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Awake and Alone™



A SUPPLEMENT FOR SHATTERED DREAMS™



Awake and AloneTM

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DEDICATED

To everyone who has a cause. Keep fighting.

FOREWARD

Welcome to Awake and Alone. It's not just a supplement; it's a way of life.

Herein you will find more information on what life must be like as a Dreamwalker, rules for real world Psychic powers, advanced combat rules, a possessions catalog, and much more. Peruse and use what you like. Throw out what you don't. But I feel that Awake and Alone provides valuable information to enhance anyone's game.

Until next time, keep fighting the Nightmares and keep your eye out for the next Shattered Dreams project.

Matthew D. Grau

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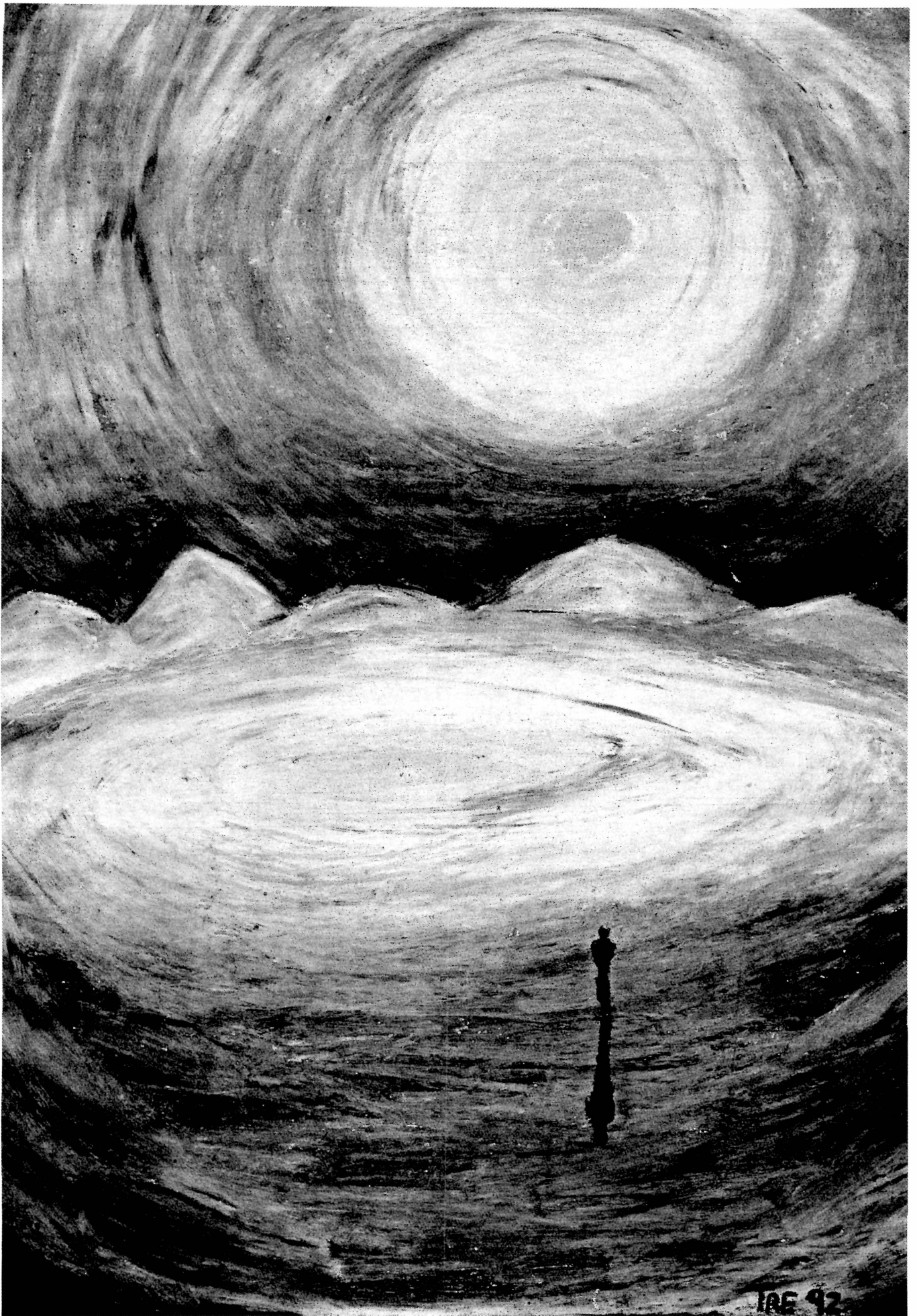
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The Dreamwalker— a Ray of Hope in a Dark, Dark World

Every Night & every Morn
Some to Misery are Born
Every Morn & every Night
Some are Born to sweet delight
Some are Born to sweet delight
Some are Born to Endless Night

– William Blake
From *Auguries of Innocence*





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THE MAUSOLEUM

Paul reached out and touched the cold marble front of the vault that held Nigel Halfno. The light flooding through the stained window cast a red haze on the name. "Blood red. Appropriate for a man dead long before his time."

Staid stood behind him and sniffed. "There wasn't anything I could do. I couldn't save him."

Paul looked back at Staid. Staid straightened his black suit. If the big man said he couldn't save him, then there was no way that Nigel could have been. Staid was a man of his word. "Yeah, I'm just mad I wasn't there to try."

Staid put his hand on Paul's shoulder. "It was impossible. There was a Lord. They chewed us up and spit us out and Nigel didn't make it."

Paul looked down at the floor. "You're right. I just should have been there."

"Sure and maybe you could have died too. Stop beating yourself up. We'll all miss him." Staid started to head out into the hallway. Paul nodded his last good-bye to Nigel and followed. It was quiet out in the hallway. The only sound was their feet padding on the carpet. Staid was rubbing his face and neck where what looked like a bad tattoo ran. "God, I hope this goes away. Fucking Lord touched me."

Without warning, Staid crouched down, drew his gun, and whipped around. Paul reflexively ducked down. "What is it?"

Staid had gone into his killer mode: cold and menacing. "I heard something."

Paul breathed a sigh of relief and stood up. "Staid, I know you're edgy but it was probably somebody else visiting a dead friend."

Staid looked up with his cold eyes. "No, those weren't feet." Still crouched, he headed down hallway back from where they came.

"Staid, what the hell..."

His jaw clenched, Staid turned back. "Shut up, Paul. I know what I'm doing."

He continued down the hall, sticking to the right wall, sweeping his gun from left to right, and poking cautiously around every corner. "Shit, if Staid thinks there's something wrong there probably is. Damn." Paul quickly crouched next to the wall and headed after him.

As they approached the last set of vaults where Nigel was buried, Paul heard the sound too. It was like fingernails scraping on the marble. Staid quickly poked his head around the corner and slammed back against the wall. His mouth and eyes were wide open. "No."

"What. What!"

Staid pulled back the hammer on his pistol and leapt around the corner firing. Three shots echoed throughout the mausoleum. Paul ran up behind Staid to see what he'd shot. Standing there, unhurt, and laughing was a seven foot tall, red-eyed shadow.

AWAKE AND ALONE

Life as a Dreamwalker is much more difficult than most imagine. They are not boasting superheroes; they are weary, afraid people.

AWAKE

"The truth is that being awake is as bad as being asleep. As a rule, we are all paranoid and not

without reason. As in the dream world, They could be anywhere. That guy hasn't blinked in a while; is he an Ilkuzahn on the prowl? Should I panic and run. Him. He's been acting strangely lately. Is he himself? Is he a Vacyge? Am I still asleep?

Fear goes hand in hand with paranoia. There are many things for us to fear. The Nightmares are out there; they might know who we are. And if they do they might not kill us. They might scare us first. We're afraid of going to sleep, afraid of being awake, afraid of death, and afraid of being afraid.

Worse yet, we are comparatively impotent in this world. At least we have power when we are Dreamwalking. Here, most of us are powerless and weak. Even those who are Psychic feel weak; Psychic powers are nothing compared to the power of the Aspects.

