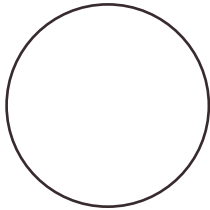
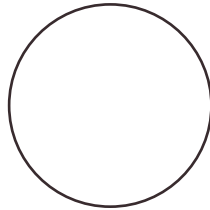


DREAMING

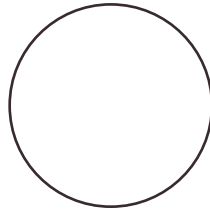
CHEAT SHEET



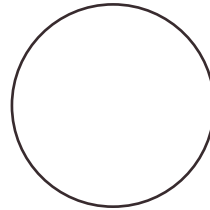
REASON



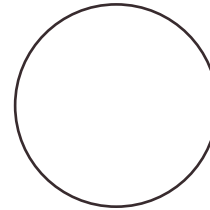
WILLPOWER



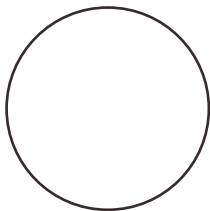
WIT



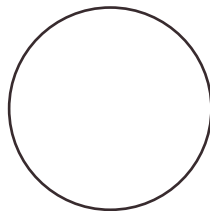
CURRENT
ARMOR
RATING



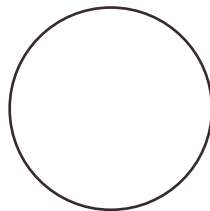
CURRENT
WEAPON
RATING



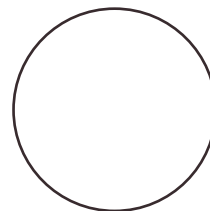
LUCID
DREAMING



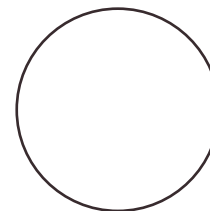
DREAMER'S
EYE



MORPHEAN
ARTIFICE



CLARITY OF
THE SELF



LANGUAGES
OF THE
SPIRIT

THE MECHANICS OF DREAMING

ENTERING DREAMING

Automatic: takes 15 minutes, reduced by 2 per success on a Willpower + Lucid Dreaming test

GUIDE A GROUP OF DREAMERS

Wit + Morphean Artifice; may lead up to (*lucid dreaming*) other people

EGRESS

LEAVING ONE'S OWN REVERIE

Automatic: Reason + Lucid Dreaming, If hurried

LOCATE PASSAGE OUT OF AN UNFAMILIAR REVERIE OR DREAM REALM

Reason + Dreamer's Eye

TRAVELING

LOCATE AND TRAVEL TO ANOTHER REVERIE OR A DREAM REALM:

Reason + Dreamer's Eye, modified by:
 Emotional or physical distance (use the best): -5 to +5
 Familiar destination: +1 to +5
 Finding the Reverie of someone who is awake: -4
 Reverie entrance defenses: -1 per point
 Dream Realm obscurity: 0 to -8
 Cultural distance: 0 to -5

Religion, language, age, gender/orientation, class, and nationality may each impose a 1 point cultural distance penalty, mitigated by research; one day of work and a successful Reason + Languages of the Spirit test can remove one modifier.

ENTERING A DREAM REALM OR REVERIE

ENTER A DREAM REALM

automatic, Reason + Lucid Dreaming if hurried

ENTER A REVERIE STEALTHILY

Reason + Dreamer's Eye to peek in,
then decide on a disguise
and test Reason + Languages of the Spirit

FORCE ENTRY TO A REVERIE

no test required,
but the subconscious will manifest
Figments to defend itself

ACTIONS IN A REVERIE

LOCATE INFORMATION IN A REVERIE

Wit + Languages of the Spirit
Modified by cultural distance, also by 0 to -8
for information that the mind wants to guard carefully

UNDERSTAND INFORMATION IN A REVERIE

Reason + Languages of the Spirit

DETERMINE WHICH CHANGES TO MAKE TO IMPACT THOUGHTS IN THE WAKING WORLD

Reason + Languages of the Spirit

MAKE CHANGES IN A REVERIE

Willpower + Morphean Artifice

NOTICE CHANGES TO A REVERIE

Reason + Dreamer's Eye

CRAFT DREAM WEAPONS OR ARMOR

Reason + Lucid Dreaming, spending 1 Stamina per attempt
Rating equals Degree of Success; may share with other

DREAM COMBAT

INITIATIVE

Wit + Dreamer's Eye

ATTACK

Willpower + Lucid Dreaming

DEFENSE

Willpower + Clarity of the Self

DAMAGE

Attacker's net Degrees of Success + weapon rating - defender's armor rating
*(clever manipulation of the dreaming can cause additional damage,
typically in the range of 1-10 additional points, at GM discretion)*

All damage is taken as Stamina damage

A dreamer who loses all of their Stamina is thrown out of the dreaming
and suffers 3 points of physical damage if in their own Reverie, 6 if in the Dreamscape, and 9 if
elsewhere; these are doubled for dreamers using a chemical cocktail such as Lucidos and Laudanum

LUCIDOS & LAUDANUM

Lucidos is required by most lucid dreamers; one dose lasts for eight hours, at which point the effects gradually fade.

Laudanum and other sleep-inducing chemicals make it easier to dream, adding a 2 point bonus to all dreaming rolls, but make the process of being forcefully awoken more traumatic; double the amount of damage taken

EPHEMERA

Ephemera are phantoms from the dreaming, drawn from the collective unconscious and made manifest in the physical world. To evoke an Ephemera, the dreamer tests Willpower + Morphean Artifice versus all observers' Willpower + Dreamer's Eye. Apply a -4 penalty to the evocation test for Ephemera larger than a small room, up to a max 100 yard radius.

Observers who fail to resist accept the dream logic of the Ephemera and treat it as real.

Attempting to damage, interfere with, or otherwise disrupt an Ephemera grants the observer a re-Test of Willpower + Dreamer's Eye, no more than once per turn, with a cumulative +2 bonus per attempt.

A Dreamer who has resisted an Ephemera may attempt to dispel it entirely with an Opposed Test of Willpower + Morphean Artifice.

Each Ephemera may be used once between periods of sleep

Ephemera have no true physical impact on the world

Ephemera may be shaped and modified to some extent from their original form

Ephemera persist so long as someone is paying attention to them, and for a short period thereafter