

Sleep Walker, Naveh High Priest



Value	Characteristic	Points
8	STR	-2
18	DEX	24
18	CON	16
15	BODY	10
23	INT	16
18	EGO	16
20	PRE	10
6	COM	-2
6	PD	4
6	ED	2
3	SPD	2
6	REC	0
36	END	0
31	STUN	3
	Total	99

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; Active Points: 87	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; Active Points: 80	0
11	"Shield of Naveh" (Force Field) (20 PD/20 ED); Active	4

	Points: 50; Reduced END: Half, ¼; Ablative: -1; Concentrate: ½ DCV, -¼; Extra Time: full phase, -½; Naveh Holy Symbol (Dagger) (Focus): Obvious Accessible, -1; Focus Breakability: Breakable; Focus Applicability: Personal; Focus Expendability: None, +0; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; Requires Magic Skill Roll: -½	
38	Total Powers	

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-
6	Professional Skill: Priest of Naveh	17-
1	Riding	8-
3	Sleight of Hand	13-
3	Stealth	13-
3	Streetwise	13-
1	Swords	
3	Tactics	14-
3	Trading	13-
63	Total Skills, Talents, Perks	

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

75+	Disadvantages

15	Always Obeys Orders of Naveh (Very Common, Moderate)
15	Distinctive Features: Bone Hand Tatoo; Concealability: Easily, 5; Reaction: Extreme, +10
30	Hunted by Good Religions (14-); Capabilities: More Powerful, 15; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, $\times 1$; Punishment: Harsh, 0
20	Paranoid (Very Common, Strong)
20	Superpatriot of Naveh (Common, Total)
15	Vengeful (Common, 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
125	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base**
 99 + 101 = 200 200 = 125 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
6	6	6	0	28/22	28/22	4, 8, 12