

A Game of Destiny *Dreamchaser*



An Immersive Story Building Game
by Pete Petruska

Playtest Kit

Why play Dreamchaser?

This is Our Story.

Dreamchaser gives players the opportunity to play out whatever fantasy they choose. Genre, setting, and character roles are created in response to the goal of the game they want to play. We start with the question, what do you want to achieve? We work out the details from there. Dreamchaser builds on your story and adapts to your dream.

Play the Story the Players want to Play.

Players work together to create an ultimate goal, their dream for their game. We map how to get there by plotting character experiences along the way. This creates the Dream Map and ties player characters together in important roles. It inspires collaboration and gives players creative control. It fosters investment in our game and in our mutual success. Milestones ensure that players get the character experiences they desire most and that they are a focal part of the game.

Intuitive Gameplay that Promotes Participation!

Imagine the character you want to play. Tell us how that character looks, acts, and feels. These descriptions reinforce your character's advantages when the dice don't pan out. They also keep characters honest when descriptions are disadvantages. Imagine Strategies for how your character succeeds in the world. Characters constantly develop for an immersive roleplaying experience. Tag Votes engage players not in the spotlight to imagine Tags or descriptors that better fit characters in play.

Welcome New Players!

Dreamchaser works on a scale of 1-10. Easy for players to understand and relate to. Your first time playing? You won't even have to open up the book! Game complexity, too much reading, and math will no longer deter new players. Your participation and imagination are all that are required. Enjoy a collaborative character creation process that unleashes creativity and builds a story!

Why Game Master Dreamchaser?

A Road Map of Destiny!

The Dream Map consists of Milestones that prepare the characters to achieve their ultimate goal. These Milestones act as a session guide for you. Use them to craft sessions and plot hooks or run them as a play by play in a one shot.

Visions of What's to Come...

Use Vision Rolls to help prepare your games! At critical moments, players are encouraged to think aloud. What is stopping the characters from achieving their next goal? How would your character solve the problem at hand? This creates fuel for plot, suggests story directions, and helps gauge player expectations. The more true a player's visions comes to be, the better rewarded their characters is.

Create Challenges, NPCs, and Allies on the Fly!

No time to prep, caught off guard, new person at the table? No problem! Anyone or anything that can challenge a character can fit into just 3 ratings and 3 Tags. With the 1-10 scale, assign ratings quick and intuitively. New person at the table or a guest in town? Whip up an ally character in minutes! Have the peace of mind to focus on what's important, delivering an immersive experience and moving the story forward.

Players Roll & Fail Forward!

All dice rolls are made by the players and from the player's perspective. Lady Luck is in their hands! Every roll moves the story forward with an actionable outcome. This inspires interesting gameplay that rolls with the punches. People play it too safe in real life. Have fun and take chances!

Refreshing!

Players practically hand you what they want to play—what they want to experience! They create characters that are tied together and tied to a story. Eliminate the guesswork! Eliminate the burnout! Each journey can be new for you and your players.

Welcome to Dreamchaser

*If you could live out any story, any moment...
what would you experience?*

*If you could share that journey with friends,
what would you achieve together?*

**Dreamchaser is a game of destiny! Your character has a moment,
a challenge, a purpose waiting for you.**

Will you chase it?

Will you realize your Dream?

