

Dream Guide

Roll or choose from the tables below to setup the scenario for the dream:

A powerful black-hat...

1. AI known only as Dragonbyte
2. outsider by the name of Ulgi
3. dark sporos called Sliver
4. alien called SixSixFour
5. LL Teeny, CEO of Bananacom™
6. autochthon named Mirrorshade

Has executed their plan to...

1. Steal rare tech from a rival
2. Roll out a city-wide surveillance
3. Spearhead a hostile takeover
4. Assassinate a respected leader
5. Unleash a plague/horror on the city
6. Kidnap an influential citizen

What will your sporos do?!

As a group, decide how you will respond to the scenario that is unfolding. Do you attempt to thwart the evil plan or join in the mayhem to gain a bit of the power for yourselves?

DM Note: encourage to be creative, and think of other ways to approach the situation. Have fun guiding them through what you planned, but be flexible enough to incorporate their ideas into collective story you are creating together. Here are some ideas to use depending on the scenario selected above:

- > Return/replace/destroy the tech that was stolen
- > Take out the surveillance system
- > Disrupt the takeover through orchestrating a Poison Pill, Pacman, etc... Defense
- > Prevent the assassination attempt

for more rules, lore, and misc. debris
goto: dimm.city/spores

Dimm City Spore

A Dimm City Spore is a rules light (Lasers & Feelings homebrew) introduction to the Dimm City Campaign Setting/WEB3 Character Evolution for use with the rules heavy Quest RPG System.

In a Dimm City Spore, Dreamers (players) take on the role of a sporos (an animal/hybrid humanoid) hero doing good deeds in a bad place using magic, technology, combat, and their own wits to succeed. Dream Masters (the judge and storyteller) provide environmental descriptions, atmosphere, challenges, and opponents along with the plot to drive the Dream (shared story) forward. The Dream Master is not an enemy of the Dreamers, but a guide into Dimm City and all the action, adventure, and secrets it holds. Dreamers and the DM work together to create a story that is both exciting and unforgettable.

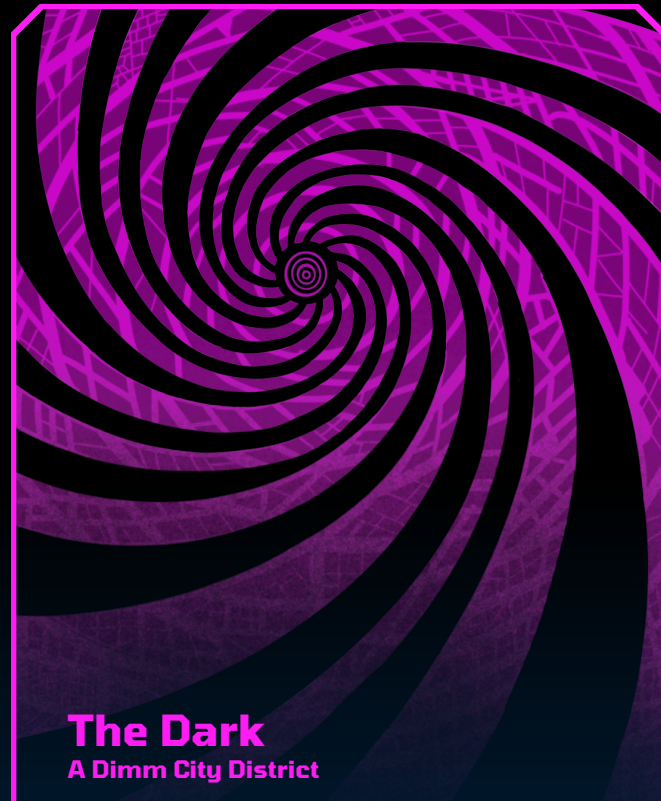
What is Dimm City?

Dimm City is a collection of interconnected pocket dimensions that exist floating in the Ether. Dreamers that connect to the ether (through learning to play the game) come into possession of a sporos and enter Dimm City through that being.

A sporos may be brand new to the city or previously established and newly connected to the Dreamer. Once inside, the Dreamer must decide their path in the city. Will they be sucked into servitude of the powers that be or join with other sporos in their quest to remain free?



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The Dark

A Dimm City District

To view The Dark from above is to see a spiral of main city streets intersected by anarchy on the outskirts and moderate uniformity as one gets closer to the bottom. I say, "you would see" because the skyscrapers filled center of this part of Dimm City is pitched black to the naked eye. That shroud is produced by an ever growing tower known as the Pharos that rises through and above all. This anti-lighthouse absorbs all luminescence present in this district. Those inhabitants that lack the ability to see in the darkness stay well away from the depths most times, only venturing in with the help of a guide commonly known as a "Night Eye".

