

D r e a m w a l k e rTM

GPP1005

Roleplaying in the Land of Dreams

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Dreamwalker™

Roleplaying in the Land of Dreams



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Dedication	This book is dedicated to all those who pursue their dreams. May you always achieve your denouements.

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Introduction

"O God, I could be bounded in a nutshell, and count myself a king of infinite space, were it not that I have bad dreams."

—William Shakespeare, *Hamlet*

Humanity is under attack. The enemy is an alien species that assails us in our most vulnerable state—while we sleep. The Taenia Spiritus are a race of soulless, hive-minded creatures that invade our dreams in order to foster and feed off the negative vibes and emotions caused by their presence.

You are a Dreamwalker. Whether through the use of drugs, prayer, meditation or natural ability, you are able to leave your own dreams and travel into the Dreamworlds of others. Once there you can manipulate the dream's spiritual energy, or mana, to produce wondrous effects.

You have been recruited by Project Dreamwalker—a government backed organization that unites others like you in order to rid the spirit world of the Taeniid plague. The task is difficult. Not only do you face the Taenia but you must also satisfy the whims and desires of the Dreamer in whose mind they are ensconced. Can you do this and still maintain a grasp on your own sanity?

Good luck, Dreamwalker. You may be our last hope.

What This Book Is

A work of fiction. Dreamwalkers are able to pass freely into the dreams of others. Mastery of dream magic enables them to change shape, fly and alter the very fabric of the Dreamworld itself as they seek to destroy an alien foe.

However, the existence of the Taenia Spiritus, the ability to Dreamwalk and many of the other supernatural concepts expressed herein were designed solely for the purposes of this game. Once again, Dreamwalker is a work of fiction—as far as we know.

What this Book is Not

A medical treatise on the psychological meaning of dreams and their effect on the human psyche. While many of the groundbreaking, dream related theories of psychoanalysts such as Sigmund Freud, Carl Jung and Fritz Perls are alluded to within this work (especially those of Jung), Dreamwalker is not an endorsement for any particular person, viewpoint or field of study.

We have provided just enough background information on dreams and the process of dreaming to make the game both interesting and playable. Medical references (particularly descriptions of mental conditions) have been altered to suit the needs of the game. For those who would like to incorporate more real world personas, theories or themes into

their game or for those who would just like to learn more about dreams in general, please visit some of the links posted on our website.

<http://DreamwalkerRPG.home.att.net>

What to Expect

Due to the sheer diversity of dreams and the powers available to each character, many of the game systems included herein are offered as rough guidelines rather than unbending law. This means Game Masters must be flexible during the course of each session and may have to make more judgment calls than with the average roleplaying game.

A perfect example of this are the sample adventures included in the back of this book. During playtesting sessions, even we were amazed at the direction some of these adventures took. Some Game Masters were adept at making quick, on the spot decisions while others did not fare so well. If this kind of flexibility suits your style of play, then by all means buy this book. If not, you may want to reconsider this purchase. We're not trying to turn away potential buyers but we believe that in the long run, happy customers are better for Dreamwalker than bulk sales.

Why We Created Dreamwalker

Because we get bored playing one type of game setting each night. Because we get tired of changing settings and systems each month. Because we felt there was a need for a good roleplaying game about dreams—a game where your characters could be and do almost anything they wanted. Because we love roleplaying games and we hope Dreamwalker brings you as much enjoyment as it has us.

Oh, and because we wanted to make money.

About *Simpler Times*

The opening short story, *Simpler Times*, provides a taste of some of the atmosphere and style representative of Dreamwalker. The chapter following the story tries to explain what a roleplaying game is. Those readers who are already familiar with these concepts can skim over that section and delve right into the history of Project Dreamwalker. Character creation and the actual rules systems begin after that.

Simpler Times

by Peter C. Spahn

"There are no great things, only small things with great love. Happy are those."

—Mother Theresa

"Yom no ho ren gay keo, yom no ho ren gay keo, yom no ho ren gay keo..."*

As the drug, Black25, takes effect, the lab, the technicians and even the drone of Billy Chun's incessant Buddhist chanting slowly fade away.

Entering the dream state is always a pleasant and peaceful experience—a gentle transition from the physical world to that of the spirit. For me, the trip is almost instantaneous. One minute there is only the darkening haze of semiconsciousness; the next, I float beneath a roiling purple "sky" along the iridescent waters of the Periphery.

This is the crossroads of the Emyrean, land of spirit, land of dreams. Some believe this to be the true afterlife; the place where all people go when they die. As a Christian, I have my doubts on this. Still, the peace and beauty of this place is undeniable.

I drift along the spiritual waters, waiting for the others to arrive. Each wave brings snatches of the dreams emanating from the Dreamworlds below. Some are just beginning, others are nearly at an end. They range the gamut of emotions from love to hate, joy to pain. I soak them all in, reveling in the depth of the human heart and soul.

The pleasantness of the Periphery is deceiving however, and I dare not relax too much. Even here I sense the underlying, yet tangible presence of the Taenia—the evil that is slowly turning the Emyrean into a land of nightmares. They are out there. Watching. Waiting. Tainting each Dreamworld with feelings of anger, hatred and fear. They are a plague upon humanity and the sworn enemy of all Dreamwalkers. They fear us and hate us as well for we know of them and can fight them. What's more, we help others to do the same.

I feel the approach of the rest of my team, Team Circles. I am their leader although I hardly feel deserving of the title. Still, my mentor, Jinx, believes that the best leaders are seldom those who ask to be chosen.

Linda Cobbles appears first, her spirit floating gently along the Peripheral waves. She is like me, only able to Dreamwalk with the aid of Black25, a drug especially designed by the founder of our employer, Project Dreamwalker. I grasp her hand to

steady her. It is like grasping a feather. We are weak here, creatures of smoke and spirit and that makes the potential danger even greater.

Billy Chun arrives next. His spirit pulses with vitality and grace. Through intense meditation and a strict Buddhist regimen of mind and body, he has mastered the art of Dreamwalking without the use of drugs—something few could ever hope to accomplish. I envy his discipline. He is almost a part of this world and the dangers of Dreamwalking are less for him than for us.

Paul Canty is the final member of our team and as usual, the last to arrive. His spirit is ragged and unstable. It knifes through the Periphery in a herky-jerky manner that is almost repulsive to watch—a result of his own method of Dreamwalking, his addiction to psychotropic drugs. The drugs are strong, in some ways they make him more powerful than the rest of us, but he is prone to loss of control and lapses in judgment. Eventually his mind will become too unbalanced to work with the team and to be honest, for that I am glad. More than once Paul's recklessness and penchant for violence has endangered our mission and our lives.

Together, we surf the ocean of dreams for our objective. Somewhere out here is the Dreamworld of Henry Geller—a forty-eight year old advertising executive who has fallen into a deep state of depression. In cases like these, more often than not, the Taenia are involved. More often than not, the source of many of life's problems can be found within ourselves, within our dreams. More often than not, they can be fixed with the help of a Dreamwalker.

Henry Geller's Dreamworld isn't hard to find. Another specially designed drug, Dreamtracer, makes it stand out to us like a beacon. As one, Team Circles passes through the spiritual Barrier surrounding the Dreamworld of Henry Geller.

One never really knows what to expect upon entering a Dreamworld. The extensive psychological evaluation each patient is subjected to usually prepares us for some of the things we encounter but each Dreamer is different and there-



fore, so is each Dreamworld. In general, the less creative and more stable the Dreamer, the more grounded in reality the Dreamworld. Geller is a simple man with simple tastes. In all likelihood, his Dreamworld will be bounded in some type of reality.

The descent from the Periphery into the Dreamworld is instantaneous and once inside, it takes only a moment for our spirits to adjust to their new forms. This is always a moment of great anticipation. Dreamwalkers have no control over our initial manifestation and the results are sometimes. . .strange.

Not this time, though. Here, we manifest as replicas of our physical selves although our style of dress is somewhat curious. I am dressed casually in shorts, T-shirt and sandals with a necklace and bracelet of friendship beads. Linda's pretty Latin features are accentuated by a halter top and bellbottom pants. Billy Chun maintains his customary bald head and long braid but a distinctly non-Asian leather vest and form fitting pants cling to his lithe and muscular frame. Only Paul looks somewhat normal, his lanky frame sporting a tie-dyed shirt with a peace symbol emblazoned on the front.

From the clothes, I place the time period somewhere around the 1960's. Once the when is determined we have only to figure out the where so we take a few minutes to look around.

We are standing in a coastal amusement park, surrounded by crowds of Unreal—the spiritual inhabitants of the Dreamworld that for all intents and purposes are real, at least for the duration of the dream. The sky is gray and overcast. A city skyline looms in the distance, its shape and pattern looking vaguely familiar.

Unreal seagulls circle high above, filling the air with raucous caws. The taste of salt is sharp and pungent on the cool sea breeze. The sweet smells of cotton candy and popcorn just barely override the smell of rotting garbage. Calliope music dominates the park. The organ is badly out of tune and sounds as if it is missing a few pipes.

"Coney Island," Linda says and we all look at her. "I can't remember the name of the park." She shrugs. "At least I think that's what it's supposed to be."

I nod. It makes sense. Geller's file stated that he grew up in New York City. Very few people who live there have never been to Coney Island at least once.

Turning back to the park I see that Geller's depression is deep and there is a strong Taeniid presence. No drones, thankfully, but many of the Unreal park-goers have become hosts for Taeniid larvae. These larvae manifest as bloated, tick like insects, probably in response to some underlying fear of the Dreamer, and have attached themselves to the backs and necks of the Unreal.

Even the Unreal who are not infested are listless and apathetic, a side effect of the overpowering presence of the Taenia. Like sheep, they shuffle along through the park. Some

stop to buy moldering food from seedy looking vendors while others stand in line for a number of thrill rides and roller coasters. These rides look unstable at best—most of the paint and decorations are replaced by large, flowery blossoms of rust and the metal supports of most of the rides are twisted and warped. Ratchety mechanical noises precede the weary, almost programmed screams of the riders.

This is bad. All signs point to a Dreamer who is nearing the edge of sanity. Project rules are strict and unyielding when it comes to severe Taeniid infestations such as these—if things look too bad, get out. Staying risks not only the health of the Dreamer's psyche but also our own lives. If we die in someone else's Dreamworld, we could very well die in the real world. I understand the Project's concerns on the matter but I am loathe to leave Geller's dream without at least trying to help. A quick poll finds the others in agreement.

We search the park for the Dreamer. His presence is undeniable making him easy to find despite the drastic change in his appearance. Gone is the defeated, middle-aged man we met in the lab. Here, Henry Geller is still a tawny haired, freckle faced boy of eight. He stands out from the dismal crowd, bathed in a rippling aura of his own spiritual mana—a shining patch of light and color in an otherwise drab and dreary setting.

We watch him buy a cone of cotton candy from a vendor's tray. The candy fluff is an ugly yellowish brown until it touches the Dreamer's hand, then it turns a bright, vibrant pink. Geller tears off a piece and stuffs it into his mouth. We follow him as he wanders through the park. Like everyone else, he appears oblivious to the rot and decay around him. Here, he is just a young boy spending a happy day at Coney Island. A trail of sparkling mana streams out behind him as he walks, giving life and color to everything it touches but after he passes, it too is soon swallowed up by the pervading gloom.

"Hey Tim," Paul says, "We ain't gettin' any younger."

I nod and take a deep breath, then step forward and tap Geller on the shoulder. "Excuse me," I say.

Slowly, reluctantly, the boy turns around. Fear is evident on his face. Little boy fears—fear of talking to strangers, fear of things that go bump in the night, and beneath it all, fear of the Taenia. This close, I can see the scared eyes of the man he has become in the real world. On a deeper level than this, he is aware of the presence of the Taenia, but unwilling to admit the truth even to himself.

"I'm here to help you," I say. Of course he doesn't understand but I know that he believes me. That is good. Very few untrained Dreamers have the power to resist a Dreamwalker but it is always easier when they willingly accept your presence and aid.

I gently take the boy's hand. He looks up at me with trusting eyes. "I promise this won't hurt you," I say. The boy nods.

I call upon my spiritual energy, my mana, and will myself

to Join with Henry Geller ignoring the way Paul impatiently clears his throat. He thinks I am being theatrical. I am not. It is true, I could Join with the boy without making my presence known but I find it best not to upset the Dreamer whenever possible.

To those watching, the Joining takes less than a heartbeat; to me it feels much longer. My spirit ebbs and flows, becoming one with that of the Dreamer. This is a spiritual moment for both of us—a period of great enlightenment and understanding. For a very brief time, our thoughts and memories mingle together. In effect, I am now Henry Geller and this is Coney Island as he remembers it, in the year 1966.

Looking through the Dreamer's eyes, I see the park as it is supposed to be, bright and vibrant, with no sign of the Taenia. The air is thick with music, laughter and excitement, the Unreal are happy and alive.

I stare stupidly at the cone of cotton candy in my hand. The sweet candy smell is almost overwhelming. I tear off a piece of fluff and put it on my tongue, reveling in its taste as it dissolves in a screaming burst of sugar.

Billy Chun clears his throat bringing me back to the present. I open my eyes to find the others staring at me with a mixture of envy and amusement.

"Sorry," I say somewhat sheepishly. "I'm in."

The others nod their understanding. The sensory laden world of the Dreamer is a difficult lure to resist. At one time or another, every Dreamwalker must fight the temptation to just sit back and enjoy the natural course of someone else's dream. Still, we are here for a reason. I shift perceptions back to my own and once again see the decaying park for what it truly is.

"Nice duds," Paul snorts. Linda giggles in response and even the normally stoic Billy offers up the ghost of a smile. I look down and can see the outline of the boy superimposed over my own form. I smile. The strange sight goes unnoticed by the passing Unreal—they still see the illusion of the boy. Only other Dreamwalkers—and the Taenia—can see the truth of what lies beneath.

"So, what are we supposed to do?" Linda asks.

That's the heart of the matter. Despite what some people say, dreams are rarely just random occurrences—almost every single one has some sort of purpose or goal that the Dreamer desires to complete. We call these dream goals denouements. Denouements can be almost anything from the fantastic to the mundane. Whatever it is, our job is to help the Dreamer do it. Only after his mind is thus occupied do Dreamwalkers dare to assault the Taeniid infestation head on.

In the case of Henry Geller, the dream's denouement is obvious. "The Ferris wheel," I say, and we all turn to look at it. The Wonder Wheel, so named by the large gaudy red letters at its hub, dominates this section of the park. It is a monstrous, rusting structure well over fifty, and perhaps close to a hundred, feet tall. As a boy, Henry Geller had wanted very much to ride it but had been too afraid to do so. This dream's

denouement involves rectifying that lost opportunity. I explain the situation to the others.

"Sounds easy enough," Paul says. I only hope he is right. "Any sign of trouble?" I ask.

Billy shakes his head. "No drones yet, but they could just be waiting to strike."

"Spread out and mingle. Keep your yes peeled. I'll see if I can get this done."

"The operator's infested," Linda says, indicating the thin, mustached man in the ridiculous striped suit and matching top hat.

"Got him," I reply, having already noticed the tick like larva latched onto his back. Larvae are little more than a nuisance to Dreamwalkers—they usually avoid us if at all possible. They are cowardly creatures who would rather run than fight and are only dangerous when cornered or in great numbers.

I/Geller walk up to the Ferris wheel and get in the queue line, keeping an eye on the operator who for now seems unaware of my presence. The rest of Team Circles disappear into the crowds. They will keep watch and remain close by until I am finished with the Dreamer. Or until there is any sign of trouble.

More out of boredom than necessity, I do a quick scan of my/Geller's memories and discover the origin of the tick phobia. When Geller was five he spent the weekend with his grandparents upstate. After a long day in the woods, he returned home that night with several ticks latched onto his body. Despite his protests and tears, his parents burned the ticks off with a hot needle. He has been terrified of ticks ever since.

The Wonder Wheel fills up twice before I/Geller finally get to the gate. As the riders exit the bucket, the larval operator grins at me through a jagged mass of teeth.

"Sorry kid," he says. "Ride's broken. It'll be running again in about an hour."

A wave of disappointment and defeat spirals up from Geller's subconscious mind. I fight down the feeling just as the ride operator takes an awkward swing at me/Geller with a rusty crowbar. I duck easily and reach for him as he turns his assault towards the ride operating device, giving the mechanism a few good whacks before I can stop him. Sparks fly up from the damaged controls. I shield my face from the flash and smoke.

"Now! Get him now!" the larval operator yells, then turns and runs, dropping the crowbar onto the platform with a clang. I curse, jump the gate and snatch up the weapon.

Shouts and screams erupt from the crowd of Unreal as half a dozen Taeniid drones clatter out of the shadows. Each manifests as a hideous crossbreed of man and tick—strikingly similar to their natural form. The drones clamber over buildings and through gaming stalls, killing any Unreal in their path as they converge on the Ferris wheel. On me.

Shouts. Screams. Chaos. The Unreal panic and stampede towards the exits. Those that fall are trampled beneath the press.

I call upon my mana, Reshaping the crowbar into a sword. A gun would probably be safer and more effective but com-

plex devices are more difficult and draining to manufacture. Again I call upon mana, this time honing my reflexes and fighting ability until I have the speed of an athlete and the skill of an expert swordsman, at least for the duration of this dream. This done, I sit back on the ride platform and wait for the drones to come.

Billy Chun leaps onto the platform beside me. He has picked up a wooden board and he too uses mana to Reshape, turning the wood into a long, slender staff. Unlike me, Billy needs no mana to bolster his fighting ability—he is an accomplished martial artist in the real world. What's more his mystical mana Talent turns him into a whirlwind of destruction. He gives the staff an expert twirl and braces himself to meet the charging drones.

The first of the drones reaches the Ferris wheel platform and clammers over the railing with snapping claws. I dodge its deadly assault and strike with my blade. The sword shatters through the creature's carapace and penetrates deep into the soft tissues beneath. The drone dies with a ragged hiss and collapses into a pile. A second drone scrambles over the railing, forcing me to give ground as I parry its attacks.

Billy wades into the battle moving so fast that my eyes cannot follow. He becomes a furious blur, leaping, dodging and lashing out with deadly effect. In seconds, two more drones lie broken, battered and dead on the platform.

Just then, something small and hard slams into the back of my skull. A burst of white light scatters my vision. Dazed, I drop my sword, staggering away from the advancing drone and clutching at my bloody scalp. The larval ride operator grins at me from a safe distance away, already hefting another rock to throw. I stumble and fall to one knee. The tick-drone clammers towards me but stops as gunfire erupts throughout the park and its head disappears in a cloud of black ichor. The creature collapses heavily on top of me. Despite being winded, I have the momentary satisfaction of seeing surprise on the ride operator's face before several bullets slam into his chest, knocking him from my view.

Not surprisingly, Linda and Paul are the source of the gunfire. Each has Possessed a park police officer, their forms superimposed over the Unreal's much like mine is over that of the Dreamer. They continue to fire at the remaining drones. The noise is almost deafening. Linda's face is a mask of concentration as she aims and fires. Paul wears an expression of pure glee. His gun is the same size as Linda's, but boosted by his drug tainted mana, it sounds more like a cannon. The bullets it releases have much the same effect.

The tick-drones squeal in pain as his slugs rip through them steadily dissolving their bodies into a mass of shattered carapaces, dark meat and black ichor. So much violence is not only terrible, but also dangerous before the denouement

has been achieved.

As I extricate myself from beneath the drone's bulk, I feel the Dreamer's fear as he struggles to end the dream. The Dreamworld ripples. If he awakens we will all be in danger. With a pulse of my own mana, I help him to calm down.

The battle is over in seconds. With a shot and a final squeal the last drone collapses into a steaming putrid mass.

"Goddamn!" Paul says. His eyes are wide with excitement. "Did you see that! Just like Bonnie and Clyde! Goddamn!"

Linda turns on him unexpectedly. "You can't just kill like that, Paul! Not before the goal is complete."

"What?" He says, his face darkening into a frown. "Lighten up. Those scumbags had to die anyway and the sooner we waste them the better, right? Right? Now we can get this part over with and get on to the Queen!"

I would like to argue his logic but my head hurts too bad. My mana flows over me, Healing the wound and instantly making me feel better.

Meanwhile Linda and Billy exchange worried looks. Neither are pleased that Paul is still on the team. When we get back to the lab I am going to request he take some time off. Perhaps even permanently.

But now is not the time to worry about that. We have to move fast. The Unreal have fled for the moment and there were none in sight, but the police would be here soon.

"We have a problem," I say. "What is it?" Billy asks.

I show them. The damage to the ride mechanism looks bad. It can be fixed with mana

but since it is both a mechanical and electronic device, the cost will be too great. We still have to find and kill the Taeniid Queen.

Linda kneels down to take a look at the device. She is better with mechanical things than any of us. She closes her eyes and focuses her mana, manifesting the desired repair knowledge in much the same way I bolstered my combat ability.

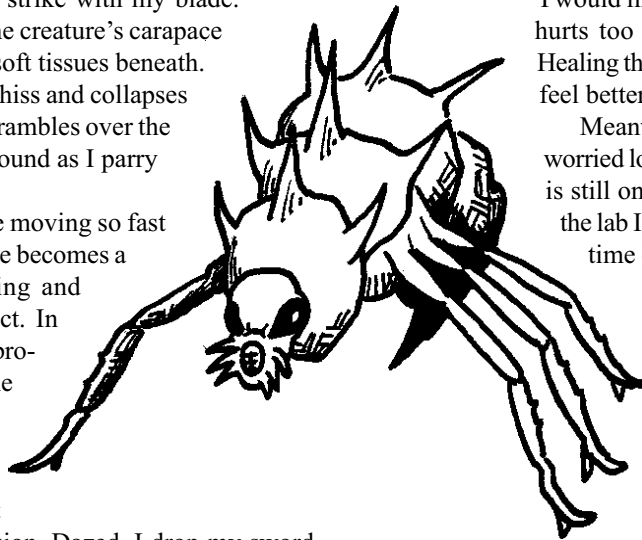
"There," she says, opening her eyes. "I can fix it, but it would be easier if I had the right tools."

"Give me a minute," Billy says and trots off into the park.

"I'll stand guard," Paul says, twirling his pistol like an old west gunslinger. Linda frowns but I shake my head. Now is not the time.

"Don't shoot anyone if you don't have to," she says anyway which only irritates him even more. She's right though. It is hard enough to keep the Dreamer asleep as it is. More random death and destruction is a sure way to awaken him.

We wait. For now, there is little fear of the Taenia, any remaining drones are scuttling back to protect their Queen, but in many ways, the Dreamworld was similar to the real



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world. The battle has caused quite a stir and Unreal policemen will soon be on hand to investigate. While they represent very little danger to us, once again, the danger to the Dreamer's psyche is more important.

In the distance, we hear the wail of police sirens.

Billy returns having Possessed a park maintenance man. A tool belt and a ring of about a thousand keys dangle from his waist. Linda takes the tools, opens the ride panel and sets to work. In minutes, the ride is operational again. Linda works the controls as I/Geller climb into one of the buckets. Geller's emotions are a tangled mixture of fear and excitement.

I gently disengage my spirit from his and reform on the seat facing him. He blinks as if awakening from a dream.

"Have a nice trip," I say, getting up.

"You're not going to ride with me?"

I shake my head and rest a comforting hand on his shoulder. "No. There are some things you need to do by yourself."

He nods and I know that some part of him, the adult part of Henry Geller, understands. I climb out of the bucket and close the door, then stand and watch with the others.

Linda presses the operating button. Like some great dinosaur, the ride begins to move. We watch the bucket slowly go up, crest the top, then come back down again. Although the boy inside maintains a white knuckled grip on the safety rails the entire time, his mouth is open in a wide grin and his

expression is that of pure joy.

On the second time up, the bucket begins to glow with an iridescent white light. We watch as the light spreads outward from the bucket, bathing us in a wash of pure spirit mana. Its touch revitalizes us, restoring some of the precious mana we had used. It melts away the park's decay and brings color back to Henry Geller's Dreamworld. The remains of the Taeniid drones sizzle and dissolve under its glare. The light spreads out from the wheel and continues on to envelope the entire amusement park in its shimmering glow. The wail of police sirens dies away and the Unreal begin to return to the park in droves as if nothing untoward had happened.

Somewhere, deep in Henry Geller's Dreamworld, the Queen of the Taenia vents her fury. She senses our presence, and our victory, and she is afraid. If we can find her while the Dreamer's mind is thus occupied, before the dream ends, we can destroy her. Only then can Henry Geller begin the long process of repairing his psyche from the damage done by the Taenia.

For now, we watch Henry Geller revel in the fulfillment of his childhood dream. It is a small victory in the grand scheme of things but that doesn't make it any less important.

After a while, it is time for us to go. Time for the real work to begin.

The End

BOOK ONE

Player's Section

Roleplaying 101

"There is much pleasure to be gained from useless knowledge."

—Bertrand Russell

Kubla Khan

by Samuel Taylor Coleridge

In Xanadu did Kubla Khan
A stately pleasure dome decree:
Where Alph, the sacred river, ran
Through caverns measureless to man
Down to a sunless sea.

So twice five miles of fertile ground
With walls and towers were girdled round:
And here were gardens bright with sinuous rills,
Where blossomed many an incense-bearing tree,
And here were forests ancient as the hills,
Enfolding sunny spots of greenery.

But oh! that deep romantic chasm which slanted
Down the green hill athwart a cedarn cover!
A savage place; as holy and enchanted
As e'er beneath a waning moon was haunted
By woman wailing for her demon-lover!
And from this chasm, with ceaseless turmoil seething,
As if this earth in fast thick pants were breathing,
A mighty fountain momentarily was forced,
Amid whose swift half-intermitted burst
Huge fragments vaulted like rebounding hail,

Or chaffy grain beneath the thresher's flail:
And 'mid these dancing rocks at once and ever
It flung up momentarily the sacred river.
Five miles meandering with a mazy motion
Through wood and dale the sacred river ran,
Then reached the caverns measureless to man,

And sank in tumult to a lifeless ocean:
And 'mid this tumult Kubla heard from far
Ancestral voices prophesying war!

The shadow of the dome of pleasure
Floated midway on the waves;
Where was heard the mingled measure
From the fountain and the caves.
It was a miracle of rare device,
A sunny pleasure dome with caves of ice!

A damsel with a dulcimer
In a vision once I saw:
It was an Abyssinian maid,
And on her dulcimer she played,
Singing of Mount Abora.
Could I revive within me
Her symphony and song,

To such a deep delight 'twould win me,
That with music loud and long,
I would build that dome in air,
That sunny dome! Those caves of ice!
And all who heard should see them there,
And all should cry, Beware! Beware!
His flashing eyes, his floating hair!
Weave a circle round him thrice,
And close your eyes with holy dread,
For he on honey dew hath fed,
And drunk the milk of Paradise.

What is a Roleplaying Game?

A roleplaying game is essentially an adult version of the child's game "Make Believe." Roleplaying games take place almost entirely in the mind so a good deal of imagination is required by all involved. Unlike other games, there is no board, no pieces to move and no final victory for anyone. But, you might ask, why play a game that no one can win? Because, roleplaying games are not about winning and losing per se, but about creating and participating in an ongoing story.

To begin, the players create a group of fictional characters. Each player then assumes the role of one of these characters and guides him through the fictional world in which he lives. The experience is similar to that of reading a book or watching a movie in which the character is the star except that instead of just watching, you get to decide what the character says and does in order to affect the outcome of the story.

The Players and the Game Master

There are two types of participants in a roleplaying game—the players and the Game Master. You can have as many players as you want (3-6 is suggested) but there can only be one Game Master at a time. If you're the type of person who just wants to get to the action and not be bothered with buying books or learning a lot of rules, you should be a player. On the other hand, if you've got a good memory, like to read, write or tell stories, you'd make a perfect Game Master. The choice is up to you but there must be at least one player and one Game Master for the game to take place.

The Role of the Players

In *Dreamwalker*, the players take on the role of Dreamwalkers in the employ of Project Dreamwalker. Players have it easy. They create a character and then wait around for the Game Master to describe the setting.

There is no set way to play your character. You can choose to have him react to situations as you, yourself would or you can give him his own personality (or role, hence the . . .) and have him act accordingly. It is important to remember the distinction between a player (you, the person reading this book) and a character (the Dreamwalker), otherwise the following rules will get very confusing in some places.

The Role of the Game Master.

This is the fun job but it takes a lot of work. Before choosing to become a Game Master you should have a good working knowledge of both the Dreamwalker setting and rules. You don't have to be able to quote each chapter verbatim, but you should have an idea where to flip to when the players do something unexpected (and they will!).

The Game Master acts as narrator of the story. He creates and describes the setting and assumes the roles and actions of all people (or animals) the characters encounter within. He is also responsible for creating the Dreamwalks (adventures) which the characters undertake each session. We've provided several tips and a few sample Dreamwalks toward the end of this book to help guide you but once you start, you're essentially on your own.

Game Terminology

Included is a list of some of the more common terms you'll find throughout *Dreamwalker* (and most other roleplaying games).

Game Master (GM): The Narrator, the Storyteller, the Dungeon Master, the Rules Master, The Editor, etc.

Player: You.

Character: The fictional person you create.

Non-player Character: Anyone else the characters encounter in the game (usually controlled by the GM).

d10: A ten-sided die, used to generate a number from 1-10 (the number "0" represents a "10"). A number in front of the "d" (1d10, 3d10, etc.) means you roll that many ten sided dice and add the total together. You will need at least one ten sided die (or preferably two of differing color) and they are available at most book or hobby stores.

d6: A six-sided die. This is a "normal" die, used to generate a number from 1-6. A number in front of the "d" (1d6, 3d6, etc.) means you roll that many six sided dice and add the total together. You will need several six sided dice and they are available inside most board games or at any toy, book or hobby stores.

d3: In order to achieve a result of 1-3, roll 1d6. A roll of 1-2 equals 1; a roll of 3-4 equals 2; a roll of 5-6 equals 3.

d2: In order to achieve a result of 1-2, roll 1d6. A roll of 1-3 equals 1, a roll of 4-6 equals 2.

% (percentile) dice: In order to get a range of 1-100, roll 1d10 twice; the first roll indicates the number in the "tens" column, and the second roll indicates the number in the "ones" column. For instance, a roll of 6 followed by a roll of 9 would be equivalent to a roll of 69. Alternatively, you can roll two different colored ten sided dice at once. One color is designated for the "tens" column and the other for the "ones."

Open ended dice: Every 1d6 roll in *Dreamwalker* is open ended. That means that every time you roll a 6, you get to roll another 1d6 and add that to the total. If that roll results in a 6 as well, you get to roll another die and add that to the total, etc. This includes circumstances where 1d2 and 1d3 are involved. In this case, every time a 6 is rolled, you get to roll another 1d2 or 1d3, respectively.

Base Chance: The Base Chance is a number from 1-100 (determined by an Attribute or Trait) that represents a character's likelihood to succeed at any given task. The Base Chance is used frequently throughout the game to determine the outcome of combat, Skill usage and mana manipulation.

Fractions: Unless otherwise noted, always round fractions off to the nearest multiple of 5 (1-2 and 8-9, round to 0; 3-4 and 6-7, round to 5).

Example of Play

The following is a short example of what might happen during the course of a typical gaming session.

Major Characters: *The Game Master; The Dreamer*—Carl Worthers, a down on his luck construction worker; *Despot*—an Analyst Dreamwalker; *Pi*—an Analyst Dreamwalker; *Trent*—a User Dreamwalker

In this example, the session has already begun. Despot has Joined with the Dreamer and learned the dream's denouement—get Carl's mother's ring back from the local pawn shop before it is sold and then use it to propose to his girlfriend. We peek in just as the Dreamwalkers enter the pawn shop.

GM: A cow bell hanging from the handle clangs as you walk through the door. Inside is a small, dingy shop that reeks of must, dried leather and old rubber tires. The shelves are about shoulder high and arranged in a haphazard, maze-like fashion. Each contains a jumble of rusty tools, bicycle parts, camping equipment and other odds and ends. The pawnbroker is standing behind a glass case/counter at the far end of the room. He is a thin, balding man with dark eyes and skin.

Despot/Carl: Is there any sign of larva in the pawnbroker?

GM: No.

Pi: I don't like the way this place is laid out.

Trent: Me neither.

Pi: (to GM): Trent and I will give the store a quick once over to see if anything's out of place.

Despot/Carl: I'll go talk to the pawnbroker.

GM: All right. Pi and Trent, roll under your Perception + Observation. *(There is nothing strange for them to notice in this part of the store but the players don't know that.)*

Both players roll dice—unfortunately, both fail.)

Pi and Trent: [Groan]

GM: Neither of you notice anything out of the ordinary. Meanwhile (to Despot/Carl), the pawnbroker smiles as you approach. "Hey Carl," he says. "What can I do for you today?"

Despot/Carl (to GM): So, we're on a first name basis. I scroll back through Carl's memories to try and find the pawn broker's name.

GM: His name is Bill Cotton. He and his wife Sharon own this pawnshop.

Despot/Carl: Hi, Bill. I've come to buy my mother's ring back.

GM: Bill smiles. "Sure thing I have it right here." Bill looks into the glass case and frowns.

Despot/Carl: Something wrong?

GM (as Bill): "That's funny. I know I haven't sold it." (as GM) All of the sudden a woman appears in the doorway leading into the backroom. Despot/Carl, you recognize her as the pawn broker's wife, Sharon.

Despot/Carl: Is she—

GM: Yes, you can sense the larva inside her. She is wearing the ring on her left hand, the same hand in fact that is pointing the gun at you. (as Bill) "Sharon? What are you doing!" (as Sharon) "He can't have it back," she says. "It's my ring now."

Hopefully, you now have a better understanding of how a session may progress. In all likelihood, combat is about to take place. Combat is discussed at length, further on in this book but you don't need to concern yourself with that now. In any case, we will leave the Dreamwalkers to their business and hope they survive the fight.

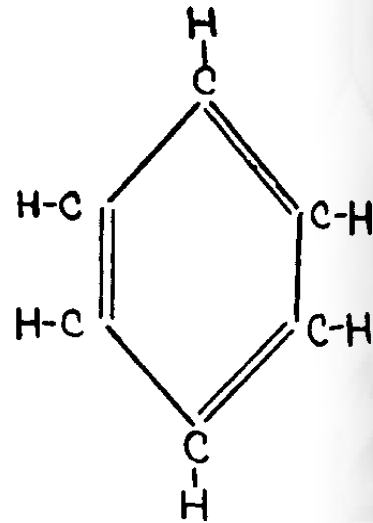
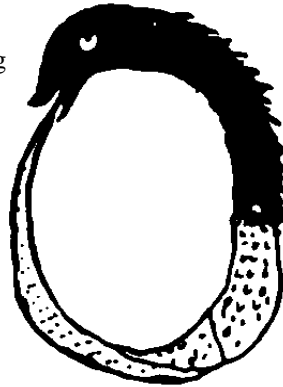
On Dreams

"A dream is a microscope through which we look at the hidden occurrences in our soul."

—Erich Fromm

Dream (*dreem*) n. A series of images, ideas, emotions and sensations occurring involuntarily in the mind during certain stages of sleep.

Dreams have been a natural part of our sleeping lives since the beginning of time but only recently have we started to harness their potential. Dreams offer us unlimited opportunities for fun, adventure and romance and sometimes even personal insight. They are a private means with which we may explore our own inner realities, a way to experience things that our conscious mind can hardly imagine. Overwhelming evidence now indicates that dreams can also be used to improve our waking life as well.



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REM Sleep

Dreams occur throughout the night but studies show that we experience our most vivid dreams during a period of sleep known as Rapid Eye Movement (REM) sleep. During REM sleep, the brain is very active; the eyes move rapidly back and forth under the lids and the body secretes a chemical that paralyzes the larger muscles of the body in order to keep us from acting out our dreams. REM sleep occurs every ninety to one hundred minutes, about three to four times a night, and lasts for up to forty-five minutes.

Unfortunately, not everyone enjoys the benefits of such profound dreams. Some people find it difficult, or even impossible, to remember their dreams. Others suddenly remember a dream later in the day or on another day, suggesting that the memory is not totally lost but for some reason has been buried deep in the subconscious mind. Sleep, dreams and dream recall may also be affected by a great variety of drugs and medications, including alcohol.

The Meaning of Dreams

"Dreams say what they mean, but they don't say it in daytime language."

—Gail Godwin

Although scientists continue to debate the issue of whether or not dreams have meaning, most people find their own dreams to be of great personal significance. Dreams can provide insight into feelings, thoughts, behavior and motives of yourself and others. Actual cases have been documented in which dreams have been used to solve problems or improve skills, sometimes drastically and even overnight. Artists, writers, and scientists especially often get creative ideas from their dreams.

Nightmares and Night Terrors

Nightmares are very common among children and fairly common among adults. Often nightmares are caused by stress, traumatic experiences, emotional difficulties, drugs/medication, or illness. However, some people have frequent nightmares that seem unrelated to their waking lives. Recent studies suggest that on the average, these people tend to be more open, sensitive, trusting and emotional.

Night terrors are more frequent in children and usually subside with age. They differ from nightmares in that they occur during non-REM sleep and are usually so intense that the sleeper awakens in panic, often screaming, with heart pounding, and with less or no recall of the dream's content.

History of Project Dreamwalker

"All men who have achieved great things have been great Dreamers."

—Orison Swett Marden

Dr. William Morris Black

As a child, William Black was subject to the semi-rare sleeping disorder known as night terrors. In time, he eventually overcame his affliction but because of the experience grew up fascinated by the process of dreaming.

By the mid 1940's, William Black, now an esteemed clinical researcher and professor at M——, began a series of experiments focusing primarily on dreams and their relationship to the health of the human psyche. Several groundbreaking discoveries involving dreams and their effects on the human psyche were attributed to Dr. Black's work.

Black25

In the late 1940's, Dr. Black developed an experimental sleeping drug known as Black25. Numerous tests on laboratory animals ensued and after extensive interpretation of the results, it was theorized that Black25 stimulated the parts of the brain responsible for inducing REM sleep, allowing for longer and more vivid dreams. In addition, the animals responded surprisingly well to the drug, becoming much more healthy and active than before.

In 1950 Dr. Black felt it was time to test Black25 on human subjects. The board of directors firmly denied this request and then denied it again for each of the ten years following.

Discouraged and fearing he might never get the chance to explore the true potential of Black25 he secretly gathered a few of his most trusted assistants and former students who had worked closely with him on the Black25 animal experiments. After explaining the potential risks (both career and physical) and consequences of unauthorized testing, he proposed a plan to administer the drug to himself under their close observation. In this way, Dr. William Morris Black became the first person injected with Black25.

The results were far greater than anything he could have possibly imagined. Dr. Black entered the dream state as a fully lucid Dreamer, retaining complete control over his own thoughts and actions. Ironically, the Dreamworld he found

himself in was an exact replica of his first meeting with the board of directors.

The board members were exact duplicates of their counterparts in the real world and with some amusement, Dr. Black decided to pitch his proposal again and attempt to do what he had been unable to do before—convince the board to approve testing of Black25 on human subjects. To his surprise, the board unanimously approved his proposal. When he was awakened by his assistants after the allotted time had passed, he felt invigorated and refreshed. What's more he had total recollection of the things he had experienced in his dream.

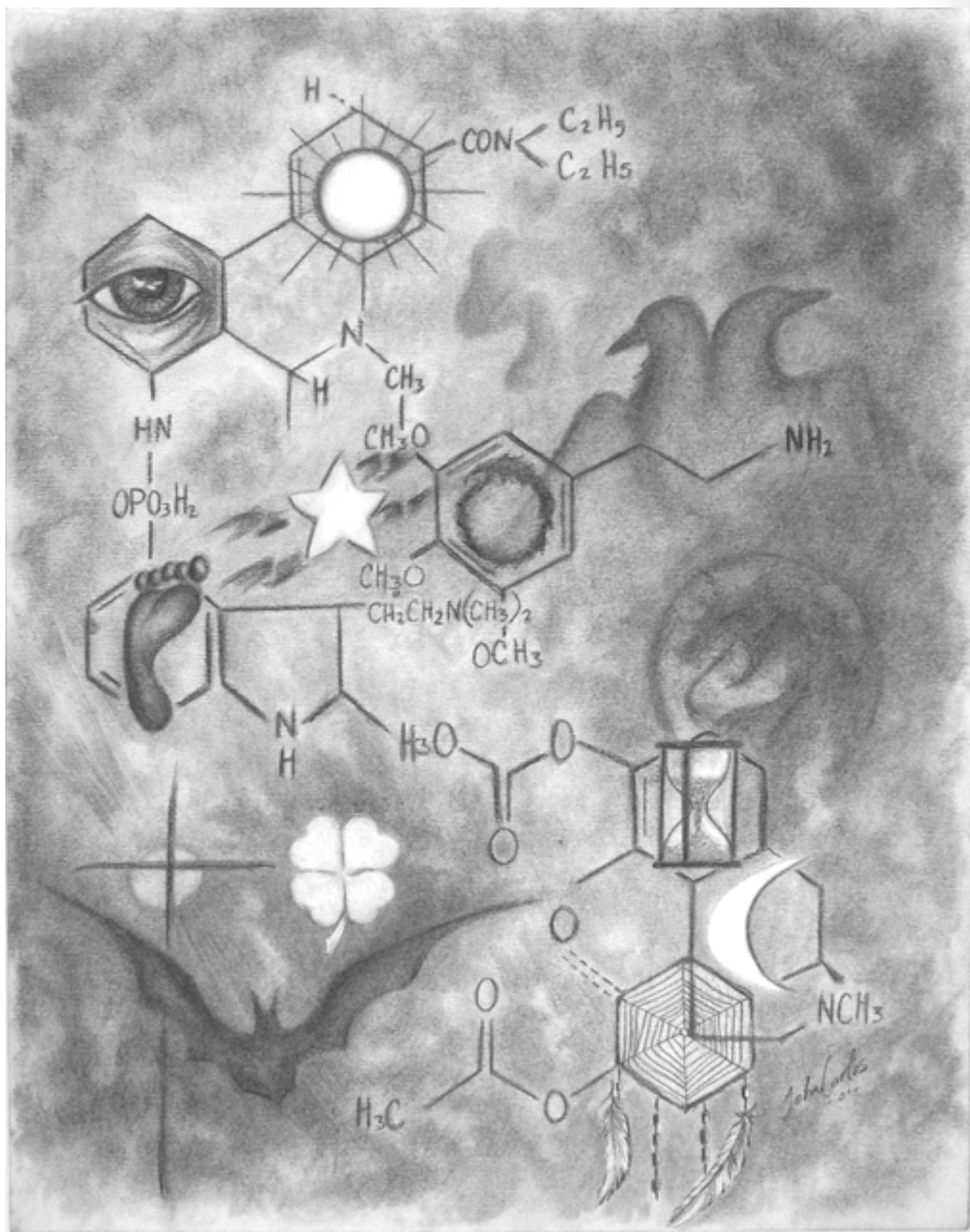
Dr. Black had always been a proponent of the Jungian theory that the purpose of dreams and the unconsciousness were to show the conscious mind what needs to be done to get rid of unease and unhappiness and to achieve fuller satisfaction in life. The resolution of his dealings with the dream board seemed to confirm this theory on the importance of resolving dream goals, which Dr. Black later termed denouements. A host of related tests followed and the results were surprisingly irrefutable. When he resolved his dream's denouements, he woke up feeling well rested—when he did not, he awoke frustrated and irritable.

Dreamwalking with Black25

Dr. Black soon began to explore the boundaries of his Dreamworld and eventually learned that not only could he travel to the hidden levels of his own psyche, but he could actually leave his Dreamworld and enter the dreams of others. These dreams also had denouements that needed to be resolved although the resident Dreamer was frequently unable to do so.

It was during this time that Dr. Black first encountered the Taenia. He did not know what they were at first but they instilled in him a primal dread that he fought hard to overcome in order to pursue his research.

In his travels throughout the Dreamworlds, Dr. Black realized that the Taenia were readily recognizable despite drastic differences in their appearance. Over time, he was able to catalogue the three basic types—larva, drone and Queen although he only saw one Queen as the drones grew hostile whenever he ventured too close to a nesting area.



Otherwise, the Taenia ignored him as long as he kept his distance.

Dr. Black also noted the way the Taenia actively worked to hinder the Dreamer from achieving the dream's denouement and thus hypothesized that they somehow gained sustenance from the negative emotions incurred. He soon discov-

ered that their efforts slowly eroded the sanity of the host and surmised that if he could find some way to combat the Taenia, he might be able to heal the psyche of those infested.

A year of Dreamwalking research passed without any apparent ill side effects. Dr. Black finally relented to overwhelming pressure from two of his senior assistants, Kevin Laerty

and Dawn Rogers, and agreed to administer Black25 to them so they could experience the wonders of the Dreamworlds for themselves. With practice, they discovered that they too could leave their own respective Dreamworlds, meet in the Periphery and then travel throughout the Empyrean together. They kept extensive records of their travels and experiences during this time—the compilation of notes and papers now known as the Black Files.

Exposure

It was toward the end of this second year of Dreamwalking that disaster struck. Dr. Black and his two assistants were investigating the mind of a particularly disturbed individual when they encountered their first Broodking. The creature attacked them immediately. In the ensuing conflict, Dawn Rogers was killed and Dr. Black and Kevin Laerty barely escaped the Dreamworld with their lives.

Back in the lab, they discovered that Dawn Rogers was truly dead. Dr. Black was overcome with grief despite the reassurance of his assistants that it wasn't his fault. He immediately phoned the campus police and informed them of what had happened.

The following investigation into the death of Dawn Rogers led to the exposure of the entire Black25 project. The results were withheld from the general public but caused quite a stir in the scientific community. Reactions ranged from mild interest to angry disbelief. Many scoffed at the contents of the Black Files and refused to even accept the possibility of traveling into the dreams of others. This was the 1960's and most believed that Black25 was just another dangerous, hallucinogenic drug similar to LSD, which easily explained the strange accounts documented within the Black Files.

A Ray of Hope

Meanwhile, William Black was brought up on charges of malpractice and neglect. Just when it seemed inevitable that he would serve jail time for the death of Dawn Rogers, Black was contacted by Senator Wade Wilson of Texas. Following a riding accident, the Senator's daughter, Sarah, had been comatose for over a year. Senator Wilson heard about Dr. Black's radical new dream experiments through an old M—-alumnus and wondered if Black25 could be used to help coma victims. Dr. Black wasn't sure, but not having anything to lose, he agreed to try.

He was granted the use of a government facility and together with the help of his assistants, he entered the dream state intent on reaching out to Sarah Wilson's unresponsive mind.

No one really knows what happened next. One minute, William Black's vital signs were normal, the next he was flat-

lining. By contrast, the girl's eyes fluttered and opened. She sat up in bed and dazedly watched as medical personnel tried to revive William Black. After a year of being in a coma, Sarah Wilson had finally awakened.

William Black died despite all attempts at resuscitation. Nevertheless, the wheels were in motion and the work he had begun would not remain idle for long.

Project Dreamwalker

Sarah Wilson made a full recovery and grew up both physically and mentally sound, possessing a strong desire to be the best at everything she did. She had no memory of Dr. Black or of the time spent in the coma but it was hardly surprising that she became obsessed with the process of dreams and dreaming. Her graduate studies reflected this interest and in the early 1980's, as a graduate student and dream researcher, she attempted to retrieve Dr. Black's notes and records from M—- archives. To her surprise, she discovered that the Black Files had been classified and withdrawn by person unknown. No other information was forthcoming.

Not one to be discouraged by such minor setbacks, she cajoled her father into pulling a few strings and discovered that Dr. Gunther R. Endell had recovered the Black25 program in 1976. With government funding and supervision he established The Clinic in eastern Virginia and resumed Dr. Black's dream research and experimentation. Sarah visited The Clinic several times but was denied access. Attempts to contact Dr. Endell himself were repeatedly and rudely rebuffed.

Then, one day Sarah was approached by Dr. Black's former assistant, Kevin Laerty, now a senior Clinic staff member. Kevin was willing to answer all of Sarah's questions about Dreamwalking and Dr. William Black. To her surprise, Sarah learned that not only could Dreamwalkers travel into the dreams of others, but that now they could manipulate mana (the spiritual energy of dreams) to produce wondrous effects. Kevin and most of Dr. Black's former assistants had been recruited by Dr. Endell and were currently working at the Clinic but many were unhappy with the direction his experiments had taken. Dr. Endell and his government superiors seemed more concerned with the military applications of Black25 than fighting the Taenia and healing the human psyche.

With backing from her father and a few other prominent politicians (mostly rivals of Dr. Endell and his supporters) Sarah Wilson staged a minor coup, enticing Laerty, a few researchers and several Dreamwalkers away from The Clinic. With their help, and "liberated" records on Dreamwalking experimentation, she established the basis for Project Dreamwalker.

Character Creation

"In creating, the only hard thing is to begin: a grass blade's no easier to make than an oak."

—James Russell Lowell

This chapter contains step-by-step procedures on how to create a character to play in the world of Dreamwalker. Although this chapter is primarily for the players, the Game Master should have a complete understanding of the process in order to answer any questions that arise.

When you are finished creating a character, the character sheet will look like a bunch of numbers on a page. These numbers define your character's strengths and weaknesses, skills and overall psychological makeup. More importantly, they indicate how well you are at performing certain actions. Without exception, the higher the number, the better.

It is important when creating a character, to try not to crunch the numbers in order to create the most powerful character possible. Instead try to create a character that is both unique and interesting. One with his own personality, motives and goals. In essence, try to create a character who is very much like a real person. We have included a few tips and questions at the beginning and end of the numbers sections to help flesh out your character and his background but it is up to you to put it all together.

Systems

At its heart, Dreamwalker is a cross-genre roleplaying game that (hopefully) provides players with a believable reason as to why they can play the same characters night after night, in completely different settings. Dreamwalker relies on a single core system but even that system was designed to be flexible.

There are three different ways to generate Attributes, Traits and Skills. Each system has its own pros, cons and level of difficulty as outlined below. The Game Master must decide which system best fits his group and style of play. It is even possible for different players in the same group to use different systems without greatly disrupting the flow of the game (Game Master's discretion).

System #1 (Beginner)

During character generation and advancement, Attributes (both primary and secondary) and Traits must be listed in increments of 5 (60, 65, 70, etc.). Each Rank in Skill (and each Specialization) adds 5 to the Attribute in question when performing a specific task.

Example:

Attribute		Score
Strength		55
Stamina		60
Dexterity		70
Skill	Rank	Total
Jumping	3	15
Running	2	10
Handgun	5	25
(Light)		(5)

This system is the simplest to apply and is suggested for beginners and Game Masters as it minimizes both math and variables. For ease of reference, this system will be used to demonstrate examples throughout this book.

System #2 (Intermediate)

Attributes and Traits are handled the same as System #1. When a Skill is chosen or increased, 1d6 is rolled for each Rank and the total added together. This number is then written on the character sheet and added to the Attribute in question when performing a specific task. 1d6 is also rolled upon acquiring a Specialization with this number put in parentheses.

Example:

Attribute		Score	
Acumen		60	
Appearance		65	
Skill	Rank	Total	Roll
Intimidation	2	8	3, 5
Leadership	3	12	4, 5, 3
Etiquette	1	9	6 (3=OE)
(Street)		(8)	6 (2)

This system is best for intermediate level players and Game Masters who like to add a bit of variability into their game. Since d6 rolls are open ended, players could conceivably come up with scores much higher than the 5% listed for System #1.

System #3 (Advanced)

Attributes and Traits may run the full range of 1-100. Skills are handled the same as System #2.

Example:

Attribute		Score		
Reason		87		
Perception		63		
Skill	Rank	Total	Roll	
Academic	2	9	4, 5	
Observation	3	21	6 (4), 6 (3), 2	
(Minute Details)		(5)	5	
Repair, Computer	1	4	4	

This system is best for advanced players and Game Masters. This was the basis for Dreamwalker's original system (designed by David Griffin) and contains a lot of math but is suitable for groups who like the graininess, realism and/or variability of percentile systems.

Concept

Before you write anything down, you need to ask yourself what kind of character you want to play. Yes, your character is a Dreamwalker, but what did he do before he was recruited by the Project? Was he a military pilot? A professional wrestler? A convenience store clerk?

Your character's Concept is not just a job resume but also an indication of his personal views on life. It should reflect his Attributes, Traits and Skills and vice versa. It may also help determine what type of Dreamwalker he is. Try to make your character's Concept as interesting and memorable as possible.

Choosing a Concept bestows a general knowledge of the Concept in question as well as a +5 to all social rolls when dealing with others in the same line of work.

Example Concepts:

Artist	Painter, Sculptor, Musician, Novelist, Poet, Actor
Athlete	Boxer, Football, Baseball, Hockey, Tennis
Average	Clerk, Salesman, Waitress, Student, Secretary
Criminal	Terrorist, Burglar, Purse Snatcher, Card Shark
Laborer	Welder, Construction Worker, Farmer, Trucker
Medical	Doctor, Nurse, Therapist, Paramedic
Military	Army, Navy, Air Force, Marines, Reserves
Police/Fire	Beat Cop, Detective, S.W.A.T., Fireman
Political	Governor, Mayor, Senator, Congressman
Professional	Banker, Lawyer, Teacher, Accountant

Dreamwalkers

There are four basic types of Dreamwalkers, each type with its own unique benefits and limitations. You must look over the descriptions for each type and decide for yourself which one would be the most interesting to play over the long term.

Dreamwalker Types

Analyst	Dreamwalks through the use of Black25
Natural	Born with the ability to Dreamwalk.
Mystic	Dreamwalks via meditation and/or prayer.
User	Dreamwalks only after usage of hallucinogenic drugs.

Attributes

Attributes define a character's physical, mental and social capabilities by assigning them a number from 01 (worst) to 100 (best). Things like the character's intelligence, hand-eye coordination, brute strength and charm are represented by his Attributes. Attributes are the key factor in deciding how well your character performs certain tasks.

Your Concept may help you decide which Attributes to excel in. For instance, if your character is a professional weight lifter, he should have a high Strength. If he is a lawyer he will want a high Acumen and Charisma. Salesmen usually have high Acumen and Persuasion.

There are seven primary Attributes. Each primary Attribute has an Attribute modifier that is used during parts of character creation and during the game to augment certain rolls.

Score	Description	Modifier*
01	Impaired	-5
02-09	Inferior	-4
10-24	Poor	-3
25-39	Well Below Average	-2
40-49	Unimpressive	-1
50	Average	0
51-60	Impressive	+1
61-75	Well Above Average	+2
76-90	Excellent	+3
91-99	Superior	+4
00	Exceptional	+5

**Some Attributes may be increased over 100 within the Dreamworld. A +5 Modifier is added for every 10 points over 100.*

Primary Attributes

Characters start with 50 in each primary Attribute. In addition you are given 100 points to divide amongst them although beginning characters cannot have a primary Attribute higher than 85.

- Strength:** Strength is a measure of physical prowess and raw muscle power.
- Stamina:** Stamina is a measure of physical substance, vigor and durability.
- Dexterity:** Dexterity measures hand-eye coordination and quickness of the hand and body.
- Acumen:** Acumen refers to mental quickness and agility and is often known as dexterity of the mind.
- Appearance:** Appearance is based entirely upon visual perception.
- Reason:** Reason is the ability to think logically and rationally.
- Perception:** Perception is the ability to Conceptualize and interpret sensory input—i.e. notice things going on around you.

Secondary Attributes

You don't assign points to your secondary Attributes. Except for Persuasion, secondary Attributes are determined by the strength of corresponding primary Attributes as detailed below. All fractions are rounded off.

- Health:** $(\text{Strength} + \text{Stamina})/4$
- Defense:** $(\text{Stamina} + \text{Dexterity})/4$
- Reflex:** $(\text{Dexterity} + \text{Acumen})/2$
- Charisma:** $(\text{Acumen} + \text{Appearance})/2$
- Persuasion:** $(\text{Charisma} + \text{Reason})/2$
- Wisdom:** $(\text{Reason} + \text{Perception})/2$

- Health:** Health is the exact amount of damage a character can sustain before succumbing to unconsciousness or even death.
- Defense:** Defense is a measure of how well your character can avoid attacks or absorb damage taken in combat.
- Reflex:** Reflex is measure of how well you react to sudden stimuli.
- Charisma:** Charisma is a measure of how well you interact with others.
- Persuasion:** Persuasion is the ability to convince others to believe in your point of view.
- Wisdom:** Wisdom is a measure of insight and common sense.

Traits

Traits define the character's mental and psychological makeup. They tell you how brave, how creative and how mentally stable your character is. Your Traits also are a key factor in how well you perform certain tasks.

- Creativity:** Creativity is a measure of the character's ability to see beyond what is front of him.
- Courage:** Courage is a measure of raw bravery and daring.
- Sanity:** Sanity is a measure of one's mental health and current psychological state.

Like Attributes, your character starts with 50 in all Traits. You have 40 points to divide amongst your Traits and beginning characters cannot have a Trait over 85.

Skills

Skills describe either things a character can do naturally or has learned to do over the course of his life. As with Attributes, your Concept may help direct you in choosing Skills.

Primary Skills are listed on the character sheet. These are Skills that come naturally to almost everyone. **Secondary Skills** take training to master even the most basic levels. **Specialization** further defines a Skill.

Skills are graded by Ranks from 1 to 5—the higher the Rank the better. A character must have at least 2 Ranks in a Skill before he can take a Specialization.

You have 10 Ranks + (Acumen, Reason, Appearance and Perception modifiers) to assign amongst your character's Skills. (Specializations count as 1 Rank). Beginning characters may not have a Rank higher than 3 in any Skill.

Mana Points

Each character starts out with 10 Mana Points (MP) and gets to roll for additional mana depending on what type of Dreamwalker he is. This is the total number of Mana Points the character has to start with.

Type	Roll
Naturals	1d6
Analysts	2d6
Mystics	3d6
Users	5d6

Character Background

Now you just have to flesh out your character's background by asking yourself a few more questions. These questions are designed to help you and those around you stop seeing your character as a piece of paper and start seeing him (or her) as a living, breathing person. The list is far from all inclusive so feel free to detail your character as much as you like.

Game Master's should award 1 Experience Point for each of the following questions answered (in writing). One additional Experience Point should be awarded for each yes or no question answered with a "yes" and explained. The Experience Points can be saved or used immediately.

Background Questions

- Is the character male or female?
- What is the character's physical appearance (hair, eye and skin color)?
- How tall is the character? How much does he weigh?
- Does the character have any defining physical characteristics, such as a limp, tattoos, scars, etc. (what/why)?
- What is the character's name?
- What is the character's nickname or handle?
- How old is the character?
- Where was the character born?
- What kind of relationship does/did the character have with his family? Where are they now?
- Has the character started his own family? If so, where are they now?
- Where did the character go to high school? Did the character drop out? Go on to college (where)?
- Is the character allergic to anything (what)? Has he ever been badly injured (how)? Hospitalized (why)?
- Does the character have any special quirks? If so, what are they?
- Does the character have any special likes or dislikes? If so, what are they?
- How and when did your character become aware of his ability to Dreamwalk?
- How did the character get recruited into Project Dreamwalker?

Wealth

Dreamwalker is not a game about accumulating material wealth. The Game Master will have to come with his own system for handling money if he wishes to incorporate this into his game.

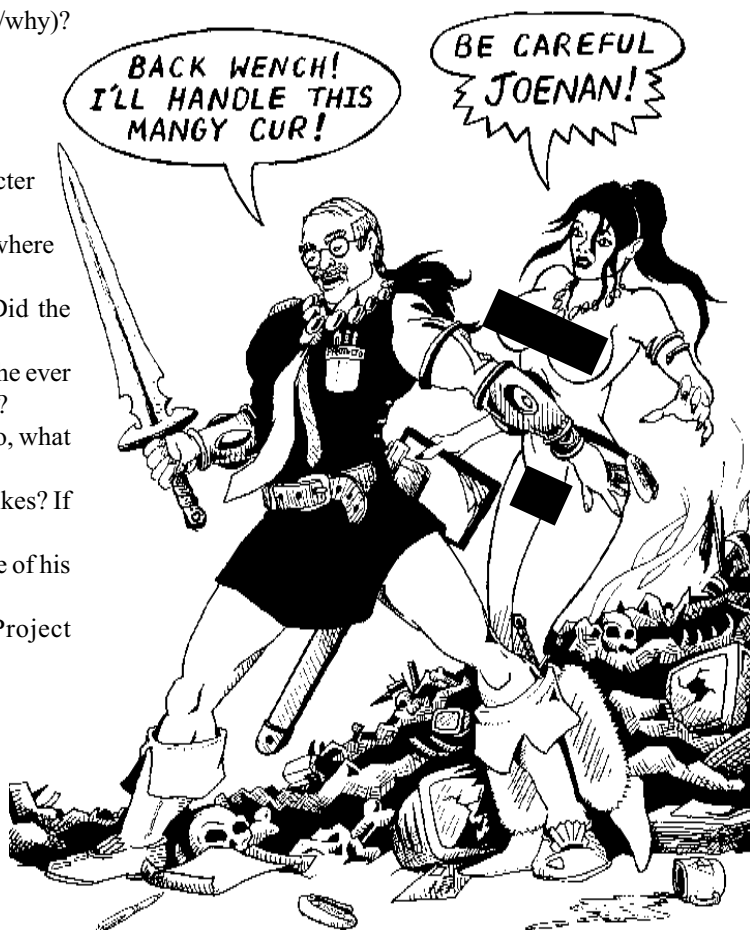
Dreamwalkers seldom need money in the real world. The Project sees to all of their needs and more.

In the Dreamworld, characters do not have immediate access to financial resources. Instead they must either beg, borrow or steal any money they need. Use of mana offers several other interesting ways of acquiring money.

Finished

And that's all there is to it—you've just created a character. Starting characters have already been recruited by Project Dreamwalker and assigned to their own chapter. They have been instructed in the ways of the Empyrean and have been on several Dreamwalks to test the limits of their power, but have yet to face off against the Taenia.

The Game Master will give you a brief summary of the chapter house your character is assigned to and then you'll be ready to go on your first Dreamwalk. Good luck!



Dreamwalkers

"It is better to deserve honors and not have them than to have them and not deserve them."
—Mark Twain

"A man must not deny his manifest abilities, for that is to evade his obligations."
—William Feather, *The Treasure of Franchard*

Types

Dreamwalkers are the unsung heroes of the Empyrean. They are spiritual healers who traverse the vast realms of the human psyche in order to seek out and destroy the Taenia. They operate in secret, for the benefit of all mankind. Without them, there is no hope.

Natural

A Natural is born with the ability to Dreamwalk. The talent manifests at a very early age and gradually fades (but never disappears) as the child matures and the demands of reality become more pressing.

As a child, most natural Dreamwalkers are too young to realize the exceptional nature of their dreams. Most of these children are unable to properly communicate what is happening even if they did. Some become so enamored with the things they see while Dreamwalking that they spend as much time sleeping as possible. Others are so traumatized by encounters with the Taenia they become subject to night terrors—a defense mechanism of the subconscious mind that stops the child from Dreamwalking. Night terrors eventually subside as the ability to Dreamwalk becomes dormant with age.

Some adult Naturals have suppressed the ability to Dreamwalk but continue to have lucid dreams. These people are usually artists, poets or otherwise highly creative individuals who gain nightly inspiration from the experiences in their own Dreamworlds.

Most Natural Dreamwalkers are discovered by the Project at a young age. Children who exhibit severe sleeping disorders are singled out by Project therapists. Upon reaching adolescence, experienced Dreamwalkers visit these children in their dreams to determine if there is any latent Dreamwalking ability. Those that do receive Project funding and scholarships to further their education and are eventually recruited by the Project and taught to develop their unique abilities.

Most Naturals are between the ages of 19 and 22. They start out weaker than the other three types of Dreamwalkers but have an almost unlimited potential for advancement.

Bonus Skill: Occupational or Academic 1, Artistic 2
Beginning Mana: 1d6
Maximum Number of Talents: Unlimited

Mystic

Mystics are spiritual and holy men from all walks of life who have learned the art of Dreamwalking through intense rituals, meditation and/or prayer. Throughout history Mystics have received prophetic visions and sudden inspiration through the process of Dreamwalking. Many are unaware of what is happening at first and often assign religious significance to the things witnessed within the Empyrean.