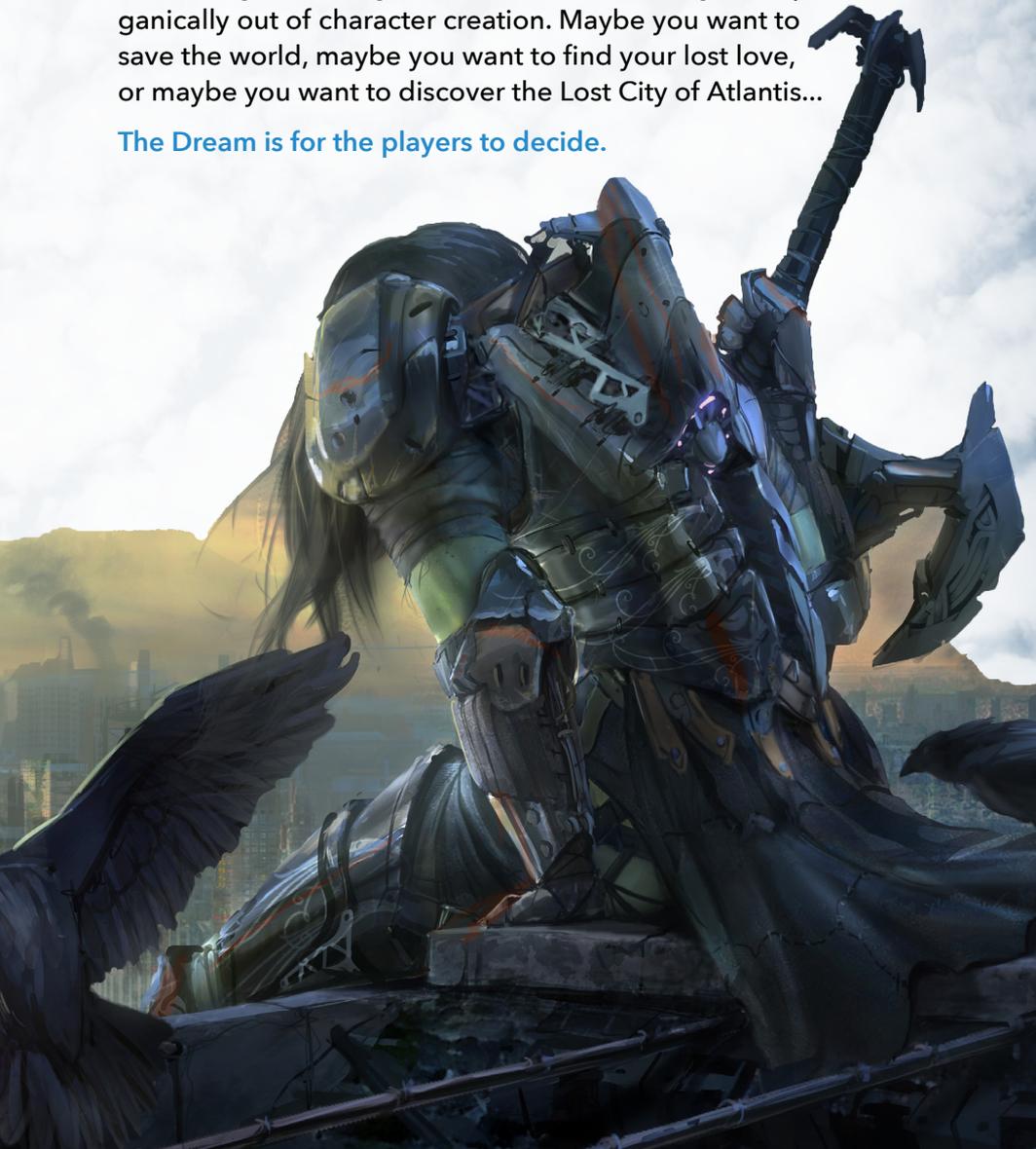


Gather your friends and family to embark on a journey of your own design! Collaborate to build a story uniquely your own. Each game begins with your dreams and aspirations for the game before you. Where will they take you?

*What do you want to experience
in your story?*

We build characters on a path to achieve that goal. We play in the setting that the goal demands. The setting that spawns organically out of character creation. Maybe you want to save the world, maybe you want to find your lost love, or maybe you want to discover the Lost City of Atlantis...

The Dream is for the players to decide.



What's your Dream?

Unleash your creativity to imagine a goal for our game! No Dream is too big or too small. Share your goal and listen as the others do the same. Our Dream will unite us and set us on a path. It will ignite our imagination into a true brainstorm of ideas! Share the thoughts that come to your mind! Explore them and decide who you want to play—what you want to experience! Let your characters unfold and watch as a setting begins to seed. Dreamchaser is a game of destiny—a game of journeys.

Just imagine all that we can achieve together!



Our Dream
To rescue Maggie!

Name: Carly Sue
 Title: The Generous

My Role is
 STEP 1 Pitch a dream. STEP 2 In

Tags		Belief & Wealth	
Clever	Dogmatic	Belief	6
Resilient	Generous	STEP 5 Belief starts at 4, Wealth at 3	

STEP 4 Imagine 3 tags to describe your PC

Soul Skills	
Imagine	Reason
5	6

STEP 7 Assign 10 points to Soul Skills.

Relationships		To
True Love	PS	8
Love Partner		
Intimate	Maggie	9
My Little Girl	Purpose	10
Close		

Relationship	To
Casual	Willow Knight
Normalise	Referer
Contact	

STEP 9 Imagine 3 Relationships.
 Search a Relationship to imagine an Opponent.
 Search a Relationship to make your Wealth by 2.

Soul Skills

Examples

Create Camelot, Race to the Moon, Discover Alien Life, Get Published, Pull the Sword from the Stone, Recover the Crystal Skull, Put Lex Behind Bars, Start a Business, Eradicate Cancer, Establish the Isle of Utopia, Solve the Energy Crisis, Regain the Helm, Remove the Werewolves from Power, Collapse the Financial Markets, Get a Job, Discover the Secret of El Dorado, Escape the Paparazzi, Pen the Perfect Song, Craft the New Battery Game Changer, Start a Trend, Play in the Afterlife, Migrate to a New World, Birth Synthetic Life, Win Office, Convert a Zealot, Climb Olympus, Win the Gold, Defend your Belt, Unite the Nations, Incite a Revolution, Sit in the Big Chair, Become the Richest, Fly a Car, Find my Kindred Soul, Kill the Unkillable, Survive the War, Commit the Perfect Crime, Survive until Help Arrives, Free an Innocent Man, Earn your Freedom, Learn to Control your Powers, Find the Meaning of Life, Crack the Code, Ride a Dragon, Ask the Moon for a Favor, Go on Tour, Get the Girl, Fly a Giant Mech, Release the Hounds, Swim to Alcatraz, and so many more...

Be Vague

We write each goal on a notecard in a few words or a short sentence. Be vague in your choice of words! Vague answers are less restrictive and allow room for interpretation. Some of the best endings have come from a play on words!

Share Your Dreams

One at a time, the players take turns sharing their Dreams aloud. When everyone's finished, the players take turns voting on a Dream they would like to play. Game Master, you break ties.

There's No Wrong Way to Decide

- *Play out the game you've always wanted!*
- *Participate in the story you've yet to see—yet to experience.*
- *Achieve the goals that interest you in real life or in a story.*
- *Has a character moment eluded you? Now's your chance!*
- *Decide by your mood! Save the other Dreams for next time.*

The Dream Map at a Glance

The Dream

1. Imagine 1 or more goals for your game. Write each in a few words or a short sentence on a separate notecard.
2. Take turns pitching one of your goals.
3. Players, vote on your favorite. Tally the cards, if that helps.
4. Choose the notecard with the most votes. GM, break ties.

This is our Dream.

Your Role

5. Imagine a fun and crucial Role to play in our story. Write it in a few words.
6. Share it outloud and listen to the other Roles. Did the other Roles change your mind?
7. Decide on a Role and write down your choice.

This is your Role.

Milestones

8. Players, you know your Role and the aim of our story. What do you want to experience in that story?
9. Each player imagines something their character needs to experience, acquire, or achieve to fulfill their Role.
10. Write each just like a Dream notecard from earlier. A player might even use a Dream from earlier.

These are your Milestones.

Completing the Dream Map

11. Gather all the Milestones together.
12. Players, work together to create a sequence of Milestones from start to finish. It ends with our Dream.
13. Write down the road map that has been created.

This is the Dream Map.

How to Play

You Need:

- *A Game Master and 1-4 Players.*
- *Dreamchaser and a stack of Notecards.*
- *A Dream Map, Character Sheets, and a GM Sheet.*
- *Two 10 sided dice and preferably two different colors.*

1. Create the Dream Map (10-20 Minutes)
2. Create Characters (20-30 Minutes)
3. Play (1-3 hours)

How Long Do You Want to Play?

Decide how many character Milestones you want per character. The more Milestones the more game sessions we need!

Game session length can vary greatly! I like to aim for the length of a movie, about 90 minutes to 3 hours.

- For **short games** of 1-2 sessions, aim for **1 Milestone** per player character.
- For **longer games** of 3-6 sessions, aim for **2 Milestones** per player character.
- Anything **longer than that**, aim for **3 Milestones** per character.



