

“Each time your character enters the Dreamworld they are aided by the Soulforge, a being of cosmic power who protects the character’s physical body from harm and bends space-time around them. This process, known as Dreamwalking, allows a character to manifest completely in the dreaming and fully retain the memories of their journey when they wake up. This is no simple task for the Soulforge because dreamwalking is not an exact science and everyone is different. It takes a ton of raw mystical power beyond mortal comprehension to perform. Through days or weeks of focus and practice, a character can learn to convert the excess energy generated by this process to create items and affect fate.

For simplicity’s sake, we call these Realm Actions. In-Character this power is known differently by the various factions and native beings, but is commonly referred to as *Dream Forging*.”

– From the Website

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Introduction

After the August 2018 event we overhauled the Realm Action system to accommodate more players, improve overall fairness and transparency, and streamline the process for storytellers. Actions will be slightly less free-form, but everyone will be more aware of what they are capable of and how R.A.’s apply to the overall narrative of Catalyst.

Actions will also no longer consult stats for success and failure and the following rules will now apply:

- All actions have a base 30% chance of success unless otherwise noted in their entry.
- Repeating a failed Action usually increases your chance of success by 5-25%.
- All legal actions have a minimum 1% chance of success.
- Actions that are deemed illegal will fail and the reason will be outlined in an OOG note in your response. We will not allow you to resubmit illegal actions except in extraneous circumstances.
- Some actions have automatic success or failure conditions.
- You can gain up to 15% bonus for a well written realm action (don’t forget to include a TL;DR).

Alter Reality (Replaces Gather Wealth and Mental Gymnastics)

Dreamwalkers can use the raw cosmic energy of the Soulforge to produce simple items and objects when they wake up in the Dreaming. Please view the Alter Reality chart for an exhaustive list of items that can be created using this action.

The following rules apply to Alter Reality:

- Common Components and Generic Items always have a 100% success rate.

Component specific rules:

- Uncommon Components have an 80% base success rate; Rare Components have a 60%; Exotic Components have a 40%; and Mystic Components have a 20% base success rate.
- Failed Actions to gain components will result in a randomly selected common component of the same category.
- Components gained from Realm Actions are always produced as a full stack (20).
- Overwhelming success can result in multiple stacks of the item you are trying to acquire.

Currency specific rules:

- You can gain 100 Currency from your realm, 50 Currency from another Realm, or 10 Soul Stones at 100% Success.
- You may attempt to gain x2, x3, x4, or x5 that amount; however, a failure will result in no currency being gained. Each multiplier reduces your base chance of success by 25%. For example, a multiplier of 4 has a 25% chance of success, and a multiplier of 5 has a base 1% chance of success.

Cosmic Messenger (Replaces Investigate and Meditation)

Dreamwalkers can create a mental apparition of themselves, a letter, or familiar to seek out sleeping dreamwalkers or the denizens of the dreamworld to have a conversation or send a message. Sending a Cosmic Messenger requires familiarity with the target—having met them in person at least once—and may be refused or easily protected against with even small amounts of magic or technology.

- Cosmic Messenger has a base 50% chance of success, instead of 30%.
- Wards specifically against Cosmic Messengers impose a 30% penalty.
- Imprisonment of any party (even mundane imprisonment) imposes a 50% penalty.
- Sending a Cosmic Messenger to someone you have never met imposes an 80% penalty.
- *Variable%* penalty or advantage that depends on the disposition of the target toward dreamwalkers. This may result in automatic success or failure in extreme cases such as war or denouncement.
- *Variable%* penalty or advantage that depends on the disposition of the target toward you specifically. This replaces any penalty or benefit incurred from their overall disposition they have toward all dreamwalkers.

Heroic Action (New)

In the waking world, you lose access to most if not all abilities and powers that you have as a dreamwalker. Death in your realm is a very real possibility which demands being careful and acting with purpose. While you may not be able to use magic or perform specialized skills, you can still use your base connection to the Soulforge to influence fate.

This action is used to complete a goal or advance a plotline within your realm. The success or failure of these actions will be determined by your storyteller. At times, the ST may outline special rules or chances for success

based on the direction of the storyline. You can attempt to do almost anything within the confines of your realm when using this action.

