

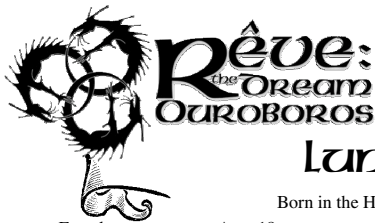
# Lune

**Background.** Lune was born in a small town on the outskirts of the Obsidian City. Her parents died when she was six, victims of the Spendthrift Plague (so-called because it leaves no part of the victim's body unused; needless to say the survival rate is very low...) Her uncle, a locksmith in the City itself, grudgingly took her in as an apprentice. All was fine until her thirteenth birthday when her uncle (a bachelor for suddenly obvious reasons) began making untoward advances. Lune lured him into the cellar and, a natural at her uncle's own trade, locked him in. He wasn't quite dead when the neighbors found him...

Lune, now free of obligation, took herself to the mean streets of the Obsidian City, one of the oldest (some said parts of the architecture actually dated from the First Age) and wickedest cities in any dream. Her locksmithing skills came in handy right away, and few doors barred her way towards acquiring food and drink. However, the official

Brotherhood of Thieves didn't look kindly on freelancers; after a mild beating, her work on the lock was noticed, and she once again became an apprentice.

Ten years passed and Lune became quite good at thievery. She was taught the rudiments of reading and writing, and fully joined the Brotherhood when she broke the locks of the jail holding the youngest son of the Thief King. It seemed a fine career was ahead of her, and she began specializing in burglaries (she was always better with locks than with picking pockets); however, she was betrayed and caught while in the house of a prominent nobleman. As punishment, the index finger on her right hand was removed at the second knuckle (some said the Thief King pulled in favors for clemency). Shamed and furious, Lune left the City behind and soon after slipped through a Dream Rift, the only memory of her time there marked on her hand...



**Rêve:**  
the Dream  
OUROBOROS

## Lune

Born in the Hour of the Flying Fish

Female Age: 18 Im 57 , 50kg Beauty: 10

Brown hair, blue eyes Left-handed

Description Slim & graceful w/ shoulder-length hair; wary, resourceful & helpful

size 8 will 15  
 appearance 10 intellect 13  
 constitution 12 empathy 9  
 strength 11 dream 11  
 agility 13 luck 8  
 dexterity 15 mêlée 12  
 sight 13 missile 14  
 hearing 11 throw 12  
 smell-taste 11 stealth 13

life 10 ( -4 )

endurance 25

fatigue 0  
 -1  
 -2  
 -3  
 -4

### general condition

dmg mod 0 stress morale  
 sust 2 luck prts dissition  
 enc 9.5 destiny exhalt.

### Lethal damage

1-10 Bruises, Contusions -1d4 End  
 11-15 Light Wnd. -1d6 End  
 16-19 Serious Wound -2d6 End, -2 Life  
 20+ Critical End=0; -4+ Life

### non-lethal damage

Bruises, Contusions-1d4 End  
 Bruises, Contusions-1d6 End  
 Light Wound -2d6 End  
 Light End=0; -1 Life

melee (-6)	Lvl	Exp	Arch	Weapon	Init	Resist	Dmg	Cost
1-handed axe	-6	.....	+1	■ Hand axe □ Battle axe	0	6	+2	4s
2-handed axe	-6	.....	+0	□ Battle axe □ Great axe	0	8	+3	10s
Dagger	+3	.....	+4	■ Dagger	9	8	+1	3s
Dodging	+3	.....	+5	NA				
Flail	-6	.....	+0	□ Light flail □ Heavy flail	0	10	+3	12s
Hand-to-hand	+3	.....	+3	NA	9	8	( +0 )	
Lance	-6	.....	+0	□ Javelin □ Short spear	0	5	+1	1s
1-handed mace	-6	.....	+1	□ Club □ Mace □ Heavy mace	0	8	( +1 )	
2-handed mace	-6	.....	+0	□ Staff □ Heavy mace	0	8	+1	50d
Polearm	-6	.....	+0	□ Halberd	0	8	+4	10s
Shield	-6	.....	+1	□ S/M/L shield		13/15/20		4s/6s/8s
1-handed sword	+3	.....	+5	■ Gnome □ Longspar □ Cyan □ Dragon □ Sordid □ Bastard	9	12	+2	12s
2-handed sword	-6	.....	+0	□ Sordid □ Bastard □ Double dragon	0	15	+4	20s