Character Creation

IF YOU HAVEN'T ALREADY, PASS OUT CHARACTER SHEETS!

Have the players write down their Dream, their Role, and their Milestones on their character sheets. The steps to creating characters are also listed on each character sheet. Use the steps to follow along!

Here's a Summary of Character Creation:

1. **Our Dream**
 - *Pitch a Dream, Pick a Dream.*
2. **My Role is**
 - *Imagine your Role in our story.*
3. **My Milestones**
 - *What do you want to experience in our story?*
4. **Tags**
 - *Imagine 3 Tags (Descriptive Words or Phrases) to describe your character.*
5. **Belief & Wealth**
 - *Belief starts at 4, Wealth at 3.*
6. **Health**
 - *Assign 15 points among **Mind, Body, and Spirit**.*
7. **Soul Skills**
 - *Assign 10 points among **Imagine and Reason**.*
8. **Strategies**
 - *Imagine 3 Strategies (Skills, Powers, or Abilities) below Legend or rating 8.*
 - *Scratch a Strategy to raise your Wealth by 2.*
9. **Relationships**
 - *Imagine 3 Relationships with a Tag for each.*
 - *Scratch a Relationship to create an Organization.*
 - *Scratch a Relationship to raise your Wealth by 2.*
10. **Your Belongings**
 - *Imagine 3 items of importance.*
11. **Name**
 - *Give that badboy a name!*

Tags

When you make a character, I want you to imagine who you want to play. How would you describe that character?

Things to Consider:

- *What does your character look like? How does he sound? How does he feel to be around?*
- *What mental, physical, or social traits does your character use to get what she wants?*
- *How does he act? Does he have any quirks? How do others perceive his attitude?*

Tags describe your character, and therefore, help to describe your actions. They can describe how your player character looks, acts, and fits in the story.

As you read on, you'll see that Tags help players challenge failure. They help the Game Master challenge success. Tags help us explore our characters, gathering insight into what they do and why. They help us find the value in our Relationships. Tags even help define our Challenges.

Ratings

All ratings in Dreamchaser use a relatable 1-10 scale. 1 being the worst and 10 being the best. You always want to roll under your rating to succeed. In Dreamchaser, we believe your best self can achieve anything you can envision with your Strategies.

Player characters or PCs have a rating for their Belief, Wealth, Imagine, Reason, Mind, Body, Spirit, and Strategies.

Rating Scale

- | | |
|-------------------------|----------------------------|
| 1. Trivial | 6. Gifted |
| 2. Horrid | 7. Peak Performance |
| 3. Lousy | 8. Legendary |
| 4. Average | 9. Other Worldly |
| 5. Above Average | 10. Godlike |

Terms to Know

The **Game Master** or **GM** is a guide to playing the game. The GM reads the rules ahead of time and helps the players Dream Map, create characters, and play the game.

Player Character(s) will often be called **PC(s)** for short.

Belief is the confidence your character has in herself and how she sees the world.

Wealth is how much money your character can spend per session. Sometimes, it acts as a Strategy for wielding your resources.

Health

Mind is a Health rating and the amount of damage your character can endure versus mental Challenges.

Body is a Health rating and the amount of damage your character can endure versus physical Challenges.

Spirit is a Health rating and the amount of damage your character can endure versus fear, manipulation, and social Challenges.

Soul Skills

Imagine is a Soul Skill rating and relates to any use of a Strategy that is abrupt, untrained, or outside the scope of your regular use. Also use when the Strategy in question *only kind of* applies.

Reason is a Soul Skill rating and relates to any use of a Strategy that is just like you trained for, studied for, or practiced. Apply Reason when a Strategy is used just as it's worded.

Strategies are the skills, abilities, powers, magics, tools, or whatever else you use to succeed in life. They will provide the perspective you approach nearly all of your problems with.

Relationships are the people, places, and things that keep us going. They are there for you when you need help and the going gets tough.

An **Organization** is a Relationship with more than 1 person, place, or thing.

Wealth

Wealth is how much money you can spend per session.

- 1. \$1.41 Broke**
You live off change, dumpsters, and handouts. Start with a wadded up dollar and change.
- 2. \$50 Living Off Others**
You live with your parents. You can scrounge up to \$50.
- 3. \$15,000 Poverty**
You get by with but struggle to stay afloat.
- 4. \$40,000 Middle Class**
You live comfortably or struggle with a family.
- 5. \$200,000 Upper Middle Class**
You live comfortably and want for little.
- 6. \$999,999 Almost There**
Your wealth is noteworthy and you have many luxuries.
- 7. \$5,000,000 This is The Life**
You are a success story to family, friends, and peers.
- 8. \$20,000,000 Multi-Millionaire**
You are rich! Rich and successful people praise you.
- 9. \$200,000,000 Scrooge McDuck**
You have the kind of wealth that can accomplish about anything. You have status for your wealth alone.
- 10. Billionaire**
How much? It doesn't matter anymore. Wealth, power, and status, are yours.

Obtaining questionable items can become a Challenge! Use Wealth as a Strategy to test purchasing power.

Purchasing Power

- *If you pull out all of your money at once, lower your Wealth by 1.*
- *A purchase of up to half your Wealth or more lowers your Wealth rating by 1 for the rest of the session.*
- *Making purchases of up to a quarter of your Wealth is governed by the Game Master. A reasonable amount of times per session will do.*

Play

Play begins with a Vision Roll.

Vision Roll

1. Roll 2 ten sided dice, 1 for your **Imagine** and 1 for your **Reason**. Roll under your rating to succeed. Each die can succeed.
2. Total your successes, the player with the least successes starts. Then we go from least successes to most. In case of a tie, work your way clockwise.
3. On your turn, envision what the problem is and share it out loud. GM, ask the player, **Why can't we achieve the next Milestone? What's stopping us? Take up to 30 seconds.**
4. Then ask **How would your character solve the problem? Take up to 30 seconds.**
5. Create a Tag for your character that would help you in the vision you imagined. The Tag lasts until we achieve the next Milestone. The more true your vision becomes, the more often your Tag may come into play.

Who Creates the Tag?

- 2 successes, *you* imagine a Tag.
- 1 success, *the other players* pick it for you.
- No successes, *the GM* assigns you a Tag.



