

a somnia

/ah som-nee-ah/
Latin: “from dreams”

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by

Liam R.W. Doyle

“For fleeting dreams have two gates: one is fashioned of horn and one of ivory. Those which pass through the one of sawn ivory are deceptive, bringing tidings which come to nought, but those which issue from the one of polished horn bring true results when a mortal sees them.”

~ Homer, *The Odyssey*



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A Somnia is a fan-created *Savage Worlds* game supplement based on the film *Inception* (written and directed by Christopher Nolan and produced by Legendary Pictures and Syncopy Films).

A copy of *Savage Worlds* role-playing game rules (and a Jenga or Jenga-like blocks set) are needed to use this supplement.

The use of the Jenga tower in *A Somnia* was inspired by “Fear the Boot’s” Chad Wattler’s game [L.U.C.I.D.](#) which was in turn inspired by the game [Dread](#).

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INTRODUCTION

In *A Somnia*, the players play characters who are all members of a cooperative *team* on a mission — inside the dreaming mind of a *mark*. The mark may be an unwitting victim, someone who has information another individual, corporation, or government has hired the team to extract: secret plans, blackmail material, maybe a single codeword. The mark may be the client themselves, hiring the team to pull out information from a long forgotten past, or maybe information that was seen in passing and retained in the subconscious, or something that was forcefully suppressed by a nefarious former employer.

Maybe, the team is hired to *insert* information, an idea, into the mind of the mark.

Or, they have been sent in to altogether eliminate from the mind of the mark knowledge he or she should not have.

The bulk of the game is likely going to be carried out in the surreal and shifting *dreamscape* of the mark's mind. The start of the game will often be played in the waking world, where the characters meet their contact, client or customer, gather resources, and plan their mission. Depending on how the mission goes, the team may also have to work or fight or run for survival back in the waking world.

A Somnia can be played as a game of spycraft and espionage, of the classic heist caper, in the depth of the criminal underground, as para-militaristic adventure, or future science fiction distopia. Whatever the style and genre of game the players and game master choose, the core of *A Somnia* is the cooperative challenge faced by a team of characters willing to risk their sanity by delving into the subconscious world.

THE STRUCTURE OF THE DREAM

The core rules system for the game is *Savage Worlds* (without the Powers or Arcane Backgrounds). This document provides the additional rules necessary to create a rules system that invokes the world of the film *Inception*.

The dream itself is represented in *A Somnia* by the Jenga tower. Its construction is dependent upon the skill of the Architect and the Chemist, and its stability during the dream is affected by all *agents'* (the player-characters) actions. Whenever an action is performed which changes the structure of the dream, defies logic and reason, or harms the mark's avatar or any of their projections, blocks are removed from the tower, adding to its instability. Should part of the tower collapse, the mark's subconscious is on red alert and the team is in serious trouble. If the tower collapses completely, the dream comes crashing around the minds of the team and all are kicked out of the dreaming state.

However, the skills and abilities of the other team members can prevent disasters during dream-altering instability.

CHARACTER ROLES

While *A Somnia* (and *Savage Worlds*) does not have classes, *per sé*, some of the characters must take on certain roles in the game, and can optionally take on others. In some cases, characters may adopt multiple roles.

In a team, there must be at least one character qualified to take on the role of Chemist. There must be only one character acting as Architect per level of dreamscape, and a different Architect per level of dream. Though the role of Pointman is optional, there can only be one character on the team serving in this role. The Forger

is also optional, and any number of characters can take on this role.

The roles presented here are not exclusive – player-characters can take on any genre-appropriate roles available through other complimentary *Savage Worlds* supplements.

Pointman

The Pointman serves as the “leader” of the group. She is the one who contracts the other characters for her team and makes arrangements with the client. The Pointman is usually a charismatic director. The Pointman, however, cannot *also* be the Architect of an active dream level as it requires the Pointman’s full attention and mental capacity to use her benefits.

Whenever someone on the team must make a tower block pull, the Pointman can roll her Avatar Smarts trait with a -2 penalty. If she succeeds, she may have the pull performed by someone else on the team, including herself. For each raise on the roll, the pull type is reduced by one, thus reducing the number of blocks required to pull as well as the resulting projection adjustment.

Note: A raise on a pull that was already a “simple pull type,” negates the pull entirely!

However, a failure on this optional check in which the TN of 4 is missed by 4 or more, forces the original player making the tower pull to pull an additional block and *raise* the dream status one level. (See the section on LUCID ACTIONS.)

