



The Mixed Medieval Arts

Name	Haunts				Race	Ghost				Loot					Level	4
Body	8	Arms	8	Legs	8	R-Mana	30	Psi/PsiC	12		Gold	40	XC		40	
*** Normal weapons have no effect on Ghosts, only Enchanted/Blessed***														Negate Win	1	

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 feed the 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 Blind Lv2(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, "Blind 10S", Target Player must close their eyes)

Psi Implant Nightmare Lv1(FT- 4S, Psi-S -2, Touch Target, "Fear 10S", Target must flee for duration)

Psi See The Invisible Lv2(FT- 4S, Psi-S -2, "See the Invisible 3M", Open hand over eyes,)

Psi Sorrow Lv2(FT- 4S, Psi-S -2, Throw rice, "Sorrow 15S", Target overwhelmed with grief no Skills, Spells, Prayers etc, No gold? Must flee)

Psi Telekinesis Lv1(FT- 6S, Psi-S -3, Brown tennis ball, "Rock Ball", Throw at Target for 3 HP damage,)