



Peach Soda
Publishing



Dream Skate

Introduction

Dream Skate is a Player versus Player journaling game about unending and unresolved internal and interpersonal conflict between two selves that exist within the same mind. The body you inhabit is asleep, your mind is shared with another, both of you are in a dream and only one of you can wake up. Designed for two players, the two consciousnesses - called "Alters" - attempt to "Wake Up" before the other. One Alter starts in the Dreamscape while the other in the Nightmarescape. A journal is assigned to each of the Sleepscapes. Each turn players take an action, respond to a prompt based on a card draw, and then trade journals. When players trade journals, their Alters switch Sleepscapes, though players always play as the same Alter.

What you will need to play

Each player will need the following:

- Ω 3d6 (three 6 sided dice)
- Ω A journal
- Ω A pen and/or pencil
- Ω A blank sheet of paper for character info and notes
- Ω A standard deck of 52 playing cards (Jokers removed)
- Ω Lots of creativity

A Note on Consent and Content Warnings

Players should be mindful of topics that may bring up feelings of trauma or undue stress. During the game, players will be responding to prompts and writing responses to said prompts. Players will be reading each other's responses at the start of the next turn. Because of this, players should let each other know what topics or descriptions are off limits (e.g. "No excessive descriptions of gore."). One person's dream may be another's nightmare, afterall.

This game involves unresolved internal and interpersonal conflict from the perspective of plurality - though this game should not be considered to be a universal representation of plurality, nor should any degree of accuracy be assumed (this is a game, not a set of diagnostic criteria). Additionally, this game centers around Dreams and Nightmares. Some language used in the game - as prompts, fiction, or rules - may inspire thoughts of "unreality".

The Sleepscapes

Your Alter, when asleep, exists within one of the two Sleepscapes. The Dreamscape is positive, pleasant, or thrilling, and it wants to keep you. The Nightmarescape is terrifying, stressful, or harsh, and it wants to harm you. The Dream is deceptively peaceful while the Nightmare is overtly crushing. During Character Creation you and your opponent mutually decide on what Sleepscape to start in - no two Alters can start in the same Sleepscape. The Sleepscape you start in is your "Homescape" while the Sleepscape your opponent starts in is your "Awayscape".

When players trade journals, their Alters are brushing up against each other's consciousnesses, experiencing the other's reality so deeply that they are the one in control of that Sleepscape for that time. Alters can effect the Awayscape like they can their Homescape, and significant elements from when they Progress The Dream may still manifest. Despite that, when you are in your Awayscape, you are treated by the environment, creatures, and characters as if you were the Alter from that Sleepscape.

Dream Skating

Drifting through a fog in an ocean of blue, one can only wonder what had happened to you. Cicadas so sweet! Shells harboring their tender meat. One can only wonder what happened to you.

An island of two in a sea of more, who will escape and find the door?
Only one can go, many more will know. That's how it always comes that's where it always leads. Conflict is knowing, but weariness will not lead to growing.

There's just one thing we want to know, just before you go.

Where do you skate, little Jape?

You are in a Dream.

It wants to keep you.

Wake up.

You are in a Nightmare.

It wants to harm you.

Wake up.

How to Play

The game is divided up into a series of Turns. Players take their turns simultaneously. If Player A is taking their turn in the Dreamscape, Player B should be taking their turn in the Nightmarescape. Each turn players have the option to Wake Up, Harm, Progress the Dream (Homescape Only), or Copy (Awayscape Only). Players can only choose one action per turn. Once per turn players may also Scry, which does not count towards the one action limit. They should then draw a card and add the numeric value of it to their Wakefulness Level (See: Wakefulness). Aces count as 1s while Face cards (Jacks, Queens, and Kings) count as 10s for Progress the Dream and Copy but increase your Effect Limit by 1 for Wake Up and Harm actions. If a player chose to Scry, they should also add their Scry modifier as well. This forms your "Challenge Rating" (CR). Once a player has drawn a card to determine their CR, they cannot change their chosen action or whether they will Scry or not. Players then roll 3d6 and add the value of all three to their Skill Value, this forms your Total Value. For an action to succeed, the Total Value must exceed the CR by at least 1. If the Total Value is equal to or less than the CR, the action fails and there is no effect. Copy and Progress the Dream actions simply require you to

succeed on your action to gain the result. The effectiveness of your Wake Up and Harm actions are determined by your Level of Success, though you cannot have a higher effect than what your Effect Limit allows. The Scry action does not cause a test, but instead increases the value of the CR by 1 every two uses.

Sally has chosen to Scry and Wake Up on her turn. She has 2 cards in her hand for a Effect Limit of 3 and a Wakefulness Level of 4. Her Awaken skill is 4 in this Sleepscape. She draws a 6 of Diamonds, which gives her a CR of 11 (Wakefulness 4 + Card Value 6 + Scry Modifier 1). She rolls her 3d6 and gets an 11 then adds her Awaken skill for a Total Value of 15. Her Level of Success is 4 but her Effect Limit is 3. This means she can only add three points of Wakefulness to her Wakefulness Level.