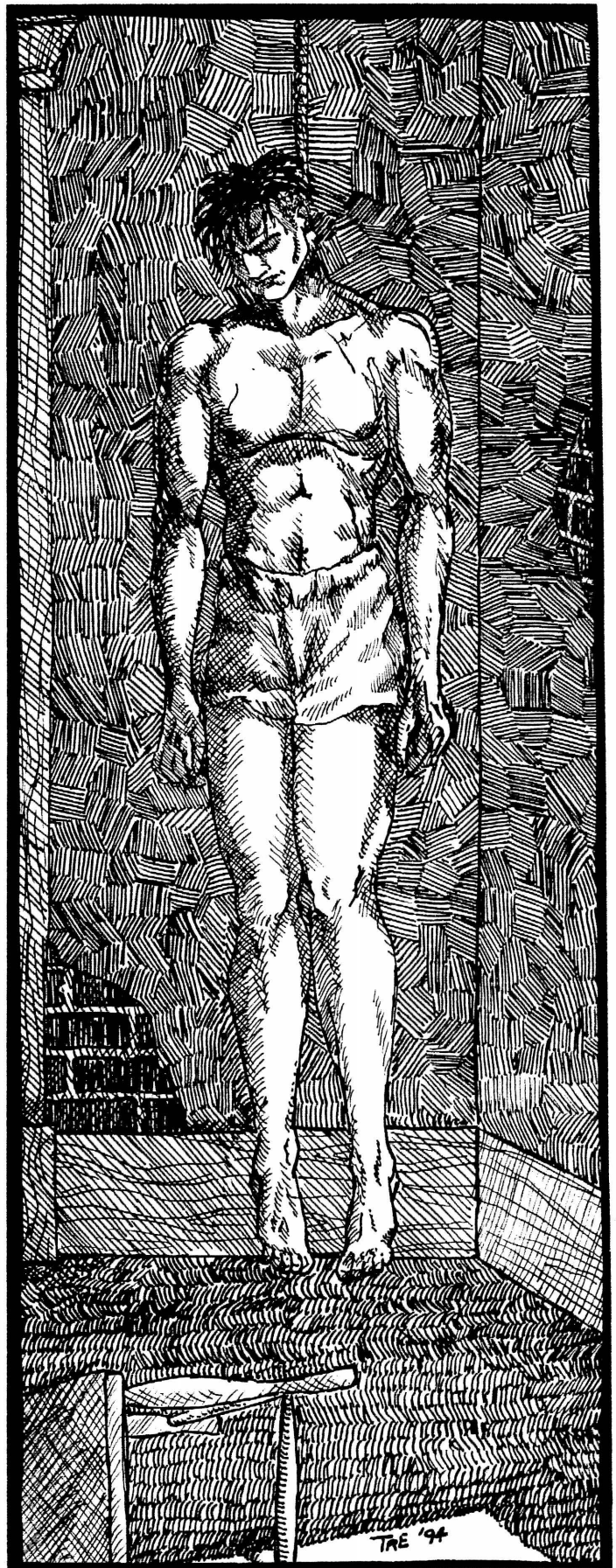
Our lives in this world can become lackluster at best. When you are off three nights a week roaming the dream world and trying to stop the Nightmares from destroying or harming another innocent human being, coming back to your nine to five job doesn't hold any thrills or interest. Even the artists suffer; their greatest inspiration is also their greatest horror. Few want to deal with what they see at night as subject matter.

And of course there are the doctor's bills. Any Dreamwalker who would like to stay in society ends up seeing a shrink on a regular basis. Of course you can't address the topics of your "anxiety" directly, but having someone to talk to helps anyway. That is if the doctor is still the doctor. Insanity is a downward spiral we all face."

ALONE

"The final nail in our bodies is that we are alone. We stay away from our families lest they worry and we put them in danger. We lose most of our friends because of our behavior. Relationships are even more difficult when you wake up screaming in the night. We may have each other, but that is tenuous at best. Many of us meet in the Interstices but live in no geographic proximity. When we do band together, we live very closely indeed for safety. Even then, friendship may be temporary. We could die any night, snuffed out like a flame in the wind.

Like many, we must bury our friends before their time. But we bury more of them than the normal person. I myself have lost three of my 'closest' friends within the last three years. Those that don't die by Their hands are often driven to



take their own lives. All too often I find myself standing over a grave, weeping on the flowers in memorial. I'm certain that I will bury more in the future, if I'm not one of them being buried.

Throughout all of this we are consumed with finding others with the power as well. We try to

find them in hopes that soon we will be able to band together and destroy the Nightmares once and for all. We find more because we still dare to hope. One day we will destroy Them and will be able to sleep peacefully once again."

PSYCHIC POWERS

In a world where people can travel from dream to dream, it is not surprising that "traditional" Psychic powers exist. It is also not surprising that since Dreamwalkers are already highly Psychic, that a greater percentage of Dreamwalker are gifted with traditional Psychic powers than are normal people.

To incorporate Psychic powers into your campaign roll on the following table or have your Gamemaster approve your wish to become a Psychic character.

d100	Degree of Psychic Power
1-90	None
91-95	Latent (6 points)
96-97	Part Latent (6 points), Part Active (6 points)
98-99	Actively Psychic (12 points)
100	Highly Psychic (24 points)

The Degree of Psychic Power column not only shows whether or not the character is Psychic, but shows the number of points the character can allocate among Psychic powers. Latent Psychics are those who don't have conscious control of their powers. Their powers manifest themselves instinctively, particularly when the possessor is agitated, angered, or stressed. On the other hand, Active Psychics have complete conscious control over their powers and can avoid the potentially messy effects that occur when a Latent Psychic gets mad.

Psychic powers are used just like Aspect powers within the game and also costs Psyche to be

used. Unlike Aspect powers which are impotent in the real world, a few Psychic powers work in the dream world.

Listed below are the Psychic powers that exist in Shattered Dreams. Contained in each listing are a basic description of the power, its effects, its duration, its Psyche costs, and its governing attribute. Record Psychic powers in the Game Notes section of the character sheet.

Alarm

Alarm lets the Psychic know if danger is present. Whenever the Psychic is in danger of being harmed and Alarm is active, he receives some sort of bodily warning. Examples include skin crawling, chills, hot flashes, or a buzzing in the ear.

Alarm costs 3 Psyche and lasts for 10 minutes of real time. Alarm can be renewed and is governed by Perception. Alarm can be used in the dream world.

Beastmind

Beastmind allows the Psychic to communicate with animals on a very basic level. The Psychic can understand basically what the animal wants and its mood, and vice versa. Beastmind does not compel or control animals, but simply confers communication. If the Psychic wants the animal to do something, he must coerce it just like a person. There has been no known instances of Beastmind allowing a Psychic to communicate with animals lower than reptiles, such as fish, insects, etc.

Beastmind costs 2 Psyche and lasts for 5 minutes of real time. Beastmind can be easily renewed and is governed by Command.

Farhear

Also known as clairaudience, Farhear allows the Psychic to hear a scene as if by remote microphone. He can hear this scene in complete and normal detail. No other senses are applicable and selective hearing is impossible. A Psychic can hear up to 1 mile away for each point in Farhear.

Farhear costs 3 Psyche to use and lasts for 5 minutes of real time. Farhear is governed by Perception and can be renewed.

Farsight

Also known as clairvoyance, Farsight allows the Psychic to see a scene as if by remote camera. He can see this scene in complete normal detail, but see is all he can do. No other senses are applicable and communication is impossible. A Psychic can see up to 1 mile away for each point in Farsight.

Farsight costs 3 Psyche to use and lasts for 5 minutes of real time. Farsight is governed by Perception and can be renewed.

Feeling

Feeling allows the Psychic to know a living being's basic emotional state. Additionally, he can project his current mood to the subject. This projection may or may not begin to influence the being's current mood as well. Feeling has a range of a 10 feet radius.

Feeling costs 2 Psyche to use and is instantaneous. Feeling is governed by Perception and can be used in the dream world.

Firestarter

Some Psychics can agitate molecules to the point of combustion. Firestarter allows the Psychic to start fires by simply the thought. A spark can be ignited by ratings of 6 or lower. A flame the equivalent of a pocket lighter can be ignited by ratings of 7 or 8. A flame the equivalent of a campfire can be lit by ratings of 9 or 10, while ratings of 11 or 12 can start bonfires. Additionally, ratings of 9 or higher can simply elect to heat an object. No matter what level, Firestarter can be used to fan existing flames to the next highest rating. Firestarter has a range of 10 feet per point in the power.

Firestarter costs 4 Psyche to use and is instantaneous. Firestarter is governed by Stability.

Fleshknit

Fleshknit allows the Psychic to help the healing processes of an injured subject. Fleshknit can only be used once per injured subject but doubles the healing process for 1 day per point in the power rating.