Mystics view Dreamwalking as a highly spiritual and rewarding experience. Each has his own method of entering the dream state, most often in a way reflecting his individual faith or religion. For instance, a Catholic priest might begin Dreamwalking only after receiving (or giving) communion and prolonged prayers. A Baptist minister may speak in tongues and dance with serpents until his mind is properly focused. Buddhist monks enter deep meditative trances. Many primitive tribal shamans have developed elaborate dances and rituals that are passed down from generation to generation. Whatever the process, the results are essentially the same.

The Mystic follows a strict code of guidelines, morals and/or taboos related to his particular faith often making his life seem rigid and unyielding to others. These ethics translate into the Dreamworld and can sometimes cause conflict with his team's objective. For instance, murder is a mortal sin for a Catholic priest. He may find it unbearable to kill or allow harm to befall innocents, even the Unreal. The consumption of beef is forbidden by those of Hindu faith. Muslims refuse to partake of swine or alcohol and must still pray at sunrise and sunset, even in a dream. Celibacy is a common restriction that is often retained in a dream. Because the Taenia are universally recognized as enemies of mankind, these taboos never inhibit their destruction although in most cases, Unreal infested by them should be neutralized rather than killed.

Mystics usually find their own way to Project Dreamwalker whether by word of mouth or sudden, seemingly divine inspiration.

Bonus Skills: Religion 2, Leadership 1
Beginning Mana: 3d6
Maximum Number of Talents: 3d6

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Analyst

Analysts are the direct result of the vast amounts of time and money spent on Project Dreamwalker. Analysts are relative newcomers to the Dreamwalking experience who reach the Empyrean through routine injection of Black25.

Most Analysts begin their careers as students interested in the study of psychology and dreams. Those that excel are singled out and approached by agents of Project Dreamwalker. After extensive background checks, they are granted an internship at a nearby chapter house and eventually given the opportunity to use Black25.

Analysts come from all walks of life. They are scientific and analytical by nature, hence their name, but many have a strong creative side.

Bonus Skills: Academic and/or Medical (combination of 3)
Beginning Mana: 2d6
Maximum Number of Talents: 2d6

User

Users are drug addicts, plain and simple. They are either chemically or psychologically dependent upon some sort of hallucinogenic drug (LSD, ecstasy, peyote, marijuana, etc.) and must have regular doses of this drug to function properly. This drug also enables them to enter the Empyrean.

Users are recruited from clinics and halfway houses throughout North America. They can sometimes be encountered aimlessly wandering the Periphery in a drug induced stupor. Project Dreamwalker does not try to corrupt Users trying to overcome their addiction. Rather, they target those so hopelessly addicted that they continually backslide.

The arrangement works out well for most Users. In return for their service they receive regular doses of their chosen drug. The moral and ethical concerns of giving Users the drugs that eventually destroy their Sanity has caused more than a little consternation among many Project members.

Users can be difficult to work with and as such their actions are more closely monitored than other Dreamwalkers. When Users become too unstable, or if they ever decide to rehabilitate, they are relocated to secure government funded clinics. After rehabilitation, Users are given minor government jobs although they remain under supervision for the rest of their lives. In addition, they must take regular doses of GRE-13 (see *Dreamwalking Drugs*, pg. 74) in order to suppress their Dreamwalking ability.

Users start out more powerful than other types of Dreamwalkers but have a limited potential for growth.

Bonus Skills: Occupational/Recreational or Academic
 1, Deception 2
Beginning Mana: 5d6
Maximum Number of Talents: 1d3

Attributes

Attributes define a character's physical, mental and social capabilities by assigning them a number from 01 (worst) to 100 (best). Things like the character's intelligence, hand-eye coordination, brute strength and charm are represented by his Attributes. Attributes are the key factor in deciding how well a character performs certain tasks.

Primary Attributes

Strength: Strength is a measure of physical prowess and raw muscle power. Characters with high Strength are better able to intimidate those smaller than themselves, lift great amounts of weight and inflict more damage when striking with a fist or weapon.

Stamina: Stamina is a measure of physical substance, vigor and durability. People with high Stamina heal faster and are able to withstand more damage before being knocked unconscious.

Dexterity: Dexterity measures hand-eye coordination and quickness of the body. It is useful for dodging attacks as well as accomplishing anything that requires manual skill such as driving, firing a weapon or forging a document.

Acumen: Acumen refers to mental quickness and agility and is often known as dexterity of the mind. It is the ability to outthink others and make quick decisions in times of stress.

Appearance: Appearance is based entirely upon visual perception. It is a combination of looks, style, body language and demeanor.

Reason: Reason is the ability to think logically and rationally. It is useful in solving complex or abstract problems but not good for making quick decisions (see *Acumen*, above). Repairing a vehicle, setting explosives or calculating the square root of 999999 are just a few of the uses of Reason.

Perception: Perception is the ability to conceptualize and interpret sensory input—i.e. notice things going on around you. Characters with low Perception often miss clues or fail to spot ambushes while characters with high Perception are rarely taken by surprise.

Secondary Attributes

Health: Health is the exact amount of damage (in points) a character can sustain before succumbing to unconsciousness or even death. Whenever a character takes damage, this damage is subtracted from the character's Health. In addition, all Base Chances suffer a -1 penalty for every Health point lost.

Defense: Defense is a measure of how well a character can avoid attacks or absorb damage taken in combat. It is a combination of agility, physical toughness and the ability to "roll with the punch." In combat situations, the character's Defense is subtracted from his opponent's Base Chance to hit.



Reflex: Reflex is a measure of how well a character reacts to sudden stimuli. Reflex is used when determining initiative to see who acts first each Turn.

Charisma: Charisma is a measure of how well a character interacts with others. It is a combination of wit, humor and charm and is useful in social situations, for appealing to large groups of people or members of the opposite sex.

Persuasion: Persuasion is the ability to convince others to believe in your point of view. Persuasion is best used when dealing with individuals or small groups of people, during negotiation and diplomatic situations.

Wisdom: Wisdom is a measure of insight and common sense. It is also a measure of how well a character can see into the minds of others and his ability to interpret their behavior. Wisdom is most often used in opposition of Persuasion.

Traits

Traits define a character's psychological capabilities and limitations by assigning them a number from 01 (worst) to 100 (best). Traits are a measure of creativity, bravery and mental stability. Traits are also a key factor in determining how well a character performs certain tasks.

Creativity

Creativity is a measure of the character's ability to see beyond what is front of him. Creative individuals are highly original, expressive and imaginative. The more creative a character is, the better he is able to push the limits of the Dreamworld.

Creativity is most often used in conjunction with Artistic Skill. It is an important Trait for Dreamwalkers as Creativity rolls are sometimes necessary in order to manipulate mana.

Courage

Courage is a measure of raw bravery and daring. High Courage means a character can confidently face down danger or fear while low Courage indicates a character who is easily frightened. Courage is most often used in conjunction with Willpower Skill. The Game Master decides when a Courage roll is appropriate—usually in times of great danger or when the character subjected to his worst fears.

Sanity

Sanity is a measure of the character's mental health and current psychological state. Most people lie at the mid range of Sanity, not overly sad or happy but content with the rou-

tine of their daily lives. People with high Sanity are optimists who always view the glass as half full. They rarely get discouraged or upset by anything. People with low Sanity often suffer from severe depression. Many feel alienated from society at large and as a result may develop antisocial and/or criminal tendencies. Low Sanity often (though not always) reflects a strong Taeniid presence.

Sanity is most often used in conjunction with the Intuition Skill. Sanity rolls come into play whenever a character's mind is pushed to its limits. Sanity is also a defense mechanism that helps Dreamwalkers to survive a particularly crippling Dreamwalk (see *Dump Shock*, pg. 55).

Skills

Skills are used in conjunction with Attributes in order to better accomplish a wide variety of tasks. Skills begin at Rank 1 and end at Rank 5. Each Rank a character has in a Skill enables him to add a +5 to the Base Chance when using that particular Skill (see *Skill Rolls*, pg. 35).

Primary Skills are included on the character sheet. These are simple Skills that anyone can use with little or no instruction. Jumping a moat, swimming across a lake, firing a handgun or bullying someone into telling the truth are all examples of using a primary Skill.

Secondary Skills require a greater amount of knowledge and/or training to utilize. Rebuilding a carburetor, hacking into a corporate computer system, shooting a missile or flying an airplane are all examples of secondary Skills. Characters attempting to use a secondary Skill without actually possessing it suffer an automatic -50 penalty to their Base Chance in addition to any Situational Modifiers that may apply.

Specialization indicates mastery of one or more aspects of a certain Skill. A character must have at least two ranks in the Skill to gain a Specialization. Characters with a Specialization add an additional +5 to the Base Chance whenever attempting to accomplish something in their area of expertise.

"In order to achieve Balance there must be a harmony between the body and spirit. Dreamwalkers must choose from one of two paths—that of the dream world and that of the real. It is unwise to be too strong in one and weak in the other."

—Dou Choi Lung, Mystic

"What Lung's trying to say is don't be so quick to overlook the real world in favor of the dream. Yeah, I know it seems stupid to spend all that time and effort learning new skills when you can just use mana to whip up the knowledge you need but trust me, this is a bad idea in the long run. You'll find out soon enough that it's a lot harder to learn or increase skills you don't already know, especially in realistic Dreamworlds. Achieving the dream's denouement helps replenish your mana supply but the more mana you have, the more you're gonna use and eventually what you get back is not gonna be enough."

(continued)

If you're smart, you'll do like me—learn just enough about each skill to make learning more with mana easier. I guess you could say I'm a regular jack-of-all-trades. But hey, if you think you know best, you do what you want, rookie."

—Barrabus, User

Primary Skills

Archery
Climbing
Fortitude
Grappling
Handgun
Intimidation
Investigation
Jumping
Intuition
Leadership
Melee
Observation
Punching
Reaction
Rifle
Running
Stealth
Swimming
Thrown Weapons
Willpower

Boating, Large Craft
Business
Craftsmanship
Computer
Deception
Demolitions
Dodge
Driving, Small
Driving, Large
Driving, Treaded
Etiquette
Finance
Gaming
Heavy Weapons
Language
Law
Martial Arts
Medical
Music
Occupational/Recreational
Parry
Piloting, Rotor
Piloting, Winged
Politics
Religion
Repair, Electronics
Repair, Mechanical
Security
Sports
Survival

Secondary Skills

Academic
Animal Lore
Animal Training
Artillery
Artistic
Automatic Weapons
Boating, Small Craft

Primary Skills

Archery

Archery indicates proficiency in the use and maintenance of all types of muscle powered projectile weapons.

Specializations: Bows, Crossbows, Spearguns, Slingshots

Climbing

Climbing denotes skill in scaling surfaces of all types.

Specializations: Rocks, Trees, Buildings, Ropes

Fortitude

Fortitude denotes strength and toughness of body. It is a measure of pure muscle mass and density and is helpful when the body is pushed to its limits. Fortitude also aids in healing and recovery.

Specializations: Breath Holding

Grappling

Grappling indicates Skill in various wrestling techniques.

Specializations: Bear Hug, Choke, Locks, Take Down, Throw

Handgun

Handgun indicates proficiency in the use and maintenance of handguns of all types.

Specializations: Light, Medium, Heavy

Intimidation

Intimidation is the ability to force people to do what you want. This can be done by physically beating someone into submission or cowing them with the use of real or implied threats.

Specializations: Mental, Physical

Investigation

Characters with Investigation are good at doing research and making inquiries. Investigation is best utilized in urban settings.

Specializations: Tracking, Research

Jumping

Jumping Skill is used when jumping long distances.

Specializations: Horizontal, Vertical, Pole Vault

Intuition

Intuition is akin to Observation but on a more personal level. Intuition provides insight into a person's behavior and is most often used to determine whether or not someone is lying or hiding the truth.

Specializations: Lie Detection, Sanity Rolls, Joining

Leadership

Leadership is a measure of how well people respond to you. It is the ability to get others to willingly do what you ask and is useful for things like negotiating your way backstage, settling disputes or bargaining for better prices.

Specializations: Negotiation, Diplomacy, Public Speaking

Melee

Melee indicates proficiency in the use and maintenance of melee weapons of all types.

Specializations: Swords, Axes, Spears, Improvisational Weapons (bottles, chairs, etc.)

Observation

Observation is the ability to notice things that may be out of place. The character does not have to be actively looking for something in order to use Observation.

Specializations: Spotting Ambushes, Minute Details

Punching

Punching indicates Skill in striking with the hands/elbows and knees/feet.

Specializations: Punching, Kicking

Reaction

Reaction is the ability to react quickly to unexpected situations. It is most often used in combat to bolster the initiative roll.

Rifle

Rifle indicates proficiency in the use and maintenance of rifles of all types. This Skill also includes automatic rifles set to single shot mode but not rifles set to burst or automatic fire modes.

Specializations: Light, Medium, Heavy

Running

Running is the ability to run fast or traverse great distances.

Specializations: Sprinting, Distance

Stealth

Stealth is the ability to move about quietly and avoid being seen. It is also useful for following people without them knowing.

Specializations: Hiding, Silent Movement, Trailing

Swimming

Anyone can tread water. Swimming is the ability to move about while in water. It also includes the ability to float and dive.

Specializations: Distance, Sprinting, Diving

Thrown Weapons

Thrown Weapons indicates proficiency in the use and maintenance of hurled weapons of all types.

Specializations: Spears, Knives, Hand Grenades, Shuriken, Darts

Willpower

Willpower is a measure of resolve and strength of will. It is useful for acts that require mental rather than physical fortitude.

Specializations: Feats of Strength, Endurance Tests (running, swimming), Courage Rolls, Pain Resistance, Mana Bolt Attacks

Secondary Skills

Academic

Academic Skill indicates general comprehension and retention of the subjects studied in school. Specialization indicates doctorate or P.H.D. level achievement.

Specializations: Mathematics, Literature, Psychology, Biology, Chemistry, Architect, Photography, Theater

Animal Lore

Characters with Animal Lore are able to understand and interpret the behavior of wild and domestic animals.

Specializations: Mammals, Reptiles, Birds, Fish

Animal Training

Animal Training denotes skill in the handling and training of animals. With this Skill, horses may be broken for riding, dogs may be taught simple tricks and wild animals may be domesticated.

Specializations: Any Specific Type of Animal (Horses, dogs, elephants, etc.)

Artillery

Artillery indicates proficiency in the use and maintenance of artillery weapons of all types.

Specializations: Tank Guns, Surface to Air Missile Batteries, Mortars, Howitzers

Artistic

Artistic Skill denotes the ability to produce works of art that are aesthetically pleasing. This Skill sometimes overlaps with other Skills such as music or craftsmanship—being able to write good music doesn't necessarily mean you can play an instrument, nor does designing a beautiful piece of jewelry make you a jeweler. If the character has both Skills in question, the completed work may be both functional and pleasing to look at and/or listen to.

Specializations: Painting, Creative Writing, Music Composition, Jewelry, Origami, Reshape, Create

Automatic Weapons

Automatic Weapons Skill indicates proficiency in the use and maintenance of burst fire and automatic weapons of all types.

Note: The character must have at least 1 Rank in Handgun and/or Rifle to select this Skill.

Specializations: Light, Medium, Heavy

Boating, Small Craft

Denotes skill in the general maintenance and handling of small boats of all types.

Specializations: Motorized Boats, Sail Boats, Oar Driven Boats

Boating, Large Craft

Denotes skill in the general maintenance and handling of large boats of all types. This Skill also covers knowledge of day to day procedures aboard ship as well as proper care and supervision of crewmen. Military Specialization also imparts skill in the use of all onboard military weapons and systems.

Specializations: Sail Boats, Commercial Boats, Military Boats, Submersibles, Archaic Vessels

Business

Denotes a general understanding of standard managerial practices such as bookkeeping, payroll and other day to day procedures necessary for running a successful business.

Specializations: Small, Medium, Large, Corporate

Craftsmanship

Craftsmanship Skill indicates being "good with your hands." Craftsmanship applies to any type of material but most true craftsmen are Specialists. Craftsmen create functional items rather than decorative ones unless operating within strict guidelines (molds, architectural diagrams, etc.) set by others with the Artistic Skill.

Specializations: Wood, Metal, Stone, Glass, Jewelry

Computer

Denotes extensive training and knowledge in the use of computers. This includes the ability to program computers, determine the amount of megagigaramrams needed to perform certain functions, install hardware, software and hack into mainframes, all with varying degrees of success.

Specializations: Programming, Hacking, Internet Anonymity

Deception

Deception is stealth on a social level. It includes being able to lie, cheat and deceive others as well as disguise oneself or forge documents.

Specializations: Disguise, Forgery, Lying, Cheating

Demolitions

Demolitions is the knowledge to successfully create, place and disarm explosives of all types.

Specializations: Creating, Disarming, Placing, Finesse

Dodge

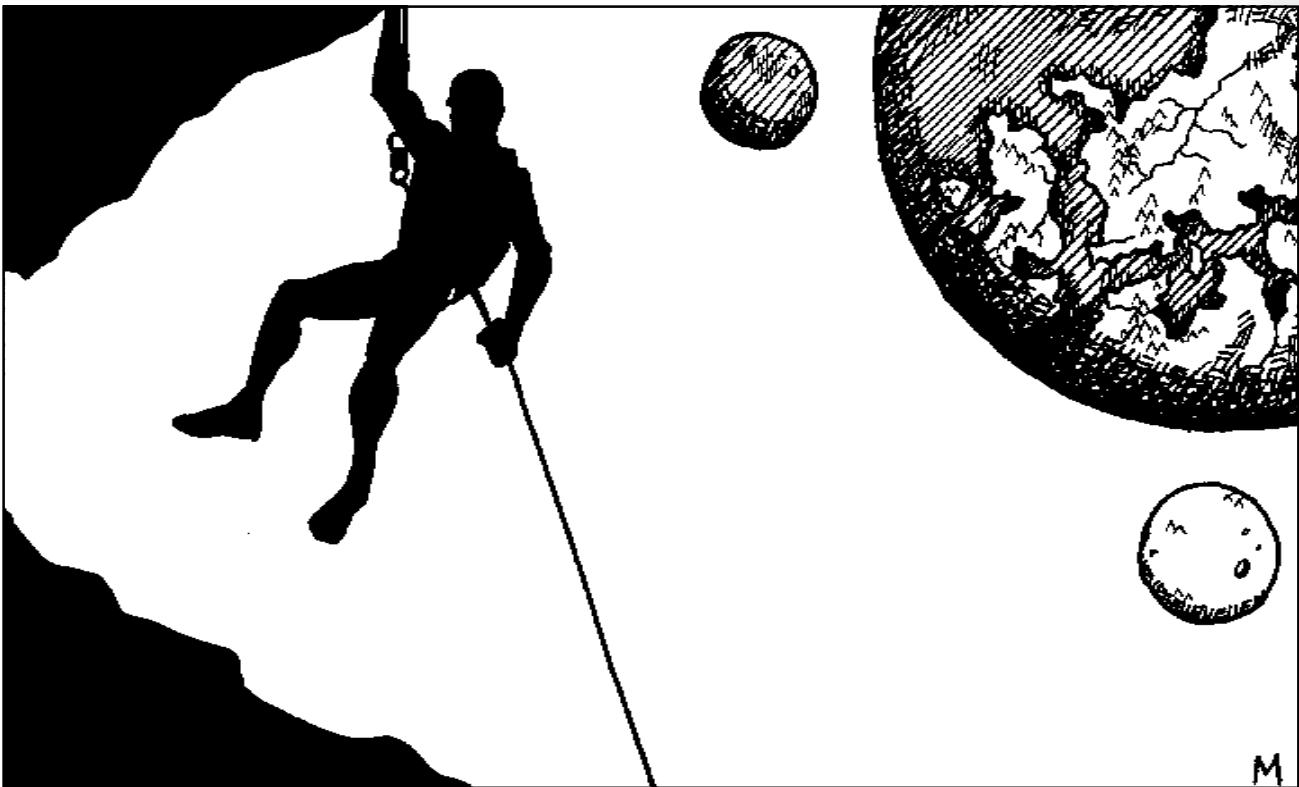
Dodge is the ability to avoid injury through evasion and/or rolling with a blow.

Specializations: Ranged Attacks, Melee Attacks, Punching/Grappling Attacks

Driving, Small

Denotes skill in the handling of small ground vehicles of all types as well as the ability to perform general maintenance and very minor repairs.

Specializations: Cars and Trucks, Motorcycles



Driving, Large

Denotes skill in the general maintenance and handling of large ground vehicles of all types. This included wheeled and railed vehicles but not treaded ones.

Specializations: Wheeled, Railed

Driving, Treaded

Denotes skill in the general maintenance and handling of treaded vehicles of all types. Military Specialization also imparts skill in the use of all onboard military weapons and systems.

Specializations: Civilian, Military

Etiquette

Etiquette is the ability to observe and interact with different social groups without making a fool of yourself. This Skill is useful when trying to blend into a crowd or otherwise be unobtrusive. Specialization imparts knowledge of all corresponding customs, tactics, rituals, etc.

Specializations: Street, Cultural (must be specific), Military

Finance

Denotes a working knowledge of economics. It also assumes a basic understanding of financial procedures both legal and illegal.

Specializations: Accounting, Investment, Money Laundering, Banking

Gaming

Gaming indicates a general grasp of the rules and strategies of most table top games as well as a knack for learning new ones.

Specializations: Computer Games, Card Games, Board Games, Roleplaying Games

Heavy Weapons

Heavy Weapons Skill indicates proficiency in the use and maintenance of heavy weapons of all types.

Specializations: Grenade Launcher, Rocket Launcher, Flame-thrower, .50 Caliber Machine Gun

Language

Upon taking one Rank in this Skill, the character must Specialize in a specific language. This Specialization is free. This Skill may be taken more than once.

Law

Denotes knowledge of police procedures, the courts and laws in general.

Specializations: Local, State, Federal

Martial Arts

Martial Arts Skill indicates knowledge of one or more martial arts.

Specializations: Punching, Kicking, Choke, Locks, Take Down, Throw

Medical

Indicates a general understanding of hospital and medical procedures. Medical includes the training necessary to perform minor emergency procedures such as CPR and first aid.

Specializations: Surgery, Pharmaceutical, First Aid, Diagnoses, Holistic

Music

Music Skill is the ability to differentiate between musical chords, read sheet music and play musical instruments. Upon taking this Skill, the character must Specialize in a specific instrument. This Specialization is free. This Skill may be taken more than once.

Specializations: Flute, Guitar, Harp, Harmonica, Piano

Occupational/Recreational

Occupational/Recreational Skill denotes an understanding of some type of job, career or hobby not specifically covered by any other Skill. Once again, upon taking this Skill, the character must Specialize in a specific occupation or recreational activity. This Specialization is free. This Skill may be taken more than once.

Specializations: Cooking, Farming, Tailor, Barber, Scuba-Diving, Gardening, Sky Diving

Parry

Parry is the ability to block a melee, punching or kicking attack.

Specializations: Swords, Axes, Staffs/Spears, Clubs, Hands, Feet.

Piloting, Rotor

Denotes skill in the general maintenance and handling of rotary aircraft (helicopters) of all types. Military Specialization also imparts skill in the use of all onboard military weapons and systems.

Specializations: Small, Large, Military

Piloting, Winged

Denotes skill in the general maintenance and handling of winged aircraft (airplanes) of all types. Military Specialization also imparts skill in the use of all onboard military weapons and systems.

Specializations: Small, Large, Military

Politics

Denotes a general understanding of political procedures and a knack for discovering the status of current political situations. Politics is vital for knowing what official to bribe and how much to offer.

Specializations: City, State, Federal, International

Religion

Denotes an understanding of religious customs, lore and practices.

Specializations: Any Specific Religion

Repair, Electronics

Denotes ability to make extensive repairs to damaged or malfunctioning electronic equipment. This Skill sometimes overlaps with Repair, Mechanical, especially when involving high tech computer or electronic systems aboard certain vehicles.

Specializations: Personal Computers, Military Grade Computers, General Electronics (household wiring, TV/VCR's, digital clocks, etc.)

Repair, Mechanical

Denotes ability to perform extensive repairs to damaged or malfunctioning engines and mechanical devices. Specialization includes the ability to repair any electronic or computerized systems associated with the items in question.

Specializations: Firearms, Heavy Weapons, Artillery, Wheeled Vehicles, Treaded Vehicles, Aircraft, Boats, General Mechanical (lawnmowers, clocks, household appliances, etc.)

Security

Denotes a general understanding of security systems and procedures. It is useful for picking locks, installing security systems, bypassing alarms and cracking open safes.

Specializations: Alarm Systems, Bodyguard Procedures, Lock-Picking, Safecracking

Sports

Sports is a general measure of athletic ability and hand-eye coordination. Sports emphasizes games involving a racket, stick, club or ball rather than individual efforts (such as jumping).

Specializations: Baseball, Football, Tennis, Hockey, Cricket, Polo

Survival

Survival is vital for those wishing to brave the wilderness. It enables the character to find water, forage for food and track game.

Specializations: Forest, Desert, Arctic, Swamp, Jungle, Mountain

The Empyrean

"To confine our attention to terrestrial matters would be to limit the human spirit."

—Stephen Hawking

The Dreamer

The Empyrean is the name given to the land of dreams. It is a realm of pure spirit mana where anything is possible. The Empyrean is comprised of four basic parts—the Barrier, the Periphery, the Dreamworld and the Underpsyche.

The Barrier is the thin membrane of mana that divides the other three levels of the Empyrean. The Periphery is the astral border between the real world and the land of dreams. The Dreamworld is the spiritual manifestation of the Dreamer's current dream. The Underpsyche refers to the nearly infinite number of dormant Dreamworlds, or Underworlds, that lie within the subconscious mind of the Dreamer.

To simplify, try to picture the Dreamer's mind as a cake with an infinite number of layers. The top layer represents a Dreamworld, each subsequent layer represents an Underworld and the coat of frosting on top and between each layer represents a Barrier.

The Three Forms

Dreamwalkers are able to adopt three basic forms—physical, spiritual and pseudophysical.

Physical

The physical form is that taken in what we call the real world. It is made of flesh and bone and is subject to all the laws of science and nature. While Dreamwalking, the physical form is in its most vulnerable state as the mind is totally oblivious to its surroundings.

Spiritual

Although technically everything in the Empyrean is made of spirit mana, the spiritual form refers to the state the Dreamwalker's body assumes while traversing the Periphery. The spiritual form appears as a colored, flickering image of the Dreamwalker's physical self. Dreamwalkers are most vulnerable when in spirit form.

Pseudophysical

The pseudophysical form is that taken within the Dreamworld. Although composed of mana, it is shaped by the subconscious mind of the Dreamwalker (and sometimes the Dreamer) and usually corresponds with that of his physical form including all Attributes, Skills, Traits and Talents.

Anyone who dreams is considered to be a Dreamer. The Dreamer is the creator of the Dreamworld and may appear as anyone or anything within it (even inanimate objects).

There are two basic types of Dreamers—idle and lucid.

Most Dreamers are idle. An idle Dreamer is unaware that he is dreaming and has little or no control over his own actions during the course of the dream. Idle Dreamers are content to wander through the Dreamworld under the direction of the subconscious mind. The experience is similar to that of watching a movie in which the Dreamer is the star.

Lucid Dreamers on the other hand are fully aware they are in a dream. They not only have complete control over their own actions but to some extent, the Dreamworld itself. Lucid Dreamers can be extremely powerful and are therefore rarely subject to Taeniid infestations. Most lucid Dreamers are unaware that others are able to enter their Dreamworld and during the dream it is nearly impossible convince them otherwise. Lucid Dreamers see Dreamwalkers and the Taenia as a natural part of the dream.

Whatever the type or form, the Dreamer always appears as the most bright and vibrant being in the Dreamworld.

The Periphery

The Periphery is the silvery border ethereal—an unbelievably vast, ocean-like realm of spirit mana set beneath a brooding, purple sky. Billions of Dreamworlds lie beneath the Periphery's iridescent waves and its waters often reflect the condition of those below—pure, clear water represents a Dreamworld that is virtually free of the Taenia while turbulent, brackish brown or green tinged seas indicate severe infestations.

As a realm of spirit, The Periphery is bound by no physical laws. Concepts such as time and distance are all relative. Movement through the water is accomplished by thought and is virtually instantaneous. The experience is akin to floating or swimming although no true effort is expended. Perception is limited while in the Periphery—the five senses of sight, sound, hearing, smell and taste are muted by residual emotions drifting up from the Dreamworlds below.

The existence of the Periphery has long been a subject of debate. Many scientists of Project Dreamwalker view the Periphery as a fabrication of the subconscious mind, designed

to ease the transition between reality and dream. Throughout history, Mystics have assigned various religious or purgatorial significance to the Periphery while other more altruistic Dreamwalkers view it as proof that all of humanity is linked together by a common bond.

Whatever its true nature and purpose all who have experienced it agree that the Periphery is a place of great peace and formless beauty. Even so, it is not without its dangers.

Astral storms are frequent occurrences. These vary greatly in size and intensity, the largest mirroring the devastating effects of those in the real world. Spontaneous whirlpools occasionally suck unwary Dreamwalkers down into the depths of a nearby Dreamworld. Just passing over the unwholesome waters of some of the more disturbed Dreamworlds is a danger to one's own Sanity and peace of mind.

Worst of all is the constant threat of the dreaded Taeniid Brookings. These powerful evil creatures often prowl the Periphery, lying in wait beneath the astral waters to attack a passing Dreamwalker.

The Barrier

The thin layer of mana that divides the Periphery from the Dreamworld as well as the Dreamworld from the Underpsyche is known as the Barrier.

Although the Barrier is sometimes visible, it can be traversed at will from anywhere within the Dreamworld. The procedure is instantaneous and causes a slight distortion around the character as he passes through. The character may delve as deep into the Underpsyche as he desires but each level costs mana to traverse (see *Traversing the Barrier*, pg. 76).

The Dreamworld

Not every dream is accessible to Dreamwalkers—only those that occur during the deepest levels of REM sleep. These pseudophysical landscapes are known as Dreamworlds. Each Dreamer is different and therefore, so is each Dreamworld.

The Dreamworld's appearance is largely dependent upon the Dreamer's psychological state and makeup. Many also reflect his interests and hobbies. The Dreamer's Traits have a strong influence as to the content of the Dreamworld. Courage usually determines the amount of violence inherent or permissible in the dream. Dreamers with a high Creativity often have fantastic Dreamworlds while Sanity determines the general mood and atmosphere—the lower the Dreamer's Sanity, the more horrid the Dreamworld.

Some Dreamworlds are outlandish creations, others are more mundane. A Dreamer who dreams of captaining a starship from his favorite television series manifests a Dreamworld vastly different than one who dreams of being a princess surrounded by a harem of handsome, obedient men.

Like the Periphery, the Dreamworld is a place of great beauty and great danger. The Dreamworlds are the home of the Taenia—the worse the infestation, the greater the Taeniid presence.

The Denouement

Most dreams are a series of scenes or random images reflecting the Dreamer's thought processes and/or current state of mind. However, several times each night (during REM sleep) these dreams take on greater significance. These dreams are not just random occurrences, but rather the psychological manifestation of some real or imagined goal the Dreamer desires to complete. These goals are called denouements.

Denouements are a natural function of the healthy psyche. They are a tool of the subconscious mind used primarily for entertainment, problem solving or resolution of past events. Upon completing a denouement, the Dreamer wakes feeling invigorated and refreshed, despite whether or not having any conscious recollection of the dream or its outcome.

Given time, the Dreamer usually completes the denouement on his own. However, the Taenia subtly work to prevent this from happening in order to feed off the Dreamer's feelings of frustration, failure and disappointment. People who wake up unrested, in a bad mood or "on the wrong side of the bed" have often been unsuccessful in accomplishing their denouement.

Boundaries of the Dreamworld

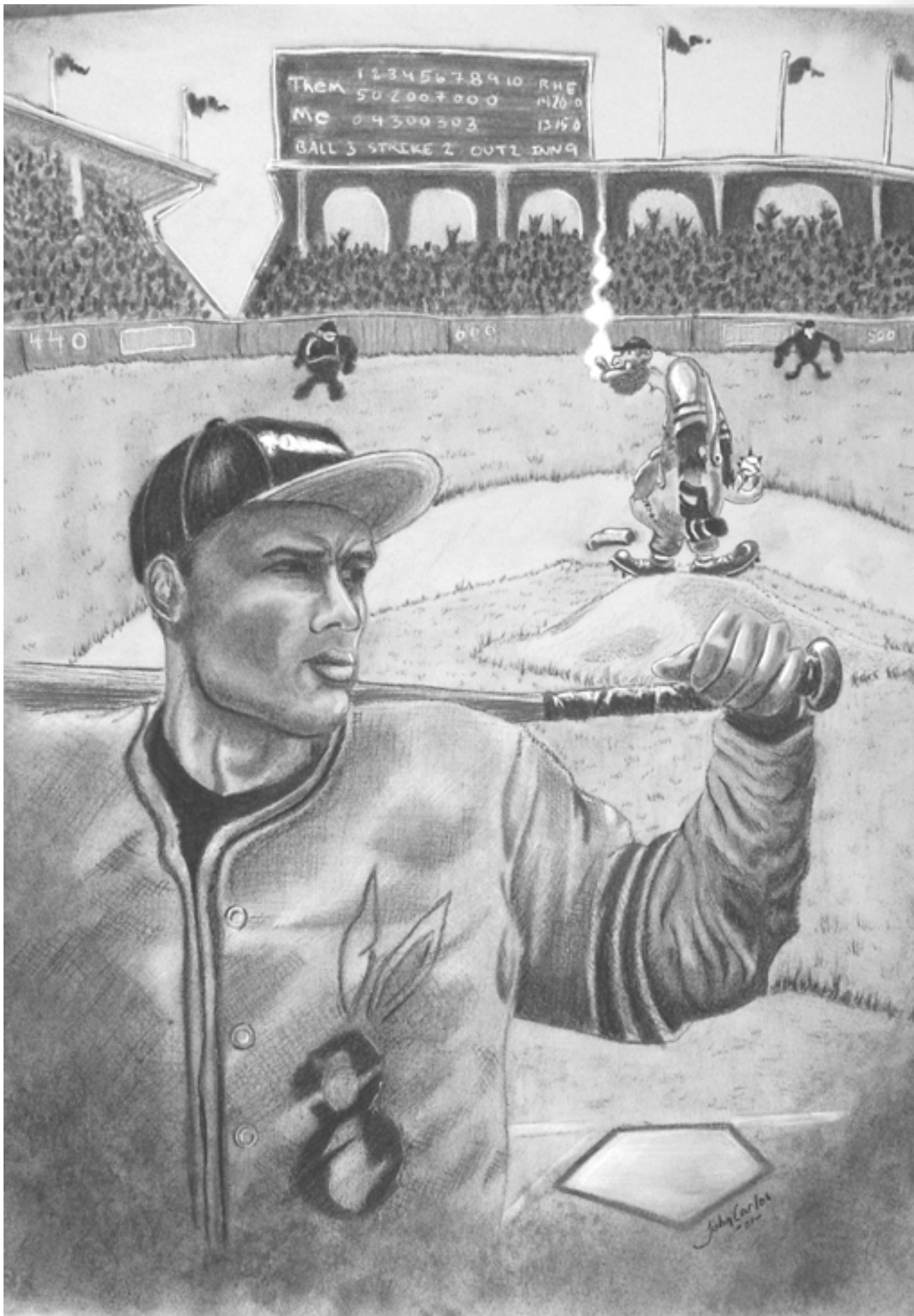
Each Dreamworld is usually centered around its denouement. The further one travels away from the denouement, the less distinct and populated the Dreamworld becomes. For instance, take a denouement centered around a cross country hike from New York City to Los Angeles. The Dreamworld would be clear and distinct along the route the Dreamer plans to take, becoming less so the farther one ventures away from the route until reaching the Barrier at the edge of the Dreamworld.

The Underpsyche

Beneath the Dreamworld lies a nearly infinite number of dormant Dreamworlds known as the Underpsyche. These Underworlds are the doorways into the subconscious mind of the Dreamer. The Underworlds are Dreamworlds-to-be and follow much of the same guidelines. However, they are dimly lit and entirely devoid of Unreal. This combination provides for an eerie and unsettling effect.

Despite its emptiness and gloom, there is reason to travel through the Underpsyche. Scattered throughout the Underworlds are hidden pockets of unused mana that may be harvested by Dreamwalkers to replenish their supply. These pockets always appear as something important or interesting to the Dreamer and vary greatly in size and strength. For instance, an Underworld which manifests as the Dreamer's childhood home may contain pockets of mana in the form of his favorite pair of roller skates or his Babe Ruth autographed baseball.

Unfortunately, these pockets of mana are rarely left unguarded. In an infested psyche, Taeniid drones routinely transport eggs to the various levels of the Underpsyche. Some of



The Empty Realm

these drones remain behind to defend their charges and must be dealt with before the mana pocket can be absorbed.

The Unreal

The Unreal are the pseudophysical manifestations of all people, animals and monsters living within the Dreamworld.

Some are duplicates of people the Dreamer knows while others are mere fabrications of his sleeping mind.

The Unreal generally act as would their real world counterparts however, they are sometimes bound by the Dreamer's perception of reality. Therefore, Dreamwalkers would do well to learn as much about the Dreamer as possible before entering his dreams.

The Taenia

The Taenia Spiritus are spiritual parasites that derive sustenance from the negative emotions generated by the human psyche. More importantly, they actively attempt to foster these emotions in order to thrive and multiply. Their presence corrupts the Emphyrean like a plague, turning otherwise peaceful Dreamworlds into places of nightmare.

It is not known for certain how Taeniid infestations arise in the human psyche although many theories abound, most including Broodkings who roam the Emphyrean at will.

At some point or another, everyone is subjected to at least a minor Taeniid infestation and some people play host to them on a routine basis. Strings of bad luck, lingering feelings of sadness, guilt, anger, envy or betrayal are all that is needed for a Taeniid colony take hold. The subconscious mind is not entirely defenseless and often fights off and destroys these colonies while still in their formative stages. Some colonies are not destroyed but instead rendered dormant until revived (even years later) by some trauma, related occurrence, emotion or other unknown event. Each time a Taeniid colony is destroyed, the mind becomes more resistant to new infestation.

Taeniid infestations may spread quickly or over the course of months, years, or decades, depending on the strength of the Dreamer's psyche. The Taenia latch onto and help generate negative emotions. During sleep, the Queen begins laying eggs and distributing them throughout the different levels of the Underpsyche. Meanwhile, the infested person gradu-

ally sinks deeper and deeper into a state of depression.

These colonies eventually become too large for the Dreamer's mind to handle alone. Lucid dreaming techniques, therapy and prescription drugs have proved useful in combating less severe Taeniid infestations. Failing that, the only thing that can help the patient is the intervention of a Dreamwalker.

Other Types of Dreamworlds

Animals

It has long been established that animals dream in a way similar to that of humans. However, the content of those dreams is largely open to debate and would most likely shed some light on the inner workings of the animal mind as well as the depth of their relationship with humans.

Thus far no Dreamwalker has been able to locate the Dreamworlds of an animal. This has lead to a host of speculation and the belief of an entirely different land of dreams. Thus, the quest for the Animal Emphyrean has taken on a near mythical status among some Dreamwalkers.

Children

By Project rule, Dreamwalking in the mind of a child is to be avoided at least until the child reaches adolescence.

This rule was established for the safety of all those involved. Children do not dream as adults do. Their perception of reality is underdeveloped and concepts such as life and death are often beyond their grasp.

The dreams of a child are sometimes so chaotic and unpredictable that they can be overwhelming and dangerous to an adult mind. One child's Dreamworld was reported as a land made up entirely of cartoon characters. These cartoons fell from cliffs, handled explosives and happily pummeled away at each other with little more than comedic effect. The Dreamwalkers however, were not so lucky.

Criminally Insane

The Dreamworlds of the criminally insane (Sanity 20 or less) are often dark and hellish creations with cruel and perverse denouements. Even worse, Joining with the Dreamer or Possessing many of the Unreal is enough to threaten the Sanity of any Dreamwalker. There is a belief that within each insane mind, a part of the Dreamer's consciousness realizes his beliefs and actions are abnormal. Attempts to contact this alter ego have met with limited success.

Except in extreme circumstances, Dreamwalking in the mind of the criminally insane is forbidden by members of Project Dreamwalker. Unfortunately, The Clinic has no such restrictions.

*O' I have walked the halls of noble Camelot
And toiled within long lost Cibola's mountain mines,
O' I have seen the sun rise o'er Olympus' crown
And fought the endless battle on Valhalla's plain,
O' I beheld Atlantis' gleaming golden spires
And glimpsed dark lands where Elder gods in dream-
ing sleep,
O' I have climbed the mountain that to prophet came
And knelt before the cross upon the hill of thieves,
O' I have walked these paths, and more,
Which follow ancient Story Stones
And point the way to lost Manaed.*

—Rahib Moustafah, Mystic



The
Empty
rean

Coma Victims

No one knows for sure what took place when Dr. William Black entered the mind of Sarah Wilson. To date, no one else has ever been able to enter the mind of a coma victim. Those that have tried report a Barrier that is impossible to cross.

Project Dreamwalker imposes strict taboos on entering the mind of a coma victim but The Clinic continues its attempts to access the unresponsive mind.

Mentally Challenged

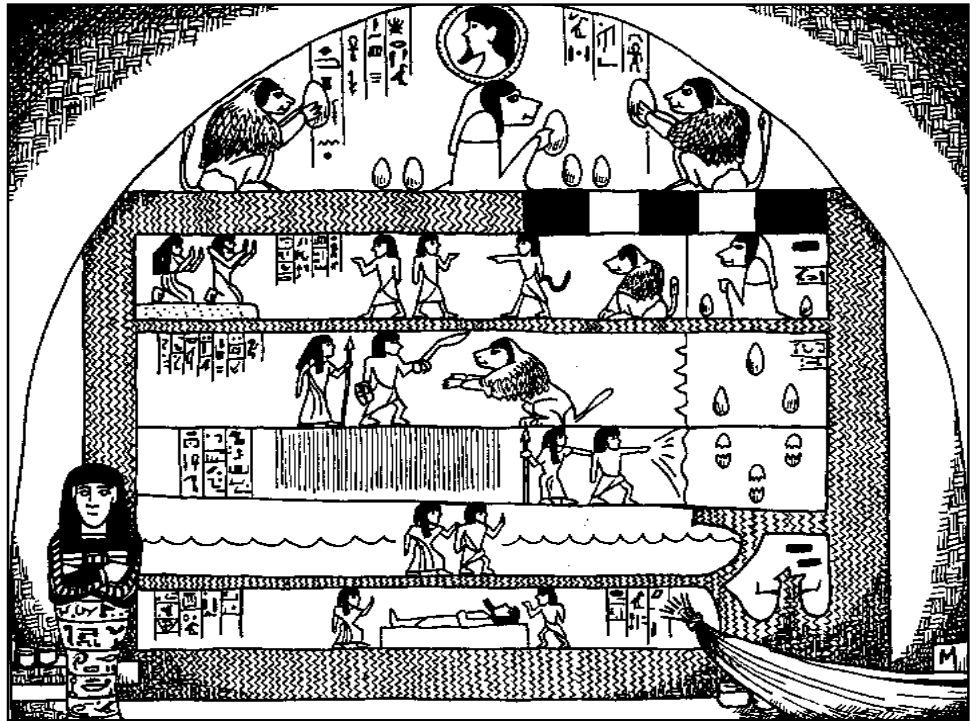
The Dreamworlds of the mentally challenged (Reason and Wisdom 20 or less) are often a pleasant change from the chaotic and nightmarish Dreamworlds of others. Almost all are surreal and very few seem to have denouements other than enjoying the simple pleasures in life. Mentally challenged individuals immediately recognize and happily welcome Dreamwalkers into their Dreamworlds. To date no Taeniid infestation has been found in the minds of the mentally challenged. Project scientists are hard at work trying to figure out why.

Out of Body Experiences

It has been determined that most (but not all) so-called out of body experiences are actually just the dreams of a lucid Dreamer as he wanders about his own Dreamworld—a world mimicking the one he knows. The mistake is a natural one as the mind often cannot tell the difference between the Dreamworld and the real.

Dreamwalkers

Within their own Dreamworlds, Dreamwalkers gain the same benefits as lucid Dreamers. They automatically know their dream's denouement and completion conveys the usual feelings of triumph and euphoria, minus the backwash of mana. In addition, subdenouements and incidental achievements (see *Designing a Denouement*, pg. 91) sometimes im-



part cryptic messages or provide better insight into something that is troubling the character in the real world. Dreamwalkers would do well to heed the workings of their own subconscious minds and investigate all fluff and other strange manifestations occurring within their dreams.

Islands

Islands are pseudophysical manifestations formed by the thoughts and dreams of thousands, sometimes millions, of people that were inspired by the same concept or ideal.

Islands vary greatly in size, shape and content. Some are based around a certain time period, some are centered around a particular person, organization or movement, while others have deep religious significance. In recent years, several well known books and movies have given birth to brand new islands.

It is also rumored that each island contains an ancient standing column or pillar, supposedly engraved with directions to glorious Manaed, the City of Dreams.

Others

The Emptyrean is a land of few laws so who knows what other types of Dreamworlds there may be and what rules they may conform to. This is particularly frustrating to the scientific personnel of Project Dreamwalker as it limits correlation of data.

Task Resolution

"Believe you can, believe you can't; either way you're right."

—Henry Ford

In Dreamwalker, characters are called upon to perform a variety of tasks. All tasks are resolved using an Attribute and a Skill or a Trait and a Skill. This is written as Attribute + Skill or Trait + Skill and indicates the Attribute or Trait to be added to the Skill in order to calculate the character's Base Chance of success.

When more than one Attribute, Trait or Skill is appropriate to the task, the player gets to pick which one his character uses. An Attribute/number (such as Strength/4) indicates the Attribute is to be divided by the given number.

Base Chance

The Base Chance is a number from 1-100 that represents a character's likelihood to succeed at any given task.

The Game Master calculates the Base Chance by determining the Attribute or Trait appropriate for the task at hand, applying bonuses for Skill Ranks and then applying bonuses/penalties for any Situational Modifiers that may affect the character's ability to do the job. The resulting number represents the odds of the character succeeding at the chosen task.

If the character does not have the Skill in question, the Attribute or Trait is used by itself. Remember however, that when attempting to use a secondary Skill that the character does not possess, the Base Chance is automatically reduced by -50.

In layman's terms, this means that an average person (Attributes 50) can generally accomplish what he sets out to do about 50% of the time. If, for some reason, a character's Base Chance is ever 0 or lower, that action may not be attempted at all.

Exception: In combat, if the attacker's Base Chance to hit an opponent ever falls below 0, he may still attack but must rely on pure luck rather than skill. Percentile dice are rolled by themselves with success only possible on a roll of 01. Game Masters should use their best judgment when extending this 01% chance to other Skills—climbing a cliff might be possible but computer programming should not.

Situational Modifiers

In some cases, Situational Modifiers (due to weather, the character's reputation, distance, etc.) may be subtracted from the character's Base Chance to perform a task. Situational Modifiers range between +50 to -50 and are totally dependent on how well the Game Master thinks the character should be able to perform the task. Even a genius character (Reason 100) with no Medical Skill would find it nearly impossible

to perform brain surgery (-45 or -50 Situational Modifier in addition to the standard -50 penalty for not have the secondary Skill).

Listed below each description are some suggestions for Situational Modifiers although a complete list of all of the things that may come into play would be impossible.

Skill Rolls

It is assumed that characters can do certain things without having to make a roll. Let common sense prevail. Anyone should be able to open a door, climb a chain link fence or run around the block. Doing so while fatigued, wounded or under duress is a different story.

Types of Skill Rolls

There are two basic types of Skill rolls—normal and resisted.

Normal Skill Roll

A normal Skill roll (or Skill roll, for short) is required whenever a character attempts something so difficult that the outcome is in doubt, such as jumping a ravine, landing an airplane or locating a fence who buys stolen loot.

To make a normal Skill roll the Game Master first determines the character's Base Chance of success as outlined above. The player then rolls percentile dice. If the resulting number is lower than the character's Base Chance, the Skill roll is a success. If the number is higher, the attempt fails. A roll of 01 always succeeds while a roll of 100 is always fails.

Ex. Joe's washing machine is on the fritz. Instead of taking it to the shop, he pulls out his trusty tools and attempts the repairs himself. Since the washing machine isn't too badly broken (no Situational Modifiers), the Game Master informs Joe that his Reason (55) should be used to fix the washer. Joe has Repair, Mechanical at Rank 3 with a Specialization in General Mechanical. This enables him to add 20 to his Reason, raising the Base Chance to 75. Joe rolls percentile dice and gets a 58. Since 58 is lower than his Base Chance of 75, Joe succeeds in fixing the washer.

If Joe did not possess the secondary Skill, Repair, Mechanical, he would have suffered a -50 penalty to his Base Chance, making it a 5 (Reason 55-50). This means Joe would have to roll a 05 or less on percentile dice to succeed! In any case, this time, Joe manages to save a few bucks by doing the job himself.

Resisted Skill Roll

Resisted Skill rolls come into play whenever characters use Skills in opposition of one another. In these cases, each individual makes a normal Skill roll. Success by one character and failure by the other is handled normally. If both characters fail the resisted roll, neither gains an advantage over the other. If both characters succeed, subtract each character's roll from his own Base Chance—the one with the highest remaining number wins.

Ex. Lissa hears a security guard approaching and attempts to hide (Dexterity + Stealth). Her Base Chance is 65. She scores a 50 on her Skill roll. The guard's Base Chance to spot Lissa is 55 (Perception + Observation). He scores a 53 on his Skill roll.

Subtracting each number from the Base Chance leaves Lissa with a 15 (65-50) and the guard with a 2 (55-53). Lissa gains the advantage with the higher number; crouching unseen in the shadows as the guard walks past.

If both Lissa and the guard had failed their initial rolls, Lissa would still probably have been spotted unless the GM determined she had enough time to try again. If the guard had succeeded in his roll but Lissa had failed, he would have immediately seen her trying to hide.

Optional Rule 1

It is often simpler to round die rolls off to the nearest 5 before subtracting the roll from the Base Chance.

Optional Rule 2

For groups not interested in adding and subtracting so many numbers after a roll, resisted rolls can be resolved by each character making a normal Skill roll. The character with the lowest number is the winner. Thus, in the example above, Lissa's roll (50) would still have beaten the guard's roll (53), but not by nearly as much.

Optional Rule 3

Game Masters who wish to reduce bookkeeping and die rolls even further, may simply assign characters an automatic -10 to the Base Chance of any resisted roll, modified by an additional -5 per level of Skill the opponent has. So, if Sandman wanted to race someone with Running Rank 3, he would suffer a -25 penalty to his Base Chance.

Outstanding Success

If a character ever rolls under 50 or less than his Base Chance, he has accomplished an Outstanding Success. Outstanding Successes must be handled on an individual basis. The results are always beneficial to the character. In tasks, an Outstanding Success usually results in the character completing the job faster or better than normal. In combat, it could mean the character did extra damage or pulled off a trick shot, hitting multiple opponents, etc.

A character must have a Base Chance of 51 or higher in order to score an Outstanding Success.

Blunder

Conversely, if a character ever rolls 50 or higher than his Base Chance, he has made a Blunder. Blunders are generally less frequent than Outstanding Successes, unless the characters continue to attempt things beyond their capabilities. Blunders may be comical, embarrassing or lethal (GM's discretion) depending on the situation.

A character must have a Base Chance of 50 or less in order to suffer a Blunder.

Automatic Success

Sometimes a character is so good at something, he doesn't even need to make a roll to accomplish a normal task. If a character's Base Chance is ever 101 or higher, he may take an automatic success, and automatically succeed at whatever he was trying to accomplish. Characters may elect to make the roll anyway in order to try for an Outstanding Success but remember that a roll of 00 is always a failure.

Automatic Successes are never possible in times of great stress (such as during combat, when trying to out swim an angry crocodile or when piloting the alien vessel through an asteroid field).

Cramming

A character may take a crash course in order to be able perform a secondary Skill he does not have or to better perform a secondary Skill he does. Cramming involves either hands on experience or access to the proper instructional texts and takes 10-(Reason modifier) hours to complete. Cramming enables the character to add +15 to his Base Chance. Therefore, characters without the secondary Skill in question receive only a -35 penalty to their roll.

So much information is absorbed from cramming that only one Skill may be crammed for at a time and the knowledge is impossible to retain (just think of all the tests you studied for back in school). Characters lose the benefit of cramming in a number of days equal to their Reason modifier (or 1 day if their Reason modifier is a negative number) unless they remain in constant daily contact with what they have learned.

Time Taken

Characters sometimes use Skills for activities that do not have immediate results such as doing research, building a bomb or rebuilding an engine from spare parts. It is up to the Game Master to determine how long such a task normally takes (in minutes, hours, days, etc.). Outstanding Successes shorten the time while Blunders lengthen the time needed or may even make the task impossible to complete.

Tasks

Following are some of the more common systems used to resolve tasks. The list is by no means all inclusive and Game Masters are encouraged to alter the mechanics as they



T a s k R e s o l u t i o n

see fit. Some tasks, such as repairing a computer, may be attempted more than once. As a rule of thumb, a -5 penalty to the Base Chance is applied to the Skill roll for each failed attempt. This penalty persists for a number of hours equal to the character's Reason modifier.

A Blunder indicates that for some reason, the character may no longer attempt to accomplish that task (the item irreparably breaks, the desired information is not present or the character is too mentally or physically drained to continue such an obviously fruitless task).

Climbing

The system for climbing is the same no matter what type of surface is being climbed. A Dexterity + Climbing roll is made at the start of the climb. The Base Chance is modified by -5 for every 25 yards (or fraction thereof) climbed. Climbing may be modified by +10 to +30 if the character has proper climbing equipment (ropes, crampons, pitons, etc.)

Jewel wishes to scale a 160 foot cliff (52 yards). Her Base Chance is lowered by -10.

For especially long climbs, more than one Dexterity + Climbing roll may be made in order to keep the Base Chance manageable. There is no limit to how many times a character may do this but remember that every roll made is another chance the character may fail.

Before beginning the climb, Jewel chooses a spot halfway up the cliff to rest and reorient herself. Her Base Chance is now only lowered by -5 but two rolls must be made (once at the start of the climb and once more at the halfway mark) in order to scale the cliff.

Rest: The character may climb a height roughly equal to his Stamina in yards before needing to rest. The amount of rest needed is equal to 1 minute for every 5 yards climbed. If the character opts to keep climbing, the character's Strength, Stamina and Dexterity are reduced by -25 (thereby lowering his Base Chance) until he receives the proper rest.

Modifiers: Climbing Surface, Height, Weather Conditions

Coercion

Coercion is used to convince others to do what you want or tell what they know. It is often used during interrogation sessions in a "Good Cop/Bad Cop" manner and in most cases is only effective when dealing with individuals or small groups of people.

There are two types of coercion—physical and mental.

Physical coercion involves threats, bullying tactics, brutality and possibly even torture. Physical coercion requires a Strength + Intimidation roll if the character is using force (resisted by Courage + Willpower or Stamina + Willpower), or Persuasion + Intimidation roll if the character is using threats (resisted by Courage + Willpower or Wisdom + Intuition).

Mental coercion requires a Persuasion + Leadership roll if the character is trying to reason with the person in question or an Acumen + Leadership roll if the character is trying to confuse someone into crossing up their story. Mental coercion is resisted by a Wisdom + Intuition roll.

Modifiers: Benefit to Compliance, Convincing Threats, Pain

Composition

When a character wishes to create an original work of art such as a painting, song, poem or even a novel, a Creativity + Artistic roll must be made to determine success. Since composition is a matter of personal taste, each time the character subjects his work for criticism, observers must make a Creativity + Observation roll. Success indicates his work is well received.

Modifiers: Character's Reputation/Past Achievements

Courage Rolls

Courage rolls are usually resolved using the character's Courage + Willpower. A failed Courage roll results in the permanent loss of 5 points of Courage. In addition, the character must immediately distance himself from the source of his fear. If the character is unable or unwilling to flee, all further Base Chances suffer a penalty equal to the number of points the character failed the Courage roll by (rounded off).

A Blunder on any Courage roll indicates the character acquires a Phobia.

Credibility

A character's credibility comes into play whenever a he tries to convince someone he is telling the truth. Persuasion + Leadership is used if the character really is telling the truth; Persuasion + Deception is used if the character is lying. In either case, Wisdom + Intuition is used to resist.

Modifiers: Character's Reputation/Relationship

Demolitions

Demolitions Skill covers a wide range of uses from making bombs to planting explosives.

Homemade Explosives: If the character has access to the appropriate materials (almost everyone does), homemade explosives may be assembled. Homemade explosives range from simple pipe bombs to the more powerful fertilizer bombs such as the one used in the infamous Oklahoma City bombing. Homemade explosives tend to be unstable at best. Fire or sudden, jarring motions often causes them to explode.

A Reason + Demolitions roll is used to create homemade explosives. This number is subtracted from the character's Base Chance to determine the amount of explosives created (provided sufficient materials) at a one pound-per-point ratio. The explosives may be distributed between several different bombs or packed into one. An Outstanding Success indicates either more powerful or a larger quantity of explosives than estimated while a Blunder almost always indicates immediate detonation.

*Squatting in his basement, Tommy attempts to pack a few pipe bombs. His Base Chance is 60. He gets a 42 on his Skill roll enabling him to make 18 pounds of explosives (60 - 42 = 18). Tommy only has the necessary materials for 6 pounds of explosives so the other 12 pounds are lost. Instead of packing all 6 pounds into one giant bomb, he decides to split the total up amongst three smaller bombs, each doing 6d6 dice worth of damage (see **Explosives**, page 49).*

Placing Explosives: The method of detonating an explosive varies. Most commercial explosives use fuses, blasting caps or hardwire detonators. Plastic explosives generally use either timer or radio controlled detonators. Homemade explosives can have any of the above and are often prematurely set off by rough handling. Because of their instability, homemade explosives suffer a -10 penalty to the Base Chance to place.

A Dexterity + Demolitions roll is made when placing explosives. Failure indicates the bomb does not explode. There is no such thing as an Outstanding Success—the bomb either explodes or it doesn't. A Blunder however, is entirely possible and results in either the bomb being a dud or a delayed, early or even immediate detonation.

Finesse: If the character wishes to cause a specific effect with the explosion (such as destroying a single wall while leaving others intact or safely blowing up a downtown office building) a structural assessment is required using the character's Perception + Demolitions or Perception + Occupational/Recreational, Architect. Structural assessment involves examining the construction of the target and surveying the surrounding area. The amount of time taken for such an assessment (and thus the chance of being observed) varies with the size of the target.

Disarm: Disarming a bomb is always a tricky business. A Reason + Demolitions roll is required. A failed roll allows the character to try again at a -25 penalty to the Base Chance. A Blunder results in immediate detonation.

First Aid

A character may attempt to help a wounded person by applying first aid. This involves, cleaning and dressing wounds, applying direct pressure or a tourniquet to stop bleeding and administration of minor painkillers (such as aspirin). Dexterity + Medical is rolled. Success restores a character's Health to 0 if the character's Health was at a negative number or heals 1d2 Health points if the character's Health was a positive number. Use of a first aid kit increases this total by 1d2 points. A Blunder results in the wounded person taking 1d6 points of additional damage from mishandling. Only one first aid attempt may be made at the end of each combat situation.

Forgery

This system is used when a character tries to create or spot a forgery. In order to forge a document, the character must know what type of form he is attempting to duplicate and have access to the proper materials and/or equipment. A Reason + Deception roll is made each time the character tries to pass the document off as different people notice different things. The roll is resisted by the observer's Perception + Observation.

An Outstanding Success on the first Reason + Deception roll indicates a forgery that is virtually undetectable by normal means (no further resisted rolls are required).

Modifiers: Lighting, Proper Materials, Security Clearance

Gaming

Gaming is used to determine the results of most board or card games. Generally, only one Acumen + Gaming roll is made per game or hand, resisted by the opponent or opponents' own Acumen + Gaming roll(s).

Cheating: Cheating involves palming cards, looking at other player's hands or various other methods of trickery and deceit. The intent to cheat must be stated before the Acumen + Gaming roll is made. The character's Deception is then added to the Base Chance of his Acumen + Gaming roll.

Bill's life savings is riding on the next poker hand so he decides to cheat. He has an Acumen of 50, Gaming at Rank 2 and Deception at Rank 4 (Bill is pretty sneaky), making his Base Chance an 80 (Acumen + Gaming + Deception) rather than his normal 60 (Acumen + Gaming).

Modifiers: Mirrors, Partner, Set Up

Spotting a Cheater: Noticing a cheater requires a Perception + Observation roll. This roll counts as a second action (-15 to the Base Chance) if the character is playing the game.

Modifiers: Cheater's Reputation, Lighting

Hiding/Sneaking

A character wishing to hide from sight, sneak up on an enemy or lie in ambush rolls his Dexterity + Stealth. This roll is resisted by Perception + Observation. In the case of an ambush, if the character wins the roll, he may take a free, surprise attack on his enemy (see Surprise, pg. 43).

Modifiers: Terrain, Lighting Conditions, Cover

Hunting

Hunting may be resolved by making a Wisdom + Survival roll. Every five points difference between the Base Chance and the roll is the number of people that can be fed on what the character brought back (rounded off). In some cases, the Game Master may want to roleplay the hunt instead of allowing a roll (such as when hunting dangerous game).

Modifiers: Terrain, Scarcity of Game, Non-hunters in the Group, Improper Hunting Equipment

Jumping

Jumping is resolved by a Strength + Jumping roll. Failure indicates the character misses his mark. In extreme circumstances (such as when jumping from building to building), Game Masters may allow the character to make a Dexterity + Reaction roll at -15 to the Base Chance in order to grab the ledge, or land on a fire escape.

The chart below should be used to help determine the chance of success. Running jumpers who jump a distance greater than ten feet may not always land on their feet (an additional Dexterity + Reaction roll to do so at -15 to the Base Chance). Vertical jumps are measured from the floor to the bottom of the character's feet.

Type of Jump	Penalty/foot
Horizontal, Running	-10/5
Horizontal, Standing	-5/1
Vertical, Running	-10/1
Vertical, Standing	-25/1

Modifiers: Distance, Weather Conditions, Jumping/Landing Surface

Negotiation

This system is used whenever a character wishes to barter for a better deal or to peacefully resolve a dispute. Persuasion + Leadership is rolled, resisted by Wisdom + Leadership.

Modifiers: Character's Reputation/Relationship, Supply and Demand, Benefit of Peaceful Solution

Performance

At some point, a character may wish to put on a show. Performance involves using Charisma + Appropriate skill or Dexterity + Appropriate Skill (usually Artistic). A successful roll requires the target crowd to make a Creativity + Observation roll (once again, performances are a matter of personal taste).

An Outstanding Success or Blunder made by the character negates the need for a roll by the target crowd. Outstanding Success indicates a performance that is talked about for months to come while a Blunder results in his being booed off stage. Future performances after an Outstanding Success/Blunder may result in additional bonuses or penalties to the character's Base Chance.

Modifiers: Character's Reputation, Performance Content, Past Performances

Public Speaking

Public Speaking is used when rallying a mob or trying to get a large group of people to agree on a particular point of view. A Charisma + Leadership roll is made, resisted by the crowd's Wisdom + Intuition.

Modifiers: Character's Reputation/Credibility, Benefit to Compliance

Repair

Whether repairing a lawnmower engine, hot-wiring a car or installing the circuit boards of a high tech missile guidance system, the Reason + Repair roll is handled the same way. However, Repair, Electronic and Repair, Mechanical are such highly specialized Skills that anyone attempting repairs on an object or vehicle that he does not have Specialization in suffers a -25 penalty to the Base Chance.

The Skill roll assumes the character has access to the proper parts and tools. In some cases, repairs may be impossible to make if the character does not. Otherwise, normal Situational Modifiers may be imposed. Handbooks or instruction manuals can increase the Base Chance by +10 to +50, depending on how complete the text is.

Modifiers: Improper Tools or Insufficient Parts (jury-rigging), not Specialized

Research

A little bit of research is sometimes necessary to accomplish a certain task. There are two ways to go about research—legwork and reading—depending on the availability of the desired information, but most research involves doing a little bit of both.

Legwork calls for a Charisma + Investigation roll and involves the character hitting the streets, taking down names and asking questions. Legwork can be roleplayed without using dice if the Game Master desires.