*The Game Master sets the scene.
Your visions have influenced the Game Master,
they have influenced the story.*

The GM starts your character(s) somewhere interesting. He asks you what you want to do there and gives you something to respond to—to react to. Imagine how your character would act in that situation. Describe what your character does in that space. Think about how your character uses his Strategies to get what he wants in the world. Work toward the next Milestone!

When we need to know the outcome of something, we roll the dice. Doing anything important in the game requires a dice roll.

How to Know What Strategy to Use?

The player proposes an action for their character. It may be in reaction to something that happens or it may be proactive.

1. Is it obvious what Strategy would apply? Good, **go with it!**
2. If not, is there an unlikely use of a Strategy that might apply? **Go with it!** Use **Imagine** as the Soul Skill as it is an imaginative or untrained use of the Strategy.
3. No Strategy that *even kind of* applies? **Roll under a 3** as an untrained Strategy and hope somewhere along the way you learned at least something useful!

How to Know What Soul Skill to Use?

Reason is used whenever a Strategy is used just like you **trained** for, studied for, and practiced. Use when a Strategy is used just as worded.

Imagine is used whenever a Strategy is used abruptly, **untrained**, or outside the scope of your regular use. Also use when the Strategy *only kind of* applies.

Doing Things & Dice Checks

1. Using a Strategy, describe what you intend to do.
2. The GM will tell you which Soul Skill to use, **Imagine** or **Reason**.
3. Roll 2 ten sided dice, 1 for the Soul Skill and 1 for the Strategy rating.

Rolling Under a Rating is a Success.

2 successes is amazing! Everything happens just as you imagined!

1 success, you succeed but with a catch!

No successes, something went terribly terribly wrong!

4. Total your successes. How did you do?
5. Want to challenge your result? Apply a Tag to reroll! Your most recent roll stands.
6. To apply a Tag, redescribe what you intend to do but introduce how a Tag helps you.
7. Beware! The GM can also use Tags against you, forcing you to reroll your successes. Yes, even both of them!

A roll of a 1 always succeeds and a roll of a 10 always fails.

Your Belief determines the number of Tags that can be used to manipulate 1 outcome. See The Benefits of Belief table. ----->

Rolling doubles creates a critical or near perfect version of whatever outcome is rolled. **Critical rolls cannot be rerolled with Tags and cannot be changed by the Boons of Belief!**



*The realization of great power
can be a great burden.*

Boons

Belief grants powerful abilities called Boons. Players use Boons to take back creative control when their characters need it most.

- *Boons are granted on the **even numbers** of Belief.*
- *Using a Boon lowers your character's Belief rating by 2.*
- *Odd numbered or Tag related benefits do not cost Belief.*

Achieving the Dream

There is a momentum that builds as your Belief grows. Higher Belief unlocks increasingly powerful Boons and benefits for the players to use. That power will bring you and your goals ever closer. The pace toward your Dream will accelerate as your character begins to believe in her own capability. The lower the Belief, the more work there is left to do.

The Benefits of Belief

- 1. 1 Tag** Reroll a failed Strategy die.
- 2. *Hope** Change 1 failed die into a Success!
- 3. 1 Tag** Reroll 1 failed die.
- 4. *Faith** Change a roll into a Double Success!
- 5. 2 Tags** Reroll 2 failed dice with 2 Tags.
- 6. *The Tide** Change any roll into a Critical Success!
- 7. 3 Tags** Reroll 3 failed dice with 3 Tags.
- 8. *The Zone** Narrate your Actions for a Scene.
No dice rolls necessary!
- 9. 4 Tags** Reroll 4 failed dice with 4 Tags.
- 10. *The One** Narrate your Actions for a Session!
No dice rolls necessary!

Belief limits the number of Tags that can be used in any 1 dice check. Players must describe how the Tag(s) applies to benefit from a reroll!

Advancement

The Tag Vote

The Tag Vote is the most frequent form of advancement. Players suggest or nominate Tags on to characters other than their own.

To vote a Tag on to a character, the PC must display the proposed trait in gameplay. Players say **I think your character is...** to initiate a Tag Vote.

The Tag Vote needs a unanimous vote, minus the player in question, to add or remove a Tag from her character. This is meant to further define your character as you play. This should be entertaining and possibly enlightening.

THE TAG VOTE NEEDS TO BE UNANIMOUS AND IMMEDIATE.

What goes around comes around!

GM, you get no say in this, unless it's to veto abuse. Some groups will be nasty to each other and love it. Most will work together to help one another grow. Find your fun!

Milestone Rewards

When you accomplish one of your Milestones, pick 1:

- Raise any Health, Soul Skill, Strategy, or Wealth rating by 1, up to a max rating of 8.
- Add a new Relationship or convert an existing Relationship into an Organization,
- Add a new Strategy at Beginner or rating 4.

When you help another player accomplish a Milestone, pick 1:

- Raise any Health, Soul Skill, Strategy, or Wealth rating by 1, up to a max rating of 7.
- Add a new Relationship or convert an existing Relationship into an Organization,
- Add a new Strategy at Beginner or rating 4.

**After the first Milestone, pick 2 from the lists above, not 1!!!
If it is also YOUR first Milestone, pick 1 from each list!**

Belief is a Confidence Game

At the end of each game session, determine how the story has affected each PC's Belief.

1. Closer to your Dream? Apply the greatest gain in Belief:
 - Gain 1 Belief if you can say your PC is: feeling truly alive, challenging himself, standing up for what he believes in, or being the person he wants to be.
 - Gain 2 Belief if you accomplish a Milestone.
 - Gain 5 Belief if you achieve the Dream.
2. Farther from your Dream? Apply the greatest loss in Belief:
 - Lose 1 Belief if complaining, inaction, or frustration has set in, especially if it's inescapable.
 - Lose 2 Belief if you are defeated in a Challenge.

GAIN THE GREATEST BENEFIT AND SUBTRACT THE GREATEST LOSS THAT APPLIES. SUM THEM UP AND UPDATE YOUR CHARACTER SHEET.



Gratitude

Advancement isn't all about characters! We can grow as players, GMs, and friends too!

End each session with each player sharing what they're thankful for. Simply relate what another player did that made your experience better. Try to pick someone different than the last person.



These moments of gratitude remind each of us of the precious time we share with friends. They remind us of what we did that other people enjoyed. They remind us of how much we enjoy playing together.