IN BRIEF

Pointman ability: Roll Avatar Smarts at -2 (TN4) to switch tower puller and reduce pull type. Raises decrease pull

type; failure by 4+ increases pull type.

Architect

The Architect is a person skilled and trained in creating shared dreamscapes, allowing an individual to project their subconscious into the construction. The Architect can create a dreamscape that is so detailed and exact that every room of every building is accounted for and the laws of physics are spelled out. Or, the construction can be as from-the-hip as nothing more than a general ideas of a setting. The more detailed the dreamscape, the easier it is for the team to act safely within it – while a more ambiguously defined dreamscape opens the team up to more dream instability.

See the sections on BUILDING THE DREAM and DREAMS WITHIN DREAMS for the Architect's responsibilities within the game.

Chemist

The Chemist, with the aid of the Cooperative Dreamscape Facilitator (CDF, or “c-def”), must create cocktails of psychoactive sedatives that allows the team and the mark to share the same dreamscape within the mind of the Architect. The Chemist, with basic somnia-psychopharmacology, can create and administer the drugs necessary for a stable, single-layer dreamscape for a brief duration. The more skilled the Chemist, the more layers and stability possible. However, a false move can send a team into centuries of limbo or death.

See the sections on BUILDING THE DREAM and DREAMS WITHIN DREAMS for the Chemist's responsibilities within the game.

Forger

The Forger is often the person who, in the waking world, tends to be adept in the trades of the con-artist: impersonation and disguise, fast-talk, slight of hand, and forging documents and other artifacts. The traits that allows this kind of individual to succeed in such shadowy skills is also what generally allows them the ability to translate those skills into becoming a chameleon within the dreamscape. The Forger is more a skill-set that is technically usable by any character, but there is often one specific character on a team who is particularly skilled at changing their appearance within the dream so completely as to fool the mark's subconscious into believing he is one of its own projections.

See the Dream Impersonation skill description for more information.

BUILDING THE AGENT

When the team member, or agent, enters the dreamscape, they become a simulacra, or *avatar*, of themselves. So, while many aspects of who and what they are travel with them into the new environment and their new form, some aspects change – giving them better (or worse) abilities and skills.

Traits

While this avatar projection translates in new skills, edges, and hindrances, it also means new traits! When creating your character

based on *Savage Worlds* Character Creation rules, create an additional set of traits and label them “Avatar Traits.” These will be the traits used for all tests while in the dreamscape.

Your Avatar Traits begin at the exact same values as the regular traits once the character has been completed. If the character has a d6 in Agility, they start with a d6 in Avatar Agility. (There will be an opportunity to adjust Avatar traits using Edges and Hindrances.)

IN BRIEF

Start the character with a duplicate set of traits (no additional point cost) called “Avatar Traits” that equal the regular traits.

Skills

Along with all the standard *Savage Worlds* skills, the following new skills are available for purchase during character creation:

Dream Impersonation (Spirit)

The player cannot outright buy this skill at character creation. It is derived in this manner: The player adds the die types they have for the skills Notice, Persuasion, and Stealth, then divides by 3 (rounded up) to reach their Dream Impersonation skill rank.

Example: Loky has the following skills: Notice at d6 and Stealth at d4, but no Persuasion. Added together gives a 10, divided by 3 (even though she has no Persuasion) equals 3 (rounded to 4). This means she has a d4 in Dream Impersonation.

While subconscious projections in dreams often change shape and appearance at a whim, it's actually very difficult for an agent to change their avatar to an appearance other than the image they most identify with in reality. It takes natural and trained skill to not only take on a new appearance within the dreamscape, but more so to make the mark believe it. Changing one's appearance is possible without this skill, using an "unskilled test," but doing so requires an appropriate tower pull as it's the same act as altering the dreamscape.

For the Forger to take on the identity of a person known to the mark, they must make an opposed Dream Impersonation skill check against the mark's Avatar Smarts trait. Failure sends the dreamscape into a Serious Condition state, and the mark will act appropriately suspicious or hostile. A success allows the Forger to convince the mark that they are who they say they are. However, this condition is jeopardized should the Forger do or say something significantly out of character, or if the condition of the dream dictates that the mark's subconscious produce the impersonated subject at the same time. In these circumstances, another opposed check must be made with the same potential results.

