

A Few Feats More

7 new feats and 1 character class

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A Few Feats More

Dreams have been regarded with a mystical awe that resonates even today. They have been thought to hold omens and signs of the future; they have been regarded as keeping the keys to the unconscious (or, at least, the subconscious mind); some believe that the soul wanders during dreams.

The following seven feats are for use with the *Ignotus* campaign setting from Spider Dreams (the RPG imprint of Sacred Wolf, Inc). However, I'm sure that GMs will find them useful for other settings, as well. The first three are particularly suited for the first supplement to *Ignotus*, *Desert Dreams*. The next three are for general use, as an introduction to gaming without a body. The last feat is geared toward the Shaman advanced class presented in the *Ignotus* campaign book.

These were developed after *Desert Dreams* was released; I wasn't sure how well the role-playing of dreams would work, or how exactly to incorporate it into the system. These feats are a start. The setting almost requires that this area needs to be explored in gaming. Others have given dreams extensive treatment in gaming. It isn't my intent to rebuild their ideas and their rules for gaming in dreams. I only want to present a foundation for further examination of dreams and out of body experiences in gaming.

Also included in this is a new character class devoted to playing inside of dreams.

Ignotus

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Dream and OBE Feats

dream feats

Lucid Dreaming

Characters who have the lucid dreaming feat have learned to realize when they are dreaming, no matter how real the dream might seem. They are able to avoid the negative consequences of dreams or nightmares (such as acting out a nightmare while asleep, sleepwalking, or dream-induced fear). In some instances, characters will wake in unusual places after strange dreams or nightmares (such as in the episodes of the *Desert Dreams* supplement).

Prerequisites: Knowledge (Self) 6 ranks, Knowledge (Behavioral Sciences) 4 ranks

Benefit: With the lucid dreaming feat, the character will be able to attempt a Will save (DC 15) to realize that they are inside a dream, and wake from it normally, avoiding the negative consequences.

Normal: The character will believe that the dream is real, and will be unable to avoid the consequences of the dream.

Control Dream

The character has not only learned to recognize a dream for what it is, the character is able to respond to the dream and alter its outcome. The character is able to exert some control over the dream's environment (unless it is occurring inside the Ignotus), and may be able to manipulate the dream. The character may be able to use the dream as a weapon if attacked.

Prerequisites: Knowledge (Self) 8 ranks, Lucid Dreaming feat

Benefit: The character is able to control the dream to some degree. If the dream is in the Ignotus, the character may be able to will a weapon into existence for the duration of the dream (Will check, DC 15). If it is a normal dream (not in another plane), the character is able to control the outcome (Will check, DC 18) or change the location of the dream (Will check, DC 21).

Normal: The character will not be able to control the dream's environment.

Special: The more the character manipulates the dream, the more the use of the power drains him. For each use of this ability, the character temporarily loses 1 point of charisma.

Dream Self

Dream self allows the character to re-invent himself within the dream, whether it is a normal dream or occurring on another plane. The character's mental abilities remain unchanged, but the character may change his physical attributes (including appearance).

Prerequisites: Knowledge (Self) 10 ranks, Control Dream feat

Benefit: In a dream state, the character may manipulate his physical attributes. The character may exchange existing points from one physical attribute (strength, dexterity, or constitution) to another physical attribute by taking one point from one attribute for each point added to another attribute. The character may also add up to his level in total attribute points to his physical stats. The character's mental attributes (intelligence, wisdom, and charisma) may not be changed.

The character may also change his physical appearance in the dream. He may appear younger or older, or may attempt to change his physical form altogether. To change his form, the character must make a successful Will check (base DC 15). The farther removed the new form is from the character's original form, the greater the difficulty to make the change.

Normal: The character may not willingly alter his form in a dream state.

Special: After returning to the waking world after using this feat, the character loses 3 temporary points of constitution.

obe feats

Altered State

Also known as ASC (altered state of consciousness), this allows psionically or magically gifted characters to enter into a meditative state. The ASC allows the character to perceive things differently; the presence of energies and consciousnesses appear physically to the character in an ASC.