They remind us.



Challenges & Combat

Obstacles, threats, and combat encounters that challenge the PCs and deserve more attention than a single die roll are simply called Challenges. They offer the back and forth dueling nature of dramatic situations. They crank up the tension!

How you approach a Challenge is how you fight it. Just because your enemy has a sword doesn't mean your only option is to fight. Given the situation, do what makes the most sense for your character! Persuade the enemy to give up or maybe even work for you. Trick it, outsmart it, or even change the facts with your Strategies. Choose the Strategy that works the best for you and the story you want to tell!

Fight your fight!



*The individual enemy will change
but the true enemy never changes.*

Challenges come in all shapes and sizes: animate, inanimate, enemy, enemies, or obstacle. Challenges help characters grow, gain Belief, and achieve Milestones.

AN ENEMY, OBSTACLE, OR TEST = CHALLENGE

Challenges Can:

- *Distract, slow, stop, scare, hurt, beat, or even kill PCs.*
- *Separate characters from their Relationships or Belongings.*
- *Create Doubt. Create Fear.*



Health in Challenges

Your Health ratings determine how much damage your character can endure. Challenges also have their own Health.

- *Mind relates to all things mental, like outsmarting another.*
- *Body relates to all things physical, like running a race.*
- *Spirit relates to all matters of personality. This includes social interaction, manipulation, coping with fear, will, and morale.*

Damage is not limited to physical situations! Damage represents any success against a Challenge.

A PC doesn't have to be physically hurt to lose a Challenge. That is just one way to take damage! Becoming exhausted, fatigued, overcome with fear, stalled, or removed are just a few more examples of ways to be hurt or ultimately lose.

To be defeated, you just have to lose enough Health in Mind, Body, or Spirit. **Any one will do!**

Like real life, anything can be a Challenge given the situation.

How to write a Challenge

Challenges are made up of Health ratings and Tags just like PCs. They are quick and easy to create.

1. Consider the situation, what are the PCs trying to achieve?
2. Define the Challenge aloud with 3 Tags, each should represent an advantage it has on the player characters.
3. Assign a Mind, Body, and Spirit rating that fit the situation. You are estimating here. Don't bother with perfection!

Advice

A Challenge's Tags need to describe what advantages it has on the players. The advantages may be physical, mental, spiritual, magical, environmental, you name it! These are used by the GM to challenge the players' successes.

Try to avoid Tags that may become a catchall! You want them to give the players something to work with, or better yet, to work around.

If you have difficulty justifying a rating or another Tag for the Challenge, it probably doesn't need it. If you need one later, make it up then.

Health ratings are easy to create on the fly! Remember our 1-10 scale? If 4 is average and 10 is godlike, where does your Challenge fall in between? Remember to consider who is dealing with the Challenge! Is it harder for that character to deal with? Does it deal with her fears or insecurities? Some Challenges are harder for some people!

Examples

- *The boss is **Big, Bad, and a Bully.***
Mind 4, Body 5, Spirit 5
- *The mob is **Violent, Destructive, and Disenfranchised.***
Mind 4, Body 6, Spirit 5
- *The bomb is **Delicate, Ticking, and a Time bomb.***
Mind 6, Body 6
- *A toddler that is **Crying, Attention-starved, and Demanding.***
Mind 2, Body 3, Spirit 3
- *A job interview where my character is **Unprepared, Disheveled, and Exhausted.***
Mind 5, Spirit 5
- *A madman that is **Hiding, in Plain-sight, and Crazy.***
Mind 5, Body 4, Spirit 6
- *Getting a girl's phone number that is **Beautiful, By the Book, and a College girl.***
Mind 5, Body 6, Spirit 6
- *Catching a runaway criminal that is **Fast, has Dirty Tricks, and really Good Aim.***
Mind 6, Body 6, Spirit 5
- *Solving the Mystery of a **Prepared and Dangerous Mastermind.***
Mind 8, Spirit 7

Combating a Challenge

The game mechanic hasn't changed! You roll 2 ten sided dice using a Strategy to describe what you intend to do. The rolls are player oriented, so only the player rolls. All rolls are designed from the PC's perspective.

1. GM, create the Challenge aloud! Is there a Goal? Players should know the Challenge's Health ratings and Tags.
2. Start with the player that makes the most sense. Otherwise, start to your left and go clockwise.
3. On their turn, give each player the opportunity to visualize how they would like their character to tackle the problem.
4. Using a Strategy, frame the action into a dice check. **The Player tells the GM what Health rating they want to target.** GM, help the player figure out their options.
5. Roll the dice check and total your successes! If there are any misses, ask the player **Can any Tags help you?** They are free to use any Tags they can justify! Tag use is governed by Belief and each Tag may only be used once per turn.
6. If the player rolls 2 successes or accepts their result, the GM can challenge their successes with 1 of the Challenge's Tags. **Challenging successes forces the player to reroll their successes, possibly causing their character to fail.** The GM must justify how the Tag complicates the situation!
7. The player can accept the new result or use more Tags if their Belief permits.
8. Assign damage and Tags.
9. Repeat Steps 2-8 until the Challenge or all player characters are defeated.

Some Challenges are just to get us to the next Milestone.

Want to sum up all the legwork or research? Want to fast forward a hospital assault or car chase? Have a goal but don't quite know how to get us there? Create a Challenge!

Go play by play or bounce from scene to scene to capture only the most interesting parts. Make Challenges cinematic!

Dealing Damage, Dealing Tags

To defeat a Challenge, you must deal enough damage to eliminate one of its Health ratings.

- Each Success counts as damage toward your Challenge.
- Each die that is unsuccessful damages you.
- Critical rolls or doubles deal double damage!

Tags change when both dice in a dice check come up successful or unsuccessful.

- A **Double Success** grants the player the option to add a Tag to the Challenge or to remove one. It also deals 2 damage to the Challenge.
- **No successes** harms the PC by empowering the Challenge with a new Tag or by placing a negative one on the PC. It also deals 2 damage to the PC.
- A **Success with a Catch** deals 1 damage to both the PC and the Challenge. A critical roll or **Critical Both** combines the effects of a Double Success and a No Success outcome, applying both results! It doubles damage too!

