

## Sleep Walker, Naveh High Priest



Value	Characteristic	Points
8	<b>STR</b>	-2
18	<b>DEX</b>	24
18	<b>CON</b>	16
11	<b>BODY</b>	2
23	<b>INT</b>	16
18	<b>EGO</b>	16
20	<b>PRE</b>	10
6	<b>COM</b>	-2
6	<b>PD</b>	4
6	<b>ED</b>	2
3	<b>SPD</b>	2
6	<b>REC</b>	0
36	<b>END</b>	0
24	<b>STUN</b>	0
	<b>Total</b>	<b>88</b>

Points	Powers	END
14	10d6 "Sleep Walk Control" (Mind Control); Communication: Telepathic, +¼; Reduced END: Zero, ½; Concentrate: Throughout & ½ DCV, -½; Extra Time: full phase, -½; Extra Time Required: Only At Startup, ½; Focus (Ring): Inobvious Accessible, -½; Focus Applicability: Personal; Focus Breakability: Breakable; Focus Expendability: Dangerous to Acquire, -1; Focus Expendability: Hard to Acquire, -¼; Focus Expendability: Extremely Hard to Acquire, -½; Gestures: Constant Power, -½; Requires Magic Skill Roll: -½; Must Mimic Rough Movements: Seriously, -½; Only One Target At A Time: Seriously, -½	0
13	8d6 "Dark Realm Gift" (Aid: Stun) (Fade/turn, Max. 48); Range: 0; Affects: Single Power, +0; Delayed Effect: +¼; Time Delay: +¼; Trigger: Changeable, +½; Charges: +4, -1; Concentrate: 0 DCV, -½; Extra Time: 1 hour, -2½; Extra Time Required: Only At Startup, ½; Focus: Obvious Accessible, -1; Focus Applicability: Personal; Focus Breakability: Breakable; Focus Expendability: Hard to Acquire, -¼; Fragile Focus: -¼; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; Requires Magic Skill Roll: -½	0
<b>27</b>	<b>Total Powers</b>	

Points	Skills, Talents, Perks	Roll
3	Area Knowledge: Melderyn	14-
1	Bribery	8-
3	Bureaucratics	13-
2	City Knowledge: Cherafir	11-
1	Conversation	8-
3	High Society	13-
3	Interrogation	13-
2	Knowledge Skill: Naveh Religion	11-
1	Lockpicking	8-
15	Magic Skill	20-
3	Oratory	13-
3	Persuasion	13-
3	Professional Skill: Priest of Naveh	14-
1	Riding	8-
3	Sleight of Hand	13-
3	Stealth	13-
3	Streetwise	13-
1	Swords	
3	Tactics	14-
3	Trading	13-
<b>60</b>	<b>Total Skills, Talents, Perks</b>	

Cost	Equipment
0	Leather (Coverage: Full, PD 2, ED 2); Weight: 5
0	Dagger (½d6K, OCV: +1); DC: 2; STUNx: 0; STR Min: 8; Weight: 0 ; Can Be Thrown
<b>0</b>	<b>Total Equipment (5 kg)</b>

75+	Disadvantages
15	Distinctive Features: Bone Hand Tatoo; Concealability: Easily, 5; Reaction: Extreme, +10
25	Hunted by Good Religions (14-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0
20	Paranoid (Very Common, Strong)
20	Superpatriot of Naveh (Common, Total)
10	Vengeful (Uncommon, Strong)

10	Watched by Lower Priests (14-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Only Watching: $\times\frac{1}{2}$ ; Punishment: Harsh, 0
100	<b>Total Disadvantages</b>

**COSTS:**      **Char.**      **Powers**      **Total**      **Total**      **Disadv.**      **Base**  
                  88      +      87      =      175      175      =      100      +      75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
6	6	6	0	8/2	8/2	4, 8, 12