A raise in any check will allow the Forger to act, as the subject of impersonation, as out-of-character as desired and the mark will accept it making further checks, while as that subject, unnecessary. However, requests of deeply secret or subconsciously held information by the Forger of the mark, while will not produce hostility, will still not be handed over if the mark cannot be sufficiently convinced to do so. Though, because of the raise, the Forger will not produce a tower pull for pushing for the info.

Two raises will allow the Forger the ability to change their appearance, as radically as desired, in front of the mark

without risk, and the mark will accept the new form. In addition, the Forger can reduce the dreamscape's current state by one degree.

IN BRIEF

Opposed Dream Impersonation skill check vs. Mark's Avatar Smarts trait. Failure sends the dreamscape into a Serious Condition state. Raise allows out-of-character behavior. 2 raises allows nearly anything to be possible plus decreased dream condition state.

Knowledge: Dream Architecture (Smarts)

While there is one primary Architect for any layer of dream, in whose mind the dreamscape is held, anyone with training in Dream Architecture can assist in the creation and inception of the dreamscape. See BUILDING THE DREAM for more information.

Knowledge: Dream-Chem (Smarts)

Dream-Chem is a *required skill* by someone in the team in order to initiate the shared dreamscape. Although, hiring a skilled NPC is possible if necessary – though that kind of service doesn't come cheap. This skill usually only comes into play when BUILDING THE DREAM and creating DREAMS WITHIN DREAMS. Also, the Chemist must have access to a CDF in order to incept the dream. See the section on CDFs for more information.

Lucidity (Spirit)

This skill represents the character's training in recognizing being in a dream and subsequently being able to act freely, manipulate the dreamscape, and defend against the use of their own subconscious against them. This skill is used by the mark, should they have the skill, during the inception

of the dreamscape, and any time in which the player wishes to check if they are likewise trapped in a dream. See the section on TOTEMS for more on this.

Hindrances

Addiction: Dream (Minor or Major)

The character is addicted to lucid dreaming and seeks dreamscape as often as possible.

With a Minor Addiction, the character suffers a -1 Spirit and Agility penalty while not asleep.

With a Major Addiction, the character must experience dreamscape every 24 hours or else make a Spirit check. Each failure decreases the character's waking Spirit and Agility by a die type. Whenever the character awakes from dreamscape, they automatically fail their "groggy" check (see the section DEATH & THE KICK) and are Shaken for a full minute after awaking (water will not help).

For every 1 hour of real time a character spends in dreamscape, the character must make a Spirit check. Failure means the character has acquired a minor Addiction. If another failure occurs while the character still has a minor Addiction, the addiction is elevated to major.

Burnout (Major)

The character has spent too much time in dreamscape, or seen too much, and has become burned out.

All waking Spirit checks are at a -1 penalty, -2 for Avatar Spirit checks. Also, whenever a Critical Pull is required, the character must make a Spirit check or else be kicked from the dreamscape and awakens.

Subliminal Phantom (Minor or Major)

Some aspect of the character's subconscious has infiltrated the victim's liminal awareness. It's usually some representation of the character's obsession, guilt, or desire.

As a minor Hindrance, the phantom is something of a nuisance that comes up in the dreamscape to interfere with the character's (and, in turn, possibly the team's) concentration. As a major Hindrance, it becomes a full manifestation capable of manipulating the dreamscape itself, and directly interfering with the character's plans.

Wild Imagination (Minor or Major)

The character with this Hindrance finds it difficult to reign in their mind, and as a result, unintentionally alters the dreamscape or creates new projections outside their control.

As a minor Hindrance, small and inconsequential changes to the dreamscape will crop up on occasion whenever the character is around. As a major Hindrance, the changes are more significant and may require tower pulls.

Edges

Dreamscape Security Training

Requirements: Spirit d6+

This Edge allows the player to increase Fighting, Shooting, and Intimidation skills by 1 die type *while in dreamscape*. It also gives the player a free die-type increase in Lucidity (including a d4 if the character did not already have any die in Lucidity).

If the mark has this Edge, the dreamscape begins in a Serious status, and all tower pulls default to +1 block pulls (subject to decrease by other PC abilities/effects).

Dreamy Body

Requirements: Spirit d6+

This Edge gives the player an additional 4 points to spend among the Avatar Traits: Agility, Strength, and/or Vigor (at a cost of 1 point per die type).

Hand of Morpheus

Requirements: Spirit d10+, Smarts d8+, Know: Dream Architecture d4+, Lucidity d6+

With the Hand of Morpheus ability, the character is a natural at dreamscape manipulation. Lucid Actions performed by an agent with this Edge get a 2-step pull type bonus.