TAGS ON A CHALLENGE CAN BE USED AGAINST THEM! PLAYERS CAN USE ANY TAG THEY CAN JUSTIFY. THEY JUST NEED TO BE CREATIVE!

Examples

Disarming a ticking time bomb, avoiding tacks on the floor while being chased, persuading the cute girl to give you her number, getting your boss to give you the promotion, slaying goblin after goblin, Finding the answer to a riddle, beating the next level of Candy Crush, cutting in line at the ticket booth, marlin fishing, overcoming your own doubt, resisting peer pressure amongst your only friends, debating the status quo with the Jones', picking the best trail home before nightfall, running your first marathon, doing chores before your parents get home, preparing Thanksgiving dinner for 40, isolating the genetic mutation in the genome, hacking a supercomputer while it tries to stop you, believing in yourself despite your age, and anything else more fun as a Challenge.

Using Tags

In a Challenge, the GM should aim to use 1 of the Challenge's Tags against each player when they make a dice check. If the player rolls a double success, you can try to use one right away. Otherwise, let them use up their Tags until they're satisfied with the result or run out of uses. Remember, even the GM has to be able to explain why a Tag complicates their action! **If a Tag does not apply, do not force one too!** Players should be rewarded for finding ways to avoid the advantages of a Challenge.

Players can use any Tag they can justify. If they visualize how a Relationship's Tag helps or how another's PC's Tag helps, more power to them! They are free to use any of the Challenge's Tags against the Challenge as well. Players often remove the Challenge's Tags as they defeat the Challenge. This makes it harder for the GM to challenge their successes. Sometimes, they will add new Tags to the Challenge. This is a way to create their own advantages. GM, you can use these too.

Doubt Tags

When a PC is dealt a serious blow in a Challenge, they are assigned a negative Tag. We call these Doubt Tags. These stick with you beyond the Challenge. Your Health will come back quickly but Doubt Tags last until voted off or the GM feels they have been satisfied. **Doubt Tags allow a GM to challenge a player's successes an additional time per turn in a Challenge.** The additional use must apply the specific Doubt Tag in question.

Visualizing Turns

Challenges are designed to be cinematic! When a Challenge occurs, each player gets a chance to tackle the Challenge in their own way. Let each Challenge be whatever they need to be!

Don't be afraid to let the players mess with the chronological order. Maybe they want a flashback scene where they prepared something ahead of time. Maybe they want to skip an hour and do something that effects the Challenge then. Nothing says a Challenge can't span days or even weeks. Allow players to skip from scene to scene when it makes sense. Reward creativity!

Healing

PCs regain all of their lost Health in the next scene unless the GM says otherwise. Healing should reflect the demands of the story! Doubt Tags acquired from the Challenge will persist to reflect the wounds, trauma, and repercussions.

What About When I Run Out of Health?

- *Dealing the last point of damage in a physical way can result in maiming, knockout, exhaustion, or death. **The player chooses.***
- *Dealing the last point of damage in a mental, social, or will related way results in defeat too! This may include pain, exhaustion, or knockout but is not limited to these.*

Optional Rule: One Shot

If the first roll in a Challenge is a critical, the Challenge ends. The result exemplifies the entire situation. Succeed, and deliver a blow that could not be recovered from. Fail, and you were mortally wounded or removed from the situation entirely. A Critical Both, and well, you get the idea!



Being the Game Master

As Game Master, you are a director, a guide, and your players' biggest fan!

You guide the players through the Dream Map and creating characters.

You direct them toward their next Milestone with something compelling and exciting but stand out of their way when they are having fun.

You read the book ahead of time and get familiar with it.

You help the players start their first scene with their characters in a setting that is comfortable to them.

You guide the PCs to interact and work together, to share their time actively playing.

Together, the GM and players tell a story. It may focus on one character or one player from time to time but it isn't a story about one character or one player.

A woman with long dark hair, wearing a dark long-sleeved top and pants, sits on a stack of books. She is looking upwards and to the right. The background is a dreamlike landscape with a dark blue sky, a red and white striped hot air balloon, and a large, dark, wavy shape on the ground. The text is overlaid on the right side of the image.

This is our story... Encourage the players to work together to entertain and fulfill everyone's experience.

The First Session

Here's a walkthrough to help you through your first session. Give it a read before you use it word for word! After you've used this a couple times, you'll get the hang of it.

A few pointers...

Guide the players through Dream Mapping and Character Creation. Offer ideas when they need help but try not to influence them too much! **This is their chance to create the game they want to play.** You'll be rewarded with their investment and enthusiasm!

Pull out the GM sheet and write down their Dream and Milestones. Throughout Character Creation, listen and jot down some bullet point notes of what the journey towards the first Milestone might look like. Add to it as players imagine their characters. If things become unclear, ask the players probing questions.

Run with your best ideas and don't second guess yourself. The players will help you get started with Vision Rolls anyway!

Dream Mapping

1. Place the Dream Map on the table where all the players can interact with it.
2. Hand each player a few notecards.
3. Ask the players, ***What do you want to accomplish in your game? What do you want to achieve together?***
4. Have each player write 1 or more answers on separate notecards. *They want 3 to 5 word answers or a short sentence. Vague is good!*
5. Have players share their Dreams one at a time. Start with the person having the easiest time. Then go clockwise. *Be positive and reinforce their good ideas!*
6. Ask them ***What story do you want to play today?***
7. Have them vote on which Dream they want to play. Tally their votes on the Dream notecards. *GM, you break ties.*
8. The Dream Mapping should take **5-10 minutes**. *If your players are overthinking it, remind them, there is always the next game!*

Roles

1. Ask, ***In a story about (Dream), who do you want to be?***
2. Answers should be 2 or 3 words. *Not just a profession or archetype but with an adjective or two as well.*
3. Push them to be the most important or essential roles in that story. *They are going to be anyway!*
4. GM, write these down on your GM Sheet. *You can remind the players of what they came up with in a minute.*

Be mindful of what Roles the players take.

- *If they pick Roles that might be adversarial or away from the action, mention that to them.*
- *If they pick rulers, CEOs, or mob bosses, gauge if they expect to be working together like a party.*

Some Roles may create a game that is played more with their Organizations than their own boots on the ground. If that's the game they want to play, great! If not, the GM can recognize the possibility here and help the players address it.