When research is accomplished by reading, a Reason + Investigation or Appropriate Skill is rolled to determine success. The character must have access to the appropriate facilities (a library or Internet account is often good enough) and have enough time to complete the research.

Modifiers: Obscure Information, Classified Information, Character's Reputation

Running

There are two types of running—sprint and distance.

Sprinting: A sprinter is capable of great bursts of speed but generally tires quickly. A sprinter can run a number of feet per Turn equal to his Dexterity. A Dexterity + Running roll is made each Turn. A failed roll means the character travels only half the distance that Turn. Sprinters may keep up this pace for a number of yards equal to their Stamina before having to stop and rest.

Modifiers: Terrain, Weather Conditions

Distance: Distance runners move more slowly but cover much more ground before tiring. A distance runner moves 5 + (Dexterity modifier) mph and can travel (Stamina - 50) miles before having to rest.

Rest: If the character opts not to rest, his Strength, Stamina and Dexterity decrease by -10 for each additional yard (sprinter) or mile (distance) the character continues to run. In addition, every yard or mile he must make a Stamina + Willpower roll or collapse in exhaustion.

Pursuit: Pursuit occurs when a character tries to close the distance between himself and someone else. The Game Master must decide how much of a head start (in yards) if any, the pursued has. A Dexterity + Running roll is then made each Turn for each character. The rolls continue until the fleeing character is caught, one character tires out, or one gives up.

Sanity Rolls

Sanity Rolls usually involve the character's Sanity + Intuition. A failed Sanity roll results in the permanent loss of 5 Sanity points. If asleep, the character (or Dreamer) immediately wakes up (see *Awakening*, pg. 56).

A Blunder on any Sanity roll indicates the character acquires a Dementia. Therefore, Sanity rolls should only be required in the most extreme circumstances.

Sports

Sports includes any event involving a ball and/or racket, stick, bat or paddle (no, Nascar is not a sport!). Sports rely on Strength, Stamina and Dexterity although sometimes Reason or Acumen may be used. Most sports are broken up into sets, rounds, periods or quarters. The Game Master may have to do a small amount of research into the length and structure of the game if he is unfamiliar with the sport in question.

Each player or team makes a resisted Appropriate Attribute + Sports roll for each game increment. At the end of the event, the side who won the most increments is the winner. In the case of a tie, the game goes into some form of overtime—a final resisted roll is made in a winner take all situation.

An Outstanding Success gives the character (or team) a +25 bonus to his next roll. Conversely, a Blunder imposes a -25 team penalty on his next roll.

Multiple characters may participate in team oriented sports. In this case, each character makes his Skill roll normally. The best roll is chosen to represent the entire team with one exception—if a Blunder is rolled by any character, that roll is taken instead.

Strength

Weightlifting and feats of Strength are as much mental effort as physical. Therefore, feats of Strength are resolved by a Strength + Willpower roll.

Feats of Strength include breaking down doors, bending bars, breaking handcuffs, arm wrestling, weightlifting and a host of other things too numerous to mention. Situational Modifiers almost always apply making some feats impossible to perform.

As a rule of thumb, a character can dead lift (over his head) a number of pounds equal to his Strength without having to make a roll. Greater weights may lifted in double increments at a cumulative -25 penalty to the Base Chance.

Boris, with a Strength of 80, can lift up to 80 lbs. with no roll. He has Willpower Rank 4 (+20) giving him a Base Chance of 75 (100-25) to lift 160 lb. (80 x 2), a Base Chance of 50 (75 - 25) to lift 320 lb. (160 x 2) and a Base Chance of 25 to lift 640 lb.

A Blunder on any Strength roll results in a severe injury (pulled/torn muscle, slipped disc, etc.) reducing the Base Chance of all Strength, Stamina and Dexterity rolls by -30 until the injury has time to heal (GM's discretion).

Swimming

A character with Swimming Skill may swim a number of yards per Turn equal to his (Strength/4). A Strength + Swimming roll is made each Turn. A failed roll means the character travels only half the distance that Turn. Swimmers may keep up this pace for a number of yards equal to their (Stamina/2) before having to stop and rest.

Modifiers: Weather/Water Conditions

Rest: If the character opts not to rest, his Strength, Stamina and Dexterity decrease by -10 for each additional yard the character swims. In

addition, each Turn he must make a Stamina + Fortitude roll or suffer a severe cramp. Cramps cause an additional -50 penalty to all Strength, Stamina and Dexterity rolls. Characters with cramps may make a Stamina + Willpower roll each Turn to stay afloat. Failure indicates the character sinks and eventually begins to drown (see *Suffocation*, pg. 56).

Therapy

Therapy can be used to help characters overcome a Phobia and/or Dementia.

Therapy is an ongoing process. The character must state what aspect of his psyche he is trying to address (Phobia or Dementia). After one month of therapy, the Game Master rolls the therapist's Wisdom + Medical, Psychiatry to successfully diagnose and/or treat the character's problem. If successful, the character must make a Wisdom + Intuition roll to see if he can follow what the therapist is saying. Success on that roll, indicates the therapist has helped the character overcome his Phobia or Dementia. Failure indicates the character may roll again, provided he continues therapy. These rolls are made in doubling increments (1 month, 2 months, 4 months, 8 months, etc.). A Blunder indicates the character will never overcome his Phobia or Dementia.

Modifiers: Time Since Afflicted



Trailing

Trailing involves following another person without being seen. The system is the same whether the character is on foot or in a vehicle. The trailing character makes an Acumen + Stealth roll resisted by the trailed character's Perception + Observation. For vehicular trailing, an occasional Dexterity + Vehicle roll may also be needed in order to keep pace.

Modifiers: Trailed Character is Suspicious, Heavy Traffic or Crowds, Weather Conditions

Tracking

Tracking is most often used in the wilderness. It involves being able to identify footprints, spoor and other signs of passage. A Perception + Survival roll is made in a wilderness setting; a Perception + Investigation roll is made in an indoor or urban setting. Intelligent creatures can attempt to hide their tracks, initiating a resisted roll of Acumen + Survival (wilderness) or Acumen + Stealth (urban).

Modifiers: Weather Conditions, Time Since Passage

Trap Setting

A character may set effective booby traps upon a successful Reason + Repair roll. These traps may be spotted before being sprung with a normal Perception + Observation roll. Damage from each trap is highly dependent on the trap itself.

Modifiers: Lighting Conditions, Degree of Camouflage

Vehicle Operation

Given enough time, anyone can figure out how to start and operate a vehicle. However, doing something more difficult than driving (or flying) in a straight line, such as hanging a corner at 100 mph, jumping a ditch or even taking off/landing an aircraft, requires a Dexterity + Vehicle roll. A failed roll indicates the vehicle spins out of control while a Blunder indicates a crash of some type (see *Vehicles*, pg. 52).

Examples of Rolls

The following are a few examples of Skill rolls. Note that these examples do not incorporate any Situational Modifiers that might be in effect.

- You try to convince an Unreal police officer to let a teammate out of jail. Roll Persuasion + Leadership.
- Can you train the dog to roll over and play dead? Roll Reason + Animal Training.
- The larva is raising the bridge to prevent you from crossing the river. Can your car jump the distance? Roll Dexterity + Driving.
- Which councilman should you bribe to keep the Dreamer's neighborhood from being turned into a freeway? Roll Wisdom + Politics to find out.
- You try to decipher the writing of an ancient text. Roll Reason + Language.
- Can you shoot the mugger before he gets away with the Dreamer's wallet? Roll Dexterity + Handgun to find out.
- You try to hack into a corporate computer system. Roll Reason + Computer.
- You defend the Dreamer in a court of law. Roll Acumen + Law, resisted by the prosecuting attorney's Acumen + Law to see who presents the better case.
- Is it even possible to repair the plane's wing with the materials you have on hand. Roll Perception + Repair, Mechanical.
- You shoot at the fleeing vehicle with a grenade launcher. Roll Dexterity + Heavy Weapons to hit.
- While trying to jump from one building to another, you miss your mark. Make a Dexterity + Reaction roll to avoid plummeting to the street below.
- How well do you mingle at a high society dinner party? Roll Charisma + Etiquette to find out.
- Can you perform surgery on the Dreamer's Unreal mother? Roll Reason + Medical and keep your fingers crossed.
- You are faced with one of your worst fears. Roll Courage + Willpower to resist the urge to run.
- You wish to break down a door. Roll Strength + Willpower.
- Can you solve the complicated math problem? Roll Reason + Academic.
- Are you lying about where you were the other night? Roll Persuasion + Deception if you are, Persuasion + Leadership if you are not.
- Can you fly your plane through the twisting canyons? Roll Dexterity + Piloting, Winged to find out.
- You strum out a tune on your guitar. Roll Dexterity + Music.
- You throw a punch at the neighborhood bully. Roll Dexterity + Punching to see if you hit.
- Why did the man commit suicide? Roll Wisdom + Intuition to try and better understand his behavior.

Combat

"No more talk. Talking's done."

—Roland Deschain, *Wizard and Glass*

D*reamwalker* is a game that involves plenty of opportunities for combat. In most situations, a character may take action just by openly stating what he wants to do. However, when fighting or other direct conflict is involved, things get a little more formal and additional rules must be added to avoid confusion.

The following rules apply to both players and non-player characters alike. Game Masters may feel free to add or subtract from them to better suit their gaming needs.

Turns

Combat takes place in Turns of about three seconds in length. Each Turn is further divided into action Segments of variable length. Under normal circumstances a character can take one action per Turn.

Actions that may be accomplished in a Turn include, but are not limited to drawing a weapon, opening a door, getting to your feet, any form of attack, sprinting for cover, reloading a gun, dodging and parrying. Short conversations (a few words) are possible without using up an entire action. As a rule of thumb, each time a character makes a Skill roll, he is taking an action.

Initiative

"You gonna pull those pistols or whistle Dixie?"

—Josey Wales, *The Outlaw Josey Wales*

Before any action can be taken in a Turn, initiative must be established to see who goes first. Initiative is treated as a resisted Reflex + Reaction roll between all combatants. The percentile roll, subtracted from the character's Base Chance determines which Segment the character may act in that Turn. If the character fails the roll, he may take his action in Segment 0. If more than one character fails the roll, actions are taken at Segment 0 in order of Reflex (from highest to lowest).

The number of Segments in the Turn is equal to the highest initiative roll. Actions begin at the highest number and end at the lowest. A tie on an initiative roll indicates each action happens in the same Segment, in order of Reflex (from highest to lowest). With combat involving multiple participants, it is sometimes simpler to write down who takes ac-

tion in which Segment. Also, since initiative is a Resisted Roll, die rolls may be rounded off to make subtraction easier (see Optional Rule #1, pg. 36).

Simon Keats gets a 32 on his Reflex + Reaction roll. He subtracts 32 from his Reflex of 50 for a total of 18. Therefore, Simon takes his action on Segment 18.

The three security guards he is fighting get a 56, 61 and 10 on their Reflex + Reaction rolls. Subtracting these totals from their Reflex of 50 results in a -6, -16 and 40. Therefore, the first two guards take their action at Segment 0 while the last guard takes his action at Segment 40, 22 Segments before Simon.

Outstanding Success

An Outstanding Success on an initiative roll allows the character to take a second action, 10 Segments after the first at no penalty to the Skill roll.

Blunder

A Blunder on an initiative roll results in the character being unable to perform any action that Turn.

Surprise

Sometimes the characters (or their opponents) will be surprised and unable to act. Surprise affects the first Turn of combat only and depends mainly on the circumstances involved. The Game Master should use his best judgment as to when surprise applies—if a character has a rifle drawn and has been aiming at the unsuspecting drone for the last few Turns, there is no need to make an initiative roll. The drone may get to make a Perception + Observation roll to spot the ambush, resisted by the character's Dexterity + Stealth. If the character wins, he essentially gets a free surprise attack on the drone. Afterwards, initiative is rolled for normally.

Multiple Actions

A character may take extra actions at any time during the Turn (even simultaneously with someone else) as long as each action takes place at least 10 Segments apart. No extra actions may be taken after Segment 0 or if the character failed his initiative roll. A cumulative -15 penalty for each extra action is applied to the Base Chance of any Skill roll attempted

for the remainder of that Turn. Some type of Skill roll must be made for each action after the first, even if the action is one that normally would not require a roll (such as movement or opening or closing a door). When in doubt, have the character make a Dexterity + Reaction roll to accomplish the task.

Clyde takes his normal action at Segment 60. Theoretically, Clyde could take up to five extra actions although his difficulty would end up being ridiculously high. Instead, he chooses to take a second action in Segment 30 (at a -15 penalty to his Base Chance). From there, if he chooses, he can still take another action after Segment 20 at a -30 penalty to his Base Chance.

Exception: Some poisons, weapon effects and special maneuvers require resisted Skill rolls to be made between attacker and defender. These rolls count as multiple actions but if the defender has already taken his action or actions that Turn, he is still eligible to make the roll regardless of the Segment in which the attack occurs, at normal penalties for taking multiple actions.

*Blake attacks Conner with his sword in Segment 30. In Segment 28, Conner tries to Disarm Blake with his own sword. Even though only 2 Segments have elapsed since Blake took his action, he may still make the resisted roll to avoid being disarmed (see **Disarm**, pg. 49) but at a -15 penalty to his Base Chance.*

Withholding Actions

In some cases, a character may choose to withhold his action until later in the Turn. Initiative is rolled normally at the beginning of the Turn and the character may take the action at any time after his normal action Segment.

Deputy Pete (Initiative 72) levels his rifle at Bad Bart's (initiative 20) chest but decides not to fire just yet. If Bart grabs for one of his pistols at Segment 20, Pete can fire his rifle as soon as he sees Bart move. Otherwise Pete can try and convince him to surrender.

Withheld actions carry over into the next Turn. In this case, the character's initiative for the new Turn is determined normally. He may then take the withheld action at any time during the Turn, even at a Segment higher than his new initiative roll. He then takes his normal action for the new Turn 10 Segments later or in the Segment corresponding to his initiative roll, whichever comes first. Only one action can be withheld each Turn. Therefore, a character who has been withholding an action for 5 Turns still gets only 2 actions (1 withheld, 1 normal) when he finally decides to act.

Movement

A character may walk or jog up to 1/2 his Dexterity in feet each Turn and still take an action. Faster movement is possible, but the character is considered running for Situational Modifier purposes.

Combat Rolls

Attacks are handled as a normal Skill roll using the character's Dexterity + Appropriate Skill.

To make a combat roll the Game Master determines the character's Base Chance of success normally. The player then rolls percentile dice. If the resulting number is lower than the character's Base Chance, the attack succeeds. If the number is higher, the attack fails. A roll of 01 always succeeds while a roll of 100 always fails.

Defense

The defender's Defense Attribute is subtracted from the attacker's Base Chance. If the defender is Immobilized, he receives only 1/2 the benefit of his Defense in addition to normal penalties for being Immobilized.

Optional Rule: For groups that desire even more fast paced and/or lethal combat, divide all Defense and/or Health Attributes in half.

Combat vs. the Unreal

The Unreal are essentially phantasms with no true form. This puts them at a distinct disadvantage during combat. When fighting Dreamwalkers, Unreal do not gain the benefit of their Defense Attribute. This makes them much easier to hit. Larval Unreal are unaffected by this and retain the full benefit of the host's Defense.

Combat vs. Inanimate Objects

Most inanimate objects are considered Immobilized, for purposes of attacks. When attacking inanimate objects (such as a door or wall), the Game Master assigns the target a Body rating based on its material strength. Normal glass might have a Body of 0, bulletproof glass may have a Body of 5 while a thick piece of hardened steel may have a Body of 10 or greater.

When an inanimate object is attacked, the Game Master rolls 1d6 for every point of Body the target has and subtracts this number from the amount of damage done. Damage from melee weapons and unarmed combat is halved unless common sense dictates otherwise (an axe vs. a wooden door); gunfire and explosives cause variable effects (see *Vehicular Combat*, pg. 53). If the damage roll exceeds the Body roll, the attack has penetrated and/or destroyed part of the target, reducing the target's Body by 1 point. When the target's Body falls below 0, it has been completely destroyed/reduced to rubble or debris. Larger structures (such as a building) may require the Body rating to be reduced below 0 in more than one place before being completely destroyed (Game Master's discretion).

Given enough time and the proper tools, most inanimate objects may be destroyed or disabled without having to make a roll.



Combat vs. Vehicles

Vehicular combat is discussed at length in the next section.

Dodge/Parry

Instead of attacking, a character may instead use his action to try and avoid injury. Ranged weapons may be Dodged. Parry must be used for melee and unarmed combat (Punching and Grappling). When a character chooses to Dodge or Parry, he subtracts 5 points for each Skill Rank from the attacker's Base Chance.

Dodging/Parrying may be attempted at any time during the Turn (even before the character's action Segment) and is effective against the first attack from every opponent that Turn. If Dodging/Parrying is all the character chooses to do that Turn, the bonus applies to every attack directed against him that Turn.

Resolving Combat

*Do you fear the force of the wind,
The slash of the rain?
Go face them and fight them,
Be savage again.
Go hungry and cold like the wolf.
Go wade like the crane.
The palms of your hands will thicken.
The skin of your cheek will tan.
You'll grow ragged and weary and swarthy.
But you'll walk like a man!*

—Hamlin Garland, *Do You Fear the Wind?*

Determine Base Chance: The Game Master applies any Situational Modifiers to the character's Dexterity + Appropriate Skill to come up with the character's Base Chance.

Make Skill Roll: The character makes his Skill roll normally. If he fails, he misses the target. Success indicates a hit. Blunders and Outstanding Successes can have various effects.

Resolving the Skill Roll: If the character hits his target, he rolls a number of damage dice appropriate for the type of weapon he used and adds the number to his Skill Rank. This total is then subtracted from the target's Health.

Situational Modifiers

The following Situational Modifiers are just some of the things that might occur to affect the outcome of combat. These modifiers are intended as a guide and may be too many for some groups and not enough for others. The Game Master should feel free to alter or disregard them at his own discretion.

Ignoring the thunderstorm raging around him, Jordi fires his M16 at a fleeing larval Unreal. The larva is 27 yards away and moving fast. Jordi's Dexterity is 85 making his

Base Chance 65 (85 - 15 [weather] - 5 [target running]). If Jordi misses, on his next Turn he may decide to spray the area with his M16, raising his Base Chance by +20.

In another example, the larva runs into a tool shed and locks the door. Rather than chase in after him, Jordi decides to fire a grenade at the shed using his under-barrel launcher. The tool shed is a stationary object, incapable of action so. Jordi's Base Chance to hit it is 120 (85 - 15 [weather] + 50 [target Immobilized]).

Situational Modifiers

Miscellaneous

- the target's Defense and Dodge/Parry rolls
- any Health points the attacker has lost
- 5 for every additional 50 yards starting at 51
- 25 for Called Shot

Fire Mode

- 5 burst fire
- 15 automatic fire

Movement

- 5 if the target is running*
- 10 if the attacker is running*

Footing

- 5 uneven footing, fighting on a slope, etc.†
- 10 standing waist-deep in water, knee-deep in mud, etc.†
- 30 fighting on the side of a cliff.

Size

- 5 per Animal Size smaller than attacker
- 5 per Object Size smaller than attacker
- +5 per Animal Size larger than attacker
- +5 per Object Size larger than attacker

Weather

- 5 hazy weather conditions, light rain, etc.*
- 10 semi-darkness, moderate fog, rain, light snow, etc.*
- 15 thunderstorm/heavy rain, heavy snow, hail, etc.*
- 30 total darkness*

Cover

- 5 target exposed from the waist up (or down)
- 15 target's head and neck exposed (or legs exposed)
- 25 target's head exposed (or feet exposed)

Bonuses

- +10 attacker Charging
- +10 per Turn spent aiming (up to Perception)**
- +25 if defender is 10 yards or closer**
- +20 for spray**
- +25 for unsuspecting rear attack
- +25 if defender is prone†
- +50 if defender is Immobilized (or target is otherwise stationary/incapable of movement)

* If Grappling, this modifier applies only to the initial attack. Once an opponent is successfully Grappled this penalty no longer applies.

** Ranged combat only.

† Melee/Punching combat only.

Note: These modifiers are cumulative.

Firearms Table

Type: The type of ammunition the weapon takes.

Ammo: The maximum number of rounds the weapon can hold. (m) magazine or clip; (i) individual or breech loaded; (cy) cylinder; (b) belt fed

Mode: This is the type of fire modes the weapon is capable of (S) single shot; (B) burst fire; (A) automatic fire

Range: This is the weapon's maximum range in yards.

Damage: This is the amount of damage the weapon delivers.

Weapon	Type	Ammo	Mode	Rng	Dmg
<i>Handgun, Small</i>					
Taser	dart	1(i)	S	10	1d2**
.22 Semi-auto	.22	7(m)	S	20	1d3
.38 Special	.38	6(cy)	S	40	1d6
<i>Handgun, Medium</i>					
M1911	.45	7(m)	S	96	2d6
M9 (92-FS)	9mm	15(m)	S	96	2d6
TEC9	9mm	32(m)	S/B/A	90	2d6
<i>Handgun, Large</i>					
.357 Magnum	.357	6(cy)	S	96	3d6
.44 Magnum	.44	6(cy)	S	120	3d6
Desert Eagle	.50	7(m)	S	100	4d6
<i>Rifle, Small</i>					
Semiautomatic	.22	10(i)	S	400	1d6
Bolt Action	.22	5(i)	S	400	1d6
<i>Rifle, Medium</i>					
.30-30	.30-30	6(i)	S	400	2d6
AK-74	5.45mm	30(m)	S/B/A	400	2d6
M16-A2	5.56mm	30(m)	S/B/A	480	2d6
Uzi	9mm	32(m)	S/B/A	240	2d6
<i>Rifle, Large</i>					
.30-.06	.30-06	5(i)	S	600	3d6
Shotgun, pump-act.	12-ga.	7(i)	S	320	3d6
M21 Sniper Rifle	7.62mm	20(m)	S	520	4d6
Bipod	—	—	—	600	—
M60 Machinegun	7.62mm	100(b)	S/B/A	520	3d6
Bipod	—	—	—	760	—
Tripod	—	—	—	1,000	—
<i>Heavy Weapons</i>					
Flame-thrower	Napalm	Special	50	5d6	—
M-79 Grenade-launch.	Grenade	1(i)	S	100*	—
Grenade Launcher (under barrel)	Grenade	1(i)	S	100*	—
Rocket Launcher (RPG, LAW, TOW)	Rocket	1(i)	S	600	Rocket
.50 caliber	MG	.50	cb	200(b)	5d6
			S/A	800	5d6
<i>Artillery</i>					
105mm	105mm	1(i)	S	1,200	12d6
120mm	120mm	1(i)	S	2000	15d6
Mortar, small	mortar	1(i)	S	1300	mortar
Mortar, large	mortar	1(i)	S	2 miles	mortar

* Indicates the range is quadrupled if there is enough room overhead for indirect fire.

** Indicates the weapon does electricity damage.

Unarmed Combat

	Size	Rng	Dmg
Grappling	—	—	1d2
Punch	—	—	1d2
Kick	—	—	1d3

Archaic Weapons

Size: The Object Size of the weapon.

Range: This is the weapon's maximum range in yards.

Damage: The amount of damage the weapon does.

Weapon	Size	Rng	Dmg
Knife	T	STR/4	1d3
<i>Swords</i>			
Sword, Short	L	—	1d6
Sword, Normal	S	—	2d6
Sword, Two-handed	M	—	3d6
<i>Bows</i>			
Crossbow	L	90*	—
Short	S	75*	—
Long	M	100*	—
Arrow	L	—	2d6
Quarrel	T	—	1d6
<i>Axes</i>			
Hatchet	S	STR/4	1d6
Battle	S	—	2d6
War	M	—	3d6
Club/Bat	S	—	1d6
Spear	M	STR/4*	2d6

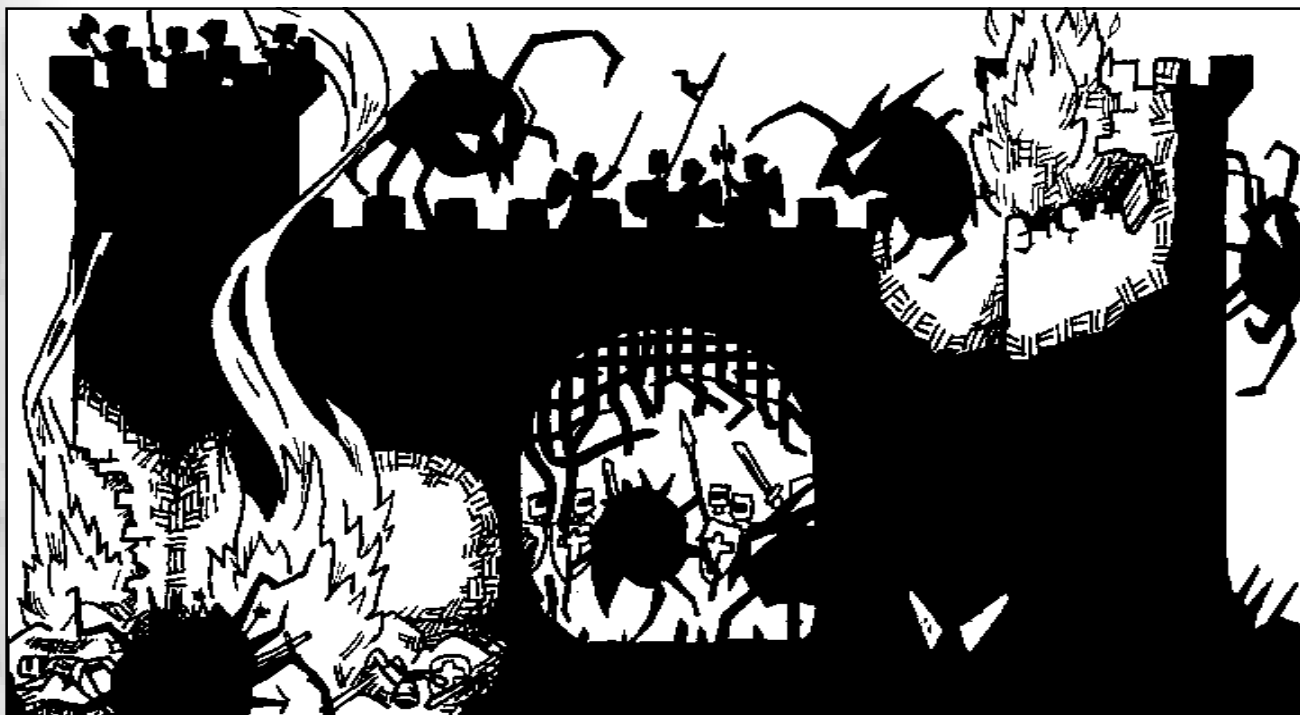
* This range is doubled if the character has enough clearance to fire or hurl the weapon in an arc.

Special Maneuvers

Called Shots

A Called Shot can be used with almost any sort of attack. It is a precise attack on a specific portion of a target or an attack designed to produce a specific effect such as knocking someone out or shooting the tires on a passing vehicle. The attacker suffers a -25 penalty to his Base Chance. In addition, the attacker is so intent on hitting his target that he may not Dodge or Parry that Turn.

If the attacker hits, the attack generally has the desired effect. Game Masters and players should decide beforehand whether or not Called Shots may be used for permanently crippling or "instant kill" results.



Ranged Weapons

Aiming

A character may spend time aiming a ranged weapon in order to increase his Base Chance. Aiming may be accomplished over the course of several Turns and increases the Base Chance by +10 for every Turn spent aiming, up to a maximum of the character's Perception. While aiming, a character's Defense Attribute is halved and he may not Dodge or Parry. If the aiming character is attacked or otherwise has his concentration disrupted, the character must start the aiming process all over again to gain any bonuses.

Burst Fire

Some automatic weapons are capable of firing short, three to five round bursts. A weapon on burst fire is slightly harder to control but does greater damage (open ended on a roll of 5 or 6). A Called Shot can be made with a weapon in burst fire mode but the penalties are cumulative.

Automatic Fire

Some weapons are capable of fully automatic fire. To gain the benefits of automatic fire, the weapon must have at least half of its clip remaining. Two Turns of automatic fire may be sustained if the weapon has a full clip. The difficulty to hit a single target is higher but the damage is potentially much greater (open ended on a roll of 4, 5 or 6). A Called Shot cannot be made with a weapon in automatic fire mode.

Spray

Burst fire or automatic fire may be used to cover an area with a blanket of lead making it much easier to hit multiple

targets within the affected area. With burst fire, the width of the distance covered is up to three yards and only three targets may be affected by the spray.

With automatic fire, the weapon must have at least half of its clip remaining. Automatic fire is capable of spraying an area of up to six yards in width and affects anyone within.

Damage is calculated as normal for the type of fire mode and must be divided evenly among all targets (animate and inanimate) within the sprayed area. A Called Shot cannot be made using a spray.

Grappling

Grappling may take place while standing up or on the ground and involves wrestling techniques, hand fighting and jockeying for body position in order to injure, immobilize or incapacitate an opponent. Only Punching, Grappling and Tiny or Little Sized weapons may be used effectively when Grappling or being Grappled.

Once Grappled, all Grappling Called Shots by either combatant are made at a -15 penalty instead of the normal -25. Due to their nature, some of the following maneuvers may only be possible against man shaped creatures.

Bear Hug

Bear Hug is a type of Called Shot that renders the target completely Immobilized (see Situational Modifiers, above) for purposes of attacks made by others. Thereafter, if the attacker chooses, he may automatically deliver 1d3 points of squeezing damage (+/- Strength modifier) per Turn. Each Turn after the first, the defender may make a resisted Strength + Willpower or Dexterity + Grappling roll to see if he can break free of the hold. The hold is also broken if the attacker takes damage from an outside source.

Choke

Choke is a special type of Called Shot that renders a defender Immobilized and incapable of breathing (see *Suffocation*, pg. 56). The defender may make a resisted Strength + Willpower or Dexterity + Grappling roll each Turn after the first to see if he can break free of the hold. The choke is also broken if the attacker takes damage from an outside source.

Locks

Arm Locks (wrist, elbow, shoulder) and leg Locks (knee, ankle) are a type of Called Shot capable of disabling an opponent by bringing the joint in question to the point of breaking, disrupting the nerve endings and/or causing severe pain. The attacker can choose whether or not he wants to inflict damage. Anyone caught in a Lock is considered to be Immobilized. In addition, all further actions suffer a -25 penalty to the Base Chance. If the attacker chooses to inflict pain, locks cause 1d6 points of damage per Turn.

The defender may make a resisted Strength + Willpower or Dexterity + Grappling roll each Turn after the first to see if he can break free of the lock. Locks may also be broken if the attacker takes damage from an outside source.

Take Down

Take Down is a Grappling maneuver that if successful, brings (or knocks) the defender to the ground. A resisted Strength + Grappling or Dexterity + Grappling roll is made (combatant's choice). If the attacker wins, the opponent is either taken down or knocked prone and may be automatically Grappled if the attacker chooses. If the defender wins, the attacker is knocked prone.

Throw

Throw is a Grappling maneuver that can only be performed if the attacker is standing. The attacker can use body positioning and technique or simply pick someone up and throw him (depending on his Strength). This maneuver is not inherently damaging but can be lethal if the destination is into a pit of snakes, a bonfire or over a cliff. To throw a character, the attacker and defender make resisted Dexterity + Grappling or Strength + Grappling rolls. Success by the attacker indicates the defender has been thrown 1d6 feet, landed prone and must spend an action getting up. Failure indicates the defender either slipped out of the character's grasp or landed unharmed.

Mixed Maneuvers

Knock Out (Melee/Punching)

A Knock Out is a type of Called Shot in which the attacker attempts to render the defender unconscious. Knock-outs can be attempted with fists, feet or the non-lethal part of a weapon (sword hilt, rifle butt, etc.) Upon scoring a hit, the defender must make a Stamina + Fortitude roll, minus the

amount of damage he took from the attack (rounded off). This roll is modified by an additional -25 if the defender is unaware of the attack. If he fails the roll, he is rendered unconscious.

Charge (Melee/Punching/Grappling)

A Charging character gains a bonus to his Base Chance to attack but cannot Parry or Dodge and receives only half the benefit of his Defense Attribute. A flying tackle and a bull rush (both Takedowns) are also types of charging attack. Damage resulting from any type of Charge attack is doubled.

Disarm (Melee/Grappling)

Disarm enables an attacker to Disarm his opponent upon a successful Strength or Dexterity + Parry roll, resisted by the target's Strength or Dexterity + Parry. Disarmed weapons are tossed 1d6 feet away.

Martial Arts (Punching/Grappling)

A detailed martial arts system is beyond the scope of this game. Game Masters are encouraged to design their own systems to suit their needs. For game purposes, characters with Martial Arts Skill may perform any type of Punching or Grappling maneuver.

Two Weapon Fighting (Melee)

A character may wield a weapon in each hand but suffers a -5 penalty to the Base Chance of all attacks with either weapon.

Explosives

Damage from explosives is determined at the point of the explosion and is open ended on a roll of 4, 5 and 6. Damage radiates outward from its center, diminishing by 5 points for every yard traveled in all directions. Defense is useless for purposes of avoiding explosives but available cover may absorb some effects of the blast. Grenades, rockets and missiles are considered explosives for damage purposes.

A 3-pound pipe bomb explodes 4 yards away from Kara. Kara takes 9d6 (3 lb. bomb) - 20 (4 x 5) points of damage from the explosion.

Explosive Type	Damage/lb.
Homemade	3d6
Commercial/Military	5d6
Plastic	10d6

Weapons	Damage
Grenade	5d6
Dynamite	5d6
Rocket	7d6
Missile	12d6
Mortar, small	7d6
Mortar, large	10d6

Rockets

Rockets are generally fired from personal, one shot, shoulder-fired launchers. Some rockets also have heat seeking or smart capability.

Missile

Missiles are generally vehicle mounted, whether in a battery or on the wings of an aircraft. Many missiles also have heat seeking or smart capability.

Grenades

Grenades explode at the beginning of the next combat Turn (before initiative is rolled).

Mortars

Mortars send their projectiles in an arc towards their target. Because of this, mortars are unsuitable for indoor use.

Special Weapons and Ammunition**Buckshot**

A shotgun loaded with buckshot fires a cone of pellets. Buckshot makes it almost impossible to miss a target up close but is quite useless at longer ranges. Damage from buckshot decreases by 1 point for every yard after the first ten. Buckshot causes open ended damage on a roll of 5 or 6. When buckshot is used against vehicles or personal body armor, the Body/armor rating is doubled.

Cletus fires his shotgun at a group of trespassers standing 17 yards away. If he hits, the trespassers take 3d6 - 7 points of damage.

Napalm

Napalm is a highly flammable compound that sticks to its target and does fire damage (see *Fire*, pg. 56). It burns for a long time, even underwater. The only way to remove it is to scrape it off (this takes 1d6 Turns).

.50 caliber machine-gun

This weapon is only effective when mounted on a tripod or vehicle however, it can be wielded by characters with 100+ Strength.

105mm, 120mm gun

These are the main guns of most tanks.

Weapon Augmentations**Bipod**

Some weapons can be outfitted with a bipod. A bipod increases the weapon's effective range and helps stabilize it during automatic fire (+5 to Base Chance). This bonus is subtracted from the normal penalty for automatic fire.

Tripod

A Tripod provides even more stability than a bipod during burst (+5) or automatic fire (+10) as well as an increase in range. These bonuses are subtracted from the normal for burst or automatic fire.

Scope

A scope can be outfitted on almost any weapon and is only used when aiming (see *Aiming*, above). A properly calibrated scope increases the attacker's Base Chance by +20.

Laser Sight

A laser sight may be mounted on any firearm and has a range of twenty yards. It increases the attacker's Base Chance by +10. If used in conjunction with a scope, the laser sight's effective range is increased to fifty yards.

Heat-seeking

Some rockets and missiles have heat seeking capabilities. This means they lock on to large heat sources in their line of fire, greatly increasing the chance to hit. Heat seekers ignore all penalties for distance, range and differences in speed, improving the attacker's Base Chance by +10 against Small Vehicles and +30 against Large Vehicles due to the greater heat output of their engines.

Smart Weapons

Some rockets, missiles and bombs have internal guidance capabilities. This means they are programmed to home in on their targets, vastly increasing the chance to hit. Smart weapons ignore all penalties for distance, range and differences in speed, improving the attacker's Base Chance by +30.

Personal Armor

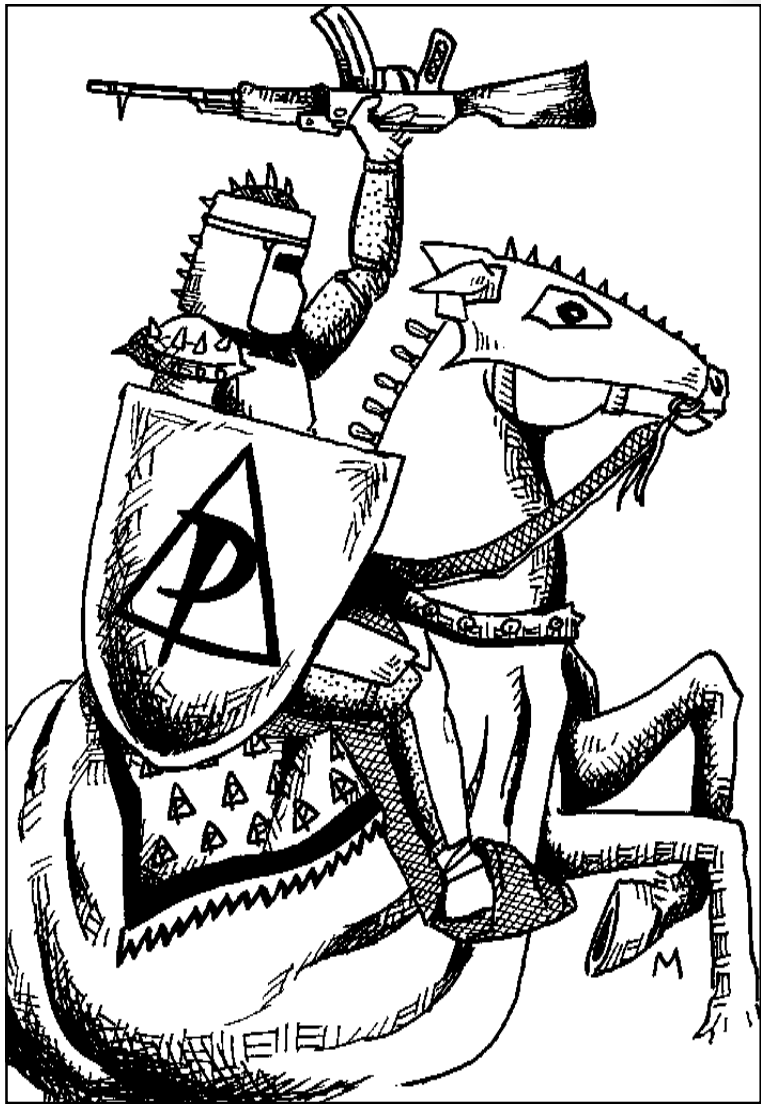
Personal armor consists of five Protection Levels—shield, helmet, vest, arm greaves and leg greaves. Each Protection Level reduces the character's Dexterity by -5.

Whenever a character is struck in combat, 1d6 is rolled per Protection Level to see how much damage the armor absorbs. Any remaining damage is subtracted from the character's Health. In addition, if damage gets through, one Level of armor (randomly determined) is considered destroyed or otherwise made useless. If the armor roll is greater than the damage roll, the armor absorbs the impact and no damage gets through.

Jocelyn is wearing a helmet and protective vest. She takes 15 points of damage from an attack. Rolling 2d6 (for two levels of protection) she gets a 10. This means that 5 points of damage penetrated her armor and must be deducted from her Health. In addition, either her helmet or vest (GM's discretion) has been destroyed or damaged in such a way as to make it unusable (Jocelyn only rolls 1d6 from now on for armor).

Modern security armor is effective against all types of physical attacks. Archaic armor provides only 1d2 points of protection per Level against firearms and piercing type projectile weapons (such as arrows and crossbow quarrels) but otherwise functions normally. A shield (modern or archaic) increases the character's Defense by +5 and decreases the character's Dexterity by -5.

Personal Armor provides limited protection against nonphysical attacks (such as from fire, electricity, etc.).



"I'm an explosives guy. Homemade, commercial, military grade; it doesn't really matter. They all work about the same. Just string some around a nest and bring it right down. If the Queen's still alive after that, I can guarantee she won't be happy.

"That's when shotguns come in handy. They're perfect for close in fighting. Just be careful not to spray your buddies in the process. And make sure your rifle has a grenade launcher mounted underneath. Rocket launchers also work just fine. I'm partial to a LAWS, myself.

"Oh, and by the way, all this stuff works great but you still have to be careful not to upset the Dreamer. We, Team Blast Crater that is, have one of the best colony kill ratios in the business but we've also been kicked out of the dream more times than anyone else in the Project."

—Wrecker, Analyst

Vehicles

"I'll chase him 'round the moons of Nibia and 'round the Antaeres Maelstrom and 'round perdition's flames before I give him up!"

—Khan Noonian Singh, *Star Trek II: The Wrath of Khan*

A wide variety of vehicles are available to characters through the course of any given dream. Unless otherwise noted, the following rules apply equally to Boating, Driving and Piloting. For ease of reference, the term Vehicle is used in place of each (Dexterity + Vehicle vs. Dexterity + Boating).

Vehicle Rolls

Vehicle rolls come into play during vehicle pursuit, a driver tries to avoid a crash or attempts a stunt type maneuver (jumping ramps, hanging corners, breaking through barricades, loop the loops, etc.). Dexterity + Vehicle is rolled to determine success.

Speed is a crucial factor when determining success. For ground vehicles and boats, a -5 penalty is applied to the Base Chance for every 5 mph over the vehicle's Speed. For aircraft, a -5 penalty is applied for every 50 mph over the vehicle's Speed. A -5 penalty is also applied for every 5 points of damage the vehicle has sustained. Terrain, weather conditions, traffic and other circumstances may also alter the Base Chance.

Failing a Vehicle roll results in a loss of control for 1d6 Turns (the vehicle either spins out of control or continues straight ahead on its present course) after which time the driver may resume control of the vehicle, provided he has not crashed.

Pursuit

When pursuit occurs, the Game Master must determine how much of a head start (in yards) the fleeing vehicle has at the beginning of the Turn. Both the pursuer and pursued make resisted Dexterity + Vehicle rolls. The resulting rolls are subtracted from their Base Chance and then added to the vehicle's current speed. This indicates how much of a speed increase the vehicle may make that Turn if the operator decides to drive faster (up to twice the vehicle's Speed). This also indicates how many yards the vehicle traveled that Turn.

The pursued vehicle adds the yards traveled to its head start. If the pursuing vehicle's number is greater than the pursued, the pursuer has caught up to the pursued and may choose to initiate a ramming attack (see Ramming, below). If the pursuer's number is lower, the difference indicates how many yards now separate the two vehicles. The Game Master must decide how many yards must separate the two vehicles before the pursued escapes.

Dragoon is pursuing a larval housewife. Dragoon is driv-

ing a motorcycle at 50 mph. He rolls a 35 on his Vehicles roll and subtracts that number from his Base Chance of 40 to get a 5. Therefore, Dragoon traveled 55 yards that Turn (50 mph + 5) and chooses to increase his speed to 55 mph.

The larval housewife is driving a station wagon at 45 mph. The larva rolls a 48 on her Vehicle Roll and subtracts that number from her Base Chance of 50 to get a 2. The larva traveled 47 yards that Turn, raising the station wagon's speed to 47. The station wagon started the Turn with 20 yards separating it and Dragoon's motorcycle. The larva's 47 is added to the head start for a total of 67. Dragoon's 55 is then subtracted from this number to get a 12. This means that Dragoon's motorcycle is now only 12 yards behind the fleeing station wagon.

Turning the Tables

A pursued vehicle may attempt to get behind its pursuer. This involves, jamming on brakes doing a loop the loop or even cutting the engines into a full reverse. A resisted Dexterity + Vehicle roll is made by both drivers. For every 5 yards separating the two vehicles, the pursued character suffers a -5 penalty to his Base Chance. The driver who wins the resisted roll becomes (or remains) the pursuer. If both drivers fail the roll, they end up traveling relatively side by side.

Crash

When a ground vehicle or boat crashes, the vehicle suffers 1d6 points of damage for every 10 mph the vehicle was traveling. This damage is subject to resistance by the vehicle's Body rating. Any remaining damage is distributed among the passengers. This damage is reduced by 1/4 if the character was wearing restraints (such as seatbelts) or if the car was outfitted with some other type of safety device (such as an airbag).

When an aircraft crashes, all passengers suffer 1d6 points of damage per mph of the aircraft's normal cruising Speed. This assumes velocity gained from plummeting as well as the vehicle's actual speed. Pilots of winged aircraft may be able to crash land with a successful Acumen + Piloting roll. This reduces the total damage to 5d6 points. Once again, damage is absorbed by the aircraft's Body rating, with the remaining damage distributed amongst the passengers.

For vehicles involved in head on collisions, damage is calculated normally for each vehicle and then added together. Each vehicle then suffers damage equal to the total of this number, with any remaining damage being distributed amongst the passengers.

Vehicular Combat

In Dreamwalker, vehicle combat is designed with simplicity in mind. This system is not intended to be an accurate and realistic simulation of combat between vehicles but rather a fast paced action sequence involving as few variables as possible.

Vehicular combat is conducted in much the same way as regular combat. There are two exceptions—damage from melee weapons and unarmed combat is halved when directed against vehicles; gunfire and explosives cause variable effects (see below).

Attacking a Moving Vehicle

Attackers suffer a -5 penalty to their Base Chance for every 50 mph difference in their speed and the speed of the defending vehicle. Therefore, a character standing on the side of the road would have a -5 penalty to his Base Chance when attacking a car traveling 60 mph. A pilot flying at 300 mph would have a -10 penalty to his Base Chance when attacking another pilot flying at 400 mph and a -30 penalty to his Base Chance when attacking a stationary object on the ground (such as a parked vehicle).

Nudging and Ramming

Nudging takes place when two vehicles are within one yard of each other. Either driver may attempt to nudge the other. Ramming takes place when one vehicle's pursuit total is greater than that of the pursuer. In this case, only the pursuer may ram.

In either case, the attacker must make a Dexterity + Vehicle roll. Failure indicates the attacker must make another Dexterity + Vehicle roll to avoid a crash. Success inflicts 1d6 points of damage for each point of Body, plus 1d6 points of damage for every 10 mph faster the attacker is traveling. After damage is calculated, the defender must make a Dexterity + Vehicle roll to avoid a crash. The attacking vehicle also takes damage in the amount of 1d6 points per point of Body the defending vehicle has.

Dodging

Drivers of Small Vehicles only may opt to dodge attacks by subtracting 5 points per Rank in Vehicle Skill from the attacker's Base Chance. Attacking and dodging with a vehicle are considered separate actions. If the dodge is taken in the same Turn as an attack, a Dexterity + Vehicle roll at normal penalties for multiple actions is also required.

Gunfire and Explosions

Bullets and exploded fragments shatter glass, punch through door panels, ricochet randomly off engine blocks and sometimes cause minor electrical explosions which endanger everyone inside.

When a vehicle is struck by gunfire or explosions, everyone within must roll 1d6. A roll of 6 indicates the character

has been injured by the attack. This chance increases to 5-6 with burst fire and 4-6 with automatic fire or explosives. The vehicle's Body takes the brunt of the damage. Any remaining damage is divided evenly between the characters struck and the vehicle itself.

A Called Shot may be made to shoot specific parts of a vehicle (such as Essential, Non-essential and Lethal). Most passengers are assumed to have the benefits of cover (-25, head exposed).

Vehicles may also be disabled in non-combat situations. Slashing the tires of a parked vehicle, unhooking the battery cables or just smashing an engine into little pieces can usually be accomplished through roleplaying rather than dice rolling. More specific effects (such as cutting the vehicle's fuel/brake/hydraulic lines or disconnecting the ignition switch) generally require some type of Reason + Vehicle roll.

Damage to Vehicles

For game purposes, all vehicles have the equivalent of 15 Health points. The vehicle's Body provides the same type of Protection Levels as personal armor does for characters—when a vehicle is struck, 1d6 is rolled for every point of Body it has. This number is then subtracted from the damage roll. Any remaining damage is then taken from the vehicle's Health.

Damage	Type	Effect
1-10 Nonessential		This indicates non-threatening, cosmetic damage to the vehicle's body, windows, headlights, etc. Nonessential damage is not inherently dangerous but can be lethal depending on the situation such as blown headlights on a dark, winding road or shooting out a window at 20,000 feet.
11-15 Essential		Essential damage indicates damage to a semi-vital part of the vehicle's operation such as the tires, radiator, stabilizing rotors, etc. The vehicle's Speed is reduced by 15 mph. In addition, an immediate Dexterity + Vehicle roll must be made.
16+ Lethal		Lethal damage indicates damage to the engine, rotors, wings or other vital operational systems. An immediate Dexterity + Vehicle roll is required. Regardless of the outcome of the roll, the vehicle sputters and stalls in 1d6 Turns. This is almost always fatal passengers of rotary aircraft. If the vehicle takes additional damage, it explodes doing 1d6 points of damage plus 1d6 additional points of damage per point of Body.

V e h i c l e s

Vehicle Types

Ground Vehicles

Small: Motorcycle, Car, Pick-Up Truck, SUV

Large: Bus, Train, Dump Truck, RV,

Treaded: Tank, Bulldozer, LAV, Wrecking Ball, Crane

Size: Indicates the vehicle's Object Size.

Crew: Indicates the minimum number of people needed to operate the vehicle at its optimal level.

Speed: Indicates the vehicle's safe cruising speed. This speed can be doubled but the character receives a -5 to all vehicle tests for every 5 mph over the vehicle's Speed.

Body: Indicates the Protection Level the vehicle provides.

Upgrades: *Security Upgrade* lowers the vehicle's Speed by 5 and increases its Body by +1; *Military Upgrade* lowers Speed by 10 and increases its Body by +3.

Ground Vehicles	Size	Speed	Body	
<i>Small</i>	<i>L-S</i>	<i>40-85</i>	<i>0-2</i>	
Yamaha Rapier	S	85	0	
Toyota Corolla	S	60	1	
Ford Explorer (SUV)	S	55	2	
<i>Large</i>	<i>M+</i>	<i>40-70</i>	<i>2-3</i>	
Bus	M	40	2	
Tractor Trailer	M	55	3	
Treaded Vehicles	Size	Crew	Speed	Body
	<i>T-G</i>	<i>1-4</i>	<i>15-25</i>	<i>3-4</i>
M1 Abrams (tank)	M	4	25	7
Bulldozer	M	1	15	3
Wrecking Crane	M	1	15	4

Aircraft, Rotary

Small: News helicopter, attack helicopter, training and recreational helicopter

Large: transport/cargo helicopter

Aircraft, Winged

Small: Ultralight, crop duster, fighter jet, biplane

Large: Bomber, Concord jet, commercial airliner, cargo plane

Aircraft

Size: Indicates the vehicle's Object Size.

Crew: Indicates the minimum number of people needed to operate the vehicle at its optimal level.

Range: Indicates how far the aircraft can travel before needing to refuel.

Speed: Indicates the vehicle's safe cruising speed. This speed can be doubled but the character receives a -5 to all vehicle tests for every 50 mph over the vehicle's Speed.

Body: Indicates the Protection Level the vehicle provides.

Upgrades: *Security Upgrade* lowers the vehicle's Speed by 5 and increases its Body by +1. *Military Upgrade* - Lowers Speed by 10 and increases its Body by +3.

Helicopter	Size	Crew	Range	Speed	Body
<i>Small</i>	<i>S-M</i>	<i>1-2</i>	<i>120-450</i>	<i>35-70</i>	<i>1</i>
AH-1 Cobra atk	M	2	300	70	4
MD-500	M	2	360	75	4
B-2B News	M	1	200	50	1
<i>Large</i>	<i>B-G</i>	<i>2-6</i>	<i>350-1200</i>	<i>60-90</i>	<i>2-3</i>
CH53 Sea Stallion	B	2	660	90	5
CH-64 Sea Knight	B	2	1200	90	3
Westland Commando	B	2	764	65	5
Fixed Winged	Size	Crew	Range	Speed	Body
<i>Small</i>	<i>T-M</i>	<i>1-2</i>	<i>100-2K</i>	<i>75-Mach 1</i>	<i>0-2</i>
F-14 Tomcat	M	2	2000	750	4
Crop-duster	M	1	1000	115	2
Cessna Skymaster	M	1	900	85	1
<i>Large</i>	<i>B-G</i>	<i>3-8</i>	<i>1K-10K</i>	<i>100-500</i>	<i>3-4</i>
B-52H bomber	B	5	10,000	300	7
Boeing 747	B	3	8,000	500	4
C130 Hercules	B	3	2,900	165	6

Boats

Small: Motorboat, Canoe, Sailboat, Yacht, Sailing Yacht, Tugboat, River Patrol Boat, Barge, Schooner

Large: Galleon, Oil Tanker, Passenger Liner, Aircraft Carrier, Submarine, Battleship

Size: Indicates the vehicle's Object Size.

Crew: Indicates the minimum number of people needed to operate the vehicle at its optimal level.

Speed: Indicates the vehicle's safe cruising speed. This speed can be doubled but the character receives a -5 to all vehicle tests for every 5 mph over the vehicle's Speed.

Body: Indicates the Protection Level the vehicle provides.

Upgrades: *Security Upgrade* lowers the vehicle's Speed by 5 and increases its Body by +1; *Military Upgrade* lowers Speed by 10 and increases its Body by +3.

Boat	Size	Crew	Speed	Body
<i>Small</i>	<i>T-M</i>	<i>1-20</i>	<i>05-100</i>	<i>0-4</i>
Canoe	S	1-4	Oars	0
PT Boat (patrol boat)	M	8	50	2
Schooner (sailboat)	M	20	Wind	3
<i>Large</i>	<i>B-G</i>	<i>35-3500</i>	<i>5-25</i>	<i>8-12</i>
Galleon	H	150	wind/oars	10
Aircraft carrier (Nimitz class)	G	6,000	17	15
Oil Tanker	H	36	7	12
Nuclear Sub (Virginia Class)	B	134	14	12

Injury

"Ouch."

—Anonymous

There are many different ways for characters to get injured. The amount of damage sustained depends on the type of weapon used or the method of injury.

Wound Penalties

Damage in Dreamwalker is considered to be abstract. No matter how a character is wounded or what part of his body is struck, the damage is subtracted from his Health Attribute. Characters suffer a -5 penalty to the Base Chance of any Skill roll for every 5 Health points of damage taken (round down). This is known as a wound penalty and represents just how difficult it is to perform actions while injured and in pain.

Note: A piece of scratch paper is the easiest way to keep track of Health points and wound penalties. Simply write down the Health point total and subtract the damage taken from each attack (rather than subtracting it from the Health Attribute written on the character sheet).

The Unreal

Since the Unreal are essentially phantasms, their Health Attributes are always halved.

Unconsciousness

When a character is reduced to 0 Health or less, he is knocked unconscious. He continues to lose Health points at the rate of one point per Turn until he receives first aid or is otherwise healed.

Once first aid has been administered, unconsciousness lasts for a number of Turns equal to 10 - (Stamina modifier) after which, the character may make a Stamina + Willpower roll to awaken.

If the roll succeeds the character awakens but is groggy for 2d6 Turns. He has a Health of 1 (if the unconsciousness was caused by injury) and suffers from disorientation and unbalanced equilibrium reflected by a -30 to all Base Chances. These penalties subside at the rate of 5 points per day, during which time the character occasionally suffers bouts of severe nausea and headaches.

If the roll fails, the character slips into a coma. Once a week he may make a Stamina + Willpower roll to revive. A Blunder on any of these rolls results in instant death.

While in a coma, the character's physical Attributes suffer from neglect. Under proper medical care, a comatose character loses only 5 points of Strength, Stamina and Dexterity per 6 months. If the character does not receive proper

medical care during this time, he loses 5 points of Strength, Stamina and Dexterity per month. This loss is permanent but the Attributes may be increased with Experience Points at a later date.

Death

It is hard for a character to really die in Dreamwalker, but not impossible. In the real world, death occurs when a character's Health points are reduced to -10 or less.

In the Empyrean, when a character's Health is reduced to -10 or less, he is ejected from the dream (see Dump Shock, below).

Healing

Characters heal normally at the rate of 1d2 Health points + (Stamina modifier) per day of rest. If the Stamina modifier is a negative number, it takes him that many days to heal the 1d2 points instead. If an injured character engages in any sort of activity more strenuous than walking (such as running or fighting) only 1 Health point is recovered that day.

Dump Shock

Dump shock occurs when a Dreamwalker is killed, ejected or otherwise awakened while in the Periphery or while in someone else's Dreamworld. The character immediately awakens in an agitated state and must make a Sanity + Intuition roll (minus any pseudophysical wound penalties) or else fall unconscious (see Unconsciousness, above). Being awakened from outside sources gives the character a +50 bonus to this roll. In addition, the trauma of being hurled through the Empyrean results in a loss of 1d6 MP. If the d6 roll is more than the amount of mana he has left, 1 MP is permanently lost from his total.

Damage and the Dreamer

Within the Dreamworld, the Dreamer takes damage as normal. However, he feels no pain and suffers no wound penalties from lost Health points. When his Health reaches 0 or less, he automatically wakes up from the dream (see Awakening, below). The Dreamer's physical form is unharmed but many find the experience unsettling.

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Awakening

A Dreamer can be awakened normally by outside sources. He also awakens whenever he fails a Sanity roll or is "killed" in his own Dreamworld. Any Dreamwalkers within his Dreamworld are immediately ejected (see Dump Shock, above) when the Dreamer awakens.

Dreamwalkers who are awakened while in their own Dreamworld are unharmed. Dreamwalkers awoken while in the Periphery or in someone else's Dreamworld suffer from Dump Shock.

Sources of Injury

Physical Injury

Combat

Combat injuries are described fully in the Combat Chapter of this book (see Combat, pg. 43).

Electricity

Electrical damage varies greatly (1d2 to 20d6), depending on the output and its source. Damage accumulates per Turn of exposure. In addition, characters must make an immediately Stamina + Fortitude roll. Success indicates the character receives a -30 penalty to all Base Chances for 10 - (Stamina Modifier) minutes. Failure renders the character unconscious.

Falling

Characters take damage from falling at the rate of 1d6 points for each 5' fallen.

Fire

Fire does damage at the rate of 1d6 points per Object Size rating. Therefore a 15' bonfire (Size: M) does 4d6 points of damage. The flame from a cigarette lighter (Size: T) does 1d6 points of damage. This damage accumulates with each Turn of exposure. Flammable items (such as clothes and hair) take one Turn to extinguish after being lit.

Fire damage is more painful than normal damage. Characters suffer a -10 wound penalty for every 5 points of fire damage. Fire damage also takes longer to heal than normal damage (only 1d2 points + Stamina modifier per week). In addition, characters burned by fire lose 1d3 points of Appearance for every point of damage taken. Experience Points may be spent to restore this loss (through reconstructive surgery and extensive skin grafts).

Acid

For game (and Creation) purposes, a unit (Size: T) of acid does 1d6 points of damage. This accumulates with each Turn of exposure until the acid is neutralized.

Like fire damage, acid damage is more painful than normal damage. Characters suffer a -10 wound penalty for every 5 points of acid damage. Additionally, acid damage takes longer to heal (only 1d2 points + Stamina modifier per week). Characters burned by acid lose 1d3 points of Appearance for every point of damage taken.

Suffocation

Characters may hold their breath for a number of seconds equal to their current Stamina. Each Turn after, the character may make a Stamina + Fortitude roll to continue holding his breath at a -5 penalty to the Base Chance for every 5 Turns. Failure means the character begins to suffocate, taking damage at the rate of 1d6 points per Turn. Each Turn he must continue to make a Stamina + Fortitude roll only now his Base Chance is further reduced by -10 per Turn. A failed roll results in the character falling unconscious.

Suffocation damage and penalties persist until the character can breathe normally again, returning at the rate of 5 points per minute. However, other side effects, such as brain damage (-5 through -25 Reason, Acumen and/or Perception), may result from prolonged suffocation at the Game Master's discretion.

Poisons

Poisons come in all shapes and sizes. Ingested poisons must be consumed to take effect. Topical poisons can be used to coat the edge of any sharp or pointed object.

Once administered, poisons do 1d6 points of damage per Turn, reducing all Base Chances by -10 per Turn. The character must make a Stamina + Fortitude roll each Turn. Success halts the progression of the poison. Failure indicates the character must roll again next Turn. A Blunder results in immediate death. Penalties to the Base Chance may be recovered normally at the rate of 5 points per week.

Gasses

Gasses are usually administered in canisters with a cloud radius of 20 yards. Most gasses are easily dispersed by wind. Biological protective suits offer varying levels of protection. Gas masks inhibit Perception (-10). Full protective suits also inhibit Dexterity (-20).

Mustard Gas

Mustard gas is a chemical compound that causes blindness and blisters to exposed skin. Inhaled, it attacks the respiratory tract and lungs. Death may occur several days after exposure. Mustard gas is readily recognizable by its oily yellowish smoke. A full protective suit is necessary to protect against mustard gas.

Game Effects: 1d6 points of damage per Turn of exposure. In addition, roll 1d10 each Turn. On the first Turn, blindness occurs on a roll of 10. On the second Turn, blindness occurs on a roll of 9 or 10. On the third Turn, blindness occurs on a roll of 8, 9 or 10, etc. Each day following exposure, the character must make a Stamina + Fortitude roll. Success absolves the character from any further roll. Failure indicates the character must make another roll on the following day. A Blunder results in immediate death.

Nerve Gas

Nerve gas attacks the body's nervous system causing a breakdown in respiration and other bodily functions. Early symptoms include blurred visions, excessive salivation, convulsions and finally death by asphyxiation. A gas mask will protect against most nerve gases but it can still be absorbed into the skin. Injection of the drug, Atropine, is an effective antidote against nerve gas.

Game Effects: 2d6 points of damage per Turn of exposure. -20 to all Base Chances each round after exposure. Death always occurs in 10 + (Stamina modifier) Turns.

Tear Gas

Tear gas is a chemical compound that causes severe coughing, gagging and eye irritation. Tear gas and pepper spray must be washed out of the eyes. A gas mask is usually enough to protect against tear gas.

Game Effects: -10 to all Base Chances per Turn of exposure. Once clear of the irritant, the effects last for 10 - (Stamina modifier) minutes.

Narcotics

"If you can remember anything about the sixties, you weren't really there."

—Paul Kantner

Narcotics alter the moods, thought process and perceptions of their users in a wide variety of ways. Some narcotics are legal, others are not. Each time a non-addicted character takes a narcotic he must roll 1d10. On a roll of 10, the character must make a Sanity + Willpower roll when the effects of the drug begin to fade. If the roll succeeds, nothing happens. If the roll fails, the character automatically becomes addicted (physically or psychologically) to the drug in question.

Drug addicts must have at least 2-3 doses of their particular drug per week in order to function properly. If not, their Base Chance for all rolls begins to suffer at a rate of -5 per week. During this time, the character may become subject to depression, mood swings, nausea, weakness and/or general disorientation, depending on the narcotic in question.

This behavior persists for a "drying out" period of 1d6 - (Stamina modifier) weeks (minimum of 1), after which the character may make a Stamina + Willpower roll. Success indicates that the character has shaken his addiction. Failure

means that the addiction has been temporarily overcome but the character must make a Reason + Willpower roll every time he comes into close proximity with the drug in order to resist the urge to take it. A Blunder indicates the character will never be able to control his urge.

The benefits and penalties of narcotics extend into the Dreamworld. Dream drugs affect the characters as do real ones—the mind cannot tell the difference therefore, the chance to become (psychologically) addicted remains the same.

Hallucinogenic Drugs

Hallucinogenic drugs (LSD, marijuana, mushrooms, peyote, etc.) alter the thought processes and perceptions of its users. For most people, hallucinogenic drugs offer a pleasant, if fleeting, high. Every so often however (about 05% of the time), some users experience a terrifying ordeal of disorientation and frightening visions where they become incapable of coherent thought or actions. These "bad trips" must be role-played out by the character and Game Master. In some cases, a User may become lost in a nightmare version of his own Dreamworld forcing the other characters to enter his dreams and help him survive.

