

Species, Breed: Dead

Type: Specter, Dream

Class: Dead.

Align: 01-50: Evil, 51-00: Good.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1

Experience points: 100 x level.

Characteristics

Awareness: 30

Charisma: 28

Constitution: 35

Coordination: 40

Dexterity: 40

Intelligence: 25

Mental-strength: 40

Strength: 30 Strength is only considered when encountered within a dream.

Wisdom: 25

Movement:

Flying: Cannot.

Grounded: 12

Swimming: 4

Luck: 2-D20 + 1-D6 x level.

Oxygen-points: 120

Blood-points: 105

Attack descriptions

See: "Special Offences"

Defense: 40

Offense: 40

Damage-Points: Roll 1-D20 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x 50

Bronze: 15+ to have 1-D100 x 60

Silver: 20+ to have 1-D100 x 70

Electrum: 25+ to have 1-D100 x 80

White-gold: 35+ to have 1-D100 x 70

Yellow-gold: 50+ to have 1-D100 x 60

Black-gold: 70+ to have 1-D100 x 50

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 10+ to have 1-D4 +3

Description:

Annihilation Strike?: No.

Description: As random race-type rolled (see: "Races, Random determination of:" in the R section of the Basic Rules Book).

Dislikes: Unknown.

Disposition: This creature is a spirit of mind, only manifesting itself in the dreams of another. It seeks life, yearning for it. Once this creature has its host, it will attempt to live a life with that person . . . a life it was robbed of, yet never crossing over to its final destination.

Fears: Death.

Habitat: Fearnist.

Immunities: See: "Weapon Susceptibilities"

Life-span: Not applicable.

Likes: Dream Linking; living, and sharing, the dreams of another

Needs: Unknown.

Note: The Dream Specter is a random race type in appearance. It is drawn to the dreams of the living, sharing and living those dreams together with its host.

The Dream Specter is one who has been robbed of his or her life, yet never crossing fully over to the next world. It can only be seen in dreams. A person will believe he or she is merely dreaming, never knowing of this haunting encounter unless he or she somehow figures it out.

Due to its unfinished journey, after passing out of the mortal world, it will seek out compatible race types and attempt to live its life within their dreams, hoping beyond hope to live an existence which would be acceptable.

Special Abilities: Dream: The Dream Specter can enter into the dream of another and share his or her dreams, creating an alternate reality that could very well replace the reality for the targeted person. There is no avoidance-roll to resist a Dream Specter sharing in the dreams of its host. There is a danger in the ability to invoke a "Dream" within its host (there is a 1% chance per dream that it will become real for both the Specter and its host).

The Dream Specter's motives are not against its host. In fact, it needs its host to pacify its eternal limbo it suffers from, and will do all that it can to preserve that host.

Modification-points: This creature will have 2-D6 +1 modification-points per level to build powers in which it can only use within the dreams of another. Note: A spell to plane travel will not help this creature escape the Dream Dimension in which it must live, even if it escapes the Dream Dimension, using a person as a host.

Special Defenses: None.

Special Offenses: Dream Link: If the Dream Specter so chooses, it can heal, damage, even live a "normal" life with another (but only during the sleeping hours of its host'. While in "Dream State", what happens to the host, at the hands of the Dream Specter, will have a 50% chance of being real (thus, upon waking, the host will be effected as if something had happened to him or her in the real world).

Example:

If, while in "Dream Link" state, the host falls from a cliff, becomes intoxicated, breaks an arm, dies, is healed, etc., there will be a 50% chance it will be real for the sleeper in the real world (with the exception of death, which will only have a 10% chance of actually occurring, though this is highly traumatic -- as it normally would be). This also applies to the Dream Specter, but only at a 1% chance to be real. If a Dream Specter dies within a dream for real, it will be destroyed in mind, body and spirit forever (thus this is the one, true, fear it harbors).

Susceptibilities: A true Shaman can see and converse with a Dream Specter in the waking world.

Weapon susceptibility: This creature is only effected by abilities, spells and weapons of a dream nature.