Dreamless

Tired of the day to day grind? School bumming you out? Wish you lived on the moon? Well now you can, With Luci-Can!

Luci-Can is made from a special formula to help improve sleep, rest, rejuvenation and overall quality of life. Don't dread tomorrow when you can Dream TODAY!

Nine out of Ten Doctors recommend Luci-Can, those who use Luci-Can report feeling more aware, better attitude, improved relationships, increased popularity, spontaneous forgetfulness…………………… improved interpersonal connection, reconnecting with distant relatives. Decreased addictive tendencies and most of all better sleep.

Our story

We begin in the heart of Greendale, a small suburban town just off the shores of Lake Michigan. It's the kind of town that feels ripped straight from the pages of *Better Homes & Gardens*—pristine lawns, white picket fences, and a deep sense of community. It's spring, 1983, and as the days get longer, the kids of Greendale are buzzing with excitement—school's almost out, and summer is just around the corner.

But this summer will be one to remember—for reasons no one could've predicted.

You, our protagonists, are about to have the adventure of a lifetime. In the coming weeks, something strange is going to sweep through your quiet town. It starts with whispers—the rumors of a new product called Luci-Can. Ads pop up in the most unexpected places: on TV, at the mall, even on the radio. People start talking about it like it's the next big thing. And then, it starts to feel like it's everywhere…

You see, Luci-Can isn't just any product. It promises the perfect sleep and the perfect dream—and once it hits the shelves, it becomes a must-have in every household. At first, it seems harmless. Who wouldn't want better sleep? But as the weeks go by, the adults in town start changing, becoming more distant, more content—almost *too content*. Parents act like they've been *zombified*, teachers are less strict, and the world just feels… different.

It's strange, and there's something wrong about it.

Will Greendale ever be the same? What is Luci-Can really doing to the people who take it? And what secrets does this perfect little town hide beneath its surface?

One thing is for sure: you're going to find out.

Campaign Overview:

This is a different kind of campaign—it's not your typical TTRPG. Instead of using a variety of dice, we'll be using only a D6, and we'll be taking heavy inspiration from the TTRPG *Tales from the Loop*. This campaign will focus heavily on roleplaying and character development, so it's important to get to know your character deeply. You will be playing the role of a teenager between the ages of 13 and 17, and there are six different character archetypes to choose from (more on that below).

When creating your character, think carefully about your character's family. Your personality is shaped early on by your parents, and this world is seemingly perfect, but there are real-life struggles lurking beneath the surface. What is your family life like? Do you have siblings? What is the dynamic like between you and your parents? Is everything as it seems, or are there some cracks in the facade? Don't shy away from real-life issues—this is a world where things aren't always perfect, and those imperfections shape who we are.

This campaign will be roleplay-heavy, so it's important that you feel comfortable with your character and their backstory. For easier roleplaying, it can be helpful if your character reflects who you are or who you were in the past. But I highly encourage you to push beyond that and expand into unknown territory—create a character that challenges you as a player and provides a thrilling roleplay experience.

Key Points to Think About When Creating Your Character:

- Family Dynamic: What is your family life like? Do you have siblings, and if so, how many? Are both parents in the picture? What's your relationship with them like?
- Pets: Do you have any? How do they fit into your life and family?
- Hobbies and Interests: What does your character do in their spare time? Are they into sports? Which ones? Do they have any odd or unique hobbies that set them apart?
- Relationships with the Party: We'll be starting as best friends, so at session zero, we'll decide your character's relationship to the others in the group. You all will have shared history, so think about how your character fits into the group dynamic. Are you the leader? The rebel? The thinker? How does your character interact with their closest friends?

Roleplay Focus:

This campaign is about storytelling, so don't just focus on your character's stats—focus on the emotions and the reasons behind their actions. This is a chance to explore deep characters in an exciting and complex world, and I'm excited to see how your characters grow through the challenges ahead.

Character Archetypes.

The Jock Kid (+1 STR)

This kid is all brawn, not much brain, you can trust that they'll charge into things headfirst without thinking. A Jock is best suited to somebody who has their stats leaning more toward STR.
Pros: Fistfights, Intimidation, Protecting friends in a fight Carrying injured friends or heavy objects
Cons: isn't very sneaky and tends to hit first ask later

Perk: "Grit your teeth"
Once per day a jock can reroll any STR roll with NO consequences

The Rebel Kid (+1 DEX)

This kid doesn't like authority and much prefers the street. They got street smart and are very good at sneaking around. If you need something this is the kid to get it to you… for a price. A Rebel is best suited to somebody whose stats lean more towards DEX.
Pros: Lock Picking, Pickpocketing, Sneaking Quick reflexes & dodging danger Running from danger faster than anyone else
Cons: tends to act selfishly and gets in trouble a lot even if he didnt do said thing

Perk: "I didn't do anything"
Once per day a Rebel can Reroll any DEX roll with NO consequences

The Stoner Kid (+1 WIS)

This kid is more of a superstitious type and believes in the mental battle rather than the physical battle, their body is a temple… or so they say. mostly high out their mind and jabbering nonsense. A Stoner is best suited to somebody whose stats lean more towards WIS.
Pros: Reading people's vibe & telling when someone's lying Spotting hidden things & solving puzzles
Cons: very disoriented and can't keep a straight face

Perk: "deja-vu"
Can reroll ANY roll but only while dreaming

The Brain Kid (+1 INT)

As if teacher pet wasn't enough this is the kid to ASK for extra homework. They have their quirks but they're more useful than a burden. The group puts up with them because for a kid he makes some cool gadgets. A Brain is best suited to somebody whose stats lean more towards INT.
Pros: Hacking computers, fixing tech, and building gadgets Solving complex problems Knows all the *"official"* stuff about Luci-Can
Cons: can't keep a secret socially awkward

