

D R E A M S C A P E



A role-playing game of dreams & nightmares

By **Simon Washbourne**



This is a 24 hour role-playing game, a competition that started at The Forge, but has now spread further afield.

www.indie-rpgs.com

www.24hourrpg.com

My previous entry was 1940 - England Invaded.

www.geocities.com/simonwashbourne/1940.html

It didn't win.

This entry was started on 14 July 2004 at 6 pm. I had two short breaks and stopped writing at 3.30 am on 15 July 2004. I had about 4 hours sleep and went in to work for 5 hours. I then recommenced writing at about 2.30 pm and finished in a rush at 6 pm on Thursday 15 July 2004.

This game was heavily influenced by the Nightwarrior novels of Graham Masterton and several horror films, one of which shares the same name as this game.

I had a thought about writing this game about 12 years ago, but just never got around to it. This seemed a good opportunity. I wanted to include a scenario, but didn't find the time.

Simon Washbourne 15 July 2004

DREAMSCAPE

The Beginnings

In the late 15th Century, Gideon Crane a scholar, philosopher, mathematician, astrologer and poet (and some say sorcerer) found, by experimentation that he could enter the dreams of his subjects, if certain conditions held.

After further experimentation he perfected the method, and began to use it to expel demons which possessed many people in those dark times, and become an exorcist (to add to his many other qualifications).

In his travels, both in the realworld and in *Dreamscape* he encountered others who had the ability to enter another person's dream, either themselves or more often, with help from him.

He set up the order of *Dreamscapers*, whose sworn duty was to rid the world of the demons of the night. It was found that the people who had this ability to venture into the dreams of others, most often came from ordinary walks of life, but in the *Dreamscape*, they became warriors of extraordinary capability.

It was also found that there was a tendency for *Dreamscapers* to fall into one of 4 main classes, which became named, by Crane as follows:- Chagemaster, Dreamshaper, Dreamwarrior, and Gadgeteer. With this specialization, the *Dreamscapers* began to hone their abilities and found their powers to be seemingly limitless.

Throughout the ages descendants of the original *Dreamscapers* continued their battles against demons of sleep. The period of the thirty years war across Europe and the English Civil War were particularly busy for them as indeed was the time of the Salem Witch Trials across in New England.

After this time, however, apart from one or two minor surges of demon plagues' the call upon the *Dreamscapers* diminished, until at present there are no *Dreamscapers*. However, the descendants of the original *Dreamscapers* still have a sub-conscious memory of

their past exploits and all it needs is somebody who knows how to bring that sub-conscious memory to the conscious thought.

Demons are beginning to creep insidiously back into the dreams of 20th Century man. A strange, enigmatic man called Gideon Crane starts to track down descendants of the *Dreamscapers*.....

What is this?

Dreamscape is a fantasy-horror role-playing game, set in the real world and in the world of dreams.

Players take the role of characters in the game, much like characters in a book, only in this game the players make the decisions, not the author.

One of the players has a different role in the game. Her role is to help create situations and events, describe places and people that the characters meet along the way. In a way, she is an author or director but one who shares the story with the other players rather than having total control of the narrative. In this game, she is called the Dream Master (DM).

The characters in this game have two identities, with very different abilities. The first is the real-world character, who will be a normal everyday person, with few special skills and little that could be considered remarkable.

However, the character has one thing that does set him apart - the ability to enter *Dreamscape*, where he becomes a super-human with fantastic powers and is able to fight the demons and nightmares that invade mankind's dreams.

Much of the story develops as a discussion between the players and the DM, and as the characters do things these will either succeed as described or the DM might call for a dice roll to be made. Dice used in this game are mainly ten-sided (d10) and six-sided (d6). Dice are rolled when the outcome of an event is uncertain or when the DM (or player) feels that it would be appropriate and/or interesting.

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Realworld Character Creation

Characters in the game are defined by sets of attributes and skills. These characteristics are rated as numerical values that will help a player see his or her characters strengths and weaknesses easily and role play the character accordingly. In the game *Dreamscape* there are 4 attributes. Body, Action, Mind and Appeal. Each of these attributes has a realworld value of between 1 and 6. A value of 1 in any attribute is deemed to be poor, 2 is below average 3 is about average. Anything over 4 is deemed to be correspondingly better than a normal person.

A value of 6 is not the highest that a human being can attain. It is however the highest that a character can have in the realworld, because *Dreamscape* characters are not Olympic athletes or remarkable in any particular field. A 7 in an attribute would represent a superb talent say a world superstar, renowned scientist or similar. In *Dreamscape* however, things are different.

To generate values for attributes, simply roll 1d6 for each one and record the resulting number alongside the attribute on your character sheet. Do not despair if you roll really badly as this represents your realworld persona. In *Dreamscape* your character will be one of the best. Even then, if you prefer and with the agreement of the DM, you can roll again if the combined total of your rolls does not equal 8 or more.

Attribute descriptions

Body

This represents the general toughness, strength, health and physique of the individual. It is mostly used in physical pursuits such as climbing, fighting hand to hand, as well as surviving blows and other physical harm. Useful to boxers, athletes, soldiers and jobs requiring heavy lifting.

Action

This is a measure of the characters overall skill, precision, co-ordination, reflexes, speed and agility. It is a useful attribute for characters who require steadiness of hand, for example for firing a gun or a degree of quickness for things like driving and dodging out of the way of things. Racing drivers, fencers, circus acrobats and footballers

find high Action scores useful.

Mind

This provides a good indication of the characters IQ, initiative, wits, logic, reasoning, memory and knowledge. It is useful for anyone whose job requires constructive thinking, a clear head or general astuteness. A good Mind score is important to many characters including scientists, businessmen, teachers and stage magicians.

