

NAME

Dahl, Big Friendly, Sophie, Muggle-Wump, Esio Trot, Honey, Roald, Danny, Minpin, Matilda, Lucid, Victoria,

LOOK

Twinkling Eyes, Keen Eyes, or Kind Eyes.
Patched Clothes, Exotic Robes or Plain Dress
Big Ears, Smelling Nose or Long Tongue
Thin Body, Lean Body, or Large Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS #+CONSTITUTION

ALIGNMENT

- LAWFUL**
Enact a plan to stop an evil deed.
- CHAOTIC**
Make someone question themselves.
- GOOD**
Give an innocent a pleasant dream.

STARTING MOVES

- THE DREAMWAY**
Whenever you take a journey to Dream Country away from the party, refill your dreams to their maximum value, initially 5. The GM decides how long you'll be away, but it will be at least a few hours.
- WE ARE THE DREAMERS OF THE DREAMS (WIS)**
When you give an entity one of the dreams you have collected, roll +WIS. The effects will differ depending on the state of the entity.

BACKGROUND

- FOREBODING**
You were driven to study dreams after a vision of something long ago or yet to pass began plaguing your sleep. Describe your vision! When trying to Discern Realities, or use sacred herbs to something relevant to your vision, take +1.
- SPREAD DREAMS**
You wish to give dreams to all the little chiddlers of all the races of the world. By spending a dream when in a civilized area, hold 1. By spending this hold, you will get minor aid from those you have helped when in that area. Explain how this happens, bearing in mind they may not know of your assistance!
- CONTROL NIGHTMARES**
Whether to force them on others or save innocents from them, you are always searching for the nastiest trogglehumpers of dreams. When using We Are the Dreamers of the Dreams, add "cause 1d8 damage" as a choice.

- When conscious; on a 10+, choose 2. On a 7-9, choose 1. On a 6-, the dream rebels, and the GM chooses an effect to apply to you! In addition to all other effects, the dream will also distract whoever it is applied to, you or your foe, for a moment.
 - The next damage roll on the target takes +d6 to damage.
 - The next move against the target takes +1 forward
 - The dream-state distraction is not short lived.
- When unconscious; on a 10+, choose 2. On a 7-9, choose 1. On a 6-, the dream rebels, and the GM chooses a conscious effect to apply to you!
 - The target will not awaken soon
 - The target may wander off in a dream-fugue.
 - The target, upon awakening, will be terrified and easy to manipulate.

MADE OF DREAMS
You have a supernatural sense for dreams, be it large ears to hear them, or a nose to track them down with. In addition to being able to catch more using The Dreamway, you can sense the comings and goings of dreams to anything sleeping near to you.

BONDS

Fill in the names of your companions in at least one:
I wish _____ would help me.
_____ needs a dream to follow. I have many!
_____ is a trusted friend.
_____ is a marvelous storyteller.

FOODSTUFFS

- Choose one food and one drink:
- TASTY... FOOD DRINK
This tastes of vanilla and cream and raspberries. It can be used as Leverage when someone partakes of it.
- TERRIBLE... FOOD DRINK
This tastes of frogskins and rotten fish. If you can convince someone to actually try it, they will be distracted for a few moments as they try to rid themselves of the revoltsome taste.
When you Make Camp, gain one of each foodstuff you do not have



THE DREAMCATCHER

LEVEL
XP

GEAR

Your load is 5 + STR. You start with your own foodstuffs (1 use each, both count as 1 weight together), your clothes (0 weight), a dream-catching net (*Awkward, Two-Handed, -2 Damage Dealt, 1 Weight*) and a dream-blowing horn of your own design (1 weight).

Choose one:

Leather armor (1 armor, 1 weight) and dagger (1 weight)

Rapier (Precise, 1 weight)

Staff (two-handed, 1 weight)

Choose two:

A shadowy cloak that helps you to hide (1 weight)

Dungeon rations (5 uses, 1 weight)

12 coins

Sacred herbs (1 use)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

DREAM HOARDER

Increase maximum dreams by one.

