

# Dream Weaver

## A Twenty Minute Game

**Writing & Design:  
James D. Hargrove**

### **1.0 Introduction**

A “twenty minute game” is an exercise in extemporaneous game design. As the name suggests each twenty minute game initially took no more than twenty minutes to conceive and design. Despite being a product of hurried creative force, each twenty minute game is a fully functioning source of amusement.

### **1.1 Preparation**

In order to play a game of Dream Weaver you will need to gather some friends, six-sided dice, pencils, and paper. Once you have done this you will need to choose one friend to serve as the Game Master, the individual responsible for making sure that the game runs smoothly and providing story elements for the other players. Ideally, the person most familiar with the game rules should serve as the Game Master.

### **2.0 Characters**

Your character is a daydreamer, a hopeless romantic, a relic from a time long since passed. The following attributes are used to define your character:

**Desire** - Desire represents the daydreamer’s wish to influence the world around them. Desire is how badly the daydreamer wants to see their fantasies come to fruition. The higher that a daydreamer’s Desire is ranked, the more likely they are to take action in order to make their dreams come true.

**Charity** - Charity represents a daydreamer’s demeanor towards others and self. The higher that their Charity is ranked, the more charitable they are towards others. A low Charity rating denotes that the daydreamer is selfish and greedy, thinking primarily of themselves.

**Passion** - Passion represents a daydreamer’s ability to influence the world around them. The higher that a daydreamer’s Passion is ranked, the more successful they will be in realizing their dreams.

A player initially has seven points to distribute among their character’s three attributes. No attribute may be ranked more than three at this time, and all points must be assigned to attributes.

### **3.0 System Basics**

Whenever a daydreamer conceives a dream, the nature of the dream must be determined. Is it a selfless, altruistic dream or a greedy vision of self-fulfillment?

To determine the nature of a dream, look at the daydreamer’s Charity ranking and roll a number of six-sided dice equal to the ranking. If at least one die result is less than the ranking, then the dream is of a selfless and altruistic nature. If no result is produced that is less than the rating, then the dream is one of avarice.

Once the nature of a dream has been determined, a player is free to fill in the specifics of a dream however they see fit, provided that they adhere to the following rules:

1. *The defined dream must remain true to the dream’s determined nature.*

2. *The defined dream must have a stated overall goal, the achievement of which signals fruition of the dream.*

Once the specific qualities of a dream have been defined, it must be determined whether the daydreamer is merely content to dream, or whether they will act to see their dream fulfilled.

To determine whether a daydreamer will take action upon their dream, look at the daydreamer’s

Desire ranking and roll a number of six-sided dice equal to the ranking. If at least one die result is less than the ranking, the daydreamer has decided that they cannot be content merely to remain lost in thought. If no result is produced that is less than the ranking, the daydreamer merrily floats into the land of dreams.

Regardless of the result, the dayreamer will be doing something. Whether that something consists of building a utopia in their mind's eye or forging their dream into reality matters not. Whenever a daydreamer wants to take action (real or imagined), to further their dream towards fruition, their Passion must be tested.

To test a daydreamer's Passion, look at their Passion rating and roll a number of six-sided dice equal to the ranking. If at least one die result is less than the ranking, then the attempted action turns out as the player wishes and they may narrate the results. If no result is produced that is less than the ranking, then the attempted action *may not* turn out as the player wishes and the Game Master narrates the result

#### **4.0 Change**

When a daydreamer's defined goal for a dream is fulfilled, their player gains some points that they may use to increase the daydreamer's attributes. Points are gained as follows:

Dream was selfless = 2 points

Dream was self-absorbed = 1 point

Dream was achieved in the world = 2 points

Dream was achieved in the mind's eye = 1 point

To increase a daydreamer's attribute by one rank costs a number of points equal to the rank times itself. For example:

*Adric has a Passion ranking of 2. In order to increase Adric's Passion ranking to 3, a player must spend 4 points.*

Do note that a daydreamer's attributes may never increased to a ranking of more than six in this manner, regardless of points spent.

Just as it is possible for a daydreamer's

attributes to increase, it is also possible for them to diminish. Should a daydreamer ever fail four tests of Passion in a row, their player must test the daydreamer's Desire.

If this test of Desire should also be failed, the daydreamer's player subtracts one from the daydreamer's Passion attribute. The daydreamer abandons their current dream, and moves on to chasing another.

#### **5.0 The End of Dreams**

Should a daydreamer's Passion ever be reduced to a rating of one, the daydreamer will cease to dream, trading their life of passion and romance for one of drudgery and boredom. Such former dreamers are sad cases indeed, content to speak of dreams that they once had, but lacking the passion to ever see them fulfilled.

#### **6.0 Thanks**

Dream Weaver was inspired by the movie Amelie, my good friend and fellow daydreamer Rachel Schlick, and the mysterious "xgothgrrl" of RPGnet.