Appeal

Charm, eloquence, attractiveness, sociability and presence are all aspects of a characters Appeal. Politicians, entertainers, salesmen and con men would all find a high score in this attribute useful.

Once your attributes have been generated, you get to decide the skills that your characters realworld persona has. You have 12 points to 'buy' skills with. The highest level of skill is 6, representing a highly skilled individual, near the top of the tree but not enough to make her remarkable. Each point spent is one level of skill.

Skill Descriptions

Body Skills

Climbing

The skill of getting up walls, cliff faces, trees or similar surfaces. Can be aided (using ropes etc) or unaided, simply finding and using foot and hand holds etc.

Melee Combat

Fighting up close and personal. This represents the skills of boxing, martial arts, wrestling or just plain brawling. Whatever it is, if your character has the skill, he has some ability to hurt people with his feet, fists, head, elbows and so on.

Swimming

At its basic level, this is the skill of not drowning in water. At higher levels, it is moving at speed through water and swimming underwater and being generally very adept at manoeuvring in a watery environment.

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Action Skills

Driving

The ability to handle a motor vehicle skilfully and at high speeds.

Fire Combat

This is the skill of shooting guns in combat or simply target shooting. The guns concerned may be handguns like revolvers or automtics, submachineguns , rifles or shotguns. Usually denotes some military or police training but not necessarily.

Stealth

The skill of being able to move around quietly and without being noticed.

Mind Skills

Computers

Everything to do with computers, from finding stuff on the web, to hacking and adding hardware or software etc.

Electronics

Knowledge of how electronic equipment works to repairing and using such stuff.

Languages

Knowledge of a broad language base and how to make oneself understood even if the specific language is not really known that well. Includes a broad literacy base of most common languages.

Mechanics

A good knowledge of how most types of machinery works and how to repair common mechanical equipment, cars in particular.

Medicine

Knowledge of first aid, pharmaceuticals and perhaps even surgical procedures. Usually denotes training in the medical profession.

Observation

This is the ability to notice things, spot something out of place and a general awareness of ones surroundings.

Appeal Skills

Contacts

Although classed as a skill, this is really a broader term for the ability of the character to make friends and acquaintances all over the place and be able to get in touch with them for help often at a moments notice.

Persuasion

The skill of making somebody do something that he probably was not intending to do. Often this persuasiveness is in a friendly way but it can also be with threats and/or bribes if that is what it takes.

Streetwise

The knowledge of the people on the streets and ways of dealing with them, without attracting unwanted attention.

The skills lists are by no means exhaustive, however they are representative of the sorts of skills that characters in Dreamscape might need in their realworld adventures. If you want a particular skill for your character that isn't listed, simply add it. Make sure though that another skill cannot be used, especially if the skill is very specific, say 'hacking', which would be adequately covered under the computers skill.

Using skills

When a player wants her character to do something for which she has the appropriate skill, she can usually do it without difficulty, especially where her attribute and/or skill level are better than average, she can spend a bit of time doing it or she is otherwise not under any pressure.

However, occasionally there will be added pressure or the possibility of complications. This is where the dice come in.

All skills are listed under an attribute - called the 'governing' attribute. Add the score in the governing attribute for the skill being used and add the character's score in the skill. This will result in a total from 1 (where the character has no skill and the attribute is only 1) to 12 (where the character's attribute and skill scores are both 6). More likely it will be in the region 4-6 or so.

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Add to this number the roll of a d10. If the resulting number equals or exceeds the target number found in the table below, the character succeeds in what she was trying to do. If the number is under the target, she either fails or there are added complications.

The target number is found by the DM assessing the difficulty the task. This is based on roughly how hard it would be for a normal person to carry out the said action. So climbing over a 3' wall might be simple, a 5' high wall would be straightforward, climbing over a 7' wall might be deemed moderate but in the rain on a dark night whilst being attacked by a guard dog it might be considered hard.

Target Number	Task difficulty	Fire Combat range
automatic	simple	point blank (x1/2)
6+	straightforward	close (x1)
9+	moderate	medium (x2)
12+	hard	far (x4)
15+	improbable	long (x8)
18+	impossible	extreme (x12)

Combat

Fire combat

Combat using the skills Melee Combat & Fire Combat are performed just like any other skill, initially at least. The table above gives a 'fire combat' range' which gives a target number. The range is simply a multiple of the base range for the weapon, found in the weapon description table later in this chapter.

Each round of combat is a few seconds long. Modern weapons can be fired several times in this time and some weapons can be set to burst fire and so on. So, when more than one shot is fired in a round, there are additional modifiers.

- Firing an automatic weapon more than

once confers a -1 skill penalty (cumulative) on the first and subsequent shots.

- Firing a weapon capable of such, on a short burst, releases 3 rounds. It gives a better prospect of at least 1 round striking its target. At beyond medium range it gives a -1 skill penalty. However at point blank and close, there is a +1 skill bonus. In addition, for every 3 full points by which the skill roll exceeds the target number an extra bullet strikes home (up to a maximum of 3 bullets). If more than one short burst is fired in the combat round, the -1 skill penalty is applied, as above.
- Firing a long burst can only be done once per round. Either a full long burst (emptying the clip - usually about 30 or so bullets) or a partial long burst releasing (6 +2d6 bullets). At point blank or close range, there is no modifier. At medium range there is a -1 skill penalty. Beyond this range, there is a -2 penalty. Long bursts can be sprayed around a number of targets. Divide the number of possible targets by the number of rounds fired discarding fractions - these are lost. This is the number of rounds that could potentially strike home. Roll the dice in the usual way. Every 1 that the roll fails by, is a minus 1 bullet that hits its target.