Unfailing Totem

Requirements: Spirit d6+, Smarts d6+, Lucidity d8+

When checking one's totem, the player gets to roll a d12 instead of a d4 (see TOTEMS below).

TOTEMS

The totem is an item that a person, trained in navigating dreamscape, carries around with them at all times. It's an item so personal and familiar to them that they bring an exact version of it with them into the dream. This allows the person, with the handling of the totem, to know whether or not they are currently within a dream or reality for no one but them should be able to perfectly recreate the totem well enough to fool the owner.

The totem must remain untouched by another if it is to be trusted as a reliable reality indicator. If an agent (or trained mark), has an uncontaminated totem, and declares they are examining it as they

make a Lucidity check, they may roll an additional d4 and add it to their check (including any aces).

CDFs

The Cooperative Dreamscape Facilitator (CDF, or “c-def”) is a mandatory device in the implementation, or inception, of the dreamscape. While its exact workings is a heavily guarded secret, and even somewhat of a mystery by all but the DARPA scientists who developed it, among its abilities is the careful monitoring and administration of the drugs the Chemist creates to facilitate the shared dream.

For most scenarios, it is assumed the team already has their own CDF as it is impossible to simply buy one – at least for anything less than \$10 million on the black market. When in use, the CDF must be kept in a stable, safe environment as any damage or rough treatment it receives during the dream may cause it to simply stop working (the team and the mark wake up), or malfunction, pushing the inhabitants of the dreamscape into permanent limbo until death.

Table: CDF Type & Toughness

CDF Type	Features	Toughness	Max Wounds
Level 1: Ultralight	Small and easily portable. Can accommodate 3 sleepers total. The cooperative Architecture roll to build the dreamscape must be done at a -2 penalty; all Dream-	1	2

	Chem checks while using this CDF is done at a -1 penalty.		
Level 2: Standard Issue	Standard briefcase-sized device, able to accommodate up to 6 agents and the mark. No adjustments.	3	4
Level 3: DoD Issue	Size of small bookcase. Can handle as many as 25 sleepers. Architecture TN becomes 4; all Dream-Chem checks receive +2 bonus.	6	6

Each wound the CDF receives causes all Dream: Architecture and Dream-Chem checks to receive a cumulative -1 penalty. When the device receives or exceeds the maximum wounds, it stops working. When this happens, the dreamscape collapses and the rules for THE DREAM DIES must be followed. However, if someone with Knowledge: Dream-Chem is already awake and can assist the awaking sleepers, their psychotic break check's TN becomes 4.

BUILDING THE DREAM

It is the role of the Architect to build the dreamscape – the environment, the settings, the weather, the laws of physics. While the planning can be done with the help of the other team members, the chosen Architect of a given dream level is ultimately responsible for the initial stability of the dream.

It doesn't matter how realistic or surreal the dream itself is to the stability, only the skill of the Architect matters in making a dreamscape that will convince the mark that it's *her* dream and not an intrusion into her mind.

The Architect must describe in detail the dreamscape: what time period(s), the type and style of architecture, everything the players and the GM will need to know to get started in the dream. The details of the dreamscape are paramount for whenever a player wants to do something that is outside the immediate time/place/physics of the Architect's stated design, if it is still in keeping with the spirit and intent of the stated design, no tower pull is likely needed. However, if the initial design statement is too ambiguous to help define what would be "normal" and expected behaviors in this dream's world, a tower pull will become necessary as it's now assumed the player's character is themselves altering the dream.

The standard Jenga tower contains 54 blocks. However, when constructing the initial, or root, dream, the Architect uses a maximum of only 42 blocks (no connection to life, the universe, and everything intended). Creating a dream is a very difficult task (the foundation of a new reality!), so the Target Number (TN) must be made at a -4 penalty. (This can be a "cooperative roll" with the help of any other team member with Knowledge: Dream Architecture.)

A standard success allows the Architect to use as many as all 42 blocks in a 3-block-per-layer configuration that he or she must build without assistance. Raises allow the Architect to build the tower with an additional block-per-level per raise!

If the team is not able to meet the base TN of 4, the dreamscape is terribly flawed and poorly incepted, causing the mark's subconscious to immediately begin attempting to tear it down and wake up. The Architect must construct the tower of 42 blocks alternating 3 and 2 blocks at each level. Additionally, all pulls by the team during the game must be done at a +1 pull penalty (this

does NOT affect the dream condition status, just the number of blocks pulled). This can be negated by various character edges.