Prerequisites: Knowledge (Self) 6 ranks, firsthand experience with magic or psionics (such as a surge episode)

Benefit: The character is able to enter a meditative state through relaxation, self-hypnosis, or drug use. While in the altered state, the character is able to see spirits, energy fields, and the true forms of creatures, such as the form of a fiend possessing a human body. The character may interact with intelligent beings in this state.

Normal: The character is unable to perceive energy without the help of magic or certain technologies.

Special: In the altered state, the character is more susceptible to possession. However, characters with this feat gain a +5 competence bonus to rolls against possession. When the character uses this feat, she loses 1 temporary point of constitution.

OBE

OBE stands for out of body experience. Characters who choose this feat are able to exert more control over their journeys outside of their bodies. They are able to travel freely throughout the universe almost instantaneously. However, their body is left open during these journeys.

Prerequisites: Knowledge (Arcane lore) 8 ranks, Altered State feat

Benefit: This feat allows characters to move their consciousness outside of their bodies. The character must first enter an ASC; after that is done, it takes a 1d4 minutes to slip out of the body. The character will move randomly, since she has not yet learned to control the ability. As long as the character remains within 60 feet of her body, she will be able to move around as she wants. However, if she moves beyond the 60 foot limit, or moves out of sight of her body, she will become lost, and will wander randomly until she finds her way back. (A Knowledge (Self) check, DC 18 or a Concentration check, DC 21 will allow the character to find her body again. If the character is gone for more than 20 rounds, and no other beings have taken up residence in the empty body, the character will automatically return to the body. Should there be a squatter in the body, the character will return to the body, but will not be able to re-enter it until the body is vacated again.) If the character is reduced to less than 10% (one-tenth) of her original hit points, the character may leave her body instantly. During an OBE, the character will appear to be dead. Her body temperature, breathing and heart rate will drop dramatically. Returning from the OBE takes a full round action.

Normal: Characters are unable to willingly leave their bodies with the option to return.

Special: When the character's consciousness is outside of the body, the body is more susceptible to possession. The character will not be able to fight the possession, but will gain a +8 competence bonus to rolls against possession. When the character returns from an OBE, she loses 3 temporary points of constitution.

Conscious Movement

With this feat, the character is able to move about easily outside of his body. The character has learned how to control his movements, and will be able to journey, through an OBE, anywhere in the planes without becoming lost.

Prerequisites: Knowledge (Self) 9 ranks, OBE feat

Benefit: After entering an ASC and embarking on an OBE, the character is able to travel freely throughout the Prime Plane, the Lowerworld, and the Ignotus (as well as any other plane that the GM allows). The

travel takes one round each way, no matter how near or far the character is from the desired location. However, the farther the character moves from his body, the greater the chance that it will be occupied by another creature when the character returns. The character may leave his body for up to 80 rounds.

Normal: Characters are not able to move through the planes or the universe without special abilities, magic, or certain technologies.

Special: Characters using this feat are more susceptible to possession. The chance for possession is 1% per round that the character is gone (cumulative), plus 10% for each plane other than the Prime plane that the character travels to. On returning to the body, the character will suffer the temporary loss of 3 points constitution, plus 1d4 points for each plane other than the Prime plane that he visited.

o t h e r f e a t

Shapeshift

Members of certain classes may learn how to change their forms as they gain power. This feat gives those individuals the ability to assume the form of another creature, or manipulate their form in other ways.

Prerequisites: Ability to enter another plane of existence at will (without the aid of magic or technology). This includes the shaman's ability to enter the Lowerworld, the exorcist's ability to Shutter step, or a character with the *dream self* feat or the *altered state* feat.

Benefit: The character is able to change her shape. The process is a full-round action. The character must make a concentration check to successfully change her shape. Examples of the DC are:

<u>New form</u>	<u>DC</u>
medium-sized animal	15
<i>small animal</i>	19
tiny animal	24
<i>large animal</i>	19
one limb, one size difference	17
<i>two limbs, one size difference</i>	21
three limbs/torso, one size difference	23
<i>four limbs/head, one size difference</i>	27
one limb, two size category difference	20
<i>two limbs, two size category difference</i>	24
three limbs/torso, two size category difference	27
<i>four limbs/head, two size category difference</i>	30

Normal: Characters can only change their shape through magic.