It should be noted that not all hallucinogenic drug addicts can Dreamwalk. Users receive the benefit of hallucinogenic drugs while in the Dreamworld (they must dose up before entering the dream state).

Game Effects: Creativity +10 to +30 depending on the strength and type of drug (Project Users are given a low grade +10 hallucinogenic). The Base Chance for all other rolls are reduced by -10 (Project -10) to -30. The effects generally last for 8-12 hours but begin to fade in half that time.

Depressants

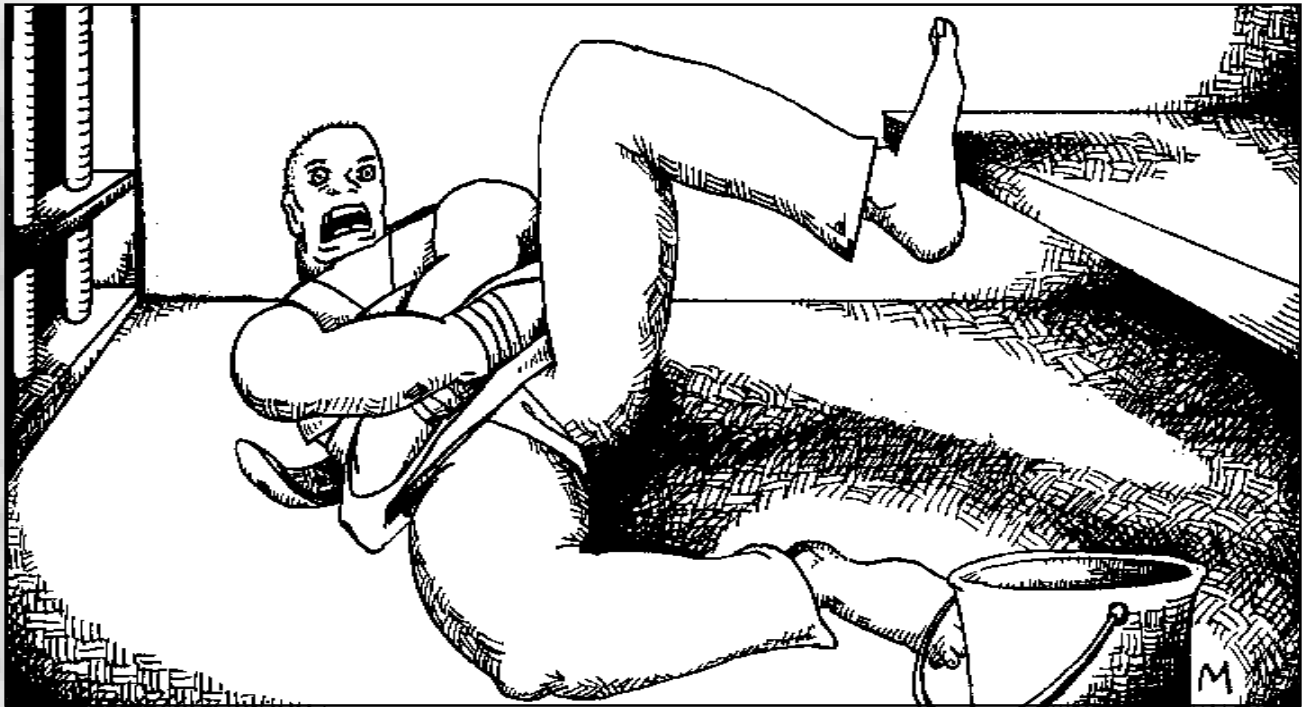
Depressants (pills, heroin, Morphine, alcohol) produce feelings of depression and listlessness and severely worsen reflexes and judgment.

Game Effects - Courage +10 to +30 depending on the type of drug (heroin +10, alcohol +30). Dexterity and Sanity -10 to -30 depending on dosage. -2 to all Skill Ranks. Depressants take effect within minutes of administration and can last for hours after.

Stimulants

Stimulants (cocaine, speed, crack, methamphetamine, etc.) provide a quick boost to a character's energy level and confer feelings of superiority and invincibility. On the down side, they can also foster feelings of paranoia and severely inhibit judgment concerning a character's physical limitations. Thus characters under the influence of stimulants often take extraordinary risks.

Game Effects: Strength, Stamina, Dexterity and Courage +10 to +30 depending on the drug and dosage. Wisdom and Sanity -10 to -30. The effects begin almost immediately but wear off after 1d3 hours.



Mental Injury

Phobias

"The only thing we have to fear is fear itself."

—Franklin D. Roosevelt.

"Obviously, F.D.R never encountered a Broodking."

—Kevin Laerty

A Phobia is defined as a persistent, abnormal and irrational fear of a specific thing or situation. A character with a Phobia must make a Courage + Willpower roll each time he is confronted with the object of his fear. Players are encouraged to roleplay their character's Phobia until it can be cured or suppressed.

There are 3 main categories of Phobias—agoraphobia, specific Phobias & social Phobias.

Agoraphobia describes the fear of being confined without any convenient way to escape. This Phobia can manifest while flying on an airplane, lining up in a queue, being in a crowded place, being alone or even when in open spaces.

Specific Phobias are more defined. They include the fear of such things as thunder, animals, water, insects, blood, flying or heights.

Social Phobias include the fear of meeting people, public speaking or any social situation.

The type of Phobia a character develops is up to the Game Master but in most cases should reflect the circumstances that called for the Courage roll. For instance, say the cause of the Courage roll was a Taeniid Queen using Fear Generation. For whatever reason, this particular Queen happened to manifest as a donkey. After developing a Phobia, the charac-

ter may be uncomfortable around horses and develop an irrational fear of donkeys even needing to make an additional Courage + Willpower roll when put into close contact with them.

Phobias must be roleplayed.

Phobias

1. Alliumphobia - garlic
2. Allodoxaphobia - opinions
3. Arrhenphobia - men
4. Aurophobia - gold
5. Autophobia - being alone or oneself
6. Batophobia - heights or tall buildings
7. Gamaphobia - marriage
8. Iatrophobia - doctors
9. Koniphobia - dust
10. Panophobia - everything
11. Papyrophobia - paper
12. Pentheraphobia - mother-in-law
13. Philophobia - falling in love
14. Plutophobia - wealth
15. Pogonophobia - beards
16. Pyrophobia - fire
17. Ranidaphobia - frogs
18. Rupophobia - dirt
19. Scolionophobia - school
20. Scotophobia - darkness
21. Somniphobia - sleep
22. Testophobia - taking tests
23. Thalassophobia - sea
24. Verbophobia - words
25. Xenophobia - strangers or foreigners

"Dreamstalkers. That's the name they give people like me. What a joke. I believed in the Project, once, I really did. All that crap they tell you about how you're doing the right thing. How you're helping humanity fight this ancient enemy."

"Only now, I'm the enemy. Why, you ask? Because I like to think for myself, that's why. Because I refused to be brainwashed by their little reconditioning program. They said I was insane and tried to lock me up. Therapy is what they called it—prison is what it was."

"You don't believe me, do you? That's all right, too. I'm still out there and I'm gonna do all I can to make things hard for you and your precious little Project. I'll kill you if I can, so watch your back."

—Turk, Rogue Natural

Dementia

"The distance between insanity and genius is measured only by success."

— Elliot Carver, *Tomorrow Never Dies*

Dementia is defined as a deterioration of intellectual faculties, such as memory, concentration, and judgment, resulting from an acute disorder of the brain. It is sometimes accompanied by emotional disturbance and personality changes.

Dementia must be roleplayed out. Many times, afflicted characters do not realize their condition, becoming angry or even hostile when others continue to suggest they are less than sane. Dementia should be treated relatively quickly or else it could compromise future Dreamwalks.

The severity of each Dementia varies. Some allow the character to continue to function in his capacity as a Dreamwalker, others do not. The examples and descriptions listed below are not necessarily clinically correct but designed to fit within the concept of the game. Game Masters should feel free to alter, research or create Dementias unique to their own game.

Amnesia

Amnesia manifests as the loss of one or more of the character's memories. In game terms, the character simply "forgets" how to perform 1d3 Skills or abilities. These may be chosen at random or be the last 1d3 Skills or abilities the character used before Blundering the Courage roll. This can be particularly devastating if the character recently performed some type of alteration.

Anorexia

Anorexia is an eating disorder that manifests as a severe loss of appetite. Characters with anorexia eat little and drink only enough to quench their thirst. This results in a cumulative loss of 5 points of Strength, Stamina and Dexterity per week.

Bulimia

Bulimia is another eating disorder, this one characterized by periods of binge eating followed by feelings of guilt, depression and self-condemnation. Bulimic characters will take drastic measures to prevent weight gain, such as self-induced vomiting, the use of laxatives, dieting, or fasting. This results in a gradual loss of 5 points of Strength, Stamina and Dexterity per week.

Catatonia

Catatonia is a form of schizophrenia characterized by a tendency to remain in a fixed, stuporous state for long periods of time. Catatonics are incapable of independent action and eventually dehydrate or starve to death if left to their own devices. They can be moved, led around, fed, etc. but will not otherwise respond to any sort of outside stimuli, even pain. Catatonia sometimes gives way to short periods of extreme excitement, after which the character returns to his catatonic state.

Dipsomania

Dipsomania has been described as a morbid and uncontrollable craving for strong drink or alcoholic liquors. At least once a week, or whenever beer or liquor are available, a character afflicted by dipsomania will drink until he passes out. If prevented from doing so, dipsomaniacs may become extremely violent. If alcohol is still available when the character awakens, he must make a Wisdom + Willpower roll to avoid repeating the process.

Hallucinations

Hallucinations involve perception of visual, auditory, tactile, olfactory, or gustatory experiences without an external stimulus. In other words, the character begins to see, hear, smell, feel and taste things that aren't there. Most characters deny these hallucinations at first or attribute them to fatigue and overwork. Eventually, the character begins to suffer many of the same effects as Paranoia.

Hebephrenia

Hebephrenia is a type of schizophrenia characterized by foolish mannerisms, senseless laughter, delusions, hallucinations, and child regressive behavior. Hebephrenic periods occur 1d6 times per week and last for several hours. During this time, the character will wander about aimlessly, laughing and giggling and trying to entice others into playing childish games.

Homicidal Mania

Homicidal mania outwardly manifests as a unique interest in poisons, weapons and other lethal devices. Inwardly, the character is consumed with an intense desire to kill. The character must satisfy this urge at least once a week. The victim must be human—Unreal are acceptable but those infested by larvae are not. If prevented from committing a murder, the character flies into a maniacal rage and attacks

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those around him. Upon committing a murder, homicidal maniacs often fall into 1d6 days of Melancholia, after which the homicidal urge once again resurfaces.

Incontinence

Incontinent characters are no longer able to control the evacuation of their own bladder or bowels. This condition is troublesome to say the least. Incontinent episodes are quite noticeable (both from the sound and the smell) and often occur at the most inopportune times. Incontinent characters suffer a -25 to the Base Chance of all Persuasion and Charisma rolls. In addition, they may be asked to leave certain places (such as restaurants) which could increase the difficulty of achieving some denouements.

Kleptomania

Kleptomania manifests as an obsessive impulse to steal small items, regardless of their worth or the character's economic need. Kleptomaniacs are 90% likely to be spotted stealing although they vehemently deny their own actions even when faced with overwhelming proof.

Lunacy

Lunacy is a type of madness that only occurs when the moon is full or nearly full. During this time, the character may experience terrifying Hallucinations, bouts of Paranoia and sometimes even Homicidal rages.

Megalomania

Megalomania is a mental condition characterized by delusional fantasies of wealth, power or omnipotence. The character becomes convinced he is the best (smartest, strongest, wisest, etc.) at everything and demands the right to lead and have the final say in important decisions. If denied this privilege, the character becomes belligerent, hostile and may even attack.

Melancholia

Melancholia occurs at random intervals (1d3 times per week) and is characterized by extreme depression, ill-grounded fears, delusions and brooding over one particular subject or train of ideas. Characters under the influence of melancholia suffer a -25 to all Base Chances.

Monomania

Monomania manifests as an obsession with a single idea, goal or project. Monomaniacs work to fulfill this goal in the

most straightforward manner, to the exclusion of all else. They become hostile if others try to dissuade them from their task and suspicion and mistrust may arise of those not as dedicated to "the cause." Once the goal is complete, the character suffers from Melancholia until a new goal presents itself.

Paranoia

Paranoia is a chronic form of insanity characterized by increasingly antisocial behavior and delusions of persecution. Afflicted characters begin to question the motives of those around them, attributing even minor events and occurrences to some type of hidden plot or agenda. The character takes extreme efforts to safeguard himself, his wealth and possessions and eventually attacks even his closest companions in order to "protect" his own life. Paranoids usually show evidence of bodily and nervous degeneration (such as nervous ticks or rapid eye blinking), and many experience Hallucinations, especially of sight and hearing.

Schizoid Disorder

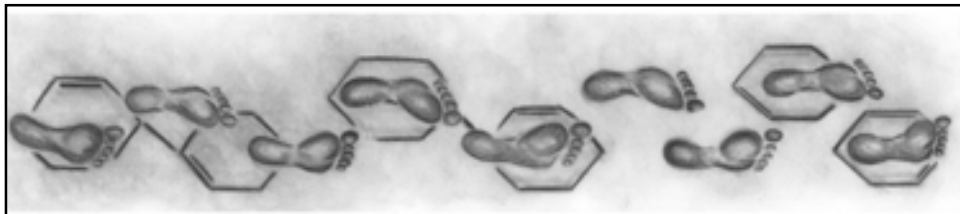
Schizoid disorder is a personality disorder marked by extreme shyness, discomfort with others and an inability to form close relationships. Schizoids avoid contact with anyone else whenever possible. When forced to be around more than one person at a time, schizoids suffer a -10 penalty to all Base Chances per hour of contact until the character is unable to function.

Schizophrenia

Schizophrenia is the classic split personality disorder. 1d6 different personalities may manifest within the characters psyche, each with his own motivations, goals and temperament. The Game Master should encourage the character to outline each separate personality himself. Whenever the character is subjected to extreme stress (such as combat), he must make a Wisdom + Willpower roll or else randomly flip to one of his alternate personalities. That personality will react to the situation accordingly.

Suicidal Mania

Characters afflicted with suicidal mania have an overwhelming urge to destroy themselves. At least once a day, whenever the means is presented (a dangerous situation, a weapon, etc.) the character must make a Wisdom + Willpower roll to avoid attempting suicide. Therefore, Suicidal Maniacs should be kept under constant supervision.



Mana

"There is no spoon."

—Neo, *The Matrix*

Mana is the raw spiritual energy from which the Dreamworlds are formed. Within the dream, Dreamwalkers are able to manipulate this energy to produce various spectacular effects.

Extraneous Components

Dreamwalkers can manipulate mana with their thoughts alone. However, many choose to do so in a variety of other ways.

Some Dreamwalkers learn occult mana "spells" from in ancient tomes. Others focus their spiritual energy through good luck charms, crystals or mystical runes tattooed on their bodies while still others, particularly Mystics, use holy amulets, icons, elaborate dances, chants, body paint or musical instruments to call upon their "magic." Upon entering a Dreamworld, these extraneous components (spell books, runes, magic staves or wands, good luck charms, etc.) are always included among the character's possessions and/or incorporated into the Dreamwalker's pseudophysical form.

Use of extraneous components is highly based on the character's Concept and the player's ability and willingness to roleplay. Game Master's may wish to allow the character a +5 to all mana based Creativity rolls when using extraneous components. Similarly, if divested of these components or otherwise prevented from performing his normal routine, the character should suffer a -5 penalty to all Creativity rolls.

Believability

Keep in mind that some of the more visual extraneous components and uses of mana in general may produce a negative response among witnesses. The Unreal act as would their real world counterparts. A Dreamwalker chanting and dancing around is likely to draw unwanted attention. Firing Mana Bolts and Creating fire in the Middle Ages is a sure way to be branded a demon or witch and hunted down by the populace. Blatant use of certain powers in sight of the Unreal (such as Possession or Joining) may even force the Dreamer to make a Courage + Willpower roll.

Mana Points

Characters start out with a number of Mana Points (MP) depending on their type. Each Turn, a Dreamwalker may

spend a number of Mana Points equal to or less than the "tens" of his Mana Point total. For instance a character with 58 Mana Points could spend up to 5 MP/Turn while a character with 33 MP can spend up to 3 MP/Turn.

In some cases, a Skill roll may be required in addition to spending mana. If the roll fails, 1/2 the Mana Points normally spent per Turn are still subtracted (minimum of 1). The Mana Point total replenishes each time the character returns to his own Dreamworld.

Effects

Listed below are some of the more common uses of mana. Unless otherwise noted, these effects take 1 action to accomplish. Most effects last for the duration of the dream and disappear when the dream ends or the character leaves the current Dreamworld (whether he travels into an Underworld or back into the Periphery).

Aegis

Aegis increases the character's Defense Attribute by 5 points/3 MP spent. The effects last for the duration of the dream.

Channel Damage

Mana may be channeled through a normal attack such as that of a sword or gun in order to increase the amount of damage dealt. Intent to channel damage must be stated before the attack roll is made but the weapon does an extra 1d6 points of damage/MP spent if it hits. If the attack misses, the Mana Points are still expended.

Extra Actions

Extra actions may be taken in a Turn at the rate of 1 MP per action. These extra actions may be taken at any time during the Turn as long as they take place at least 10 Segments apart and do not impose the usual (-15) penalties for multiple actions in the same Turn. Therefore, a character with an Initiative of 75 who chooses to take an extra action does so at Segment 65 and may choose to take an additional action at any time after Segment 55.

Gain/Increase New Skill

New Skills may be gained or increased in the Dreamworld at the rate of 1d6 Ranks/3 MP spent. This is most useful in

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surreal Dreamworlds where some skills have no real world counterparts (Animal Training, Dragon; Repair, Spaceship, etc.). The character must have at least some idea of what type of Skill he needs. Skills may be increased up to Rank 10 in this manner and the effect lasts for the duration of the dream. Skill Ranks and Ranks above 10 may be converted into Specializations.

Note: Artistic, Intuition and Willpower Skills may not be Gained or Increased in this manner.

Gain Specialization

Specializations may be gained in any Skill the character has at least 3 Ranks in at the cost of 1 MP. The effect lasts for the duration of the dream.

Note: Artistic, Intuition and Willpower Specializations may not be Gained in this manner.

Healing

Dreamwalkers may heal themselves or others at the rate of 1d6 Health Points/MP spent. Healing heals normal damage as well as damage from other sources of injury such as fire and acid without leaving scars however it does not extinguish flames or dissolve acid and therefore, the character may continue to take damage on subsequent Turns. Healing can also be used to reattach severed limbs provided the original limb is still available.

Healing is ineffective against disease but does neutralize and heal damage and other side effects (such as Attribute loss) from poisons and other sources of physical injury. Healing returns an unconscious character back to full consciousness, without the normal side effects.

Increase Health

The character's total Health Points may be increased at the rate of 5 points/3 MP spent. The effects last for the duration of the dream.

Increase Physical Attributes

Strength, Stamina and Dexterity may be increased at the rate of 5 points/MP spent. These Attributes may be increased beyond 100 in this manner although each Attribute must be increased separately and the increase does not affect any associated secondary Attributes. The effects last for the duration of the dream.

Increase Skill

Permanent Skills (Skills the character knows outside of the Dreamworld) may be increased at a rate of 1d6 Ranks/2 MP spent. Skills may be increased to Rank 10 in this manner and the effect lasts for the duration of the dream. Skill Ranks and Ranks above 10 may be converted into Specializations.

Note: Artistic, Intuition and Willpower Skills may not be Increased in this manner.

Mana Bolt

A Mana Bolt is a devastating attack that tears at the very fabric of the Dreamworld. A Mana Bolt produces a rippling pulse of raw mana that streaks out from the character's extended hand. In addition to doing damage, a Mana Bolt can be used to attack larval Unreal without harming the host. This can be done automatically by touch (the target must be Grappled first) or by making a Called Shot. If successful, the larva is burned out of the host's body. If not, the Unreal host takes damage instead.

Mana Bolts do 1d6 points of damage/MP spent and require a Dexterity + Willpower roll to hit. The range is equal to the character's Creativity in yards and is subject to the normal Situational Modifiers for ranged attacks (distance, weather conditions, etc.). Mana Bolts bypass the Protection Levels granted by personal or vehicular armor—damage is subtracted directly from the target's Health points—and continue on for a range determined by the Dreamwalker (up to the maximum). Damage done by a Mana Bolt is open ended on a roll of 4, 5 or 6.

Nullify

Nullify is an instinctive ability inherent to all mana using creatures, enabling them to deflect and disperse direct mana based attacks at a 1 MP/1 MP ratio, up to the amount of Mana Points the target may spend per Turn. Direct mana based attacks include Mana Bolts as well as alteration (Creation and Reshaping) powers that directly affect the character's pseudophysical form (including all clothing and possessions) usually through physical contact although some Talents make such alteration possible from a distance. Nullify can also be used to counteract alteration powers (most often Distance Reshaping) in the same manner. Nullification happens automatically and is not considered an action, nor does it have any effect on how many Mana Points the character may spend over the remainder of the Turn.

For instance, a Taeniid Queen fires a 4d6 Mana Bolt at a character with 31 Mana Points. Since the character can only spend 3 MP per Turn, only 3 MP of the Mana Bolt are Nullified and the character still takes 1d6 points of damage from the attack.

Suppression

Suppression is used when the team is dishing out large amounts of damage in the Dreamworld. In a Joined character, Suppression adds 10 points/MP spent to the Base Chance of the Dreamer's next Courage roll. If a character is not Joined with the Dreamer, Suppression adds only 5 points/MP spent to the Base Chance of the Dreamer's next Courage roll. More than one character can use Suppression to modify the same roll and Suppression does not count as an action.

Possession

Using Possession, a Dreamwalker may usurp the form and identity of an Unreal. The Taenia (including their Unreal hosts) are immune to Possession.

Physical contact with the Unreal must first be made (possibly with a Dexterity + Grappling roll). The Dreamwalker's body then melds with the new shape, gaining the appearance and form of the Unreal in question.

During Possession, the Dreamwalker retains all of his own Attributes, Traits, Skills and Talents but all MP costs are raised by 1 MP until he resumes his regular form. Additionally, all damage taken in combat is subtracted from the Unreal's Health instead of the character's. The character suffers no wound penalties for lost Health points but if the Unreal is killed, knocked unconscious or reduced to 0 Health or less, he is incapable of any action other than disengaging from the host. The character does not take damage from further attacks but may be forced to disengage if the host body is destroyed (such as by rending apart or burning)

In the case of Possessed animals, Strength may be increased or decreased depending on the creature's Animal Size Rating. In addition, the character also gains use of all of the animal's physical characteristics (birds can fly, sharks breathe water and swim fast, bats "see" by sonar, etc.) and can interact (but not communicate) with animals of the same type. Some Skills can be more difficult, or even impossible, to accomplish in animal form—a character may have Repair, Mechanical 5, but it is hard to hold a wrench with a flipper.

The Dreamwalker does not gain any memories or Skills in this manner so he must be careful when dealing with friends or relatives of the Unreal Possessed. After the Dreamwalker exits the body, the Unreal has no memory of the Possession and may be extremely confused, especially if he is wounded or in an unfamiliar location.

Possession is near instantaneous but the procedure may prove terrifying to Unreal who witness it, sometimes even forcing the Dreamer to make a Courage + Willpower roll. A character may cross from one Unreal to another at the normal MP cost, with no noticeable effect and without having to resume his natural form. Possessed Unreal may not cross any Barrier. Characters who do so and then return to the Dreamworld resume their natural form. Possessed Unreal are easily distinguished by the Taenia and other Dreamwalkers.

Possession costs 1 MP. This amount is increased by +1 MP for each Animal Size smaller than the character's original form. There is no cost for disengaging with the Unreal and resuming the character's original form.

Alteration

"That's the funny thing, Chris. Thought is reality. Physical is the illusion."

—Albert, *What Dreams May Come*

Mana can be used to alter the pseudophysical reality of the Dreamworld itself through Creation and Reshaping. Create and Reshape are the most often used (and potentially abused) powers available to characters.

Alteration applies only to nonliving things—a piece of lumber may be Created or Reshaped but a living tree may not.

Only normal items or items inherent to the Dreamworld (such as a laser rifle in a science fiction setting) are subject to alteration. Therefore, the Game Master will have to make a lot of judgment calls as to what is allowed and what isn't during the course of each session.

Altered items may be identified upon a successful Perception + Observation roll but the character must be actively searching for anything unusual. Altered items last for the duration of the dream and disappear once the character leaves the Dreamworld. Creative players may somehow be able to use this to their advantage.

A cautionary word on alteration: The following rules are purposely designed to be flexible and that very flexibility opens itself up for a lot of misuse. Creative use of these powers should be encouraged rather than inhibited but keep in mind that the ability to alter the very fabric of the dream allows you to accomplish almost anything within reason—don't let players cheapen the fun by rules lawyering or power gaming (exploiting rules "glitches" that completely unbalance the game). Game Masters and players alike should put the spirit of the game (no pun intended) ahead of the actual rules.

Object Size

Both Create and Reshape use the item's Object Size to determine difficulty and Mana Point cost. In some cases, units of measurement (pounds, liters or ounces), especially in regards to Tiny items (such as explosives, acid or poison), may be more appropriate.

The Game Master should be prepared to allow a lot of leeway here as Object Size refers primarily to the item's actual mass rather than its height, length or width. It is perfectly acceptable to rule that a football field and a 100 yard long piece string not have the same Object Size (for purposes of difficulty and MP cost). By the same token Creation of ten swords should be treated as Creation of multiple items, even if all of those swords are connected to each other by a tiny piece of metal.

Also keep in mind that what works in one Dreamworld does not necessarily work in others—the rules of the Emphyrean are constantly changing and an increase or decrease in difficulties and/or MP costs often manifests for no particular (or known) reason.

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Object Size Rating

Tiny	Under 1'
Little	1- 5'
Small	5-15'
Medium	15-50'
Big	50-500'
Huge	500-1,000'
Gargantuan	1,000'+

Examples:

Tiny: cigarette lighter, paperback book, jewelry

Little: handgun, shorts, computer

Small: dining room table, car, bicycle

Medium: tank, eighteen-wheeler, fishing pond

Big: airplane, house, football field

Huge: office building, train, aircraft carrier

Gargantuan: skyscraper, shopping mall, stadium

Creation

Everything within the Dreamworld is composed of mana and as such, is subject to the whims and desires of the Dreamwalker. Dreamwalkers are able to take raw mana (air) from their surroundings and transform it into something more useful, whether it be a finished item (such as a car), raw materials (lumber or stone), liquids and even gasses, upon making a successful Creativity + Artistic roll.

Creation takes place upon touch and is nearly instantaneous—the desired object literally appears to sprout forth from the character's hand (or feet, or back or head as the character desires). Clothing does not hinder Creation so a character may still wear gloves (or boots, or a helmet, etc.) and produce the same effect. A working knowledge of the Created item is not necessary (see *Imprinting*, pg. 92) although the character must know what kind of item he wants to Create. For instance, a poison antidote may not be Created unless the character knows what kind of antidote is needed.

Once Created, items conform to their natural shape and form. Liquids must be stored in some type of container, fire must have fuel to continue burning, gasses may be dispersed by heavy winds, etc. Created items do not imply motion—air may be Created but wind may not.

Complex Devices

Complex devices include almost any type of mechanical item. The number of mechanical parts does not matter—the difficulty remains the same. Most modern weapons and all vehicles are considered complex devices. Additionally, items which do not fit in with the Dreamworld (such as a machine gun in a medieval setting) are double the difficulty and MP cost to Create.

Electronic Devices

Electronic devices include any type of manufactured item with electronic or electrical components. The difficulty to Create such items is higher and the cost greater although the number of electronic parts does not matter—the difficulty and cost remain the same.

Creation Time

Creation time is limited by the amount of MP a character can spend per Turn.

Multiple Items

Multiple items of the same type or groups of related items (such as a bow and quiver of arrows, a furnished apartment building, a desk and chair, a bed frame, a box spring and mattress, a fully outfitted aircraft carrier, etc.) may be Created with one roll. In this case, the approximate Size of the largest item or the overall Size of the gathered items is determined by the Game Master and an additional -5 penalty is applied to the roll.

Example #1: Sky with a Creativity of 60 wants to Create a tuxedo so he'll look spiffy at the party. Even though each individual part of the tuxedo is Little or Tiny (shoes, socks, pants, shirt, cumberbun, tie, jacket, cufflinks, etc.), the Game Master classifies the entire tux as one Little item and allows the character to make a single roll at an additional -5.

Example #2: Just in case, Sky wants to Create a fully loaded 9 mm, shoulder holster and several extra clips to wear underneath his tux. The Game Master rules this group of items to be Little and allows Sky to make a single roll at an additional -5.

Creation Difficulty Chart

- 5 per Object Size
- 5 for multiple items
- 5 for complex devices
- 10 for electronic parts
- +10 for every additional Dreamwalker concentrating on the act

Note: These modifiers are cumulative

Attack

In some cases, Creation can be used as an attack form such as when Creating a pillar of fire around an enemy or sending an electrical charge through an iron girder to strike the drone walking across. To do so, the Dreamwalker must first make physical contact with his target—in combat, the target must be Grappled. The Creativity + Artistic roll may take place after contact is made but counts as a separate action.

In most cases (such as with fire), the character is immune to the effects of his attack for the Turn in which the attack form is Created only. Thereafter he may suffer damage from his own Creation normally. Other factors may compromise this immunity (GM's discretion). For instance, Creating an electrical charge while standing in a pool of water is generally not a good idea, nor is Creating a bonfire while drenched in kerosene.

Direct attacks against a mana using creature are subject to be Nullified (see Nullify, above). Creating a steel box around a character may not be Nullified but grabbing his wrist and encasing him in a block of ice may be.

By rule of thumb, damage is done at the rate of 1d6 points/2 MP spent and all Created items correspond with the Object Size. Thus a 6 MP bed of lava would be 5'-15' in length (Small) and do 3d6 points of fire damage per Turn until it cooled. In addition to damage, the Game Master may decide there are other adverse effects, depending on the type of attack. Characters drenched in a bed of lava for instance may be so severely burned that all Base Chances are further reduced by -50 until the damage is healed.

Creation MP Cost

- 2 MP per Object Size
- +2 MP for multiple items
- +5 MP for complex devices
- +10 MP for electronic parts

Note: These numbers are cumulative.

Extended Creations

Creation is only limited by the amount of mana a Dreamwalker has. If the desired item has an MP cost greater than the character can spend per Turn, Creation carries over into subsequent Turns as long as he continues to concentrate. The order in which extended Creations take shape (and thus, the MP cost) begins with the Object Size, then moving parts are added, then electronic components. Extended Creation requires the utmost concentration leaving the Dreamwalker vulnerable to outside attack. During the process of extended Creation, characters are considered Immobilized (+50) for purposes of combat.

If the character is interrupted before the desired item is complete (such as by the character being attacked), a partially formed item or structure is Created instead. If the character is interrupted during Creation, he loses the MP for that Turn. The item may be Reshaped normally but in some cases it may still be useful.

Several Turns into the Extended Creation of a skyscraper, Joliet is attacked by a swarm of Taeniid drones. The would-be skyscraper is fully formed but is just a shell that lacks any moving parts or electronic components.

Pooling

Some things may be difficult or even impossible for one character to Create alone. Several Dreamwalkers may pool their talents together in order to help with Creation.

The Base Chance is increased by +10 for every additional Dreamwalker who helps with Creation. The Dreamwalkers must be in physical contact with one other and must all concentrate (Immobilized) for this to work although only one character is doing the actual Creation. Pooled Creation time is limited by the Creating character's ability to spend MP per Turn. The total MP cost of the Created item is distributed evenly among those involved, with the Creating character responsible for the difference.

Dylan, with a Creativity of 85 and 50 Mana Points, wants to Create a mountain retreat to safely house himself and his pet bats while they sleep. His Base Chance is 30 (85 - 35 (Gargantuan size) - 5 complex device (doors, windows), -10 electronic parts (lights, security alarms, air conditioner) - 5 multiple items (furniture, food, etc.). Therefore, his chance of successful Creation is difficult at best.

However, two other Dreamwalkers join hands to help him Create his bat cave, raising his Base Chance up to 50 (30 + 20 (2 Dreamwalkers)—still not the greatest chance in the world, but at least more possible. The cost for creating the mountain is 31 Mana Points (14 (Gargantuan Size) + 5 (complex devices) + 10 (electronic parts) + 2 (multiple items) which is distributed evenly amongst the three Dreamwalkers (10 MP each) with Dylan paying the remaining 1 MP since the bat cave is his Creation. Because Dylan can spend 5 MP/Turn, the bat cave will be finished in 7 Turns.

"So, what do you think?" Jonah asks, his face alight with the exuberance of youth. He sweeps an arm over the lush green valley before us. A sparkling river knifes through the forest, turning into a waterfall that spills out into a small lake. High above, the clouds are tinged pink by the setting sun.

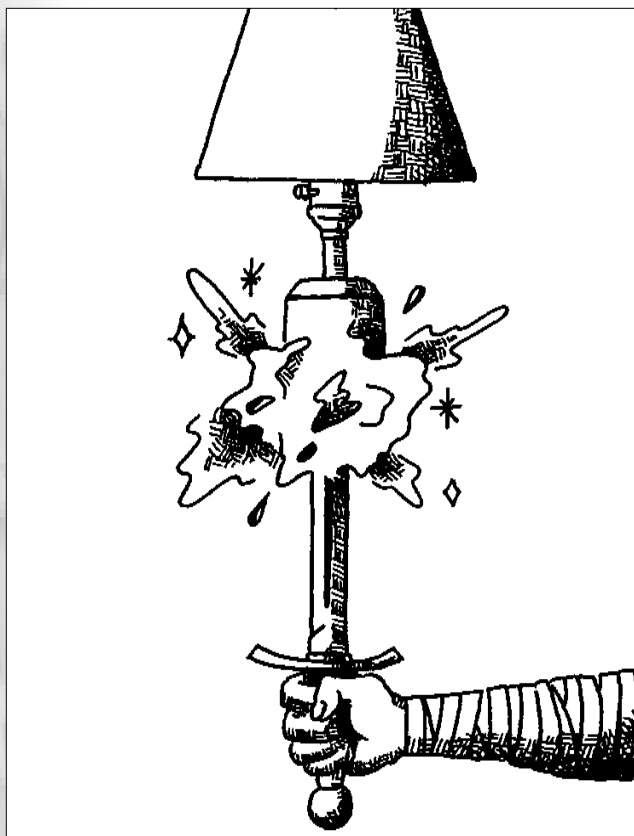
Music, singing and light laughter drift out of the forest. Elves, I think. Probably some stupid elves. Mermaids frolic in the lake below, adding to absurdity of it all. A flock of brightly colored birds pass by overhead, hurrying along toward some unknown destination.

"Beautiful, isn't it?" Jonah says, hands on his hips, admiring his own work. I guess he's got the right. We've been honing his alteration skills all day long and although he could use some help in the originality department, the boy, young man I guess I really should say, is good. Much better than I was at his age so maybe he does deserve some sort of encouragement.

I Hmph. Jonah seems less than pleased with my response.

Yes, the Dreamworld is beautiful but there's nothing down there I haven't seen countless variations of before. Right now the valley is less interesting to me than the mountains beyond. Much less interesting than

(Continued next page)



the dark place atop the highest crag. Age has shortened the range of my vision but from here I'd swear it looks like a movie theater. My hand drops reflexively to the sword at my side even though here in Jonah's dream, I know there's no danger. Still, old habits die hard.

"What's that?" I ask.

He follows my gaze, then looks away. "I don't know," he says, probably unaware of the shiver that runs down the length of his body or of the way he unconsciously turns his back on the mountains. "Probably nothing."

"Uh-huh," I say. "Let's go check it out anyway."

"Why?"

"One of the first rules of Dreamwalking, kid—if it looks like it doesn't belong, investigate. You'll be surprised at what you can learn, even in your own dreams."

Jonah takes a deep breath, steeling himself, then nods. "All right. Should we change forms or just fly over?"

"That's not part of today's exercise."

He frowns. "That's an awful long way to walk."

I sigh, trying to be patient, waiting for him to hit upon the obvious. It doesn't take him long to figure it out.

"So what, I'm Mohammed now?"

I shrug. "Something like that."

I can tell he's intrigued by the prospect. He turns back to face the mountains and takes another deep breath. Moments later, the world begins to ripple and change. And the mountain begins to move toward us. I nod, satisfied. The kid is going to be good.

Reshape

Reshape is similar to Creation but less costly to perform. The Dreamer's mind imposes a pseudophysical form on everything within the Dreamworld that may be altered with a Creativity + Artistic roll.

Only nonliving solids or liquids may be Reshaped, although these materials can be transformed into almost anything, even a gas. Once again, a working knowledge of the item is not necessary although the character must know what kind of item he wants to Reshape. The original item must be roughly the same or greater Object Size than the desired item and often becomes unusable after Reshaping.

The degree of difficulty and the MP cost for Reshaping varies with the item Reshaped. Items which do not fit in with the Dreamworld (such as a machine gun in a medieval setting) are double the difficulty and MP cost to Reshape.

Reshaping may be Pooled or Extended and Multiple or Group Items Reshaped in the same way as Creation. In some cases, Reshaping may also be used as an Attack form.

Unmake

Items may be Unmade by being Reshaped into air.

Mending

Items may be automatically repaired with Reshaping. Mending restores all lost Body and Health points to vehicles and inanimate objects and repairs any moving or electronic components. To determine the Mana Point cost, treat the item as if it were being Reshaped into one of similar Size and makeup, then halve the total (minimum of 1).

Attack

In some cases, Reshape can be used as an attack form such as when turning a larval knight's armor suit into an iron maiden or transforming it into pure acid. To do so, the Dreamwalker must first make physical contact with his target—in combat, the target must be Grappled. The Creativity + Artistic roll may take place after contact is made but counts as a separate action.

As with Creation, the character is immune to the effects of his attack for the Turn in which the attack form was Reshaped. Thereafter he suffers damage normally.

By rule of thumb, damage is done at the rate of 1d6 points/Object Size. Thus, said suit of armor (Size: Small), Reshaped into an iron maiden would cause an automatic 3d6 points of damage per Turn to its unlucky wearer.

The Game Master may decide there are other adverse effects, depending on the type of attack. Remember however, that direct attacks against a mana using creature or his personal possessions are subject to be Nullified (see Nullify, above). So, in the above example, if the knight is a Queen (or Dreamwalker) rather than a drone, the Reshaping attack may have little or no effect.

Range

A character can use Reshape to alter the form of items at a distance up to his Creativity in yards. The character must be able to see the item being Reshaped and some part of the character must be touching something that touches the item—a character standing in a room may Reshape the ceiling as his feet touch the floor which touches the walls which touch the ceiling.

The target must also be stationary in regards to the character. For instance, if the character is aboard an airplane, items inside would be considered stationary. If the target is not stationary, the character suffers an additional -25 to the Base Chance of his Creativity + Artistic roll. Living creatures are never considered stationary for purposes of this roll. In addition, their Defense is subtracted from the Base Chance of any Distance Reshaping directed against their personal possessions (usually through their shoes).

Distance Reshaping produces a visible effect—both the item being Reshaped and the intervening distance ripple during the procedure. Therefore, if the effect is some type of attack form (such as making the floor disappear or growing spikes from the walls), at the Game Master's discretion, characters may be allowed to take some type of simultaneous action (such as Dodge or Nullify) to avoid injury.

The distance between the character and the intended effect is counted towards the Object Size for purposes of difficulty and MP cost even though the actual affected area (and thus the damage delivered, if any) may be much smaller.

Glory uses Reshape to form a 6 inch hole in the ceiling, 20' above her. Even though the hole is Tiny, the Object Size is considered Medium because of the distance between Glory and the desired effect.

Reshape Difficulty

- 5 per Object Size
- 5 per Reshaped item's Object Size
- 5 for multiple items
- 5 for complex devices
- 10 electronic parts
- 25 target not stationary (Distance Reshaping only)
- +10 for every additional Dreamwalker concentrating on the act (Medium and larger items only).

Reshape MP Cost

- +1 for multiple items
- +1 for each Object Size
- +5 for complex devices
- +10 for electronic parts

Note: These modifiers are cumulative.

Joining

"People seldom refuse help, if one offers it in the right way."

—A. C. Benson

Joining is similar to Possession but instead of merging with the Unreal, the Dreamwalker is able to unite with the Dreamer himself.

For Joining to take place, the Dreamwalker must first make physical contact with his target—in combat, the target must be Grappled. A Creativity + Intuition roll takes place after contact is made, but counts as a separate action.

If the roll fails, the Joining is unsuccessful. In addition, the Dreamer believes that the characters intend to do him harm and seeks to distance himself from that character and his allies. If pursued, he will seek help from others in the Dreamworld (such as the Unreal police force) and use any available means to defend himself. This can be particularly lethal when dealing with a lucid Dreamer.

In addition, the Dreamworld begins to reflect this hostility towards the characters. The Base Chance of all further rolls made by the Dreamwalkers are reduced by one point for every point the character failed his Creativity + Intuition roll by. This lasts for the course of the dream or until resolution of the denouement.

Subsequent attempts to Join with the Dreamer (by anyone) allow the Dreamer to resist the Creativity + Intuition roll using his Wisdom + Willpower.

In some instances, no one can Join with the Dreamer. In this case, the only way to learn the dream's denouement is by Guestimation (see *Interpreting the Denouement*, pg. 77).

If the Joining is successful, the character's pseudophysical form melds with that of the Dreamer. While Joined, the Dreamwalker retains all of his own Attributes, Traits, Skills and Talents and may manipulate mana normally. In addition, Joined characters are able to use any Talent the Dreamer had manifested prior to Joining. If the Dreamer's form is something other than human (such as an animal), the character gets the benefits of the new form as well.

In combat, the Dreamer's (or Dreamwalker's, if Joined) opponents do not gain the benefit of their Defense attribute. This includes combat against the Taenia and other Dreamwalkers. A Joined character must subtract damage taken from his own Health, not the Dreamer's. If the Dreamwalker is killed, he is ejected from the dream as normal; the Dreamer remains unharmed. The Dreamer cannot pass through any Barrier. Joined character is easily distinguished by the Taenia or by other Dreamwalkers.

A Joined character is immediately able to recognize and interpret the dream's denouement. While Joined, most Dreamers (even lucid ones) are content to let the characters control their actions, viewing the course of events as a natural part of the dream.

The Dreamwalker can feel the mind of the Dreamer lying just below the surface of his consciousness. The Dreamwalker gains automatic access to all of the Dreamer's trivial memories (but not Skills). A Wisdom + Intuition roll enables the

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character to delve even deeper into the Dreamer's mind in order to access the Dreamer's more private memories, help recognize the significance of Fluff and Taeniid manifestations. This includes access to knowledge that the Dreamer knows in the real world so Joining can be disastrous in the wrong hands. Luckily, the Dreamer is not without protection.

If the desired information is extremely important (such as a high level security passcode) or potentially damaging or embarrassing (such as the name of the married woman he is having an affair with), the Dreamer's mind may resist the roll using the his Reason + Willpower. The Dreamer's Base Chance may be modified from +10 to +50 for particularly vital pieces of information.

If the character loses the contest, he is automatically ejected from the body of the Dreamer. In addition, the character must make an immediate Sanity + Intuition roll or else be ejected from the Dreamworld as well (see *Dump Shock*, pg. 55).

The character can feel the Dreamer's mind begin to seize up before this happens and should be allowed to cease the memory search without having to make the roll. Once a character has been ejected in this manner, further attempts to Join with the Dreamer (by anyone) are resisted as above.

There is a danger to a successful Joining. Dreamwalkers do not dream as normal people do. They know what their denouements are and are easily able to fulfill them which sometimes makes their own dreams seem routine and uninteresting by comparison.

Upon Joining with a Dreamer, the sensory input is almost overwhelming. The Dreamwalker must make an immediate Wisdom + Intuition roll. If he fails, he becomes temporarily lost in the thoughts and memories of the Dreamer. He is incapable of any action and can only watch helplessly as the Dreamer wanders about the Dreamworld trying to fulfill the dream's denouement. This effect lasts for 3d6 minutes, after which time, the Dreamwalker assumes control of the Dreamer's mind and actions normally.

Joining costs 1 MP to initiate, none to disengage.

Talents

"My world. My rules."

—Catherine Deane, *The Cell*

Talents are advanced mana based abilities that require intense dedication and training to properly develop and learn. Talents only affect the character's pseudophysical form and result from the Dreamwalker finally being able to convince his subconscious mind that he is in a dream.

Talents purchased with Experience Points are available to the character whenever he is in the dream state. Within his own Dreamworld, a lucid Dreamer (including Dreamwalkers) may manifest any Talent just by making a Creativity + Intuition roll. Success indicates the character has the desired Talent for the duration of the dream. If the roll fails, the character may not attempt to manifest that Talent again until his next period of REM sleep.

Talents, especially major Talents, should be rare and powerful. When characters gain a Talent, they should feel like they earned it. Game Masters are encouraged to develop additional Talents to suit their own games.

There are two types of Talents—minor and major. Most Talents were developed by Mystics. Therefore, many have poetic names.

Minor Talents

Chameleon Skin

Chameleon Skin enables a character to appear as one of the Unreal, no matter who he Possesses or what form he takes. This Talent is of limited effect in the Periphery. In the Dreamworld, it hides the character until he does something contrary to the nature of the Unreal within, such as manipulating mana in the presence of the Taenia.

Combat Focus

A character with Combat Focus is able to center his mind entirely on the current combat. As a result, he does not suffer the effects of wound penalties until his Health is reduced to 0 or less (unconsciousness or death).

Destruction

A character with Destruction may increase the amount of damage done by his Mana Bolt by 1d6. This Talent may be taken more than once.

Gift of Sand

Dreamwalkers with Gift of Sand are especially proficient at Joining with the Dreamer and keeping him asleep. The character gains a +25 to his Wisdom + Intuition roll for purposes of Joining and while Joined, adds +25 to the Dreamer's Base Chance for purposes of Courage rolls related to damage.

Healer

Healers may increase the amount of Health points Healed by 1d6. This Talent may be taken more than once.

Intense Training

Intense Training may be undergone to raise Strength, Stamina or Dexterity by +25, even if this raises the Attribute beyond 100. The character may decide whether or not he wants this change visible when this Talent is chosen. This Talent may be taken more than once.

Lightning Reflexes

Lightning Reflexes adds 10 Segments to the character's initiative roll and enables him to take a second action each Turn with no penalty. This second action must be taken at least 10 Segments after the first. This Talent may be taken more than once.

Leap of the Grasshopper

This Talent adds a +25 modifier to the Base Chance of all Jumping rolls, thereby increasing the distance jumped as well as the chance of success.

Marksman

Marksmen receive +25 to all Rifle and Handgun rolls.

Mettle

Mettle adds strength and toughness to the character's pseudophysical form. It effectively provides one Protection Level of armor. This Talent may be taken more than once.

Peripheral Vitality

Peripheral Vitality returns the character's physical statistics to normal while traversing the Periphery.

Pheromones

Pheromones enable the character to add a +25 modifier to all Persuasion or Charisma rolls. Members of the opposite sex who wish to attack the character must make a Wisdom + Willpower roll at -25 to the Base Chance. If the roll fails, all of the attacker's future Base Chances are modified by -25 because of the intense and overwhelming feelings of passion and desire the character inspires. This ability is nullified by distance or if the Unreal in question has no sense of smell. The Taenia are also susceptible to this effect although their gender is sometimes dictated by their manifestation, rather than their natural form.

Quick Draw

A character with Quick Draw is able to draw a weapon with blinding speed. This enables him an extra attack before anyone else in the first Turn of combat only, provided the character is not surprised. Thereafter, initiative is rolled and handled normally.

Spider Climb

Spider Climb allows a character to climb any type of surface, no matter how sheer, and he may even climb upside down without having to make a roll! A Dexterity + Climbing roll may still be necessary in certain circumstances (when the character takes damage while climbing, weather conditions are terrible, etc.). In these cases, the character receives a +25 to his Base Chance.

Spiritual Balance

This Talent vastly improves the character's sense of balance and body control such that while conscious, the character cannot be knocked down, taken down or thrown to the ground and may stand, walk across or even fight upon the flimsiest of structures (such as ropes, tree branches and power lines) without having to make an additional roll. The structure traversed must be solid (as opposed to gas or liquid) and capable of supporting at least 01% of the character's normal body weight.

Thief in the Night

Thief in the Night enables the character to add a +25 modifier to the Base Chance of all Stealth rolls. The character appears hazy and insubstantial to those not looking directly at him.

Whirling Dervish

With this Talent, the character becomes a whirlwind of attacks, jumping around, doing flips and rolls, and attacking his opponents from strange and awkward angles. The Base Chance of all Punching and Melee attacks is increased by +25.

Wolf Senses

Wolf Senses gives the character a +25 modifier to the Base Chance of all Observation rolls. This bonus extends to all of the five senses—sight, hearing, taste, touch and smell and perhaps even beyond to the legendary sixth sense as the character may notice even subtle changes (such as tension) in his surroundings.

M Major Talents

Animal Form

This Talent enables the character to assume the form of any type of person, plant, animal or creature. The character retains all of his Attributes, Traits and Skills but gains the Animal Size and abilities of the desired creature (fish can swim, birds may fly, etc.)

Animal Form cannot replicate an existing creature (such as a specific person) but can mimic different ages, genders, races or types of creatures inherent to the Dreamworld (such as a fish-man in an underwater fantasy setting).

Partial transformations (such as growing claws or wings) and transformation into creatures larger or smaller than the character require a successful Creativity + Willpower roll. The difficulty is modified by -5 for every difference in Animal Size Rating. Failure inflicts 1d6 points of damage (treat as if struck by a Mana Bolt). A Blunder indicates the character cannot use this Talent again until his next period of REM sleep.

Crossing Over

This Talent is available to Mystics and Naturals only. With it, they choose to “cross over” from the real world into the dream and become a creature of pure spirit. The character’s body essentially dies, even though his consciousness continues to live on in his own Dreamworld.

A character who crosses over is considered to be native to the Empyrean. The upside to this is that he becomes considerably more powerful. The downside is that when a character is killed in the Dreamworld, he is ejected into the Periphery. If killed in the Periphery, he apparently ceases to exist.

Game Masters have the final say in whether or not a character may choose this Talent and cross over. Dreamwalkers who cross over may continue to interact with those who have not for a time, but eventually they lose touch with those in the physical world.

When a character crosses over, he gains a +50 each to his Strength, Stamina and Dexterity. His Attributes can be permanently raised above 100 and his Skill Rank maximum raises to 10. In addition, the character automatically gains one additional Talent and future Talents may be purchased at 1/2 the normal cost.

Form of the Earth

This Talent enables the character to assume the form of any type of nonliving, inanimate object. The character remains conscious and retains all of his Attributes, Traits and Skills. Speech and movement are limited by the object in question. A car may drive around normally and speak through its radio or horn, but a refrigerator cannot speak (although it could conceivably communicate in code by opening and closing its door) and can only “walk” by rocking from side to side.

Partial transformation (such as a hammer hand or legs on a refrigerator) and transformation into objects larger or smaller than the character’s Object Size Rating require a successful Creativity + Willpower roll. The difficulty is modified by -5 for every difference in Size. Failure causes 1d6 points of damage (treat as if struck by a Mana Bolt). A Blunder indicates the character cannot use this Talent again until his next period of REM sleep.

Genesis

This Talent enables a Dreamwalker to extend his alteration powers to include living things. The difficulty and point cost are based on the Unreal’s Animal Size rather than Object Size Rating. Only normal Unreal or Unreal inherent to the Dreamworld (such as a troll in a fantasy setting) may be altered in this manner. Genesis does not bestow any particular loyalty to the character in question nor do Dreamwalkers have any control over the memories, personalities or actions of fabricated Unreal. Genesis has no effect on the Taenia or other Dreamwalkers although larval hosts may be affected by alteration in this manner.

Long Arm

This Talent enables the character to use Creation or Reshape at a range equal to his Creativity in yards. The MP cost increases by +1 for every 50 yards after the first 50 but otherwise is treated as if the character were actually touching the item or affected area.

Mana Control

Mana Control allows the character to use mana and extraneous components even while in the Periphery. Attribute and Skill increases and altered items disappear once the character enters a Dreamworld.

Night Whispers

This potentially powerful Talent is still being refined. Night Whispers enables a Joined character to implant a command into the Dreamer's subconscious mind. This command must be carried out on the following day and must not go against the basic beliefs of the person in question. A secretary will not kill her boss, but she may be convinced to "forget" to lock his office door at night. A politician will not sign a bill he is opposed to but may decline to speak out against it, at least for a day as long as (to his knowledge) his silence will not directly affect the outcome of the bill.

Whenever in doubt, have the character make a Persuasion + Intuition roll, resisted by the Dreamer's Wisdom + Willpower. The Dreamer's Base Chance may be modified by +10 to +50 for commands that are total anathema to his beliefs. If the character loses the contest, he is automatically ejected from the body of the Dreamer. In addition, the character must make an immediate Sanity + Intuition roll or else be ejected from the Dreamworld as well (see *Dump Shock*, pg. 55).

Raven's Wings

This Talent enables the character to fly at up to twice his normal running speed. In many cases, Raven's Wings may add modifiers to Stealth rolls for purposes of ambush or trailing.

Spirit Wind

This Talent enables the character to teleport himself and his belongings to any place within his direct line of sight or to any place within the Dreamworld that the character has been. The character never materializes into a solid object and may take others with him only if they are willing—he must roll Strength + Willpower at -10 to the Base Chance for each additional person. Failure indicates only one half the distance is traveled and each character takes 1d6 points of damage (treat as if struck by a Mana Bolt) from the stress. A Blunder indicates the character cannot use this Talent again until his next period of REM sleep.

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BOOK TWO

GAMEMASTER SECTION

In ancient days there was a land,
Of golden spires and temples grand,
Where water fell from crystal streams,
To rivers in the land of dreams.
Where obelisks, to gods unknown,
stood wet with spray from ocean foam;
And princes tall and just and fair
Court princesses with golden hair,
In towers rising from the square.

A land where sun and stars and moon
Inspire a most celestial tune,
And magic fills each tree and stone;
as well as mortal flesh and bone.
Where mystic swordsmen plied their trade
Till legendary tales were made.
Of courage, love and bravery,
And that which all may hope to be.
And rare indeed the traveler when,
In leaving looks not back again,
Nor hopes again his dreams may lead,
To this lost land men call Manaed.

—*The Song of the First City*, by Joeroyelea

Behind the Scenes

"The better work men do is always done under stress and at great personal cost."

—William Carlos Williams

The following sections are primarily designed for the Game Master's use. These chapters contain some more information on Project Dreamwalker, technical information on the process of Dreamwalking, facts about the Taenia as well as a rundown on recent Dreamwalker related happenings in the real world.

Players should consult their Game Master before reading further into this text.

Chapter Houses

Chapter houses are the control centers of Project Dreamwalker. There are currently over twenty chapters operating in North America with half a dozen more scattered throughout parts of Europe and the Middle East. Project headquarters is located just outside of Seattle, Washington.

Most chapter houses are small, isolated compounds located in rural areas but the size and appearance of each varies from site to site. Chapter houses maintain a good relationship with the local communities and are often regarded as private asylums reserved for wealthy patrons. Nothing could be further from the truth.

Staff Members

All staff members are aware of the Project and its true function. Senior staff members and many of the junior staff are trained in lucid dreaming techniques in order to protect themselves from Taeniid infestation or the depredations of rogue Dreamwalkers (see *Dreamstalkers*, pg. 87).

Patients

"Pick battles big enough to matter, small enough to win."
—Jonathan Kozol

Patients are hand picked from an extensive file of would-be candidates referred to the chapter therapist by colleagues in the field. For the most part, these patients are normal people with normal problems. Criminally insane patients (Sanity 20 or less) are not handled by Project Dreamwalker although special cases may arise. This is a classic example of the needs of the many far outweighing the needs of the few. The idea is that because Dreamwalkers can help heal thousands of people, why risk their lives on the few who are possibly beyond help.

Once chosen, patients are invited to the chapter for a stay which usually lasts from one to four weeks. Except in special

circumstances, the patients know nothing of Dreamwalking or the Project.

During the first part of their visit, new patients undergo a comprehensive psychological evaluation. This enables the chapter therapist to make his own decision on whether or not the patient is suitable for treatment. The evaluation also conveys the patient's hobbies, interests and past or present Phobias and/or Dementia. Unless there is a good reason not to, this information should be relayed to the characters beforehand and may give them a better idea of what they may face within the patient's dreams.

Once the psychological evaluation is complete, the Dreamwalkers are allowed to interact with the patients and get to know them on a more personal level. Although the characters are not required to befriend or even particularly like patients, such interaction often helps with locating the Dreamworld and recognizing possible subdenouements or incidental achievements within the dream.

Finally, the Dreamwalkers enter the patient's dreams, help them achieve their denouements and attempt to destroy any Taeniid infestation. Success rates are very high and most patients leave the chapter feeling that therapy and a change of scenery were the reason.

Although many of the patients are wealthy, at least half of those selected are people who could not normally afford treatment. After all, the goal of Project Dreamwalker is to better the human condition, not to make money.

*Dear Pinebrook Staff,
I just wanted to say a special "thank you" to all those who made my stay at Pinebrook such a pleasant one. Although I never thought I'd feel comfortable in the outdoors, I enjoyed the weekend more than you could possibly imagine. It was a welcome change of pace that has done wonders for my frame of mind. I feel much better now, more able to cope with the little problems in my daily life.*

Once again, thank you all very much.

*Sincerely,
Ben G—*

B Dreamwalking Drugs

Black25

Black25 (1948, Dr. William Black) is a Vitamin B derivative that stimulates the part of the brain responsible for REM sleep, promoting more vivid and lucid dreams and better dream recall.

Upon administration, seventy-five percent of human test subjects experience an increase in strange dreams as well as mild abdominal discomfort, but are otherwise unaffected. With practice, the other twenty-five percent become Dreamwalkers; able to enter the Empyrean at will. Scientists have thus far been unable to determine why Black25 confers Dreamwalking capabilities to some people and not others, but studies indicate that high Creativity and Reason may be a determining factor.

Analysts must be injected with Black25 at least twice a month in order to be able to Dreamwalk. The dosage cuts back to once a month after about five years.

GRE-13

GRE-13 (1977, Gunther R. Endell) inhibits the part of the brain responsible for REM sleep by suppressing the ability to Dreamwalk or have lucid dreams. GRE-13 neutralizes the effects of Black25 but apparently has no other side effects.

Dreamtracer

Dreamtracer (1980, Luther Crane) Dreamtracer is a specially designed drug that enables a Dreamwalker to home in on the Dreamworld of a specific Dreamer. The drug must be administered to both the Dreamer and the Dreamwalker in order to be effective. It may be used in conjunction with Black25 without any apparent ill effects. Slight chemical variations are added to each dosage of Dreamtracer in order to avoid detection by and/or conflict with other Dreamwalker teams.

Dreamwalking, the Process

Project Dreamwalker imposes a strict set of guidelines on Dreamwalking to ensure the safety of all those involved. These rules have been summarized by the acronym P.R.O.J.E.C.T.D.W.—Penetrate, Recognize, Observe, Join, Establish, Contain, Treat, Do your best, and Wipe out.

Before and after a Dreamwalk, characters must undergo a complete physical and psychological evaluation that sometimes takes up to several hours. If everything checks out, the characters are cleared for the upcoming Dreamwalk. Only one Dreamwalk is allowed per team per week. This rule is sometimes broken (or ignored) in extreme circumstances.

Dreamwalkers enter the dream state from a soundproof room that is specially tailored to each team's specific needs. These Dreamwalking Chambers are designed to promote the tranquillity and peace of mind necessary to enter the dream state. Audio and visual devices as well as highly technical, but unobtrusive brain wave (EEG) and heart rate monitoring equipment individually monitor each character while they sleep (or meditate).

A discrete viewing room borders each Chamber allowing Project scientists to observe and evaluate the proceedings through a wall length window. This window can be opaqued to minimize light levels in the Chamber and to give Dreamwalkers the illusion of privacy. Instruments in the viewing room record the readouts from the monitoring devices in the Chamber and a general (entire room) and personal (ear-plug) PA system allows researchers to communicate with or awaken the Dreamwalkers if necessary (see *Awakening*, pg. 56).

Beginning characters are awakened by medical staff whenever their physical bodies begin to exhibit predestined symptoms (such as when the character's pseudophysical form is reduced to 0 Health points or less).

PENETRATE the Barrier surrounding the Dreamworld and enter the patient's dream.

RECOGNIZE your limitations. Take a moment to get familiar with your newly manifested form. Take a look around the Dreamworld to get a feel for what type of world you are in.

OBSERVE the Dreamer. If the Dreamer does not seem immediately threatened, watch what he does and how he reacts to the events unfolding in the Dreamworld. You may be able to guess the dream's denouement without having to Join.

JOIN with the Dreamer. If you cannot guess the dream's denouement on your own, Join with the Dreamer as soon as possible. Not only does this relay the dream's denouement but it also provides the Dreamer added protection against the Taenia. In violent dreams it is best to stay Joined with the Dreamer for as long as possible.

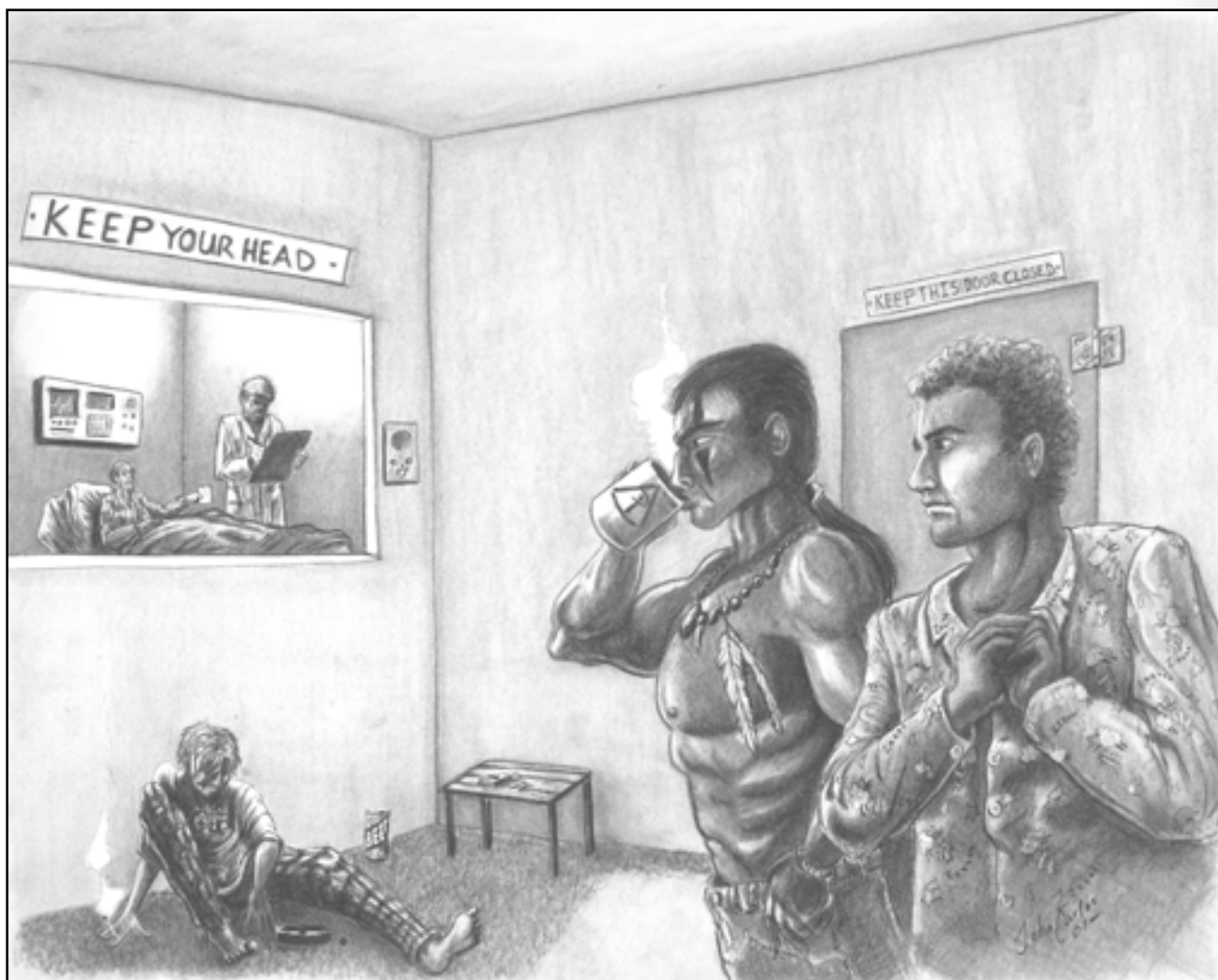
ESTABLISH a plan to achieve the denouement. When establishing a plan, try to proceed in a manner that most closely relates to the Dreamer's interpretation of how the denouement is supposed to be achieved.