Example: Jenna the Architect has described her dreamscape to the GM. She now rolls her Knowledge: Dream Architecture skill test. Pablo and Emcee are on her team and each have the same skill, so they assist. Pablo rolls an 8 and Emcee rolls a 12 – that's two successes and a raise, giving Jenna a +3 to her roll. She rolls a 10 on her d10: an Ace! She rolls again and gets a 2. Added together, 12, she adds her teammates' successes for 15. Subtract the -4 difficulty penalty for a grand total of 11. That's one raise, so, she gets to make a dream tower consisting of 4-block layers.

Note: In situations in which the top layer of the tower must be less than the full layer amount, place them and consider these “free pulls” when needed.

This is only half the job of constructing the dream! The Architect must still counter the mark's subconscious desire to reject the dreamscape as their own. The Architect and the Chemist for that dreamscape must make a combined opposed roll against the mark. The Architect rolls their Knowledge: Dream Architecture skill, the Chemist rolls their Knowledge: Dream-Chem skill – both spending any bennies if they wish. Their total results are combined into one score.

Then, the mark makes a Spirit roll, adding a Lucidity roll if they have it, and no bennies. (At this point, the players shouldn't know if the mark has been trained, so this roll should be done in secret either at the time of dreamscape construction or in advance and recorded.)

If the team beats the mark by at least one raise, the dream tower remains as-is and stable. If the team beats the mark with no

raises, the GM gets to remove 4 blocks of his choosing. If the mark beats the team, the dreamscape was incepted as a barely functioning framework – the GM gets to remove 4 blocks plus 1 block for each point the mark beat the team by.

Example: Jenna rolls her d10 in Knowledge: Dream Architecture. She gets a 3 and decides to spend a bennie, re-rolling to get a 7. Burrows the Chemist has a d8 in Knowledge: Dream-Chem, he rolls an 8. He rolls again getting a 2. The Team's total is 17. The GM rolls the mark's d8 in Spirit and gets a 6. (The mark has been trained, so the GM also rolls a d6 for Lucidity and gets a 5 for a total of 11.) The team's 17 is one raise above the mark's 11, so their dream tower stands as constructed.

However, let's say the totals were reversed: The team had rolled a total of 11 and the mark a total of 17. This would allow the GM to remove 4 blocks plus another 6 ($17-11=6$) blocks from the finished dream tower.

IN BRIEF

Step 1.

One Architect selected per dream layer. Knowledge: Dream Architect (cooperative) at -4.

Success: 42 block, 3-block-per-layer tower.

Raise: Extra block-per-layer per raise.

Fail: Layers alternate 3-block and 2-block; all Lucid Action pulls at +1 blocks (same dream condition status).

Step 2.

Combined Architect and Chemist opposed role vs. mark's Spirit + Lucidity.

Success: GM removes 4 random blocks.

Raise: No change.

Fail: GM removes the 4, plus 1 block per failure difference.

The dream tower is now constructed! Congratulations.

DREAMS WITHIN DREAMS

There are times in which the team will want to construct a dream within a dream. Oftentimes, the first layer of dream is used to allow the team to extract information that will allow them to gain the mark's trust in a deeper dream. And on very, very rare occasions, a third layer of dream is constructed – but those are notoriously unstable and only the most skilled teams attempt such a risk to sanity.

When the new dream layer is created, the Chemist for the new layer (it may be the same Chemist as for the initial dream, or a new one) has to create the imaginary chemical concoction and incept it into the current dream in order to make the mark's avatar “sleep,” allowing the new Architect to incept their additional dreamscape.

The Chemist makes an opposed Knowledge: Dream-Chem check against the mark's Avatar Spirit. A simple success causes the mark's avatar to “sleep” and allows the Architect to create the new layer of dream, and allows the Chemist to return 2 stabilizing blocks to the existing tower. Any raises allows the Chemist to return another block per raise to the tower. Failure prevents the new layer from being built and the Chemist must now make a 3-block pull from the existing dream tower.

If the Chemist has succeeded, just as in the creation of the root dreamscape, the chosen Architect (which must be different than the Architect for any of the previous levels) explain the exact nature and environment of the dreamscape to the other players and GM.

Then, as before, this Architect must make a Knowledge: Dream Architecture skill check (may be a cooperative roll including all PCs with the skill) with a TN of 4 and a -4 difficulty penalty. Success allows the Architect to take 6 of the blocks not used in the original dream construction and build a 2-layer addition to the top of the dream tower. For each raise the Architect rolled, she may take a previously pulled block per raise and return them to the tower in any space she wishes, to add stability to the dreamscape.