Dodge & evade

If an intended target chooses to dive for cover, or make some other evasive action, then the target number is increased by the Action score of the target.

Melee combat

All close quarters fighting both with weapons and with fists and feet are covered here. It is always counted a moderate roll (9+).

The combatant with the highest Action gets to attack first. In the case of a tie, the highest Melee combat score gets to attack first.

If a combatant wishes to dodge, he loses his attack but adds his Action score to the number needed by the attacker.

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If a combatant wishes to parry a blow, he loses his attack but adds his skill rating to the roll needed by the attacker.

If the attacker hits, roll d10 for location.

- 1 Head
- 2-6 Torso
- 7 Right Arm
- 8 Left Arm
- 9 Right leg
- 10 Left leg

Once a hit is caused, check weapon damage which is found on the following table. Any damage caused is done directly against the Body attribute of the character.

Armour

Weapon	Damage	Shots	Rounds	Base range
Lt. pistol	1	4	1	6
M. pistol	d2	3	1	8
H. pistol	d3	2	1	10
SMG	d2	3	1/3/30	8
H. SMG	d3	2	1/3/32	10
Rifle (B.A)	d6	1	1	30
Rifle (Ass)	d6	3	1/3/20	20
Shotgun	2d3/d3/1	2	1	4
LMG	d6	1	3/30	30
HMG	D6+1	1	3/30	40
Knife	1	-	-	2
Cudgel	d2	-	-	-
Sword, Axe	d3	-	-	-
2-hand wpn	d6	-	-	-

If a character is wearing armour, subtract the armour protection from the damage, before applying it to the Body of the character.

If the characters Body score is reduced to zero, he is unconscious. If reduced below zero, the character is also dying and will expire within d6 rounds unless medical aid is used to stabilise him.

Armour type	protection	covers
Bullet proof vest	1	torso
Steel plate insert	+1	add to vest
Ceramic insert	+2	add to vest
Steel helmet	1	head
Ceramic helmet	2	head
Leather jacket	1 (vs melee only)	Torso, arms

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Dreamscape Character Creation

The weaker or seemingly less able a character is in the realworld, the stonger or more able she is in the Dreamscape. The first thing to do to determine your character's 'alter-ego' is to total the characters realworld attribute scores. The resulting number should be cross-referenced on the following table to determine the Dreamenergy points of the character.

Realworld attribute total	Dreamenergy	Realworld attribute total	Dreamenergy
4	50	15	39
5	49	16	38
6	48	17	37
7	47	18	36
8	46	19	35
9	45	20	34
10	44	21	33
11	43	22	32
12	42	23	31
13	41	24	30
14	40		

Dreamenergy points are vital to all *Dreamscapers*. They are not only the points used to buy up the attribute scores of their alter-egos and to buy new abilities, but also used to shrug off damaging attacks and effects and as a power battery to fuel their abilities. In other words, it is vital to leave some Dreamenergy points after buying up attributes and abilities.

In *Dreamscape* the character turns into a super alter-ego. Using Dreamenergy points, you may increase your attributes to scores over 6. In fact, one attribute must be improved to 8 or more, representing the type of *Dreamscaper* you want your character to be. So, if you want to play a Chargemaster character, you must buy Appeal up to 8 or higher.

The cost to develop attributes depends on the attribute itself and whether or not it is the primary attribute for your character. Mind and Appeal are a bit less costly than Body and Action to in-

crease. The table below sets out the costs.

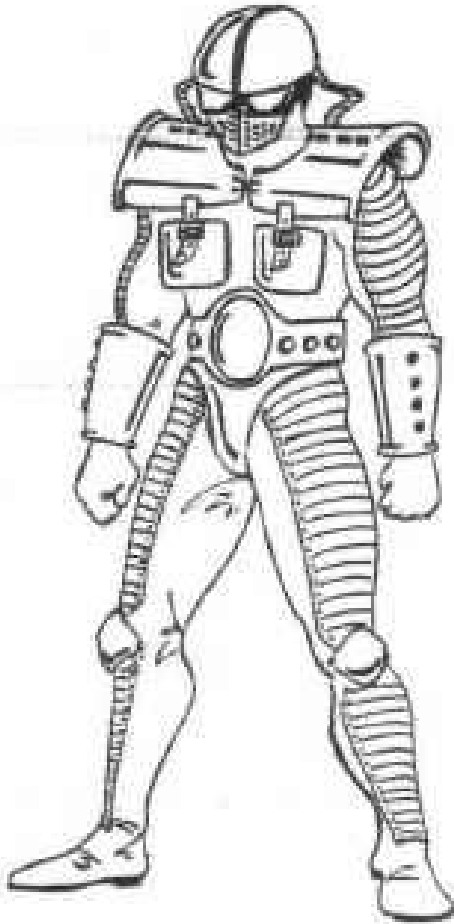
attribute score	body or prowess	(primary)	mind or appeal	(primary)
1-6	2	(1)	1	(1)
7-12	3	(2)	1	(1)
13-18	4	(2)	2	(1)
19-24	5	(3)	2	(1)
25+	6	(3)	3	(2)

So, if you want to increase your Gadgeteer's Body score from 6 up to 8, it would cost 4 dreamenergy points (2x2). For anyone else the cost would be 6 points (2x3).

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Chargemaster

Primary Attribute: Appeal 8+



The Chargemaster is always the leader of the team and every team needs one. He is the only character able to open the *Dreamportal* through which he and the rest of the team can enter *Dreamscape*. The Chargemaster also retains a massive store of energy, which any other member of the team can tap into to restore lost energy levels or recharge their devices and equipment. This store of energy can also be used to heal, so the Chargemaster also functions as a sort of warden or protector. The Chargemaster is an authority figure in *Dreamscape* and he can converse with and understand just about any language in *Dreamscape*, written or verbal (and even Gobbledigook!). Lastly, and importantly, the Chargemaster is the only character who can get the rest of the team back out of *Dreamscape*, so he must be kept alive at all costs.

