

Nightmare! (Will): replaces Acting, Area Knowledge (Land of Dreams), Brainwashing, Brawling, Disguise, Dreaming, Enthrallment (all), Exorcism, Hidden Lore (Land of Dreams), Hypnotism, Interrogation, Intimidation, Mimicry, Observation, and Psychology for all rolls done **within a dream**. It does not give the ability to invade other people's dreams, but **will** allow rolls to manipulate another's dreams from the inside.

This is not one of the 'nice' wildcard skills. It is typically only known by demons and other malevolent supernatural entities who wish to indulge in torture via dreams. In fact, demonstrating a knowledge of *Nightmare!* is an excellent way of attracting the homicidal attention of benevolent, or even strictly neutral, supernatural entities. In fact, the neutral entities might end up being even more homicidal, out of sheer enlightened self-interest: the typical benevolent supernatural entity's response to a blatant use of *Nightmare!* usually includes the term 'blast radius.'

The material presented here is my original creation, intended for use with the In Nomine and GURPS systems from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

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