Failure to achieve the 4 TN causes the new layer to instantly fail and the existing dreamscape to destabilize. The new Architect must immediately pull 4 blocks from the tower. The mark's avatar "wakes up" again in the existing layer and will likely begin suspecting something is not right.

One reason why three-layered dreams are exceedingly rare, is because of the cost of "death" while in the dream. Normally when an avatar dies in the dreamscape, the character gets "kicked" out of the dream and wakes up. However, the sedation needed for three (or more!) layers of dream means that when an avatar is killed, or falls asleep or unconscious, in the dreamscape, that character's consciousness is likely dropped into limbo, where the character may become trapped for (what seems to them) decades, often resulting in some form of insanity. (See the LIMBO section for more information.)

IN BRIEF**Step 1.**

Chemist makes opposed Dream-Chem vs. mark's Avatar

Spirit.

Success: New layer can be built; Chemist returns 2 blocks.

Raise: Adds additional block.

Fail: No new layer; Chemist pulls 3 blocks.

Step 2.

One Architect selected per dream layer. Knowledge: Dream Architect (cooperative) at -4.

Success: Add 6 block/2-layer addition on top.

Raise: Add additional block/raise to main tower.

Fail: No new layer; pull 4 blocks.

Time In Dreams

Each level of dreamscape compresses time as the consciousness is allowed to act without the constraints of physical bodies or even the limits of time-space. Time stretches to the point in which each layer of dreamscape translates 6 minutes of real world time (real time), into an hour of dream time (avatar time).

This compression compounds per dream level so that 1 hour of time in a second level of dreamscape only takes up 6 minutes of time on the first dreamscape, which actually only takes 1 second of real time!

Time passage in limbo is compressed dangerously deep. Regardless of how many levels of dreamscape the agent went through before reaching limbo (see the LIMBO section for more information), 1 minute of real time expands to allow 1 year of time in limbo. In other words, 100 years in limbo, from the agent's avatar's point of view, passes by while their real body sleeps for barely more than an hour and a half.

LUCID ACTIONS

While the Architect creates the world of the dream in which the mark's mind fills with projections (and so is responsible for the foundation of how actions in the dreamscape resolve), each character can act more or less autonomously in the dreamscape. And while they cannot create buildings or change the established physics of the dreamscape, they can create and manipulate objects – from bottles of wine to grenade launchers. Larger objects and objects that are anachronistic to the dreamscape (such as a gun in an ancient viking dreamscape) or violate the established laws of physics, will risk exposure of the agent, and the team, to the mark's protective projections.

Example: The Architect has created a dreamscape that combines the “old west” with ancient Egypt, where the mark is pharaoh and the team can use firearms. While negotiating entrance into the mark/pharaoh's palace, agent Gabe manifests a papyrus scroll with the sheriff's signature. While Gabe may need to either role-play the encounter or use game rules to resolve the situation, the mark's subconscious will not find this unusual and so there is no risk to the dream.

However, Gabe decides to try manifesting a Scottish claymore. This is outside the logic of the dreamscape, but not seriously so, thus earns a “simple tower pull.”

Later, Gabe tries to fly across the palace courtyard and perform a Xena-run-on-everyones'-heads kick. Architect Jenna specifically stated the physics in this dreamscape would be “normal,” so all this action is very risky. In

addition to Gabe needing to resolve the combat using appropriate rules mechanics, he will also need to perform a “serious tower pull,” elevating the mark's projection hostility and risk collapsing the dream.

During the in-dream phase of the game, there will be times in which the characters' actions risk alerting the mark's subconscious that there is an outside influence. The dreaming subconscious can accept a great deal of surreal oddity and lack of logic in the dreamscape, but when it comes from outside the creation of the mark's own mind, the odd and unusual becomes suspicious. When the mark's subconscious is suspicious, her projections become hostile to the character's avatars, and the dream is at risk of collapsing.