missile and thrown (-8)	Lvl	Exp	Arch	Weapon	Init	Range	Dmg	Cost
Blowgun	-8	.....	+0	□ Blowgun	-2	2-4-7	-4	20d
Bow	+0	.....	+4	■ Short bow	7	10-20-50	+2	10s
Crossbow	-8	.....	+1	□ Crossbow	-1	15-30-70	+3	30s
Dagger	+3	.....	+4	■ Dagger	9	3-8-15	+1	3s
Hand axe	-5	.....	+1	■ Hand axe	1	4-8-12	+2	4s
Javelin	-8	.....	+0	□ Javelin	-2	6-12-20	+1	1s
Lasso	-8	.....	+0	□ Lasso	-2	2-5-9	NA	30d
Sling	-8	.....	+1	□ Sling	-1	8-15-25	+1	60d
Whip	-8	.....	+1	□ Whip				

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7
1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25
1	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34
1	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42
1	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51
1	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59
2	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68
2	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76
2	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
2	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93
3	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102
3	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110
3	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119
3	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127
4	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136
4	8	17	25	34	42	51	59	68	76	85	93	102	110	119	127	136	144
4	9	18	27	36	45	54	63	72	81	90	99	108	117	126	135	144	153
4	9	19	28	38	47	57	66	76	85	95	104	114	123	133	142	152	161
5	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170

Part	Roll	Fumble	6	30	12	60	96	18	90	99	24	120	
1	5	91	7	35	93	13	65	97	19	95	100	25	125
2	10	91	8	40	94	14	70	97	20	100	100	26	130
3	15	92	9	45	95	15	75	98	21	105		27	135
4	20	92	10	50	95	16	80	98	22	110		28	140
5	25	93	11	55	96	17	85	99	23	115		29	145

Dream points 11

Dream threshold lost

astral body

repression points

Dragon Breaths, tails and gifts

armor	Prot	Enc	Penalty	Cost	Deterioration
□ Quilted	1	0	0	4s	
□ Soft leather	2	0	0	6s	
□ Hard leather	3	2	-1	10s	
□ Brigandine	4	4	-2	20s	
□ Chain mail	5	6	-4	50s	
□ Plate mail	6	8	-6	100s	

### general (-4)

	Lvl	Exp	Arch
Climbing	+3	.....	+7
Cooking	-1	.....	+5
Dance	-4	.....	+2
Discretion	+3	.....	+4
Drawing	+1	.....	+8
Jumping	+3	.....	+4
Running	+1	.....	+1
Seduction	-3	.....	+2
Singing	-4	.....	+2
Tinkering	+3	.....	+8
Vigilance	+3	.....	+4

### specialized (-8)

	Lvl	Exp	Arch
Acting	-3	.....	+2
Carpentry	-5	.....	+10
Commerce	+0	.....	+7
Disguise	-8	.....	+2
Masonry	-3	.....	+11
Music	-6	.....	+3
Pickpocket	+0	.....	+1
Riding	-6	.....	+2
City Survival	+3	.....	+7
Outdoor Survival	-4	.....	+3
Arctic Survival	-8	.....	+3
Desert Survival	-8	.....	+3
Forest Survival	-6	.....	+5
Mountain Survival	-6	.....	+5
Swamp Survival	-8	.....	+0
Underground Survival	-8	.....	+5

### arts (-11)

	Lvl	Exp	Arch
Acrobatics	+0	.....	+3
Gaming	+0	.....	+3
Jewelrsmith	-5	.....	+8
Juggling	-11	.....	+0
Leatherwork	-11	.....	+1
Locksmithing	+3	.....	+9
Metalwork	-5	.....	+9
Navigation	-11	.....	+2
Surgery	-6	.....	+3
Swimming	+3	.....	+4

### sciences (-11)

	Lvl	Exp	Arch
Alchemy	-9	.....	+6
Astrology	-10	.....	+6
Botany	-11	.....	+6
Legends	-3	.....	+3
Medicine	-9	.....	+2
Writing	-3	.....	+7
Zoology	-11	.....	+2

### DRACONICS (-11)

	Lvl	Exp	Arch
Oneiros	-11	.....	+6
Hypnos	-11	.....	+0
Narcos	-11	.....	+6
Thanatos	-11	.....	+0

