

DANCING IN LIMBO

Quick-Start Guide

Welcome to *Dancing In Limbo*! This quick-start guide should help you get started playing the game, but does not contain the full rules for a more thorough experience.

This game involves two worlds - the ordinary **waking world** and the mysterious **dream**. Every session starts in the waking world, where you'll role-play as a normal citizen, working in a job, going to school, or attending college, unaware that the world around you could change at any time. Keep a close eye on

your surroundings, however, because at any time, your reality could fade away, and you'll enter the dream... where the real adventure begins.

Conscious Stats / Unconscious Stats

Conscious stats are used in the waking world – **Unconscious stats** are the dream's equivalent to those stats, used when you are dreaming. All stat rolls in *Dancing In Limbo* use 2d10, plus the stat/4. So if your Dreamweaver says "Please roll for Willpower." and you have 24 Willpower, you would roll 2d10 plus 8. To succeed on a roll, you need to hit 11 (easy), 16 (medium) or 21 (hard). The only exception is rolling to reduce your fear, which is just a 2d10 roll, and is successful on an 11 or higher.



- **HP / Sanity**
 - Decreases when the dreamer takes damage. When HP reaches 0, the dreamer is knocked unconscious in the waking world. When Sanity reaches 0, the dreamer is killed, and their body becomes open to possession by other monsters.
- **Constitution / Lucidity**
 - Determines the dreamer's ability to deal with the world around them, and rolls to do with their environment. Uses include:
 - Checking if you are dreaming
 - Power-napping
- **Strength / Willpower**
 - Determines the dreamer's ability to perform physical actions, and rolls to do with performing physical feats. Uses include:
 - Speech checks
 - Increasing close-range damage by Willpower/4
- **Intelligence / Imagination**
 - Determines the dreamer's logic and mental capacity, and rolls to do with mental feats. Uses include:
 - Dreamcrafting weapons
- **Dexterity / Focus**
 - Determines the dreamer's speed and precision, and rolls to do with their ability to avoid danger. Uses include:
 - Hiding in or searching rooms
 - Visual or perception checks
 - Increasing long-range damage by Focus/4

Creating a Character

Starting Stats

There are several facets to creating a character. Once you have established the details of their **personality** and **backstory**, you must consider some important aspects of what they will be like in the dream. The first is their **starting stats**. Assign the following numbers to the 8 stats that are **not** Sanity and HP.

6, 8, 10, 12, 14, 16, 18, 20

Once you have placed your stats, calculate your HP by multiplying your Constitution by 1.5. Then, calculate your Sanity by multiplying your Lucidity by 1.5.

Fears

Next is your dreamer’s **fears**, chosen from the list below. Each dreamer has two **minor fears** (+1 fear if it is encountered), two **major fears** (+3 fear if it is encountered) and one **phobia** (+7 fear if it is encountered). Fear can go all the way up to +10, and the higher it goes, the more your stats will be affected - usually by going down.

1: Creatures	2: Blood	3: Powerful Monsters	4: Clowns	5: Children’s Toys
6 Machines	7 Undead	8: Lurking	9: Long Limbs	10: Uncanny Valley
11: Impaired	12: Disorderly	13: Innocent	14: Nonsapient	15: Impostor
16: Being Defenceless	17: Environmental	18: Being Stalked	19: Social Interaction	20: Being Alone

Familiar

Then you move on to determining your **familiar**. In the dream, your familiar is an extension of your own personality, a being created out of your need for protection in the dream. You can heavily customise your familiar through three main aspects: **base** (what the familiar is made from) and **effect** (what element the familiar possesses). In the full game, your familiar would also have a **path**, which determines how their relationship with you grows throughout the campaign!

Choose one of the bases below for your familiar.

Toy Formed from a childhood toy.	Machine Formed by an electronic device.	Object Formed by an ordinary thing.	Heirloom Formed from a family heirloom.	Clothing Formed by clothes or wear.	Symbol Formed from a poster or art.	Memory Formed by a repressed memory.
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And one of the effects for their element. The familiar can **deal damage with** and **is immune to** their element.

Dusk Darkness damage.	Dawn Light damage.	Detonate Fire damage.	Diamond Ice damage.	Despair Bleed damage.	Deadly Poison damage.
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Playing the Game

Entering the Dream

The waking world is explored exclusively through role-play, with no map, and only the Dreamweaver's words to set the scene for you. However, the places you explore in the waking world will become the places you explore in the dream, so where you go could determine what room of the dream you start in. As you do as you please in the waking world, you may soon find that what the Dreamweaver is telling you is no longer trustworthy...

