerability to normal weapons when in the Material Plane)

Skill Fearless Lv3(Can negate any variation of "Fear" 9x/hr)

Skill Incorruptible Lv3(Can negate any variation of Persuade, "Incorruptible", 9x/hr)

Skill Iron Mind Lv3("Iron Mind", Can negate any variation of Confusion, Beguile, Calm, Cute, Joy, Sorrow, Words of Truth, 9x/hr)

Psi Syphon Lv3(30S over Dead Target wailing soft or loud, "Syphon", Can take up to 3 Dead Target Racial Mana to replenish your own Mana Pool, 9x/hr)

Psi Electrokinesis Lv3(FT- 6S, Psi-S -3, Silver tennis ball, Throw at Target OR Hold in hand for up to 10S and touch Target Player, "Shock Ball", Each does 3 HP damage, Shock Ball can be held for only 10S before touching Target, OR Must have Silver Dodge ball, Throw and hit Target for 6 HP damage)

Psi Hydrokinesis Lv3(FT- 6S, Psi-S -3, Blue tennis ball, Throw at Target OR Hold in hand for up to 10S and touch Target Player, "Shock Ball", Each does 3 HP damage, Shock Ball can be held for only 10S before touching Target, OR Eye contact and thrown rice, "Freeze 1M", Living Ice statues can not be moved or damaged in any way, The Ice has a Body of 3 HP and can be broken freeing the Target Player inside,)

Psi Hypnotic Suggestion Lv3(FT- 2S, Psi-S -1, 2 finger wave, "Persuade 5M", 3 NPCs at once, Target will not remember the experience from the wave on, Anti-suicide & Anti-clan clause, not allowed on PC's)

Psi Psychic Invisibility Lv3(Psi-S -3, FT-6S, "Invisible 9M", Must be Material, Signal Invisible & active Psionics, 'See Invisible' does not work Anti-Persuade does, 3 Targets pointing at Psionist negates Invisibility)

- Psi** Telekinetic Lift Lv3(FT- 4S, Psi-S -2, One hand Focused and 1 hand point at Target and raise point into the air, "T.K. Lift 1M", Victim raised in air, can only be hit by ranged from 25' away and can drift with wind, cancelled with the lowering of the pointing or Focus hand,)
- Psi** Telekinetic Push Lv3(FT- 4S, Psi-S -2, Eye contact & Throw rice, "Push", Any Target hit must fall back & down 5')
- Psi** Telekinetic Force Field Lv3(FT- 8S, Psi-S -4, Arm straight overhead with fist, "Sanctuary 5M", immune from damage though Sanctuary bubble may be 'popped')
- Psi** Telekinetic Fist Lv3(FT- 2S, Psi-S -1, Gloves & 2 Punches from each hand (4 total) each 3S apart, "Punch for Damage", 1 HP to area hit)