Chargemaster abilities

Authority: The Chargemaster radiates charismatic leadership, and bearing. The Chargemaster is able to command dream beings to carry out short, fairly simple requests. Each level of this ability allows 1 being to be commanded and allows a more complex series of commands .

Dreamheal: Body damage can be repaired using this ability. For each point of Dreamenergy spent powering the ability, a number of Body points may be repaired equal to the level in the ability the Chargemaster has.

Dreamsense: With this ability, the Chargemaster can attempt to sense when a sleeper in whose dream the *Dreamscapers* are, is about to awaken. He will also be aware as to signs that a dream is about to change (i.e go into a different dream) etc.

Dreamspeak: The Chargemaster can understand the language of any Dreambeing speaking to him. For two more points he can also read and write any language in *Dreamscape* , and for two points he also speaks freely in any language in *Dreamscape*.

Energy Blast: This ability is of limited control, and is basically a one shot power. It releases all of the Chargemasters remaining Dreamenergy in one sudden explosive charge, in a radius of 2' per point of energy. Everybody within this blast radius suffers damage, friend and foe alike. The damage caused is 1D6 for each point of energy.

Open Dream Portal: All Chargemasters have this power at no cost. It allows entry and egress to the *Dreamscape* of any sleeper within a 10' (per Dreamenergy point the Chargemaster has) radius of the sleeping person. Each *Dreamscaper* using the portal (which appears wherever the Chargemaster desires) uses one point of the Chargemasters Dreamenergy .

Energy Transfer: For each level of the Chargemaster's ability with this power, the Chargemaster can recharge that number of points lost by any other member of his team, at a cost to himself of only 1 point of Dreamenergy.

Recharge: A rare, expensive but useful power. It allows the Chargemaster to build up lost energy, but is very slow and therefore cannot be relied upon. 1 point is recharged per level per hour (i.e. at level 6 in the ability, a Chargemaster would regain 6/hour or 1/10 minutes).

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Dreamshaper

Primary Attribute: Mind 8+

She is the wonder-worker of the team. She is a shaper of the Dreamscape and she can bend or manipulate it to her own desires. She, of all the team members, has the clearest view of the Dreamscape and can see it for what it really is - simply an illusion, something to be manipulated and messed around with.

She can alter the forms of anything in Dreamscape - rocks to buildings, buildings to trees and so on. She can shape rock into mud, bend, alter and create all by the power of her Mind.

Sometimes Dreamshapers seem a bit wacky or unstable because of this ability to perceive things a bit differently.



Dreamshaper abilities

Animation: Objects, furniture, statues etc. can be given the semblance of life, and then perform actions described by the Dreamshaper without further concentration up to 3 objects per level of the ability can be thus animated and will continue for up to 5 minutes per level.

Creation: This power allows the Dreamshaper to make dream objects and items from the raw dreamstuff around her. It could be a sword, armour, boulder, tree, chair, building etc. It cannot be mechanical (i.e. have moving parts, like a car), although a non-working vehicle might be created. Size, up to 5 cubic feet per level.

Dark/Light: The Dreamshaper can darken an otherwise bright area or conversely light a dark area. She could bring it about as fog, smoke or just plain darkness. 10 cubic feet per level.

Destroy: Completely obliterates and evaporates a volume of Dream-stuff into nothingness. It does not matter what form the Dreamscape is in, it could-be a tree, a section of wall, a bridge, a monster etc - it is all the same to a Dreamshaper. 5 cubic feet/level.

Transmutation: Can change the form of a volume of *Dreamscape*, so that it looks like and feels like, smells and tastes like something else. A Dreamshaper with this power could turn a boulder into mud, or glass, or could turn a monster into a tree, or rock or iron, or water into wine etc. 5 cubic feet per level.

Control Dreamscape: Allows the Dreamshaper to control the *Dreamscape*. Unlike animation, this requires concentration. It does not animate the objects/items controlled. They can be bent, warped, twisted, elongated, flattened, molded or moved (i.e. levitated) and controlled in any way the Dreamshaper wants. They still retain the appearance or 'structure' or 'texture' they originally had. Up to 5 cubic feet per level.

Shapechange: Allows the Dreamshaper to assume any form she desires. Dreambeings will react to her as if she were the thing whose form she has taken. The shape need not be a living thing. The Dreamshaper can learn one new shape per level she has in the ability.

Weather control: A difficult ability that tampers considerably with the dream of the sleeping person. Whatever the weather, the Dreamshaper can alter it. It affects an area of about 1 mile/level of ability.

