



Name	Majour Fire				Race	Elemental		Loot	None		Level	7		
Body	12	Arms	12	Legs	12	R-Mana	30	P/PC	24		Gold	70	XC	70
*** Normal weapons have no effect on Elementals, Enchanted Only***											Negate Win	3		

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Negate Win

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Racial Skill Astral Form Lv2(6 Mana/Minute, Player Astral as long as they can feed the Mana cost, 6x/hr)

Skill Punch for Damage Lv3(Punch gloves, Hit Target, "Punch for Damage", 1 HP, 1/3S)

Skill Punch for Push Lv3(Gloves, Hit Target with 2 hand strike, "Push", Target receives 0 HP but Target must fall back 5' and fall down, 9x/hr)

Skill Berserk Lv3(Gloves, "Berserk", HP+3/+2/+2, Punch=1 HP, 3 Targets only, 30S exhaustion, Can 'Swallow' Rage to heal, 9x/hr, Triggers- BackStab, Shank, Last Body HP)

Skill Exorcism Lv3(45S preparation, 10S Touch or Rice, Can negate all Mind Control/Possession (10S Touch), Cancels Astral Form for 1M (thrown Rice), Negates Familiars. Demon Spawn, Devil Kin & Voodoo Dolls (Thrown Rice), 9x/hr)

Skill Create Fire Dust Lv3(Rice vial, Throw, "Set On Fire", can create 3/hr)

Skill Grace of the Gods Lv2(Holy Symbol, You or Target from your Religious Faction by touch, Resurrect with full Prayer Cycle available, 6x/hr)

Skill Pure Will Lv3(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 9x/hr)

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

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

Fire Cloud of Steam Lv3(CT- 9S, PS- 3, Throw rice 360 x 3 spins, "Cloud of Pain 10S", Any hit take 1 HP and can only defend themselves for 10S)

Fire Cloud of Toxins Lv3(CT- 6S, PS- 2, Throw rice 360 x 3 spins, “Cloud of Confusion 20S”, Can only defend themselves for 20S)

Fire Fear's Fire Lv3(CT- 9S, PS- 3, Throw rice 360 wit 1 Arm revolution and hit Multiple Targets, "Fear 1M", All Targets must flee for duration)

- Fire** Fear's Fire Lv3(CT- 9S, PS- 3, Throw rice 360 wit 1 Arm revolution and hit Multiple Targets, "Fear 1M", All Targets must flee for duration)
- Fire** Fire Boulder Lv3(CT- 6S, PS- 2, Must have Red Dodge ball, Hold in hand and touch Target AND Throw at Target "Fire Boulder", Does 6 HP,)
- Fire** Hypnotic Flame Lv2(CT- 3S, PS- 1, 2 finger wave, "Persuade 5M", 2 NPCs at once, Target will not remember the experience from the wave on, Anti-suicide & Anti-clan clause, not allowed on PC's)
- Fire** Impervious to Fire Lv3(CT- 3S, PS- 1, "Impervious to Fire 15M", Immune to all Fire based damage for 15M)
- Fire** Mage Fire Lv3(CT- 3S, PS- 1, Throw Rice on affected Target, Negates lingering Mana based effects or 1 use/day for items)
- Fire** Parched Throat Lv3(CT- 6S, PS- 2, Throw rice, "Silence 1M", All Targets hit can no longer speak, cast Spells or Prayers)
- Fire** Set On Fire Lv3(CT- 6S, PS- 2, Throw Rice 360 x 1 revolution of Arm and hit multiple Target Player Body, "Set on Fire", Target takes 1 Body HP every 3S until helped or dead)
- Fire** Shield of Flames Lv3(CT- 3S, PS- 1, Must have heavy fabric scroll no bigger than 2'x2', "Mystic Shield 3M", Used to protect against Hand or Bow thrown projectiles only)
- Fire** Soothing Warmth Lv3(CT- 3S, PS- 1, Touch Target injured Limb, "Heal Limb", All Limbs of Target Player healed fully, Can be used on self,)