

## Dream Knights

Value	Characteristic	Points
15	<b>STR</b>	5
14	<b>DEX</b>	12
10	<b>CON</b>	0
8	<b>BODY</b>	-4
8	<b>INT</b>	-2
10	<b>EGO</b>	0
10	<b>PRE</b>	0
10	<b>COM</b>	0
5	<b>PD</b>	2
5	<b>ED</b>	3
2	<b>SPD</b>	-4
5	<b>REC</b>	0
20	<b>END</b>	0
	<b>Total</b>	<b>12</b>



Points	Powers	END
30	Elemental Control (30-pt reserve)	
a-30	Transparent Body (50% Physical + Energy Damage Reduction)	
b-30	Dream Fade (Desolidification); Immune to Mental Powers: No, +0; Reduced END: Zero, ½	0
c-30	Ghosts (Takes No Stun); Loses: Body Only, 60	
22	1d6 Dream Sword (HKA) (Total 2d6); Range: 0; Reduced END: Zero, ½	0
12	Sense Awake Minds (+0 to PER); Time Required: Instant, +2; Range: Ranged, +5	
20	Targeting Sense for Sensing Awake Minds (Detect)	
<b>174</b>	<b>Total Powers</b>	

Points	Skills, Talents, Perks	Roll
2	KS: Pillaging	11-
2	KS: Attack Minds	11-
<b>4</b>	<b>Total Skills, Talents, Perks</b>	

<b>75+</b>	<b>Disadvantages</b>
------------	----------------------

20	Transparent Death Knights (Distinctive Features); Concealability: Not Concealable, 15; Reaction: Always noticed & major reaction, +5
30	Dependence on Sleeping Minds (3d6/Segment); Substance: Very Common, +5
25	No Senses (Phys. Lim.) (All the Time, Fully)
30	Susceptibility to the Sun's Light or ANY Bright Light (3d6 BODY/Segment); Condition: Uncommon, +5
10	Vulnerability to Light Based Attacks (2× BODY); Attack: Uncommon, +5
<b>115</b>	<b>Total Disadvantages</b>

**COSTS:**      **Char.**      **Powers**      **Total**      **Total**      **Disadv.**      **Base**  
                  12    +    178    =    190    190    =    115    +    75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
5	5	3	0	5/0	5/0	6, 12

**Notes:** The Dream Knights are summoned creatures. They are summoned by Krasula. These creatures only exist when people are dreaming. They emerge from sleeping bodies.