Whenever the player makes a decision to manipulate the world or perform an action counter to the established dreamscape rules, the GM must decide how serious of a risk it is and determine what kind of pull of tower blocks must be made, and how it will affect the projections:

Table: Tower Pull & Condition Status

Status / Pull Type	Sample Conditions	Block Pulls	Projection Adjustments
Simple	Manifesting a simple object out of place or time from the dreamscape, but not significantly detrimental (e.g.: a sword, a piece of art).	1	No effect on projections.
Moderate	Manifesting an anachronistic object	2	PCs get -2 penalty on all social skill

	that can kill many projections or force them to significantly protect themselves, or doing something that would be considered somewhat “supernatural” compared to established dreamscape rules.		tests against projections. Projections lean toward behaving suspiciously toward the PCs.
Serious	Manifesting a large object (e.g.: an automobile in the middle of the desert), changing the environment when not the Architect, or performing superhuman actions.	3	PCs get -4 penalty on all social skill tests against projections. Projections receive +2 bonus on all other checks against PCs. Projections act hostile against the PCs.
Critical	Manifesting mind-numbing artifacts, significantly altering architecture (e.g.: summoning Cthulhu in a reality dreamscape, instant banishing Cthulhu in a horror dreamscape, eliminating a building, making 20 copies of yourself).	4	PCs get -8 penalty on all social skill tests against projections. Projections receive +4 bonus on other checks against PCs. All encountered projections attempt to kill PC avatars.

The projection penalty and bonus adjustments are not cumulative. However, the projections' behavior and attitude may increasingly deteriorate and become more suspicious as pulls continue. The GM has the final say over what actions deserve what pull type and how the projections react.

Note: The Architect for a level always pulls at one lesser status in their dreamscape.

At any time stabilizing blocks are added back to the tower, the dream condition returns to Simple Condition.

THE DREAM DIES

At some point during the team's adventure, especially the longer the mission and the more they play with the dreamscape, a collapse in the dream tower will likely occur. If it's only a partial collapse, there's still hope of the team getting out with their objective – albeit an extremely slim hope. A full collapse means the dreamscape has completely fallen apart and the characters can only hope to get out with their sanity intact.

A full collapse occurs when all but the bottom layer or two of the dream tower collapses. Because of the chaos and unpredictability of exactly how the tower will collapse, the GM may need to make a determination whether the tower is a complete collapse – reason should dictate the difference between a partial and complete collapse. When the tower collapses, all dream layers also collapse in that instant, kicking all inhabitants of the dreamscape out. There is risk involved in this kind of psyche shock. All characters (and the mark as well) must make a Spirit check at a -2 penalty or else suffer a psychotic break, depending on how badly they missed the TN:

Table: Dream Collapse Psyche Effect

Modified Roll Result	Effect
3	The character is stunned for d4 minutes and unable to act of their own accord.
2	Same as above, plus, suffers -4 penalty to all tests for twice as long, and a the character's Spirit is reduced by a die, and suffers from a neurotic condition (e.g.: obsessive-compulsive disorder, phobia, physical ticks, etc.).
1	Same as above, plus, the character now suffers from a psychosis (e.g.: paranoia, delusions, schizophrenia, etc.).
< 1	The character's consciousness is lost in limbo and believes it is reality.

A partial collapse is far less severe on the team's psyche. When only part of the tower collapses, the Projection Adjustment for a Critical Condition status instantly goes into effect (if it wasn't already). In addition to encounter projections, the mark's subconscious will begin to generate more and more projections of various types and increasing severity, entirely in disregard to the laws and logic the Architect established, that will seek out and attack the team. In addition to the +4 bonus all projections receive, all character avatars now have a -2 penalty to all tests as they attempt to fight against the mark's subconscious attempting to take over the dream and eliminate the intruders.

When there is a partial collapse, no blocks can be added to the tower any longer; the dream condition can no longer be reduced below this condition – until the dream completely collapses or the team kicks completely out of the dream.

IN BRIEF

Full collapse

All agents and mark make Spirit check at -2.

Fail: See chart.

Partial collapse

Instant Critical Condition status. All avatars' checks at -2.

Projections increase, accelerate, and improve.

DEATH & THE KICK

The characters have two ways to exit the dreamscape with minimal chance of suffering any ill effects: dying in the dream (when the mark is not sedated to the point necessary to maintain more than two dream layers), and getting “kicked” out.

When a character's avatar dies in the dreamscape, whether the first or a second layer of the dream, the character instantly wakes up in the real world. Similarly, if the character's actual body receives a traumatic wound, or simply experiences a sudden change in balance (e.g.: pushed into a falling state), his or her consciousness instantly returns and they awake.

However, there's a chance that, because of both the condition of the mind during dreaming and the use of sedatives, the character will not be fully functioning upon waking up – they may remain too “groggy,” or Shaken, for some time to act properly.