CONTAIN larvae and drones. Be aware that containment does not necessarily mean destruction. Avoid unnecessary combat whenever possible as sometimes even small amounts of violence may upset the Dreamer and could possibly end the dream.

TREAT the Unreal as you would real people. Once again, this is an attempt to pacify the Dreamer. The Dreamer is aware of everything that takes place within the Dreamworld, even if his pseudophysical form is not present. He views the Unreal as real people and for the duration of the dream, so should you.

DO YOUR BEST to achieve the denouement. Some denouements, particularly heavily combat oriented ones, may be impossible to achieve. Do not be ashamed to leave a dream with the denouement unfulfilled. "Live to dream another day," is a common Project proverb. Always think safety first.

WIPE OUT the Taeniid colony. Once again, some colonies may be too large and/or the Queen too powerful to destroy. If this is the case, do not hesitate to leave the dream. The patient can always continue his normal therapy sessions until a more experienced team of Dreamwalkers can be assembled.



The Dream State

The dream state refers to the REM portion of sleep where people have their most vivid and memorable dreams. Dreamwalking is only possible during this time.

Naturals enter REM sleep 90-100 minutes into the sleeping cycle. These REM periods last up to 45 minutes and occur three or four times during the course of the night. Naturals are more at home in the Empyrean than any other type of Dreamwalker and are less likely to be harmed by premature awakening. Naturals receive a +25 to the Base Chance of Sanity rolls involving awakening (or ejection).

Mystics take a variable amount of time to enter the dream state. The mental and physical preparations necessary to properly focus their minds can take anywhere from a few minutes to several hours. Some Mystics enter the dream state through the normal course of sleep (in 90-100 minutes) and may remain in REM sleep for periods of up to 45 minutes that occur 3-4 times each night. Others achieve the dream state through meditation or prayer and can remain in the dream state almost indefinitely unless their concentration is broken.

Since Mystics exercise such control over their passage into the Dreamworld they too are less apt to be harmed by premature awakening. Mystics receive a +10 to the Base Chance of Sanity rolls involving awakening (or ejection).

Analysts reach REM sleep in 10-60 minutes and can remain in the dream state for up to 2 hours. This is due to the effects that Black25 has on certain portions of the brain.

Users reach their version of REM sleep in a relatively short amount of time (30-90 minutes) and may remain in the dream state for periods of up to six hours in length while on an especially good high. Unfortunately, Users suffer the worst from premature awakening (-25 to the Base Chance of Sanity rolls involving awakening (or ejection). In addition, they sometimes suffer the effects of a "bad trip" that must be roleplayed out.

Destination

When a Dreamwalker first enters the dream state, he may choose to remain in his own Dreamworld or go straight to the Periphery. Dreamwalkers must return to their own Dreamworld before waking and automatically return there between periods of REM sleep. Each time he returns, 90-100 minutes of real time pass by in the blink of an instant. This is a normal part of the Dreamwalking process that enables the mind to cycle down as it prepares for the shift from the dream world into the real world or from one dream to another (between periods of REM sleep).

Upon returning to his own Dreamworld, the character's pseudophysical form is healed of all wounds and his mana supply is completely replenished. He may return to the Em-pyrean normally although the amount of real time that has passed may make it impossible to return and achieve the Dreamer's denouement.

Dangers of the Periphery

A lot can happen in the space of a few minutes, especially in a realm where things like time and distance have little meaning. Dreamwalkers are at their weakest while traveling through the Periphery—their Strength, Stamina and Dexterity are all halved and they are unable to use mana, leaving them even more vulnerable to attack. Sensory perception is reduced to a range of about 100 yards therefore it is quite possible for teams of Dreamwalkers to pass close by each other without even knowing it.

The following are a few of the more common dangers likely to be encountered while traveling through the Periphery. Peripheral dangers should almost never be random occurrences. The Game Master should always plan the encounter ahead of time in case the unexpected happens—the character might fail a roll and get sucked down into a disturbed Dreamworld. The Game Master must be prepared just in case.

Astral Storm

Astral storms quickly manifest and batter away at the spiritual forms of the Dreamwalkers, causing 1d6 points of damage per level of severity (Severity level = 2d6). Dreamwalkers reduced to -10 Health or less are ejected from the Periphery in the same manner as being ejected from the Dreamworld.

Whirlpools

Spontaneous whirlpools occasionally manifest, forcing all Dreamwalkers in the vicinity to make a Strength + Willpower roll to avoid being sucked down into a nearby Dreamworld.

Disturbed Waters

Passing over the Dreamworld of a criminally insane Dreamer (Sanity 20 or less) calls for an immediate Sanity + Intuition roll. In addition to normal consequences for failing a Sanity roll, failure causes a spontaneous whirlpool to manifest for those who remain.

Broodkings

Broodkings can sometimes be encountered in the Periphery where Dreamwalkers are at their weakest. The Project has instructed all of their Dreamwalkers to flee these encounters rather than fight.

Locating a Specific Dreamworld

The Periphery is huge. It literally spans the minds of billions of sleeping people so locating a specific Dreamworld is difficult at best, not to mention dangerous.

A successful Perception + Artistic roll is needed to locate the Dreamworld. One roll may be made for each Dreamwalker in the group. This chance increases the better the Dreamer is known. Distance is also a factor as Dreamworlds roughly correspond with the physical locations of their Dreamers.

Distance Modifiers

- 5 for every 10 miles away
- +5 for each Dreamwalker who has met the Dreamer
- +15 for each Dreamwalker who is close friends with the Dreamer
- +25 for each Dreamwalker who is related to the Dreamer
- +50 for the use of Dreamtracer

Traversing the Barrier

Dreamwalkers are able to pass through the Peripheral Barrier and into the Dreamworld and vice versa at no cost. Other Barriers may only be traversed by the expenditure of mana.

The Barrier between the Periphery and the Dreamworld is relatively easy to cross. The Barrier between the Dreamworld and the Underpsyche is somewhat more difficult to traverse and those between the different levels of the Underpsyche get progressively harder the deeper one delves.

Characters who traverse a Barrier and then return to the Dreamworld find themselves 1-100 yards away from the Dreamer. Personal items inherent to the Dreamworld (such as clothes, guns, money) may be transported from the Dreamworld into the Underpsyche and vice versa, but altered items disappear once the Dreamwalker crosses through any Barrier, even if the altered item is no longer in his possession.

Multiple Barriers may be traversed at once, up to the amount of Mana Points a character may spend each Turn. Pursuit into the Underpsyche is also possible but the pursuer must make a Wisdom + Intuition roll to correctly guess the pursued's destination.

Barrier MP Cost

- 0 MP Periphery to Dreamworld/Dreamworld to Periphery
- 1 MP Dreamworld to Underpsyche/Underpsyche to Dreamworld
- +1 for every Underworld traversed

Attunement

Upon entering a Dreamworld, Attunement enables a character to instantly blend in with his surroundings in a manner that does not draw attention to himself. Attunement manifests in various ways, depending on the content of the Dreamworld. For instance, Dreamwalkers who find themselves in a World War I trench would find themselves dressed out in full military gear while those appearing at a Sunday picnic would be clothed accordingly.

In the case of Dreamworlds whose environments are inherently hostile and/or incapable of supporting life as we know it, Attunement provides the necessary means of survival, usually without altering the Dreamwalker's pseudophysical form.

For example, a Dreamwalker who finds himself in an underwater ruin might manifest with an air tank and scuba gear or in the cockpit of a small submersible. On the moon he would be protected by a full, bulky space suit. In a land of freezing cold and ice, shelter or warm clothing would be readily available.

Special cases may apply, depending on the particular Dreamworld and the content of the dream. When in doubt, the Dreamer should be used as a reference as his form should initially be compatible with that of the Dreamwalker.

For example, in a forest Dreamworld where the Dreamer appears as a timber wolf, the characters may also appear as wolves. Similarly, if the Dreamer manifests as an aquatic alien, the Dreamwalkers will mirror this form. Possession or the use of certain Talents may eventually alter this form but the initial manifestation is considered to be the Dreamwalker's natural form throughout the course of the dream.

Locating the Dreamer

Dreamwalkers usually materialize within 1-100 yards of the Dreamer although special cases may apply. The Dreamer may not be visible right away but it is impossible not to feel his presence which makes locating the Dreamer fairly easy.

Getting close to him may prove difficult however, depending on the dream and its denouement. If the Dreamer manifests as a Mafia kingpin or the 14th century King of France the Dreamwalkers will have get creative in order to get close enough to Join.

Interpreting the Denouement

In some Dreamworlds, the denouement is not readily apparent. The simplest method of learning a denouement is through Joining (see *Joining*, pg. 67).

Guestimation is another method of discovering the denouement without having to resort to expenditure of mana. It requires a Wisdom + Observation roll and takes 1d6 x 10 minutes to complete. This is essentially an educated guess, accomplished by testing the boundaries of the Dreamworld and paying close attention to the Dreamer's actions during the course of the dream.

Violence

*"Who has not hoped
To outrage an enemy's dignity?
Who has not been swept
By the wish to hurt?
And who has not thought that the impersonal world
Deserves no better than to be destroyed
By one fabulous sign of his displeasure?"*

—J. Bronowski, *The Face of Violence*

Excessive amounts of violence and destruction by Dreamwalkers or the Taenia can cause the Dreamer to panic and awaken.

In a passive denouement, each time the damage from a single attack exceeds the Dreamer's Courage Trait, a Courage + Willpower roll must be made at the beginning of the next Turn. In an active denouement, the roll must be made each time the damage from a single attack exceeds the Dreamer's Courage x 2.

The Base Chance is modified by -5 for every 5 points of damage over the Dreamer's Courage. If the roll fails, the Dreamer is forced to make a Sanity + Intuition roll. If either roll succeeds, nothing happens.

In a passive denouement, Donny the Dreamer has a Courage of 50. One of the Dreamwalkers tosses a grenade into the Taeniid nest doing a total of 58 points of damage reducing the Dreamer's Base Chance to 42 (50 - 8). The Game Master makes a Courage + Willpower roll for the Dreamer and gets a 35—success. Therefore, the Dreamer's mind overlooks the damage and the Dreamwalkers may continue to do battle.

At some level, the Dreamer is aware of everything that is happening within the Dreamworld. Therefore, Game Masters may also call for a Courage + Willpower roll any time the characters engage in deviant and/or non-denouement related behavior (such acts of perversion and murder or sometimes even rudeness) towards the Unreal, especially those related or close to the Dreamer. The Dreamer's mind simply refuses to take part in what is happening and struggles to wake up.

Keeping Track of Time

Because Dreamwalking only occurs during periods of REM sleep, the length of time a Dreamwalker may remain in the dream state varies. But, time is a tricky concept in the Empyrean. Minutes, months, years and even centuries may seem to pass during the course of a dream that lasts only a few seconds in the real world. Exceptionally long Dreamwalks are another good reason to have someone on hand to "talk down" the Dreamwalker until his mind fully returns to the present.

It is up to each Game Master to tailor the game to his own needs and those of his players. Some Game Masters carefully keep track of each passing minute while others assume that each dream only lasts a few seconds, allowing the

Dreamwalkers a near infinite amount of time to complete their goal. REM sleep and the threat of awakening is best used as a plot device to heighten tension as the characters race to achieve the dream's denouement and destroy the Taenia.

Aftermath

Achieving the Denouement

In a dream with a passive denouement, it is vital for the Dreamwalkers to help resolve the Dreamer's goal before tackling the Taeniid infestation.

Once the goal is complete, the Dreamer becomes lost in the euphoria of the moment and revels in his success. He becomes less interested in the happenings throughout the rest of the Dreamworld making it much easier for Dreamwalkers to manipulate mana and engage in combat.

The Dreamer's effective Courage is doubled for the duration of the dream (see Violence, above). In realistic Dreamworlds, all MP costs return to normal (those listed in the book). Surreal Dreamworlds are unaffected. More importantly, resolution of the denouement creates a backwash of pure mana (3d6 MP per character) that the Dreamwalkers may absorb to replenish their supply. The Dreamworld becomes an even more bright, colorful and vibrant place. Taeniid larvae wither and die while drones scuttle back to the nest to protect their Queen.

In a dream with an active denouement, resolution occurs when the Taeniid Queen is destroyed. This produces a great feeling of triumph in the mind of the Dreamer and causes the same backwash of mana as in a passive denouement. Depending on the content of the dream, there is often some type of celebration by the Unreal during which the Dreamer is honored for his accomplishment. Although the Dreamwalk is essentially over, Dreamwalkers may choose to leave immediately or stay and indulge in the festivities.

In either case, once the denouement has been achieved and the Queen destroyed the characters may choose to leave the Dreamworld or skirt through the Underworlds and root out any drones hiding within.

Failing to Achieve the Denouement

In a dream with an active denouement, failure occurs when all of the Dreamwalkers are "killed" or they decide that the Queen is too much for them to handle and leave the Dreamworld.

In a dream with a passive denouement, failure occurs when it becomes obvious to the Dreamer that he cannot attain his goal. For instance, if the denouement involves buying a particular car and the car is somehow destroyed in the presence of the Dreamer, the denouement cannot be fulfilled. If it was stolen however, the Dreamwalkers may be able to track down the thieves or even Create a duplicate of the desired car.

The dream itself does not end upon failure of a passive denouement. Instead, the Dreamworld becomes much like an Underworld, turning gray and lifeless as the Dreamer wallows in feelings of self pity and regret. The Unreal fade away. Most of the larvae die although a small portion metamorphosize into drones. Characters may still attempt to destroy the Taeniid Queen but the additional drones make this a difficult task at best.

Failing to achieve a denouement has other adverse affects as well. The next time the characters enter the Dreamer's mind, there will be at least double the number of drones lurking about. In addition, the Queen will have Absorbed a number of drones equal to the amount she usually has in her presence. Therefore, it is usually best to wait some time before returning.

Recovery

"Must. . .kill. . .the. . . Queen."

—Reggie Jackson, *The Naked Gun: From the Files of Police Squad!*

Once the Taeniid Queen is destroyed, the Dreamer's mind may begin the long process of healing. The Dreamer slowly regains any lost Sanity as, in his dreams, he hunts down the rest of the colony over the course of the next few months or years, depending on the severity of the infestation. This process may also be helped along by additional therapy.

Taenia Spiritus

"They mostly come at night. Mostly."

—Newt, *Aliens*

Thus far, information on the Taenia is largely inconclusive. Nothing is known about their origin and any attempts at peaceful communication have failed, disastrously in some cases. Clinic Analysts have captured several Taeniid larvae, drones and Queens in order to examine them within the confines of the Dreamworld. This data has been correlated with the information contained in the Black Files but the highly adaptable nature of these parasites makes any comparisons difficult at best.

Still, a few things have been determined about Taeniid physiology and behavior. They are hive minded creatures whose entire existence seems centered around protecting the Queen and enlarging the colony. The colony is only active during sleep, lying dormant while the host is awake.

Types of Taenia

Four types of Taenia have thus far been encountered—larvae, drones, Queens and Broodkings.

Larva

Taeniid larvae may be found throughout the Dreamworld. They are the unformed state of the drone, spawned from eggs that incubate on mana pockets in the dormant Underworlds. These eggs hatch in the presence of the Dreamer (at the beginning of a dream). The larvae then bond with the nearest Unreal in a manner similar to Possession. More than one larvae may infest a single Unreal in this manner. Hatched larvae cannot cross through any Barrier, even with help.

Once attached to an Unreal, a larva seeks to hinder the Dreamer from achieving his denouement, thereby prolonging its own existence. Larvae can verbally communicate with and command drones to do their bidding.

In their natural form, larvae are quite helpless. They are worm-like, with no arms or legs, forced to wriggle around on the floor until they find suitable hosts. The head is eyeless and contains several sucking, lamprey-like mouths surrounded by hooks that are used to attach themselves to the Unreal. Bonding with Unreal takes 1 Turn.

The life cycle of a Taeniid larva is very short, lasting only for the duration of the dream. At that time it either metamorphosizes into a fully functional drone or ceases to exist.

Larval Form

Attribute Rating: 5/1

Animal Size: T(1')

Weight: 2 lb.

Dmg: 1d2

Health: 1

Skills Rank 5: Bite

Number Appearing: There are (100 - Dreamer's Sanity) larvae throughout each Dreamworld. Larva die when the dream's denouement is achieved. If the denouement is not achieved before the dream ends or if the Dreamer believes it is impossible to achieve the denouement, 10% of the total molt into fully functional drones; the rest die off.

Host Form

Varies with host.

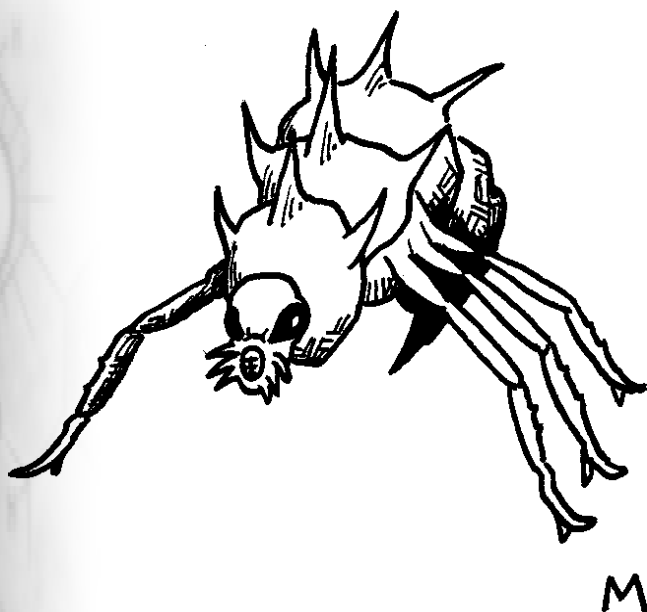
Drone

Taeniid drones exist only to serve the Queen. They are near mindless and usually attack Dreamwalkers on sight unless ordered otherwise. Drones may be encountered throughout the Dreamworld but are most often found in and around the Nest or in the Underpsyche watching over the Queen's eggs.

Drones are entirely fearless and fight to the death. They can be injured and slain in most normal ways but do not suffer from wound penalties. Some have additional strengths and weaknesses depending on their manifestation (see Taeniid Appearance, below). In combat, their attack form is generally dictated by their manifestation.

Drones only appear in their natural form when encountered in the Underpsyche or when summoned to a Dreamworld by the Queen. In this case, they manifest as large, shadowy, insect-like creatures with bloated abdomens, sharp spines and barbed appendages.

Drones may be Propelled into the Underpsyche by their Queen but cannot enter the Periphery or bypass any Barrier on their own.



Drone, Natural Form

Attribute Rating: 70/35
Animal Size: L(8")
Weight: 500 lb.
Dmg: 4d6
Health: 35
Skills Rank 3: Bite, Claw, Climbing, Fortitude, Observation, Reaction, Stealth, Swimming, Survival

Drone, Manifested Form

Attribute Rating: 70/35
Animal Size: Varies
Weight: Varies
Dmg: Varies
Health: 35
Skills Rank 3: All appropriate Skills, depending on their manifestation (see Taeniid Appearance, below).
Number Appearing: There is 1 drone for every 10 larvae in the Dreamworld.

Queen

The Taeniid Queen is the heart of the colony and the mother of all larvae and drones within the Dreamworld. Their intelligence ranges from genius level to a crafty, animal-like cunning and a knack for learning and adaptation that should never be underestimated.

Queens have limited telepathic ability, allowing one-way communication with their drones. Scientists and Dreamwalkers have thus far been unable to duplicate this effect with any degree of success.

The natural form of the Queen is unknown as she only manifests within the Dreamworld. Her appearance is bound by the fears of the Dreamer and may change each night or even from dream to dream.

The Queen can be injured and slain in most normal ways. She may also have additional strengths and weaknesses depending on her manifestation (see Taeniid Appearance, be-

low). The Queen never leaves the vicinity of her nest. She avoids hand to hand combat if possible, preferring creative mana use to harm or delay opponents if direct confrontation seems inevitable.

Taeniid Queens are able to manipulate mana in much the same way as Dreamwalkers, except that they cannot pass through any Barrier.

Queen

Attribute Rating: 80/40
Animal Size: Varies
Weight: Varies
Dmg: Varies
Health: 40
Skills Rank 5: All appropriate Skills, depending on her manifestation (see Taeniid Appearance, pg. 81).
Mana Points: 5d6
Talents: 1d3
Note: These statistics are on the average

Broodking

Taeniid Broodkings are the biggest mystery of all the Taenia in part because they are (thankfully) so infrequently encountered. Broodkings are an anomaly among the hive-minded Taenia. They seem to operate independently of any Queen and their motivations and goals are entirely unknown.

Broodkings may be encountered anywhere in the Emphyrean and are inherently hostile. The few attempts to communicate with them have resulted in immediate conflict, always initiated by the Broodking. The one documented case of attempted capture (by The Clinic) ended in disaster.

Broodkings are formidable opponents. They are able to manipulate mana and possess Attributes, Skills and Talents to rival even the most experienced Dreamwalkers.

More horrifying is their ability to enter the real world. Broodkings do this by killing the Dreamwalker's pseudophysical form and "riding" his consciousness out of the Emphyrean.

Since so few cases of Broodkings have been documented, it is unknown if they have developed any other special abilities. Broodkings manifest in various ways, usually as something horrific, alien and violent.

Broodking

Attribute Rating: 90-140/45-70
Animal Size: Varies
Weight: Varies
Dmg: Varies
Health: 45-70
Skills Rank 5: Varies
Mana Points: 100+
Talents: 2d6

**Note: These statistics are on the average*

Taeniid Mana

Taeniid Queens and Broodkings are able to manipulate mana in much the same way as Dreamwalkers. In addition, they have developed several unique abilities that Dreamwalkers have thus far been unable to reproduce with any degree of success.

Absorption

With Absorption, drones may be consumed in order to enhance one's own power. Each drone adds 5 points of primary Attribute Rating and bestows 1d6 points of mana to the recipient. Absorption takes one Turn to initiate. The Queen automatically Absorbs all drones at the beginning of a dream with an active denouement.

Fear Generation

Using Fear Generation, the Taenia are able to cause irrational fear in a character's mind, forcing him to make an immediate Courage + Willpower roll. This roll is modified by -5 per MP spent. The Game Master and/or player must work out what type of fear this is. Fear Generation costs at least 1 MP to initiate and is subject to Nullification.

Chaos

Using Chaos, the Taenia are able to directly attack a character's mind, forcing him to make an immediate Sanity + Intuition roll. This roll is modified by -5 per MP spent. Chaos is only used against the Dreamer in dreams with active denouements. Chaos costs at least 1 MP to initiate and is subject to Nullification.

Summon/Propel

Queen's often use this power to Propel drones throughout the Underpsyche. In this way, drones are routinely dispatched to carry eggs sacs throughout the levels of the Underpsyche. In times of trouble, she can also use this power to Summon 1d6 drones that arrive in 2d12 Turns. Each drone Propelled/Summoned in this manner costs 1 MP.

Taeniid Appearance

The appearance of the Taenia varies between dreams and is largely dependent upon the type of denouement. Dreamwalkers can always see through any disguise to the Taeniid presence lurking beneath.

In a passive denouement, the Taenia manifest as some deep seated, past or present fear of the Dreamer. The Taenia instinctively latch onto and give form to these repressed fears in order to gain nourishment from the feelings of uneasiness and revulsion this causes in the Dreamer's subconscious mind. These manifestations are highly diverse and may have nothing to do with the current Dreamworld. Larval Unreal incorporate a minor characteristic of this fear into their appear-

ance while drones embody it in a more recognizable form. The Queen either appears as a larger version of the drones or as the culmination of the fear itself.

Take for instance a Dreamer who, as a child, witnessed a particularly gruesome car accident that left several people severely injured and one man dead. The child had recurring nightmares for weeks after but as time passed, he eventually managed to suppress his fear and forget about the accident. The memory is still there however. Even now he is careful to drive the speed limit and is made uneasy by the sight of blood.

In the Dreamworld, larval Unreal manifest minor characteristics of those involved in the accident such as glass in the hair, bloody clothing, lacerations or bruises. Drones manifest as more seriously injured people, paramedics, police or news crews that were on the scene. The Queen manifests as the grisly remains of the man who died.

The Unreal are oblivious to the presence of larval manifestations, even when the larvae are in their natural form. Taeniid drones and Queens, on the other hand, may cause uneasiness or sometimes even outright terror throughout the Dreamworld, depending on their appearance.

In an active denouement, the Dreamer is consciously trying to destroy the Taeniid Queen. This is why Taeniid infestations are rare in the minds of lucid Dreamers. Larvae may be found anywhere in the Dreamworld and their behavior is more aggressive than in passive denouements. In addition, there is a distinct absence of drones—the Queen Absorbs them at the beginning of the dream in order to enhance her own power.

The Taeniid Queen manifests as the source of the Dreamer's opposition. Destroying her results in resolution of the denouement. The larvae actively seek to hinder the Dreamer from accomplishing the denouement without harming him directly unless he is Joined. The Queen has no such compunction and attacks the Dreamer on sight.

One example of a dream with an active denouement is a Dreamworld set in a medieval fiefdom ruled by a tyrannical Baron. The denouement is to kill the Baron and put his castle to the torch. Since the denouement is active, the Taeniid Queen manifests as the Baron himself. Her larval minions may be found among the Baron's knights or attached to any other inhabitants of the Dreamworld. The larval knights may attack the Dreamer (under orders from the Queen) while other larvae use delaying and misdirection tactics to hinder the Dreamer from accomplishing his denouement.

Strengths and Weaknesses

The basic statistics of the Taenia remain the same no matter what form they take although all Skills conform to that of their appearance. This includes any strengths and weaknesses inherent to the form in question. Therefore, a Taeniid drone manifesting as a vampire would be immune or resistant to most forms of injury but particularly susceptible to fire, sunlight and a wooden stake through the heart. At-

tacks such as these may do double or even triple damage (in the case of fire and sunlight) or have other effects (such as paralysis in the case of wooden stakes). Similarly, werewolf drones can only be killed by weapons made of silver, mummies are especially susceptible to fire, bat-like drones may be thwarted or even “blinded” by loud noises, etc. Note that these strengths and weakness are largely dependent on the Dreamer’s interpretation of the strengths and weaknesses of the form in question.

The strengths and weaknesses may or may not be readily apparent but are most often based in common sense—a Taeniid Queen manifesting as a giant ball of flame may be immune to fire but take double damage from water based attacks. A Queen manifesting as a giant robot may be susceptible to rust, electricity or even a computer virus.

Even human-like manifestations should have certain weaknesses. A Queen posing as a military General may be immune or resistant to altered weapons but take double damage from weapons native to the Dreamworld. Weaknesses are especially important when dealing with active denouements as they are sometimes the only thing that enable the characters to overcome the Queen.

“One of the strangest infestations I’ve ever encountered was based around the Dreamer’s fear of pencils. Don’t ask me where it came from either. The larval Unreal manifested with erasers instead of hair, some had yellow skin and others had words like No. 2 and Berol Black Beauty tattooed across parts of their bodies. The drones appeared as giant, lumbering, six-foot tall yellow pencils with wooden arms and legs and wickedly sharpened, claw-like pencils instead of fingers. Those pencil claws were lead poisonous, as we soon found out. Yeah, I know how it sounds now, but it wasn’t even remotely funny at the time.

“Worst of all was the Queen. She manifested as a giant pencil sharpener—you know the old kind they used to mount on walls or desks. Her mouth was the pencil slot and when she bit down, the crank would turn, grinding all those metal gears inside. I still remember the sound—it was awful. She damn near chewed off my arm before we finally put her down.”

—Lochlan, Natural

Behavior During the Dream

The Taenia instinctively know what the dream’s denouement is and actively seek to prevent its achievement. How they do this depends mostly on what stage of development they are in.

Larva

Taeniid larvae are willful and as intelligent as their hosts. They possess a strong self preservation instinct which forces them to walk a thin line between their own survival and their obligation to the colony.

The sole purpose of a larva’s existence is to become a drone. At the same time, it is loathe to end the brief period of free will bestowed upon it during the course of the dream. Therefore, it tries to keep the Dreamer from completing his denouement in a way so as not to end the dream.

Because larvae are incubated near the source of the dream, they often attach themselves to Unreal prominent to the resolution of the denouement. These larval Unreal try to distract the Dreamer from accomplishing the denouement in a multitude of ways.

For instance, if the denouement involves the recovery of some lost item, the larvae will move the item rather than destroy it as this would end the dream. If the denouement involves travel, the larvae may attempt to disable the Dreamer’s vehicle, set up roadblocks and detours along the way or even force the Dreamer into a minor accident in order to delay him from attaining his goal. If the dream involves resolving a conflict with a child, parent or ex, the larvae may kidnap the person in question (or perhaps even the Dreamer) to temporarily keep the denouement from being achieved.

Larvae avoid contact with Dreamwalkers whenever possible and much rather flee than fight. If conflict seems unavoidable they will fight but some have even been known to help or negotiate with Dreamwalkers in order to enjoy a bit more freedom. Dreamwalkers should be forewarned that larvae are not to be trusted.

Larvae are more prone to fight in dreams with active denouements than passive ones. They fully understand that destruction of the Queen ends not only their own existence but that of the entire colony.

Drones

In the Underpsyche, drones attack Dreamwalkers on sight. In the Dreamworld, they are usually more subtle as they have a vague understanding of the disruption their actions and presence cause throughout the dream. Some drones are even crafty enough to follow Dreamwalkers, waiting to ambush them in some dark, secluded place.

Queen

The Queen’s only goal seems to be procreation and ensuring the safety of her eggs. Her reproductive system is highly active and complex, enabling her to spontaneously lay hundreds of eggs each night. The Queen never abandons her eggs. This behavior is instinctual rather than due to any feelings of motherly love. If the eggs in her nest are destroyed, the Queen uses any means available to hunt down and destroy the perpetrators and has even been known to pursue Dreamwalkers to the edge of the Periphery for such an offense.



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The Nest

The nest is the hub of all Taeniid activity in the Dreamworld. It is the lair of the Queen and the birthing chamber of the Taeniid larvae. Inside the nest, the Queen lays clutches of gelatinous eggs and cocoons them for distribution throughout the Underpsyche.

The appearance of the nest conforms to the Dreamworld and the denouement. Its size depends on the severity of the infestation and may range from an office suite to the inside of a skyscraper. Some nests are even mobile (such as in the back of a truck) and most can be moved through the Dreamworld provided the Queen has enough mana for a massive Reshaping.

The direction and location of the nest (within 1d10 yards) may be discovered by Dreamwalkers on a successful Perception + Intuition roll. In passive denouements, this roll is modified by -50 if the denouement has not yet been achieved. A Blunder indicates the character must make a Courage + Willpower roll in order to approach the nest.

The Colony

The Dreamer's Sanity directly reflects the size of the Taeniid colony. Low Sanity is often a byproduct of the infestation rather than the cause. One does not have to be crazy to become a Taeniid host. Even the most stable person gets angry, feels sad or betrayed. However fleeting, these emotions are all that is necessary to attract the attention of the Taenia.

The colony cannot survive without the Queen. Without her, the Taenia are near helpless. If she is destroyed, the larvae immediately go into hiding. Any remaining drones wander about the Dreamworld in confusion. The Dreamer's own mind eventually roots out and destroys them all during the course of future dreams. In addition, the Dreamer's mind becomes resistant, and sometimes even immune, to further infestations. As the saying goes, time heals all wounds.

Broodkings in the Real World

The worst thing that can happen in Dreamwalker is for a Broodking to escape the Empyrean. Upon entering the real world, each reacts differently to its newfound freedom. Some go on unheralded reigns of murder and violence while others take a more subtle approach, often retreating to some remote location to set up a lair.

Like other Taenia, Broodkings feed off negative emotions such as misery and fear. In the real world, Broodkings create a sort of mind numbing, spiritual disturbance that increases acts of violence and murder as well as feelings of hate, anger and betrayal in all those around them. Those who have experienced this effect describe it as akin to being in a dream (or nightmare). They remember what they saw and did while under the influence but had little or no control over their own actions.

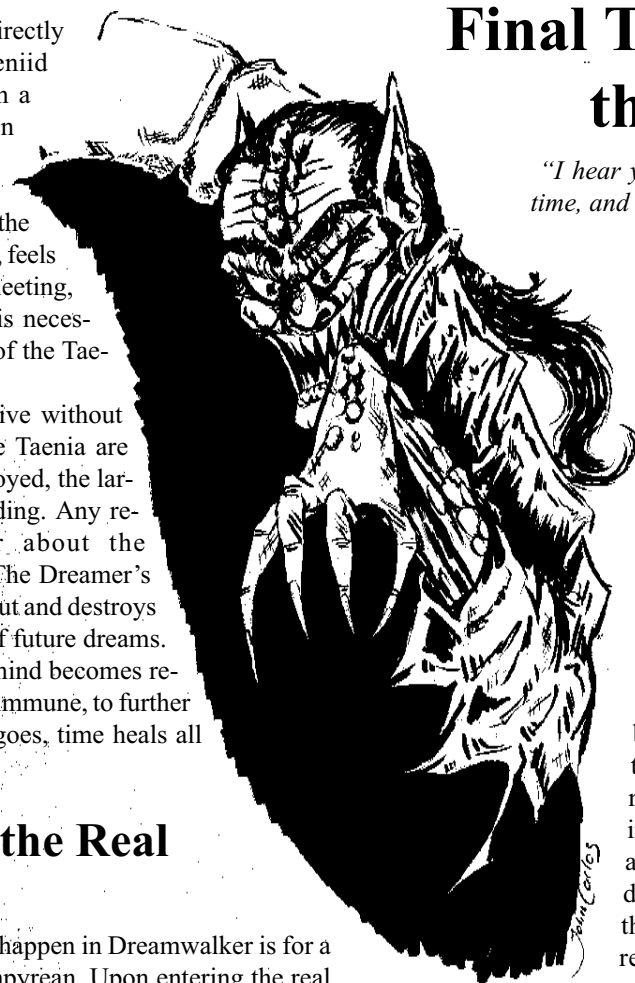
Dreamwalkers are unaffected by this disturbance. In fact, it is possible for Dreamwalkers to track down Broodkings by homing in on this disturbance (treat as locating a specific Dreamworld). Once within the area of effect, they are able to manipulate mana just as if they were in a dream. It is almost as if they have entered the nightmare realm of the Broodking itself.

Several particularly bizarre killing sprees have now been attributed to escaped Broodkings. It is also believed that over the centuries, escaped Broodkings may have given rise to many mythical and legendary creatures such as dragons, vampires and werewolves to name just a few.

Final Thoughts on the Taenia

"I hear you now and see you for the first time, and my shame is very great."

—The Keeper of the Soul, *The Hand of Chaos*



It should be made clear that the Taenia are not inherently evil. They do what they must to survive and procreate just like any other living creature in the real world. While they are responsible for the gradual loss of Sanity, the Taenia are not the cause of all negative emotions in the world, nor are they responsible for the actions of every single madman.

Some believe the Taenia have been with us since the beginning of time. Others believe that they are not native to our world at all, but instead have crossed over from an alternate dimension that closely borders our own. Still others speculate that the Taenia may be a tangible reflection of the evil within ourselves. Only one thing is agreed upon

for certain—while they may not be evil, the Taenia represent a threat to the psychological well being of all mankind.

The World at Large

"The only limits are, as always, those of vision."

—James Broughton

Organizations

Below are some of the more prominent organizations that the characters are likely to encounter in the real world. Some have never even heard of Dreamwalking, others have their own unique perspectives on the matter.

Public Opinion

In the early 1970's new age enlightenment began spreading awareness of the importance of dreams and their relationship to our daily lives. Hundreds of dream interpretation books were published. Several even tried to teach normal people how to lucid dream. As a result, a handful of faith healers, psychics and other spiritually aware individuals actually developed the ability to Dreamwalk on their own.

Even so, despite an occasional tabloid article, the general public has very little information on Dreamwalking and even less about the Project. If asked, most people will say that the ability to enter someone else's dreams is pure fantasy. Very few have even heard of the 1960's scandal of Dr. Black and his new dream drug.

This opinion is more than acceptable to the Project and its benefactors. It is commonly agreed that widespread panic would probably result from the knowledge that nearly all of the world's population are routinely exposed to an alien infestation, not to mention the legal complications that would arise from confessions such as "It wasn't me, the Taenia made me do it."

Religious Groups

Religious groups perceive Dreamwalking in various ways, largely dependent on the beliefs and practices of their individual faith. Some shamanic traditions, such as that of the American Indians, the Mayans and Australian aborigines to name a few, have been practicing the art of Dreamwalking for generations. Many "Far Eastern" religions have incorporated and accepted the Dreamwalking process as a natural part of spiritual growth. Unfortunately, many of the more orthodox religions (Christianity being the largest) firmly denounce accounts of Dreamwalking as delusion, heresy or both. Parishioners who express interest or support about the possibility of Dreamwalking are often ostracized, ridiculed or in some cases, even expelled from their respective faith.

The Vatican

Throughout history, the Vatican has had its sometimes not so subtle hand in most controversial and political affairs across the globe. By now it is certain they have encountered at least some evidence of Dreamwalking. Curiously, while individual congregations have their own viewpoints and agendas, the Catholic Church has declined to take an official stance. Project benefactors are not sure if this is a good thing or not.

United States Government

The U.S. Government has an unofficial "Don't ask, don't tell" policy regarding government-funded research concerning the Dreamwalking process. In other words, don't ask them about it and they won't have to lie.

Project Dreamwalker and The Clinic receive the majority of their funding from government sponsors therefore, both are technically under government control. However, in practice, little authority is actually exercised. Proponents and opponents of both organizations may be found throughout the higher levels of government organizations, including the CIA, FBI and NSA.

The more civic-minded of these supporters sponsor the Project for the good it does mankind while others view Dreamwalking as a potential source of power and gain. So far, the Project has been left to its own devices but it is only a matter of time before someone in authority attempts to exercise more control.

Other Governments

The Clinic has confirmed Peripheral contact with teams of Dreamwalkers from at least three other countries—Egypt, Japan and Great Britain. Suspicions ran high during each occasion and little information was exchanged.

It is quite likely that other countries have developed and are exploiting the ability to Dreamwalk. What this means to national security is unknown but soon after contact was made, several Clinic Analysts were transferred to Washington DC for "special duty."

The Clinic

The Clinic was founded in 1977 by Dr. Gunther R. Endell. Dr. Endell was granted authority to manufacture Black25 in small doses and resume the Dreamwalking experiments detailed in the Black Files. Many of Dr. Black's former students and original staff were happy to return to their old work. In addition, people from all over the country who had reported experiences similar to Dreamwalking were assembled, screened and recruited. Some of those that came later were experienced Mystics, able to instruct Dr. Endell's Dreamwalkers in the ways of the Empyrean, the dangers of the Taenia and how to manipulate mana.

Morale was high during The Clinic's initial stages as Dr. Endell's experiments closely followed Dr. Black's line of research. However, as time and the capabilities of his Analysts progressed, his research began to take a more aggressive turn.

Some believe it was urging from one or more important sponsors that caused him to redirect his focus towards more military applications of Dreamwalking. Others believe that this is what Dr. Endell had planned from the start.

Whatever the reason, new procedures were planned and enacted. Under Dr. Endell's direction, Taeniid larvae, drones and Queens were captured and examined within the confines of the Dreamworld before being destroyed. Many unsuccessful attempts were made to transport and control the Taenia with the intent of distributing them into the Dreamworlds of others.

Failing that, Dr. Endell's research turned toward influencing the subconscious mind of the Dreamer. The idea was to see if thoughts could be imprinted on the subconscious mind in such a manner as to make the sleeping person do things after he awoke.

These experiments did not go over well with many of the original Analysts and members of Dr. Black's staff. Their complaints were ignored and many contemplated early retirement.

It was about this time that disaster struck. Failing in attempts to transport the Taenia across the Barrier and also having limited success with mind altering techniques, Dr. Endell proposed a plan to locate and capture a Taeniid Broodking. The original members of Dr. Black's staff were vehemently opposed to the plan. In particular, one Kevin Laerty, the only one present who had ever encountered a Broodking, got into a heated argument with Dr. Endell and had to be forcibly removed from the facility.

Despite opposition, Dr. Endell proceeded with his plan. It took several weeks but finally, a Broodking was located. The Dreamwalkers were no match for the creature's ferocity. In minutes, several were killed and subsequently dumped out of the Dreamworld. What's worse, the Broodking actually rode the conscious mind of one of the Dreamwalkers out into the real world.

The Broodking killed all of the Dreamwalkers, several other Clinic staff members and destroyed the lab before fleeing into the nearby Appalachians. It migrated to a small farming community, causing horrible mutations among the local people and animals before it was finally tracked down.

Under Dr. Endell's recommendation, a covert military strike was ordered on the community. A special forces unit entered the area and summarily fell under the negative effects of the Broodking's spiritual disturbance as did the second unit sent in after.

Audio Transcript File 0405993B (Video Unavailable)

steady beep and hum of monitoring devices

Clive: Sir, Bridge is coming around.

Endell: Get in there and check on him.

movement

Clive: You all right, Bridge?

Bridge: *groans*

Endell (PA): What's going on, Bridge?

Bridge: We found one doc. Nasty looking sucker. I—

Endell (PA): Yes, yes. Did they catch him?

Bridge: They were about to make a grab for—

accelerated beep and hum of several monitoring devices

Endell (PA): Talk to me Clive. What's going on in there?

sound of movement as bodies begin to convulse

flatline DW1

flatline DW2

Bridge: What the hell?

flatline DW3

Endell (PA): Well, don't just stand there! Wake them up!

Clive: I, I, I. . .

flatline DW4

Endell (PA): Wake up! I repeat, wake up! This is an order!

flatline DW5

electrical explosions

silence

heavy breathing

Clive: Dear God, what is it?

Bridge: It's him! He's out! He's out!

Endell: Remarkable.

growling

Bridge: Open the door! Open the goddamn door!

pounding

Endell (PA): Security, report to the lab at once. Security to the lab at once. This is not a drill.

growling

explosions

screams

—Equipment Failure.

Audio Transcript File 0405993B Ends.

A team of Clinic Analysts were then assembled to infiltrate the community. However, before they could act, a band of Mystics calling themselves the Sword of Gaia entered the affected area. According to eye witness reports, the group captured the Broodking using a large web-like net made of pure mana. After which, both the enraged Broodking and members of the Sword disappeared into thin air.

The Sword of Gaia

The Sword of Gaia is a mysterious group of Dreamwalkers made up entirely of Naturals and Mystics who seemed to resent the infringement of Analysts into the Empyrean. From the only brief encounter with the Sword, it was learned that their order was founded in 1237 with the purpose of hunting down and destroying Taeniid Broodkings—a tradition they continue to uphold to this day. Other than that, their motivations and whereabouts are entirely unknown.

Dreamstalkers

Power corrupts. This is one of the oldest and truest facts of life. Not all Dreamwalkers are interested in helping others and healing the human psyche. The ability to enter the Dreamworlds and influence the minds of others is too great a temptation for some people to resist. These rogue Dreamwalkers are known as Dreamstalkers. The Project has given its Dreamwalkers unofficial permission to “extradite” a suspected Dreamstalker if encountered in the Dreamworld. Otherwise, contact with Dreamstalkers is to be avoided if possible.

Antagonists

Following are a few broad categories of non-player characters likely to appear in a Dreamwalk. Due to the wide variety of people and occupations encountered in a dream, the descriptions of each category have intentionally been left vague. Suggested Attributes are listed but it is up to the Game Master to fill in the necessary Skills based on the content of the dream (a modern day Artisan will have vastly different Skills than one living in 14th century France).

Keep in mind, the Unreal are essentially phantasms with little form and substance. Their Defense is 0 when fight Dreamwalkers (or Taenia). Their Health Attributes are always 1/2 of normal.

Average Person

Average People make up the bulk of the world’s population. Examples include a security guard, bartender, retail counter clerk, waiter, salesman, and a secretary.

Primary Attributes: STR 50, STA 50, DEX 50, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 25, DEF 25, RFX 50, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 50, SAN 50

Average Security Guard: Dodge 1, Handgun 1, Law 1, Observation 1, Punching 1, Security 1

Used Car Salesman: Business 1, Deception 3, Finance 1, Leadership 3

Department Store Manager: Business 3, Finance 2, Leadership 2

Professional

Professionals include most white-collar workers; those whose work usually does not involve manual labor and requires them to dress with some degree of formality. Examples include a businessman, lawyer, physician, judge, teacher, college professor, and architect

Primary Attributes: STR 50, STA 50, DEX 50, ACU 65, APP 55, REA 65, PCP 60

Secondary Attributes: HTH 25, DEF 25, RFX 60, CHA 60, PER 63, WIS 65

Traits: CRV 50, CRG 50, SAN 60

Lawyer: Academic 4, Intuition 3, Investigation 3, Law 4, Leadership 3, Politics 1

Physician: Academic 3, Intuition 2, Leadership 2, Medical 4

Politician: Academic 3, Deception 3, Intuition 3, Leadership 3, Politics 4

Manual Laborer

Manual laborers make up the bulk of the blue-collar working force. Their jobs are physically demanding but generally field related rather than specialized (see Artisan, below). Examples include a construction worker, ditch digger, road crew, lumberjack, and factory worker.

Primary Attributes: STR 65, STA 65, DEX 60, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 35, DEF 30, RFX 65, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 60, SAN 50

Lumberjack: Fortitude 3, Melee 2, Occupational 3, Perception 1, Punching 2, Repair, Mechanical 1, Wrestling 1

Construction Worker: Fortitude 3, Occupational 4, Repair, Mechanical 2, Willpower 2

Farmer: Fortitude 2, Willpower 2, Occupational 4, Academic 2, Repair, Mechanical 2

Artisan

Artisans are blue-collar workers who excel at some sort of trade or handicraft. Examples include a welder, electrician, mechanic, and a TV/VCR repairman.

Primary Attributes: STR 50, STA 50, DEX 60, ACU 60, APP 50, REA 60, PCP 60

Secondary Attributes: HTH 25, DEF 30, RFX 60, CHA 55, PER 60, WIS 60

Traits: CRV 55, CRG 55, SAN 50

Auto Mechanic: Business 2, Fortitude 1, Repair, Mechanical 4

Electrician: Repair, Electronics 4

Computer Programmer: Academic 3, Computer 4, Repair, Electronics 2

Artist

Artists are individuals of exceptional creative ability or skill who are able to produce works of aesthetic value, especially in the fine arts. Examples include a painter, sculptor, jeweler, writer, filmmaker.

Primary Attributes: STR 50, STA 50, DEX 65, ACU 55, APP 60, REA 55, PCP 65

Secondary Attributes: HTH 25, DEF 30, RFX 60, CHA 60, PER 55, WIS 60

Traits: CRV 70, CRG 50, SAN 50

Painter: Artistic 4, Observation 3

Musician: Artistic 2, Music 4, Intuition 1

Sculptor: Artistic 4, Observation 3

Speed Athlete

Speed Athletes are trained to contend in exercises or events that require great agility. Examples include a sprinter, light- and middleweight boxers, football wide receiver, baseball player, winger (hockey), and point guard (basketball).

Primary Attributes: STR 60, STA 60, DEX 80, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 30, DEF 35, RFX 65, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 60, SAN 50

Lightweight Boxer: Dodge 4, Fortitude 2, Punching 4, Running 1, Willpower 3

Point Guard (basketball): Fortitude 1, Jumping 3, Running 2, Sports 4, Willpower 3

Sprinter: Fortitude 2, Jumping 2, Running 4, Willpower 4

Strength Athlete

Strength Athletes are trained to contend in exercises or events that require great strength. Examples include a wrestler, weight-lifter, heavyweight boxer, football lineman, defenseman (hockey), and basketball center.

Primary Attributes: STR 80, STA 60, DEX 60, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 35, DEF 30, RFX 55, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 60, SAN 50

Weight Lifter: Fortitude 4, Willpower 4

Sumo Wrestler: Dodge 2, Fortitude 3, Grappling 4, Martial Arts 3

Heavyweight Boxer: Dodge 1, Fortitude 4, Punching 4, Willpower 3

Low-level Law Enforcement/Military

These are normal people trained in military or police like procedures. Examples include a trained security guard, police officer, and low ranking enlisted.

Primary Attributes: STR 55, STA 55, DEX 60, ACU 50, APP 50, REA 50, PCP 55

Secondary Attributes: HTH 30, DEF 30, RFX 55, CHA 50, PER 50, WIS 55

Traits: CRV 50, CRG 60, SAN 50

Trained Security Guard: Dodge 1, Handgun 2, Investigation 1, Law 2, Melee 1, Observation 2, Punching 2, Security 3

Police Officer: Dodge 1, Fortitude 1, Grappling 1, Handgun 2, Investigation 1, Law 3, Leadership 1, Melee 2, Observation 2, Punching 2, Rifle 1, Security 2, Driving 2

Enlisted, Low Rank: Dodge 1, Fortitude 2, Handgun 1, Melee 1, Etiquette, Military 2, Observation 2, Punching 2, Rifle 2

Mid-level Law Enforcement/ Military

These people are better trained in military, police and/or peacekeeping personnel. Examples include a police detective, police Chief, naval officer, and military pilot.

Primary Attributes: STR 60, STA 60, DEX 65, ACU 60, APP 55, REA 60, PCP 65

Secondary Attributes: HTH 30, DEF 30, RFX 65, CHA 60, PER 60, WIS 65

Traits: CRV 55, CRG 65, SAN 55

Police Detective: Dodge 2, Fortitude 1, Handgun 3, Intuition 3, Investigation 4, Law 4, Leadership 2, Melee 3, Observation 3, Politics 1, Punching 2, Rifle 2, Security 3, Driving 2, Willpower 2

Enlisted, High Rank: Dodge 3, Fortitude 3, Handgun 1, Leadership 3, Melee 2, Etiquette, Military 3, Observation 3, Punching 2, Rifle 2, Driving 2, Willpower 2

Military Officer: Dodge 2, Fortitude 2, Handgun 3, Leadership 4, Melee 2, Etiquette, Military 4, Observation 3, Punching 2, Rifle 2, Driving 1, Willpower 2

High-level Law Enforcement/ Military

These include elite military, police or peacekeeping personnel. Examples include a Green Beret, Navy SEAL, S.W.A.T. member, and CIA agent.

Primary Attributes: STR 70, STA 70, DEX 75, ACU 60, APP 50, REA 65, PCP 70

Secondary Attributes: HTH 35, DEF 35, RFX 70, CHA 55, PER 60, WIS 70

Traits: CRV 60, CRG 70, SAN 60

S.W.A.T. Officer: Dodge 2, Fortitude 3, Handgun 3, Investigation 1, Law 3, Melee 3, Observation 3, Punching 3, Rifle 4, Stealth 3, Security 3, Vehicle Operation 1, Willpower 2

Military, Special Forces: Boating, Small 2, Dodge 3, Fortitude 3, Handgun 3, Leadership 3, Melee 4, Etiquette, Military 3, Observation 4, Punching 4, Recreational (skydiving) 3, Rifle 4, Stealth 4, Survival 3, Driving 3, Willpower 3

Government Agent: Dodge 2, Fortitude 1, Handgun 3, Intuition 3, Investigation 4, Law 4, Leadership 2, Melee 2, Observation 3, Politics 3, Punching 3, Rifle 2, Security 2, Stealth 3, Survival 1, Driving 3, Willpower 2

Dreamwalkers

Beginner

Beginners have only been Dreamwalking for a very short period of time, usually under one year.

Primary Attributes: STR 60, STA 60, DEX 70, ACU 60, APP 60, REA 70, PCP 70

Secondary Attributes: HTH 30, DEF 35, RFX 65, CHA 60, PER 65, WIS 70

Traits: CRV 70, CRG 60, SAN 60

Skill Ranks: Any 20

Mana Points: 35

Talents: 0

Experienced

Experienced Dreamwalkers have been Dreamwalking for many years.

Primary Attributes: STR 65, STA 65, DEX 75, ACU 60, APP 60, REA 70, PCP 75

Secondary Attributes: HTH 35, DEF 35, RFX 70, CHA 65, PER 70, WIS 75

Traits: CRV 75, CRG 70, SAN 70

Skill Ranks: Any 50

Mana Points: 75

Talents: 1d3

Veteran

Veteran Dreamwalkers have been Dreamwalking for most of their lives.

Primary Attributes: STR 70, STA 70, DEX 85, ACU 70, APP 65, REA 80, PCP 85

Secondary Attributes: HTH 35, DEF 40, RFX 80, CHA 70, PER 75, WIS 85

Traits: CRV 90, CRG 85, SAN 90

Skill Ranks: Any 100

Mana Points: 150

Talents: 1d6

Animals

A wide variety of animals may be encountered within the Dreamworld. Some are fantastic, others mundane. The following is a quick guide to help Game Masters incorporate animals into their scenarios. As with Antagonists above, animal statistics have been generalized and must be detailed as needed.

Animal Size Rating: Animals are divided into six different Size Ratings based on their weight and height/length (not counting the tail although tail length is included). Size determines how many Health points the animal has as well as how much damage it does from its primary attack. As a rule of thumb, if there is any question as to which category an animal belongs in, let weight be the deciding factor.

Classifications: Animals are further classified as either Predator or Prey. This is based on aggressiveness rather than actual diet.

Attribute Rating (AR): Each classification of animal is given an Attribute Rating which is used as the Base Chance for all Skill rolls. The Game Master must use common sense when determining what things an animal knows or can do. Obviously a human with a Reason of 60 is much smarter than a rabbit with the same score.

Likewise, Strength is scaled to animals within the same class. A garden lizard with a Strength of 80 could never compete with a grizzly bear, also with a Strength of 80. For purposes of Strength and damage rolls between animals of different Size categories, +50 is added to the larger animal's Strength per difference in Size. Therefore, a grizzly bear swatting a garden lizard would have an effective strength of 230 and do 4d6 + 65 points of damage. Splat.

The Strength increase affects humans as well so an average man (Size M, Strength 50) kicking his girlfriend's cat (Size S) would have an effective STR of 100 and do an additional 5 points of damage (because of the STR modifier).

Larger animals also receive the equivalent of one Protection Level of armor (1d6) per Size difference when fighting smaller animals. This benefit includes resistance to damage from unarmed combat, hurled and melee weapons but does not extend to firearms or explosives.

When resolving resisted rolls against animals in the same Size category and classification, once again the Game Master must exercise common sense. Although both are classified as Gargantuan, an elephant will never win a tug of war with a blue whale nor will a sewer rat ever be able to out swim a big mouth bass.

Defense: An animal's Defense is 1/2 of its Attribute Rating. If the animal is Unreal, this number is 0 when fighting Dreamwalkers or Taenia.

Health: An animal's Health points are based on its Size, rather than its Attribute Rating. Every 5 Health points lost subtracts 5 from the animal's Base Chance to accomplish any task (round down).

Skills: All animals are assumed to have the following Skills at a Rank appropriate to their classification. Any additional Skills are noted in the descriptions of each animal.

Skills: Dodge, Observation, Reaction, Stealth, Survival

Animal Size Rating

Size	Ht/Lngth	Weight	Dmg	Health
Tiny	< 1'	< 10 lb.	1d2	1-2
Small	1-4'	10-100 lb.	1d6	1d6
Medium	4-7'	100-400 lb.	2d6	4d6
Large	7-12'	401-1000 lb.	4d6	6d6
Huge	12-25'	1-5 Tons	6d6	8d6
Gargantuan	>25'	>5 Tons	8d6	10d6

Classifications

Predators: AR: 80/40 Modifier +3 Skill Ranks 3

Prey: AR: 60/30 Modifier +1 Skill Ranks 5

Skills: Dodge, Observation, Reaction, Stealth, Survival

Animals

Size/Type	Class	Height	Weight	Skills
<i>Tiny</i>				
		< 1'	< 10 lb.	
Hummingbird	Prey	3"	.07 oz.	Flying
Garden lizard	Pred.	6"	.5 lb.	Bite, Climbing, Jumping, Running
Sewer rat	Pred.	10"	1 lb.	Bite, Running, Swimming
<i>Small</i>				
		1-4'	10-100 lb.	
House cat	Pred.	2'	12 lb.	Claw, Climbing, Jumping, Running
Rattlesnake	Pred.	8'	20 lb.	Bite, Slithering (Running)
Beaver	Prey	3'	40 lb.	Swimming
<i>Medium</i>				
		4-7'	100-400 lb.	
German Shepherd	Pred.	4'	120 lb.	Bite, Running
Deer	Prey	6'	300 lb.	Jumping, Running
Alligator	Pred.	12'	400 lb.	Bite, Swimming
<i>Large</i>				
		7-10'	401-1000 lb.	
Gorilla	Pred.	6'	440 lb.	Climbing, Fortitude, Punching, Running (sprinting only)
Grizzly Bear	Pred.	9'	850 lb.	Claw, Climbing, Fortitude, Swimming
Tiger	Pred.	10'	570 lb.	Claw, Climbing, Jumping, Running, Swimming
<i>Huge</i>				
		10'-25'	1000-5 Tons	
Crocodile	Pred.	23'	1 Ton	Bite, Fortitude, Swimming
Giraffe	Prey	17'	1800 lb.	Running
Dolphin	Pred.	13'	1400 lb.	Bite, Swimming
<i>Gargantuan</i>				
		>25'	>5 Tons	
African Elephant	Prey	15'	7 Tons	Fortitude
Blue Whale	Prey	100'	20 Tons	Swimming
Killer Whale	Pred.	30'	11 Tons	Bite, Swimming

Dream Design

“Always design a thing by considering it in the larger context—a chair in a room, a room in a house, a house in an environment, an environment in a city plan.”

—Eliel Saarinen, *Time*, July 2, 1956

This chapter focuses on the bare bones of designing the denouement and the Dreamworld.

Designing a Denouement

Before designing a Dreamworld, the GM must first design the dream’s denouement. Denouements are the adventures of the Dreamwalkers—the goal they must complete to better help the Dreamer overcome the Taeniid infestation. Since a dream can be about anything, denouements are limited only by the imagination of the Game Master.

Achieving the denouement produces a feeling of triumph accomplishment in the mind of the Dreamer resulting in a backwash of pure mana. 3d6 Mana Points may be absorbed by each character (roll for each separately).

Denouements are divided into two general categories—passive and active. 99% of all dreams contain passive denouements.

In a passive denouement, the Dreamer seeks to accomplish a goal independent of the Taenia. In fact, more often than not, the presence of the Taenia is not even apparent to the Dreamer’s conscious mind.

Passive denouements need not always involve combat. Most revolve around the completion or resolution of some task (either mundane or abstract) important to the Dreamer. This is a great chance for the Game Master to make characters pay for bypassing such wimpy skills as Occupational, Cooking or Academics, Literature.

Winning the local bake-off, finally getting up the nerve to ask a coworker for a date, getting an “A” on a biology exam, taking a long overdue vacation to Rome or standing up to the schoolyard bully are all examples of passive denouements.

In an active denouement, the Dreamer is consciously trying to fight the infestation in his psyche. He may not realize what the Taenia are, but he instinctively knows that the colony must be destroyed.

Active denouements are combat oriented. The Taeniid Queen manifests as the chief antagonist of the Dreamworld and the Dreamer’s goal (with the help of the characters) is to destroy her. Killing the Queen is always a difficult task in a dream with an active denouement as she Absorbs her drones as the dream begins. At no other time is she more prepared

for combat than when the Dreamer himself is out to destroy her. Defeating the alien army sent to invade earth, storming the beach at Normandy or hunting down a pair of man eating lions are all examples of active denouements.

Keep in mind that things such as time and distance are relative in the Dreamworld so there is no set limit to the time allotted to accomplishing the denouement. Dreams may span days, weeks, years or, in extreme cases, even centuries in the mind of the Dreamer.

Subdenouements

Subdenouements are smaller goals that may be accomplished within the dream. Some have a bearing on the dream’s denouement while others do not. Subdenouements are more common in passive denouements and are useful for breaking longer Dreamwalks up into smaller sessions.

Resolution of a subdenouement produces a mildly euphoric feeling of accomplishment in the mind of the Dreamer (whether he is present or not) that results in a backwash of 1d6 Mana Points per Dreamwalker. Mana may be absorbed by all characters but sometimes only one or a few characters should get the Experience Point at the end of the Dreamwalk. Resolution of each subdenouement is handled separately.

Characters should be unaware of the dream’s subdenouements until they are resolved and thus, some subdenouements may never be completed. For instance, upon Joining, the Dreamwalker learns that the denouement is to take a pleasure cruise past the nearest cluster of moons. Related subdenouements may involve procuring passage aboard the next available starliner, helping to apprehend a notorious jewel thief plying his trade on board and repairing the propulsion system damaged by the Taenia.

In the example above, the apprehension of the jewel thief is entirely extraneous to the dream’s denouement and the characters may never even get involved with the investigation. However, ignoring the other two subdenouements make achieving the denouement near impossible.

Incidental Achievement

Incidental achievements are even smaller goals that may be achieved and usually have more bearing on the Dreamer’s thoughts or the dream’s content than its denouement. For instance, in a fantasy setting, incidental achievements might

include grabbing a mug of ale at the local tavern, haggling with a smith over the price of a sword, entering an archery contest at the edge of town or anything else the Dreamer feels is appropriate for the setting. Incidental achievements are a tool best used to get characters to take some time to explore the Dreamworld and interact with the Unreal.

Designing a Dreamworld

Since dreams are shifting and malleable, like the denouement, the types and content of Dreamworlds are limited only by the creativity and imagination of the Game Master. Thus there are very few guidelines to go by when designing a Dreamworld. The main thing to keep in mind is that a dream can take place anywhere and at any time.

Dreamworlds are categorized into one of two basic types—realistic and surreal. All dreams have elements of both but one is always more dominant than the other.

Realistic Dreamworlds are subject to most of the laws of science and nature and can appear as anything from any time or place in the real world. A modern day city, a medieval village or a vast forest or desert are all examples of realistic Dreamworlds.

Mana Point costs are doubled in Realistic Dreamworlds as abundant use of mana often upsets the Dreamer's concept of reality.

Surreal Dreamworlds, on the other hand, are often bizarre landscapes populated by wondrous creatures. A medieval fantasy setting, the inside of a computer chip, a distant planet in a galaxy far, far away or even a hodgepodge collection of different places or worlds are all examples of surreal Dreamworlds.

Characters receive an extra +10 to the Base Chance of all Creativity rolls as the Dreamer is more open to radical changes in the environment.

Dreamworlds of either type can undergo sudden, radical changes in time and location, all subject to the whims of the Dreamer's subconscious mind. These changes are centered around the Dreamer but affect characters and the Taenia as well. Most are denouement related. The Joined Dreamwalker might be walking through a house on his way to the airport, open a door and suddenly find himself aboard an airplane, well on the way to his destination.

Imprinting

The Dreamworld is a collection of the Dreamer's past and present life experiences and on some conscious or subconscious level, everything he knows is contained within. But what about things the Dreamer has no knowledge of such as the cockpit of an F-14 Tomcat, how to glaze a ham or the components necessary to repair a nuclear missile?

Although no one has been able to explain it as of yet, the Dreamer's knowledge seems to have little or no bearing on the authenticity of things found within the Dreamworld. A

Dreamworld African swallow would be identical to one encountered in the real world even if the Dreamer has no idea that an African swallow exists.