### Archetypal maximum

Vocational skill

Total Skill Cost 3160





# quick reference

## movement & time

swimming		running		hours & seasons		
Fumble	Mishap	Mishap	Astrological Sign	Hour	Season	
<b>Part. Fail.</b>	-4m (2m)	-6m (18m)	Vessel	Dawn	Spring	
<b>Failure</b>	-2m (4m)	-4m (20m)	Siren	Early morning	Spring	
<b>Normal</b>	+0m (6m)	+0m (24m)	Falcon	Late morning	Spring	
<b>Significant</b>	+2m (8 m)	+4m (28 m)	Crown	Noon	Summer	
<b>Particular</b>	+4m (10m)	+6m (30m)	Dragon	Early afternoon	Summer	
			Swords	Late afternoon	Summer	
			Lyre	Dusk	Autumn	
			Serpent	Evening	Autumn	
			Flying Fish	Night	Autumn	
			Spider	Midnight	Winter	
			Reed	Late night	Winter	
			Sleeping Castle	Before dawn	Winter	

jumping			
Difficulty	Down	High	Long
<b>-8</b>	6m	2m	7m
<b>-6</b>	5m	1.7m	6m
<b>-4</b>	4m	1.5m	5m
<b>-2</b>	3m	1.2m	4m
<b>0</b>	2m	1m	3m
<b>+2</b>	1.5m	.7m	2m

## health

fatigue		healing of wounds						
One hour of mental work	1	Diff.	Task	Bandage	Herb	Time	Magic	
One hour of vigilance, day or night	1	Light	-2	2 pts	2 pts	2 pnch	2 days	2 pts
One hour of average physical labor	2	Serious	-4	4 pts	4 pts	4 pnch	4 days	4 pts
One hour of hard physical labor	2-6	Critical	-6	6 pts	6 pts	6 pnch	6 days	6 pts
One round or hex in the Dreamlands	1							

## fall aid

<b>Particular</b>	Wound closed and begins to heal normally; +3 to <b>Constitution</b> healing roll, plus herbs
<b>Significant</b>	wound closed and begins to heal normally; +2 to <b>Constitution</b> healing roll, plus herbs
<b>Normal</b>	Wound closed and begins to heal normally; +1 to <b>Constitution</b> healing roll, plus herbs
<b>Failure</b>	The wound is closed, and may begin to heal normally.
<b>Part. Failure</b>	The wound is closed, and may begin to heal normally.
<b>Fumble</b>	Bleeding. Lose Endurance and Life at the same rate as before first aid was administered. First aid must be started over again, with further -1 penalty. Dressings must be changed.

## recovering life

Constitution / Life lost (do not count general condition)		magical healing	
<b>Particular</b>	2 Life points recovered	Each critical wound costs	6 points
<b>Significant</b>	1 Life point recovered	Each serious wound costs	4 points
<b>Normal</b>	1 Life point recovered	Each light wound costs	2 points
<b>Failure</b>	No Life recovered	Each Life point lost costs	2 points
<b>Part. Failure</b>	No Life recovered		
<b>Fumble</b>	Aggravated condition: 1 additional Life lost		

## summary of healing rolls

Wounds	Disease	Poison		1. Wound is healing and improves to next stage.
		w/o Antidote	w/Antidote	
<b>Part.</b>	1	4	9	10
<b>Sign.</b>	1	5	6	10
<b>Normal</b>	1	6	6	10
<b>Failure</b>	2	7	7	7
<b>Part. Fail</b>	2	7	7	7
<b>Fumble</b>	3	8	8	7

Look up result on key at right

- Wound is healing and improves to next stage.
- Stable; check again following Sleeping Castle.
- Infection; loss of 1 Life. Next check in 2, 4, or 6 days, depending on wound.
- Cured of disease.
- Stable condition: +1 bonus to next check.
- Stable condition (no change).
- Condition worsens and damage accrues.
- Condition worsens and double damage taken.
- End of poisoning if no poison damage sustained.
- End of poisoning.

## deterioration

<b>armor</b>	Automatically lose attack's damage bonus in deterioration points
<b>weapon &amp; shield</b>	Roll Resistance/damage bonus
<b>Failure</b>	Lose attack's damage bonus in resistance points plus check fall back
<b>Success</b>	Check for falling back
	For weapons, check <b>Strength/weapon skill</b> at attack's damage bonus or be disarmed.