When the character wakes from either a dream death or a kick, the player must make a standard Spirit check. Success indicates they awake clear-headed and ready for any possible danger.

Failure, however, means the character is Shaken for the amount the TN was missed by, multiplied by 10 seconds.

Example: Demeter rigged a platform in the real world to drop her onto a mattress after 5 real minutes (1 hour of dream time), as an auto-kick. She awakes suddenly, and makes a Spirit check: d8 with a TN of 4. She rolls a 2 and thus misses her check by 2. This means she is too Shaken to act for 20 seconds while she clears her head.

Note: As per *Savage Worlds* rules, if a character receives “shaken damage” while already in a Shaken state, they automatically receive a wound. Also, if the character awakes into an initiative situation, the *Savage Worlds* rules for attempting to recover from being Shaken applies.

IN BRIEF

Spirit check.

Success: Clear-headed.

Fail: Shaken for amount TN was missed x 10 seconds.
Splashed with water negates.

One way to help eliminate the post-kick grogginess is to dump the character in water or splash water in their face. On the plus side, this will allow the awaking character to be mentally awake quicker; on the other hand, it's not easy finding a tub of water and may not endear one to the soaked character.

LIMBO

Whenever an avatar in a dreamscape one or two levels deep dies, they get kicked completely out of the dream state and back to the waking world. But when a third or more layer is created and the avatar is in that deeper plane of dreamscape, avatar death, or going to sleep or unconsciousness (whether “natural” or due to another use of a dreamscape CDF), the risk of falling into limbo increases. It is only in a third or greater level of dream that the agent can *choose* to descend into limbo, if they are lucid enough.

It may be referred to as unconstructed dreamspace, raw subconsciousness, or undeath by some, but one thing is certain: anyone who visits limbo does so at risk to their sanity.

Whether it's the natural dream of a sleeper, or the constructed dreamscape crafted by the connected mind of Architect and a mark, all of the constructs of the dreamscape, the buildings and landscapes, the people who populate it, must come from somewhere. While the number and variety of landscapes and settings and constructs are theoretically unlimited, it is all only possible because of whatever a lifetime of experience has collected within the subconscious of the individual. But while a planned dreamscape is set in the mind of the Architect and populated by the subconscious of the mark, limbo is the realm of the individual sleeper (or sleepers) found there.

Because it has been possible for more than one person to experience limbo together, and experience a shared journey, experts are not certain to what degree the shared limbo is one or the other person's subconscious. But what is certain is that time in limbo is drastically dilated, and the more time one spends in limbo, the greater the likelihood they will believe that existence is reality and reject the waking world, should they return to it, as another dreamscape.

Whenever an agent dies, falls unconscious or asleep, while in a third or greater level of dreamscape, they must make a Lucidity skill check with the following modifiers then compare the result:

Table: Deep Level Lucidity Check

Condition	Modifier
Using the CDF	+4
Intentional sleep	+2
Suicide	+1
Made unconscious	-2
Murdered	-4
For every dreamscape level <i>beyond</i> three	-1

Table: Deep Dreamscape Travel Result

Modified Roll Result	Effect
1+ raises	Moves to deeper level of dreamscape, into limbo, or kicked out of dream state, as desired by the individual
success	Moves to deeper level of dreamscape, into limbo, or kicked out of dream state, as desired – Shaken for 1d4 avatar hours
fail	Drops into limbo, aware – suffers from a neurotic condition (e.g.: obsessive-compulsive disorder, phobia, physical ticks, etc.)
negative result	Drops into limbo, believes it's reality – suffers from psychosis in addition to this delusion (e.g.: paranoia, schizophrenia, etc.)

Every avatar year the agent spends in limbo, they must make a Lucid skill test to avoid believing limbo is reality (unless they dropped into limbo *already* believing this). Once they acquire this delusion, it remains with them until they awaken.

Upon awakening, should the agent ever do so, they must make a Spirit test to prevent bringing a neurotic or psychotic condition with them to their waking life.

For every avatar year spent in limbo, apply a -1 penalty to the roll and compare the result with this table:

Table: Awaken From Limbo Check

Modified Roll Result	Effect
1+ raises	Awakens to reality without mental issues
success	Awakens to reality keeping with them any neurotic or psychotic condition they acquired falling into limbo
fail	Awakens to reality keeping any previous condition, and adding an additional neurotic condition
negative result	Awakens to reality keeping any previous condition, plus the delusion that reality is another dream state