Special: Each time the character uses this feat, she loses 1 temporary point of intelligence for every 3 points over 12 of the DC. (For example, a character changing into a small animal would lose 2 points of intelligence temporarily; a character changing her head two size categories would lose 6 points of intelligence temporarily.)

Dreamstrider

Dreamstriders are magically or psionically gifted people whose powers have manifested in navigating the landscape of the subconscious. They are able to enter the dreams of other creatures, as well as exert a greater control over their own dreams. They do this through out-of-body experiences.

Skills: Autohypnosis 9 ranks, Concentration 5 ranks, Empathy 6 ranks, Perform (acting) 4 ranks

Feats: Guide, Hide Power (or Still Spell)

Hit Dice: d6

Class Skills: Autohypnosis (Wis), Concentration (Con), Craft (chemical, Int), Craft (pharmaceutical, Int), Diplomacy (Cha), Empathy (Wis), Faith (Wis), Investigate (Int), Knowledge (Arcane Lore, Int), Knowledge (Behavioral Sciences, Int), Knowledge (Theology and Philosophy, Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Read/Write Language (None), Research (Int), Sense Motive (Wis), Treat Injury (Wis).

Skill points per level: 6+Intelligence modifier

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+1	Lucid Dreaming, SR 5	+1	+0
2	+0	+0	+0	+1	Dream Skills	+1	+0
3	+1	+0	+0	+2	Enter Dreams, PR 5	+2	+0
4	+1	+0	+1	+2	Bonus Feat, SR 10	+2	+0
5	+2	+1	+1	+3	Manipulate Dreams	+3	+1
6	+2	+1	+1	+3	Remote Viewing, PR 10	+3	+1
7	+3	+1	+2	+4	Shape Shift (Greater), SR 15	+4	+1
8	+3	+2	+2	+5	Bonus Feat	+4	+2
9	+4	+2	+3	+6	Dream Spell/Power	+5	+2
10	+4	+3	+3	+7	Control Dream, PR 15	+5	+2

Lucid Dreaming: Dreamstriders have learned to realize when they are dreaming, no matter how real the dream might seem. They are able to avoid the negative consequences of dreams or nightmares (such as acting out a nightmare while asleep, sleepwalking, or dream-induced fear). In some instances, characters will wake in unusual places after strange dreams or nightmares (such as in the episodes of the *Desert Dreams* supplement). The dreamstrider will be able to attempt a Will save (DC 15) to realize that they are inside a dream, and wake from it normally, avoiding the negative consequences. Also, dreamstriders may be able to will small parts of their dreams into existence.

With a successful empathy check (DC 25), the dreamstrider is able to bring a small (one cubic foot or less) item from a lucid dream into the waking world. The item is only quasi-real, and will appear fake or distorted to observers.

Spell Resistance (SR): Through their self-knowledge and skill within dreams, dreamstriders gain some resistance to magic and magical effects. At 1st, 4th, and 7th levels, this resistance increases. In addition, they learn to resist the effects of psionic powers. **Psionic Resistance (PR)** works as spell resistance does. At 3rd, 6th, and 10th levels, their resistance to psionics increases.

Dream Skills: At second level, the dreamstrider is able to boost her skills within the dream. All modifiers for physical skills (those based on strength, dexterity, and constitution) are doubled when dreaming. Also, the following skills become open to the dreamstrider as class skills.

Knowledge (Dream lore) (Int): The realm of dreams is not constant, but it does have an internal logic. Recurring dreams and nightmares, and new visits to old dreams hold a consistency. The dream lore knowledge allows the character to access the logic of the dream to find out the meaning of a dream symbol, or the history and meaning of a place, event, or object within the dream. This skill may be used in the waking world, but at a -5 penalty.