If the Dreamweaver describes something unusual or contradictory, point it out!

"I'd like to check if I'm dreaming, please!"

"What are your grounds?"

"You said the curtains were closed before, but you said just then that they were open and light was pouring in!"

If your claim is correct, you will enter the dream, ready to explore its shadowy halls.

Exploring

Exploring the dream is done through **rounds**. Out of combat, dreamers take their turns in the order that they entered the dream, and can perform an **action** and a **movement** in a turn. Actions include: searching or hiding in a room, performing dreamcraft, or initiating combat with a monster.

A **movement** is the term used for moving over a threshold into a new room – movement within a room is a free action. Once everybody has taken their turn out of combat, any dreamers in combat will then do their combat round in order of initiative. After this, or if no dreamers are currently in combat, the round ends and monsters take their turn, moving around the dream and hunting for dreamers.

Dreamers are generally aiming to achieve two goals - to find and defeat each floor's **boss monster**, and to befriend any friendly monsters they may encounter.

Monsters and Combat

As you explore the floor, you will encounter monsters, and if those monsters happen to be aggressive then combat will begin. First, all combatants roll 2d10 to determine initiative, the order that combat will take place. The combatant who started combat gains a +5 bonus to their initiative roll, so getting the first strike on monsters can be very beneficial.

Dreamers and their **familiars** take their turns as one unit, attacking in whichever order is best at the time. Actions that the dreamer can perform in battle includes: attacking with a weapon, rolling to reduce fear, rolling to flee, power napping, or making a speech check against the monster. **Attacking** uses your current weapon: heavy weapons require an accuracy roll of 10 to hit and deal 5d6 damage, medium weapons require an accuracy roll of 7 to hit and deal 3d6 damage, and light/small weapons require an accuracy roll of 4 to hit, and deal 2d6 damage. **Power napping** involves quickly sleeping to regain Sanity at the start of your turn – but, if you fail to make an easy (11+) lucidity check, you'll lose your turn by sleeping too long.

Monsters are dangerous foes, though, even if you gang up on them. When a monster is hit by an attack, they gain **reactionary actions**, which allows them to take an action immediately after being hit. Be careful when facing

monsters, no matter how many people are in your party! For aspiring Dreamweavers, an example monster stat block is listed below:

Snowman

- A creepy, grinning snowman, who walks from room to room looking for dreamers to freeze in place. Sanity: 137. Disposition: Aggressive.

Attributes:

- [Frosty - deals +2 ice damage]
- [Regenerative - regains 20% of max Sanity at the start of each round]
- [Prone to Flee - flees when below 50% HP]
- [Fire: Weakness - takes x1.5 fire damage]
- [Bleed: Resistance - takes x0.5 bleed damage]
- [Ice: Immunity - immune to ice damage]

Attacks:

- Normal Attack: Accuracy: 6. 2d4 ice damage, single target.
- Flash-Freeze: Accuracy: 0. Gains an immunity to piercing, slashing and battering damage, and the [Immobile] trait for one turn.
- Cold Snap: Accuracy: 12. 3d10 ice damage, all targets on the ground.



Items and Dreamcraft

When you search a room, you often find **items**. Though they may look like ordinary objects, any item can be used in **dreamcraft**, the process where you can upgrade weapons and put new traits onto them. There are plenty of items to find, all with varied dreamcraft traits to provide – like changing your weapon’s damage type or adding extra damage dice.

To **dreamcraft**, choose a weapon to put traits onto – each weapon can hold up to three – and roll a medium (16+) **Imagination** save. If the roll is a failure, dreamcraft still occurs, but the traits of the item that are put onto the weapon are chosen by the Dreamweaver. Either way, the item is then lost as it is infused into your weapon.