Fleshknit costs 5 Psyche to use and is governed by Command. Fleshknit also affects Shock and can be used in the dream world.

Forked Tongue

Forked Tongue allows the Psychic to manipulate another person's action. He must be talking to the person as he tries to convince them to do whatever he wants. A person will not do anything against their basic character when influenced by Forked Tongue. Once Forked Tongue has a rating above 8, it can be used to plant post-hypnotic suggestions. No matter what, Forked Tongue becomes a hard task if the target has a Stability above 8.

Forked Tongue costs 5 Psyche to use and is instantaneous. Command governs Forked Tongue. Forked Tongue can be used in the dream world.

Lost and Found

A Psychic with Lost and Found can read the Psychic impressions left on an inanimate object. He can discern the basic history of the object as well as an impression of the current owner. The impressions left on an object fade with time, so the most recent are the most readable.

Lost and Found costs 3 Psyche to use and the Psychic must be touching the object. Lost and Found may take several minutes to use and is governed by Perception.

Mindbending

Mindbending allows the Psychic to read another's mind as well as to play with what lies there. At power ratings of 8 or below, the Psychic can read the surface thoughts of individuals passing by. At ratings of 9 or above, he can read deeper into the mind and read memories as well. At ratings of

MEN



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10 or above, he can begin to surpress memories. At ratings of 11 or above, he can begin to rewrite memories. At a rating of 12, he can begin to rewrite parts of the subjects personality, similar to brain-washing. Mindbending is always a hard task if the subject has a Stability of 8 or above.

Mindbending costs 5 Psyche every 5 minutes of real time and has a range of 10 ft. Mindbending is governed by Stability. Mindbending can be used in the dream world but only on the Dreamer.

Mindmove

Also known as telekinesis, Mindmove allows the Psychic to move objects simply using his mind. For each point of Mindmove, the Psychic can move up to one quarter pound in weight at a speed of 1 mph. Thus, a Psychic with Mindmove at an 8 could fling a 2 pound weight at 8 mph. Mindmove can be used to simply slide heavier objects. An object of twice the normal weight allowance can be slid at quarter speed. Mindmove also has a range of 5 feet per point of Mindmove.

Mindmove costs 4 Psyche for 2 minutes of use and can be renewed. Mindmove is governed by Stability.

Psychic

Psychic allows the Psychic to read a subject's Kirlian aura: a strange invisible electro-magnetic field that surrounds all living things. Unlike some fiction writers have thought, the Kirlian aura is not colorful. Rather it is a glow that emanates from the living body showing its state of being. Things such as agitation, excitement, very good health, or power are shown as an extended aura. Things such as depression, sickness, or weakness are shown as a subdued or broken aura.

Psychic costs 2 Psyche to use and lasts for 5 minutes of real time. Psychic can be renewed and is governed by Perception.

Seersight

Seersight allows the character to view things that have either happened in the past or may be happening in the future. Visions of the past remain

relatively clear, but visions of the future tend to be cryptic and sometimes very difficult to decipher. When the power rating is 8 or below, Seersight's visions are random. The Psychic cannot completely pinpoint the time or actions that he wants to see. Once Seersight's power rating is above 8, it becomes much more precise to use. Regardless, a Psychic is rendered immobile while in the throes of a vision.

Seersight costs 5 Psyche to use and is governed by Imagination. The visions granted by Seersight last variable times. It is up to the Game-

master as to how reliable Seersight remains. Seersight can be used in the dream world.

EXPERIENCE AND PSYCHIC POWERS

Use the tables for Aspect powers to improve your Psychic powers. One extra note is that it costs 5 Experience and a lot of practice to change a power from Latent to Active.

ADVANCED COMBAT

The original combat system in Shattered Dreams is meant to provide a quick and easy framework to use. Here in Awake and Alone we will expand that just a bit further by adding Hit Locations and Special Damage Tables for use in the real world.

Now note that once a hit has been determined, roll on the Hit Location table to determine where it hits your opponent. Do this in all combat situations, but will need to be modified for extra limbs or animals. In no case are either Health or Shock points divided up; all damage is still taken off these whole totals. Hit locations simply provide for special effects.

Front	Side	Partial Cover	Location
1	1	1	Head
2-4	2-4	2-6	Torso
5-6	5-8 or	7-9	Left Arm
7-8	5-8	10-12	Right Arm
9-10	9-10	—	Abdomen/Groin
11	11-12 or	—	Left Leg
12	11-12	—	Right Leg

Once a hit location has been determined, the Game-master needs to interpret or create any effects that happen to the character. If the character is in the

dream world, this is solely up to interpretation. The character's body is a psychic manifestation and doesn't need a list of charts for effects. The body takes damage as a whole and does not go down easily.

Staid pulls his gun and a Construct hits him with a pipe. The Construct rolls a 7 and is standing in front of Staid, so he hits him in the right arm. That is Staid's gun hand and therefore his 9 mm goes skittering across the pavement.

On the other hand, if the character is in the real world you must roll on the Special Damage Table. Once you have determined the hit location, roll on the appropriate table below.

HEAD HITS

It is always critical when a character is hit in the head. All of the results below are dangerous and all should be easily interpretable.

d12	Head Hits
1-6	Critical Body Area- Does Twice Normal Damage
7-8	Does Twice Normal Damage and Leaves a Scar
9	Does Twice Normal Damage and Lose One Eye
10	Does Twice Normal Damage and Causes Heavy, Heavy Facial Scarring
11	Does Twice Normal Damage and Causes Serious Neck Injury. Possibly Paralyzed from Neck Down.
12	Neck Broken or Skull Crushed. Instant Death.

Torso/Upper Back Hits

A hit to the torso may have no Special Effect, but one especially deserves note. Broken ribs reduce

the characters Agility, Endurance, and Strength by two each and take an extra week to heal.

d12	Torso/Upper Back Hits
1-6	Nothing Special
7-8	Leaves a Scar
9-10	Good Hit- Does Twice Normal Damage and Leaves a Scar
11	Does Twice Normal Damage and Crack Rib(s)
12	Broken Back or Crushed Ribcage. Instant Death.

Limb Hits

A hit to a limb may have no Special Effect, but two here deserve special attention. A broken limb is useless until set and takes an extra week to heal. A compound fracture is also useless until set and takes two extra weeks to heal. Both reduce Agility and Endurance with that limb by two. Either of



these may mean joint damage depending upon the Gamemaster's judgment.

d12	Limb Hits
1-6	Nothing Special Happens
7-8	Leaves a Scar
9-10	Does Twice Normal Damage and Breaks Limb
11	Does Twice Normal Damage and Causes a Compound Fracture
12	Removed. Gamemaster will determine at what joint.

ABDOMEN/LOWER BACK HITS

Again, a hit to the abdomen may have no Effect, but one effect deserves note here. When the wind gets knocked out of a character, he is immobilized for 1d6 turns as he tries to regain his respiration.

d12	Abdomen/Lower Back Hits
1-6	Nothing Special Happens
7-8	Wind Knocked Out
9-10	Leaves a Scar
11	Back Injury. Possibly Paralyzed from Waist Down.
12	Evisceration/Spine Removed or Severed. Instant Death.

For example, Paul is hit by Grounded Vacyge. It hits him and rolls a 4 for location: Torso/Upper Back. He then rolls on the Special Damage Table and comes up with an 8: Leaves Scar. The Vacyge rolls and causes 2 points of damage. Paul takes 2 points of Health to his overall score and notes that he now gains a scar on his abdomen.

POSSESSIONS

Possessions are something that every character has. Up until now you have been using current prices and just making possessions up for you and your players. Here in Awake and Alone we have included a list of possessions for you to use.

