



The Mixed Medieval Arts

Name	Spirits			Race	Ghost			Loot				Level	1
Body	2	Arms	2	Legs	2	R-Mana	30	Psi/PsiC	6	Gold	10	XC	10
*** Normal weapons have no effect on Ghosts, only Enchanted/Blessed***												Negate Win	0

Racial Skill Material Form Lv1(9 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 feedbthe Mana cost, 3x/hr,~ NOTE ~ The Ghost loses its invulnerability to normal weapons when in the Material Plane)

Skill Fearless Lv1(Can negate any variation of “Fear” 3x/hr)

Skill Incorruptible Lv1(Can negate any variation of Persuade, “Incorruptible”, 3x/hr)

Skill Iron Mind Lv1(“Iron Mind”, Can negate any variation of Confusion, Beguile, Calm, Cute, Joy. Sorrow, Words of Truth, 3x/hr)

Psi Syphon Lv1(30S over Dead Target wailing soft or loud, “Syphon”, Can take up to 1 Dead Target Racial Mana to replenish your own Mana Pool, 3x/hr)

Psi Confusion Lv1(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, “Confusion 5S”, Target no Skills, Magic, etc but they can still defend themselves.)

Psi Resist Cold Lv1(FT- 2S, Psi-S -1, “Resist Cold 1M”, Only receive first and every other HP damage from Ice based source)

Psi Resist Fire Lv1(FT- 2S, Psi-S -1, “Resist Fire 1M”, Only receive first and every other HP damage from Fire based source)