Few of the Pharos District's inhabitants are sporos though. Androids, outsiders, and AI inhabiting a variety of physical and holographic forms make up the populace in the black iris of this lightless district. Those foolhardy sporos that do venture here are usually cybernetically enhanced with thermal, UV, or echolocative implants that allow them to traverse the gloom without an attendant.

Character Creation

1. Choose a name

The first step in connecting to your sporos is to give it a name, from the fanciful to the mundane.

2. Choose its form

Rabbit, cat, monkey, or even an autochthon of your own design.

3. Choose a specialty for your sporos

Augmerc (fighter), Channeler (cleric), Cybersurgeon (doctor), Etherlock (wizard), Gutterdruid (shaman), Proxy (paladin), Streetwarden (ranger), Technosorcerer (hacker), Transpiler (con artist/spy), or Wirephreak (standard rogue).

4. Choose a mood or vibe

compassionate, confident, enthusiastic, foolhardy, hilarious, jovial, low-key, reverent, serene, whimsical or any combination or vibe you can imagine.

5. Choose a number from 2 to 5

A low number means your better when DREAMING (magic; communication; persuasion; survival in the wild; basically your good at hitching a ride on the rampaging dragon that is life). A high number means your stronger AWAKE (athletics, science; technology, logic; you easily flow with an extreme situation when in "the zone").

HP (hit points)

The number chosen in step five is also the number of hit points your character's base hit points. During the game your character may take damage. All wounds can be healed and HP restored with a full nights rest.

Basic Inventory

You have: any clothes you wish to wear, a dreamcred wallet with a small amount of money on it, a Bananacom™ Comlink (smartphone), a weapon, wand, or tool (choose one), and one extra item of your choice (with DM permission).

Sporos goal:

Choose one or make up your own: Gain Some Rare Tech, Fight For Your Rights!, Make Your District a Safer Place, Research Something Lost to History, or Help the Community.

Rolling the Dice

When you want to do something outside of the usual, your DM may call for you to roll a 1d6 (six sided die) to determine your success or failure. Roll +1d if you're prepared and +1d if you're skilled. If you or a friend want to jump in and help out, you can give them a +1d by narrating how you are assisting them in their attempt. (The DM determines the number of dice rolled and the difficulty of the situation you face.) Roll your dice and compare each die result to your number you chose in step 5 of character creation.

Over: If you are DREAMING (using magic or fluid people skills), you want to roll above that number

Under: If you are AWAKE (using technology or physical skills), you want to roll below that number

0: If none of your dice succeed, the attempt goes sideways, The DM will tell you the details

1: If one die succeeds, you make it by the skin of your teeth. There is a cost though and the GM will inform you of the price you pay

2: If two dice succeed, you pulled it off! SCHWING!!!

3: If three dice succeed, you perform flawlessly and receive an extra boon the DM will tell you about+

!! If you roll your number exactly on all dice, you become LUCID. While LUCID, you see your current situation with additional insight. Ask the DM a question and they'll answer you honestly.

After learning this information, you may optionally change the action you rolled for originally and roll again to do something completely different.



Dream Master

As the **Dream Master**, your only job is to introduce the scenario and find out how the players survive it. Hint at what their sporos observes from a distance, then up close if they choose to investigate. Rarely spring unavoidable traps and always try to give them info that will let them piece together the danger they are facing and then ask them what they plan to do. "The AI rocks up noisily in its mechanized battlebody. It ejects its scimitars from their housings and stands poised to strike nearby. What do you do?"

Talking with NPCs (non-player characters) should always be an option for the dreamers. Not every minion nor villain wants to fight. In many cases, anticipated combat can be avoided altogether with fleet feet and a smooth tongue. Always encourage and allow for the Dreamers to communicate with anything inside the dream.

Call for a roll when the situation is risky. Use failures to enhance the story instead of stopping it. Completely crapping out in an intense moment can sometimes be more memorable and enjoyable than success in some cases. Regardless, the story should change for better or worse as a result of a roll. Ask questions of each other and build a fun story based on the answers you come up with together.

Plot Twist

Use the table below to select an additional challenge for the group to contend with. Roll a die, pick one you like, or make up your own! Decide how and when you want to let the party know about the plot twist.

1. An outside force has gained an opportunity to strike at the city
2. The city's economy has collapsed
3. They inadvertently taxed the city's infrastructure to the point of near collapse
4. The everyday citizens are ready to revolt and destroy the city
5. Criminals are emboldened by their actions and a crime wave is overtaking the city
6. Their action(s) caused a chain reaction that is disrupting technology/communication