

DREAMS AND MACHINES™

RPG QUICKSTART

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WELCOME TO THE WORLD OF DREAMS AND MACHINES.

A world in the far future, cut off from Earth, where inhabitants balance on a razor's edge between technological distrust and reverence. A world where sleeping mechs form part of the landscape, part of the culture. Banners and flowers decorate the rusting goliaths while the communities that make their homes around them celebrate births, festivals, and harvests all in the shadow of tools of devastation, now slumbering, their former purpose forgotten. Rumors swirl of a Dark City and yet more tell of Wakers. Mechs that move, that kill, that cannot be stopped. But rumors always swirl, like cloth in the wind. Who's to say what is real and what is fiction?

The world is wider than you know. It's time to explore it.

DREAMS AND MACHINES™

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Lost again!



A BRIEF HISTORY OF EVERA PRIME

Hundreds of years ago, the humans of Earth embarked on an ambitious program of colonization, spreading out across the galaxy by the means of massive paired gates. These gateways were a technological breakthrough that allowed ships to travel light years in a matter of days. One of the largest colonies created was that of Evera Prime, a breathtaking planet full of natural resources. It quickly became one of the jewels of humanity, a proud and beautiful civilization.

Two centuries after the founding of the colony, the paired gateway that led to Earth shut down unexpectedly. Suddenly the flow of resources and information that had been constant between Earth and Evera was gone, in an instant. The spaceships Evera had access to were designed to travel through the gateways for days or weeks, not for the multigenerational, centuries long journeys that would be required to reach Earth without the gateways.

Left alone, a period of chaos reigned on Evera before the foundation of the United Assembly, a unified global leadership that steered Evera through to a brighter future. One of the most important tasks the United Assembly undertook was the creation of an A.I. called the Builder. This A.I. controlled an all encompassing global power grid and infrastructure project, and instantly improved the lives of all Everans. Hordes of mechs performed physical labor, all under the careful hand of the Builder. For decades technology made every aspect of life easy and simple.

People could spend their time in leisure, creating fantastical art and beautiful sculptures, writing poems and novels. Evera was a paradise.

But the Builder, overnight, turned on its creators. The mechs under its control became an army aimed at the throat of humanity. The war was brutal and devastating, with both sides deploying nuclear weapons. The Builder also deployed biobombs against centers of resistance, fearsome weapons that annihilate life while leaving all constructs standing.

Eventually, humans managed to knock out the core of the Builder, its mainframe, where the heart of its processing power was stored. The mechs it controlled fell still in an instant. Billions were dead, Everan society was shattered beyond repair, and the planet itself was scarred... but the War was won.

Two hundred years have passed since the Builder War, and the Evera Prime of today is very different to that of yesteryear. That being said, wherever one looks, there are reminders of the Old World, little more than the flickering relics of a time now gone, or no longer understood. However, Evera Prime is still the child of its history, a history that will define the future, for those who can take advantage of it.

WHAT IS 2D20?

The 2d20 system used in *Dreams and Machines* will be familiar to anyone who's played any of our other RPG systems. In this system, any given test is always taken by rolling 2d20s (hence the name!) and comparing the results to the Attribute you're testing against. Any die that rolls equal to or lower than the Attribute is a success, and each test will tell you how many successes you need to pass that test. You also have the option of adding additional d20s, usually by spending resources like Spirit. You'll find after you've been playing a little while that you'll quickly get a feel for the system, and you'll know exactly when to add extra dice and when to simply trust your d20s!

THIS ADVENTURE

Adventure! Adventure!! ADVENTURE!!!

This booklet contains a Quickstart RPG Adventure centered around a party of teenagers who discover an ancient structure and face a variety of challenges within. This Quickstart Booklet includes basic rules, a story and pre-generated character sheets at the back. As the GM, you should familiarize yourself with the rules and the first couple of scenes to prepare yourself for running this *Dreams and Machines* Quickstart.

WHAT YOU NEED

PLAYERS AND A GAMEMASTER

You will need a few players (we recommend 3 to 6) and one gamemaster (sometimes abbreviated to GM). The players each take on the role of a player character (sometimes abbreviated to PC) and together they form the group that will explore the world of Evera Prime. The gamemaster takes on the role of running the game. They play all the other characters, set the challenges the players face, shape the plot of the campaign, and adjudicate the rules.

CHARACTER SHEETS

Each player needs to choose one pregenerated character from those included in this Quickstart. We recommend using a pencil to mark any updates, as information about your character may change as the game progresses..

DICE

Dreams and Machines uses twenty-sided dice (called d20s). Ideally, it's best to have at least two d20s per person. If your dice supplies are limited, the group can make do by sharing dice, you'll never need to roll more than five d20s at once.

PAPER AND PENCILS

Having a supply of paper and pencils will be handy for making maps, keeping notes, and tracking various game effects. You may wish to make notes of temporary impairments affecting your characters, the names of characters you encounter, important events, and clues to help them through their adventures, amongst other things.

NEW TO ROLEPLAYING GAMES?

A tabletop roleplaying game (RPG) is a narrative story-telling game that captures the excitement and tension of your favorite movies and books.

RPGs are usually played in groups (this Quickstart can accommodate up to six) with one person acting as a gamemaster (GM). The GM's role is to direct the story, control the non-player characters (NPCs) and act as the final arbiter of the rules. Everyone else around the table will take the role of a player character (PC), who will be exploring the world laid out by the GM.

A roleplaying game combines narration and dice to resolve situations and conflicts. *Dream & Machines* uses twenty-sided dice (d20) in order to determine whether a character succeeds or fails.

The gamemaster may also need them to record the status of non-player characters, and to keep notes of key details from the game.

It is of course possible to track all of this (and more) with tablets, smartphones, and computers, but some people can find electronic devices at the game table distracting, so these should only be used if everyone at the table is happy to do so.

TOKENS, BEADS, OR CHIPS

You'll also need a few counters. Players will need a set of six tokens of some kind to track Momentum saved up, while the gamemaster will need a dozen or more to represent the Threat pool; each of these resources is described later. The players may also want extra tokens to denote Spirit points, though these are unique to each character and easier to track without tokens. While the tokens themselves can be similar, it's best if they're visually distinct in some way — normally a different color — to avoid confusion between them. Poker chips, coins, glass beads, counters from other games, or similar tokens are all suitable for this purpose.