NAME Dream Weaver		RACE Otherworldly			SIZE 1	_HEIGHT _	5'0" WE	IGHT10	00lbs HL 3 EL 0		
CON	_5_	AGI	2	INT	_5_	STR	2	WILL	2	СНА	_5
Hit Points	75 / 75	Initiative	4	C. Master	y <u>10</u>	Armor	4	SP Armor	4_	Song Effec	et <u>10</u>
Vitality	<u>150 / 150</u>	Speed	4	H. Master	y <u>10</u>	MAD	_4_	M. Mastery	_4_	M. Speed	10
		RAD	_4_	SP Maste	ry <u>10</u>					M. Damag	e <u>10</u>
ATTACK # 1 ATTACK # 2								± 2			
Description: Bite, Claw, Dagger Description: Phantasmal Dart								art			
Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6 Type: S.N. Ranged Attack								Range	Range: 6 Accuracy: 4/5/6		
DMG: Crit DMG: Crit SP-DMG: DMG: Crit DMG: SP-DMG: S									_ SP-DMG	a: <u>30</u> Crit	SP-DMG: <u>40</u>
Other:							Other:				
ABILITI	ES										
Name: Bra	nin Freeze		Description:	Target creat	ure withir	10 spaces te	ests WILL 8		DPD:	Frost	& 5 SP-DMG
Name: Dancing Bolts Description: Target creature within 5 spaces tests INT 9							ts INT 9		DPD:	Blind	& <u>5 SP-DMG</u>
Name: Fat	lame: Fatal Lullaby Description: Target creature within 10 spaces tests WILL 8								DPD:	Slow	& Lose 3 HP
Name: Inc	me: Incite Aneurysm Description: Target creature within 10 spaces tests WILL 8								DPD:	Wound	& Lose 3 HP
Name: Sco	lame: Scourge of Spirits Description: Target creature within 10 spaces te						ests CHR 8		DPD:	5 DMG	& Lose 3 HP
IMMUNITIES, VULNERABILITIES, & TRAITS											
Immunities: Frost, Knockback							Vulnerabilities	:			
Traita, Fate Rinding Haunted Minion Charming Miraging/Phasing Resilience											

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Dream Weavers travel the dimensions in search of many things; battle, skills, and knowledge. While knowledge appears to be their top priority, their time in foreign dimensions is limited, so they'll typically make do with trickery and illusions to hone their mental prowess. On occasion, some will merely observe a foreign lands way of life. If they perish in a foreign world, their bodies will return to their home world, partially harmed.

It should also be noted that Dream Weavers can only project about half of their physicality. This causes them to take the form of light bluish glowing ghosts, that are 50% physical and 50% apparition. While their methods of traversing the multiverse is unclear, it is known that it involves mirror-play, reflecting light off water or ice to create a slight distortion in reality. Doing so allows them to blink and phase into other universes. Because of this, you're likely to see them in areas where ice or water is abundant.

Dream Weavers only bring chaos to Estaria, manipulating creatures into fighting each other, or causing them to lose their minds completely. They feast on different aspects of the mind, such as cognitive functions, subconsciousness, and memories (depending on the weaver's tastes.) This typically causes memories to change or disappear, and if over-manipulated, their victims tend to become feebleminded, or in worst case, brain-dead.

Due to their unusual affinity for ice, Dream Weavers are immune to Frost. Because of the strange dimensional magic that anchors them to this world, they're immune to Knockback. Their half physical/half apparitional form helps them resist other status effects and wounds.

APPEARANCE

Dream Weavers are ghostlike figures that take whatever form they want their opponent to see. This means that while one person may see them as a glowing blue humanoid, another person might perceive the Dream Weaver as a horrific monstrosity made out of ghostly bone.

As for weapons, Dream Weavers use teeth, claws, or a dagger for their melee attacks (typically daggers made out of large teeth.) They throw ghostlike darts of phantasmal energy for ranged attacks. Dancing Bolts are blinking black-bolts of energy that require a keen eye to notice and depth perception to avoid. Fatal Lullaby is a song spell that attempts to put a creature into a deadly slumber, while their Scourge of Spirits ability manipulates spirits of the deceased to attack their foe (convincing them that their target is the reason for their death.)

COMBAT BEHAVIOR

Dream Weavers are casters when it comes to combat. They prefer to sit still and use abilities a majority of the time.

(See pages 20-22 in the GM Book for more information on their traits.)