CLOTHING

Mens

Mens suit	\$150-\$1000
Leather jacket	\$100-\$800
Trenchcoat	\$150-\$500
Jeans	\$25-\$100
Dress shoes	\$50-\$300
Dr. Martin's Boots	\$100
Athletic shoes	\$65-\$150
Tie	\$20-\$30
Silk tie	\$40-\$150
T-shirt	\$5-\$25
Boxers	\$10
Sweater	\$40-\$200
Swim trunks	\$15
Relaxed fit shirt	\$30
Dress shirt	\$30-\$100
Robe	\$50-\$100

Watch	\$50-\$500
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Womens

Womens suit	\$100-\$1000
Designer dress	\$250-\$1500
Lingerie	\$30-\$100
Leather jacket	\$100-\$800
Leather coat	\$150-\$800
Sweater	\$25-\$75
Skirt	\$30-\$150
Nightgown	\$20-\$50
Dress shoes	\$50-\$300
Jewelry	\$5-\$1000
Club wear	\$50-150
Jeans	\$20-\$100
Swimwear	\$65-\$100

TRANSPORTATION

Motorcycle	\$3000-\$8000
Crotch-rocket	\$3000-\$7000
Cheap compact car	\$7000
Mid-sized car	\$10,000
Sports car	\$15,000
Truck	\$15,000

Awake and Alone

Van	\$15,000
Full-Conversion Van	\$20-25,000
High-performance car	\$25,000-\$150,000
Fancy car	\$25,000-\$40,000
Classic Hot Rod	\$25,000 and up
Collector's car	\$20,000 and up
Mountain bike	\$300
In-line skates	\$100-\$400
Helicopter	\$500,000 and up
Jet-ski	\$3000
Speedboat	\$10,000 and up
House boat	\$100,000 and up
Yacht	\$1,000,000 and up
Leer jet	\$750,000 and up
Car rental (per day)	\$30-\$75
Plane ticket	\$75-\$1000
Train ticket	\$50-\$250
Bus ticket	\$30-\$150
Cruise (1 week)	\$2500

Car Repair

Tires	\$80 each
Battery	\$150
Muffler	\$150
Brakes	\$300
Overhaul	\$500 and up

TOOLS

Basic tool set	\$50
Mechanics tools	\$50 and up
Carpenters tools	\$10-\$2000
Artists tools	\$10-\$200
Electronic repair	\$100 and up
Chemical tools	\$10 and up
Locksmith tools	\$10 and up

COMMUNICATION

Long Distance Call:	
Continental	\$5
International	\$10
Telephone	\$30-\$200
Answering machine	\$30-\$100
Cellular phone	\$60-\$200
Cell service	\$75/month
Fax machine	\$300-\$500
Plain paper fax	\$800-\$1000
Pager	\$80
Pager service	\$20/Month
Modem	\$50
Computers:	
Laptop	\$2000

Desktop	\$3500
Mini-	\$5000-100,000
Super-	\$1,000,000 and up
CB	\$50
Walkie-talkie	\$80
Magazine	\$4
Newspaper	¢25

ENTERTAINMENT

Television	\$150-\$2500
Satellite dish	\$1500
Stereo system	\$300 and up
Compact discs	\$10-\$20
Portable CD player	\$100
VCR	\$200-\$300
Laser disc player	\$1500
Camcorder	\$200-\$300
Movie ticket	\$4-\$8
Concert ticket	\$10-\$50
Sports ticket	\$20-\$50
Liquor:	
Shot	\$2-\$5
Cocktail	\$2-\$5
Wine	\$2-\$5 per glass
Beer	\$1-\$3 per bottle
Instrument	Variable
Camera	\$200-\$700
Film	\$5-\$7

HOUSING

Hotel	\$50-\$300
House rental	\$500-\$700
House:	
Small	\$50-\$70,000
Average	\$100-\$150,000
Large	\$200-\$500,000
Wealthy	\$ 5 0 0 , 0 0 0 -
	\$1,000,000
Mansion	\$1-\$4 million
Opulent	\$5 million and up
Apartment rent	\$400 and up
Condo rent	\$700 and up
Condo	\$100,000 and up
Townhouse rent	\$700 and up
Townhouse	\$100,000 and up

FURNISHINGS

Bare furnishings	\$300
Basic furnishings	\$500-\$3000
Nice furnishings	\$10,000 and up

Expensive furnishings	\$50,000 and up
Opulent furnishings	\$200,000 and up
Bed	\$300-\$3000
Couch	\$500-\$7000
Table	\$200-\$10,000
Dishes	\$50 and up

Food

2 weeks groceries	\$100 per person
Restaurant:	
Fast food	\$3-\$6
Basic	\$5-\$8
Fine dining	\$20-\$40
Fancy	\$50-\$300

MEDICAL EQUIPMENT

First aid kit	\$5
EMT kit	\$5000 and up
Bandages	\$5-\$25
Centrifuge	\$1000
Thermometer	\$2-\$5
Hypodermic	\$1

CAMPING/TRAVEL GEAR

Cooking gear	\$25
Sleeping bag	\$200-\$400
Backpack	\$20-\$200
Lantern	\$15
Flashlight	\$5
Binoculars	\$100-\$400
Knife	\$15-\$50
Machete	\$20
Nylon Cord (50')	\$4-\$8
Tent:	
One man	\$100-\$200
Two man	\$100-\$200
Four man	\$200-\$300
Pavilion	\$150-\$200
Climbing gear	\$100
Canteen	\$5-\$10

EDUCATION

College Tuition	\$2000-\$26,000 per year
Books	\$500 per year

Misc.

Nightvision goggles	\$2000
Bulletproof vest	\$200
SCUBA gear	\$1000



Snow gear	\$200-\$1000
Motion detector	\$250
Alarm system-Home	\$2500-\$5000
Alarm system-Car	\$1000

WEAPONS

Taser	\$250
Brass knuckles	\$35
Gun sight	\$250-\$500
Cleaver	\$250
Hatchet	\$15
Club/Nightstick	\$10-\$15
Garotte	\$10

Mace/Tear gas	\$10-100
Handgun:	
9 mm	\$400-\$700
.45 ACP	\$400
Hunting rifle	\$100-\$1500
12 gauge pump shotgun	\$100-\$900
Semi-auto shotgun	\$400-\$700
Assault rifle	\$600-\$1000
Submachine gun	\$600-\$1000
Mine	\$500
Pipebomb	\$12
Molotov cocktail	\$3

DRUGS

As in any world, drugs do exist in Shattered Dreams. Note that this section does not oppose or propose the use of drugs in the game or in society. It simply presents some information for you to use in your game.

The information provided here was taken from the book Drugs and American Society by Erich Goode, McGraw-Hill, Inc.: New York, 1993.

We all know what drugs are. They are everywhere and are both helpful and harmful. Here we concentrate on some of the ones most important within Shattered Dreams. Cost will vary from drug to drug, source to source. Check recent magazines on the drug war for current estimated prices.

THE STREET

Many of the drugs discussed here are of the illegal sort and thus must be purchased on the street. Two dangers exist here: arrest and bad stuff. Arrest is easy. You're tried and may serve time. On the other hand, bad stuff is more dangerous. Most drugs are cut with another substance to dilute their effects and to make the drug go a longer mile when selling. Unfortunately, what if the heroin is cut with gasoline or something equally as toxic.

ADDICTION

When dealing with drugs there are two types of dependence that can occur: Physical and Psychological. Physical dependence actually involves the bodies dependency upon the drug for normal functioning, while psychological dependence simply involves a compulsion to continue drug use. When a character uses drugs in Shattered Dreams, he will be required to check for dependence after so many doses. If he needs to check for physical dependence he checks his Endurance, while psychological dependence calls for a check against his Stability. Failure indicates an addiction.

Once addicted, a character must continue to take that drug on a regular basis. This does vary from drug to drug, but let us say every day for purposes of this game. Also for simplicities sake we'll state an arbitrary length of time need to become addicted. In the real world this varies incredibly. If the character misses his normal dose he begins to experience withdrawal. Withdrawal varies between physical and psychological dependence:

Physical Withdrawal

Physical withdrawal involves first a craving and an attitude change. The character becomes

edgy and apprehensive while his thoughts are consumed of finding his next fix. Soon after, the aches and pains set in and put the character in misery. Nausea and vomiting may also accompany. The character soon becomes debilitated, hoping for his next fix. Some drugs can cause death during physical withdrawal.

A character experiencing physical withdrawal subtracts two success numbers from everything.

Psychological Withdrawal

Nowhere near as difficult as physical withdrawal, psychological withdrawal first involves an attitude change. The character becomes edgy and apprehensive while his thoughts are consumed of finding his next fix. Unlike physical withdrawal, the character doesn't progress much beyond this point. He simply is consumed with his compulsion.

A character experiencing physical withdrawal subtracts one success number from everything.

ALCOHOL

Alcohol, considered both a sedative and a tranquilizer, is a legal drug in most areas of the world commonly consumed by millions of people each day. Most people don't consider alcohol a drug but it is in every sense of the word. Alcohol is both physically and psychologically addictive.