When drawing a card to determine the CR, this will also tell the player what Prompt they should be responding to (See: Prompts). Players should journal about the prompt and the results of their action taken in the journal of the Sleepscape their Alter is in. After, they should note a Response Prompt for the other player (if necessary, see: response prompts) and any Additional Information for the other player. Players should ONLY include the following information:

- α Used the Copy action
- α Used Harm (and how much Harm dealt)
- α You succeeded on a Progress the Dream action using a Diamonds suit card for the CR
- α Anything a Trait may require you to note

Once everything is done, players should swap journals and start the process again until one player reaches 10 Wakefulness. If both players reach 10 Wakefulness on the same turn, the player with the highest Wakefulness wins. If both players have the same Wakefulness, no one wakes up - the Dream and Nightmare both crush the lucidity from the Alters and they begin the process anew. Your body is sleeping in late.

Phases

The game is played in three phases, taken in the following order (including the subactions).

1. Arrival
 1. Arrive at the other Sleepscape
 2. Swap skill values
 3. Read previous entries
 4. Reduce cards in hand if Harmed
 5. Communicate necessary information to the other player if they copied you OR wait to receive information if you used copy
 6. Choose if you want to Scry
2. Lucidity
 1. Take an Action and make the relevant test
 2. Respond to the card prompt (and Response Prompt if left one)
 3. Increase the cards in your hand (Progress) or Wakefulness Level (Wake Up), decrease Wakefulness (Sabotage)
3. Departure
 1. Finalize information (double check Wakefulness, cards, etc.)
 2. Create a Response Prompt (if necessary)
 3. Note any important info (as listed above in How to Play)
 4. Swap Journals with the other player as your Alters trade places

Effect Limit and Levels of Success

When you succeed on an action, the difference between the CR and your Total Value is called your Level of Success. You deal 1 Harm (Harm action) or increase your Wakefulness by 1 (Wake Up) up to your Level of Success, however this is limited by your Effect Limit. The effect you receive or deal cannot be higher than your Effect Limit. Your Effect Limit

is increased by 1 for each card you hold in your hand and you have a Base Limit of 1. Critical Successes and Face cards increase your Effect

Limit temporarily (see: Criticals and Face Cards). You can only hold up to five cards in your hand and start the game with zero cards. Your Base Limit applies even if you have cards in your hand. If your Level of Success is lower than your Effect Limit, then you are instead limited by your Level of Success.

Actions and Skills

Alters only have two skills – Awaken and Sabotage. Awaken is typically used for the Wake Up action and reflects your ability to wake up from the sleepscapes. Sabotage is typically used for the Harm action and reflects your ability to slow down the other Alter. Both skills can be used for Progress the

Sally is taking a Harm action while John is taking a Copy action. Sally has an impressive 4 cards in her hand, giving her an Effect Limit of 5, while John has a much less impressive Effect Limit of 2. Sally has a CR of 16 and gets a Total Value of 18. Her Effect Limit is 5, but has a Level of Success of 2, giving her 2 Harm Effect. John has a CR 12 and got a Total Value of 15. His Level of Success is 3 and his Effect Limit is 2, but since Copy uses Sally's results, all that matters is that he succeeded on his action by beating the CR by at least 1.

Dream and Copy. Scry does not use a skill and instead increases the CR of an action. While Progress the Dream and Copy are binary success or fail actions, Wake Up and Harm rely on your Level of Success and Effect Limit to determine how much of an effect that action has. Skills swap values every time players change sleepscapes.

Wake Up

This action uses the Awaken skill and represents your Alter attempting to wake up. When this action is taken, an Alter increases their Wakefulness Level by their Level of Success (limited by their Effect Limit).

Harm

This uses the Sabotage skill and represents your Alter attempting to slow or otherwise hurt the other Alter. When this action is taken, you decrease the amount of cards in the opposing Alter's hand by your Level of Success (limited by your Effect Limit). You lose one Wakefulness when attempting this action – subtracted at Step 3 of the Lucidity Phase – regardless of if you succeed or fail. You must have at least one Wakefulness to attempt a Harm action. Traits may effect how much Wakefulness

is lost when using Harm. In this case you must have enough Wakefulness to accommodate the increased cost. Players should include how much Harm was dealt to the other player in the Additional Information section at the end of their entry.

Progress the Dream (Homescape Only)

This action can only be taken when in your Homescape. When you succeed on this action, you add the card drawn for the CR of this action to your hand. This is the only way to acquire cards. With the exception of Critical Successes, only one card is added to your hand regardless of how high your Level of Success is. As an Alter - regardless of if you succeed or fail - this action means that you are experiencing the “plot” or more significant elements of your dream (or nightmare) - see the Journaling section for more.

This action utilizes the suit of the card drawn to determine what skill you are using along with any associated risks.