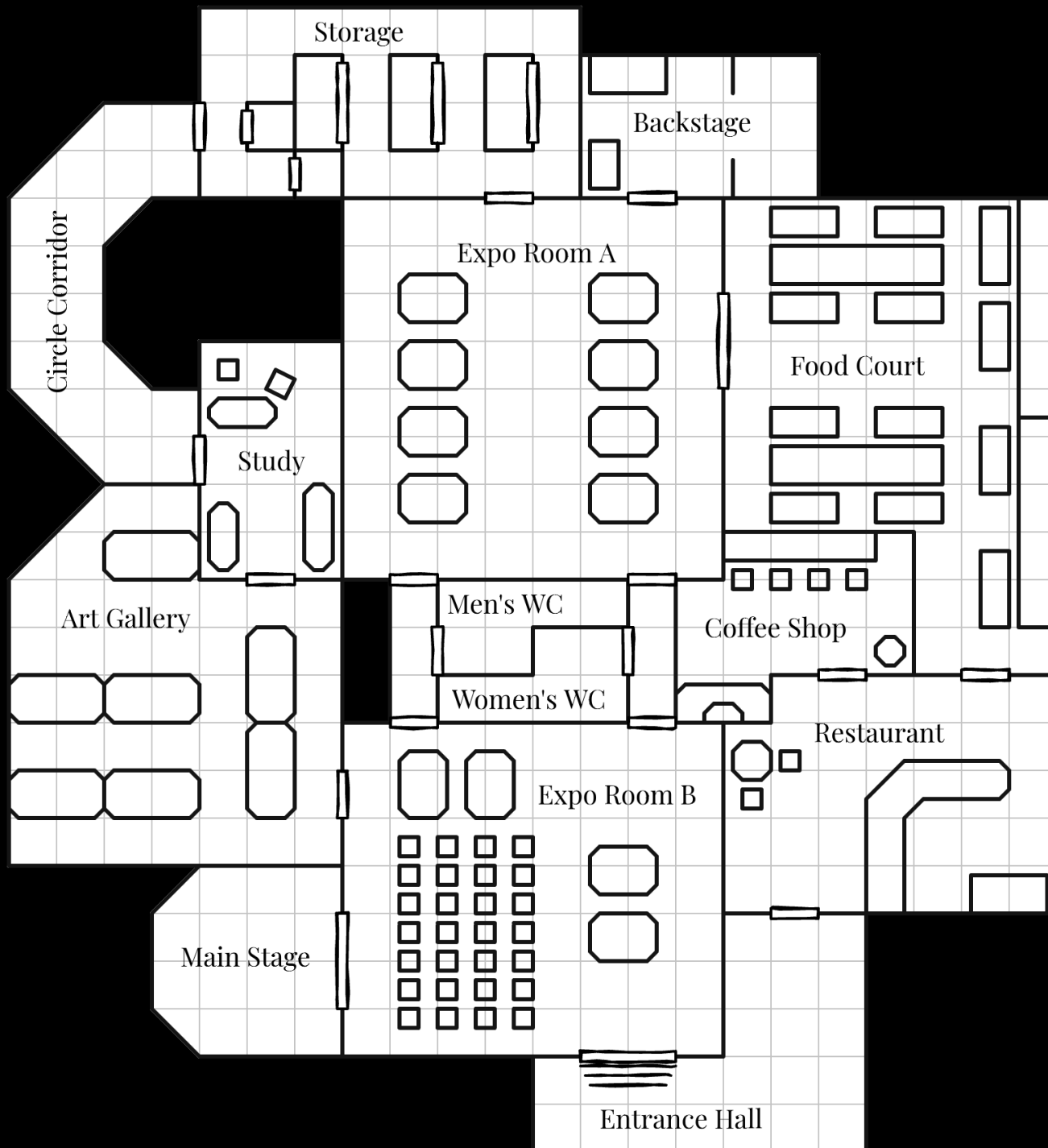
An example of some items you might find in a bedroom are listed below, with the dreamcraft traits defined below. Items can offer between one and three traits.

- Action figure: [Plastic], [Empowering]
- Blanket: [Fabric], [Calming]
- Sports shoes: [Tag In], [Quash]

Plastic	The weapon is made from a sturdy plastic shell. Close-range attacks now do battering damage and roll one additional attacking die, whilst long-range attacks do slashing damage and roll one additional attacking die.
Empowering	The weapon empowers other allies. The wielder can use their turn to grant all allies [Empowered] (on their next attack, they may choose one of their dice to roll maximum damage).
Fabric	The weapon is made from fabric. The wielder gains a natural weakness to fire damage, but a natural resistance to ice damage.
Calming	The weapon has a calming influence on all who see it. During battle, the wielder can release waves of calm, taking up their action for that turn, but reducing the fear of every combatant in the room to 0. The weapon’s calming influence is then used up for the rest of the battle, and cannot be used again until battle ends.
Tag In	The weapon tags in and out during battle. Landing a hit on a monster allows the wielder to swap to a different weapon after acting, before their turn ends.
Quash	The weapon can crush the spirits of those it strikes. All attacks, if the accuracy roll is 16 or higher, do not cause the target to gain reactionary actions.

Maps

Maps in *Dancing In Limbo* are composed of a mashup of multiple rooms from the waking world, in an order that only makes sense in the dream. Here's an example of a small convention centre:



That's everything you'll need to get started with *Dancing In Limbo* – now take the fight to the monsters in the dark, but don't lose yourself in the process... dare you descend the dream?