In the case of real life people and places, general characteristics are conveyed rather than specific ones so information such as Israel's missile code launch sequence, the layout of Fort Knox or Bill Gates' ATM number are still safe. These items would have different representations in the Dreamworld.

Some researchers have hypothesized that the correct information is being imported from the Dreamworlds of others. While this theory is so far unconfirmed, this "collective unconscious" is viewed by many as further proof of the bond that exists between all of mankind.

Fluff

Fluff are extraneous touches and details that can be used to reinforce the impression that the characters are in a dream. Fluff usually has no bearing on the denouement and most often manifests as things that have left a mark on the Dreamer's subconscious mind. Put more simply, fluff are those confusing little things that seem both natural and out of place during your dream but whose meaning sometimes becomes clear once you wake up and have time to think about it ("Oh! So, that's where that came from.").

For instance take a Dreamer who just returned from a trip to Japan. Although his dream takes place in Los Angeles, all the Unreal within might be dressed in traditional Japanese clothing because that was what was on his mind when he went to sleep.

Fluff can be insignificant, humorous or dangerous. While fluff usually has no bearing on the outcome of the dream, it can sometimes be utilized by creative players to help achieve the denouement. Fluff can also provide clues or answers to puzzles troubling the Dreamer in the real world.

Fluff is more common in realistic Dreamworlds and less (or more?) evident in surreal.

Generally 1d3 items of fluff appear over the course of the dream. Some examples of fluff are given below.

- Streets are lined with gears, cranks and pulleys that serve no apparent purpose but occasionally turn and wind.
- Winged horses nest upon rooftops of skyscrapers.
- The forest looks impenetrable but the trees and shrubs part way whenever approached.
- Marathon runners race by at random intervals.
- All vehicles are covered with fur (or leaves, or grass).
- All plants and trees are pink (or blue, or red, etc.)
- All buildings except those related to the denouement are empty storefronts. The Unreal disappear as the enter and reappear when they exit.
- Tumbleweeds made of barbed wire blow through town.
- The streets are filled with water, there are no ground vehicles only water craft.
- A green flag flies from every rooftop.
- The Unreal are all elderly (or obese, or men, or women).
- Police state—the military closely monitors all actions

through the use of security cameras, listening devices and undercover agents. Big Brother is watching you.

- An unseen woman screams in agony whenever someone steps on a crack in the sidewalk.
- The Unreal spontaneously combust. This does not affect the Taenia or Possessed characters.
- All entrance doors are false—entry into any building is gained through trapdoors resembling doormats.
- The entire dream takes place as a black and white Noir type film instead of color.

Inhabitants of the Dreamworld

The Dreamer

For the most part, Dreamers are content to wander about the Dreamworld trying to accomplish the dream's denouement. In combat, the Dreamer's opponents (including Dreamwalkers and the Taenia) do not receive the benefit of their Defense Attribute.

There are two types of Dreamers—idle and lucid. 99% of all Dreamers are idle.

An idle Dreamer usually (though not always) manifests in a form that directly corresponds with that of his physical one including all Attributes, Skills, Traits and Abilities.

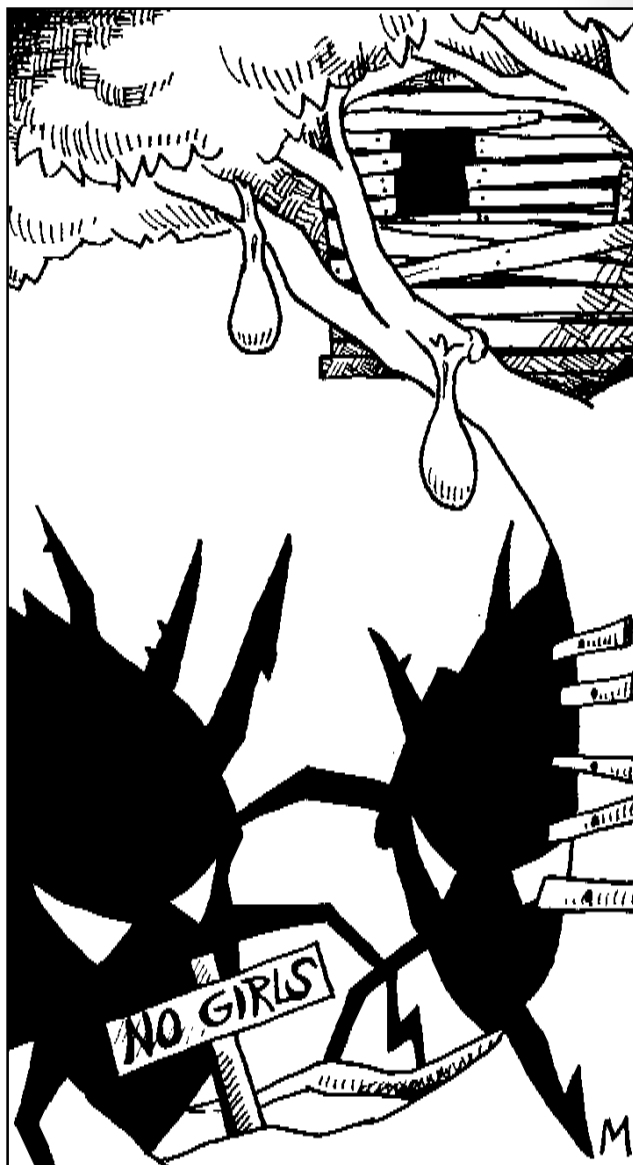
The appearance of a lucid Dreamer also varies, but once again usually corresponds with that of his physical form. His abilities, on the other hand, are vastly improved. For game purposes, a lucid Dreamer (this includes a Dreamwalker in his own Dreamworld) has a Strength, Stamina and Dexterity of 100 and possesses all Skills at Rank 10. In addition, he has an unlimited number of Mana Points (it is his dream, after all) and is able to use mana at the rate of 10 MP/Turn. He may also manifest any Talent he desires although many lucid Dreamers are unaware that they can use Talents or spend mana. These benefits disappear if the Dreamer leaves his own Dreamworld.

The Unreal

The term Unreal is somewhat of a misnomer as for all intents and purposes these beings are real, at least for the course of the dream. They have names, personalities and all the Attributes, Skills and Traits of their counterparts in the real world. Their appearance generally conforms to the characteristics of the Dreamworld.

In some cases however, the Unreal are bound by the Dreamer's perception of reality rather than reality itself. For instance, if the Dreamer belongs to a family full of police officers, the Unreal police force in his dreams will most likely be friendly and helpful. On the other hand, in the Dreamworld of a career criminal, the police will be arrogant, rude and more prone to violence and brutality. Similarly, a Dreamer who was once bitten by the family dog may view all dogs as vicious and unpredictable, thereby making every dog in the Dreamworld a potential danger.

The Unreal may be divided into two types—mobile and inert. This classification depends primarily upon their be-



havior once the denouement is achieved and should be decided when creating the Dreamwalk. It is even possible to have some of each type within the same dream.

Mobile Unreal continue to interact with the characters and the Dreamworld even after the denouement has been achieved. Their actions and behavior remain the same—firemen act as firemen, secretaries act as secretaries, gang members act as gang members, etc.

Inert Unreal, on the other hand, cease to interact with the Dreamworld once the denouement is achieved. In some cases, they remain present, but are entirely wrapped up in the Dreamer's post-denouement celebration and are oblivious and immune to anything the characters do.

The Taenia

The appearance of the Taenia varies from Dreamer to Dreamer and sometimes even from dream to dream. Therefore, each manifestation should be interesting and unique. This is no difficult task “thanks” to the number of real world fears the Game Master may choose from.

Taeniid manifestations are easiest to incorporate into dreams with active denouements as the Taenia represent the dream's chief antagonists. In dreams with passive denouements however, the manifestation is drawn from the Dreamer's subconscious mind and sometimes has little or nothing to do with the Dreamworld itself (for more on Taeniid manifestations, see *Taeniid Appearance*, pg. 81).

The following are three basic types of fears that the Game Master can use to determine the appearance of the Taeniid colony.

Traumatic/Disturbing Events

Taeniid manifestations sometimes center around Traumatic/Disturbing Events. These can be drawn from anything the Dreamer has experienced, witnessed or heard about, even those his conscious mind has forgotten or repressed. The Taenia manifest as people the Dreamer associates with the event itself. A plane crash, a horror movie or book, the death of a loved one, being tortured, beaten up or witnessing a murder or rape are all Traumatic/Disturbing Events.

Concrete Fear

Concrete Fears are easy to represent and center around some tangible aversion or fear that is easily incorporated into the Taeniid manifestation. Game Masters may draw from the list of Phobias or need only do a quick Internet search or visit the local library to find a host of others. While it's no laughing matter, you'll be shocked at some of the things people are afraid of. Fear of fire, cats, wings, grass, plastic, eyes, cars, guns, rocks, television sets and virtually anything else are all Concrete Fears.

Abstract Fear

Abstract Fears are a little harder to represent in game terms but can be much more interesting to roleplay. Abstract Fears center around negative emotional and/or perceptual responses—things like fear of heights, getting lost, open spaces, closed spaces, crowds, aging, conversations, motion and being embarrassed are all Abstract fears. With a little thought, these can all be incorporated into the Taeniid manifestation.

Take fear of heights for instance. The larval Unreal might be ridiculously tall or walk around on stilts. Drones, if any, resemble vaporous clouds that produce feelings of vertigo with each attack. The Queen is a larger version of the drones with the nest set atop the highest building in the Dreamworld.

Enemy

Taeniid manifestations, particularly those appearing in active denouements, are sometimes based around a central antagonist or group of antagonists. Enemy manifestations can take the form of a predatory animal, a neighborhood bully, an organized crime ring, an invading army, a rival corporation, in-laws, a local street gang or a government agency.

Nonstandard Weapons, Vehicles and Creatures

What is the range of a Martian death ray? What is the top speed of a flying saucer? How much damage does a dragon do? The truth is, we don't know for sure and unless you're hiding something, chances are you don't know either.

So, what is a Game Master to do in a world of dreams where anything is possible? Where fantastic items and vehicles can be Created at will and mythical creatures are encountered on a routine basis? The answer is simple. Rather than designing a long list of boring stats, Game Masters are encouraged to match nonstandard items and animals with ones of the same general Size and type.

For instance, a Game Master can use the statistics for any handgun to calculate the fire mode, range and damage of a Martian death ray. A flying saucer could correspond with the statistics of any medium sized aircraft and a 50' dragon would be considered a Gargantuan Predator who does 8d6 points of damage per attack.

This sort of ad-libbing provides the Game Master with a lot of leeway. The blast from a death ray may set flammable items on fire. A flying saucer may be able to hover in the air, or shoot straight up or down at its maximum speed. Dragons may be able to manipulate mana as do Dreamwalkers. Variations and special effects such as these can add a lot of enjoyment to the game as the players never really know what to expect.

Boundaries of the Dreamworld

Each Dreamworld is usually centered around its denouement. The further one travels away from the denouement, the less distinct and populated the Dreamworld becomes. For instance, take a denouement centered around a cross country hike from New York City to Los Angeles. The Dreamworld would be clear and distinct along the route the Dreamer plans to take, becoming less so the farther one ventures away from the route until reaching the Barrier at the edge of the Dreamworld.

Designing an Underworld

Beginning characters will need to replenish their mana supply often so the Game Master must be prepared for short trips into the Underpsyche. Several Underworlds should be loosely designed ahead of time. These don't have to be full sized Dreamworlds, only rough outlines to give the characters an idea of where they are.

Underworlds are devoid of Unreal or fluff but otherwise follow much the same design rules as a Dreamworld. However, instead of a denouement, each Underworld contains a single pocket of 5d6 Mana Points that may be harvested by the characters. One roll should be made for each Underworld. Characters enter the Underworld 1-100 yards away from these pockets and may return to the Underworld later if the total number of points in the mana pocket has not been used up.

Mana pockets sometimes (Dreamer's Sanity - 100% chance) act as incubators for Taeniid eggs, guarded by 1d6 drones.

Designing an Island

Islands follow the same rules for design as do Dreamworlds although they do not have denouements. The inhabitants of an island are considered to be Unreal. Of all the Taenia, only Broodkings have been known to manifest on an island. Islands are most useful for Game Masters who wish to run long campaigns using the same setting.

An island constantly floats through the Periphery. Therefore, Dreamwalkers wishing to return to an island may do so only at the Game Master's discretion.

Islands are shifting and malleable and concepts like time and distance can never be trusted. Some islands undergo normal changes with the passage of time but most islands do not. Instead, they continually repeat major events as they originally happened and only change if a Dreamwalker intervenes. In these cases, the island splits off into two parts—one part reverts to its original form, while the other becomes a "new" island.

This new island is entirely dependent on the Dreamwalker (or Dreamwalkers) who caused it to form and dissolves if the character leaves the island for a variable length of time. Therefore, only characters who have "crossed over" may permanently alter the fabric of an island.

Adventure

"There are no shortcuts to any place worth going."

—Anonymous

Designing a Good Dreamwalk

Now that we've discussed the different types of denouements (active, passive) and Dreamworlds (realistic, surreal), this chapter focuses on how to put everything together in order to design a good Dreamwalk.

Psychological Evaluation Sheet

Psychological Evaluation Sheets are a useful and fun tool for both players and Game Masters alike. It is essentially a profile of the patient/Dreamer which includes general information about his career, childhood, interests and hobbies as well as brief notes taken by past and current therapists. The profile may have little or nothing to do with the Dreamworld's content or denouement but more often than not, it should either foreshadow or shed light on some of the things encountered within.

Dreamworld Sheet

Dreamworld Sheet is designed to help the Game Master outline the things that happen during the course of a Dreamwalk. It contains information on the Dreamworld, the dream's denouement, the Taenia and the Unreal. The Dreamworld Sheet is a Game Master resource and should not be viewed by the players.

Denouement

When designing a Dreamwalk, first, start with the denouement. This is the heart of the adventure and a good denouement can be adapted to almost any type of Dreamworld.

Dreamwalker has a distinct advantage over most other roleplaying games in that the players cannot just get bored with a scenario and decide to go home, thereby wrecking an adventure you spent hours of your precious time preparing. Each dream has a distinct goal and resolution of this goal is crucial to the overall success of the mission.

Denouements should be stated in one to three sentences. They can be as vague or specific as you desire and can even involve the completion of one to three interrelated events (although 1 is usually the norm). Keep in mind that the more vague the denouement is, the easier it may be for characters to circumvent the adventure you have planned (which is not necessarily a bad thing).

For instance, say the Dreamer has always wanted to own a 1967 Chevelle Super Sport. If the denouement was that generic, the characters could easily Create or Reshape the necessary car and quickly achieve the denouement. However, if the denouement was more precise, say that a particular car had to be purchased from a certain dealer in the Dreamer's home town, the characters must work a bit harder to help him achieve his goal, even without Taeniid interference.

The following is a list of a few of the more common dream scenarios. When designing a denouement be careful not to limit yourself by only thinking in terms of people—remember that the Dreamer can take any form (animal, alien, monster, vehicle, etc.) and each of these scenarios are easily adapted to the new form.

Action-Adventure

An Action-Adventure scenario usually involves travel, mystery and the discovery or reclamation of some treasure or precious artifact. The Dreamer can be a pirate, a treasure hunting archaeologist or a space merchant exploring new galaxies.

Dream Fulfillment

This is the most common theme among passive denouements. It involves doing something the Dreamer has always wanted to do, whether it be skydiving, finding a cure for cancer or traveling to the moon.

Escape

The Dreamer (and usually the characters) begin the scenario trapped and must get free. Escape can take place in an alien prison, a bad marriage or aboard a sinking ship.

Guard

The Dreamer has been hired to guard someone or something important such as a priceless necklace, the President's daughter or a favorite pet. In order to achieve the denouement, the characters must help him watch over his charge for a set period of time.

Injustice

Sometimes a wrong has been committed against the Dreamer or someone he cares about. Injustice scenarios center around taking revenge, righting the wrong or making sure the injustice never takes place.



Subdenouements and Incidental Achievements

Subdenouements and incidental achievements are so Dreamer and dream specific that it is hard to give set examples. The Game Master must decide when or if there are any of these in the dream, usually after some event or occurrence. As stated before, subdenouements are most useful for breaking up long Dreamwalks into smaller parts; incidental achievements are even more random and usually harder to spot. Completion of an incidental achievement should only be disclosed after the Dreamwalk is over.

Dreamworld

After you have determined the dream's denouement, you must adapt it to the Dreamworld. Try to make each Dreamworld as unique or interesting as you can, or at least add some surreal elements to give it that effect. Dreamworlds sometimes reflect the denouement but this is not always the case. There is no rule against a Past Resolution scenario taking place in a sidewalk café on the surface of Mars or a Guard scenario where the Dreamer becomes a Praetorian charged with defending Ancient Rome from a barbarian horde.

Here are a few of the more common settings for Dreamworlds along with a few examples of each.

Investigation

You've all seen a movie or read a book in which the main character is a detective or private eye. In this scenario, the Dreamer assumes the role of the investigator intent on finding the killer, missing person, stolen object, etc.

Past Resolution

This is another common theme among passive denouements. The Dreamer either did or did not do something in his past and constantly regrets his decision. It is up to the characters to help him correct the mistake. Past Resolution can involve acts of betrayal, child-parent/husband-wife interaction, returning a stolen item or convincing the Dreamer's drunken friend not to leave the party.

Rescue

Someone or something needs rescuing—it could be a friend, a princess, or a monkey from an animal research facility.

Search and Destroy

Search and destroy is the universal theme of all active denouements. Search and destroy scenarios are fairly straightforward. The characters juice themselves up for battle and commence to kicking Taeniid tail.

Alien Place

Alien settings are places not found on our earth. They can be real planets, something from a science fiction movie or a conglomeration of both. There may be four suns, no land masses, less gravity or the planet may be made up entirely of machines. You don't have to wrack your brain too hard trying to explain why things don't make sense. After all, it is just a dream.

Childhood Place

This is someplace the Dreamer remembers from his childhood. It can be a bedroom, the place where he received his first kiss, a tree fort, a local park, a fishing pond or a school.

Different Time

The Dreamworld is set in an entirely different time period, whether past or future. Examples include the roaring 20's, the Old West, the Jurassic era, medieval France or colonial Virginia.

Familiar Place

This is similar to the Childhood Place but is more often associated with real places that the Dreamer has visited as an adult. It can be anywhere from the Dreamer's office, to a museum, a farm in Arkansas, to the Australian Outback.

Fantasy Place

These are mythical realms that exist only in fairy tales. Fantasy worlds are chock full of tall castles, brave knights and legendary creatures such as wizards, trolls, dragons and elves.

Horror

These are nightmare Dreamworlds set in some place that the Dreamer fears. A graveyard (human, animal, aircraft, etc.), a gothic castle inhabited by vampires, an insane asylum, a lonely moor, a forest cabin assailed by awakened demons or even an orphanage are all examples of Horror Dreamworlds. As you can guess, the Taenia thrive in Horror Dreamworlds.

Post Apocalyptic

Post Apocalyptic settings deal with the world as we know it turned upside down by some type of holocaust. The comet has struck earth, the bombs have been dropped or the virus has spread—whatever the case, survivors must eke out a living amongst the ruins of civilization.

Unfamiliar Place

This is similar to a Familiar Place except that it represents a real place that the Dreamer wishes (or once wished) to go. Unfamiliar Places include a local strip club, an opera house, a chic restaurant in Chicago, an amusement park or the Grand Canyon.

Conglomerate

Conglomerate Dreamworlds are a chaotic combination of several different types of Dreamworlds listed above. Time leaps (both forward and backward), location changes and randomly occurring anomalies (such as the temporary suspension of the laws of gravity) are all frequent occurrences. Conglomerate Dreamworlds are more common to Dreamers with high Creativity and/or low Sanity.

Beyond the Dream

Although Dreamwalker is centered around adventuring in dreams, there are many opportunities for interaction with the real world. The following are just a few scenarios involving these types of adventures.

- A character is contacted by agents of the Clinic (or some other organization) and enticed to “switch sides.” Is the offer for real or is this a test of the character's loyalty to the Project?
- An accomplished Dreamstalker with a grudge against the Project learns the location of the group's chapter and begins following teams through the Periphery and harassing them in the Dreamworld. The characters may try to ambush him or they may try to learn his true identity so he can be located and dealt with in the real world.
- A visiting patient turns out to be a relative or old friend of one of the characters. Is there something in his past he doesn't want revealed?
- A horror writer (or artist or poet) reaches a sort of symbiotic relationship with the Taeniid colony infesting his psyche, gaining inspiration from its presence. He may even take action against characters trying to destroy his livelihood. This can be particularly lethal if the writer is a lucid Dreamer.
- As a child, the Dreamer witnessed a murder and the subsequent burial of the victim but was too young to understand what he saw. Within his dream, several non-dénouement related events expose the incident along with clues pointing to the real world location of the grave. The Dreamwalkers can inform the authorities or perhaps investigate and find the killer themselves.
- A Broodking has escaped the Emphyrean. The characters may or may not be responsible but may decide to take action anyway.
- Almost everyone has seen a movie where the main character (usually a psychic) must delve into the mind of Dreamer in order to extract some vital information about the real world. The most recent is *The Cell*, but there have been plenty of others.
- Another variation on this theme—a cowardly, Saudi-born terrorist has been “extradited” from Afghanistan. He admits to planting bombs throughout a nearby city but refuses to say more. The characters must enter his dreams and discover the location of the bombs before they go off. This information may be impossible to extract through Joining so the characters must actively search the Dreamworld for the bombs and/or any hidden clues that point towards their location in the real world.
- Recurring dreams are common but similar dreams have been occurring in the minds of different people. Is it a coincidence or does this event have a deeper meaning?
- Trouble erupts with the locals when one of the characters visits a nearby town. The character is arrested and held until the judge sets bail. Although the Project will soon have him released (unless he did something truly

foolish), one of his cell mates is criminally insane and playing host to a large Taeniid infestation. A wandering Brookking recognizes the nearby presence of a Dreamwalker and implants a murderous suggestion into the criminal's sleeping mind.

- The character's chapter admits only disturbed war veterans. These men have exchanged horror stories for so long that their dreams are set in similar locales and may even contain the same Unreal enemy.
- Several writers have been working together on a collective project based in a fantasy realm. One of the writers dies abruptly and the rest are too upset to continue the work. Their agent refers them all for therapy and the characters find that the Dreamworlds all take place in the fantasy work in project.
- The latest horror movie hits the box office and is a huge success. Unfortunately, it causes nightmares in hundreds of people. Their dreams are centered around the movie and the Dreamwalkers may get caught up in the plot. As an added twist, the movie was written by a writer, inspired by a Brookking. The Brookking travels through many of these nightmares, reveling in the fear and misery he has caused.

Beyond the Project

This book assumes that characters are members of Project Dreamwalker. But what if the Game Master wants to run Dreamwalkers from other, perhaps less altruistic factions?

Dreamwalkers in the employ of the Clinic would encounter much darker themes as the Clinic has no limitations on the Dreamer's Sanity. What ancient mysteries and lost Talents do the Sword of Gaia possess? Who can say what the Dreamwalking goals and motivations of other countries are? Does the Vatican or some other religious group control a secret Dreamwalking task force? The possibilities are virtually endless.

If you intend to go beyond what the Project has to offer we should mention that further supplements for Dreamwalker are currently in the works. Until then, we encourage you to tap your mind, your own Creativity and most of all, have fun.

Beyond Dreamwalker

Do your players have a powerful vampire or super hero or wizard character that they do not want to abandon for a new game? Dreamwalker can be easily adapted for use with other games and an occasional foray into the Empyrean can add spice to an old campaign, especially because the players are never sure what to expect within a dream.

The rules for Dreamworld and denouement creation remain the same and you can decide whether or not to include the Taeniid presence. Task resolution should defer to the game you are currently running. That way, the players would continue to play their own characters, with their own statistics and abilities although they would have to roll for Mana Points.

Characters could be Natural Dreamwalkers whose talent never manifested, they could be exposed to Black25 or granted the ability to Dreamwalk for a short period of time or in some cases, they can even be forced (or drawn) into the Empyrean by a more powerful being. You can send them on spiritual missions, to islands or dreams. Since they are new to Dreamwalking, you could even have them learn the various Dreamwalker powers as they go although more spiritual characters (such as telepaths) should be given a slight advantage.

Inspiration

The task of designing a denouement and populating a Dreamworld is less daunting than it first appears. Ask yourself a few basic questions before you start. What do you dream about? Think about the dreams you have had in the past. Did they have a common theme? A purpose? A goal you were trying to attain? Could they somehow be worked into a suitable Dreamwalk for the characters.

Try keeping a piece of paper and a pencil on your night stand. When you wake up in the morning (or if you wake up during the night), try and write down everything you can remember about the dreams you just had.

Pester your friends and family into telling their strangest or most important dreams. Most will be happy to comply. People love to talk about their dreams even though the content usually has meaning only to themselves. If they can't remember their dreams, give them a Psychological Evaluation Sheet to fill out (but make sure to tell them it's just for fun!). You might be surprised at what ideas their answers spark.

Most people become Game Masters because they like to tell stories. Chances are you've had at least one idea you think would make a good book or movie. Even if you never get a chance to write it, the idea need not be wasted—it can be used as the basis for a Dreamwalk. Just lay out the setting for the Dreamworld, the plot for the denouement and make the main character the Dreamer. It's that easy.

The same process can also be used with books and movies that have already been written. These are an unlimited resource of potential Dreamwalks. Although plagiarism is illegal, nothing says you can't borrow someone else's idea as long as you're not doing so for publicity or profit. For best results, try and pick movies or books the players are unfamiliar with or change the setting enough to make it unrecognizable.

Historical characters, places and events are also a great source of ideas for Dreamworlds and denouements. Who would pass up a chance to safely prowl through foggy London streets in search of Jack the Ripper, walk across the Great Wall of China or set sail on the ill fated voyage of the legendary Titanic? As Dreamwalkers, characters can do all of these things and more and who cares if they manage to alter the normal course of events? After all, it's only a dream.

Included is a short bibliography of books and films that we believe give the feel of Dreamwalker.

Films

Dreamscape (1984), directed by Joseph Ruben. A psychic recruited by the government, and taught to travel into other people's dreams. We would love to see a remake of this movie with modern day special effects. Dreamscape was one of the key inspirations for Dreamwalker, Roleplaying in the Land of Dreams. Buy it or rent it if you can.

The Matrix (1999), directed by Andy and Larry Wachowski. What can be said about this movie that hasn't been said already? Awesome special effects coupled with strong acting and directing, great dialogue and plot easily makes the Matrix one of the best action (and perhaps even best overall) movies of the last few decades. An excellent example of the physical advantages Dreamwalkers have over the Unreal.

The Cell (2000), directed by Tarsem Singh. What this movie lacked in plot, acting and dialogue, it more than made up for in stunning visual effects and a creepy antagonist. A great example of what's to be expected in the dreams of the criminally insane.

What Dreams May Come (1998), directed by Vincent Ward. Like the Cell, this movie made up for similar shortcomings with an array of unbelievable visual effects.

Dark City (1998), directed by Alex Proyas. A surprisingly good movie that unfortunately did not get the credit it deserved. In Dreamwalker terms, think of John Murdoch as a lucid Dreamer trapped within his own Taeniid infested Dreamworld.

A Nightmare on Elm Street 3: Dream Warriors (1987), Directed by Chuck Russell. You must know by now that Freddie was one of the inspirations for the Taeniid Broodking. This movie deals with normal people becoming lucid Dreamers and manifesting Talents in their own Dreamworlds. Great stuff, especially because this was before Freddie really became a comical, one line spouting hack. Oh well.

Honorable Mention: Aliens, The Crow, The Prophecy, The Serpent and the Rainbow, Crouching Tiger, Hidden

Dragon, Time Bandits, Sliders, The Adventures of Baron Munchausen and even Killer Clowns from Outer Space (think hive-minded Taeniid manifestation).

Books and Music

The Dark Tower Series, by Stephen King. This entire series reads like a dream and if it doesn't spark some part of your imagination, nothing will.

It, by Stephen King. A great example of what happens when a Broodking escapes into the real world. This book is suggested for some of the imagery and dream sequences alone. In fact, nearly all of Stephen King's books contain this type of surreal elements and he is a master of foreshadowing and/or relating dreams to later, real world events.

The Death Gate Cycle, by Margaret Weis and Tracy Hickman. An excellent series and a good example of the problems powerful wizards face when trying to blend in and interact with the Unreal...err, mensch.

Imajica, by Clive Barker. You'll just have to read it.

White Wolf. While not really Dreamwalker-related, Mark Rein*Hagen's *Vampire: The Masquerade* revolutionized the way we played roleplaying games and for that we are grateful. We're not sure if we're supposed to mention other companies in our book but since it is our book, what the hell.

Bob Dylan. Not the man, actually but his lyrics. Mr. Dylan's "singing voice" is an acquired taste. If you can focus on his lyrics you'll be amazed at the amount of imagery and story he manages to fit into a single song. We were tempted to include some choice lyrics in this book but in the end decided against it. We did not have time to obtain proper permission and as we understand it, Bobby D. is very litigious.

Other Sources of Inspiration

Please visit our website for links to other inspirational and dream related sites:

<http://DreamwalkerRPG.home.att.net>

Game Master Tips

Guidelines

Being a good Game Master takes an eye for detail, extensive preparations and having a feel for the likes and dislikes of your players. Unfortunately, most of these things can only be achieved through experience. Still, there are a few guidelines that will help you as you learn.

Know the Rules

We can't stress this enough. Once again, you don't have to be able to quote this book by chapter and page, but you do have to know where to look when unforeseen situations arise. The faster you can do this, the better. Roleplaying requires the players to immerse themselves in an imaginary world of your own design. Nothing breaks that illusion more than waiting around for the Game Master to locate some obscure rule or system.

We've tried our best to lay out each section of this book with that in mind. If necessary, bookmark pages you think will be relevant to the coming Dreamwalk. Oh, and if you can't find something right away, don't be afraid to wing it. Just remember that what's good for you should also be good for the players. You can always find the correct information and inform everyone of the change later.

Impartiality

Be fair. This is another important guideline. The rules of this game apply to everyone in order to prevent or at least limit disputes. Stick to the rules unless there is very good reason why not to. If you change a rule that you hate, make sure the players know what the new rule is beforehand. Try to avoid changing a rule in the middle of a session. If the rule change is one that affects the characters on a nightly basis, it is often best to discuss the decision with your players first. Their input and suggestions can sometimes be invaluable.

Be Firm

Don't be a pushover. The Game Master has the final say in all matters. This does not mean you should be a merciless dictator, nor that you should begin every gaming session with "The first rule of Dreamwalker is, you do not argue with the Game Master. The second rule of Dreamwalker is, you do not argue with the Game Master. The third rule is. . .," you get the idea. You should be fair, but the Game Master's authority should be recognized and accepted by all of the players.

Stay in Character

Try to stay in character as much as possible. During each session, try to call players by their character's name. In turn, encourage them to use first person when describing their character's actions—"I'm going to jump the fence" vs. "He's going to jump the fence." It's a little thing, but it helps to keep everyone's mind focused on the game.

Know Your Players

Dreamwalker is a game about healing the human psyche, not always about randomly blasting away at anything in sight. That said, to make an omelet, sometimes you have to break a few eggs.

As a Game Master, your job is to make each session interesting and fun. Some players like adventures that challenge their wits (passive denouements), others like adventures that challenge their guns (active denouements). After a few gaming sessions, you should begin to have a better idea of which denouements your players enjoy the most. Try to tailor future denouements with this in mind.

One of our playtesting groups actually took a novel approach by excluding combat with the Taeniid Queen. The Game Master focused his game on completion of the actual adventure and just assumed the Dreamwalkers would be able to handle the infestation once the denouement was achieved.

Don't Overlook the Little Guy

In every gaming group, there is always one player who is easy to overlook. He may be a newcomer to the group, to gaming in general or he may just be plain shy. Take a look at his character sheet once in awhile and try to tailor upcoming Dreamwalks that focus on his strengths, especially Talents, preferably ones that no one else has.

Free Will

Part of the fun of roleplaying games comes from being able to try things you would never be able to for real. Therefore, never tell a player his character can't do something. If there is something you would prefer the character not do, distract him with something else (combat works nicely) or assign high Situational Modifiers to his chances.

Similarly, never make a character do something he doesn't want to do. Task resolution systems involving social Skills (such as Leadership or Intimidation) are for character-non-player character interaction, never the other way around. If a

character does not want to rat on his friends, sell his sword to a merchant, crack under torture or believe someone is telling the truth, he should not be forced to just because he fails a roll.

Pay Attention

The Game Master has to listen to the players, keep track of their actions, determine how said actions affect the Taenia and the other inhabitants of the Dreamworld and do a host of other things too numerous to mention. It's easy to forget which character talked to what person and what information was gained during the discussion. Don't be afraid to jot down notes during the course of a game to help keep track of everything that's going on.

Keep Track of Each Character

In the beginning, it may be necessary for the Game Master to determine the Base Chance of success for every character and non-player character. Later on, when the players become more familiar with the system, they should be able to keep track of this on their own. Until then, you should keep a short list of every character's Attributes, Traits and Skills as a handy reference. That way you can add and subtract Situational Modifiers before you tell the player what number he has to roll under.

Know the Dreamwalk

It's your adventure, you created it, you should have a good idea of what happens over the course of the dream. The sheer range of powers available to all characters makes it very possible for players to come up with ideas that you never even considered. The Dreamworld sheet is a handy overall outline but be flexible enough to adapt the scenario to fit the character's actions or to get the group back on track if they miss a clue, overlook a vital piece of information, accidentally kill a contact necessary to advance the denouement or do something else even more unexpected. But don't be too obvious about it. If the characters really screw up or are just being stupid, throw some drones at them, have them be unable to resolve the denouement or have the Dreamer wake up. Next time maybe they will think before they act.

Know the Unreal

Jot down the names or professions of all of the major and some of the minor Unreal the characters might encounter. The Antagonists section of this book lists several sample non-player characters as a quick guide. You might also want to include short backgrounds and motivations of the major characters as well.

Try to think of the Unreal in terms of real people and encourage your players to do the same. The Unreal react to situations as would their counterparts in the real world. This includes the actions of police, military, etc. This also includes

the actions of Unreal animals and monsters. Most animals will avoid human contact if possible and only fight in self defense, to defend their territory or to protect their young.

Getting players to respect the rights of the Unreal is perhaps one of the hardest things to do. Therefore, characters who treat the Unreal as real people should receive extra Experience Points for their actions.

Know the Taenia

Just because characters routinely encounter the Taenia each night, doesn't mean they should know what to expect. Taeniid manifestations change from dream to dream and so should their behavior, especially that of the Queen. The Taeniid Queen commands the power of alteration and uses it to full effect. In combat, her tactics should reflect her manifestation and sometimes the content of the Dreamworld itself as she uses everything at her disposal to defend the sanctity of her nest.

Some examples of how different Queens react are included in the sample Dreamwalks at the end of this book. Be sure to make each encounter as unique and interesting as possible. Never let the characters say "Ho-hum. O.K., let's go get another Queen." They should be on pins and needles the whole time.

Ham it Up

Put on your acting shoes when describing scenes or filling the roles of non-player characters. Squint at the players when you speak as the school librarian. Puff out your cheeks and grumble when portraying the Dreamer's irate boss. Growl when the characters come face to muzzle with a junkyard dog. Repeat "squeak-squeak-squeak-squeak, squeak-squeak-squeak-squeak, squeak-squeak-squeak-squeak" over and over again in a high pitched voice to simulate the sound of a rusty chain. These types of dramatic performances help enhance the game and make each session much more memorable.

Description

Try to describe each setting in as much detail as possible to help the players visualize where their characters are. Don't just limit description to sight—there are four other senses to account for. What do the characters hear? What do they smell? Is the air heavy with humidity or is there a cool breeze blowing?

When the characters encounter some new type of craft or monster, avoid using boring dimensional stats. Instead, use recognizable comparisons to describe how it acts or looks. Tell them the giant slug creature hoots like an owl, the charging, one horned mixoplixosaurus is as big as a bull elephant, or the alien craft looks similar to the one seen in [insert appropriate science fiction movie]. Comparisons like these help bring instant visual images to mind.

Being descriptive applies to routine situations as well. In combat, for instance, don't just say things like "He hit you" or "He shot you." Instead try "He punches you in the nose" or "He shoots you in the leg." Be careful not to overdo it,



though. You're not writing prose, you're describing a fast-paced, action sequence. Avoid "He balls his fist and draws it back. You watch, as if in slow motion, as he throws the perfect punch—weight on his front foot, arm extending straight from the shoulder, hips pivoting to add power to the blow. His fist connects with your chin and blahblahblah." Lengthy and unnecessary descriptions like these disrupt the flow of the game and put everyone to sleep.

The better the player can picture what is happening or what his character is seeing, the more fun he'll have. Good descriptions also help set the mood. You want the players to remember that their characters are in a dream, not be-bopping down Main Street. Players get experience points for adding extra description. Your reward comes from seeing genuine emotions on the faces of your players and later on listening to them discuss the more memorable encounters.

Keep Combat Simple

Dreamwalkers enter combat on a routine basis. You should have their enemy's statistics and the Defense Attribute for each character written down ahead of time. To keep things simple, don't make separate initiative rolls each Turn for every lowly security guard or drone the characters face. A single roll for all works just as well and minimizes headaches al-

though you might want to make a separate roll for special enemies, such as Taeniid Queens or Broodkings. You may wish to write this number down, especially in the case of creatures who take multiple actions in the same Turn.

Visual Aids

Description is nice but as they say, a picture is worth a thousand words. Do you have a photograph or drawing of something you want to include in (or make the focus of) the next Dreamwalk? Cut it out or photocopy it so you can show it to your players.

Maps are also a useful tool, especially in combat. They alleviate confusion by helping the players visualize exactly where their characters are in relation to their opponents. Some people use miniatures for this as well.

Death

It is hard for a character to die in Dreamwalker (most eventually wake up), but not impossible. As Game Master, you can kill a character off at any time but as character body counts start piling up, you'll likely notice the number of players showing up each session start to dwindle. By the same token, you don't want to make things too easy. Make them

earn their Experience Points by designing a Dreamwalk that is both challenging and fun.

Write it Down

When the session is over, write down the stopping point and the key events that took place in an adventure journal. The journal can be as detailed or as sparse as the Game Master likes. Writing things down is especially helpful for groups that can't meet regularly. A lot can be forgotten, even over the course of a week. A recap of the last session, read straight from the journal often gets the players back into the flow of the game.

Rewards

Awarding Experience Points

Characters grow as they learn from their experiences. To measure this growth, the Game Master awards each character a certain number of Experience Points after each Dreamwalk.

The Game Master should be careful when awarding Experience Points. Be too free with Experience Points and the characters will become ridiculously powerful in a short amount of time. Be too stingy and the players will start to feel stifled. Instead, try to achieve a good balance between the two.

Players will come to expect the same amount of experience points after each session/Dreamwalk so the tone should be set on the very first night. Give them more on occasion to show they did well. Give them less if they acted foolishly.

Here are a few guidelines to help you determine how many Experience Points they should get.

Session Awards

Showing Up

1 point Hey, without players, you don't have a game.

Acting/Roleplaying

1 point The player stayed in character during the course of the session.

1 point The player added concise and interesting descriptions to his character's actions.

1 point The player exhibited good dialogue and interaction with the Unreal (treated them as he would real people).

1 point The player adhered to his character's Concept for the majority of the session.

1 point The player came up with a creative idea that helped overcome an obstacle.

Combat

1 point Each time Taeniid larvae or drones are encountered in combat (this is per battle, not per creature).

Dreamwalk Awards

Denouements

1 Point Per 5 Mana Points the character has when the denouement is achieved.

1 Point The character successfully Joined with the Dreamer (only one character per Dreamwalk).

1 Point Resolution of an incidental achievement (sometimes, only one character should get this).

1 point Resolution of a subdenouement (sometimes, only one character should get this).

2 points Resolution of the denouement (every character).

Acting/Roleplaying

3 points The player role-played his Dementia.

3 points The player role-played his Phobia.

Combat

2 points Defeating a Taeniid Queen (each PC).

5 points Defeating a Taeniid Broodking (each PC).

Using Experience Points

Experience Points are used to learn Talents, increase Attributes and Traits and learn or improve Skills. They can also be used to alter die rolls or give the character a better chance of completing a task as outlined below.

Raising Primary Attributes

Primary Attributes may be increased using Experience Points. The character must undergo a period of intense physical, social or mental training that normally takes 1d6 weeks of working out, carousing or hitting the books. Strength, Stamina and Dexterity must be increased in the real world. This can be assumed to be handled during downtime between Dreamwalks and should not interfere with play. Other primary Attributes may be increased in the character's Dreamworld over the course of one night—the character either studies, focuses on paying attention to details or socially interacts with the Unreal.

Raising Secondary Attributes

Secondary Attributes can only be increased by raising the corresponding primary Attributes.

Learning and Raising Skills

Characters already "know" primary Skills so no extra time is needed to learn them. Learning a new secondary Skill takes 2d6 weeks to accomplish in the real world. However, Dreamwalkers may learn new Skills in a single night. Learning a new Skill in the character's own Dreamworld involves Creation of the necessary items or texts, hands on experience or interacting with the Unreal, as the case may be.

Raising Traits

Traits cannot be raised by the expenditure of Experience Points alone. Instead, the Game Master decides when a character can raise a Trait, usually at the end of a Dreamwalk in which the character was called upon to make a Trait roll (regardless of the outcome). If the player chooses not to increase the Trait at that time, the opportunity is lost. He must wait until the next time he makes a Trait roll for the chance to increase a Trait.

Increasing Mana Points

Mana Points may be increased only at the end of a Dreamwalk.

Gain Talent

Talents may be learned in a single night by spending Experience Points.

Ignoring a Blunder

Experience Points may be spent to ignore a Blunder. One point is spent just after a Blunder is made, but before the consequences are determined. Spending Experience Points in this manner does not enable the character to re-roll, it only turns the Blunder into a normal failure.

Side Note: This is known as The Petroff Rule.

Increasing the Base Chance

Experience Points can be spent in order to increase the character's odds of successfully completing a task. Expenditure of one Experience Point increases the character's Base Chance by +25. Only one point may be spent per task in this manner and the bonus disappears as soon as the roll is made.

Experience Point Cost

Item	EP Cost
Raise Primary Attribute:	Current "tens" x 5 = 5 points
Gain new Skill:	Current Rank x 10 = 1 Rank
Raise Skill Rank:	Current Rank x 10 = 1 Rank
Increase Mana Points:	Current "tens" x 2 = 1 MP
Raise Trait:	Current "tens" x 5 = 5 points
Gain Minor Talent:	150
Gain Major Talent:	300

The Pinebrook Chapter

A Setting for Dreamwalker

While it is perfectly acceptable to jaunt from one random Dreamwalk to another with no time in between, some groups may wish to roleplay and develop their character's lives outside of the dream.

The following includes all the information needed to begin roleplaying in the land of dreams. The Pinebrook Chapter and its members are detailed here as well as several Dreamwalks suitable for beginning characters.

Pinebrook

The Pinebrook Chapter is located in a remote part of southwest Georgia, about twenty miles outside the city of Albany. Pinebrook was once a summer camp and many of its original buildings have been retained and converted for use. Newer structures were designed to convey the same rustic, log cabin theme. The grounds span several thousand acres, marked off by a simple wooden fence. Only one road leads into the compound. Hidden security cameras monitor the entrance gate while others (motion activated) are placed at various intervals throughout the grounds.

The main compound centers around an administration building and library with a cafeteria/recreational room nearby. Guest cabins are provided for visiting patients. A boathouse on Lake Joseph, small male and female dormitories, and several other cabins of various sizes (some empty, some home to Dreamwalkers and other permanent residents of Pinebrook) are scattered throughout the grounds. The chapter's laboratory and Dreamwalking facilities are underneath the administration building and are off limits to visitors.

Like most chapter houses, Pinebrook is relatively self-sufficient. The chapter receives ample government and corporate funding, providing access to top level scientific and medical equipment and facilities as well as special clearance for operatives working in the field.

Pinebrook is run more as a household than a work place. Staffing is kept to a minimum. Potential employees must undergo a thorough screening before acceptance. Staff members are well taken care of during their tenure with the Project and are highly recommended should they choose not to resign once their contracts are up. In addition, Dreamwalkers routinely enter the Dreamworlds of each staff member to keep them free of Taeniid infestation. Such practices help ensure the loyalty of even the most menial employees of Project Dreamwalker.

Dreamwalkers are expected to contribute little to the daily operations at Pinebrook. Between Dreamwalks, they are encouraged to interact with patients and staff, explore their own Dreamworlds and develop their abilities. This pampering is

done on purpose. Great pains are taken to ensure Dreamwalkers remain stress free—a stark contrast to the hazards they routinely face within the Empyrean.

The Underbrook

Pinebrook's laboratory and Dreamwalking facilities are located underground. Access is only possible through a secure elevator in the administration building. Electronic pass cards are needed to access the lab and all doors within. All uses are recorded, videotaped and archived.

The elevator opens onto the viewing room in the center of the underground facility. The viewing room is bordered on three sides by Dreamwalking chambers and the fourth by the chapter's laboratory, all visible through large windows made of reinforced glass.

In addition to monitoring the Dreamwalking chambers, the viewing room also secretly monitors patients as they prepare for sleep. On the night of the Dreamwalk, patients are given Dreamtracer and minor sedatives along with their normal medications. Cameras hidden within each guest cabin help the Dreamwalkers coincide their own periods of REM sleep with that of the patient.

Welcome to Pinebrook

Upon their arrival, a meeting is held in which the characters are introduced to the entire chapter staff. Newcomers are then housed in the male and female dormitories during an evaluation period that can last anywhere from a few weeks to several months. Dr. Koenig and his senior staff use this time to assess the character's personalities, their dedication to the Project and how well they interact with patients and other staff members.

During this time, Dreamwalking is only permitted into the Dreamworlds of other Dreamwalkers (including those of Team Lucky). Once the characters are acclimated to chapter life, Dr. Koenig schedules their first real Dreamwalk.

Team Lucky

One of the Dreamwalking chambers belongs to Mac and his team of Dreamwalkers. The chamber resembles a comfortable looking apartment with beds, tables and chairs. There are even bathroom facilities and a small kitchenette.

A full entertainment center dominates one corner of the room, its cabinets packed with assorted CDs and DVDs. A large crucifix hangs on the wall opposite the viewing room window. Several paintings of horses hang along the other

walls and some of Pony's small ceramic horse figurines line the night stand beside her bed. A chess set rests on a card table and is frequently used by Hendrix and Father Gramps as they wait for the patient to retire for sleep.

Entering the Dream State

Careful preparation is made to assure the characters are in the right state of mind before entering the dream state. Soon after arrival at Pinebrook, one of the empty Dreamwalking chambers is personalized to the group's specifications.

During each Dreamwalk, Dr. Haire, Dr. Lanier and one or two techs are always present. Dr. Koenig is also on hand until the characters' evaluation period is over. As a safety precaution, characters are immediately awakened if their pseudophysical forms are reduced to 0 Health points or less.

Aftermath

Once the Dreamwalk is over, staff members conduct an extensive physical and mental examination on each character. Dreamwalkers are required to log a formal report within twenty-four hours detailing their experiences within the Dreamworld. The Game Master should assume that each character gives an accurate account of the proceedings unless the player states otherwise. Dr. Koenig personally reads each file before cataloguing it and sending a copy to Project headquarters in Seattle.

Staff

Dr. Edward Koenig, 52

Director

Edward Koenig is a tall man of German origin. He is thin and balding with wire rimmed glasses set over a beak-like nose. His gaunt frame belies a hidden strength however and few can hold the gaze of his cold blue eyes for long. Despite this, Koenig has a warm heart. While he could never be considered jovial, he has certainly been known to be kind. On occasion.

Koenig is in charge of the day to day operation of the Pinebrook chapter. He is responsible for the welfare of those beneath him as well as the running of the chapter house itself. Koenig has the final say in all Project related matters. He lives in a cabin on site and has dedicated his entire life to furthering the goals of the Project. This dedication ultimately cost him his family—he is divorced now for almost ten years.

Koenig is courteous to newcomers (the characters) but not overly friendly until he has had time to properly evaluate them. If they prove dedicated to the Project he eventually warms up. If not, he requests they be transferred.

Edward Koenig is a fully capable lucid Dreamer.

Primary Attributes: STR 55, STA 65, DEX 60, ACU 85, APP 60, REA 90, PCP 85

Secondary Attributes: HTH 30, DEF 30, RFX 75, CHA 75, PER 80, WIS 90

Traits: CRV 65, CRG 75, SAN 95

Skills: Academic 5, Artistic 1, Boating, Small Craft 1, Business 3, Computer 3, Deception 2, Driving, Light 3, Finance 3, Gaming 3, Grappling 1, Handgun 3, Intimidation 3, Intuition 4, Investigation 3, Language 2, Law 2, Leadership 5, Medical 4, Observation 3, Occupational/Recreational 3, Politics 3, Religion 3, Rife 1, Swimming 1, Willpower 4,

Christopher Allen, 28

Director's Aide

Chris answers only to the Koenig. He handles all incoming calls (via cellular headset), patient scheduling and most of the mundane paperwork for the chapter. He calls himself a glorified receptionist but is very happy with his job at Pinebrook. He lives in Albany but is always on call.

Chris is young, attractive and good-natured. He is happy to lend an ear to anyone who wants to talk and tries his best to help newcomers adapt to chapter life.

Game Statistics: Treat as Average Person

Dr. Dana Haire, 36

Head Researcher

Dana Haire could easily be mistaken for a model—her flawless chocolate brown skin and dark flowing hair have caused many men to take a second and then a third look. Few would guess that her intelligence far outweighs her beauty.

Dana takes her responsibility as head researcher seriously. She has dedicated her life to the study of Dreamwalking, dreams and the healing of the human psyche. Although she is a fully lucid Dreamer, Dana has deliberately foregone the use of Black25 in order to maintain a more objective view of the results.

Dana is courteous, but not overly friendly with any of the Dreamwalkers as she is afraid of the effect that personal relationships might have on her research. She and Koenig had a brief love affair several years ago but both realized it might compromise their work so they broke it off. Each still harbors strong feelings for the other.

Dana is currently single and lives in Albany.

Primary Attributes: STR 50, STA 55, DEX 70, ACU 75, APP 90, REA 95, PCP 70

Secondary Attributes: HTH 25, DEF 30, RFX 75, CHA 85, PER 90, WIS 85

Traits: CRV 60, CRG 60, SAN 85

Skills: Academic 4, Computer 3, Driving, Light 2, Handgun 2, Intuition 4, Investigation 2, Language 3, Leadership 3, Medical 5, Observation 3, Occupational/Recreational 2, Religion 1, Running 2, Swimming 3, Willpower 4

Dr. Michael Lanier, 38

Therapist

Michael is Pinebrook's only therapist. He evaluates all incoming patients and personally sees to their welfare while they are on site.

Michael is friendly but would much rather listen to people than talk. As a therapist, this is an excellent quality but in social situations, it is not. Many people feel uncomfortable in his presence, as if he is evaluating and analyzing everything that is said—which, in fact, is exactly what he does.

If the characters ever have a problem, he is always there to lend an ear. Unfortunately, he answers most questions with questions of his own—"What do you think that means?" or "Why do you think you did that?" Whatever the reply, he always nods sagely and says the same thing: "Interesting."

Michael is married with two children. He and his family live off site in Albany.

Primary Attributes: STR 50, STA 50, DEX 50, ACU 75, APP 65, REA 70, PCP 80

Secondary Attributes: HTH 25, DEF 25, RFX 65, CHA 70, PER 70, WIS 75

Traits: CRV 65, CRG 50, SAN 90

Skills: Academic 3, Artistic 1, Computer 3, Driving, Light 2, Finance 1, Intuition 4, Investigation 3, Language 2, Leadership 2, Medical 5, Observation 4, Occupational/Recreational 2, Politics 1, Religion 1, Swimming 1, Willpower 2

Jon Abraham, 44

Minder

Jon is a large man, in excellent physical shape. He is an ex-marine corps officer who served combat tours during several different engagements. In military fashion, he always refers to people by their handles or last names. During secret ops in Desert Storm, he took a bullet to his throat and can only speak in hoarse, throaty whisper. Therefore he speaks only when necessary.

Jon respects strength of mind and body. One way to get on his good side is to accompany him on his daily morning 25 mile run.

Jon holds Koenig in high regards and has a grudging respect for Haire although he is a chauvinist at heart. He knows better than to voice his opinions publicly but it becomes evident that he rarely acknowledges the presence of female characters and only speaks to them when absolutely necessary. He dislikes Users and views them as weak, instructing his security team to pay extra close attention to any Users among the characters.

Jon lives on site. He has a girlfriend in town but doesn't talk about her.

Primary Attributes: STR 85, STA 90, DEX 85, ACU 65, APP 50, REA 60, PCP 75

Secondary Attributes: HTH 45, DEF 45, RFX 75, CHA 60, PER 60, WIS 70

CRV 50, CRG 90, SAN 75

Skills: Academic 2, Artillery 1, Automatic Weapons 3, Boating, Small Craft 3, Climbing 3, Computer 3, Demolitions 3, Driving, Heavy 3, Driving, Light 3, Fortitude 3, Grappling 3, Handgun 4, Heavy Weapons 3, Intimidation 4, Intuition 4, Investigation 3, Jumping 2, Language 2, Law 3, Leadership 3, Medical 1, Melee 3, Observation 4, Occupational/Recreational 2, Piloting, Rotary 2, Politics 1, Punching 3, Reaction 3, Religion 1, Repair Electronic 1, Repair, Mechanical 1, Rifle 3, Running 2, Security 4, Stealth 3, Swimming 3, Thrown Weapons 2, Willpower 4

Guy Lamont, 27

Brent Woodson, 29

Security

Guy Lamont and Brent Woodson round out the chapter's security force. Both are bachelors who live on site. They are good friends but rarely get to socialize together because of their staggered shifts. Once off duty, either could be talked into accompanying the characters into town for a few drinks.

Game Statistics: Treat as Average Person

Clay Jordan, 48

Custodian/Groundskeeper

Dinah Jordan, 42

Food Preparation

Clay takes care of the grounds and keeps the facilities near spotless. Dinah is the chapter cook. She is a large woman who handles all food preparation at the chapter although Clay sometimes helps her out in the kitchen as does her nephew, Lucius, 13, who lives with his family in Albany.

Dinah and Clay are friendly to the characters and immediately try to make them feel at home. Dinah treats them in a motherly fashion (as she does almost everyone at Pinebrook), and constantly tries to get them to eat more. She is an excellent cook and a wizard when it comes to desert. Her home-made apple-walnut pies are a much sought after delicacy.

Clay and Dinah have been married for over twenty years, have no children and live on site.

Game Statistics: Treat as Artisan

Michelle Robbins, 22

Anthony Parks, 20

Larry Sandler, 21

Lab Technicians

All three lab techs are college graduates, currently doing an internship with the Project. They help Dr. Haire out with the more menial tasks in the lab. Part of their training also includes mastering the basics of lucid dreaming.

After their internship, Michelle and Larry plan to become full fledged Project scientists/researchers. Anthony hopes to become a Dreamwalker. All three live on site in the dormitory.

The techs are friendly and eager to talk with Dreamwalkers, especially Anthony who does his best to befriend any Analysts in the group.

Game Statistics: Treat as Professionals

Karl Heinlannder, 51

Maintenance

Karl wears a heavy tool belt over dirty coveralls and looks much older than his age. Koenig has mentioned bringing in someone to help with some of the heavier work around the chapter but let it drop when Karl seemed less than delighted by the idea.

Karl is forever grateful to the Koenig and the Project. He was devastated in 1985 when his wife and son were killed by a drunk driver. The Taenia summarily latched onto his psyche and assisted his downward spiral into depression. His sister finally convinced him to seek therapy and he eventually ended up in the hands of the Project.

Despite his limited imagination, Karl is a lucid Dreamer who is now fully capable of protecting his own psyche. He lives on site in a room adjacent to the maintenance shed.

Karl rarely speaks to anyone except Koenig. When he is summoned for repairs, he listens to the problem, nods and silently sets about his work.

Game Statistics: Treat as Artisan

Team Lucky

Five Dreamwalkers make up team Lucky. They have been a team for almost five years and share a close bond, forged by several narrow escapes and close calls against the Taenia. Mac insists that the "Luck of the Irish" has helped get them this far. Each member of Team Lucky answers questions, gives advice and does his best to make newcomers feel at home. The team lives in neighboring cabins around a small fishing pond located just south of the main compound.

Dr. Ian "Mac" McKenzie, 26

Analyst

Mac grew up in a stable, middle class home. He worked his way through junior college, receiving a scholarship that allowed him to attend medical school. His hopes of becoming a physician were put aside when he realized he was more interested in the intricate workings of the mind rather than the actual physiology of the brain. Unfortunately, this did not fit within the bounds of his scholarship. He signed on as an EMT but continued his studies in psychiatry and psychology and eventually ended up with the Project. Mac is the current leader of the team although he often defers to Father Gramps' judgment.

Primary Attributes: STR 60, STA 60, DEX 75, ACU 60, APP 60, REA 65, PCP 70

Secondary Attributes: HTH 30, DEF 35, RFX 70, CHA 60, PER 65, WIS 70

Traits: CRV 70, CRG 60, SAN 60

Skills: Academic 3, Artistic 3, Computer 1, Driving, Light 2, Grappling 1, Handgun 3, Intuition 2, Leadership 3, Medical 2, Observation 3, Occupational/Recreational 3, Reaction 2, Rifle 2, Swimming 1, Willpower 2,

Mana Points: 47

Extraneous Components: Four-leaf clover

Talents: Raven's Wings, Marksman

Dr. Lisa "Pony" Lawson, 24

Analyst

Pony was born with mild muscular dystrophy and forced to use a wheelchair her entire life. Ever since childhood, she has dreamed about riding horses. In her dreams, not only can she ride horses, she can become one if she likes.

Pony's family was wealthy enough to support and encourage her creative pursuits. She did a stint at writing, wrote several short stories on dreams and was doing research on a similarly themed novel when she decided she wanted to learn even more about the process of dreams and dreaming. After excelling at several courses in psychology and psychiatry she was eventually recruited by the Project.

Primary Attributes: STR 40, STA 50, DEX 10 (50 in Dreamworld), ACU 85, APP 70, REA 80, PCP 65

Secondary Attributes: HTH 25, DEF 15 (25 in Dreamworld), RFX 50 (70 in Dreamworld), CHA 80, PER 80, WIS 75

Traits: CRV 80, CRG 50, SAN 60

Skills: Academic 3, Artistic 4, Computer 3, Handgun 3, Intuition 3, Leadership 1, Melee 1, Observation 5, Occupational/Recreational 3, Reaction 2, Rifle 2, Running 5, Willpower 3,

Mana Points: 32

Talents: Animal Form

Curtis “Grapes” Boudreaux, 30

Analyst

Grapes grew up in Louisiana. His mother practiced a form of voodoo so he grew up around mysticism and dreams. Thus when he learned about the Project while attending college, he happily signed on. Grapes once suffered from homicidal mania (see *Dementia*, pg. 59) but managed to overcome the affliction with Dr. Lanier’s help and the support of his teammates. He still has lapses and is particularly brutal to enemies in the Dreamworld.

Grapes is a charmer and likes to flirt with the ladies. He purposely speaks with an overly pronounced Cajun accent as he likes the effect it has on people.

Primary Attributes: STR 65, STA 50, DEX 70, ACU 55, APP 65, REA 60, PCP 70

Secondary Attributes: HTH 30, DEF 30, RFX 65, CHA 60, PER 60, WIS 65

Traits: CRV 65, CRG 70, SAN 55

Skills: Academic 2, Artistic 2, Automatic Weapons 3, Computer 1, Deception 2, Driving, Light 2, Fortitude 3, Grappling 2, Handgun 3, Intuition 1, Melee 2, Observation 3, Occupational/Recreational 2, Punching 2, Reaction 3, Rifle 3, Stealth 1, Swimming 3, Willpower 2,

Mana Points: 36

Talents: Whirling Dervish

Gregory “Father Gramps” Daniels, 41

Mystic

Father Gramps is an ordained Catholic priest. He once believed God had blessed him with divine visions and had a minor crisis of faith when he realized he was Dreamwalking instead. Consultation with his superiors provided mixed results. Finally, one of his colleagues referred him to a nearby chapter house.

He has been with the Project for almost ten years. The other members of his team jokingly gave him his nickname which he adopted as his handle. He still dresses as a priest (minus the collar) and came to terms with God, since he realized that nothing has changed—water is still wet, the sky is still blue and God is still God. He tries his hardest to obey the tenets of the church, even in the Dreamworld. This originally put him at odds with other Dreamwalkers but he finally found a home with his current team.

Primary Attributes: STR 60, STA 55, DEX 65, ACU 75, APP 60, REA 75, PCP 65

Secondary Attributes: HTH 30, DEF 30, RFX 70, CHA 70, PER 70, WIS 70

Traits: CRV 60, CRG 75, SAN 80

Skills: Academic 4, Artistic 2, Computer 1, Driving, Light 1, Gaming 3, Grappling 1, Handgun 2, Intuition 4, Law 1, Leadership 4, Medical 1, Observation 3, Politics 2, Reaction 2, Religion 4, Rifle 2, Swimming 1, Willpower 3,

Mana Points: 95

Extraneous Component: Crucifix and priest’s collar

Talents: Chameleon Skin, Genesis

Kenny “Hendrix” Thompson, 20

User

Hendrix has been hopelessly addicted to LSD since the very first time he tried it back in 1998. The Project recruited him on the last of his many trips to the rehab clinic. With their help, he has been weaned off LSD and can now function on a milder Project created hallucinogenic. He still has lapses however, and occasionally Creates and takes stronger hits in his own Dreamworld.

Listening to the immortal Jimmy (through a personal set of headphones) relaxes Hendrix and helps him reach the dream state faster. Unlike most Users, he is very clear headed and stable. Although young, he is smart enough to know that he can’t keep taking drugs forever. He enjoys working with the team but is glad the Project will provide for him when he is unfit to continue. He has a slight crush on Pony but has never revealed this to anyone.

Primary Attributes: STR 50, STA 50, DEX 75, ACU 60, APP 60, REA 65, PCP 65

Secondary Attributes: HTH 25, DEF 30, RFX 70, CHA 60, PER 65, WIS 65

Traits: CRV 75, CRG 65, SAN 55

Skills: Artistic 3, Climbing 2, Deception 3, Driving, Heavy 2, Driving, Light 4, Gaming 2, Grappling 1, Handgun 3, Heavy Weapons 1, Intuition 2, Medical 1, Observation 3, Occupational/Recreational 3, Reaction 2, Repair, Mechanical 2, Rifle 3, Stealth 2, Swimming 1, Willpower 2,

Mana Points: 29

Talents: Healer

Patients

Patients do not just show up at Pinebrook, take a few meds and then go to sleep. Some stay at the chapter for several days or even weeks, allowing ample time for interaction with the characters.

Dreamwalkers are encouraged to associate with patients as much as possible although they are not allowed to discuss Dreamwalking or even their reason for being at the chapter. Since patients are not supposed to discuss their status either, many believe the characters are fellow patients like them.

The following patients were diagnosed by Dr. Lanier as suitable for beginning Dreamwalkers. Based on their psychological evaluations, these patients have only small infestations and are intended to test the character's capabilities and to see how well they act together as a team.

Each of these patients spends only a weekend at Pinebrook, arriving Friday night and leaving Sunday evening. The Dreamwalk takes place Saturday night. The short descriptions listed with each patient should be used when deciding their attitudes and behavior during this time.

Joe Horn, 35

Writer

Joe Horn is part owner of an art supply store in Macon, GA but his true love is his writing. He is an accomplished short story author and hopes one day be able to support himself solely on income made from writing. Unfortunately, Joe has been suffering writer's block for over a year. Thus far, therapy has been unable to help him work through his condition.

Joe is a personable fellow who enjoys meeting new people and undertaking new experiences. He can most often be found reading in his cabin or the administration library but is open to other activities if invited out.