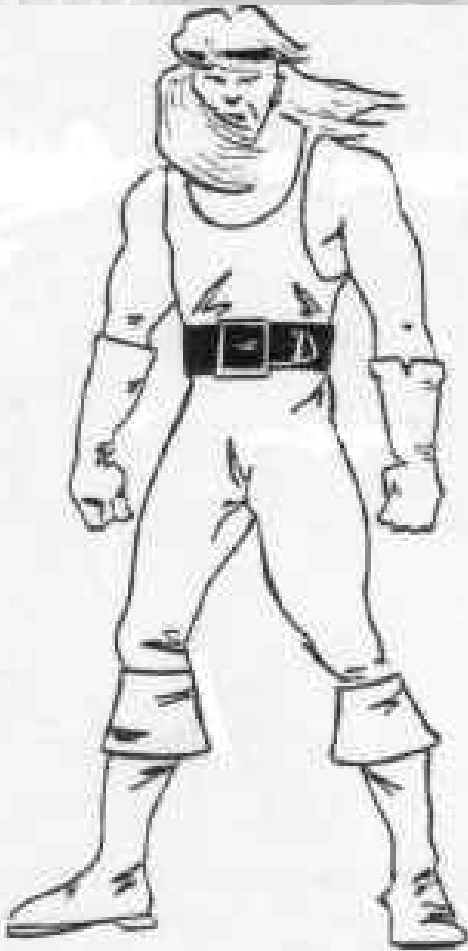
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Dreamwarrior

Primary Attribute: Action 8+

The Dreamwarrior is part loner, part scout, part acrobat and part martial artist. He tends to be the least team-oriented as all of his abilities come from within. He has no ability to shape the *Dreamscape* but his understanding of it means he is aware that there are no boundaries to what he is capable of.

The Dreamwarrior often has no weapons at all, relying as he does on his own prowess, speed and skill. Occasionally a Dreamwarrior will somehow form a weapon as part of his dream persona, but this is never a gun or weapon with working parts—it is a simple item like a katana, spear, mace or similar.



Dreamwarrior abilities

ACROBATICS: Allows the Dreamwarrior to perform magnificent feats of balance, tumbling, swings, rolls, gymnastics and other maneuvers. Such feats can be used in combat to gain an edge in attack or defense. Per point in the ability, the Dreamwarrior can add +1 to either the target number required by his opponent to hit him, or -1 from the target number he needs to strike his opponent.

CONTORTIONS: The Dreamwarrior has total control over all the muscles in his body. He can dislocate joints at will, and would be termed double-jointed. The ability allows him to squeeze through small gaps, escape from any bonds be they rope, handcuffs, straight jacket or any combination.

CLING: Allows the Dreamwarrior to move along vertical surfaces as if he were walking on the floor, or even cling to ceilings and the like.

LIGHTENING REFLEXES: Allows the Dreamwarrior to react first to any given attack or surprise situation. He is in a constant state of readiness. Allows the Dreamwarrior to make an extra attack or parry per level of ability in combat.

MARTIAL ARTS: Each level of ability gives the Dreamwarrior an additional dice of damage over and above his normal hand to hand combat damage.

SUPERLEAP: Allows massive jumps, both long and high. Long = 40' per level; High = 10' per level.

SUPERSPEED: Allows the Dreamwarrior to run at speeds of 30mph/level.

WEAPONS: The Dreamwarrior can pick up and use any non-mechanical (i.e. gadget) type weapon in any dream and use it at +1 attack or parry per level attained in this ability.

As part of the characters initial conception he can also choose to have an appropriate weapon (sword, staff, nunchakas, bow etc.) with which he also gets the above bonus.

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Gadgeteer

Primary Attribute: Body 8+

The Gadgeteer is the teams heavy weapons support and artillery team all rolled into one. He is an engineer and mechanist and fighter He has firepower and big guns. He has armour, fully functional weapons, analytical devices, bombs, forcefields, vehicles and other machinery. Once designed and 'built', whenever the Gadgeteer enters *Dreamscape* he has that piece of equipment with him. With fresh socks of Dreamenergy he can then create new devices or add additional powers to the ones he has made already.



Gadgeteer abilities

ARMOUR: The Gadgeteer produces a suit of armour, in any form he desires, medieval plate, flak jacket, futuristic battle armour, force-field, samurai armour, ornate glass/crystal armour, beetle-like carapace etc. For each level of armour, it will absorb 1 body damage (i.e. real damage) and 1 dream energy. Unless fitted with devices, which use energy, it in itself only uses up energy whenever a body point of real damage is absorbed by the armour.

DEVICES: These are piece of equipment, designed individually by the Gadgeteer. Most are sensory devices (radar, sonar, infrared visual aids, telescopic visual aids, long range sound pick-up, transmission devices, analytical and computation devices, scientific/survey equipment etc).

VEHICLES: The Gadgeteer can construct (and will have available whenever he enters *Dreamscape*) a vehicle. For each surface cover over which the vehicle will travel it costs 2 points (land, water, air, underground i.e. digging). Additional costs as follows:- 1 per additional passenger space/ looks cargo space 1 per 30 mph. It can look exactly like anything the Gadgeteer wishes and can be armed and armoured using normal weapons and armour rules. It can also be fitted with devices.

WEAPONS: The Gadgeteer creates a weapon that causes 1D6 of Dream-energy damage per level. It has a range appropriate to its type (look at weapon charts) but add 10' per level to the base range. It can appear as anything the Gadgeteer wishes - energy blaster, machine gun, revolver, crossbow, bazooka etc. An "autofire" capacity can be built into the weapon using the 'lightning reflexes' rules for the Dreamwarrior (i.e. at an additional cost of 2/level, it fires +1 attack/round/level. Each piece of equipment built by the Gadgeteer must be built with its own Dreamenergy store - once this has been used up the device no longer functions until replenished by the Chargemaster. Each initial point of Dreamenergy put into powering the device, gives it an energy store of D6 points. The Gadgeteer can build additional devices, or upgrade current devices 'between dreams' by spending additional Dreamenergy points. If the equipment is destroyed or lost in dream, then the equipment is lost, and has to be built again.