Personal Milestones

1. Hand the players 1 notecard per Milestone. A short game will have 1 Milestone per player while a longer game will have 2 or more per player.
2. Ask **What do you want to experience in our story?** Each Milestone should be written just like the Dreams earlier.
3. **Repeat the Dream aloud.** Say, **This is our story.**
4. Have the players share their Milestones one at a time.

Next, we'll have them order the Milestones for our story. Just like chapters to a book, they will make a road map to our Dream.

1. Say **If the Dream is (Dream), what happens first in our story?**
Go clockwise, letting each player have their say.
2. Insert the Milestone notecard they select on to the first slot of the Dream Map. *GM, you break ties.*
3. Ask **What happens next?** *Go clockwise as before.*
4. Insert the Milestone they select on to the second slot.
5. Continue in this fashion until all the Milestones are ordered.

You have created our Dream Map!



Character Creation

The character sheets have step by step instructions. Pull out a character sheet for reference and guide the players along.

The Step by Step Instructions

1. Pitch a Dream.
2. Imagine your Role.
3. What do you want to experience in our story?
4. Imagine 3 Tags to describe your character.
5. Belief starts at 4, Wealth at 3.
6. Assign 15 points to Health.
7. Assign 10 points to Soul Skills
8. Imagine 3 Strategies below Legend.
9. Imagine 3 Relationships with a Tag for each.
10. Imagine 3 items of importance.
11. Name your character.

Step by Step Pointers

A few steps are already out of the way! Have players copy their Dream, Role, and Milestones over to their sheet.

1. **Pitch a Dream, done.**
2. **Imagine your Role, done.**
3. **Milestones or What do you want to experience? Done.**
Players need to remember the Milestone(s) that they create for their character. PCs are better rewarded when their Milestone has been achieved. For that reason, have each player write down their own character Milestones on their sheet. Preferably, in the order they will be achieved.
4. **Imagine 3 Tags to describe your character.**
Say, **Tags reinforce who you're playing. They will help you succeed when it look like you're about to fail.**

Tags are usually a word or two, sometimes a phrase.

Don't let any one Tag encompass too much. Tags like lucky, talented, skilled, or gifted can be used in most situations. Add an extra word or adjective to narrow it down!

5. Belief starts at 4, Wealth at 3.

Say, *Your Belief will rise and fall as you complete Milestones. You can spend your Belief to take creative control and choose when your character needs to succeed. These abilities are called Boons and are listed on the even numbered Benefits of Belief. Boons cost 2 Belief to use. The number of Tags a player can use is also governed by Belief. These are free to use.*

6. Assign 15 points to Health.

Say, *Every rating in Dreamchaser is on a 1-10 scale. 4 is average, 10 is godlike. Your Health ratings are how much damage you can take before you are defeated in a Challenge.*

When you attempt to do things and fail, you will take damage in the method you approach. If your Strategy for success is mostly mental, have a **Mind** to match. Mostly social? Have a high **Spirit**!

7. Assign 10 points to Soul Skills.

Say, *The Soul Skills are the most important ratings in the game. One is used in every roll.*

Reason applies when you use Strategies just as you were trained, do routinely, or have practiced.

Think of Imagine as when a Strategy is used untrained, irregularly, or when caught off guard.



8. **Imagine 3 Strategies below Legend.**

Say, **Strategies are the skills, abilities, powers, magics, tools, or whatever else you use to succeed in life. They are the perspectives you approach nearly all of your problems with.**

Strategies may expand the possibilities of your game world. Want magic, super powers, or a robotic arm? Imagine a Strategy to reflect your special talent or equipment!

Make sure everyone shares the Strategies they created. Players need the opportunity to adjust their character if super powers or supernatural abilities have been introduced!

Make sure that no one player has Strategies that are too similar! If they are interchangeable most of the time, you could seriously weaken your character.

Strategies are placed at labels. What label you choose has a rating and that indicates how good you are with that Strategy. You can choose the labels you want but are limited to the 10 slots available on your character sheet.

Labels list a rating to the right of your Strategy on the character sheet.

9. **Imagine 3 Relationships with a Tag for each.**

Say, **Relationships are the people, places, and things that keep us going. They're there for you when you need help and when the going gets rough.**

At the cost of 2 Relationships, you can create a group or Organization of people at a Relationship level.

Players are free to choose what label or type of Relationship they want.

Relationships tell the GM what people, places, or things you want to be important in your game.

Have players share their Relationships out loud. Each Relationship starts with a Tag to indicate its value. Your PC can use them just like any other Tag.

AFTER YOU COMPLETE YOUR RELATIONSHIPS, IT'S TIME TO CONSIDER THE WEALTH YOU NEED!

Say, **You can scratch off any Strategies or Relationships to raise your Wealth by 2. How bad do you want it?**

10. Imagine 3 items of importance.

Say, **Think of up to 3 items that are important to your character. We assume you have all the basic gear you need. These might be iconic items like a golden zippo or a favorite hat. They can be items you want to make sure you have in case of a prison break or a zombie apocalypse. Come up with at least 1.**

These can also introduce new levels of technology into our story. Go ahead and share what items you have with the other players.

11. Name your Character.

Now is a good time to take a short break. Take 5 or 10 minutes to let players get drinks, use the bathroom, check their phone, etc.

When players return, ask them to name their character.

While the players break, you can complete your notes on the GM sheet. Did you forget about that? That's ok, it happens all the time. Go ahead and catch up now.

Jot down your bullet points on what the 1st Milestone might have in store. **Run with your best ideas and don't second guess yourself.**

Jot down their Character Names and Relationships. This may come in handy later.

Vision Rolls

Let's see what the players have in mind for the first Milestone, shall we? Before you go, a few quick words on Vision Rolls.

Each player's vision is a hypothetical answer to a hypothetical situation. **Use as much or as little as you want of their suggestions!** These are meant to supplement your own ideas and notions. Often, they'll be all you need to get your session rolling!

More heads are better than one! Use player visions to get an idea of what the players are gravitating towards. You can gauge a lot about their expectations and interests from their answers! Listen carefully, I'm sure they'll give you even better ideas than you had come up with as well.

Please return to page 12 for more on Vision Rolls.

Enjoy the Journey!

Game Master Tips

While guiding the players through Dream Mapping and character creation, listen to their responses and get familiar with what the players are making. What are the players looking forward to? Did they talk about where they want to start? Get a feel for where they want their game to go and not go. Plan for the stuff they like and skip over the stuff they don't.