Perk: "brainstorm"
Once per day a Brain can Reroll any INT roll with NO consequences

The Smooth Kid (+1 CHA)

This kid is the face of the group, they may not Physically add anything to the group but they make up for it with their ability to talk their way out of anything. If the stoner kid's body is a temple the smooth kid's mind is a fortress and he acts like so. A Smooth kid is best suited to somebody whose stats lean more towards CHA.
Pros: Talking their way out of trouble Convincing adults to *trust* them
Cons: Can be selfish or manipulative

Perk: "i know a guy"
Once per day Smooth can make up an NPC name to immediately succeed a CHA roll
(NPC must make sense to the scenario)

The Lucky Kid (+1 LUC)

This kid is like a good omen, they're the kid with a backpack that has just a little bit of everything in it. they're unnaturally lucky and they know it. They often are found placing bets on seemingly commonplace things and winning. A Lucky Kid is best suited to somebody whose stats lean more towards LUC.
Pros: Winning at rock-paper-scissors every time (+1 to any stat)
Cons: Heavily relies on "winging it" One bad roll and everything crashes down (-2 on all roles until next day)

Perk: "backpack"
2 times a day a Lucky can roll their LUC dice to see if they have a useful item in their backpack

The Underlying Story Thus Far

Welcome to Greendale, a seemingly ordinary town in the heart of the 1980s. This picture-perfect suburban town is the epitome of the American Dream—bright, cheerful, and serene. But all of that starts to change with the rise of a new, experimental drug: Luci-Can.

At first, Luci-Can seems harmless—just another trendy product promising better sleep, a better life, and a little escape from the mundane. But as the drug's popularity grows, strange things begin to happen in Greendale. Adults start acting... off. Children go missing. Unsettling changes ripple through the town as Luci-Can becomes ubiquitous—its advertisements appear on every television, in every magazine, and even on the local radio. Something doesn't feel right.

The kids in Greendale, bored and curious, start experimenting with Luci-Can themselves. To their surprise, they find themselves entering a dream world unlike anything they could have imagined. In this fantastical, lucid space, they can meet up with their friends and go on incredible, often bizarre, adventures. The possibilities seem endless—adventure, escape, freedom—but there's a price. Take too much, and you risk losing yourself.

As Luci-Can continues to take hold of the town, magazines start appearing on store shelves—magazines filled with something called sleep imagery. These strange publications promise to enhance the dream experience, allowing users to shape their Luci-Can dreams into whatever they wish. You can visit ancient castles, dive into the depths of the ocean, or soar through outer space—all within the confines of your mind.

Then, the Luci-Can company takes things to a new level. The introduction of Luci-Vision, a special television channel dedicated to dream manipulation, allows users to tune in to scheduled, pre-programmed dreams. Simply turn on the TV, relax, and let the engineers and the static white noise take care of the rest. Every week, the Luci-Vision newsletter arrives, with a list of the scheduled dream programs for the upcoming week: vacation, job promotion, summer break, and more. Whatever you want, you can experience it, as long as you tune in.

But as the line between reality and dreams blurs, it becomes clear that the dream world is not as safe as it seems. What happens if the dream starts controlling you? And what happens when those missing children are found... or when the adults' strange behavior begins to spiral out of control?

Rolling Dice

In this TTRPG, we will only be using D6s.

Success & Difficulty

- **To succeed on a roll, you must roll at least one 6.**
- **Harder rolls may require multiple 6's to succeed.**
- **In group rolls, the party must roll one 6 for each member to succeed.**

Number of Dice to Roll

- **The number of D6s you roll is determined by:**
   Stat Points + Skill Points = Total Dice Rolled
- **Example:**
   - **If you have 3 stat points and 4 skill points, you roll 7d6.**

Conditions

Your character has 5 Conditions, representing both physical and mental strain.

- **You gain a Condition when you fail a pushed roll or a significant roll under extreme circumstances.**
- **For each Condition gained, you take a -1 penalty to all rolls (losing 1 die per roll).**
- **If you accumulate all 5 Conditions, your character succumbs to the mental hold of Luci-Can, becoming an NPC under the GM's control. You will need to create a new character to continue playing.**

Be careful—pushing your luck in Greendale has real consequences.

Character Creation Guide

Stats

- Each character has **6 stats**: **STR, DEX, WIS, INT, CHA,** and **LUC**.
- You have **10 points** to distribute among them.
- No stat can be **higher than 4** at creation unless your archetype gives a +1 bonus.
- No stat can be **lower than 1**.

Leveling Up

- Each time you level up, you **roll a number of d6s equal to your total stat points**.
- You **always** gain at least **2 points** per level.
- For every **6 you roll**, you gain **1 additional stat point**.
- **Example:**
  - If you have **10 total stat points**, you roll **10d6**.
  - If you roll **three 6's**, you gain **a total of 3 stat points**, not 5.
  - The **guaranteed 2 points are already included**, ensuring no one falls too far behind.

Skills

- There are **18 skills** in the game.
- You get **12 points** to distribute among them.
- You **cannot put more than 5 points** into any one skill unless you are **proficient** in it.
- You can choose **3 skills** to be **proficient in**, allowing them to go up to **6 points**.

Rolling Skill Checks

- When making a skill check, **add your skill points to the corresponding stat**.
- Roll that many **d6s** to determine success.

Eunoia

- This TTRPG's equivalent of a healing potion
- Use it to cure one condition or to gain a +1 to a roll.
- Each player starts a session with one Eunoia (party max of 5) which they can choose to spend at any time