



Advancement

1 Rating Number / Checked X Disabled

[illegible]

"Some dreams are worth following..."
- Yvette Deschmet

The Medium

You stand between worlds. While others see only material reality, you perceive what lies beyond—spirits that linger, dreams that manifest, and the Otherworld bleeding through. This gift isolates you. People fear what you see, doubt what you know, and resent truths you reveal.

But the presence of the Otherworld speaks to you, the Dreamscape opens before you, and phenomena that terrify others become navigable territory. You translate the incomprehensible, commune with what lies beyond, and walk paths where few dare to tread.

Motivation

Curiosity — Every door that shouldn't be opened, you open it.

Darkness

Addiction — You peek in the dreams of others without consent. It is an escape. It is intoxicating.

Complication

Living Dreams (Poppy's Kiss): Miss Deschmet has always dreamed of being a noble lady or princess, escaping into paintings, old stories, and trance-induced dreams where she could live the life she imagined. As a confidante to noble ladies, she often retreats into their dreams, experiencing the anxieties and privileges of aristocratic life. During one such dream journey, she encountered a formless, predatory creature lurking at the edge of her perception. The encounter followed her into waking life, and she became afraid to use the dream-inducing herbs she once relied upon. Though the memory has faded, the fear remains. **Whenever she uses Poppy's Kiss, she increases her Stress by 1.**

Significant Items

Field Syringe (Gear): A specialized syringe used to administer concentrated preparations by injection. Yvette keeps it carefully maintained and carries different preparations for different purposes.

Poppy's Kiss: Applies the concoction. In combat induces sleep (Hard Difficulty) for a scene.

Stimpack: Ignore **Strained** condition for a scene.

Extraction: Extract liquids and gasses and store them in containers.

Spagyrica Obscura (Gear): A collection of obscure alchemical and apothecary knowledge, containing recipes and notes on trance, dreaming, symbols and medicinal preparations.

Focus Abilities

Dreamwalking (Dreamscapes Ability): Passive

While sleeping or meditating, you can attempt to enter the Dreamscape. Make a **Dreaming (Reverie) roll** to enter a Dreamscape. Within a Dream or Dreamscape, you can perceive its boundaries and anchors, and guide others with you on your Reverie rolls to navigate the dream.

Dream Journal (Dreaming Ability): Once per Session

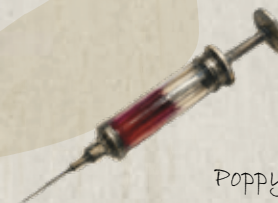
By studying your recorded dreams, make a Dreaming (Lucidity) Undertaking to recall symbolic memories connected to a mystery you have **previously encountered in Dreamscapes**.

Apothecary (Innovation Ability): Passive

You can concoct powerful potions and remedies that offer healing, stamina boosts, or temporary enhancements to abilities. Success increases the potency and effectiveness of the concoction, granting a Circumstance Bonus to the intended action. You start with one concoction recipe and learn an additional recipe with each point spent in this Focus.

Poppy's Kiss: This recipe opens the mind to the Dreamscape. It produces a light medicinal oil that can be mixed into food or drink, applied to tobacco, or injected directly.

- **Dreaming:** +2 Major Bonus for a Scene; increase **Surreality** by 1.
- **Syringe:** On a successful attack, the target must resist **Sleep at Hard difficulty** with Resilience roll. Poppy's Kiss deals no Harm. The target also gains the effects of Dreaming above.



Poppy's Kiss