- α Hearts - *Awaken* (-1 card on failure)
- α Diamonds - *Awaken* (+1 card to opponent on success)
- α Clubs - *Sabotage* (-1 Wakefulness on Failure)
- α Spades - *Sabotage* (-1 Wakefulness on Success)

Copy

This action can only be taken when in your Awayscape. When you succeed with this action you *copy* the result of your opponent's action for that turn. This means you gain the same amount of Wakefulness or deal the same amount of Harm as your opponent did for their action. Your Level of Success and Effect Limit have no impact on the results. Since Alters can never occupy the same Sleepscape, you cannot use this action to gain a card. If you do not gain effect from your Copy action (Scry does not count) you lose one Wakefulness. In the case of Scry, you learn what your opponent's next card is when they Scry and you successfully Copy. If both Alters Scry and successfully Copy, both Alters learn each other's next cards. If your opponent uses Harm, you also lose one wakefulness, but you are still able to copy the Harm action even if you are at Wakefulness Zero. If your opponent fails on a Harm action you lose two Wakefulness (1 for the Harm cost and 1 for not gaining any effects). When you use Copy, you cannot begin your next turn until your opponent informs you of

their actions and the results. Like Progressing the Dream, the skill used for Copy is determined by the card suit:

- α Hearts - Awaken (+1 Modifier)
- α Diamonds - Sabotage (+2 Modifier)
- α Clubs - Awaken (+1 Modifier)
- α Spades - Sabotage (+2 Modifier)

Scry

Scry allows you to reveal the top card of your deck. The Scry action is special, as it can be used on the same turn as another action. Instead, at the start of a turn you decide if you want to scry. When using Scry, add a +1 modifier to the CR of your action for this turn. This modifier increases by +1 after every two uses. After making your test you may reveal the top card of your deck. If you fail the action, you may still reveal the top card of your deck, but if you choose to do so, you lose one Wakefulness. If you lose Wakefulness in this manner it is subtracted at the same time you would do so for taking the Harm action.

Criticals and Face Cards

A Critical Success or Critical Failure is when you automatically succeed or fail on a roll. Critical Successes occur when at least two of your three dice rolled are sixes. Regardless of your total value, you succeed on the test. If you rolled above the CR with a critical success, you add 1 to your Effect Limit for this Action. If you rolled equal to or below the CR with a critical success, the action is considered a success and you receive your Base Limit in Wakefulness or Harm. When Copying, you receive a +1 to whatever you gain from copying your opponent – dealing Harm or gaining Wakefulness – regardless of if you beat the CR or not. When Progressing the Dream you receive 1 additional card, regardless of if you beat the CR or not.

Critical Failures occur when at least two of the three dice rolled are ones. This means that you automatically fail the action regardless of your total value. If you roll a critical failure on an action where you used Scry, you lose 1 Wakefulness and you do not get to reveal the top card of your deck.

Face cards will increase your Effect Limit of Wake Up and Harm actions by 1 until end of turn. When drawing a Face Card during a Wake Up or Harm action, set it aside and draw a second card. The second card that you draw will be the card used to determine CR. If you draw a second

face card, shuffle it back into the deck and draw again. Prompts for both cards should be used when writing your journal entry. If you fail the action, the Face card is discarded. If you succeed on the action, it is removed from the game and cannot be reshuffled into your deck.

Sally and John are in their Awayscapes. Sally has a Sabotage skill value of 4 while John has an Awaken skill value of 3. Sally is planning on using Progress the Dream on her next turn and wants to know if she will be using her primary skill (Awaken, which is 4 in her Homescape) or off skill (Sabotage, which is 2 in her Homescape). This will tell her if she should consider taking a different action that turn. John, on the other hand, worries that Sally has a higher Wakefulness Level and is close to winning, so he is planning on trying to Wake Up this turn and the next, but does not want to make things harder on himself by adding his Scry Modifier.

Sally has used Scry 3 times, meaning she has a Scry Modifier of +2. She has 2 cards in her hand giving her a total Effect Limit of 3. Her Wakefulness Level is 4. John has 4 cards in his hand, giving him a total Effect Limit of 5. His Wakefulness Level is 6.

Sally chooses to Harm John. She draws a card and gets a 5 of Clubs. After combining the value of the card (5), her Wakefulness Level (4), and her Scry Modifier (2), she ends up with a CR of 11. She rolls 3d6 and gets a critical success, giving her a total Effect Limit of 4 for this turn. After adding her roll with her skill value, she determines she has a Total Value of 18. This means that her Level of Success is 7, but her Effect Limit for this turn has been increased from 3 to 4. She deals 4 Harm to John. Since she chose to Scry, she now gets to look at the top card in her deck, which is a King of Diamonds. She checks the Wake Up section in the Rule Book and sees that if she succeeds on a Progress the Dream action with a Diamonds Suit, then John would get a card as well. Kings are also 10s for Progress the Dream but since it would increase her Effect Limit, she decides it would be better spent on another action. She decides to Wake Up instead of Progress the Dream on her next turn..

John wants to Wake Up. He draws a 6 of Spades and calculates his CR, giving him a total CR of 12. He does not add a Scry Modifier because he is not using Scry. He rolls and combines the value with his Skill giving him a Total Value of 12. He fails the action. He's also in for a rude awakening on his next turn when he finds out that Sally has dealt 4 Harm to him.