Metaphysical Binding (New)

Dreamwalkers can imbue memory crystals and special objects with the quality of their own metaphysical bodies. This allows the object to exist in the dreamworld and your realm simultaneously. However, caution is highly advised. The object remains imprinted with the essence of your soul until its destruction (or someone else uses metaphysical binding on it). In the wrong hands, these items can be used to devastating effect, especially as ritual components.

- +10% if you have had the item for more than 1 event.
- +20% if you previously failed a metaphysical binding on the same object.
- -10% if the item is a non-faction memory crystal.
- -25% if the item is an Artifact, Realm Shard, or Plot Item.

Personalized Artifact (New)

It's understood that once every thousand years, a dreamwalker has the potential to create a unique item as an extension of their will. Warbringers, Technomavens, and other factions tap into this principle as part of their advancement, but these similar powers do not affect the eligibility of their members to create a personalized artifact in addition to benefitting from the faction powers.

- This action type can be started Once and takes 3 actions to complete.
- These actions do not need to be performed consecutively.
- The character must have greater than 50 AP assigned and have attended 4 or more events to use this R.A.
- This action always has a 100% success rate.

Personalized Artifacts also observe the following rules:

- The Artifact is influenced by what your character seeks to accomplish, but the final results are determined and approved by the Rules Design Team and your Realm Storyteller.
- Non-Artifact items (trinkets, relics, etc.) may be improved to become your personalized artifact.
- Existing Artifacts and Legendary Artifacts found while playing the game may not be improved by this action and do not affect your eligibility for a Personalized Artifact.
- Personalized Artifact cannot be used to duplicate a specific effect that is unique to a faction such as Devil's Deal, Soulblade, Legend Lore, Vertigo, Spiritual Vengeance, etc. Artifacts may be inspired by some aspect of a power so long as the end result is different enough from the original.
- Personal Artifacts have special abilities, but they are not necessarily unique. It is possible for two artifacts to share an effect, but you will never see a carbon copy where all listed abilities are perfectly identical.
- Personalized Artifacts may be given away, but this does not make you eligible to repeat this Realm Action.

Self-Reflection (Replaces Send Help & Undermine)

You focus on storing some cosmic energy within yourself for later use and direct the Soulforge to help or hinder others.

- Your realm action is converted to 600 Service Points.

And one of the following:

- You may grant a 10% bonus to someone else's action (up to a maximum overall total of 85%).
- You may grant a 10% detriment to someone else's action (to a minimum overall total of 1%).

Travel the Dreaming (Replaces Investigate)

Dreamwalking can be performed without the direct aid of a Soulforge, but there are limitations to the distance someone can travel in a given amount of time. Moving around the dreamworld in a manner that reflects reality will always give you the best results and highest chance of success. Moving instantaneously or popping around the dreamworld is possible but the erratic movement can land you in the void for a time or punch holes in the universe that allow for Far Realms abominations to slip into the dreaming.

- Entering the Dreaming for the first time on your own results in an automatic success but use this advantage wisely. You are exposed without the Soulforge and traveling to somewhere like Muspelheim or Oceanhold could result in death or a worse fate.
- +20% if your previous attempt was in the same location regardless of success.
- +10% if your previous attempt was in the same territory regardless of success.
- +20% if you have ever been to the location (either I.G. or as a previous action).
- *Variable%* penalty or advantage that depends on the disposition of the territory owner toward dreamwalkers. This may result in automatic success or failure in extreme cases such as war or denouncement.
- *Variable%* penalty or advantage that depends on the disposition of the territory owner toward you specifically. This replaces any penalty or benefit incurred from their overall disposition they have toward all dreamwalkers.
- While the ruler's disposition affects how you can move through their territory, they will not gain awareness of your presence there unless they are specifically monitoring for it in some way.

Unacceptable Realm Action Attempts

The following attempts are outlined as illegal and will result in automatic failure without any chance to resubmit a realm action. Respecting the spirit of these rules are your responsibility as a player and repeated attempts to bend or break them will result in a rules violation.

- Attempting to use any of these actions to produce a magic item or exorbitant amount of currency outside of the design of Personal Artifact or Alter Reality.
- Attempting to use any of these actions to steal from a PC or NPC.
- Attempting to use any of these actions to assassinate a PC or NPC.
- Attempting to get Faction Training or Advancement.