

Dream Guide

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

A powerful...

1. alligator sporos, Nightscale & his gang of thugs
2. human transpiler named Maximillion
3. outsider horror called Cliksnap
4. crew of dark sporos known as "The Pentad"
5. shape-shifting alien, Many-Colors Samm
6. undead bird sporos wizard, Sperro

Has executed their plan to...

1. extort small to mid-size business in the district
2. blackmail big players active in the city
3. terrify the district, feeding on their fear
4. rob some of the biggest hot-spots in the city
5. mind-control large sections of the populace
6. animate the corpses of deceased sporos

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 creativity and different ways of overcoming 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:

- > disrupt the gang's activities or leadership
- > recover or destroy the blackmail data
- > restore the safety of the district
- > catch, kill, or drive the villains out of the city
- > figure out a way to counteract the mind-control
- > contain or destroy the undead leader

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.

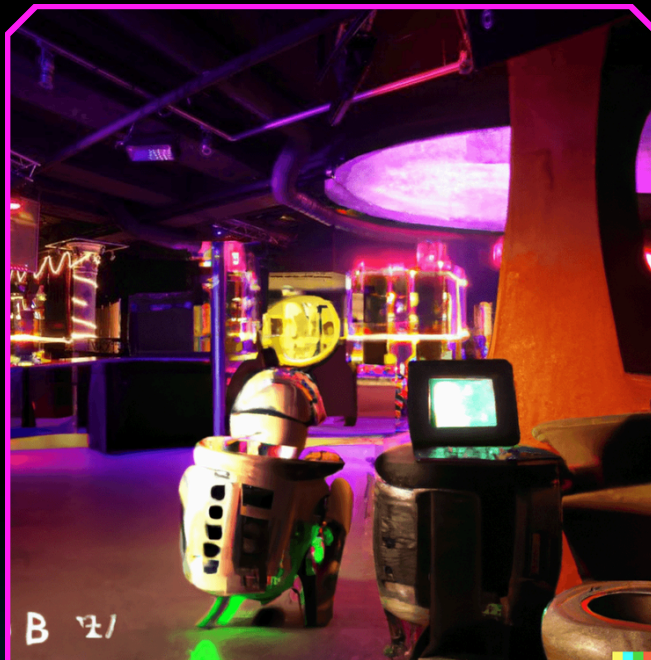
What is Dimm City?

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?



CC-BY



Entertainment District

A Dimm City District

The arts overflow from every nook and cranny in the Entertainment District. Street performers dance and tumble between food stands and painters. The city's elite walk as royals among commoners, buying whatever shiny object captures their attention.

This is where the celebrity hopefuls go for their big break and the powerful go to show off. You can find every class of citizen in this district. The typical invisible barrier between them seem to be replaced with a spirit of community by the folks that call it home. It is not uncommon to see well known members of society sharing conversation with an unknown artist or local craftsmen. However not all is what it seems in the Entertainment District.

Celebrity is divinity. Some will stop at nothing to obtain it and the riches that follow. Some pursue it and get stopped short by their own faults or the powers that be, losing all in the process.

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. they created a turf war with a powerful and secretive syndicate, The Small Song
2. victims resort to rash decisions to avoid being caught in the scandals
3. whole neighborhoods of the district are now a ghost town, which were once thriving
4. business owners are hiring their own "security teams" made of gutterpunks and thugs
5. the city infrastructure is suffering because of the mental absence of the citizens
6. their control of the horde of minions they created is slipping