



The Mixed Medieval Arts

Name	House Spirits					Race	Ghost			Loot				Level	3
Body	5	Arms	5	Legs	5	R-Mana	30	Psi/PsiC	10		Gold	30	XC		30
*** Normal weapons have no effect on Ghosts, only Enchanted/Blessed***													Negate Win	1	

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 feed the 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 Joy Lv1(FT- 2S, Psi-S -1, Eye contact with Target in 10', "Joy 10S", Target is happier than ever for duration and may only defend themselves)

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 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)