

PILOT

Name

Age

Terror

○ ○ ○ ○ ○ ○ ○ ○

Trauma

○ ○ ○ ○ ○ ○ ○

Bliss

Strong Relationships

Broken Relationships

+ (5-6)

The pilot stays safe. The anchor retains control over the dream.

0 (3-4)

The pilot's safety is jeopardized. The pilot gains one terror. The anchor loses some control of the dream: the GM and other players may introduce nightmarish or alien elements.

- (1-2)

The pilot's safety is abandoned. The pilot gains one trauma and one terror. The anchor loses control of the dream entirely.

CHARACTER

Name

Age

Pilot Relationship:

Stress ○ ○ ○ ○ ○ ○

Trust ○ ○ ○ ○ ○

Intimacy ○ ○ ○ ○ ○

Pilot Relationship:

Stress ○ ○ ○ ○ ○ ○

Trust ○ ○ ○ ○ ○

Intimacy ○ ○ ○ ○ ○

Pilot Relationship:

Stress ○ ○ ○ ○ ○ ○

Trust ○ ○ ○ ○ ○

Intimacy ○ ○ ○ ○ ○

Pilot Relationship:

Stress ○ ○ ○ ○ ○ ○

Trust ○ ○ ○ ○ ○

Intimacy ○ ○ ○ ○ ○

Pilot Relationship:

Stress ○ ○ ○ ○ ○ ○

Trust ○ ○ ○ ○ ○

Intimacy ○ ○ ○ ○ ○

Humanization:

Stress ○ ○ ○ ○ ○ ○

Trust ○ ○ ○ ○ ○

Intimacy ○ ○ ○ ○ ○

+ (5-6) Relationship is unharmed. ANIMA part functions perfectly.

0 (3-4) Relationship gains one stress. ANIMA part is damaged by attack or over-use.

- (1-2) Relationship suffers malfunction, gaining one stress and losing one trust. ANIMA part is rendered useless or destroyed utterly. If it is not the anchor's relationship, this relationship is useless for the rest of the mission.

MISSION

Objective #1: Notes and Hotshotting:

Objective #2:

Objective #3:

Objective #4:

Objective #5:

Objective #6:

Objective #7:

+ (5-6) Success! The pilot successfully completes the mission goal.

0 (3-4) The mission moves alone. The pilot does not complete the goal now, but may try again.

- (1-2) This mission goal is stalled. The pilot may not complete the goal in the next roll (read all + results in mission success as 0 results). At the pilot's option, the mission goal is simply failed.

INTERLUDES

Action Type	Possible Result If ...	Mechanical Effect
Trauma Relief (must have Trauma)	Action exhibits pilot's problems.	-1 Trauma
Stress Relief (must have Stress)	Action exhibits relationship's problems.	Stress -> 0
Trust Building (must not have Stress)	Action defines, redefines, or reaffirms the core of the relationship.	+1 Trust, max 5
Intimacy Building	Action escalates intimacy.	+1 Intimacy
Humanization	Action has no pilots.	New relationship.

Trust Breaking Anyone may say that their character's Trust was broken in the action. If so, reduce the trust in the relationship by one, the player of the character who broke trust must call for a follow-up action.

Intimacy	Level	Action
One	Names and Eyes	<ul style="list-style-type: none"> • Exchange Names • Make Eye Contact
Two	Hands and Mouths	<ul style="list-style-type: none"> • Touch • Sing • Share work • Share food
Three	Touch and Mess	<ul style="list-style-type: none"> • Cuddling • Make food • Get drunk • Fight
Four	Blood and Spit	<ul style="list-style-type: none"> • Kiss • Touch Sexually • See each other naked • Exchange blood • Physically fight for real
Five	Sex	<ul style="list-style-type: none"> • Have sex