DREAM STATE

When you use one of your dreams on yourself to receive a vision, roll +WIS. On a 10+, you may ask a question which the GM must answer truthfully, but not necessarily clearly. On a 7-9, the vision is vague, but there may be some truth to it. On a 6-, the GM will ask what you fear, a dark secret that haunts you, or some such question. Remember to answer honestly! You may use this move again after the next sunset.

EVER WATCHFUL

When you Discern Realities, ask one additional question, even on a 6-.

EXOTIC TRADE

When you visit a town, you will find somewhere that sells sacred herbs, brought from a far-off land, though the price is for the GM to decide.

LIGHTFOOTED

You are able to jump great distances, and will never be detected from the noise of your arrival.

MARVELOUS MEDICINE

One of your foodstuffs restores d6 hit points.

TALES OF THE UNEXPECTED

When you weave a tale to share with others, choose one. Effects only occur after the listener has had several hours of uninterrupted sleep, and last until you roll a 6-.

- Inspiring: All those present take +1 forward to Hack and Slash.
- Terrifying: All those present take +1 forward to Defy Danger.
- Whimsical: All those present take 1 forward to Discern Realities

TASTE OF A FANTASY

When you Discern Realities, you may also ask the questions "What does this person desire most?", "What is this person's price?" and "What is here that is of great value to someone?"

THE MAGIC FINGER

When you witness someone doing something utterly irreconcilable with your alignment, beyond anything you have ever seen before, by pointing your finger at them they undergo an unusual and ironic transformation, until they have learnt their lesson.

WHIZPOP! WHIZBANG!

One of your foodstuffs grants limited flight.

DEATH MOVE

ASCENSION

You've always been one for following your dreams. Now you have a chance to become one. Before you die, you become an ethereal dream, unable to influence the world. When you create a new character, your now-dreamlike Dreamcatcher can give meaningful visions, dreams or nightmares to your new character. Every time these dreams occur, though, they leave the Dreamcatcher further from existence, and your new character closer and closer to insanity.

DREAMS



When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

CROCODILE TONGUES IN A MONKEY SKULL

One of your foodstuffs can be processed down (you decide how!) to cause very peculiar events. Whoever uses this concoction, be it bug, insect, animal or tree, will undergo a fantastic reversal of fortunes. The environment will undergo magical transformations, NPCs will find their luck changing, for good or ill, and PCs can choose one.

- When they next roll 12+, mark experience.
- When they next roll 6-, count as having rolled 10+ (do not mark experience)

The foodstuff processed like this counts as one of your foodstuffs of the type it was created from for the purpose of carrying limits.

DREAM CAVE

Increase maximum dreams by one. In addition, you now have a place of solitude and sanctuary!

DREAM FUGUE

Replaces: Dream State

When you use one of your dreams on yourself to receive a vision, roll +WIS. On a 12+, you may ask a question, which the GM must answer truthfully. On a 10-11, you may ask a question which the GM must answer truthfully, but not necessarily clearly. On a 7-9, the vision will contain true and half-true elements. On a 6-, the GM's answers are almost undecipherable, but you may still be convinced in the truth behind them. You may use this move again after the next sunset.

EVER MINDFUL

Requires: Ever Watchful

When you Discern Realities, on a 12+ the questions you ask need not be from the Discern Realities list.

FORMULA 86 DELAYED ACTION DREAM MAKER

By reducing down all the dreams you currently possess, you can create a potion that allows the shifting realities of the drinker's dreams to take form. Whoever drinks this potion will shift their physical form to something different, decided by the GM. The effect will be proportional to the number of dreams used, with one of each of the following effects for each dream beyond the first 4 spent.

- You decide on the form the drinker shifts to.
- The effects are permanent without magical help to reverse them.
- The mind of the drinker is also transformed.

OTHERWORLDLY

Choose a non-multiclass move from a playbook no other player is using, as if you were one level lower.