The onset of alcohol is effected by many factors including tolerance (how often the subject drinks), body weight, and the presence of food in the stomach. Any of the factors delay the onset of intoxication. Once intoxication occurs, the subject experiences mild euphoria, a decrease in anxiety, fear, and tension, and a release of inhibitions.

The down side of intoxication is that it ruins motor coordination. Speech becomes slurred and walking turns into staggering among other things. Further more, alcohol has a psychologically adverse effect on some subjects causing paranoia and hostility, both of which lead to violence when intoxicated.



Long term alcohol use/abuse is damaging to the body. The area most affected is the liver, with becomes diseased. Other areas affected are the kidneys and the brain, both of which sustain permanent damage.

A character has to roll for dependence every other time he gets drunk if there is a history of alcoholism in his family. Otherwise roll once a year if he drinks frequently.

MARIJUANA

Marijuana is a drug that is smoked, but held in unlike a cigarette. Marijuana is illegal in the USA but is legal elsewhere in the world. Marijuana is only psychologically addictive.

Once a sufficient quantity of marijuana smoked, which isn't much, the subject experiences it effects. The effects of marijuana include relaxation, laughing, an increase in appetite, and a possible increase in sense acuity. Furthermore, a "stoned" subject tends to be "out of it," or not totally coherent.

The down side of marijuana use is that is occasionally causes paranoia. Additionally, long term use causes permanent damage to the lungs. Marijuana also can lead to progression to more dangerous drugs and is often associated with the Amotivational Syndrome. Frequent users of marijuana usually lack drive and motivation.

A character has to roll for dependence once a year if he smokes marijuana frequently. Otherwise don't roll.

HALLUCINOGENS

Hallucinogens cause a mind to see things that don't exist. The four types concentrated on here are psilocybin, mescaline, LSD, and ecstasy.

Psilocybin and Mescaline

Psilocybin, also known as mushrooms, and mescaline, a cactus, are both natural hallucinogens. Neither produces full-blown hallucinations like LSD, but produce a body high in addition. Mescaline is dangerous in high doses. Neither are addictive or have been proven truly harmful.

LSD

A much more potent hallucinogen, LSD causes full blown hallucinations for up to 8 hours. There are several downsides to LSD. People on LSD can't sleep during its effects. LSD not only has unpredictable and inconsistent effects as to hallucinations, but it sticks with you. Users of LSD can experience "flashbacks," where they hallucinate without using LSD. On the other hand, LSD has not been proven addictive.

Ecstasy

Ecstasy is a designer drug that has only been popular for about the last fifteen years. In addition to being a mild hallucinogen, ecstasy is a methamphetamine which means it carries some of the effects of speed. Users have extra energy and don't sleep. Furthermore, users feel open, peaceful, euphoric, less fearful, and self-aware. An ecstasy trip can last up to 8 hours.

A darker side to ecstasy has been shown. Ecstasy can cause psychotic episodes in some users including suicidal or homicidal tendencies. Furthermore, ecstasy can cause irregular heartbeats or fibrillations which are highly dangerous to anyone with a heart condition. In the long term, ecstasy use causes nerve degeneration similar to Parkinson's disease.

The hallucinogenic side of ecstasy is not addictive, but the methamphetamine side certainly is psychologically addictive. The hallucinogenic and open side of ecstasy disappears at this point and acts only like the speed. Roll every three uses of ecstasy.

Hallucinogens and Waking Dreams

Since users of most hallucinogens don't sleep while using, you may think that their effect upon the dreaming side of the game is minimal. Nope. When a person hallucinates he sees things that aren't there. When a person has waking dream he sees things that aren't there. Can you guess what's next? When a person is hallucinating he can experience many of the same elements that compose waking dreams.

AMPHETAMINES

Commonly known as speed, amphetamines increase alertness, energy, and confidence. Am-

phetamines can be smoked, taken as pills, or even injected. Not all amphetamine use is illegal; some doctor's prescribe small doses of amphetamines for a variety of ailments. Amphetamines are psychologically addictive, in fact almost as much as cocaine.

The downside of amphetamines is relatively apparent. Users speed for days without stopping and then crash to sleep for days straight. The accelerated metabolism leads to a loss of appetite and weight. Worse yet, those who speed for days on end become a menace to society. They become paranoid, deluded, and violent.

A character using amphetamines must roll for dependence after every three uses.

COCAINE

Cocaine is a common drug that is normally snorted, but can be smoked (crack) or injected. Its effects include exhilaration, euphoria, well-being, grandiosity, and a heightened sense of self-confidence. Furthermore, it suppresses fatigue although nowhere near to the extent of amphetamines. Cocaine does not produce a tolerance as most other drugs do, but is the most psychologically addictive drug known.

The permanent effects of cocaine include the restlessness, irritability, inability to concentrate, and nasal problems among others. Long term effects include paranoia and depression, the destruction of the nasal septum, and impotence in males. Furthermore, the intense psychological addiction that cocaine causes has caused the loss of money, friends, family, job, and relationships.

To check for dependence, roll every time cocaine is used.

TOBACCO

Yes, tobacco is a drug containing the stimulant nicotine. A drug that is legal in nearly all areas of the world, tobacco is smoked. It causes some bodily stimulation and a heady rush in some irregular users. Tobacco is psychologically and physically addictive, although not dangerously so.

The long term effects are not fully proven, but include increased chances of lung, throat, and mouth cancer, heart disease, and emphysema.

Roll after every month of smoking for both types of dependency.

SEDATIVES

Sedatives are depressants that slow down body function and activity and decrease anxiety. The two most common sedatives are barbiturates and methaqualone. Both are physically addicting, and barbiturate withdrawal can be life threatening.

Sedatives are similar in effect to alcohol. Strangely enough, one type of barbiturate known as Seconal has been associated with many drug-related violent crimes.

To check for addiction, roll once every week of use.

PCP

Also known as Angel Dust, PCP is a dangerous drug. It causes delusions, psychotic episodes, violent tendencies, a disregard for personal safety and pain, and can induce convulsions or coma.

Originally developed as an anesthetic for humans, it was determined to dangerous for use. Its primary effects are hallucinations along with psychotic reactions.

Some people actually take PCP as a drug, but all too often it is laced into another drug such as marijuana. Don't worry about dependence; most users of PCP wind up in a place where they won't be getting any anymore.

TRANQUILIZERS

Tranquilizers are used to combat anxiety in small doses and to knock someone out in larger. That's it. In larger doses tranquilizers produce physical dependency. One of the most common examples of a tranquilizer is Valium.

Roll once every week for heavy use of tranquilizers to determine addiction.

ANTI-PSYCHOTICS

A wonderful development, especially for this game, are the antipsychotics. Antipsychotics include such names as Thorazine or Compazine. Their use has brought about the reduction in treatment time for many mental patients. They are solely therapeutic and not addictive. Antipsychotics are often taken with another drug to reduce side-effects.

In game terms, going on an antipsychotic prescription will remove one permanent insanity as long as the drug is taken. Any others must be taken care of through therapy.

ANTI-DEPRESSANTS

Another development, antidepressants are used as therapy for any sort of depression. They are not addictive and only begin to work after weeks of continued use.

On the other side, antidepressants do have their darker side. They can cause disorientation and, in large doses, death. Prozac, a popular antidepressant, has had reported incidents of suicidal tendencies or self-mutilation tendencies, or other unusual violent behavior. But these are the exception rather than the rule.

NARCOTICS

The narcotic group of drugs include opium and its derivatives: morphine, heroin, codeine, among others. Also included are synthetic substances such as Demerol, Methadone, and Percodan. Narcotics produce euphoria and act as painkillers. They are also both physically and psychologically addicting.

Narcotics are commonly injected and thus can be exposed to a variety of dangers. Too strong of doses often lead to overdoses, the exchanging of needles often leads to hepatitis, tetanus, or AIDS. Furthermore, narcotics addicts end up spiralling down in the world and often end up as junkies who ruin their veins with constant use.



To check for narcotics dependence, roll once every three uses. Narcotics use tends to be as difficult as smoking to kick.

KICKING THE HABIT

Sooner or later, the user will want to quit once an addiction is attained. This of course is the wrong time to want to quit, since they should have quit long before the addiction was gained. Kicking the addiction works as follows.