DREAMSCAPE

Chargemaster

Ability	Dreamenergy cost of ability	Dreamenergy cost to power
Authority	1 per level	0
Heal	1 per level	1 point to heal level x body
Dreamsense	2	0
Dreamspeak	2 per level	0
Energy Blast	2 per level	All remaining points
Open Dream Portal	free	1 point per Dreamscaper sent through
Energy Transfer	1 per level	1 point to restore level x dreamenergy points
Re-charge	6 per level	0

Dreamshaper

Ability	Dreamenergy cost of ability	Dreamenergy cost to power
Animation	1 per level	1
Creation	2 per level	1
Dark/Light	1 per level	1
Destroy	2 per level	1
Transmutation	2 per level	1
Control	1 per level	1
Shapechange	2 per level	1
Weather control	3 per level	1

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Dreamwarrior

Ability	Dreamenergy cost of ability	Dreamenergy cost to power
Acrobatics	1 per level	1
Contortions	2	1
Cling	2	1
Lightning Reflexes	2 per level	1
Martial Arts	2 per level	1
Superleap	1 per level	1
Superspeed	1 per level	1
Weapons	1 per level	1

Gadgeteer

Ability	Dreamenergy cost of ability	Dreamenergy cost to power
Armour	1 per level up to 3 2 per level afterwards	1 per Body damage point absorbed
Devices	1 per level up to 3 2 per level afterwards	1 per use
Vehicles	2 per level up to 3 3 per level afterwards	1 per hour
Weapons	1 per level	1 per shot

DREAMSCAPE

The Dreamscapers

The seventeenth century was the period when the Dreamscapers were at the height of their powers. At this time there were about 500 *Dreamscapers* fighting against evil, in mankind's Demon-haunted dreams/ both in Britain and across the channel in Europe. There were also several *Dreamscapers* in operation across the sea in New England.

The numbers of *Dreamscapers* gradually dwindled after this peak, when the fight seemed to have succeeded and the Demon menace was overcome. Now in 2004 there are no *Dreamscapers* remaining active anywhere in the world. However, the Demon menace seems to be insidiously creeping back into the World.

Certain descendants of the ancient Dreamscapers, have a subconscious memory locked at the backs of their deepest dreams of who they really are, and the ancient battles they fought, alongside others of their kind. Unlocking this subconscious thought is the key to bringing the *Dreamscaper* back.

The *Dreamscaper* is the realworld characters dream-self, his alter-ego a sort of superhero in dreamform - everything the individual is not in his mundane existence. The form the *Dreamscaper* assumes in *Dreamscape* is always the same, once chosen by the player. He or she can resemble a flashing swordsman, a robed sorcerer, a wild-west gunfighter, a leotard-garbed acrobat, a medieval knight, a grey garbed ninja, or anything else imaginable or any combination of these.

Dreamscapers normally look human but the occasional 'humanoid' such as an elven or dwarven Dreamscaper has been known, and indeed it is rumoured that a wolf-man has been seen amongst the ranks of the *Dreamscapers*, although this may have been a Dreamshaper. Of course Dreamshapers can take any form they wish, so a Dragon or a Centaur could easily be found amongst the *Dreamscapers*.

Dreamshapers do not even need to take liv-

ing forms.....

To enter the *Dreamscape*, the realworld character must firstly sleep and meditate upon his Dream Persona. When he/she falls asleep, his or her dreamform takes shape, and the characters thought now enters this 'astral' body. The *Dreamscaper* is now able to move around freely. This 'astral' form is invisible and insubstantial - able to move through walls and unable to manipulate or pick up objects. It is only in this form that *Dreamscapers* may pass into the dream of a sleeping person, and then only by the means of a dream portal opened by a Chargemaster.

Each of the four classes of *Dreamscaper* came about in the early days of the order. It was a natural development, as many Dreamscapers tended to be stronger in certain aspects of their dream existence than others. This specialization enabled more abilities to be developed and honed until they were at the peak. Each of the 4 classes of *Dreamscaper* is vital to the success of most operations, but none more so than the Chargemaster. To him is given the ultimate responsibility to ensure the survival of the rest of the team - he is the only *Dreamscaper* with the power to get characters out of the dream, and back into realworld.

There are rumours that some of the olden day *Dreamscapers* had powers and abilities that far exceeded those that are available to the weaker *Dreamscapers* of the 20th Century. There are other rumours that some *Dreamscapers* went bad and were tempted by offers of 'immortality through dream' (whatever that means).

Other rumours abound - that some *Dreamscapers* went missing in dreams, only to reappear in other dreams at a later time, of a *Deep Dreamscape* that can be entered under special circumstances by opening another Dream Portal whilst already in *Dreamscape*, and that some *Dreamscapers* were able to enter their own dreams, even without being a Charge-master .

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Gideon Crane (Greylock)

This strange enigmatic individual lived in the 15th Century and is credited with being a soldier poet, composer, artist, scholar, mathematician, linguist, astronomer and astrologer. Rumours abounded at the time that he was also a Warlock who dealt with the devil.

By the time he was 40 he had already developed a skill at reading dreams, and people troubled by their sleep used to come on long journeys to seek an explanation for what they dreamt. When his sister started having nightmares, Gideon Crane stayed by her bedside whenever she slept, and this in itself seemed to help. However the dreams got steadily worse, and gradually Crane despaired. One night time vigil, he fell asleep by her bedside, as he had had little sleep for several days. Suddenly he found himself drifting above his own body, and thought he had died. However he detected his own chest rising and falling steadily.

His sister was by now thrashing about on her bed, in the midst of what turned out to be a Demon - plagued Nightmare. Crane knew than what he must do, and entered her dream. He battled the Demon, and drove it from his sisters dreams, effectively exorcising her.

Later in life, Gideon Crane found other people who with his help were able to enter dreams, and eventually the Grand Order Of Dreamscapers was formed. Later still the 4 classes of Dreamscaper were named and formalized. The most famed of the early Dreamscapers were Gethrix (a Chargemaster), Woldan (a Gadgeteer), Belfour (a Shaper) and Rissix (a Dreamwarrior).

