

A03: DREAM ENTITY TITTER

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The Titter, sometimes known as a ‘compassion trap’, is an advanced Dream Entity. It typically takes the shape of a lost or injured child, which beckons an unwary savior into a life-threatening snare by playing off their sympathy and kindness.



The Titters are similar in many respects to the Distorter and share the same abilities and attacks. The Titter wanders the Cannibal Sectors as a defenseless infant. It cries out for help and weeps uncontrollably. When approached by a predator or rescuer the Titter will run back to its nearest reality distortion – most often a room that has no floor (which the Titter appears to be standing on). Once the victim lies broken and helpless below the Titter will crouch down and giggle childishly at his gradual demise.

If the Titter is not in reach of the distortion it will launch itself at its target with a set of jaws lined with oversized fangs or lead the victim towards a localized threat such a Carrien nest or Manchine lair.

Titters are the only dream entities thus far to develop personalities of their own. Sector rangers and Wall Shivers will know certain Titters by name (Black Sally, Weeping Willow, Bleeding Josh) and they will try and warn operatives entering the sectors of their rough location.

Titters have been encountered as far up as Lower Downtown. Threat Analysis believes that the Titters are smart enough to realize that their façade has greater credibility in more populated areas so they journey upwards to more plentiful feeding grounds.

TITTER - STATS

STR:	9
DEX:	12
DIA:	10
CONC:	10
CHA:	15
COOL:	10
PHYS:	11
KNOW:	10
Walk:	2
Run:	4
Sprint:	5
Hit Points:	20
Head:	6
Torso:	20
Left Arm:	10
Right Arm:	10
Left Leg:	10
Right Leg:	10

SKILLS:

Detect 10, Hide 10, Intimidation 7, Sneak 10, Unarmed Attack 9, Charm/Seduction 12

ABILITIES

Ephemeral body: Titters take half damage from all attacks and regenerate two hit points every turn, they never suffer wounds.

Claws: Titter claws can phase through any armour and do 2 damage

Bite: Titter fangs can phase through any armour and do 5 damage

Time distortion: Titters act on every phase and with an opposed Cool roll can make an opponent only able to act on a single phase.

Reality distortion: fifteen times per day the Titter can shift reality making rooms where there were none, transforming matter, making strange things happen or creating trap-like situations out of nowhere. If it claims a victim it regains those points, if it fails to kill with its traps it fades back out of existence.

Fixed Disortion: The Titter can over time create a fixed distortion. This illusory scene does not fade or dissipate and acts as the Titter's primary trap. Many prominent Titters make the fixed distortion and the surrounding area their hunting ground and home.

CREDITS

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