Self-Control

Trying to quit cold turkey all by yourself is the hardest to do. Roll the characters Stability once every other day for the first month. Failure means that it doesn't work. Thereafter, roll once a week for the next six months. Thereafter, roll once a month for the next two years. An addiction is a hard thing to get rid of.

Cutting Down

Roll once a month for the first year of cutting down. Success means that the character has stayed

cut down. Then roll Stability once a month for another year. Success means that the character is quit. Roll once a month for a third year. Success means that the character stays quit.

Substitutes

Items such as nicotine patches help with the quitting process by weaning down the dosage. Roll once Stability a month for the first year. Success means that the character has quit. Then roll once a month for another year. Success means that the character stays quit.

Treatment Programs

Combining psychological and physical treatment, treatment programs are the best option. Roll Stability once a week for the first three months. Failure means back to square one. After that roll once a month for the rest of a year. Failure means back to square one. After that, the character is officially quit.

SHADES

When I first met Gibson, it was a disorientating experience. I had returned from a night of Dreamwalking and supposedly woke up. We had encountered a Kaies that evening and I was feeling drained. The rain was splattering against my window, so I walked over to it and parted the levelers to look out onto the street below. Rain is always so peaceful.

"Hello, Paul."

I turned so quickly I nearly fell over. Standing there in my bedroom was a man. He looked to be about my size, with a three day growth of beard, and was wearing a trenchcoat. Alright, so he looked like someone I would hang around with but I certainly didn't know him. Or did I? I began to panic as the realization set in that the encounter with the Kaies may have been more damaging than I had initially thought. The fear must have shown in my face.

"Don't worry. I'm not going to hurt you and I'm definitely not one of Them."

Okay, so he talked like I wasn't supposed to know him so I calmed down. "What do you want."

"My name is Gibson. I know that you are a Dreamwalker and I'm here to help you out. Oh, and incidentally, I'm dead."

All I could do is stare at this guy. Here he was in my bedroom, I was looking at him, and he was telling me that he knew I was a Dreamwalker and that he was dead. At this point I was convinced that I had seen one too many crazy things and had finally hit the bottom. Off to the loony bin with me. Hey, if I was crazy why not play along? "If you're dead, how come you're here."

Gibson shifted his trenchcoat on his shoulders and sat down on the bed. "I told you that I'm here to help. I've been dead for a while and I've been around



the block a few times. Advice is something that everyone needs. As for how we can talk, you aren't fully awake yet."

Shit, not another waking dream. They seemed to be happening frequently now. I just shook my head. "Okay, shoot."

That was my first encounter with the rare being we have come to know as a Shade.

Shades are a rare occurrence in Shattered Dreams. Also known as Ghosts or Spooks, Shades are the spirits of the dead who have not yet passed on to their ultimate destination. They are caught within the universal subconscious and forced to walk the Interstices and wait for the time that they can pass on.

Shades are responsible for the tales of ghosts in the real world. Since they are part of the dream world, they can appear in waking dreams and as such many people can "see" them here in the real world. This also explains why most ghosts cannot be captured on film.

So how do Shades come about? That is a question that may never be answered. Some are Dreamwalkers who died an unusual death in the dream world. Others are people who have died in their sleep. Others are people with ambition who died without fulfilling their life goals. And still others are those who were too stubborn to die and

when they did were too stubborn to pass on completely.

Shades will usually help Dreamwalkers. They have wandered the dream world and know the effects the Nightmares have. They also fear what the Nightmares could do to them as a purely psychic being with no physical ground. The only problem with a Shades information or advice is that they begin to lose touch with the real world altogether. A Shade who has been out of touch with the real world for twenty years cannot grasp the concept of physical limitations anymore. He may remember them but cannot understand them. They also lose touch with all societal regulations and concepts that existed during their life. They become a being whose place is in the dream world. But because of that, they will inevitably know more than most Dreamwalkers.

Shades exist in Shattered Dreams primarily as a tool for the Gamemaster to use as an aid to players. Shades not only provide flavor but they provide a faucet through which the Gamemaster can leak information.

To create a Shade, simply create it using normal character creation rules eliminating all statistics relating to the real world. Then increase their power levels according to how long they have been a Shade. Players should not be allowed to create Shade characters.

she came to me
with whispers of wild and secret passions
her touch was fire
and our consummation wailed throughout the heavens

the nights got longer
and her demands became greater
the sin was unimaginable
i did things no mortal man should do

now i am a slave to passion
my desire destroyed my sanity
my world is hers
my life is hers
the voices in my head are hers

THE GROUNDED VACYGE

When we hadn't seen William for three weeks we were worried sick. Carole, Stace, Jason, William, and myself had a nasty run-in with the Sanity Assassins and William had barely walked out sane. He got separated from the group and they tormented him in ways we can only guess. When we finally made it out, I made contact with everyone but William. I rushed to his apartment but got no answer. He was gone.

Throughout the following weeks we searched for William, but to no avail. His family didn't know where he was and he didn't have any other friends. His landlady was getting mad because he was late with the rent. If I hadn't offered his cat it would've died. We were just about ready to give up on him and assume that somehow They got him.

Then three weeks later he showed up. Stace and myself were having our traditional late night breakfast before another night out into the Interstices when he walked through the door. I was shocked. He saw us and started to come over. Stace saw and dropped her fork. He looked just fine. There weren't any signs of abuse or wounding and he was well kept. Keeping his hands in his pockets he slid himself into the booth next to me. "Hi guys, miss me?"

At this comment, I grabbed him by the lapels and turned him to me. "Where have you been? We've looked everywhere for you."

He just looked at me and said, "That last shot took a lot out of me. I needed to be alone so I could collect myself. There wasn't anything anyone could have done."

We ate the rest of the meal and finished prying everything we could out of William. He was very sketchy as to his whereabouts and why it took him so long to contact one of us. This made us suspicious, as if being Dreamwalkers didn't make us suspicious naturally. We paid out and headed for the car. There's where it happened.

I turned to him and asked "Say William, need a ride or did you drive."

He looked up and pulled the gun from his pocket. "William doesn't live here anymore."

I ducked and an instant later I heard William's body thud on the ground. I'm glad Stace is paranoid and I'm glad she carries a switchblade handy. The next day we had a proper but private funeral for William, three weeks after his death.

The Grounded Vacyge are a horrifying real world phenomenon. Once the Vacyge have successfully driven a mind completely insane they can take over. The Shroud fully envelops the mind and a Vacyge presence inhabits the body using the former mind and memories as templates for its new quasi-real world existence. Without the mind as a template, the Grounded Vacyge would not be able to adapt to our society.

The Grounded Vacyge now is an agent for the plots of the Vacyge in the dream world. Playing off of things that are tormenting the victim in his dreams, the Grounded Vacyge can further wear down a victim's Sanity.

Entering a Grounded Vacyge mind from the dream world is virtually suicide. First of all, the dream pocket is hard to find and rarely appears. Second of all, when it does appear it isn't a normal mind but rather a bizarre extension of the Shroud. Thus, entering the mind means entering the Shroud. The Vacyge is even more so in its own element.

Remember that Grounded Vacyge are not an everyday phenomenon. The Vacyge would rather let their victims remain insane rather than destroy their minds altogether.

FEAR

The main rulebook for *Shattered Dreams* presented the basic system for fear generation and fear effects. Here in *Awake and Alone* we'll expand those rules.

Again, whenever a Dreamwalker witnesses something mindbending, the Gamemaster will have you check for Fear Effects. In order to do this, make a Sanity test at the level the Gamemaster deems appropriate. If you succeed in any way you take the situation in stride and don't need to roll for a Fear Effect.

If you fail on the other hand, you must roll once on the following table for a Fear Effect or roll twice if the failure was unexpected.