Take advantage of the GM Sheet! Notate Names, Tags, Strategies, Relationships, and noteworthy Belongings. Write the Dream on to your sheet and the first Milestones. Throughout character creation, write down some bullet points of what you imagine for the first session.

Ask yourself the Vision Roll questions

- *How do you think they'll respond?*
- *What's stopping the PCs from achieving the first Milestone?*
- *With their Strategies how will they go about solving the problem?*
- *What Relationships could make the story more compelling?*
- *Who's involved?*

In time, you'll find what notes work for you and what's just a waste of time.



Thoughts on the First Session

The Dream Map's Milestones and the players vision rolls will give you options of where, what, and who to focus the session on.

Don't pull your punches! You have a finite amount of Milestones—a finite amount of story. Each game can be the most interesting, exciting, or hilarious game yet. Don't hold back! Do you think any movie is trying to pull their punches? Are they going to hold back their best material just in case there's a sequel? Help the players create the best story you can each and everytime.

RUN WITH YOUR BEST IDEAS AND DON'T SECOND GUESS YOURSELF.

When you have a Milestone in mind, imagine a situation that grabs the characters and puts them on a path to achieving that goal. Use their Visions to help you! Players like it when you use their ideas.

Start the players close to the action. Give them a chance to feel out their characters but have it ready right around the corner.

If you play immediately after character creation, you may not complete the first Milestone. If you do, great! If you don't, try to end on a hook or an inciting incident. You want something to compel the PCs to pursue the Milestone.

Know that the first Milestone is generally the longest in a short game. If you have a new group of players there will be more of a feeling out process. That can create a slow start as well.

Tag Votes come quickly to some groups and very slow to others. Incentivise players to get the ball rolling! Give the first player to initiate a vote a Belief point or a free Boon use. This can also be a good incentive to have players help introduce their characters or to help introduce other player characters into the story.

Optional Rule: Significance

Offer players a token when they help introduce their character or another Player Character into the story! They can trade in that token to deem something or someone significant to our game—to our story! GM, take a hint and have fun with our new plaything!

Planning Beyond the First Session

The Dream Map will make your life easy! The Milestones act as plots, inspire plots, and help you guide the players to their ultimate goal.

If you like to improvise, write up a few bullet points when you come to the game and work off of the Vision Rolls.

If you'd rather plan ahead, enjoy the ease and minimal time spent preparing for your next game. Dream Map, make characters, and Vision Roll on the first session. Use the gathered information to fuel your next session and inspire your players to think about what's to come!

What to Figure Out for the Next Session

- *What's the next Milestone?*
- *What Challenges could prevent the PCs from achieving it?*
- *What would be a compelling way of introducing those Challenges to really engage the players?*
- *Considering the players Relationships, who may be involved and how?*
- *What interesting environments will the characters explore?*

It's so refreshing to walk into every game session unconcerned with your prep work. With the weight and burden lifted, I can play a game that constantly surprises and entertains me just as much as the players!

Pacing

The fewer players in a scene, the shorter the scene should be. With that said, you are the GM. If the scene is super entertaining for the players then who am I to judge?

- *Don't play 5 minutes without involving at least 2 players.*
- *Don't play 10 minutes without involving all the players.*

Don't waste time on boring activities or routine procedures unless the players request it. Feel free to skip time or fast forward! Have the player make a dice check if necessary, let them describe it, and get back to the fun parts.

Performing

Make it fun and don't sweat the small stuff! The players want you to succeed. They didn't show up to have a bad time and won't try to.

If you run into a problem, the game stalls, or you could just use an idea, ask the players! This is a collaborative storytelling experience for the enjoyment of everyone. Don't pressure yourself into being the sole entertainer. Involve as many players as you can, as frequently as you can.

Let them explore what they want to explore with their characters. If one player is taking something too far, ask them where they are going with it. Let the players as a whole decide if one character's actions are creating a more entertaining story or needs to be reined in. The players may want to join in on developing what the player is working on.

You will play a lot of different characters. Make them interesting! Use voices, give them mannerisms, and let them be quirky. Most of all, don't be afraid to try things out. You are doing it for the betterment of everyone at the table and no one can do it all. Not to mention, NPCs are normal people too. They don't have perfect accents, aren't always understood, or act exactly the same.

You'll do a lot to set the tone of your game, so have fun, relax a little, and take some chances. Let the players embrace their characters and show them how with your NPCs.

Set the players up for success! When they arrive in a new scene or place, take 15 seconds and tell them what they see there, how it smells, what sounds are being made, and if they feel anything. Don't spend more than a minute on this. Being concise leaves more to the imagination. You just want to lay kindle and spark their imagination.

Using Tags

Tags are designed to describe a character for better or worse. Use them to help players immerse themselves in a character. Tags can remind us of who we want our characters to be. They can also reflect the difficulty and trauma that limits us. Use the bad times to help the good time shine. Without tension, where's the excitement?

Whenever a player rolls a dice check and gets successes, you can have them reroll their successes due to a Tag that hinders them. You can do this once per dice check unless they have Doubt Tags from the Challenges so far.

Doubt Tags create more opportunities for GMs to force rerolls! One more opportunity per Doubt Tag to be exact. These additional uses must use their associated Doubt Tag.

Outside of a Challenge, don't feel like you have to hold Tags against the players. Use this tool when the player imagines an action their character is sorely fit for. Use it to help them get more into their character's headspace. Who is their character and what would their strategy for success be?

Doubt Tags should last as long as the GM or players feel appropriate. Break an arm? That may be around for months. Get sick? That may last hours or days. Players can vote them off with a Tag Vote or a GM can remove them when appropriate.

Don't Forget Gratitude!

It can be so easy to forget! End 15 minutes earlier than you need to. Give yourself time to award Belief. Give us the chance to share our feelings about the session. Get us started with Gratitude!

Chase Your Dreams!



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What's Your Story?

We all have a purpose, a duty, a dream. You are not alone in this. Believe, and the universe will bend in your favor. Doubt, and find comfort in ignorance.

The choice is yours.

Before you is the Dream Map and with it—a path to destiny. Will you pursue it? Will you chase your dreams?

Create a Destiny Together and Achieve!

