

The Dreamdancer



For her original incarnation, see [here](#).

The important thing to keep in mind when dealing with the Dreamdancer is that she does not, unlike some of **the Ascendants**, view herself as a god. While it was long ago, the person whose mind gave birth to her was an innocent and reasonably devout member of the Anglican Church, and that person is still at the core of who she is. On the other hand, she *does* view herself as a queen, ruler over and responsible for **an immense realm** and all of those who live there. What she does in defense of that realm cannot be wrong, however immoral or unethical it might seem at times.

The Dreamdancer accepted that she would have to give up a portion of her power in order to stabilize the newly reformed reality of which she was now a part. Despite that, she was still surprised when that transition left her as the lesser of the two Ascendants of the Sphere of Mind. She had spent a long time answering to no other master, and the change did not best please her. Still, she would not have accomplished all that she has if she could not adapt, and initially accepted the advice and counsel that **Mentor** offered her about this new world.

One of the things that he drew to her attention was the way that the consciousnesses and powers of various entities from her original world had been reborn in this one, as with the

young woman called **Riverwind**. In so doing, he also pointed out the existence of Zamarad Lamrani, **Le Charme**, with the note that she was the closest counterpart to the Dreamdancer in the world that had been and would likely have inherited her powers had the melding of worlds been slightly different. This startled her, since she could see only the great differences between herself and this person, and the notion that they were more similar than those differences would prove was most puzzling. And she has always had a weakness for puzzles.

Even after Mentor departed on some other errand, the Dreamdancer remained fascinated with Zamarad. (Fascinated is a nice, neutral word. There is another that might be more accurate, but less neutral.) At last, she felt the need to examine the subject of her regard at a closer distance, and traveled to the Wake, kidnapped her, and then returned. Imprisoning the youth in one of her nicer donjons, she continued her examinations, growing only more puzzled. She had been half expecting Le Charme to wield powers over the Dreamrealms like her own, and for this to turn into a fight. But nothing of that sort happened.

At last, she sought out Mentor to persuade him to explain why he had brought up the subject. (The notion that it had truly been an off-hand remark, with no deeper meaning, could not have been further from her mind.) It chanced to happen that she found him while he was again attempting to persuade the ruler of **the Underworld** to ally with them, suggesting that she might be able to ascend, as part of the Sphere of the Mind, if she agreed. The Dreamdancer recalled, to her horror, that **Teleute** had proclaimed that there would be no further Ascendants except to replace those who had fallen, and that this had already happened with the Mnajimu.

It seemed clear that she was to be the next to fall, then. She is a queen, and her realm is under siege. And war is a monstrous business, so she has sought out the assistance of monsters to help her prosecute the war that she now knows is upon her. The one called **the Dreamfiend** is one of the lesser evils she has bound to her service, as is her old friend **the Confounding Cat**. She recently went so far as to offer to release the kraken, **Glaucus**, from his prison in the Sea of Ataraxia if he will agree to battle on her behalf. He declined, proclaiming that he might get a better offer from her enemies. (The notion that this was simply playing to her developing paranoia could not have been further from her mind.)

Well, so be it. When the war comes, she will defend what is hers. It is cruelly ironic, though, that it seems likely she, a queen, will be undone by **a collection of princesses**. And she wishes that she could sleep, a bit, but in such sleep what dreams would come?

The Dreamdancer -- PL 13

Abilities:

STR 0 | STA 8 | AGL 4 | DEX 3 | FGT 6 | INT 3 | AWE 6 | PRE 5

Powers:

Ascendant: Immortality 5 (one day), Only When On Home Plane; Immunity 1 (aging); Movement 1 (dimensional travel to home plane), Reaction (death); Movement 2 (dimensional

travel to mystical dimensions), Standard Action - 10 points

Dream Mastery: Array (41 points)

- **"Go To Sleep:"** Perception Range Cumulative Affliction 10 (Resisted by Will; Dazed, Stunned, Asleep), Dimensional (the Wake) - 41 points
- **Shape Dream:** Perception Range Cumulative Affliction 13 (Resisted by Will; Figment, Phantasm, Hallucination), Dimensional (the Wake), Limited to sleeping Targets, Dynamic - 2 points
- **Shape Trauma:** Perception Range Damage 13, Dimensional (the Wake), Resisted by Will, Limited to sleeping targets, Dynamic - 2 points
- **Witness Dream:** Cumulative Effortless Mind Reading 13, Dimensional (the Wake), Limited to sleeping targets, Dynamic - 2 points

Dream Sight: Remote Sensing 13 (8000 miles; all senses), Dimensional (the Wake), Medium (unshielded dreaming mind) - 53 points

Dream Speech: Mental Communication 4 (planetary), Dimensional (the Wake), Subtle - 18 points

Resilient Form: Immunity 90 (life support, Toughness), Limited to half effect, Only in the Dreamrealms - 30 points

Shielded Mind: Impervious Will 13, Limited to mental effects - 7 points

Advantages:

Attractive, Defensive Roll 2, Equipment 3, Evasion, Fascinate (Performance), Improved Defense, Multilingual.

Equipment:

Home Plane: **Size** Huge; **Toughness** 10; **Features** Communications, Concealed, Defense System, Grounds, Isolated, Library, Living Space, Power System, Personnel, Security System - 15 points

Skills:

Deception 7 (+12), Expertise: History 6 (+9), Expertise: Magic 8 (+13), Expertise: Performance 6 (+11), Insight 6 (+12), Intimidation 5 (+10), Investigation 6 (+9), Perception 6 (+12), Persuasion 6 (+11).

Offense:

Initiative +4

Unarmed +6 (Close Damage 0)

Shape Trauma -- (Perception Range Perception Area Damage 13, Resisted by Will)

Defense:

Dodge 9, Parry 11, Fortitude 9, Toughness 13/8, Will 13

Totals:

Abilities 70 + Powers 165 + Advantages 10 + Skills 28 + Defenses 18 = 291 points

Offensive PL: 13

Defensive PL: 12

Resistance PL: 11

Skill PL: 8

Complications:

Responsibility--Motivation. Obsession (Zamarad.) **Secret Identity. Uncontrolled Power** (all Dream powers may activate without conscious control when sleeping.) **Whimsical and Macabre.**

I give myself very good advice

But I very seldom follow it

That explains the trouble that I'm always in

Update 2022: Ironically, when the challenge came upon her, it came from a direction she had never anticipated -- one of two **different directions**, oddly enough. The Dreamdancer was slain in her own palace, and vanished, with her Ascendance passing to the one who killed her ... but soon after, a young woman of dark hair and darker mien appeared in the waking world, specifically in Kansas, answering to the name **Alice**. Her goals remain unclear as yet. (For her current PL8 statistics, reduce her STR by 1 rank and all other abilities by 2, drop all powers, remove Equipment and one rank of Defensive Roll from her advantages, and reduce each Defense by 1 rank. She also no longer has an **Obsession** or **Uncontrolled Power** complications, and her motivation is uncertain.)