## falling back

roll 10 / -(size-impact)	
<b>Success</b>	Defender holds ground
<b>Failure</b>	Defender falls back; roll <b>Agility</b> at same difficulty or fall.
<b>Fumble</b>	Defender falls back and automatically falls.

## COMBAT

### combat round phases

- 1: Actions declared; once declared, actions may be aborted, not changed.
- 2: Magic: trance, Dreamlands movement, casting. Prior spells go off.
- 3: Missile: initiative, attacks, parries to missiles; damage calculated.
- 4: Thrown attacks: initiative, parries, dodges; damage calculated.
- 5: Mêlée: initiative, parries, dodges, and damage calculated.
- 6: Movement: any announced movements are executed.
- 7: Health and miscellaneous actions; wounds, Endurance, Life applied.

### situational modifiers

Situation	Init.	Attack	Defender	Dmg
Complete surprise (defender surprised from behind, asleep)	auto	+6	no defense	+10
Defender is semi-surprised (stunned, getting up from prone)	auto	normal	significant only	+1
Attacker charges (attacker -4 to parry, no dodge)	normal	+4	normal	+2
Attacker feints (duels only, bonuses lost if attacker stunned or wounded)	sacrificed	+1	normal	+1

### missile & throw

Ranges	
Short range	0
Medium range	-3
Long range	-5
Target size	
Ogre-sized (20)	+2
Human-sized (10)	0
Dog-sized (5)	-2
Cat-sized (3)	-4
Mouse-sized (1)	-8
Target activity	
Immobile target	0
Animate target	-3
Moving target	-4
Zigzagging target	-5

### parry & dodge

Modifiers by weapon:	
Arrow, bolt (vs. shield)	-5
Sling stone (vs. shield)	-4
Blowgun needle	-3
Dagger, javelin	-2
Hand axe, lasso	-1
Whip	0
Defender is...	
Still and ready	0
Engaged in other activity	-3
Using a small shield	-3
Using a medium shield	0
Using a large shield	+3

### mishaps (2D10)

Armed	Unarmed	Result
2, 20	2, 20	Knocked out. End drops to 0, -1 Life.
3, 19	3, 19	Nearby ally checks <b>Empathy/Vigilance</b> at -1d6 or semi-surprised.
4, 18	4, 18	Fall. Roll at -1d6 non-lethal damage
5, 17		Disarmed.
6-7, 15-16		Weapon checks Resistance at -2d6 or lose same amount of Resistance.
8-9, 13-14	5-7, 15-17	Character checks <b>Empathy/Vigilance</b> at -1d6 or semi-surprised.
10-12	8-14	Clumsy move. Lose 2d6 Endurance.

### experience archetype

Level	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	0
N° of Skills	1	1	2	3	4	5	6	7	8	9	10	others

### initial skill cost

Lvl	-11	-8	-6	-4	Skill Level	Exp	Characteristic	Exp
<b>-10</b>	5				-11, -10, -9, -8	5	7, 8	6
<b>-9</b>	10				-7, -6, -5, -4	10	9, 10	7
<b>-8</b>	15				-3, -2, -1, 0	15	11, 12	8
<b>-7</b>	25	10			+1, +2, +3, +4	20	13, 14	9
<b>-6</b>	35	20			+5, +6	30	15	10
<b>-5</b>	45	30	10		+7, +8	40	16	20
<b>-4</b>	55	40	20		+9, +10	60	17	30
<b>-3</b>	70	55	35	15	+11 and up	100	etc.	etc.
<b>-2</b>	85	70	50	30				
<b>-1</b>	100	85	65	45				
<b>0</b>	115	100	80	60				
<b>1</b>	135	120	100	80				
<b>2</b>	155	140	120	100				
<b>3</b>	175	160	140	120				
<b>4</b>	195	180	160	140				
<b>5</b>	225	210	190	170				
<b>6</b>	255	240	220	200				
<b>7</b>	295	280	260	240				

### stress

Roll	Normal	Vocational
Fumble	0%	20%
Particular Failure	10%	30%
Failure	20%	50%
Normal	50%	75%
Significant	75%	100%
Particular	100%	150%
Double Particular	150%	200%