Primary Attributes: STR 50, STA 50, DEX 65, ACU 55, APP 60, REA 55, PCP 65

Secondary Attributes: HTH 25, DEF 30, RFX 60, CHA 60, PER 55, WIS 60

Traits: CRV 70, CRG 50, SAN 60

Skills: Academic 3, Artistic 3, Driving, Small 2, Gaming 2, Intuition 3, Observation 2, Occupational/Recreational 2, Rifle 1, Running 2, Swimming 1, Willpower 1

Grant Stacey

Used Car Salesman

Grant Stacey is a big man, broad shouldered but out of shape and vain enough to hide his "spare tire" by sucking in his gut and wearing loose fitting shirts and jackets.

He is easygoing but not terribly bright and tries to charm people with stories of some of the places he has been (Mexico, Las Vegas, New Orleans). Otherwise, conversations with Grant usually revolve around the latest sports scores, fast cars and beautiful women. Intelligent women intimidate him and he avoids characters fitting this description if possible.

Grant played football and baseball in high school and even made the state wrestling team his senior year. He married young and flunked out of college soon after. Grant owns a used car lot and makes more than enough money to support his family comfortably.

His marital problems are the reason he is seeking help. He has taken to drinking and arguing with his wife and is extremely unhappy with her decision to pursue a career rather than stay home and raise children. He has an intense dislike for her "feminist lesbian" boss—she owns an art gallery and has even convinced his son to pursue a future in art rather than find a real job.

Grant can usually be found either in the recreational room, or in his cabin watching television. He politely declines any invitation to physical activity but welcomes those who wish to watch the next ball game with him.

Primary Attributes: STR 70, STA 55, DEX 50, ACU 40, APP 55, REA 45, PCP 50

Secondary Attributes: HTH 31, DEF 26, RFX 45, CHA 48, PER 47, WIS 48

Traits: CRV 40, CRG 60, SAN 60

Skills: Business 3, Driving, Heavy 1, Driving, Light 3, Finance 2, Fortitude 2, Grappling 3, Handgun 1, Intuition 3, Leadership 3, Observation 2, Repair, Mechanical 2, Rifle 1, Sports 3

Claire Destin, 35

Daycare Manager

Claire is almost always smiling and exuberant. She is a "go-getter" and is always on the move. She enjoys outdoor activities like hiking and camping and is thrilled at the prospect of spending the weekend at Pinebrook.

Claire loves children and animals. She is a member of several animal rights organizations and is a strict vegetarian—she cannot bear to even watch people eat meat. While she is more than willing to discuss her interests and beliefs, she does not push them on others.

Claire manages a daycare center for preschoolers and is usually quite happy with her life. Over the past few years however, she has suffered several bouts of severe depression and does not know the cause. Prescription medication and a supporting husband have helped immensely but her episodes seem to be getting worse.

Throughout the day, Claire can be found strolling through the chapter grounds. She welcomes company and would love to go canoeing on the lake but cannot manage a boat.

Primary Attributes: STR 55, STA 50, DEX 55, ACU 60, APP 60, REA 65, PCP 60

Secondary Attributes: HTH 27, DEF 27, RFX 57, CHA 60, PER 63, WIS 63

Traits: CRV 60, CRG 40, SAN 70

Skills: Academic 1, Animal Lore 3, Animal Training 2, Climbing 1, Driving, Light 2, Intuition 4, Leadership 1, Observation 2, Politics 1, Swimming 2, Willpower 2

Dr. Michelle Hobbs, 39

Psychology Professor

Michelle Hobbs (maiden name, Santana) is of strong Latin descent. She is intelligent, highly charming and treats everyone she meets with kindness and respect.

Michelle is a psychology professor at a nearby university. She feels therapy is unnecessary but has come to Pinebrook at the behest of her close friend, Michael Lanier. Michelle's husband died of heart problems last summer and since then Michael has noticed a subtle change in her behavior. He is worried about her and wishes to make sure she is coping as well as she appears.

Michael is bending the rules by admitting her and had to pull a few strings with Koenig to get him to agree. Personal relationships are generally not a factor when deciding which patients need care but since she is so stable, Michael managed to convince Koenig her Dreamworld would be perfect for the newcomers.

Michelle's friendly demeanor is a complete facade. She is suffering from severe paranoia and is cold and calculating at heart. She has already committed at least one unspeakable

act and has a vague notion of committing another. Her knowledge of psychiatry and psychology has enabled her to hide her Dementia from even her closest friends and relatives. She has even managed to fool Dr. Koenig, which is no easy task. Michelle fears that Michael has caught on to her deception and hopes that this visit to Pinebrook will at least temporarily allay any suspicions he might have.

Michelle spends most of her time in the chapter library (in the administration building) or her own cabin. She accompanies others around the compound if invited out (although she remains constantly on her guard) but refuses to venture into the surrounding woods for fear of snakes. Otherwise, Michelle keeps to herself as much as possible.

Primary Attributes: STR 50, STA 40, DEX 50, ACU 70, APP 70, REA 65, PCP 65

Secondary Attributes: HTH 23, DEF 23, RFX 60, CHA 70, PER 68, WIS 65

Traits: CRV 60, CRG 50, SAN 30

Skills: Academic 4, Business 2, Deception 4, Driving, Light 2, Finance 1, Intuition 4, Leadership 2, Medical 3, Observation 3, Politics 2

Hard Rain

"The past does not equal the future."

—Anthony Robbins

Hard Rain

Dreamer

Name: Joe Horn

Creativity: 70

Courage: 50

Sanity: 60

Dreamworld

Dreamworld: Realistic

Key locations/events: Flooded neighborhood, getting to Joe's house, Joe's house, child rescue

Denouement: Passive

Details: Keep Joe's house from being flooded

Unreal: Passive

Taenia

Theme: waterlogged corpses

Number	Molt	Manifestations
40	Larvae	burial attire, corpse like features
4	Drones	zombies
1	Queen	large zombie

Underworld

Setting	#Drones	Mana Pocket
Joe's Office	1	16 (Joe's computer)
Italian Restaurant	0	12 (plate of linguini)
Atlanta, GA	3	27 (ice skating rink)

Getting There

This is Joe Horn's neighborhood during the Flood of 1994, a natural disaster that struck many parts of Southwest Georgia in the early summer of 1994. His neighborhood was flooded by the nearby Loogaroonie Creek.

The characters must act fast if they wish to safely get to the Dreamer's home. The water is steadily rising. The street itself is already under water and so are many of the intervening homes. The water is slow moving but the current is deceptively strong.

If the characters act fast, they may wade through the rising water without having to make a roll. Otherwise, a Strength + Swimming roll is needed to reach Joe's home safely. The Base Chance is reduced by -10 for every "real time" minute the characters stand around and do nothing. Failure results in the character being swept into the Barrier (2 MP) and out into the Periphery. The character may return to the Dreamworld but returns to the original spot and must repeat the process again.

Fluff: As the characters enter the water, the theme from Jaws slowly builds to a crescendo

As the characters journey towards the Dreamer's house, several coffins float by. These airtight coffins come from a nearby cemetery that was flooded out. They float with the current, spinning and bumping into things but are easy to avoid. Several have gotten hung up on parked vehicles or lodged against the nearby houses.

The water is filled with unformed larvae. Like leeches, they latch onto fish, turtles, alligators and anything else they can reach. 1d3 larvae attach themselves to each character that enters the water causing 1d2 Health points of damage each. Within all of the commotion going on, the characters should not realize this until the exit the water.

Larvae

Attribute Rating: 5/1, **Animal Size:** T(1'), **Weight:** 2 lbs., **Dmg:** 1d2, **Health:** 1, **Skills Rank 5:** Bite

Just as the characters reach the sandbag wall, the generator sputters and dies. Shouts of confusion follow as Joe and his Unreal neighbors rush over to assess the damage.

2. The House

Joe Horn's house is located in a circular court at the west end of the road. It is the highest house on the block. A yellow

1. Entering the Dreamworld

Upon entering the Dreamworld, the characters find themselves on the front lawn of a middle class suburban home. Dark, gray clouds fill the sky. A flood is in the making and this normally peaceful neighborhood is already partially submerged beneath brown, brackish water. The water is filled with floating logs, trash and debris and a rank, swampy smell emanates from it. The Barrier surrounds the entire neighborhood.

The water level rises, even as the characters watch, engulfing both vehicles and houses in the flood. Only one house seems safe from the danger. It's lawn is surrounded by a waist high wall of sandbags and the noisy purr of a generator drifts out over the sound of running water. Several men and women can be seen filling sandbags to bolster the strength of the wall. One of them is the Dreamer, Joe Horn.

truck sits in the driveway. A battery operated radio apprises everyone of news updates and water level measurements. A waist high wall of sandbags encircles the property.

The house itself is unremarkable. Inside, all of the furniture has been placed up high. Plenty of canned goods and fresh water are stocked within.

Joe's Neighbors

All of Joe's Unreal neighbors live on this street. The rest of the neighborhood evacuated some time ago. Those that stayed did not think the flooding would get this bad or happen in such a short amount of time. Only Joe had the foresight to protect his property and once the others realized their homes were lost, they decided to help Joe save his.

Now they stand around the generator with a box of tools. Two neighbors are infested with larvae. One is missing an eye, the other wears a tuxedo that is open in the back.

2 Larval Neighbors (Otis, Clete)

Primary Attributes: STR 50, STA 50, DEX 50, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 25, DEF 25, RFX 50, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 50, SAN 50

3 Unreal Neighbors (Bill, Jed, Missy)

Primary Attributes: STR 50, STA 50, DEX 50, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 15, DEF 25(0), RFX 50, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 50, SAN 50

The Dreamer

Joe horn was busy stacking sandbags to the wall when the generator went out. When the characters arrive, he is with some of his neighbors trying to fix it. He welcomes the characters and any help they might provide but without the generator, the situation looks grim.

The Denouement

The dream's denouement is to keep Joe's house from being flooded. During the Flood of '94, Joe was on vacation. While he was away, his house was flooded and he lost nearly everything, including the computer and backup files that contained his writings. In this dream he seeks to prevent this loss from happening.

The Generator

The generator supplies power to a pump that drains excess water from behind the sandbag wall. It stalled because one of the larvae poured sugar in the tank, although this is not apparent at first. A successful Perception + Repair, Mechanical can determine the cause of the failure although Joe

refuses to believe that any of his neighbors would do this.

Repairing or replacing the generator is crucial to achieving the denouement. Without the generator, the house will be flooded and the denouement not achieved.

The easiest way to get the generator running is to mend it through Reshaping (difficulty -25, MP 18). However, this is difficult if not impossible to do while the Unreal are close by and may force the Dreamer to make a Courage + Willpower roll. If the characters choose this option, either think of some way to work in The Rescue or skip ahead to The Breach section, below.

After tinkering around with the generator and realizing it is beyond their ability to repair, one of the Unreal neighbors (Jed) remembers that one of the larval neighbors (Otis) has a generator next to his shed. Otis denies this at first, but is prompted by Bill who remembers seeing the generator just before he came over. Otis' shed is high up on a slope so they believe the generator may still be dry if they can figure out some way to get it and bring it back.

Incidental Achievement: Repair or replace the generator (one character)

Getting to the Shed

There are several ways to get to the shed. One is to swim. This is extremely difficult due to the current. It takes at least 2 Strength + Swimming rolls to get there at a -10 to the Base Chance. The results are the same as above.

Another method is to build a raft out of the materials on hand. This raft will only hold two people (and the generator). A Dexterity + Boating, Small Craft roll is required to reach the shed. None of these men have Repair, Mechanical however so if the characters do not build the raft, there is a 50% chance the raft breaks apart each time it is used.

A boat or raft may be Created or Reshaped at normal difficulties although doing so in front of the Unreal results in the Dreamer having to make a Courage + Willpower roll.

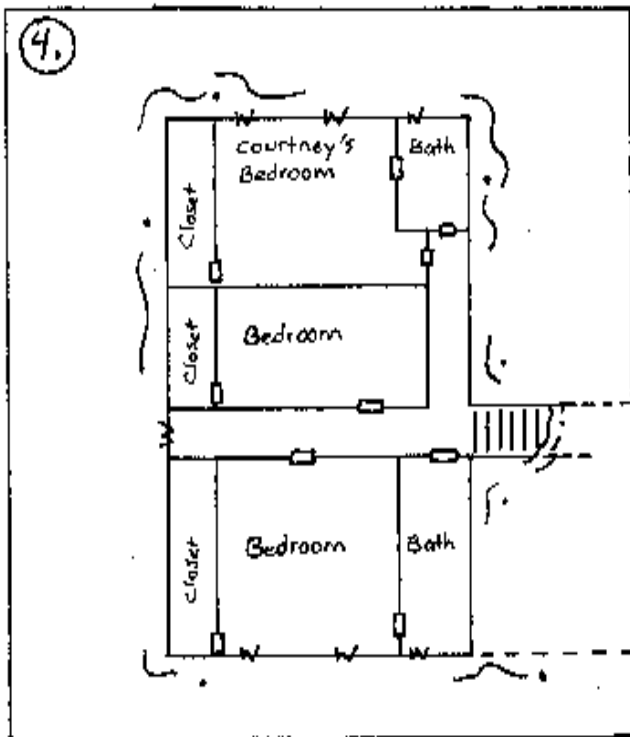
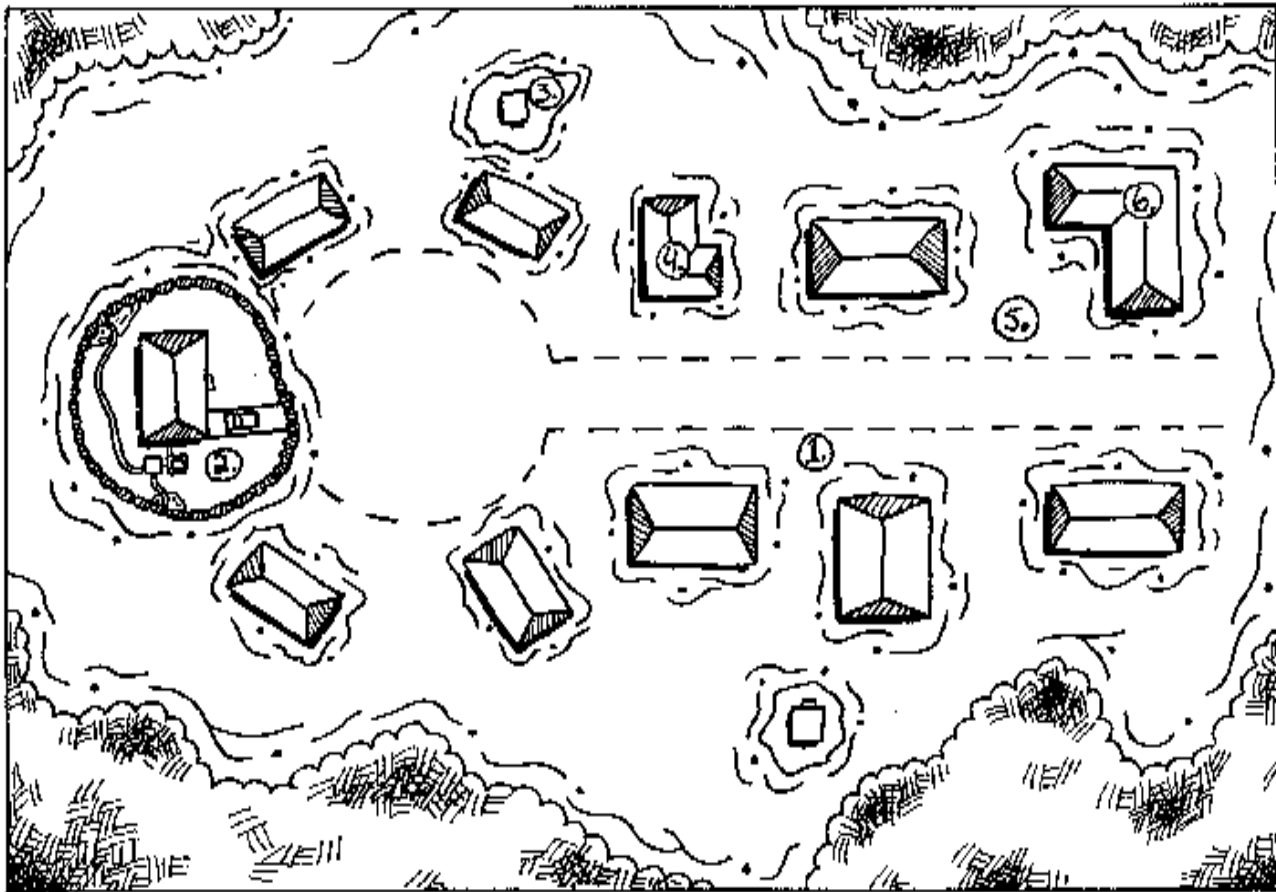
Those that think about it can use Reshaping to propel characters or crafts through the water by creating numerous swells and ripples. (difficulty -25, 10 MP). This negates the need for any roll.

3. The Shed

The generator is outside the shed. It is dry and functional and easy enough to load and transport it back. However, once at the shed, the characters hear the sound of a crying child coming from a nearby flooded home.

4. The Rescue

If the characters choose to investigate the source of the crying, no roll is necessary to get to the house. The back door is open and the lower floor is completely flooded. In the living room, an open, empty coffin floats amidst the furniture and debris.



"HARD RAIN"

KEY	
	HOUSE
	SHED
	SANDBAGS
	WATER
	TREES
	TOMBSTONES
	DOOR, WINDOW

The upper levels are dry. An Unreal child, Courtney Aims, is in her bedroom crying. Scratch marks mar the surface of her bedroom door. She quiets if she hears anyone on the stairs but will not open the door. The flimsy door is locked but may be opened with a coat hanger. Otherwise, it may be battered down with a Strength + Willpower roll at +25 to the Base Chance.

1 Unreal Child (Courtney Aims, 11)

Primary Attributes: STR 30, STA 30, DEX 50, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 10, DEF 25(0), RFX 50, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 50, SAN 50

Skills: Observation 1, Stealth 1

Courtney is hiding in the closet. As soon as her hiding place is exposed she launches into hysterics, crying and struggling to run away. A Charisma + Leadership roll is needed to calm her, after which, she latches onto that character and refuses to leave his side.

If asked, she tearfully explains that she and her mother were waiting for their father to come home before they evacuated. Once the flooding started, they both rushed upstairs. Her mother went back downstairs to get a few necessities. There was a crash and then her mother started screaming. Courtney hid in her room. She later heard groaning sounds and scratching at the door but was too scared to open it.

Courtney's mom was attacked and killed by a wandering drone. The drone is close by. As the characters tend to Courtney, the drone and the resurrected zombie of Courtney's mother soggily shamble up the staircase and attack uttering a single phrase: "Brains."

1 Drone ("Walking Dead")

Attribute Rating: 70/35, **Animal Size:** Medium, **Weight:** 200, **Dmg:** 2d6, **Health:** 35, **Skills Rank 3:** Claw

The drone manifests as a withered corpse (formerly from the coffin). The drone attacks last each Turn but takes only 1/2 damage from fire attacks and normal weapons. It is immune to suffocation or drowning. A Called Shot to the head or neck negates its Defense and destroys it instantly.

1 Zombie Mom

Primary Attributes: STR 50, STA 50, DEX 50, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 10, DEF 25(0), RFX 50, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 50, SAN 50

The zombie mom does 1d3 points of damage with each claw attack. It attacks last each Turn but takes only 1/2 damage from fire attacks and normal weapons. It is immune to suffocation or drowning. A Called Shot to the head or neck destroys it instantly.

Subdenouement: Rescuing Courtney (all characters involved)

Incidental Achievement: Keeping Courtney from seeing her zombie mother.

Back to Joe's House

The current is traveling roughly southwest so no roll is needed to get safely back to Joe's house.

The Breach

If all of the characters went to retrieve the generator, they return to find the rear sandbag wall partially destroyed and the backyard filling with water. Soon after the characters leave (or if the characters Reshape the generator), the larval neighbors topple one of the sandbag stacks. They then swim to the nearest house and hide inside, awaiting the outcome of the dream.

If the characters get the generator running, the pump is eventually able to contain the influx of water and drain the area. The wall itself is difficult to repair. 3 Stamina + Fortitude rolls (by the Dreamer or any character) are required to fix the wall.

Incidental Achievement: Fixing the wall (every character who helps, even if they did not roll)

Once the wall is fixed and the pump operational, it is only a matter of time before the denouement is achieved. Water occasionally seeps through gaps in the sandbag wall and everyone must rush to fill them in but the characters should have no further problems with the flood.

Resolution

The water level crests at 35' not long after the wall is shored up and the generator operational. They hear this news over the radio. The sky lightens, the storm clouds disappear and a backwash of mana rolls over the entire neighborhood. Joe and his neighbors congratulate each other on a job well done.

5. Getting to the Nest

A Strength + Swimming or Dexterity + Boating roll is required to reach the nest. Characters who approach the house are attacked by 3 drones lurking beneath the water.

3 Drones ("Walking Dead")

Attribute Rating: 70/35, **Animal Size:** Medium, **Weight:** 200, **Dmg:** 2d6, **Health:** 35, **Skills Rank 3:** Claw

The drones manifest as waterlogged corpses. Upon returning from his vacation, Joe found a coffin inside his house. By some ironic twist of fate, its contents had spilled out onto

his waterlogged bed. The experience was so unsettling that his subconscious mind has never forgotten and the Taenia take full advantage of his uneasiness.

These drones try to topple any boats. A Dexterity + Boating roll resisted by the drone's Strength roll is required to stay afloat.

The drones Grapple any swimming characters. Their added weight immediately drags the character down to the bottom. Speech is impaired under water but the one phrase the drones utter is unmistakable: "Brains."

The drones attack last each Turn. They take only 1/2 damage from fire attacks and normal weapons. They are immune to suffocation or drowning. A Called Shot to the head or neck negates their Defense and destroys them instantly.

Characters attacking while in or beneath the water suffer a -25 penalty to the Base Chance of all Melee and Punching rolls and a -10 penalty to the Base Chance of all other attacks. Some weapons (such as bows) may be impossible to use while in the water.

6. The Nest

The nest is located inside a house at the eastern end of the street. The lower level is flooded and filled with a Large school of fresh water piranha Reshaped by the Queen.

1 School of Piranha

Attribute Rating: 80/40(0), **Animal Size:** Large, **Weight:** N/A, **Dmg:** 4d6, **Health:** 15, **Skills Rank 3:** Bite

The school attacks one character relentlessly and must be reduced to 0 Health before it is dispersed.

The nest itself is located on the upper level and resembles an endless graveyard that stretches as far as the eye can see. The Taeniid eggs reside within several buried coffins, firmly attached to the corpses inside.

The Queen Reshaped 2 zombies to guard her. They attack any who enter the upper floor.

2 Unreal Zombies

Primary Attributes: STR 50, STA 50, DEX 50, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 15, DEF 25(0), RFX 50, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 50, SAN 50

Skills: Claw 3 (Dmg 2d6)

The Unreal zombies attack last each Turn but take only 1/2 damage from normal weapons (full damage from fire). They are immune to suffocation or drowning. A Called Shot to the head or neck negates their Defense and destroys them instantly.

1 Queen ("Walking Dead")

Attribute Rating: 80/40 (Defense 20), **Animal Size:** Medium, **Weight:** 200, **Dmg:** 2d6, **Health:** 40, **Skills Rank 5:** Bite, Claw

Mana Points: 26 (currently 14); Rate 2

Talents: Genesis

The Queen manifests as a waterlogged corpse. She attacks last each Turn but suffers only 1/2 damage from fire attacks and normal weapons. She is immune to suffocation or drowning. A Called Shot to the head or neck negates her Defense and destroys her instantly.

If the piranha school is still alive, the Queen Reshapes holes in the floor beneath her attackers (difficulty -15, MP 3). A Dexterity + Reaction roll must be made to avoid falling into the waters below. Otherwise, the Queen uses mana each Turn to Channel Damage through her claws.

Aftermath

Back at the lab, the Pinebrook staff are anxious to see how well the characters handled their first strike against the Taenia. Dr. Haire and the techs conduct basic physical examinations while Dr. Lanier assesses any possible mental damage. The Dreamwalkers are encouraged to talk about their experiences during this time as discussion helps dream recall.

If everything checks out, the characters are taken to the cafeteria where a surprise party is held in their honor. Mac and his team are in attendance along with the rest of Pinebrook's scientific and medical staff. Dr. Koenig gives a short speech praising the characters for surviving their first Dreamwalk.

From there, champagne is opened and Mac orchestrates a toast to the character's future success, expressing delight that he and his team are no longer the only spoiled brats in the Pinebrook family. This is a good time for characters to interact with staff members on a more personal basis if they haven't made an effort to do so already. The festivities last until just before dawn. The characters may stay and unwind or choose to retire at any time during the night.

In a few years, the staff at Pinebrook, and any friends Joe made while there, receive an autographed copy of Joe Horn's first book—a horror novel wherein the protagonists (a group of people remarkably like the characters) must find their way off a zombie-infested island.

Winning is Everything

"Winning isn't everything, it's the only thing."

—Vincent T. Lombardi

Dreamer

Name: Grant Stacey

Creativity: 40

Courage: 60

Sanity: 60

Dreamworld

Dreamworld: Realistic

Key locations/events: Manhattan Sports Dome, parking lot, football game

Denouement: Passive

Details: To watch the Manhattan Island Jets win the Champion Bowl

Unreal: Inert

Taenia

Theme: Strong, independent women

Number	Molt	Manifestations
40	Larvae	"plain", conservatively dressed women
4	Drones	body-builder type women
1	Queen	women's rights activist

Underworld

Setting	#Drones	Mana Pocket
Grant's office (car lot)	1	8 (address book)
Grant's home	0	19 (bedroom mirror)
Grant's favorite bar	4	36 (beer cooler)

corner slowly counts down the minutes until game time—just under an hour.

The parking lot is teeming with activity, the atmosphere full of cheer and good will. Hundreds of smiling people wearing team colors (either the black and green of the Jets or the pink, white and blue of the Blowfish) exchange catcalls and friendly jibes with fans of the opposite team.

Fluff: Some of the Unreal wear Grant's old #12 Blue Ducks high school jersey.

Fluff: Sale prices are written in soap across the windshields of all parked vehicles.

Reporters and camera crews wander among the revelers conducting fan interviews while M.S.D. security guards patrols make sure the peace is kept. Tailgaters beckon the characters to join them for a free meal of beer, bratwurst, hot dogs, hamburgers, chicken or steak.

Incidental Achievement: Eating anything from the tailgaters (all characters who do so).

Beyond the parking lot lies the shimmering haze of the Barrier. The city of New York ripples across its surface like a badly drawn photographer's backdrop. Vehicles seem to enter and leave the parking lot through the Barrier, appearing and disappearing into thin air.

The unmistakable presence of the Dreamer emanates from somewhere inside the stadium.

Stadium Security

Security has been increased for the game and security guards may be encountered almost anywhere in and around the stadium. Larvae have infested several members of the security force and do their best to discourage characters from helping the Dreamer without starting an all out battle. Regardless of gender, these larvae manifest slight, conservative, female characteristics (small breasts, wide hips, brown lipstick, etc.) into their appearance.

Security Guards

Primary Attributes: STR 50, STA 50, DEX 50, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 25(15), DEF 25(0), RFX 50, CHA 50, PER 50, WIS 50

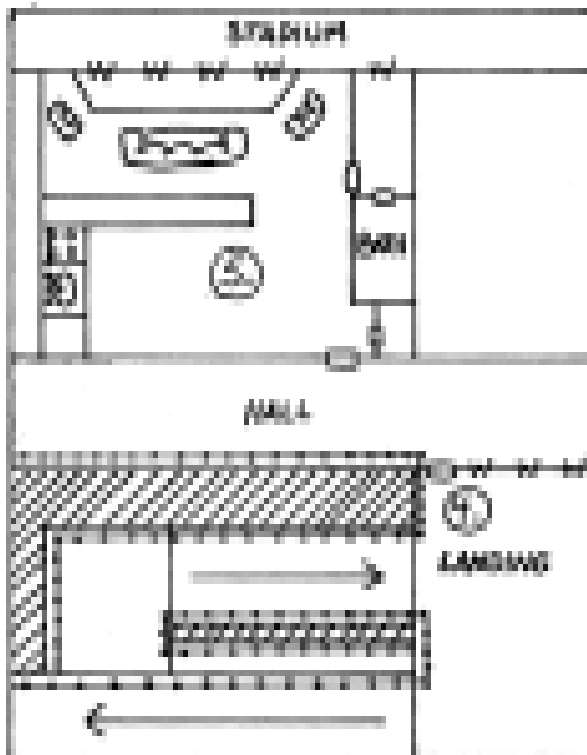
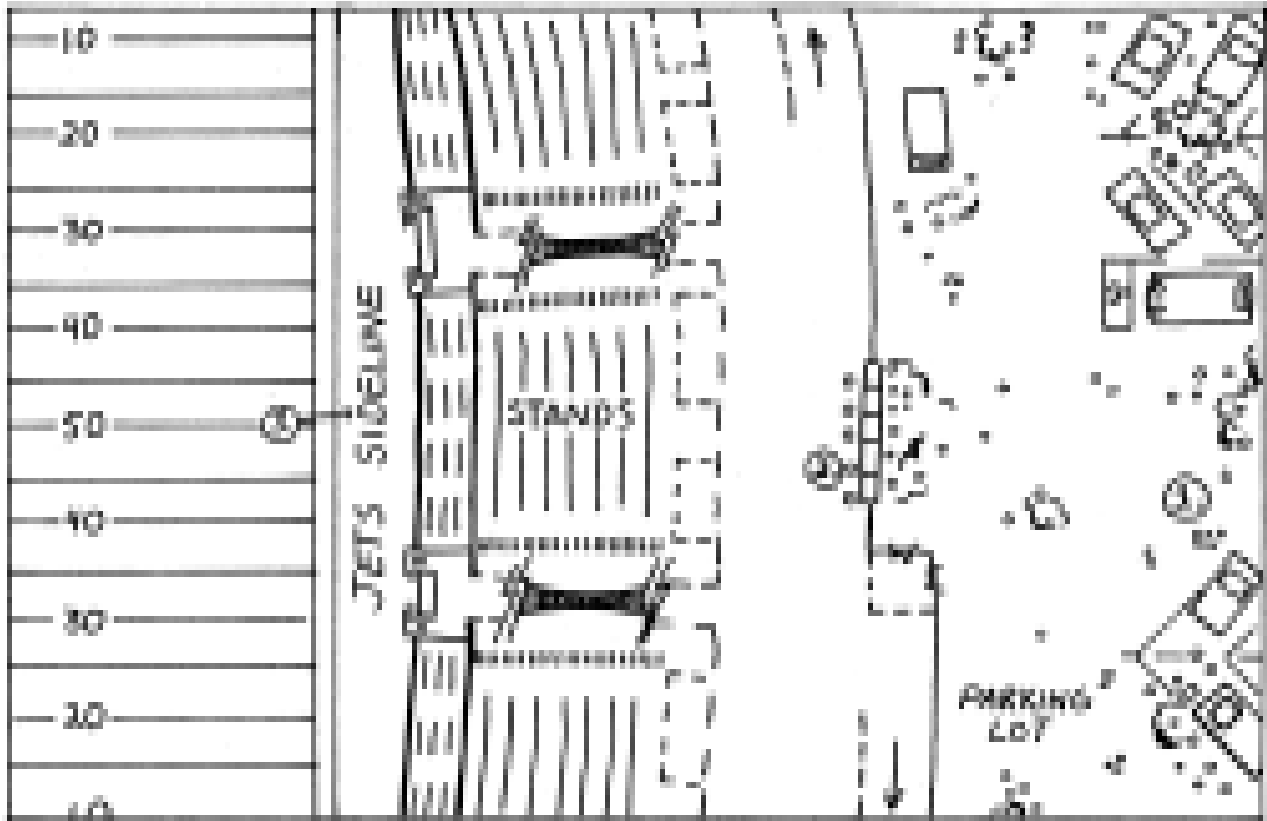
Traits: CRV 50, CRG 50, SAN 50

Skills: Dodge 1, Handgun 1, Law 1, Observation 1, Punching 1, Security 1

1. Entering the Dreamworld

Upon entering the Dreamworld, the characters find themselves in the parking lot of New York City's newest arena—the Manhattan Sports Dome. Colored banners, flags and marquee signs proudly advertise today's featured event—Champion Bowl XXXX, the final game of the season in which the hometown Manhattan Island Jets play host to the Miami Blowfish for the right to be called the best in the North American Football League (NAFL).

A huge television screen is mounted to the outside of the stadium, overlooking the parking lot. A series of football related images flash across it as broadcasters narrate seasonal highlights from both teams. A clock in the bottom right hand



"WINNING IS EVERYTHING"

KEY	
	CROWDS
	VEHICLE
	INDOORS
	OPEN SPACE
	RAMP

Possessions: Personal effects, badge, .38 revolver, night stick, walkie-talkie

Security Chief

Primary Attributes: STR 55, STA 55, DEX 60, ACU 50, APP 50, REA 50, PCP 55

Secondary Attributes: HTH 30(15), DEF 30(0), RFX 55, CHA 50, PER 50, WIS 53

Traits: CRV 50, CRG 60, SAN 50

Skills: Dodge 1, Handgun 2, Investigation 1, Law 2, Melee 1, Observation 2, Punching 2, Security 3

Possessions: Personal effects, badge, .38 revolver, night stick, walkie-talkie

House Arrest

Characters placed under arrest are taken to a dingy holding cell in the stadium basement. They are kept under close supervision by 1 larval supervisor and 1d6 Unreal security guards until the end of the game. Breaking out of the cell is possible but any escape attempt must be done quickly before the guards can raise the alarm.

1 Larval Security Chief

1d6 Security Guards

Combat

Open combat before the denouement is achieved may disrupt the dream. Gunfire causes chaos to break out among the fans in attendance. The crowd panics, trampling dozens of people as they stampede for the nearest exit. 1d6 additional security guards arrive every Turn and attempt to subdue or kill the characters, depending on the situation. If the fight lasts for more than 5 Turns, the game is canceled in light of the terrible tragedy. Skip ahead to The Resolution.

2. Getting Inside the Stadium

Since the Dreamer is somewhere inside the Dome, the first priority should be getting inside the stadium. Ticket booths are closed as the game has been sold out for months. Security is beefed up for the event making the prospect of sneaking in impossible.

The easiest way to gain entry is to either Create a ticket, Possess someone who already has one or Possess a security guard. Hard cash can also be Created in order to buy a ticket from a scalper (\$1000 minimum for nosebleed seats). Scalped tickets have a 1 in 10 chance of being counterfeit, recognized immediately at the gate.

Two larval security guards patrol the parking lot crowd. If the Dreamwalkers make no effort to hide, the larvae eventually spot them and alert the rest of the Taenia via walkie-talkies. The larvae avoid contact with the Dreamwalkers but radio for backup if molested.

2 Larval Security Guards

Entering the Stadium

If the Taenia are not already aware of the Dreamwalkers, they become so when the characters try to enter the stadium. Possessed security guards have no problem obtaining entry. All other characters are detained at the gate and subject to a routine security search. These are normal security guards under the direction of a larval security chief named Chuck Givens.

1 Larval Security Chief (Chuck Givens)

Chuck Givens is a tall, skinny man with a hawk nose and piercing eyes. When dealing with Dreamwalkers he has a constant scowl on his face. He tries to intimidate the characters while avoiding close contact. He flees if attacked.

2 Security Guards

The security guards pat down the characters and riffle through any bags, backpacks or purses they may be carrying. If the characters did not think to check beforehand, there is a 1 in 10 chance that a Possessed character is carrying some minor contraband (such as counterfeit tickets, illegal drugs, pocket knives, etc.) If anything is amiss, Givens immediately orders the character be placed under arrest.

If everything checks out, the security guards apologize for the delay and allow the characters to pass. Givens retreats with a glare but reappears moments later with the two larval security guards.

"This is no place for you," Chuck says. "I'm advising you to leave while you still have a chance. If you don't, there's going to be trouble." One guard punctuates this threat by lowering his hand to the butt of pistol, the other by tapping his nightstick into his hand.

Givens responds to attempted conversation with: "Leave now. You can't help him. I'm not going to ask you again," or "This is your last chance to leave. I'm serious."

This is all bluff and posturing. The last thing the larvae want is a fight. If the characters make as if to move past them or demonstrate any sign of aggression, the larvae quickly withdraw, even running away if necessary to avoid a fight. "You'll be sorry," Chuck calls over his shoulder.

The characters should have no further problem entering the stadium. However, the outer ring of the stadium and the inner ring (where the seats are) are separated by a long (1/2 mile) tunnel, the floor of which is black asphalt, painted with orange and white lines. Poster sized pictures line the walls at regular intervals showing a glimpse of Grant's life, from his childhood until now.

The Manhattan Sports Dome

The stadium is huge and brimming to its 80,000-seat capacity. A revolutionary, paneled, dome style roof protects the field from the elements. The playing field is ringed by three tiers of seats (Upper Level, Mezzanine, Lower Level), each level accessible by ramps and/or staircases. Conces-

sion stands take up three sides of the Mezzanine with the fourth side belonging to the press and game announcer's booths. Several dozen luxury skyboxes overlook the eastern side of the Upper Level.

Even before the game, the crowd noise is near deafening as thousands of voices give rise to ragged team chants and an occasional disorganized "wave." Tray vendors wander the aisles selling programs, beer, pretzels and hot dogs.

One of these vendors is a florist with several dozen roses. She holds a card and appears to be looking for someone. If stopped or questioned she explains that she is looking for someone named Grant Stacey. She is supposed to deliver these flowers to his wife but must be paid \$70 first.

Subdenouement: Paying for the flowers (the character who actually pays).

Fluff: Somewhere between the parking lot and the stadium, the Unreal have undergone a startling change—they now appear as tall, robust, blonde-haired, Barbie doll type women dressed in Jets team colored midriiffs, bikinis and other skimpy and suggestive clothing. Even security and the other stadium employees have succumbed to the effect, their normal uniforms now ridiculously tight and scant.

The only people unaffected by the gender change are the two teams warming up on the field, the referees and the coaching staffs.

Taeniid larvae are easy to spot scattered among the crowd. These manifest as conservatively dressed women with short, close cropped brown hair or small breasts or broad, man-like features. The field referees and a few of the Blowfish are also infested by larvae.

3. The Dreamer

Grant Stacey is at the 50 yard line marker down on the home team sideline. He sits on a battered couch with his legs propped up on a coffee table, surrounded by an unwallied replica of his home den, complete with bathroom and refrigerator. A dozen extraordinarily beautiful cheerleaders practice their routine nearby, seeming to perform especially for him.

If the characters wish to approach the Dreamer, they must once again contend with stadium security. Possession of a security guard is the simplest way to get on the field but the characters may come up with other ideas. Any attempt to jump the wall onto the field is met with swift reprisal by 2d6 security guards followed by ejection from the stadium.

2d6 Security Guards

The Joining

Upon Joining with the Dreamer, the character is overwhelmed by the excitement of the moment. He must make his usual Wisdom + Willpower roll to resist the urge to sit back and watch the game unfold.

During the game, Grant's hopes rise and fall with the play of his team. This is the first time the Jets have been to the Championship game in over thirty years. Grant saw them win that game when he was a boy and it remains one of his favorite childhood memories. He has always hoped the Jets would return but they never have.

Grant is intimidated by strong, independent women, which is the source of the Taeniid manifestation.

The Denouement

Once the denouement is learned the characters may better assess the situation. The outcome does not look good for the home team. Even during warm-ups, it is obvious that the Jets are no match for the opposing team. The Blowfish are just too good. In addition, larvae have infested various members of the Blowfish, including the head coach. The three field referees are also infested. The larval referees and players stand apart from the rest of the team, discussing what to do about the Dreamwalkers.

One way to even the odds is for the characters to Possess the Jets coach or some of the players. The best time to do this is before game time, when the two teams enter the locker room for the coach's pre-game motivational speech. Inside the locker room, the characters should be able isolate their targets without any problem. Once the game starts, Possessing the coach is almost impossible because of all the attention he draws (forcing the Dreamer to make a Courage + Willpower roll). Possessing the players is still possible however.

Possessing members of the Blowfish is not a good idea. The larval coach immediately benches any Possessed player. If they resist, he calls security and has them escorted from the stadium. If the coach is Possessed, a phone call from the team's larval owner transfers management of the team to the Blowfish's offensive coordinator who is watching the game from a Mezzanine level booth. Once again, open resistance results in the coach's ejection, this time by a larval referee or an Unreal NAFL official, and subsequent removal from the stadium.

Taeniid larvae may be destroyed normally with Mana Bolts but if the any team member is openly attacked, the stadium erupts into full blown chaos (see Combat, above).

The Game

Fifteen minutes before game time, the PA announcer introduces the starting lineups of both teams. Each player runs onto the field, slapping hands and high-fiving his teammates to the delight of the cheering crowd.

The stadium quiets during the national anthem. A coin toss (won by the Blowfish unless the characters are present—in this case, the coin may be flipped normally) follows to see who gets the ball first and then finally, the game begins.

The football game lasts for four quarters. A resisted Skill roll must be made to decide the winner of each quarter. At the end of the game, the team who won the most quarters wins the game. If both teams win two quarters, the game goes into overtime with the victor determined by the winner of the

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final Skill roll. If the characters do nothing to intervene, roll the outcome of the game normally (see the *Sports* section in *Task Resolution*, pg. 41, for specifics).

At half time (the end of the first two quarters), the teams are herded back into their locker rooms. If a team is tied or winning, the head coach is upbeat and encouraging. If the team is losing, the head coach challenges the manhood of each player. If they haven't done so already, this is a good time for characters to Possess the Jets players or the head coach.

On the field, the half time show consists of a rock and roll number by an all girl band named Starz. After half time, the teams return to the field and play out the remainder of the game.

The Jets

Primary Attributes: STR 50, STA 50, DEX 50, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 15, DEF 25(0), RFX 50, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 50, SAN 50

Skills: Running 1, Sports 1

If the characters think to ask, they may Possess players whose positions maximize their own strengths.

Head Coach: Reason + Sports—The Jets head coach is responsible for calling all plays and on-field adjustments.

Quarterback: Acumen + Sports—The Jets quarterback relies on quick thinking and on the field decision making.

Skill Players: Dexterity + Sports—Skill players either handle the ball (offense - kickers, wide receivers, running backs, tight ends) or attempt to keep others from doing so (defense—cornerbacks, linebackers, safeties).

Linemen: Strength + Sports (defensive/offensive)—Line-man are the grunts of the football team. Their work is done head to head in the trenches and relies heavily on strength and foot speed.

Blowfish

Primary Attributes: STR 60, STA 60, DEX 80, ACU 50, APP 50, REA 50, PCP 50

Secondary Attributes: HTH 30(15), DEF 35(0), RFX 65, CHA 50, PER 50, WIS 50

Traits: CRV 50, CRG 60, SAN 50

Skills: Fortitude 1, Intuition 2, Observation 1, Reaction 3, Running 3, Sports 3, Willpower 2

The Blowfish rely on their skill players (Dexterity + Sports) to win the game.

3 Larval Referees

Primary Attributes: STR 50, STA 50, DEX 50, ACU 65, APP 55, REA 65, PCP 60

Secondary Attributes: HTH 25, DEF 25, RFX 60, CHA 60, PER 65, WIS 65

Traits: CRV 50, CRG 50, SAN 60

Skills: Fortitude 1, Intuition 2, Observation 3, Reaction 2, Running 2, Sports 3

The three larval referees do their best to avoid the characters but can be intimidated into leaving (see *Coercion*, pg. 38). Each quarter their dubious officiating adds a +10 per referee to the Base Chance of the Blowfish Skill roll. Any player who voices displeasure at this to the GM is considered to be voicing his anger to the referee and is summarily ejected from the game (no exceptions!).

Killing the larva infesting a referee (with a Mana Bolt) and then Possessing that referee adds +10 to the Base Chance of every Jets Sports Skill rolls each quarter.

Resolution

If the Blowfish win, a visible wave of disappointment and failure radiates from the Dreamer, causing a ripple effect throughout the entire stadium. The Unreal shimmer and fade out. Color drains away leaving everything bleak and gray. Stripped of their hosts, the remaining larvae writhe on the ground in agony. Most dissolve into a steaming pile of foul smelling goo but three molt into fully functional drones, rise up and attack the characters.

The characters must decide whether to stay and fight for their lives or leave the Dreamworld.

3 Drones

Attribute Rating: 70/35, **Animal Size:** L(8'), **Weight:** 500 lb., **Dmg:** 4d6, **Health:** 35, **Skills Rank 3:** Bite, Claw, Climbing, Dodge, Fortitude, Observation, Reaction, Stealth, Swimming, Survival

If the Jets win, the crowd erupts into a rabid frenzy and rushes onto the field. Jets team members parade around the field to the delight of the masses.

A podium is erected in the center of the football field and the President of the North American Football League gives a short speech before awarding the Championship trophy to the Jets head coach. As the coach raises the trophy high overhead, the crowd once again roars its approval.

A backwash of glorious mana (5d6 MP per character) spews from the trophy to envelope the entire stadium, destroying all larvae in the blast. Afterwards, the characters are free to seek out the Taeniid nest.

The Stadium

The following assumes that the denouement has been achieved or the Dreamer has realized that the denouement cannot be fulfilled. If not, the Game Master must amend this section accordingly.

The nest is located in an Upper Level luxury sky box. Inside, the stadium is eerily quiet as all of the Unreal have either disappeared or gone onto the field to join in the celebration.

4. Luxury Level

An access ramp leads to the Upper Levels which are closed off by locked security doors. The lock may be picked

(Dexterity + Security) or the door may be bashed down (Strength + Willpower).

Once the characters bypass the door, the skybox door opens. The Queen yells “Get ‘em girls!” and three Taeniid drones exit and attack.

3 Drones

Attribute Rating: 70/35, **Animal Size:** Medium, **Weight:** 225, **Dmg:** weapon, **Health:** 35, **Skills Rank 3:** Fortitude, Grappling, Handgun, Melee, Punching, Reaction, **Possessions:** Pantsuits, Personal Effects.

The drones are all body builder type women with manish features and close cropped brown hair. One of the drones has a hand held stun gun (taser) and one has a can of pepper spray (tear gas) good for 5 blasts. Each drone also has a set of keys that they can bunch into their fists (knife).

5. The Luxury Box

The door to the luxury box is locked and via Reshaping, the Queen has wired it to the stadium’s electrical system. Anyone touching the knob immediately receives 5d6 points of electricity damage.

The luxury box contains everything that would be expected in a standard luxury box. In addition, paintings, statues and other objets d’art decorate the room. The large glass window overlooking the stadium has been broken outward and a slimy trail leads across its threshold.

The Taeniid Queen has Reshaped the entire room, dropping the nest to the level below. The broken window is a diversionary tactic she hopes will lead the Dreamwalkers away until the dream ends.

The Nest

The nest is identical to the luxury box above except the room is dark and there are no doors or windows. In addition, gelatinous cocoons encase the art. Inside the cocoons are what appear to be severed portions of the male anatomy.

Queen (Terry McCall)

Attribute Rating: 80/40, **Animal Size:** Medium, **Weight:** 130, **Dmg:** weapon, **Health:** 40, **Skills Rank 5:** Academic, Artistic, Handgun, Law, Martial Arts, Medical, Observation, Politics, Reaction

Mana Points: 26(currently 9); Rate 2

Talents: Marksman

Possessions: 9mm handgun, 3 extra magazines

The Taeniid Queen is a painfully androgynous woman named Terry McCall. In the real world, Terry owns the art gallery where Grant’s wife works. She is also the head of two prominent feminist groups—The Foundation of Womyn’s Rights and the Elevation of Womyn Above Men (FWR and EWAM).

Terry has taken cover behind a chair (-5 to her Defense). She attacks the first Dreamwalker she sees and keeps firing on him until he goes down. For the first few Turns she uses mana to take Extra Actions and takes multiple actions as well. She also Heals herself as needed.

Female characters or characters who are currently Possessing female Unreal negate Pat’s Defense and do double damage with each attack.

Aftermath

Back in the lab, the characters undergo routine post Dreamwalk procedures. There is no celebration this time but if the colony was destroyed, Dr. Koenig is visibly impressed. He once again commends the team’s efforts and looks forward to watching their development.

The next morning they learn that Grant made a private call to his wife and is leaving Pinebrook early. Before leaving, he thanks the staff and promises to keep in touch with any new friends he has made. Over the course of the following weeks, he is able to reconcile with his wife and greatly improve his relationship with his son. The characters should feel good about their part in helping keep his family together.

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Dogshank Redemption

"You think dogs will not be in Heaven? I tell you, they will be there long before any of us."

—Robert Louis Stevenson

Dreamer

Name: Claire Destin
Creativity: 40
Courage: 60
Sanity: 70

Dreamworld

Dreamworld: Surreal
Key locations/events: Oppressive dog pound, escaping the cage
Denouement: Passive
Details: Free Claire's dog from the pound
Unreal: Active

Taenia

Theme: Inhumane employees

Number	Molt	Manifestations
30	Larvae	Natural form
3	Drones	Brutal orderlies
1	Queen	Psychotic veterinarian

Underworld

Setting	#Drones	Mana Pocket
Grand Canyon	0	16 (observation telescope)
Medieval castle	2	27 (queen's crown)
Airplane	1	8 (pilot's seat)

Size

Breed

Tiny:	(1-2) Chihuahua, (3-4) Toy Poodle, (5-6) Pomeranian
Small:	(1-2) Cocker Spaniel, (3-4) Bulldog, (5-6) Retriever
Medium:	(1-2) Husky, (3-4) Rotweiler, (5-6) Doberman

The characters retain all of their own Attributes, Traits, Skills and Talents and may manipulate mana as normal but remember that their effective Strength (and the effective Strength of their opponents) may be increased when fighting creatures of smaller Size. The Dreamwalkers must gain the primary Skill, Bite in order to augment their attack roll. The amount of bite damage done is based on their current Size.

Size

Height/Length

Weight

Bite Damage

Tiny	under 1'	<10 lb.	1d2
Small	1-4'	10-100 lb.	1d6
Medium	4-7'	100-400 lb.	2d6

The Block

Once the players get over their initial surprise they may take a closer look at their surroundings. They are crammed into a chain link cage. The concrete floor of the cage slopes from front to rear toward a rusty drain grate. The cage door is locked with a simple spring clip, designed to be opened with human hands and impossible to manipulate with paws.

The cage is just one of many lined up on either side of a concrete walkway that runs north to south. The cages are overcrowded and packed full of Unreal dogs of various Sizes and breeds, many of whom are infested with one or more larvae. The Unreal dogs utter pitiful mewling and whining sounds as they await their horrible fate.

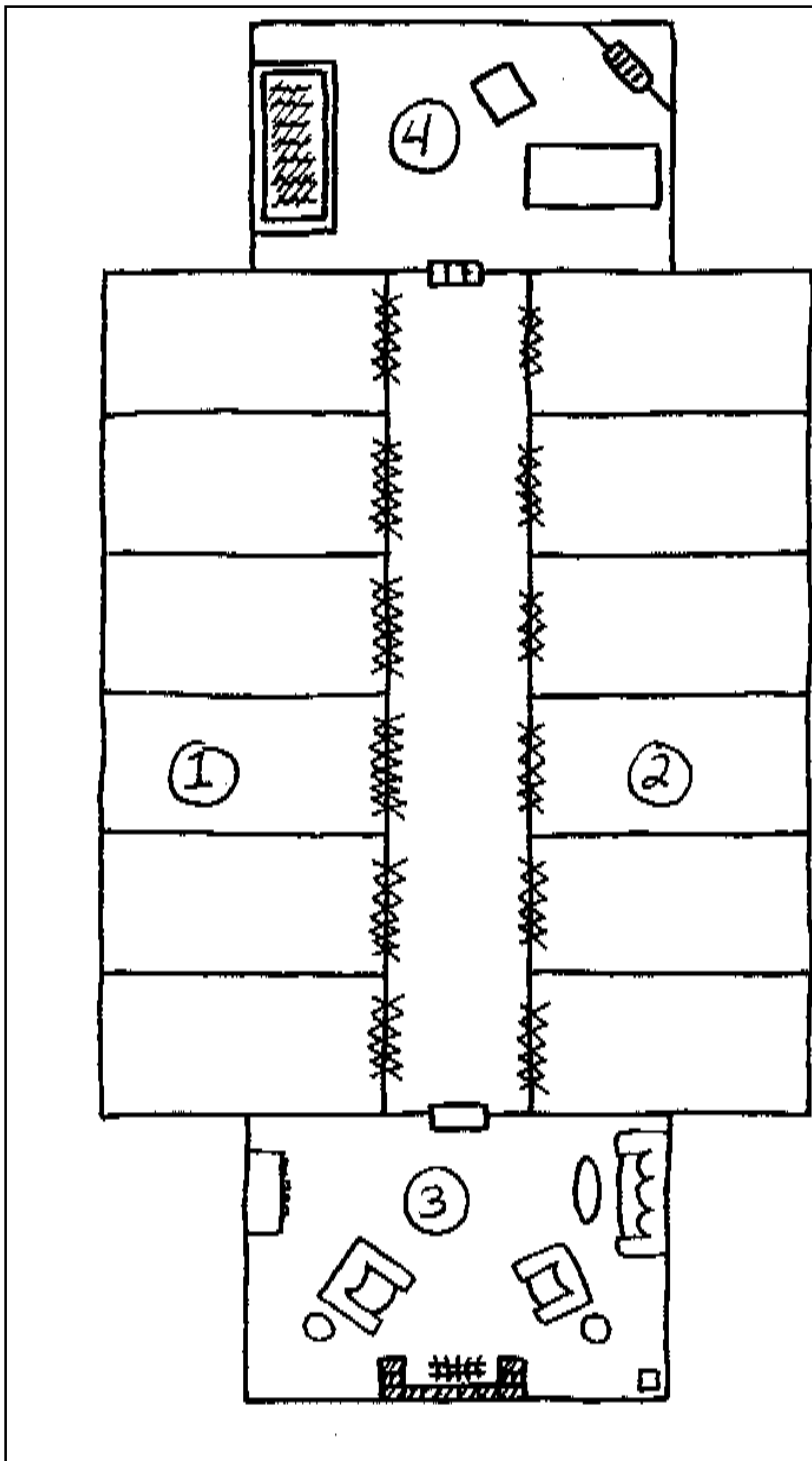
A wooden door lies to either end of the walkway. A small window is set in the north door but it is clouded by grease and smoke. Several bad smells emanate from behind the door—burned hair and flesh, urine, feces and a strange, chemical odor that makes their noses wrinkle in disgust. A successful Perception + Medical roll identifies this as euthanasia.

A burly drone orderly guards the southern door, his thick arms folded across his chest.

1. Entering the Dreamworld

Upon entering the Dreamworld, the characters find themselves imprisoned in a dark and gloomy cell. Most of the overhead lights are broken but a few fluorescent bulbs flicker and refuse to go out. A host of unpleasant smells permeate the air and sting at noses so sensitive that it takes the characters only a few seconds to realize they are no longer human.

The Dreamworld is set inside the main block of the Metro Atlanta Animal Shelter. The characters have adopted the form of dogs. Have them roll 1d6 to determine the dog's Size (1-2 = T, 3-4 = S, 5-6 = M), then 1d6 again to determine the Breed. Multiple Breeds of the same type are permissible.



Classification: Predator, **Attribute Rating:** 80/40 (20), **Modifier:** +3, **Skill Ranks 3:** Bite, Dodge, Observation, Reaction, Running, Stealth, Survival

Larval dogs growl and bark if they become aware of the characters but cower or flee rather than fight. This barking alerts the drone orderly on duty and also prompts an ear piercing shriek. The shriek originates from behind the northern door and knifes through the cell block. The drone orderly rushes to investigate any disturbance, banging his club on the sides of each cage to get the dogs to quiet down.

2. The Dreamer

The Dreamer has manifested as an elderly, Size: S, Sheepdog named Lady. She sits forlorn in the cage opposite the characters.

Escape

There are several ways to escape the cage, the easiest being through use of alteration. Tiny Size dogs may try to squeeze beneath the cell door with a successful Dexterity + Willpower roll. Small and Medium dogs may simply try to bash their way free via a Strength + Willpower roll (-25 for Small dogs).

Once free, the drone orderly immediately attacks while the larval dogs growl and bark (prompting another scream) to alert the other Taenia of trouble. The remaining two drones join the combat in 1d3 Turns.

2 Drone Orderlies

Attribute Rating: 70/35, **Animal Size:** Medium, **Weight:** 250, **Dmg:** weapon (club, 1d6), **Health:** 35, **Skills Rank 3:** Fortitude, Grappling, Melee, Punching, Reaction

Possessions: Billy Club

1 Drone Orderly

Attribute Rating: 70/35, **Animal Size:** Medium, **Weight:** 250, **Dmg:** weapon (club, 1d6), **Health:** 35, **Skills Rank 3:** Fortitude, Grappling, Melee, Punching, Reaction
Possessions: Billy Club

150 Other Dogs

Size	Ht/Lnth	Wt	Bite Dmg	Health
Tiny	<1'	<10 lb.	1d2	1d2
Small	1-4'	10-100 lb.	1d6	1d6
Medium	4-7'	100-400 lb.	2d6	4d6

Dead Man Walking

If the characters wait more than a few minutes before acting, the northern door opens up. All of the animals grow fearfully quiet and the Dreamer cowers in the back of her cell.

Two drone orderlies emerge from the door. They open the nearest cage and beat back the frightened dogs with clubs. One of the drones grabs a panicked Collie by the collar and drags her out of the cage. Whimpering, the Collie vainly struggles to break free of the drone's grasp. Her claws scabble across the concrete floor as she is dragged through the north-

ern door. The door booms shut. The Dreamer emits a mournful howl, echoed by several other dogs in the block which get all of the dogs barking.

An ear piercing shriek originates from behind the northern door at the sound of the barking. The drone on duty flinches, then bangs his billy club against the nearest cages to get the dogs to stop.

Joining

Upon Joining, the characters learn the denouement is to free Lady from the animal shelter. This may only be accomplished by taking Claire/Lady through the southern door.

Several years ago, Claire and her family went on a long vacation and left Lady in the care of their next-door neighbors. Lady somehow got of the backyard and was picked up by the local animal shelter. Because of her age and overcrowding at the shelter, she was put down soon after being admitted. Claire and her entire family were very distraught and she has experienced several nightmares since. Claire blames herself for what happened to Lady and her subconscious mind cannot stop processing the various ways in which Lady might have been put to sleep or how lonely the dog must have felt, being left to its fate by the owners she thought had loved her.

3. Resolution

The southern door opens onto the living room of Claire's home. The Barrier encases the entire room.

On the floor in front of the fireplace, an Unreal version of Claire is playing checkers with her daughter. Claire's husband sits in a chair nearby, reading a newspaper. Unreal Claire's face widens into a smile and tears stream down her cheeks when she sees Lady. "Lady!" her daughter cries and rushes to greet the dog. Unreal Claire gathers them both into an embrace causing a backwash of mana to flood over the dream. Claire's family then become inert Unreal.

Back in the Block

Achieving the denouement destroys all larvae within the block. The Unreal dogs are mobile. They whimper, whine and do everything they can to catch the attention of the characters. If the dogs are freed, they immediately run out of the southern door.

Incidental Achievement: Freeing the dogs (affects each character who helps).

The Queen watches the character's actions through the smoky glass in the northern door. As the characters approach the door, she Reshapes the entire block into a giant furnace. Flames lick up from floor grates and everyone inside (including any Unreal dogs trapped in their cages) take 1d6 points of damage at the beginning of the next Turn, 2d6 points

at the beginning of the Turn after that, 3d6 points on the Turn after, etc. The only way out of the furnace is through one of the two doors.

4. The Nest

The nest is located in the euthanization room, behind the northern door. The door is locked but can be bashed in Strength + Willpower roll at -10 to the Base Chance. Once opened, it emits a humid, acrid smelling smoke.

The room beyond is a horrible place. A wall furnace burns hot in the corner, filling the air with more smoke and the smell of burning hair and flesh. The walls and floor are splattered with blood and excrement.

A dead pit bull floats in a large aquarium tank. Cats hang by their necks from the ceiling. Several dogs lie dead on the floor, obviously bludgeoned to death. On a table are the vivisectioned remains of a cocker spaniel and a golden retriever. A wheeled tray nearby contains various wicked looking surgical instruments and items of torture, all coated with dried blood. Cocooned among the dog carcasses are gelatinous Taeniid eggs.

The first character who enters the room must make a Perception + Observation roll at -10 penalty to the Base Chance, due to the smoke. If successful, he spots the Queen clinging to the ceiling above him. If not, she gets a free surprise attack as she drops down, slashing at him with her hypodermic claws.

1 Taeniid Queen (Psychotic Veterinarian)

Attribute Rating: 80/40 (currently 45), **Animal Size:** Medium, **Weight:** 180, **Dmg:** 1d3 (+ poison), **Health:** 45, **Skills Rank 5:** Academic, Claws, Medical, Observation, Reaction, Willpower

Mana Points: 32 (currently 12); Rate 3

Talents: Whirling Dervish, Spider Climb

The Queen manifests as a tall, imposing man in a white lab coat. Instead of fingers, his hands end in wicked looking syringes, all filled with poison (euthanasia) which affects any character struck.

During combat, the Queen repeats the following morbid rhyme over and over:

*"Euthanasia, vivisection, strangulation, gas,
Decapitation, suffocation, eating glass,
Bludgeoning and quartering work real fast,
Drowning and cremating makes it last
Give me your pets and it won't end fast."*

The Queen has used mana to increase her secondary Attribute Rating. She uses Fear Generation to try and drive characters back into the cell block/furnace. Afterwards, she takes Extra Actions, attacking characters in hand to needle combat.

The Queen cannot stand the sound of barking and emits an ear piercing shriek if the sound grows too loud. Each character who spends an action barking reduces all of her Base Chances by -15. Unfortunately, she attacks any dog who does so.

Aftermath

Back at the lab, the characters undergo the routine post Dreamwalk procedures. Once again they are encouraged to discuss their experiences. The staff are amused when they hear the characters were bound into the form of dogs and Dr. Haire explains that changes in size, shape and form are frequent occurrences. Koenig oversees the proceedings with a watchful eye.

Destruction of the colony frees Claire Destin from her bouts of depression, enabling her to finally forgive herself for what happened to Lady. She is smart enough realize that her improving mental health directly coincides with her brief stay at Pinebrook and may even volunteer to work there in the future. She is especially qualified to deal with children or adolescents.

Snakes and Steel

"Snakes. I hate snakes!"

—Indiana Jones, *Raiders of the Lost Ark*

Dreamer

Name: Dr. Michelle Hobbs

Creativity: 60

Courage: 50

Sanity: 30

Dreamworld

Dreamworld: Surreal

Key locations/events: Starship, battle in space, landing on jungle planet, dinosaur encounters, alien ruins

Denouement: Active

Details: Kill the Taeniid Queen

Unreal: Active

Taenia

Theme: Snakes and reptiles

Number	Molt	Manifestations
70	Larvae	Sname and reptilian features
0	Drones	(Absorbed)
1	Queen	Leader of reptilian enemy force

Underworld

Setting	#Drones	Mana Pocket
Campus library	1	12 (book of poisons)
Peruvian city w/dead Incas	3	23 (Spanish flag)
Cemetery	2	9 (husband's grave)

Fluff: On the wall behind them is a poster sized wedding picture of the Dreamer and her late husband, Bill Hobbs.

Seated around the auditorium are a few dozen Unreal pilots, dressed in baggy, military uniforms (rank insignia on the shoulders, squad and name badge over the left breast).

Fluff: All of the pilots are duplicates of Bill Hobbs, identical men, about 30 years of age.

Only three men stand out as different. Two are larvae, the third is the Dreamer. The larvae appear as normal men with a reptilian cast to their features. One has large, slitted eyes, the other a forked tongue that occasionally snakes out of its mouth.