Manifestation (Cha): This skill allows the dreamer to bring about her dream form in the waking world (or another plane). The dreamer is only able to send this image to someone that she knows well, such as a close friend. The dreamer may communicate with the other person, but she will not see anything other than the person; to the dreamer, the person that she is in contact with will appear as an apparition. The DC for this skill is base 10 (if the dreamer knows where the person is). For a general area (such as a few city blocks), the DC rises to 14. Larger areas (one mile radius) are DC 18. One mile to 50 miles is a DC 22. For areas over 50 miles in radius, the DC is 28. If the location is not known, the DC is 32. For planes other than the one that the dreamer's body is in, there is a +10 to the DC.

Enter Dreams: The dreamstrider is able to move into other people's dreams, and interact with the dream. To do so requires a manifestation check (DC 18). If the dreamstrider is able to keep physical contact with the target dreamer, the entrance is automatic. However, if the dreamer wakes from the dream unexpectedly (or the dreamwalker loses contact with the dreamer), the dreamstrider takes 1d4+2 temporary wisdom damage, and is unable to use her abilities for three days.

Bonus Feats: At 4th and 8th levels, the dreamstrider is granted bonus feats. They must be selected from the following: Ability Reserve, Arcane Skills, Heroic Surge, Improved Natural Healing, Intuition, or one of the metamagic/metapsionic feats.

Manipulate Dreams: The dreamstrider's ability has grown to the point where she is able to change small aspects of lucid dreams by 5th level. She is able to create (or eliminate) items in dreams up to 3 cubic feet. This includes the ability to bring weapons into existence, create bridges over voids, or create openings in walls. Each time she uses this power, she loses 2 points of temporary constitution upon waking.

Remote Viewing: At 6th level, the dreamstrider is trained to use dreaming as a means of traveling to distant places in the world by sending her essence. She is able to witness events at any point on the globe as a

bystander, though prolonged use of this ability draws the attention of Ignotus creatures and some spiritual beings. (After 5 rounds, there is a cumulative 3% per round chance that the dreamstrider has been seen by an entity. This chance does not increase above 99%, at the 33rd round and after.)

Greater Shapeshift: This ability is similar to the *shapeshift* feat, but it works only when dreaming. However, the character does not need to beat a DC to use this ability. However, the character still loses temporary intelligence on waking, as in the *shapeshift* feat.

Dream Spell/Power: The character is able to use spells or powers that she is able to use in the waking world while dreaming. This magic is real, and will have real effects. The character's effective caster level is one higher in the dreaming than in waking life.

Control Dream: At the peak of her power, the dreamstrider is able to control the environment of a dream. She is able to change the setting of the dream, as well as any non-real elements. The real and quasi-real elements cannot be altered by this ability. Using this ability causes the dreamstrider 1d4 points of charisma (Will save DC 20 to keep it from being a permanent loss) each time it is used.

Characteristics in dreams, combat in dreams

Characters who move into another dimension (such as the Ignotus or the Lowerworld), either in their dreams or through an OBE, are less restricted by their physical limitations. This makes their physical bodies highly vulnerable to attack, though. If a character's body is moved while the character is in an altered state, the character's essence might not be able to find its way back. Also, while a character is in an altered state or in a lucid dream, there is a chance that the character's open body will be found and possessed by a nonphysical entity.

In the ASC or dreaming, the character's physical abilities may change (randomly, or as the situation dictates). For example, the character might have a high dexterity score in the waking world, but in the dreaming he might not be able to move. A character with an average strength score might be able to lift small cars when in an ASC. It's up to the GM to decide what the situation (and the character) need. While in an ASC or the dreaming, characters will not have constitution scores.

Combat in the dreaming or an ASC is mostly the same as in the physical world. The only difference is that when hit points are reduced to 0, the character does not die. Rather, the character is suddenly forced back into his body (Fortitude save DC 20 to avoid going into shock; if the save is failed, the character goes into shock, and must make a successful fortitude save (DC 18) or suffer heart failure and death). That character is unable to make the ASC or dream journey for 1d4+4 days afterward. If the wound point option is used, the character does not have wound points, just hit points. The only way that a character may be permanently killed is by the sudden return, or if the physical body is destroyed.

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