



Name	Banshee					Race	Devil			Loot	Forked Black Tongue			Level	3
Body	6	Arms	5	Legs	5	R-Mana	20	P/PC	8		Gold	30	XC		30
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Arm	Light Lv1(can use Light armour)
Arm	Small Lv2(can Sling Shield to your back to stop first and every other HP of damage from behind)
Weap	Knife Lv2(can use paired Knives) Ball & Chain Lv1(can use a Ball & Chain)
Weap	Javelin, 1 HP, PoleArm & Spear Lv1(can use a Pole or a Spear)
Racial Skill	Pure Will Lv1(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 3x/hr)
Ability Skill	Fly Lv1("Fly 3M", Spin up to 2' of rope overhead, Only hit by ranged at 25' or more away, 3x/hour)
Ability Skill	Sneak Lv1(Must be in shadows motionless & undetected for 10S then 'Hidden' for 3M, Can move in shadows while Hidden, 3x/hr)
Ability Skill	Astral Form Lv2(6 Mana/Minute, Player Astral as long as they can feed the Mana cost, 6x/hr)
Ability Skill	Beguile Lv1(Must dance and Target must keep eye contact for 6S, "Beguile 1M", Target must stay within 5' for 1M, 3x/hr)
Ability Skill	Nullify Magic Lv1(Within 10' of Magic casting Target point & "No Mana" Target can not cast Spells/Psionics while you Chant, 3x/hr)
Cleric	Fear Lv1(CT- 9S, PS- 3, Touch Target, "Fear 30S", Target must flee for duration)
Cleric	Sorrow Lv2(CT- 3S, PS- 1, Throw rice, "Sorrow 20S", Target overwhelmed with grief no Skills, Spells, Prayers etc)
Cleric	Winds of Confusion Lv1(CT- 6S, PS- 2,Touch Target Body, "Winds of Confusion 10S" Target can now only defend themselves)