

Mirrael
Mercurian of Dreams

Corporeal Forces: 2	Strength: 4	Agility: 4
Ethereal Forces: 4	Intelligence: 6	Precision: 10
Celestial Forces: 3	Will: 6	Perception: 6

Vessel/1
Essence: 9

Body Hits: 12
Mind Hits: 24
Soul Hits: 18

Skills: Art/2 (Dreams) (Pre: TN 12), Detect Lies/1 (Per: TN 7), Dodge/3 (Pre: TN 13), Dream-Shaping/3 (Pre/Will: TN 13), Driving/1 (Pre: TN 11), Emote/3 (Per: TN 9), Fast-Talk/1 (Will: TN 7), Fighting/3 (Int: TN 9), Medicine/3 (Pre: TN 9), Savoir-Faire/1 (Pre: TN 11), Survival/1 (Marches) (Will: TN 7)

Songs: Charm/3 (Lowers Int/Pre by CD of successful roll) (Ethereal: TN 6), Dreams/3 (Affects elements of dreamer's dream) (Ethereal, TN 6), Healing/3 (Heals Mind Hits by CD of successful roll) (Ethereal: TN 6), Shields/3 (blocks all attunement, resonance, and Essence-based attacks (Ethereal: TN 6)

Attunements

Mercurian of Dreams: Can move from one dreamscape to another without roll, if dreamers are close to each other and on the same side of the Marches.

Ofanite of Dreams: Can use Dream Walking for (CD of successful Perception Roll x Ethereal Forces) minutes.

Dream Walking: can enter Marches through the mind of a human dreamer for (CD of a successful Perception roll) minutes

Rites (Gets Essence back):

Defeat a demon in ethereal combat in the Marches (+2)
Successfully defend a dreamer for eight hours in the Marches (+2)
Sleep for four hours without visiting Beleth's realm

Aladiah

Kyriotate of Dreams

Corporeal Forces: 2

Strength: 4

Agility: 4

Ethereal Forces: 3

Intelligence: 6

Precision: 6

Celestial Forces: 4

Will: 8

Perception: 8

No vessel. You MUST possess things on the corporeal plane to stay there.

Essence: 9

Body Hits: Depends on possession

Mind Hits: 18

Soul Hits: 32

Skills: Dodge/3 (Pre: TN 9), Dream-Shaping/3 (Pre/Will: TN 11), Fighting/3 (Int: TN 9), Knowledge/1 (The Marches) (Int: TN 9), Large Weapon/3 (Int: TN 9), Move Silently/1 (Agility: TN 5), Ranged Weapon/3 (Per: TN 9), Savoir-Faire/1 (Pre: TN 7), Survival/2 (Marches) (Will: TN 10), Tactics/1 (Int: TN 7), Tracking/1 (Per: TN 9)

Songs: Entropy/3 (Inflicts [CD x Essence spent] Mind Hits) (Ethereal: TN 6), Shields/3 (blocks all attunement, resonance, and Essence-based attacks (Ethereal: TN 6), Charm/3 (Lowers Int/Pre by CD of successful roll) (Ethereal: TN 6), Tongues/3 (Telepathy) (Ethereal, TN 6)

Attunements

Seraph of Dreams: +3 to all Perception rolls while in the Marches. Does not apply to skill use.

Malakite of Dreams: -3 to all Perception rolls to detect the angel while in the Marches.

Kyriotate of Dreams: May be in more than one dreamscape at a time (limit 9)

Dream Walking: can enter Marches through the mind of a human dreamer for (CD of a successful Perception roll) minutes.

Rites (Gets Essence back):

Defeat a demon in ethereal combat in the Marches (+2)

Successfully defend a dreamer for eight hours in the Marches (+2)

Sleep for four hours without visiting Beleth's realm

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