

Dreams and Machines

Version 1.0

Changes May 2024

ERRATA LOG

Character Sheet

- The box marked '**Harms**' should read '**Injuries**'.

Gamemaster's Guide

Index

- **p.221:** Akriti are covered on page '**132**' rather than page '**130**'.

GM's Toolkit

Hexploration

- **p.4:** In the last paragraph of this page, '*...thirty km, or **three** hexes...*' should read '*...thirty km, or **six** hexes...*'.
- **p.16:** Under 'Thrall Hunting Party', the page reference for page **152** should read page **154**. Under 'Thrall Raiding Party', '*...**Thrall Riders warriors**...*' should read '*...**Dark City Thrall Riders**...*'. The page reference for page **153** should read page **155**.

Player's Guide

- **Throughout:** Each page reference in the Index and throughout the book should be two pages lower. For example, a reference for **p.64** should read **p.62**.

Chapter 1 - Introduction

- **Throughout:** All references to this chapter being '*Chapter 3*' should read '*Chapter 1*'.
- **p.10:** Under 'Dreaming and Waking', '*...their former purpose **forgotten. s** and yet more tell of Wakers...*' should read '*...their former purpose and yet more tell of Wakers...*'.

Chapter 2 - History and Lore

- **p.13:** In the second paragraph under 'The Great Migration', '*Many **program** for extra-long journeys were tested...*' should read '*Many **programs** for extra-long journeys were tested...*'.

Chapter 3 - Core Rules

- **p.64:** In the fifth paragraph under 'Momentum', remove '*...**like buying dice or**...*'.
- **p.82:** Under 'Adrenaline Rush', '***Once per scene** you may restore up to three points of your Spirit...*' should read '*You may restore up to three points of your Spirit...*'.

Chapter 4 - Conflict

- **p.85:** Under 'Attack', the page reference for Injuries and defeat should refer to '**page 87**' rather than '**page 83**'.

Chapter 5 – Characters

- **p.99:** Under 'Glif-Lore', the page reference in the second paragraph should refer to '**page 181**' rather than '**page 119**'.
- **p.113:** On the Mediator under 'Tech Level', '*The character's Tech Level is **unchanged***' should read '*The character's Tech Level is **increased by +1***'. Under 'Equipment', First Aid Kit should be '**TL2, TL3 or TL4**' rather than '**TL1, TL2 or TL3**'.
- **p.116:** On 'Circumspect' under 'Skills', remove '**and**'.
- **p.122:** The Cautious talent can be taken by characters with the '*Circumspect, **Manipulative** or **Stubborn***' temperaments rather than the '*Circumspect, **Fixed** or **Manipulative***' temperaments.

Chapter 6 – Equipment

- **p.136:** On the 'Hand-Made Weapons Table', the entry for 'Knife' should read;

NAME	RARITY	TECH LEVEL	TYPE	DAMAGE	QUALITIES
Knife	1	0	Melee/Ranged	Bleeding 1	Quiet

Remove the table entry for '**Ranged**'.

RPG Starter Box

Adventure Booklet

- **p60:** Under 'What if I Kill the PCs?', '*...move onto **The Survivors of New Mossgrove and play out** the conclusion*' should read '*...move onto the conclusion.*'

Archetype Cards

- **Mediator:** Under 'Starting Gear', '**Medkit**' should read '**First Aid Kit**'.

Origin Cards

- **Spear:** '*Has Electro-Spear instead of any other Weapons*' should read '*Has Electro-Spear instead of any other Weapons **and they ignore the Tech Level of Electro-Spears.***'

Tutorial Booklet

- **p30:** '*The number of successes generated by the **attacker** will be used as the Difficulty for the **defender***' should read '*The number of successes generated by the **defender** will be used as the Difficulty for the **attacker***'.
- **p46:** Under 'Example Tests', the first bullet point should refer to '**Supplies and Scavenging**' rather than '**Supply Points below**'.

FAQ LOG

Player's Guide

Chapter 5 – Characters

- **Q: Advanced Archetypes have information such as attributes and Tech Levels. Do I get to add all of this to my character when spending growth during a campaign?**

A: No. You would only get the Truth, Goals and the chance to purchase talents from that Advanced Archetype. Normally an Advanced Archetype is not permitted during character creation unless allowed by a GM. The information present on an Advanced Archetype outside of the Truth and Goals is given incase groups want to allow Advanced Archetypes at the start of a campaign or introduce them as full characters later on in a campaign.

Chapter 7 – GLIFs and Weaving

- **Q: How many pattern fragments does it take to craft an item or nanogram pattern?**

A: Two pattern fragments - one providing vocal commands and another detailing the physical gestures.

RPG Quick Start

Character Sheets

- **Q: I noticed that each of the attributes has two tick boxes underneath. Each attribute has a tick box for 'Exhaustion' and then another tick box for an exhausted type, like 'Weary'. How does this work?**

A: When a character becomes exhausted, they mark one attribute to shut down. This will cause automatic failure of all skill tests that use that attribute. All other skill tests have their difficulties increased by +1.

A shut down attribute would be marked in one of the tick boxes on the second row. As a reminder for the difficulty increase applied to other skill tests, the other three tick boxes for Exhaustion would be marked.

- **Q: Do the characters start exhausted with a shut down attribute? I can see a tick box marked on each character sheet.**

A: Characters do not start off the Quick Start adventure exhausted. The ticked box is a suggestion as to which attribute a player may want to shut down if their character becomes exhausted.

RPG Starter Box

Rules Reference

- **Q: How many GLIFs can a character have active at once?**

A: A character can have any number of GLIFs active at once.

Tutorial Booklet

- **Q: My group has created characters and started playing the Tutorial RPG adventure. The adventure has said to deal out some equipment cards but our group has run out of a particular equipment card. What should we do?**

A: In this situation, the equipment card should be used as a reference and shared between multiple players. A player may want to note down the rules of any equipment cards they are sharing with someone else.