30 IPA Pilots

Primary Attributes: STR 60, STA 60, DEX 65, ACU 60, APP 55, REA 60, PCP 65

Secondary Attributes: HTH 30(15), DEF 30(0), RFX 65, CHA 60, PER 60, WIS 65

Traits: CRV 55, CRG 65, SAN 55

Skills: Artillery 1, Grappling 1, Handgun 2, Heavy Weapons 2, Observation 2, Piloting, Winged 3, Punching 1, Reaction 3, Rifle 1,

Possessions: IPA pilot uniforms

The Dreamer

Here in the Dreamworld, Michelle Hobbs is a high ranking pilot, easily distinguished as the only woman in the group. She is currently discussing maneuvers with members of her squadron (Mongoose Squad) so Joining with her is impossible without causing a ruckus, forcing her to make a Courage + Willpower roll.

The Mission

If the characters approach the Dreamer, stand up or otherwise draw attention to themselves, they are immediately spotted by the two larvae. The larvae are startled and more than a little frightened at the presence of the Dreamwalkers. Hissing and spitting, they leave the room to warn the rest of their brethren aboard the ship.

If the characters try to follow, they run into Colonel Evan Donaldson as he walks through the door. Colonel Donaldson is a stern looking man in his late fifties. In the real world, he is Michelle's father, a nuclear physicist at Cape Canaveral.

Entering the Dreamworld

Upon entering the Dreamworld, the characters immediately realize something is not right. All of the colors are a drab gray and there is an overpowering feeling of uneasiness and disquiet. These are the signs of a Dreamer who is close to the edge of insanity.

The characters are in a small auditorium that slopes down toward a central stage.

Down on the stage, a large glass screen bears an IPA logo with the words Interplanetary Alliance written underneath. Between the logo and the steady hum of a massive engine beneath their feet, it doesn't take long for the characters to realize they are on some sort of spaceship.

"Please have a seat, gentlemen," he says, kindly. "I'm about to start the briefing."

If the characters leave the auditorium, the Colonel appears confused but does not try to stop them. If they sit down, he proceeds to the stage.

The Colonel waits for the room to grow quiet. Behind him, the glass screen changes to portray digital, rotating schematics of a large, alien vessel.

"Greetings soldiers. We don't have much time, so I'll try to be quick. Intelligence reports that the S'Ssaran Governor K'ssundar has left Redall VIII aboard the flagship Roooss. The Roooss is heading for the S'Ssaran homeworld so the ship will have to clear the Ubertian sun before it makes the jump into hyperspace."

The digital image changes to an unfamiliar galaxy map. Colonel Donaldson points to a red light on the screen and continues his speech.

"Our mission is to intercept and destroy the flagship here, next to the jungle planet Oso. Escorting the flagship are two cruisers, the A'sin and the Tiix."

Digital schematics of two alien cruisers and several smaller, sleek-looking fighter planes appear on the screen.

"Each cruiser carries a full complement of S'Ssaran fighters. The plan is for the Meredith to engage the cruisers while our own fighters advance and take out the flagship. Are there any questions?"

There are several murmurs of disbelief throughout the gathered pilots but only the Dreamer asks a question:

"GP-76's against a flagship?"

The Colonel nods. *"Each fighter has been equipped with two Lucas grade missiles. Enough hits on the flagship should be enough to blow it out of the sky."*

The Colonel answers any questions the characters may have about the mission before several red lights come on throughout the room. A metallic, female voice projects from the ship's PA system.

"Fifteen minutes until deceleration. Fifteen minutes until deceleration."

A ripple of excitement travels over the pilots and the characters feel the tension in the room crank up a notch.

The Colonel clears his throat. *"One last thing, people. I don't think I need to tell you the situation. We're losing this war. A victory here could very well turn the tide in our favor. At the very least it will send a message to the S'Ssara that the Interplanetary Alliance will not give in."*

He lets this declaration sink in as he surveys the room.

"Good luck, and may God go with you all."

Cheers and shouts of encouragement arise from the assembled pilots as they rise scramble for the hangar.

After the briefing, the characters may either follow the pilots to the hangar or explore the ship. The Meredith is huge but contains little of immediate interest. Throughout the ship, red lights indicate the gravity of the situation. Unreal crew members rush through the halls, hurrying to their stations. A few are reptilian larvae who hiss and spit at the characters as they pass.

As a side note, the characters eventually pass by a window that looks out into the purplish haze of hyperspace—a sight remarkably akin to the Periphery. This is because Michelle Hobbs is a Natural Dreamwalker. As she aged, her conscious mind repressed this talent but the ability remains.

Joining

If the characters follow the pilots, they should have no problem Joining with the Dreamer or Possessing a pilot amidst all the hustle. Once Joined, the characters may learn the dream's denouement. The IPA is a coalition between futuristic earth's forces and several of its planetoid colonies. The S'Ssara are a savage race of reptilian humanoids bent on conquering the universe. Their aspect is a byproduct of Michelle Hobbs' fear of snakes and reptiles.

If the Joined character tries to extract anything concerning the death of her husband, the Dreamer's mind begins to seize up (see *Joining*, pg. 67).

The Hangar

The hangar is bustling with activity. The hangar doors are open, protected from the void by a crackling blue energy shield. Beyond the shield is the murky, purple of hyperspace.

There are thirty-six GP-76 fighter/bombers in the hangar, each one prepped and ready for takeoff. Each GP-76 has already been assigned a pilot so if the characters wish to take part in the battle, they must Possess some of the pilots. Anyone with the Piloting, Winged Skill (Military Specialization) can fly the GP-76 (and operate its weapons). All others must Gain Temporary Skill and Specialization in order to operate the craft.

Mongoose Squad

In addition to the Dreamer, there are six other members of Mongoose Squad. The following events assume that the characters have Possessed members of the Dreamer's squad. It is quite possible that the characters will have other ideas on how to proceed. If so, the Game Master must amend the text accordingly although eventually, he must find some way to get all of the characters on the planet (see below).

Sabotage

There are two larval mechanics lurking in the hangar in addition to the two larval pilots. They have rigged the Dreamer and all of Mongoose squad's fighters to malfunction after takeoff. If the characters think to run a pre-flight diagnostics check on their GP-76, a successful Perception + Piloting roll is needed to spot the tampering (neither the Dreamer nor the other members of her squad will do this). The ship is easily fixed by any other mechanic while still in the hangar.

The Battle

The Meredith exits hyperspace in the Ubert galaxy, near the green planet Oso. In the hangar, each squadron is given the go ahead to launch.

Once the characters are in space, the S'Ssaran flagship and her entourage become visible up ahead. Call signs and static play over the communications radio as the IPA squadrons spread out in attack formation.

At this time, any character whose ship is sabotaged finds his engines begin to power down with a diminishing whine until finally the GP-76 is dead in space. Inertia propels the craft forward but it can no longer maneuver or fire weapons. A Reshaping is needed to mend the ship (10 MP). Otherwise the character will probably get plastered in the upcoming confrontation. Sabotaged GP-76's are targeted and destroyed by larval pilots (from both sides) once the battle begins.

As the IPA squadrons advance, the two S'Ssaran cruisers slowly turn about while the flagship continues on its present course. The cruisers launch their complement of small, agile fighters. The IPA pilots are outnumbered nearly 3 to 1 but the GP-76's are renowned for the ability to take a pounding.

The cruisers and the Meredith engage each other with long range pulse lasers as they close. These barrages produce a stunning visual effect as they streak by the advancing IPA fighters but the blasts are easy to spot and dodge. Still, the characters should feel like one wrong turn could get them blown out of the sky.

Soon after, the fighters engage each other in a chaotic aerial display. It takes the characters at least 5 Turns to negotiate through the S'Ssaran fighters and be in range to attack the flagship. Each Turn have each character roll 1d6. On a roll of 1-3, he is ignored. On a roll of 4-6, a fighter is on his tail and no further rolls are necessary.

Conduct vehicle combat normally. Any character who is ignored may help a character being chased. Otherwise, the chased character must do some fancy maneuvering to stay alive. For ease of play, you can assume that all combatants are flying at roughly the same speed.

100 S'Ssaran Pilots

Primary Attributes: STR 70, STA 60, DEX 65, ACU 60, APP 55, REA 60, PCP 65

Secondary Attributes: HTH 35(15), DEF 30(0), RFX 65, CHA 60, PER 60, WIS 65

Traits: CRG 70, CRV 50, SAN 50

Skills: Heavy Weapons 2, Piloting, Winged 3, Reaction 3

The S'Ssaran pilots break off attack if their vessel suffers more than 10 Health points of damage.

If a character's craft is damaged, he may land on the planet Oso (see Oso) or limp back to the Meredith. Returning to the Meredith brings him under fire from at least one cruiser's Anti-Fighter Lasers.

S'Ssaran Ships

Vessel	Crew	Range	Speed	Body
Fighter	1	800	1500	1
<i>Nose Laser: Range 1000, Dmg 3d6</i>				
Cruiser	1000	Unltd	50	8
<i>10 Anti-Fighter Laser Batteries: Range 1000, Dmg 5d6</i>				
<i>10 Long Range Lasers: Range 5000, Dmg 8d6</i>				
<i>25 Short Range Lasers: Range 2000, Dmg 10d6</i>				
Flagship	3000	Unltd	40	15
<i>15 Anti-Fighter Laser Batteries: Range 1000, Dmg 5d6</i>				
<i>15 Long Range Lasers: Range 5000, Dmg 8d6</i>				
<i>40 Short Range Lasers: Range 2000, Dmg 10d6</i>				

Interplanetary Alliance Ships

Vessel	Crew	Range	Speed	Body
GP-76	2	500	750	5
<i>(Fighter/Bomber)</i>				
<i>Nose Laser: Range 1000, Dmg 3d6</i>				
<i>2 Lucas Grade Missiles: Range 50, Dmg 12d6, Smart capability</i>				
Meredith	2000	Unltd	50	12
<i>10 Anti-Fighter Laser Batteries: Range 1000, Dmg 5d6</i>				
<i>10 Long Range Lasers: Range 5000, Dmg 8d6</i>				
<i>30 Short Range Lasers: Range 2000, Dmg 10d6</i>				

The Flagship Roooss

Once past the cruisers and through the wall of fighters, the characters may engage the flagship. The Lucas grade missiles must be fired on a strafing run across the top of the flagship. This allows the Roooss to attack fighters with its anti-fighter laser batteries. Up to 3 batteries can fire on one character per Turn).

15 S'Ssaran Gunners

Primary Attribute: Dexterity 60, **Skills:** Hvy. Weapons 2

The characters have 5 Turns after engaging the flagship to destroy it. If not, the flagship enters hyperspace and disappears.

Destroying the flagship is no easy task. Even the powerful Lucas missiles may not be enough to penetrate the Roooss' armor although characters may Channel Damage through the missiles to give the attack added punch.

If the flagship escapes, the denouement may not be achieved. Upon the flagship's escape, a wave of failure emanates from the Dreamer. The S'Ssaran cruisers batter away at the Meredith until it finally explodes in a fantastic ball of flame and debris. One by one, the rest of the GP-76 fighters are shot down. The characters may either leave the Dreamworld or continue to fight. Whatever their decision, the dream is essentially over as the Queen is gone. This is a special circumstance inherent to this particular Dreamworld and denouement.

Subdenouement: Destroy the Roooss (all characters)

If destroyed, the flagship explodes in a fantastic ball of flame and debris that turns into a backwash of mana as it spreads through the galaxy. Many of the alien fighters are destroyed by the flagship's explosion. Cheers from the IPA pilots erupt over the communication lines.

Just before the Roooss explodes however, the Taeniid Queen Reshapes the nest into an escape craft and flees to the planet Oso in hopes of escaping the Dreamer's attention. The backwash of mana is not very strong and this may lead Dreamwalkers to conclude that despite the destruction of the flagship, the denouement has still not been achieved. Confirmation of this soon arrives as Colonel Donaldson's voice crackles over the communications system.

"Good work Mongoose, but we're not finished yet. Sensors indicated an escape craft launched just before the Roooss exploded. I need you to go planetside and look for survivors. Don't worry about us, we'll take care of things up here."

As if to punctuate this statement, the Meredith destroys one cruiser (the A'Sin) and sets to work on the other with help from the returning squadrons.

The characters must land on planet Oso and find the Queen in order to achieve the denouement. If the Dreamer is not Joined, she proceeds to the planet on her own.

Oso

Anyone accessing the GP-76's computer may learn that Oso is a primitive planet covered by lush expanses of jungle. What the computer doesn't say is that the planet is inhabited almost entirely by dinosaurs—another manifestation of the Dreamer's subconscious fear of snakes and reptiles.

Upon entering the planet's atmosphere, each character must make a Dexterity + Piloting roll to avoid collision with a flock of pterodactyls. The pterodactyls screech and squawk as they try to get out of the way.

The Riverbank

Once the pterodactyl danger is averted, the Dreamwalkers may continue their search for the S'Ssaran escape craft. Flying over the jungles of Oso, the characters occasionally get an all too clear glimpse of the planet's indigenous inhabitants. Shipboard sensors indicate the landing site of the S'Ssaran craft—a muddy bank at the edge of a wide river.

The river is not empty. A family of long necked brontosaurus are partially immersed in the water and groups of smaller dinosaurs of varying types drink at the river's edge. The bank itself is empty but there is evidence of a ship landing and strange mechanical tracks lead off into the surrounding jungle. Due to the jungle canopy, the trail is not visible from the air. The GP-76's sensors no longer show any sign of the S'Ssaran vessel so if the characters wish to follow the craft, they must do so on foot.

1. Landing

The bank is the only suitable place to land for miles around. Landing scatters the groups of smaller dinosaurs. The brontosaurus turn their heads to watch the characters land but are not dangerous unless provoked. Although their size makes them formidable, they are peaceful herbivores, incapable of negotiating the dense jungle so Possessing them is of little benefit.

7 Brontosaurus

Size: G, **Class:** Prey, **AR:** 60/30, **Length:** 82' (mostly neck and tail), **Weight:** 32 metric tons, **Damage:** 8d6, **Health:** 38, 30, 30, 25, 15, 13, **Skills 5:** Dodge, Observation, Reaction, Stealth, Survival

Upon exiting their vessels, the characters must strip off most of their clothing due to the heat and humidity. Those that do not must make a Stamina + Fortitude roll every so often or else fall unconscious from heat exhaustion.

Each GP-76 is equipped with emergency rations, purified water and a laser pistol, belt and holster (treat as Handgun, Medium for purposes of range and damage). Laser shots cause fire type damage and may light combustible items (causing Tiny damage). Each Pistol has a power cell that can fire 10 shots. Two spare cells are included on each belt.

The tracks in the clearing were made by a S'Ssaran crawler. They are S-shaped like the underbelly of a snake. Just looking at them makes the Dreamer cringe. Trampled vines and undergrowth blatantly mark its passage through the jungle, so no roll is necessary to follow.

Note: Characters forced to land on the planet do so a short distance away from the escape craft's landing site. They witness the enemy vessel's descent and may journey to the bank without incident. Characters who leave the Dreamworld and return are similarly Imprinted onto the planet's surface. They are dressed in an IPA pilot's uniform and have the same emergency gear listed above. Their sojourn on the planet should be uneventful until the escape craft lands.

Into the Jungle

The humidity is even worse inside the jungle. Fully dressed characters suffer a -25 penalty to the Base Chance of their Stamina + Fortitude roll. The air is stagnant, without even a hint of the slightest breeze.

The jungle is alive with strange sights, smells and sounds. The plants and trees are all bigger than normal—most are giant, twisting trees surrounded by mammoth ferns. Even the insects are oversized. Distant roars and growls drift through the still air and small furry animals (the only indigenous mammals on the planet) scurry through the nearby underbrush. There is an intense feeling of being watched.

The characters are in no danger as long as they stick to the trail. Even so, the Game Master should heighten tension by calling for an occasional Perception + Observation roll. Characters who deviate from the trail must hack their way

through the undergrowth and eventually attract the attention of some type of reptilian Predator.

2. The Clearing

The jungle opens out into a broad clearing. Characters should be allowed to stop and survey the clearing before entering.

The trail of the S'Ssaran crawler bisects the clearing from east to west. A crude, wooden lemonade stand is erected on one side of its trail. A glass pitcher brimming with ice cold lemonade rests on top of the stand amid a handful of freshly cut lemons.

In the north end of the clearing, a group of velociraptors lie, sunning themselves on some rocks. In the south end, a tyrannosaur noisily feasts on the fresh carcass of a small triceratops while keeping a wary eye on the raptors.

6 Velociraptors

Size: G, **Class:** Predator, **AR:** 80/40 (0), **Length:** 9' (including tail), **Weight:** 200 lb., **Damage:** 2d6, **Health:** 15, 13, 10, 9, 9, 7, **Skills 3:** Claw, Dodge, Jumping, Observation, Reaction, Running, Stealth, Survival

1 Tyrannosaur

Size: G, **Class:** Predator, **AR:** 80/40 (0), **Length:** 40' (including tail), **Weight:** 6.5 tons, **Damage:** 8d6, **Health:** 36, **Skills 3:** Bite, Dodge, Observation, Reaction, Running, Stealth, Survival

The characters may pass through the clearing unmolested or circle around and pick up the trail on the other side. The tyrannosaur ignores them unless it is approached. Characters who circle through the jungle to get downwind of the tyrannosaur gain a +25 to all Stealth rolls partly because the smell of fresh blood masks their scent and partly because most of the Tyrannosaur's attention is focused on the waiting raptors.

The "velociraptors" (actually a close relative of the raptors known as Deinonychus) are not particularly hungry or aggressive right now, content to lie in the sun and wait until the tyrannosaur leaves so they may scavenge the remains of the carcass. A successful Perception + Observation roll reveals that the pile of rocks they are resting among contains what look to be several fallen columns and weathered stone blocks. If examined more closely, an unreadable hieroglyph (the word "Husband") is inscribed on one of the columns. See the section on The Chamber of the Sphinx, below, if the characters wish to decipher this rune.

If the raptors spot the characters, the smallest rises up, hissing, spitting and threatening to advance. If the characters do not attack, it stalks them for a few Turns gives them a final warning snarl and then returns to its brethren on the rocks.

If the characters attack, all of the raptors join in the fight. After 3 Turns, the tyrannosaur lumbers over to chase every-

one off, attacking any who remain (the raptors grudgingly flee) before returning to finish its meal in peace.

The Lemonade Stand

The lemonade stand may be mistaken as fluff, although its presence actually has a more sinister meaning. If the characters stop at the stand, the pitcher of ice cold lemonade looks almost too good to pass up. The Joined character is immune to this urge. In fact, if the Joined character tries to take a drink, the Dreamer's mind instantly starts to seize up (see *Joining*, pg. 67) until the character ceases his actions.

Incidental Achievement: Drinking the lemonade (any who drink)

The lemonade is poisoned and affects anyone who drinks it. Anyone who examines the stand itself finds a small, plastic pill bottle on a shelf underneath the counter. The label reads:

"Prescription: R.C. nick—add one tablet or more to Bill's lemonade to achieve the desired effect."

Subdenouement: Discovering the pill bottle (one character)

The crawler's trail leads back into the jungle. A few minutes later, the characters reach the Plaza of the Sphinx.

3. Plaza of the Sphinx

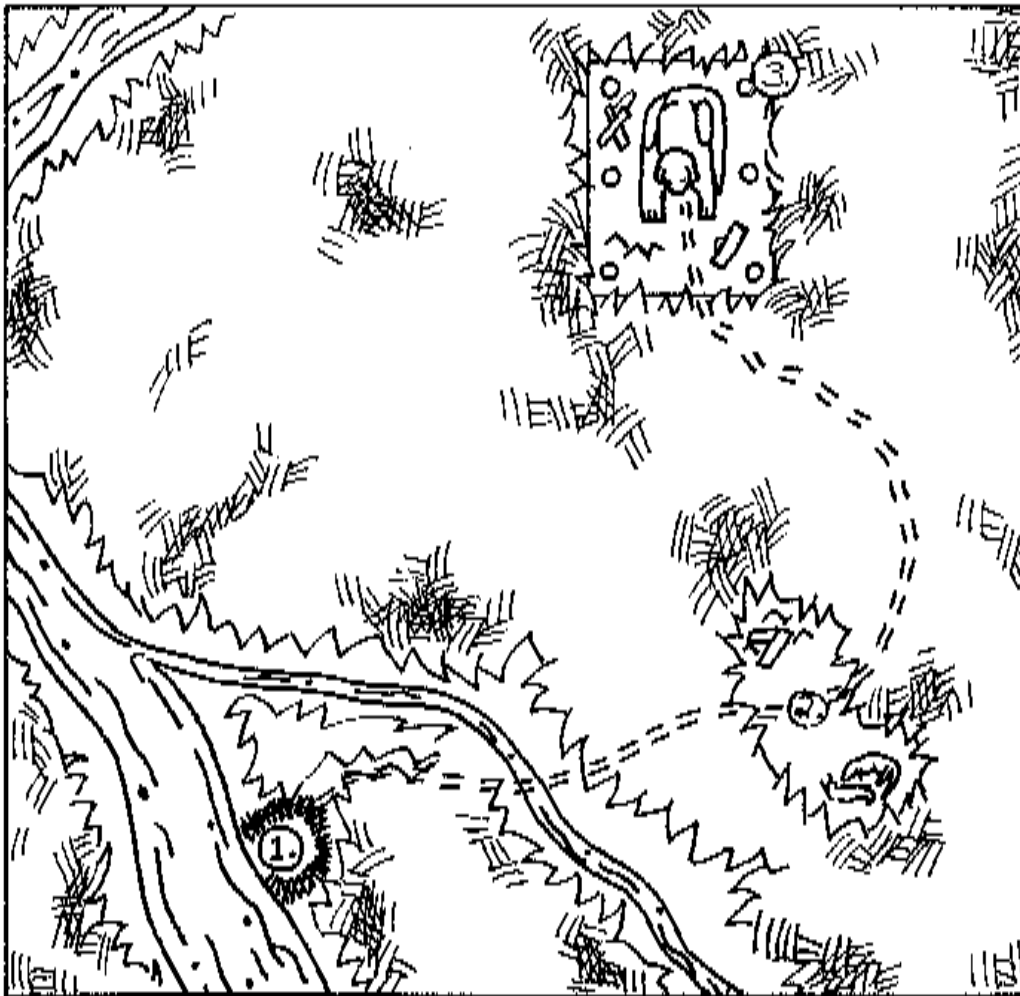
The jungle floor opens up once again, this time on the ruins of an ancient, vine covered plaza. The jungle canopy is thinner here, but still more than enough to conceal the plaza from aerial view. Foundation stones, blocks and fallen columns lay scattered about in a haphazard fashion.

A giant stone sphinx rests in the center of the plaza. It's head is that of a cobra with an open hood while the rest of the body resembles that of a lizard. Between the Sphinx's forelegs, a stone staircase leads up to a dark, gaping entrance. The tunnel is rounded rather than squared and the tracks of the S'Ssaran crawler lead up the stairs and inside.

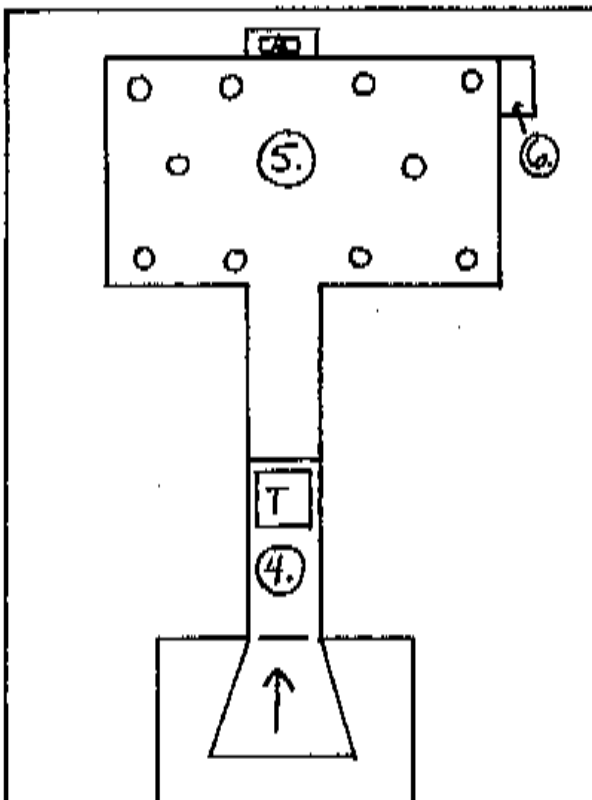
The sphinx and the plaza are the last remnants of the Hiss—a sentient ophidian (snake-like) race that once ruled this planet. The Hiss are long since extinct but the ruins are no longer abandoned. A larval triceratops snuffles through the underbrush, eating leaves and munching ferns. Several Taeniid drones in their natural form clamber through the ruins or hang from branches high above. These drones were summoned by the Queen upon her arrival at the plaza.

1 Larval Triceratops

Attribute Rating: 60/30, **Animal Size:** G, **Class:** Prey, **Length:** 26', **Weight:** 12 metric tons, **Damage:** 8d6, **Health:** 42, **Skills 5:** Dodge, Observation, Reaction, Stealth, Survival



"SCALES AND STEEL"



KEY	
	JUNGLE
	BLASTED GROUND
	TRAIL
	COLUMNS
	SLOPE
	ALTAR
	TRAP

3 Drones

Attribute Rating: 70/35, **Animal Size:** L(8'), **Weight:** 500 lb., **Dmg:** 4d6, **Health:** 35, **Skills Rank 3:** Bite, Claw, Climbing, Dodge, Fortitude, Observation, Reaction, Stealth, Swimming, Survival

Conflict

The characters have several options here. They may attempt to sneak up the stairs. This requires a Dexterity + Stealth roll from each character, resisted by Attribute Rating + Observation rolls of the Taenia. One roll should be made for the triceratops and a collective roll for all of the drones.

The characters may attempt to lure the creatures away using some type of distraction or they may choose to assault the plaza head on—probably not a good idea considering the Size and number of their opponents. One option for a head on assault is returning to the clearing and Possessing some of the raptors or the tyrannosaur before returning to do battle.

The Queen is lurking inside the Sphinx. Due to its Object Size and construction, the Sphinx has a Body of 10 that must be reduced to 0 five times in order to be destroyed. Anyone still inside is automatically killed. Therefore, characters may choose bombard it with weapons or explosives rather than enter to fight the Queen (don't suggest this to them, though).

4. The Passageway

The passageway has been Reshaped into a trapped dead end. Characters approaching it fall into a pit lined with iron spikes. A successful Dexterity + Reaction roll enables the characters to leap to safety.

Characters impaled upon the spikes initially take 5d6 points of damage, then 3d6 points of damage on each subsequent Turn until helped off the spikes by others or making a Strength + Willpower roll to extricate themselves.

5. The Chamber of the Sphinx

The true chamber inside the Sphinx lies behind the Reshaped wall. It is dark and musty. The walls, ceiling and floor are perforated by wide holes (3' diameter) spaced apart at regular intervals. The holes were used by the Hiss as passageways to other chambers throughout the Sphinx.

Segmented stone columns (carved to resemble scales) support the ceiling and the walls are covered with strange hieroglyphs. Closer examination of the hieroglyphs reveals the drawings to repeat themselves over and over throughout the room. Gaining the Skill Language, (Hiss) reveals the recurring message to be "I Killed My Husband."

The Hiss language is the foundation of reptilian communication—think "Hiss is to Reptile as Latin is to Italian, French and Spanish." Anyone with this Skill can speak with and even

command reptiles to do their bidding (using the same rules for Coercion).

A stone altar rests in an alcove upon a raised dais. The top of the altar is carved to resemble the underbelly of a snake.

The Taeniid Queen has Reshaped the chamber's floor, making the footing uneven and dangerous. This causes a -5 penalty to all actions and attacks. The Queen is unaffected by this penalty.

The S'Ssaran crawler is hidden in a Reshaped alcove. The Queen is lurking just inside one of the ceiling holes above it. If the characters discover the crawler, the Queen Creates a cloud of tear gas (see below), then drops down from her hiding place and engages the group in combat. She is backed into a corner and will die defending her nest.

1 Taeniid Queen

(S'Ssaran Governor K'ssundar)

Attribute Rating: 80(currently 115)/40, **Size:** B, **Weight:** 500, **Dmg:** 4d6, **Health** 40, **Skills Rank 5:** Claw, Climbing, Driving, Heavy, Driving, Light, Fortitude, Piloting, Heavy, Piloting, Light, Reaction, Running (slithering), Stealth, Survival, Swimming, Tail Lash

Mana Points: 64 (currently 14); **Rate** 6

Talents: Combat Focus, Mettle

The Queen manifests as a member of the S'Ssaran ruling caste. Her upper body is that of a humanoid reptilian with muscular arms and clawed hands while her lower body is that of a large snake. Her face is that of Dr. Michael Lanier.

The Queen has Absorbed the normal amount of drones for an active denouement, bolstering her primary Attribute Rating. In combat, she uses Fear Generation first, then Creates a cloud of tear gas (difficulty -20, 8 MP) to fill the room, attacking any characters who are affected. Special (nictating) membranes covering her eyes protect her from the effects of the gas.

In hand-to-claw combat, she takes Extra Actions, Channels Damage and Heals herself as needed. She is large enough to use the support columns to provide an additional -5 to her Defense.

The Queen is literally cold blooded and is especially susceptible to cold. If the chamber is Reshaped into snow or ice, all of her Base Chances reduce at the rate of -10 per Turn. If her primary Attribute Rating reaches 0, she reverts into a state of hibernation.

6. The Nest

The Taeniid nest is within the real S'Ssaran crawler. Upon the Queen's death, all of her alterations return to normal. The S'Ssaran crawler is pushed out of its alcove and reverts back to its original form—the VIP quarters aboard the flagship Roooss. The room is covered with gelatinous slime. Closer examination reveals small snake-like creatures wriggling within each cocoon.

Resolution

Killing the Queen should always be a difficult task in a dream with an active denouement. At no other time is she more prepared for combat than when the Dreamer himself is out to destroy her.

This Dreamwalk was specifically designed to teach players there are other alternatives to combat and to show them how difficult it is to truly die in Dreamwalker so don't pull any punches. The Taeniid colony inhabiting Michelle Hobbs' mind is much larger than beginning characters would normally be expected to overcome. There is no disgrace in voluntarily leaving the Dreamworld and returning to the lab.

If the Queen proves too powerful, the characters may also escape into the Underpsyche. If this happens, the Taeniid Queen will "kill" the Dreamer, forcing her to wake up.

The characters may also decide to flee into the surrounding jungle in order to regroup. In this case, the Queen uses the added time to Summon more drones. The planet is teaming with reptilian wildlife and the characters will occasionally be forced to fend off Predators. These dinosaur encounters are left to the Game Master's discretion.

If the Queen is destroyed, give the characters a few minutes to destroy the nest and revel in their accomplishment before they experience a change in time and location. The plaza shimmers and disappears as the characters are instantly transported back to the Meredith's auditorium.

The Ceremony

The characters find themselves clothed in ceremonial IPA uniforms and seated on the auditorium stage. Colonel Donaldson is also on the stage, addressing several hundred similarly dressed crewmen (all still clones of the Dreamer's late husband, Bill).

Colonel Donaldson praises the efforts of the Dreamer and the characters in destroying the S'Saran menace. The speech ends with a standing ovation after the Colonel pins a gaudy medal on each character's uniform. The Dreamer is the last to be pinned and once the medal is in place, a backwash of mana results. The Dreamwalk is essentially over but the characters may stay and enjoy the festivities. If the Game Master has further dinosaur related encounters in mind, the Colonel may even ask them to return to planet Oso.

Aftermath

The characters are quickly tended to upon awakening. During the Dreamwalk, their vital signs indicated something was amiss and the staff has been on pins and needles ever since, waiting for the characters to wake up.

A brief description of their experiences are enough to illustrate Michelle's degrading mental condition. If the characters tell Dr. Lanier about the lemonade stand, or the deciphered hieroglyphs, he becomes thoughtful. Bill Hobbs died of a heart attack while doing yard work. He was in good health but had been under physician's care for several weeks, after having chest pains and breathing problems.

After making a few calls, Dr. Lanier learns that for some reason, an autopsy was not conducted. He is eventually granted permission to have Bill Hobbs' body exhumed. The following examination reveals trace evidence of poison—just enough to have Michelle tried and committed to an asylum. If the Game Master desires, Michelle could later seek revenge on the characters, especially if her latent Dreamwalking ability ever manifests.

Dr. Koenig's reaction depends on the character's actions both during and after the dream. He does not think less of them if they "threw in the towel" and left before encountering the Queen. On the other hand, if they even fought the Queen and/or destroyed the nest, he is very impressed. If they learned the truth about Bill Hobbs' death he is even *moreso*.

The characters may be understandably upset at Michael Lanier's apparent negligence and for his part, Dr. Lanier is extremely distressed, admitting that his personal relationship with the patient may have affected his ability to adequately evaluate her mental state. However, Dr. Koenig takes full responsibility for the mistake as he was the one who allowed it to take place. He explains that the psychological evaluation is not an exact science and sometimes the unexpected happens.

The next day Dr. Koenig summons the characters to a private meeting. Their evaluation period is over and he personally welcomes them to Pinebrook. They are free to continue staying in the dorms or choose cabins that suit their needs.

Afterword

"Keep away from people who try to belittle your ambitions. Small people always do that, but the really great ones make you feel that you too, can become great."

—Mark Twain

First off, I want to thank those of you who made it this far and hope you enjoyed the read.

Like most games, Dreamwalker started out as a rough sketch of what it has become. In the beginning, the intent was not to publish, but to make a game that we ourselves would like to play. Even now, we realize that roleplaying games seldom make a great deal of money, if any at all. Mark Arsenault, President of Golden Pillar Publishing Company, once told me a common industry proverb: "If you want to make a million dollars in the roleplaying game business, start out with two million." Still, we decided to take our shot. Even if it doesn't pay off in cash, we hope it pays off in acknowledgment of our efforts and the efforts of other roleplaying game designers (both big and small) who have sparked our imagination with their own.

For me, inspiration has always come in sudden bursts. I would be running a fantasy RPG for instance, then get a great idea for an adventure set in a western, World War I or post apocalyptic setting. Converting the basic idea over to the genre we were currently roleplaying always seemed to lose something in the translation. As a result, the game I was running suffered from my lack of interest.

For a time, we jumped about from setting to setting, depending on which one seemed most interesting at the time. My core players each had about six different active characters and the skipping around made it hard to effectively stay in character and roleplay each one's individual personalities.

Therefore, we started looking around for a game which gave you a believable rationale as to why you were adventuring in the Stone Age one day and on your way to SETI Alpha VI, the next. Several games have tried to mix genres this way, all to varying degrees of success, but none of them seemed right for us.

So, we set about designing a setting and system to suit our own needs. Dreamwalker, Roleplaying in the Land of Dreams was the result. Together, we hope we created something that others will enjoy as much as we have.

Michael Patton

To Sabine: For encouraging me, David and Pete, understanding the long hours we needed to make this work as well as many other sacrifices. You were more than just patient, you were interested.

To Pete and David: For allowing me to be a part of the adventure. It's been a hell of a ride.

To Wade, Laren, Parthenon and Mr. Jinx: For showing me the ins and outs of roleplaying different characters.

To everyone who gives Dreamwalker a chance.

David Griffin

Special Thanks:

To Lisa Alverson, for letting me work on my projects during slow times.

To my son, Dylan and his unique perspective on life which often changes my own.

To my wife, Jennifer, for her love and support.

Pete Spahn

Thanks to my parents, Fran and Mike, who have always encouraged my creative endeavors. Thanks to Miranda, my love, for being so patient with me during this process and thanks to our pets/children Clovyr, Byrdie, Shadow and Sandy for being so wonderful. Thanks to my uncle, Peter who, growing up, taught me the ethics and values I adhere to today. Thanks to the friends that helped me design this game as well as those who understood why I cut back my partying to do this (Tim Mihalko!).

Also, special thanks to Lord G., Lord B., Ranelle, mother and father W., Ratley, Bones, Scorch, my old friend, "Djinn," Hoover, Becky, Ozzy, Fred, L. Face, G. Face, Jason, Patrick and Eve, Chuck, P. Head, Norman, Tiffany, Eric, Michael, B.W. Christmas, King K., Edward, Ash, B. Fly, Jon, Snake, Frank, W. Wolf and Steve, Blair and Norris for their inspiration and support.

Handy Charts

"In order to achieve Balance there must be a harmony between the body and spirit. Dreamwalkers must choose from one of two paths—that of the dream world and that of the real. It is unwise to be too strong in one and weak in the other."

—Dou Choi Lung, Mystic

Attribute Modifier*

01	Impaired	-5
02-09	Inferior	-4
10-24	Poor	-3
25-39	Well Below Average	-2
40-49	Unimpressive	-1
50	Average	0
51-60	Impressive	+1
61-75	Well Above Average	+2
76-90	Excellent	+3
91-99	Superior	+4
00	Exceptional	+5

**Some Attributes may be increased over 100 within the Dreamworld. A +5 Modifier is added for every 10 points over 100.*

Health: (Strength + Stamina)/4
Defense: (Stamina + Dexterity)/4
Reflex: (Dexterity + Acumen)/2
Charisma: (Acumen + Appearance)/2
Persuasion: (Charisma + Reason)/2
Wisdom: (Reason + Perception)/2

Skills

Primary Skills

Archery	Boating, Large Craft
Climbing	Business
Fortitude	Craftsmanship
Grappling	Computer
Handgun	Deception
Intimidation	Demolitions
Investigation	Dodge
Jumping	Driving, Small
Intuition	Driving, Large
Leadership	Driving, Treaded
Melee	Etiquette
Observation	Finance
Punching	Gaming
Reaction	Heavy Weapons
Rifle	Language
Running	Law
Stealth	Martial Arts
Swimming	Medical
Thrown Weapons	Music
Willpower	Occupational/Recreational

Secondary Skills

Academic	Parry
Animal Lore	Piloting, Rotor
Animal Training	Piloting, Winged
Artillery	Politics
Artistic	Religion
Automatic Weapons	Repair, Electronics
Boating, Small Craft	Repair, Mechanical
	Security
	Sports
	Survival

Situational Modifiers

Miscellaneous

- the target's Defense and Dodge/Parry rolls
- any Health points the attacker has lost
- 5 for every additional 50 yards starting at 51
- 25 for Called Shot

Fire Mode

- 5 burst fire
- 15 automatic fire

Movement

- 5 if the target is running*
- 10 if the attacker is running*

Footing

- 5 uneven footing, fighting on a slope, etc.†
- 10 standing waist-deep in water, knee-deep in mud, etc.†
- 30 fighting on the side of a cliff.

Size

- 5 per Animal Size smaller than attacker
- 5 per Object Size smaller than attacker
- +5 per Animal Size larger than attacker
- +5 per Object Size larger than attacker

Weather

- 5 hazy weather conditions, light rain, etc.*
- 10 semi-darkness, moderate fog, rain, light snow, etc.*
- 15 thunderstorm/heavy rain, heavy snow, hail, etc.*
- 30 total darkness*

Cover

- 5 target exposed from the waist up (or down)
- 15 target's head and neck exposed (or legs exposed)
- 25 target's head exposed (or feet exposed)

Bonuses

- +10 attacker Charging
- +10 per Turn spent aiming (up to Perception)**
- +25 if defender is 10 yards or closer**
- +20 for spray**
- +25 for unsuspecting rear attack
- +25 if defender is prone†
- +50 if defender is Immobilized (or target is otherwise stationary/incapable of movement)

* If Grappling, this modifier applies only to the initial attack. Once an opponent is successfully Grappled this penalty no longer applies.

** Ranged combat only.

† Melee/Punching combat only.

Note: These modifiers are cumulative.

Game Terminology

Included is a list of some of the more common terms you'll find throughout Dreamwalker (and most other roleplaying games).

Game Master (GM): The Narrator, the Storyteller, the Dungeon Master, the Rules Master, The Editor, etc.

Player: You.

Character: The fictional person you create.

Non-player Character: Anyone else the characters encounter in the game (usually controlled by the GM).

d10: A ten-sided die, used to generate a number from 1-10 (the number "0" represents a "10"). A number in front of the "d" (1d10, 3d10, etc.) means you roll that many ten sided dice and add the total together. You will need at least one ten sided die (or preferably two of differing color) and they are available at most book or hobby stores.

d6: A six-sided die. This is a "normal" die, used to generate a number from 1-6. A number in front of the "d" (1d6, 3d6, etc.) means you roll that many six sided dice and add the total together. You will need several six sided dice and they are available inside most board games or at any toy, book or hobby stores.

d3: In order to achieve a result of 1-3, roll 1d6. A roll of 1-2 equals 1; a roll of 3-4 equals 2; a roll of 5-6 equals 3.

d2: In order to achieve a result of 1-2, roll 1d6. A roll of 1-3 equals 1, a roll of 4-6 equals 2.

% (percentile) dice: In order to get a range of 1-100, roll 1d10 twice; the first roll indicates the number in the "tens" column, and the second roll indicates the number in the "ones" column. For instance, a roll of 6 followed by a roll of 9 would be equivalent to a roll of 69.

Alternatively, you can roll two different colored ten sided dice at once. One color is designated for the "tens" column and the other for the "ones."

Open ended dice: Every 1d6 roll in Dreamwalker is open ended. That means that every time you roll a 6, you get to roll another 1d6 and add that to the total. If that roll results in a 6 as well, you get to roll another die and add that to the total, etc. This includes circumstances where 1d2 and 1d3 are involved. In this case, every time a 6 is rolled, you get to roll another 1d2 or 1d3, respectively.

Base Chance: The Base Chance is a number from 1-100 (determined by an Attribute or Trait) that represents a character's likelihood to succeed at any given task. The Base Chance is used frequently throughout the game to determine the outcome of combat, Skill usage and mana manipulation.

Fractions: Unless otherwise noted, always round fractions off to the nearest multiple of 5 (1-2 and 8-9, round to 0; 3-4 and 6-7, round to 5).

Firearms Table

Type: The type of ammunition the weapon takes.

Ammo: The maximum number of rounds the weapon can hold. (m) magazine or clip; (i) individual or breech loaded; (cy) cylinder; (b) belt fed

Mode: This is the type of fire modes the weapon is capable of (S) single shot; (B) burst fire; (A) automatic fire

Range: This is the weapon's maximum range in yards.

Damage: This is the amount of damage the weapon delivers.

Weapon	Type	Ammo	Mode	Rng	Dmg
<i>Handgun, Small</i>					
Taser	dart	1(i)	S	10	1d2**
.22 Semi-auto	.22	7(m)	S	20	1d3
.38 Special	.38	6(cy)	S	40	1d6
<i>Handgun, Medium</i>					
M1911	.45	7(m)	S	96	2d6
M9 (92-FS)	9mm	15(m)	S	96	2d6
TEC9	9mm	32(m)	S/B/A	90	2d6
<i>Handgun, Large</i>					
.357 Magnum	.357	6(cy)	S	96	3d6
.44 Magnum	.44	6(cy)	S	120	3d6
Desert Eagle	.50	7(m)	S	100	4d6
<i>Rifle, Small</i>					
Semiautomatic	.22	10(i)	S	400	1d6
Bolt Action	.22	5(i)	S	400	1d6
<i>Rifle, Medium</i>					
.30-30	.30-30	6(i)	S	400	2d6
AK-74	5.45mm	30(m)	S/B/A	400	2d6
M16-A2	5.56mm	30(m)	S/B/A	480	2d6
Uzi	9mm	32(m)	S/B/A	240	2d6
<i>Rifle, Large</i>					
.30-.06	.30-06	5(i)	S	600	3d6
Shotgun, pump-act.	12-ga.	7(i)	S	320	3d6
M21 Sniper Rifle	7.62mm	20(m)	S	520	4d6
Bipod	—	—	—	600	
M60 Machinegun	7.62mm	100(b)	S/B/A	520	3d6
Bipod	—	—	—	760	
Tripod	—	—	—	1,000	
<i>Heavy Weapons</i>					
Flame-thrower	Napalm	Special	50	5d6	
M-79 Grenade-launch.	Grenade	1(i)	S	100*	
Grenade Launcher (under barrel)	Grenade	1(i)	S	100*	
Rocket Launcher (RPG, LAW, TOW)	Rocket	1(i)	S	600	Rocket
.50 caliber	MG	.50	cb	200(b)	5d6
			S/A	800	5d6
<i>Artillery</i>					
105mm	105mm	1(i)	S	1,200	12d6
120mm	120mm	1(i)	S	2000	15d6
Mortar, small	mortar	1(i)	S	1300	mortar
Mortar, large	mortar	1(i)	S	2 miles	mortar

* Indicates the range is quadrupled if there is enough room overhead for indirect fire.

** Indicates the weapon does electricity damage.

Unarmed Combat

	Size	Rng	Dmg
Grappling	-	-	1d2
Punch	-	-	1d2
Kick	-	-	1d3

Archaic Weapons

Size: The Object Size of the weapon.

Range: This is the weapon's maximum range in yards.

Damage: The amount of damage the weapon does.

Weapon	Size	Rng	Dmg
Knife	T	STR/4	1d3
<i>Swords</i>			
Sword, Short	L	-	1d6
Sword, Normal	S	-	2d6
Sword, Two-handed	M	-	3d6
<i>Bows</i>			
Crossbow	L	90*	-
Short	S	75*	-
Long	M	100*	-
Arrow	L	-	2d6
Quarrel	T	-	1d6
<i>Axes</i>			
Hatchet	S	STR/4	1d6
Battle	S	-	2d6
War	M	-	3d6
Club/Bat	S	-	1d6
Spear	M	STR/4*	2d6

* This range is doubled if the character has enough clearance to fire or hurl the weapon in an arc.

Explosive Type Damage/lb.

Homemade	3d6
Commercial/Military	5d6
Plastic	10d6

Weapons Damage

Grenade	5d6
Dynamite	5d6
Rocket	7d6
Missile	12d6
Mortar, small	7d6
Mortar, large	10d6

Ground Vehicles

Size: Indicates the vehicle's Object Size.

Crew: Indicates the minimum number of people needed to operate the vehicle at its optimal level.

Speed: Indicates the vehicle's safe cruising speed. This speed can be doubled but the character receives a -5 to all vehicle tests for every 5 mph over the vehicle's Speed.

Body: Indicates the Protection Level the vehicle provides.

Upgrades: *Security Upgrade* lowers the vehicle's Speed by 5 and increases its Body by +1; *Military Upgrade* lowers Speed by 10 and increases its Body by +3.

Ground Vehicles	Size	Speed	Body
<i>Small</i>	<i>L-S</i>	<i>40-85</i>	<i>0-2</i>
Yamaha Rapier	S	85	0
Toyota Corolla	S	60	1
Ford Explorer (SUV)	S	55	2
<i>Large</i>	<i>M+</i>	<i>40-70</i>	<i>2-3</i>
Bus	M	40	2
Tractor Trailer	M	55	3

Treaded Vehicles	Size	Crew	Speed	Body
	<i>T-G</i>	<i>1-4</i>	<i>15-25</i>	<i>3-4</i>
M1 Abrams (tank)	M	4	25	7
Bulldozer	M	1	15	3
Wrecking Crane	M	1	15	4

Aircraft

Size: Indicates the vehicle's Object Size.

Crew: Indicates the minimum number of people needed to operate the vehicle at its optimal level.

Range: Indicates how far the aircraft can travel before needing to refuel.

Speed: Indicates the vehicle's safe cruising speed. This speed can be doubled but the character receives a -5 to all vehicle tests for every 50 mph over the vehicle's Speed.

Body: Indicates the Protection Level the vehicle provides.

Upgrades: *Security Upgrade* lowers the vehicle's Speed by 5 and increases its Body by +1. *Military Upgrade* - Lowers Speed by 10 and increases its Body by +3.

Helicopter	Size	Crew	Range	Speed	Body
<i>Small</i>	<i>S-M</i>	<i>1-2</i>	<i>120-450</i>	<i>35-70</i>	<i>1</i>
AH-1 Cobra atk	M	2	300	70	4
MD-500	M	2	360	75	4
B-2B News	M	1	200	50	1
<i>Large</i>	<i>B-G</i>	<i>2-6</i>	<i>350-1200</i>	<i>60-90</i>	<i>2-3</i>
CH53 Sea Stallion	B	2	660	90	5
CH-64 Sea Knight	B	2	1200	90	3
Westland Commando	B	2	764	65	5

Fixed Winged	Size	Crew	Range	Speed	Body
<i>Small</i>	<i>T-M</i>	<i>1-2</i>	<i>100-2K</i>	<i>75-Mach 1</i>	<i>0-2</i>
F-14 Tomcat	M	2	2000	750	4
Crop-duster	M	1	1000	115	2
Cessna Skymaster	M	1	900	85	1
<i>Large</i>	<i>B-G</i>	<i>3-8</i>	<i>1K-10K</i>	<i>100-500</i>	<i>3-4</i>
B-52H bomber	B	5	10,000	300	7
Boeing 747	B	3	8,000	500	4
C130 Hercules	B	3	2,900	165	6

Boats

Size: Indicates the vehicle's Object Size.

Crew: Indicates the minimum number of people needed to operate the vehicle at its optimal level.

Speed: Indicates the vehicle's safe cruising speed. This speed can be doubled but the character receives a -5 to all vehicle tests for every 5 mph over the vehicle's Speed.

Body: Indicates the Protection Level the vehicle provides.

Upgrades: *Security Upgrade* lowers the vehicle's Speed by 5 and increases its Body by +1; *Military Upgrade* lowers Speed by 10 and increases its Body by +3.

Boat	Size	Crew	Speed	Body
<i>Small</i>	<i>T-M</i>	<i>1-20</i>	<i>05-100</i>	<i>0-4</i>
Canoe	S	1-4	Oars	0
PT Boat (patrol boat)	M	8	50	2
Schooner (sailboat)	M	20	Wind	3
<i>Large</i>	<i>B-G</i>	<i>35-3500</i>	<i>5-25</i>	<i>8-12</i>
Galleon	H	150	wind/oars	10
Aircraft carrier (Nimitz class)	G	6,000	17	15
Oil Tanker	H	36	7	12
Nuclear Sub (Virginia Class)	B	134	14	12

Damage to Vehicles

Damage	Type	Effect
1-10	Nonessential	This indicates non-threatening, cosmetic damage to the vehicle's body, windows, headlights, etc. Nonessential damage is not inherently dangerous but can be lethal depending on the situation such as blown headlights on a dark, winding road or shooting out a window at 20,000 feet.
11-15	Essential	Essential damage indicates damage to a semi-vital part of the vehicle's operation such as the tires, radiator, stabilizing rotors, etc. The vehicle's Speed is reduced by 15 mph. In addition, an immediate Dexterity + Vehicle roll must be made.
16+	Lethal	Lethal damage indicates damage to the engine, rotors, wings or other vital operational systems. An immediate Dexterity + Vehicle roll is required. Regardless of the outcome of the roll, the vehicle sputters and stalls in 1d6 Turns. This is almost always fatal passengers of rotary aircraft. If the vehicle takes additional damage, it explodes doing 1d6 points of damage plus 1d6 additional points of damage per point of Body.

Animal Size Rating

Size	Ht/Lngth	Weight	Dmg	Health
Tiny	< 1'	< 10 lb.	1d2	1-2
Small	1-4'	10-100 lb.	1d6	1d6
Medium	4-7'	100-400 lb.	2d6	4d6
Large	7-12'	401-1000 lb.	4d6	6d6
Huge	12-25'	1-5 Tons	6d6	8d6
Gargantuan	>25'	>5 Tons	8d6	10d6

Classifications

Predators: AR: 80/40 Modifier +3 Skill Ranks 3

Prey: AR: 60/30 Modifier +1 Skill Ranks 5

Skills: Dodge, Observation, Reaction, Stealth, Survival

Animals

Size/Type	Class	Height	Weight	Skills
<i>Tiny</i>				
Hummingbird	Prey	3"	.07 oz.	Flying
Garden lizard	Pred.	6"	.5 lb.	Bite, Climbing, Jumping, Running
Sewer rat	Pred.	10"	1 lb.	Bite, Running, Swimming
<i>Small</i>				
House cat	Pred.	2'	12 lb.	Claw, Climbing, Jumping, Running
Rattlesnake	Pred.	8'	20 lb.	Bite, Slithering (Running)
Beaver	Prey	3'	40 lb.	Swimming
<i>Medium</i>				
German Shepherd	Pred.	4'	120 lb.	Bite, Running
Deer	Prey	6'	300 lb.	Jumping, Running
Alligator	Pred.	12'	400 lb.	Bite, Swimming
<i>Large</i>				
Gorilla	Pred.	6'	440 lb.	Climbing, Fortitude, Punching, Running (sprinting only)
Grizzly Bear	Pred.	9'	850 lb.	Claw, Climbing, Fortitude, Swimming
Tiger	Pred.	10'	570 lb.	Claw, Climbing, Jumping, Running, Swimming
<i>Huge</i>				
Crocodile	Pred.	23'	1 Ton	Bite, Fortitude, Swimming
Giraffe	Prey	17'	1800 lb.	Running
Dolphin	Pred.	13'	1400 lb.	Bite, Swimming
<i>Gargantuan</i>				
African Elephant	Prey	15'	7 Tons	Fortitude
Blue Whale	Prey	100'	20 Tons	Swimming
Killer Whale	Pred.	30'	11 Tons	Bite, Swimming

Drone Larval Form

Attribute Rating: 5/1

Animal Size: T(1')

Weight: 2 lb.

Dmg: 1d2

Health: 1

Skills Rank 5: Bite

Number Appearing: There are (100 - Dreamer's Sanity) larvae throughout each Dreamworld. Larva die when the dream's denouement is achieved. If the denouement is not achieved before the dream ends or if the Dreamer believes it is impossible to achieve the denouement, 10% of the total molt into fully functional drones; the rest die off.

Host Form

Varies with host.

Drone, Natural Form

Attribute Rating: 70/35

Animal Size: L(8')

Weight: 500 lb.

Dmg: 4d6

Health: 35

Skills Rank 3: Bite, Claw, Climbing, Fortitude, Observation, Reaction, Stealth, Swimming, Survival

Drone, Manifested Form

Attribute Rating: 70/35

Animal Size: Varies

Weight: Varies

Dmg: Varies

Health: 35

Skills Rank 3: All appropriate Skills, depending on their manifestation (see Taeniid Appearance, below).

Number Appearing: There is 1 drone for every 10 larvae in the Dreamworld.

Queen

Attribute Rating: 80/40

Animal Size: Varies

Weight: Varies

Dmg: Varies

Health: 40

Skills Rank 5: All appropriate Skills, depending on her manifestation (see Taeniid Appearance, pg. 81).

Mana Points: 5d6

Talents: 1d3

Note: These statistics are on the average

Broodking

Attribute Rating: 90-140/45-70

Animal Size: Varies

Weight: Varies

Dmg: Varies

Health: 45-70

Skills Rank 5: Varies

Mana Points: 100+

Talents: 2d6

**Note: These statistics are on the average*

Creation MP Cost

- 2 MP per Object Size
- +2 MP for multiple items
- +5 MP for complex devices
- +10 MP for electronic parts

Note: These numbers are cumulative.

Object Size Rating

Object	Size	Rating
Tiny	Under 1'	
Little	1- 5'	
Small	5-15'	
Medium	15-50'	
Big	50-500'	
Huge	500-1,000'	
Gargantuan	1,000'+	

Examples:

Tiny: cigarette lighter, paperback book, jewelry

Little: handgun, shorts, computer

Small: dining room table, car, bicycle

Medium: tank, eighteen-wheeler, fishing pond

Big: airplane, house, football field

Huge: office building, train, aircraft carrier

Gargantuan: skyscraper, shopping mall, stadium

Reshape Difficulty

- 5 per Object Size
- 5 per Reshaped item's Object Size
- 5 for multiple items
- 5 for complex devices
- 10 electronic parts
- 25 target not stationary (Distance Reshaping only)
- +10 for every additional Dreamwalker concentrating on the act (Medium and larger items only).

Reshape MP Cost

- +1 for multiple items
- +1 for each Object Size
- +5 for complex devices
- +10 for electronic parts

Note: These modifiers are cumulative.

Creation Difficulty Chart

- 5 per Object Size
- 5 for multiple items
- 5 for complex devices
- 10 for electronic parts
- +10 for every additional Dreamwalker concentrating on the act

Note: These modifiers are cumulative

Dreamworld Distance Modifiers

- 5 for every 10 miles away
- +5 for each Dreamwalker who has met the Dreamer
- +15 for each Dreamwalker who is close friends with the Dreamer
- +25 for each Dreamwalker who is related to the Dreamer
- +50 for the use of Dreamtracer

Barrier MP Cost

- 0 MP Periphery to Dreamworld/Dreamworld to Periphery
- 1 MP Dreamworld to Underpsyche/Underpsyche to Dreamworld
- +1 for every Underworld traversed

Session Awards

Showing Up

- 1 point Hey, without players, you don't have a game.

Acting/Role-playing

- 1 point The player stayed in character during the course of the session.
- 1 point The player added concise and interesting descriptions to his character's actions.
- 1 point The player exhibited good dialogue and interaction with the Unreal (treated them as he would real people).
- 1 point The player adhered to his character's Concept for the majority of the session.
- 1 point The player came up with a creative idea that helped overcome an obstacle.

Combat

- 1 point Each time Taeniid larvae or drones are encountered in combat (this is per battle, not per creature).

Experience Point Cost

Item	EP Cost
Raise Primary Attribute:	Current "tens" x 5 = 5 points
Gain new Skill:	Current Rank x 10 = 1 Rank
Raise Skill Rank:	Current Rank x 10 = 1 Rank
Increase Mana Points:	Current "tens" x 2 = 1 MP
Raise Trait:	Current "tens" x 5 = 5 points
Gain Minor Talent:	150
Gain Major Talent:	300

Dreamwalk Awards

Denouements

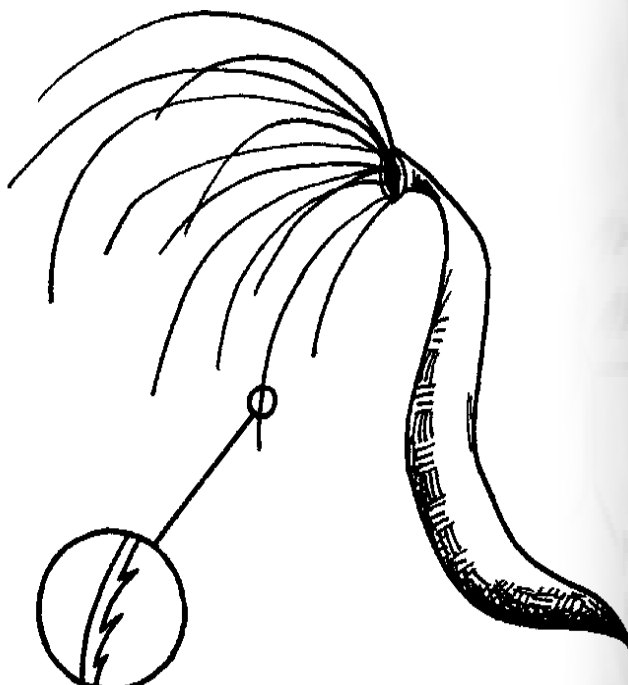
- 1 Point Per 5 Mana Points the character has when the denouement is achieved.
- 1 Point The character successfully Joined with the Dreamer (only one character per Dreamwalk).
- 1 Point Resolution of an incidental achievement (sometimes, only one character should get this).
- 1 point Resolution of a subdenouement (sometimes, only one character should get this).
- 2 points Resolution of the denouement (every character).

Acting/Roleplaying

- 3 points The player role-played his Dementia.
- 3 points The player role-played his Phobia.

Combat

- 2 points Defeating a Taeniid Queen (each PC).



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Temporary Character Sheet

Primary Attributes		Secondary Attributes	
STR	_____	HTH	_____
STA	_____	DEF	_____
DEX	_____		

Temporary Skills		
Skill	Rank	Total
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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Temporary Character Sheet

Primary Attributes		Secondary Attributes	
STR	_____	HTH	_____
STA	_____	DEF	_____
DEX	_____		

Temporary Skills		
Skill	Rank	Total
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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Temporary Character Sheet

Primary Attributes		Secondary Attributes	
STR	_____	HTH	_____
STA	_____	DEF	_____
DEX	_____		

Temporary Skills		
Skill	Rank	Total
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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Temporary Character Sheet

Primary Attributes		Secondary Attributes	
STR	_____	HTH	_____
STA	_____	DEF	_____
DEX	_____		

Temporary Skills		
Skill	Rank	Total
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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Roleplay **Dreamwalker**TM

Dreamworld Record Sheet

Dreamer	
Name:	
Creativity:	
Courage:	
Sanity:	

Dreamer	
Name:	
Creativity:	
Courage:	
Sanity:	

Dreamworld	
Realistic ☐	Surreal ☐
Key Locations/Events:	

Dreamworld	
Realistic ☐	Surreal ☐
Key Locations/Events:	

Denouement	
Passive ☐	Active ☐
Details:	

Denouement	
Passive ☐	Active ☐
Details:	

Unreal	
Active ☐	Passive ☐
Taenia	
Theme:	
Number	Manifestations
	Larvae
	Drones
	Queen

Unreal	
Active ☐	Passive ☐
Taenia	
Theme:	
Number	Manifestations
	Larvae
	Drones
	Queen

Underworlds		
Setting	# Drones	Mana Pocket

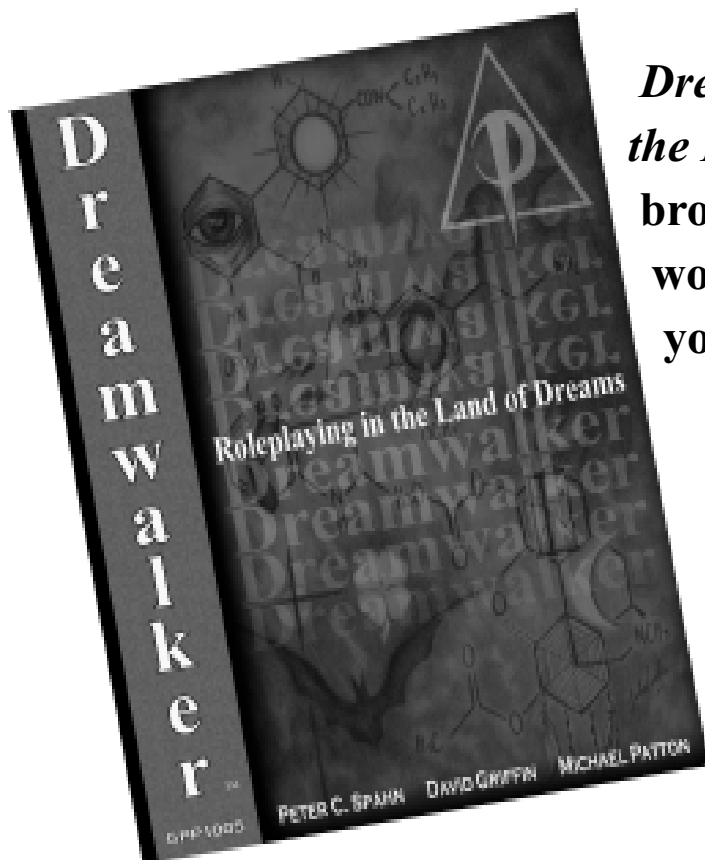
Underworlds		
Setting	# Drones	Mana Pocket

Patient Information	
Last Name: _____	
First Name, MI: _____	
Sex: _____	Ethnicity: _____
Age: _____	Date of Birth: _____
Place of Birth: _____	
Occupation: _____	
Family Members	
Sex: _____	Relationship: _____
Age: _____	Date of Birth: _____
Occupation: _____	
Sex: _____	Relationship: _____
Age: _____	Date of Birth: _____
Occupation: _____	
Sex: _____	Relationship: _____
Age: _____	Date of Birth: _____
Occupation: _____	
Home Address	
Street: _____	
City: _____	
State: _____	Zip+4: _____
Phone: _____	
Phone: _____	
Personality	
Hobbies/Areas of Interest: _____	
Favorite Books/Magazines: _____	
Favorite Movies/TV Shows: _____	

Childhood Information	
Income Level (circle one): LC MC UC	
Street: _____	
City: _____	
State: _____	Zip+4: _____
Employer Information	
Employer Name: _____	
Street: _____	
City: _____	
State: _____	Zip+4: _____
Phone: _____	
Education: _____	
Traits	
Est. Creativity: _____	
Est. Courage: _____	
Est. Sanity: _____	
Phobia: _____	
Dementia: _____	

[illegible]

This is only the beginning...



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