



Name	Bone Wraith				Race	Wraith				Loot	Black Bone w Cloth				Level	7
Body	12	Arms	11	Legs	11	R-Mana	50	Psi/PsiC	9	S/SC	9	Gold	70	XC	70	
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	Empower the Minds of the Dead Lv2(FT- 6S, Psi-S -3, Must have Dead Target Player, NPC Card given and understood, “Rise and Obey your Master 10M”)															

- Psi** Hypnotic Suggestion Lv2(FT- 2S, Psi-S -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)
- Psi** Pain Lv2(FT- 4S, Psi-S -2, Throw rice hit Target, "Pain 10S", Target racked with pain and receives 1 HP damage,)
- Psi** Resist Cold Lv2(FT- 2S, Psi-S -1,"Resist Cold 3M", Only receive first and every other HP damage from Ice based source)
- Psi** Resist Fire Lv3(FT- 2S, Psi-S -1,"Resist Fire 5M", Only receive first and every other HP damage from Fire based source)
- Spell** Breathe Without Air Lv2(CT-3S, SS -1, "Breathe Without Air 6M" negates any negative effects of all 'Cloud' magic)
- Spell** Cloud of Dust Lv2(CT-6S, SS -2, Throw Rice 360 for 3 revolutions, "Cloud of Blind 6S", all Targets hit are affected)
- Spell** Drain Lv2(CT- 9S, SS- 3, Gloves & bear hug Target for 6S, "Drain", Target receives 6 HP of damage to Body and you receive +1/+1/+1 HP of healing)
- Spell** Fists of Rage Lv2(CT- 6S, SS- 2, Gloves,"Rage", HP+2/+1/+1 & Punch =1 HP, 2 Targets only, 30S exhaustion)
- Spell** Petrify Lv2(CT- 9S, SS- 3, Must have Eye contact and touch Target Player Body, "Petrify 6M", Living statues can not be damaged in any way but they can be moved by the combined effort of 2 Giants, or 2 Trolls or a Giant and a Troll)
- Spell** Rest In Peace Lv2(CT-6S, SS -2, Up to 2 Undead in 5', "Rest In Peace", UnDead now normal Dead, A symbol of faith may be presented to add an extra use, All 3 of these uses of Rest In Peace must be within the 30S Spell Retention Rule)