FEAR EFFECTS

1. **Forget**— When you wake up, you'll forget most if not all of the dream just like a normal person would.
2. **Scream**— The sight scares you and you cry out in terror.
3. **Stunned**— The sight stuns you and you are unable to take any action for the next minute.
4. **Mess Yourself**— As Stunned above, but you temporarily lose control of your body function and mess your pants.
5. **Faint**— The sight frightens or disturbs you so much that you can't take it. You faint for at least one minute or five if no one tries to help revive you.
6. **Twitch**— The sight shock you and you temporarily retreat inside yourself. You can take no action and are a pretty sight as you twitch and drool for the next 1d4 minutes.
7. **Morbid Fascination**— The sight frightens you but also fascinates you. You are drawn to the stimulus and are driven to learn more about it for the next 1d6 days.
8. **Cower**— You cower in fear and attempt to remove yourself from the stimulus. You won't run away but are scared and will try to move away.
9. **Terror**— You are utterly and totally terrified beyond belief. You run screaming towards the nearest path away from the stimulus and don't stop. The actual running part lasts for as long as is

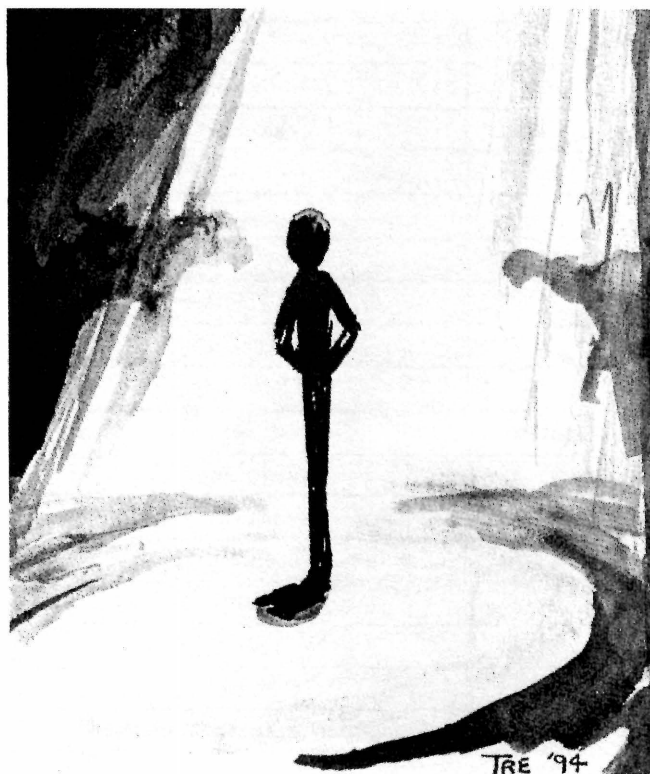
necessary to escape far away and then the character hides and cowers for another 3-5 minutes. After that, the character is wary of the stimulus for another 15 minutes.

10. Temporary Disorder— You gain some behavioral disorder, be it eating, sleeping, attention, temper, etc. This disorder lasts for 1d6 days in the real world.

11. Physical Effect— The fright turns your hair white, or you gain an eye twitch, or you shake sometimes for no reason, etc. All these conditions will go away with therapy.

12. Phobia— You are so scared that the imprint has now made you permanently afraid of the stimulus. Gain the stimulus as a Fear at the Phobia Degree.

Additionally, we have included expanded tables for character generation. Now, first roll for the number of fears the character has and then roll on the new fears table. Then roll on the Fear Degree table also reprinted here.

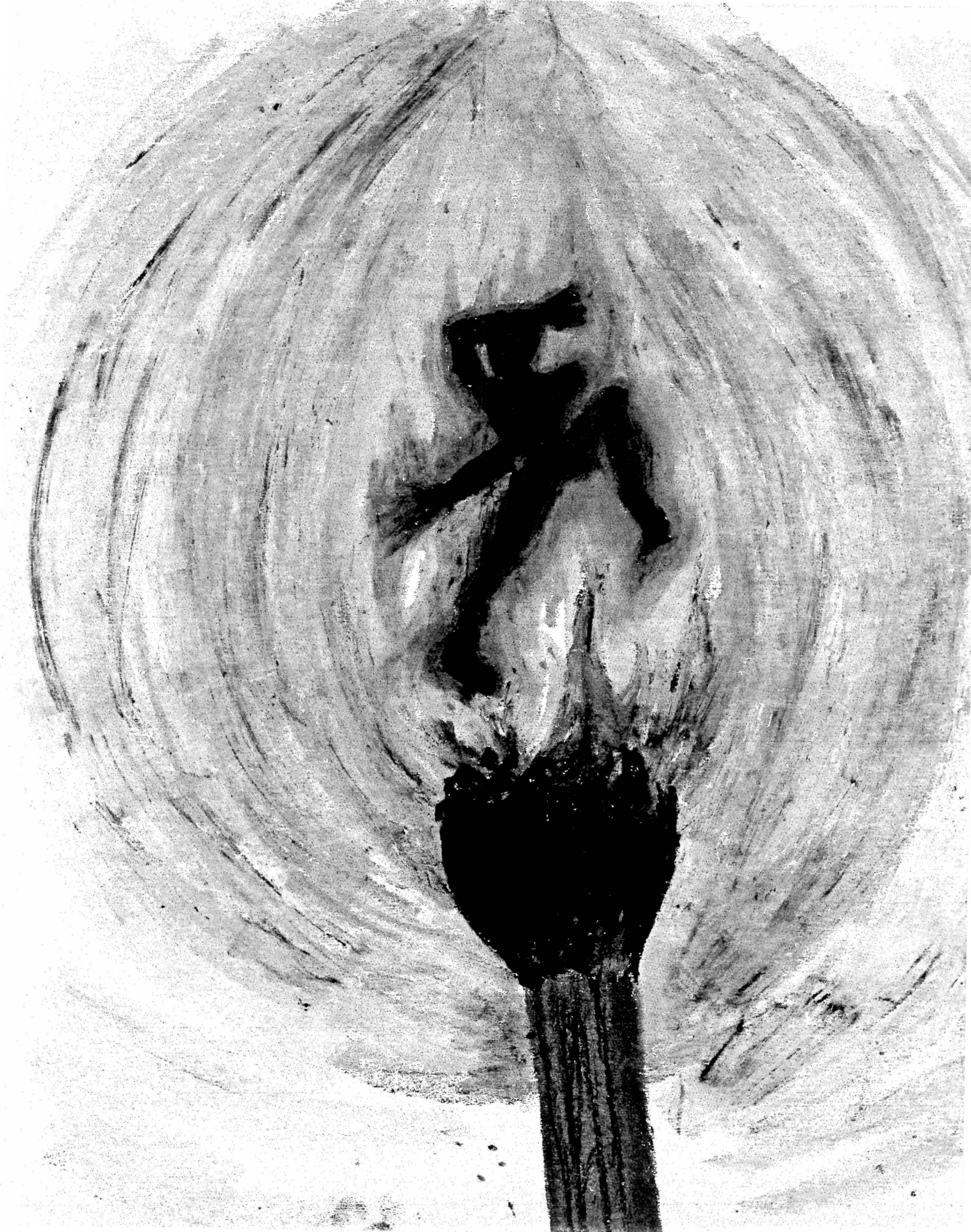


d100	Fears
1-2	Being Alone
3-5	Animals
6-8	Authority
9-11	Birds
12-14	Blood
15-16	Childhood Fears
17-18	The City
19-20	Cleanliness
21-23	Crowds
24-25	The Dark
26-28	Dead Things
29-31	Death
32-34	Disease
35-37	Enclosed Spaces
38-40	Entrapment
41-43	Heights
44-46	Helplessness
47-49	Independence
50-52	Insanity
53-55	Insects
56-58	Making Mistakes
59-61	Monsters
62-64	Getting Old
65-67	Open Areas
68-70	Opposite Sex
71-73	Plants
74-76	Reptiles
77-79	Rejection
80-82	Sex
83-85	Sharp Objects
86-87	Storms
88-90	Technology
91-93	Uncleanliness
94-96	Violence
97-99	Water
100	Other- Pick one not listed

d12	Number of Fears
1-6	One Fear
7-10	Two Fears
11-12	Three Fears

d12	Degree of Fear
1-6	Mild/Surpressable- The character is unnerved by the stimuli, but can surpress his fear.
7-10	Observable- It's obvious the character is afraid of the stimuli.
11-12	Chronic- The character goes into fits of fear.





THE GROUP

The group is a hard thing to work out. Each person has to spend his or her time and effort to create a viable and working character, integrate them, and work at the campaign as a whole.

CHARACTERS

When you create a character, try to keep away from your normal stereotypes. Most people have a tendency to create similar characters from game to game. In order to avoid stagnation, vary your characters. The Flesh tables are excellent for new characters.

Spend some time trying to breathe life into your character. Two-dimensional characters make for a two-dimensional game, so flesh them out as much as you possibly can. Admittedly this may take a few weeks but you will be better off for it.