Later Gethrix (realtime name John Peabody) headed up the Grand Order Of Dreamscapers when in strange circumstances, Gideon Crane vanished. In later adventures and battles, *Dreamscapers* claimed they saw a powerful looking figure, whose description was not unlike Greylock's, either helping them, or standing observing their actions. In the 17th Century, when the *Dreamscapers*

had all but disbanded, but their work was required more than ever, an enigmatic fellow called Gideon Crane gathered together the remaining *Dreamscapers*, and gathered together dozens more for the battles to come.

Again he disappeared when his job was done, although again after his disappearance *Dreamscapers* swore they saw him in *Dreamscape* either watching or helping. The same pattern followed in the 18th, 19th and now again in the 20th Century.....

The Dreamscape

All dreams consist of insubstantial substance, or the 'stuff of dreams'. Dreams are as real to the Dreamer, or to *Dreamscapers* as the real world is to you or I. However the *Dreamscape* is the product of an active imagination, or deep subconscious. Virtually anything can happen in *Dreamscape* - it can be weird, frightening, silly, romantic, something off T.V, out of a book, comic book etc.

No-one knows exactly why people dreams the dreams they do, but what has happened to people in real-time tends to have an effect on the way they dream. It was found by Gideon Crane and his original *Dreamscapers* that a certain type of Demon, the Dream Demon could somehow infiltrate the dream of a subject at a moment of great trauma in their real-life.

Once in the dream the Demon begins a period of growth, in both size and power, gradually exercising their will over the dreams of the subjects, and using the *Dreamscape* to feed upon and grow. This growth, and parasitic feeding created the Nightmares, which grow as the Demon grows. It is these Dream Demons that the *Dreamscapers* are sworn to kill. Dreams are dangerous. If a sleeper awakens, and the *Dreamscapers* are unable to vacate the dream in time they will die. Somehow Dream Demons are able to avoid this fate, but no-one has found out how....

If a *Dreamscaper* is wounded (body) then his real-time body is wounded. If a *Dreamscaper* is killed than he is dead really. (It is

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rumoured that Gideon Crane and Gethrix had the power of resurrection in Dream, but whether this is true or not.....). If the sleeper is dreaming of himself, then not only is he likely to be quite strong in his own dream, he may also look nothing like the real-time person. If the sleeper is killed in his dream, then the sleeper really dies. The Dreamer, may often dream of his or her heroes. These characters can often be almost as powerful as the *Dreamscapers*, and may make the *Dreamscapers* believe they are indeed that.

Causing major change to the 'structure' of a Dream may cause the sleeper to awaken. This is why the Dreamshaper power of weather-control is so dangerous to use.

Sleepers do not normally recall the *Dreamscapers* in their dreams, although they will recall the effects of their visit. There are a few individuals who will remember the *Dreamscapers* in their dreams. *Dreamscapers*, themselves, if the subject of a dream visit will recall exactly the details.

There are believed to be other realms beyond *Dreamscape*, such as *Deep Dreamscape*, or *Deathscape* which can be found but only entered with the help of a Chargemaster. There is also believed to be an area of the subconscious mind that is accessible to Dream Demons, and therefore the way to this place could be potentially be found by the *Dreamscapers*.

Some Dream Demons are known to have become so powerful they are able to manifest themselves in physical form for short periods outside of the *Dreamscape*, or in real-world. These Demons are particularly dangerous. A *Dreamscapers* real body is vulnerable while he is in *Dreamscape*.

Dream Combat

Dream combat is conducted in pretty much the same way as combat in realworld. However, it is much more fluid in *Dreamscape*, much more heroic and certainly faster.

Damage in dream is not caused directly to

the body, but is caused to the dreamenergy. When the characters dreamenergy value is reduced to zero the character is still able to fight and remain active provided no powers are used that expend dreamenergy points. If a character is reduced to below zero dreamenergy his dreamform is out of action completely until revived by a Chargemaster.

Whenever a *Dreamscaper* is struck in combat, before reducing the *Dreamscapers* dreamenergy by the number of points indicated by the dice roll, a number of points are absorbed, equal to the current Body rating of the *Dreamscaper*.

If a 6 is rolled on a damage dice, not only is this 6 dreamenergy points of damage, but a point of damage to the Body attribute of the *Dreamscaper*. This Body damage can only be absorbed by Gadgeteer armour.

Example: A Gadgeteer wearing Armour 1 with Body 8, and dreamenergy of 12 is hit by a Dream Demon in combat. The Dreamdemon has 3 dice damage and the dice come up 6, 6 and 4 for a total of 16, from the dreamenergy 16 damage, 8 are absorbed by the Body of the Gadgeteer, and an additional 1 by the armour. Only 7 of the original 16 gets through leaving the Gadgeteer with 5 dreamenergy. However, 2 sixes come up. One of those gets absorbed by the Armour, leaving 1 body to get through, reducing the Gadgeteer to 7 body.

A *Dreamscaper* who has suffered body damage in *Dreamscape* carries that damage over to his realworld body, if he comes out of *Dreamscape* without being repaired first. Therefore a character who dies in his *Dreamscaper* form, will also die in real-world. Hand-to-hand combat damage, is based on the Body attribute of the *Dreamscaper*, or Dreambeing/Dreamdemon.

