

Sleep

by May B. Orc



SleePG

An RPG for Bedtime

May B. Orc

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To my adventuring companions, Will and Zaza.

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Chapter 1 Meta-game

Rule 0

Be excellent to one another, and respect the space, feelings, desires, and boundaries of everyone in the adventuring party.

Flexibility

The world and the story are flexible. A good Storyteller will benevolently adjust the rules of the world to delight their audience. SleePG exists on the cusp of wakefulness, and in this realm, the absurd is to be savored and indulged.

If everyone in the party agrees the world should operate in a particular benevolent way so a player can have a pet hedgehog who speaks German, that's OK. The next night, that hedgehog is actually a bat? In this framework, that flies.

If a player wants a skill that isn't in the skills list, the default position of this framework is that they can have it. Only in cases where the skill comes into conflict with the peace of the party should this be questioned. In cases where the skill comes into conflict with reality, reality should be questioned.