Furthermore, not every character needs to be the super-him. Characters don't need to be super-rich, super-powerful, super-intelligent, etc. Try playing a character with limitations. You do daily.

INTEGRATION

Once all of your characters are done, they need to be fit together. Spend some time making ties and links between characters. Create a little history for the group. With the help of your Gamemaster, you should be able to create a good and working background for the whole of your group.

Additionally, characters need to work together. Don't go creating characters that are consistently at odds with each other. A little conflict is good and adds flavor and realism to the game, but the characters have enough against them not to have to worry about killing each other.

A sense of family and belonging should develop at some point. The Dreamwalkers should be close-knit on the whole and looking out for each other. The characters should have some sort of genuine care for each other.

THE CAMPAIGN

Once the players have spent their time creating and integrating viable characters, it is now the Gamemaster's responsibility to create a long running campaign. That campaign needs to include a high degree of depth to accommodate the character's depth.

Above everything else, your campaign needs to be fun. You're not roleplaying to reach some new height of consciousness or to create art. You're not doing it to brag to other people about what your campaign has accomplished. It's all about having fun and enjoying yourself. I think many games lose sight of this fact.

DEATH

Death of characters is a fact of roleplaying. But it shouldn't happen unnecessarily. When characters die, the Gamemaster won't have let them die needlessly. It will have been that characters time in one way or another.

When a character dies, it should be a big deal. The players shouldn't just say "Oh man. Roll up another one." They need to remember the history and emotional attachments the characters had to each other. The group should be shaken up for a while and act accordingly. The characters may spend some time in mourning and may have to have their own funeral.

FLIGHT

Paul stared in disbelief as the Vacyge slipped out of existence, leaving only the chips of broken glass Staid's shots had created.

Staid was in motion the moment it was gone. He grabbed Paul's collar and pulled, "Let's go. Now!"

They continued their flight until they reached the glass doors leading back out into the graveyard to the car. Staid flew into the driver's seat and roared the Cutlass to

life. Paul frantically grabbed for the door handle and barely got in before Staid peeled off.

"What the hell do we do now?"

Staid didn't bother to look over. "We do the same. We meet with Johannes tonight."

Paul slowly turned to look at the big Italian. "It never ends, does it."

THE LESSON

Johannes could barely believe what these people had shown him. He, Johannes Obermeister, was not just a young and wealthy Austrian diamond merchant, but he was also gifted with the ability to walk dreams. He had seen so little but learned so much. And there was so much more left to learn.

Everyone else had gone to sleep early. No Dreamwalking tonight, just normal slumber. Johannes still hadn't moved away from the group, but then again he didn't have the experience to. He'd best stay with his mentors for a while yet.

No matter what he did, Johannes couldn't get to sleep that night. After walking downstairs for his third glass of warm milk, he decided that enough was enough and that he was going to sleep. He creaked his way back up the stairs, only to notice a strange flashing coming out from under Thomas' door.

Johannes crept closer and closer to the door, fascinated by the flashing underneath. Suddenly it stopped, and Johannes put his ear to the door. There was only the sound of heavy breathing on the other side. But not snoring: heavy breathing. Johannes knocked once and said, "Thomas, are you alright?"

The door shattered next to him as a gigantic clawed hand rammed through. Johannes screamed and fell back in fear. Through the remains of the door climbed a monster like none he'd ever dreamt. It was huge with unblinking eyes, monstrous claws, and a gaping maw. Those eyes stared right at Johannes.

Paralyzed with fear, Johannes could only hope his friends had heard as it picked him up. Sniffing him once, it lifted him up and began to lower him into its mouth legs first. He prayed to God that he would die quickly. The thing bit deeply into his legs and he screamed a scream of the dying. The sound of the chattering Thompson spraying at foot level drowned out his cries. The thing spit him out down the stairs and he could only hear some of the deafening battle above before he passed out.

He woke up later, with both legs bandaged, stitched, and it splits. He was told he would never walk again. But after an encounter with an Ilkuzahn, he was lucky to be alive. Johannes was devastated.

Three years later, Johannes Obermeister took his first step after being injured. His courage and will gave him the strength to hope. And hope is all we need.



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LAST WORDS

There you have it. The first supplement for Shattered Dreams. It was a lot of fun to write and I hope that it was fun to read.

I certainly hope that you have found worth in Awake and Alone. Not only does it provide more valuable information for use with Shattered Dreams, but it should provide you with a better understanding for the plight of Dreamwalkers everywhere.

Furthermore, I think that Shattered Dreams can teach us all a lesson. Courage, will, and, most importantly, hope can overcome incredible odds.

Keep fighting,

Matthew D. Grau

Shattered dREAMS™

Dreamwalker/Psychic Character Sheet

PERSONAL INFORMATION

Your Name: _____ Other Physical Characteristics: _____
Character's Name: _____
Aliases: _____
Nationality: _____ Personality: _____
Age: _____ Eye Color: _____ Hair Color: _____
Sex: _____ Height: _____ Weight: _____

FINANCIAL INFORMATION

Occupation: _____ Wealth: _____ Savings: _____
Possessions: _____

CHARACTER BACKGROUND

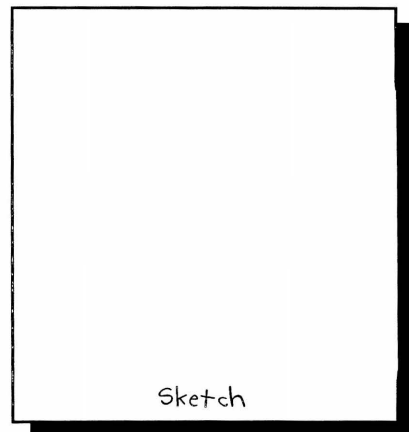
Fears: _____ Degree: _____

GAME NOTES

Psyche Regeneration: _____
Dream/Real Attacks: _____
Latent Powers: _____

EXPERIENCE

Total: _____ Current: _____



ATTRIBUTES

MENTAL ATTRIBUTES

Attribute	Score	Success Numbers											
Command	_____	1	2	3	4	5	6	7	8	9	10	11	12
Imagination	_____	1	2	3	4	5	6	7	8	9	10	11	12
Intellect	_____	1	2	3	4	5	6	7	8	9	10	11	12
Perception	_____	1	2	3	4	5	6	7	8	9	10	11	12
Sanity	_____	1	2	3	4	5	6	7	8	9	10	11	12
Stability	_____	1	2	3	4	5	6	7	8	9	10	11	12

PHYSICAL ATTRIBUTES

Attribute	Score	Success Numbers											
Agility	_____	1	2	3	4	5	6	7	8	9	10	11	12
Attractiveness	_____	1	2	3	4	5	6	7	8	9	10	11	12
Endurance	_____	1	2	3	4	5	6	7	8	9	10	11	12
Strength	_____	1	2	3	4	5	6	7	8	9	10	11	12

DERIVED ATTRIBUTES

★ Psyche _____ Shock _____ Health _____ Insight _____ Luck _____ Sanity _____
Current _____ Current _____ Current _____ Current _____ Current _____ Current _____

ASPECT/PSYCHIC POWERS

Aspect: _____ Governing Attributes: _____

Aspect	Score	Cost	Success Numbers												Psychic	Score	Cost	Success Numbers											
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12

SKILLS

Skill	Score	Attr.	Success Numbers												Skill	Score	Attr.	Success Numbers											
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
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_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12
_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12	_____	_____	_____	1	2	3	4	5	6	7	8	9	10	11	12

Awake and Alone

Sweat poured down my face as I shoveled the last spade of earth onto the grave. Throwing the shovel aside, I drove the makeshift cross into the ground. Stepping back, I folded my hands to pay my last respects to the dead. I would have said a eulogy, but there was no one else here. He was my last friend. They had gotten them all.

Finishing my prayer to whatever god would listen, I picked up my things and started back for the car. As I crossed the field, I thought I saw something moving in the edge of the woods nearby. Whipping my head around to look I saw nothing. Shaking my head to clear it, I reached in my pocket for my keys. Just before I reached the car, I saw the flicker of movement again. There, from the woods, stared the red eyes of a Vacyge, shaking as it laughed...

Awake and Alone includes:

- More background on what it is like to be a Dreamwalker in Shattered Dreams.
- Rules for the use of real world psychic powers.
- Expanded damage and lasting wounds.
- Full lists of possessions and weapons for characters.

You never know who you can trust.



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