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Body	Dice used for damage
1	D3
2-4	D6
5-6	2D6
7-9	3D6
10-12	4D6
13-16	5D6
17-20	6D6
21-25	7D6
26-30	8D6
31-35	9D6
36-40	10D6
41-50	11D6
51-60	12D6
61-70	13D6
71-80	14D6

Encounters in Dreamscape

Just about everything in *Dreamscape* is the product of the sleeper's dream. So just about everything can be manipulated, destroyed, erased or changed. Some things will look like houses or people or planes or clouds or whatever, but they are all just *Dreamscape*. However those that are in the form of people or whatever can be interacted with. They can even be questioned and, because they are really a small part of the sleepers consciousness, they can talk back. Sometimes they will talk and behave exactly like the thing or person they are supposed to represent - a cop dreambeing will act like a cop (or the sleepers version of a cop) and so on. Sometimes though, they will act strangely or unlike the thing they are supposed to be. Occasionally they will change form or simply disappear. Sometimes a whole dream will change.

Dreambeings

These are the inhabitants of the *Dreamscape*. They will often be people going about their daily lives. They might be 17th century pirates, dwarves, klingons or talking penguins, but normally they are whatever is appropriate for the *Dreamscape*.

They tend to have attributes in the range of 1 to 3 (roll d3) and dreamenergy of only 1 to 6 (roll d6). They are easily destroyed by Dreamscaper if necessary.

Dreamheroes

These are tougher types. They might represent a particular hero of the sleeper, say Han Solo or a football star, or even simply the sleepers best friend down the road.

They tend to have attributes of up to 6 (roll d3+3) and dreamenergy of up to 12 (roll d6+6)

The Sleeper/Dreamer

Sometimes, though very rarely the sleeper is encountered in *Dreamscape*. This would usually be only because the sleeper is subconsciously aware of the *Dreamscapers* and has something she desperately wants to tell them or for them to do. It is dangerous to harm the sleeper in her own dreams.

If encountered, the sleeper could simply be the equivalent of a dreambeing but could just as easily be the equivalent of a Dreamscaper. It often depends on the sleepers own view of herself - her ego if you like.

Dream Demons

These are evil beings that try to get into the real-world by finding weaknesses in the *Dreamscape*. Dream Demons often cause the sleeper to have nightmares, that gradually worsen as the Demon hides out in their *Dreamscapes* weakening the barriers to eventually gain access. It is the Dream Demons who are the greatest foes of the Dreamscapers.

Dream Demons have a hierarchy and the higher up the pecking order, the tougher the Demon is. Build Demons using dreamenergy. All the powers of the *Dreamscapers* are available to Dream Demons, except those of the Gadgeteer.

Dream Demon Rank Dreamenergy Points

Minor Demon	10-30
Average Demon	31-40
Greater Demon	41-50
Demon Prince	51-60
Arch Demon	61-80
Demon Lord	81-100

DREAMSCAPE

Character Sheet

Realworld

Name

Job/Background

Body

Action

Mind

Appeal

Skills

Gear & Notes

Dreamscape

Alter Ego

Class

Dreamenergy

Body

Action

Mind

Appeal

Powers/Abilities

Gear & Notes

DREAMSCAPE

Scenarios

The Enigmatic Gideon Crane

This is really an opening plot device to get the players into the game. Have the players create a realworld character, but don't show them the name of the game and simply imply that they are playing some sort of modern investigation-type game.

Deal with each player in turn and tell the player that their character has been suffering from some strange dreams recently. Often they include a darkly clothed shadowy man who is always there but slightly 'out of focus'. Just as often, the character is in the dream as some sort of super-warrior battling against hordes of hideous demonic creatures.

Let the characters decide what they will do, but at some point they will receive an invitation to go to see a 'specialist'. The card they receive is from Gideon Crane.

The weirdest thing of all is that it does not come in the post - it is on the characters bedside when they wake up in the morning after a particularly powerful nightmare.

The characters will presumably attend at the offices of Gideon Crane. There is nothing special about them - just a typical rented office in a large office block. However Gideon Crane is something else.

He dresses in a very old-fashioned way, that could be from a period of anywhere from the 17th century maybe up to the end of the 19th century. He is tall, a little pale of complexion and could be anywhere from his late thirties to sixty or more, depending on how the light from the widow hits him and who he is looking at at the time.

He invites all the characters into his office at the same time.

Gideon then begins, in a slightly distracted and vaguely odd way of speaking, to tell the characters the strangest or most insane story they have ever heard about their recent dreams, about

Dreamscape and Demons and about how they are direct descendents of some of the earliest Dreamscapers and so on.....

Let the characters react after Gideon has related as much as you feel appropriate to get the characters hooked and have Gideon answer their questions, perhaps a little evasively if you want to add some mystery to his character.

Anyway, the long and the short of it is that Gideon can wait no longer. There is an immediate problem involving a small boy called Marcus White, who is currently in hospital under heavy sedation because he has fits of violence and his parents cannot cope.

Gideon says that actually these fits are caused by a Demon that is escaping through the boys dreams, but so far has not been able to move very far from the boy before being 'sucked' back in again. However, it is only a matter of time before the Demon escapes completely and causes havoc in the realworld.

The characters will have to get near to the boy in the realworld so that they can enter his dreams. This can be achieved by any reasonable means - if the characters have appropriate skills, say Medical or good Persuasive skills, they could pretend to be doctors or medical staff. They could pose as family members or could simply break in. Go along with their ideas as the main point is to get into the *Dreamscape*!

When they are in his room, they can enter Astral form. At this point, they need to determine what class of Dreamscaper they wish to be. The only proviso is that one needs to be a Chargemaster - alternatively you should provide an NPC Chargemaster to go along. Usually teams have one of each class. If there are more than 4 players, Dreamwarriors and Dreamshapers tend to be the most numerous.

Go to the Dreamscaper Character Creation section and help the players create their characters alter-egos. Then let them open the Dream Portal and enter the troubled dreams of a small boy in a mental hospital.....