ID

Name: The Dreaming Child

Description: The Dreaming Child was an exceedingly shy, thoughtful member of the Family in life. Shy, skittish, and prone to daydreaming and fantasy, the Child had an innate fear of the Manor. In death, the Child's spirit remains frightful and evasive, but possesses an extraordinary psychic ability, limited only by the fear that a thousand nightmares are but a moment away from breaking free.

Refresh: 3

FATE CORE SYSTEM™

ASPECTS

In Life	Bashful Youth Peeking from Behind Mother
In Death	Skittish Spirit Possessed of Frightful Powers
Tragedy	A Thousand Nightmares Come to Life

SKILLS

Superb (+5)					
Great (+4)	Telekinesis				
Good (+3)	Invisibility	Possession			
Fair (+2)	Agility	Animal Handling	Flight		
Average (+1)	Incorporeality	Perception	Teleporation	Temperature Control	

EXTRAS

STUNTS

Explosive Outburst (Telekinesis) – Once per Scene, the Dreaming Child may perform a targeted Zone-wide Attack with Telekinesis without splitting the die roll. The Child may Spend a Fate Point to do so again at +2, but takes 2 points of Sanity Stress.

Fade Away (Invisibility) – +2 to Create an Advantage with Invisibility related to hiding from danger--real or imagined--by dissolving entirely into the spirit realm.

Share Nightmares (Possession) – The Dreaming Child can Attack a mortal's Sanity with Possession, so long as they are sleeping or otherwise unconscious.

COHESION STRESS (Manifestation)

1 ☐ 2 ☐ 3 ☐ 4 ☐

SANITY STRESS (Willpower)

1 ☐ 2 ☐ 3 ☐ 4 ☐

CONSEQUENCES

2 Mild

4 Moderate

6 Severe

2 Mild