

Gear

The gear listed in this document is not all-inclusive. It is not the only gear that players may search for, buy at character creation, or attempt to craft. It merely serves as a strongly suggestive baseline for what items should be available, as well as a GM's value guide for items that don't exist in these lists.

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Freebies

At your GM's discretion, you do not necessarily have to purchase everything you own at character creation. An example of this would be a basic phone or computer in normal sburb-like sessions, where they serve an important narrative convenience. In sessions like these, your character may begin with them for free. The kinds of phones, computers, and other like-minded

tech that exist in the Advanced Tech Gear document (which have a cost) serve more to give the player significant mechanical advantages in the optional network encounters, rather than to be the gate for that narrative convenience.

Work with your GM to decide what other potential items should classify as freebies. As a rule of thumb, items that qualify as freebies should offer no direct mechanical benefit or impact.

Encumbrance Values

Encumbrance doesn't strictly represent weight: it also represents mass, bulk, and how easy items are to carry.

When carried, a living being generally has an encumbrance value of 5 plus their Brawn. A typical human has a Brawn of 2, and therefore a total encumbrance value of 7.

Encumbrance Threshold

All characters have an encumbrance threshold of 5 plus their Intellect rating (*or Brawn, based on the setting*), which limits how much they can carry without penalty. A total encumbrance value over the threshold means the character is "encumbered," and suffers 1 Setback (■) to all Intellect and Cunning-based checks (*or Agility and Brawn-based checks, depending on the setting*) for every point of encumbrance over the limit. This is cumulative with any other Setback (■) the character may be suffering.

If a character is encumbered by an amount equal to or greater than their Intellect (*or Brawn*) rating, they no longer earn a free maneuver each turn. The character can still perform up to two maneuvers, but each maneuver costs 2 strain.

Rarity

Rarity in Genesys measures how difficult an item can be to find on a scale of 0–10, with 0 being the easiest to track down and 10 being the hardest. However, whether or not an item is available for purchase should never be solely a matter of rolling dice. Instead, your GM always has at least partial say as to whether an item is available in a certain location. A successful Negotiation, Streetwise, or Knowledge skill check is suggested to determine where and if your character can find an item.

Rarity Table

RARITY	DIFFICULTY	EXAMPLES
0	Simple (-)	Pencil and paper

1		Food supplies
2	Easy (◆)	Pocketknife
3		Smartphone
4	Average (◆ ◆)	Automobile
5		Semi-automatic pistol
6	Hard (◆ ◆ ◆)	High-end computer
7		Construction explosives
8	Daunting (◆ ◆ ◆ ◆)	Military machine gun
9		Civilian satellite
10	Formidable (◆ ◆ ◆ ◆ ◆)	Military strategic bomber

Selling & Trading

When selling an item, your character needs to make a successful opposed Negotiation check. Your character can generally sell an item for one-quarter of its cost if the check is successful, increasing that to one-half with 2 Successes (✨ ✨) and to three-quarters with 3 Successes (✨ ✨ ✨) or more.

Item Maintenance

Sometimes, items may become damaged. Rolling Despair (☒) may indicate a item has malfunctioned, misfired, jammed, broken down, or otherwise been rendered inoperable or impaired until it can be repaired. All items, from low-tech weapons to more sophisticated devices, can be repaired with the Mechanics skill.

Item damage are generally classified as minor, moderate, or major. The magnitude of the required repairs indicates the severity of penalties applied to the user when trying to operate the defective item, and the difficulty rating of the necessary repairs. Repairing an item requires adequate time and tools, generally one to two hours per difficulty level. If a character attempts repairs in less time, the difficulty increases by one. Likewise, if the character lacks the proper tools, the difficulty increases by one. These factors are cumulative, so if your character tries to repair a pistol without the proper tools and in half the time it would normally take, you should increase the difficulty of the check by two.

The cost of repairs is equal to a percentage of the item's base cost: 25% if it's a minor repair, 50% if it's a moderate repair, and 100% if it requires major work. Reduce the total by 10% for each Advantage (▲) received on the repair check if your character is doing the work themselves.

Item Maintenance Table

REPAIR REQUIRED	DIFFICULTY	PENALTY FOR USE
Minor	Easy (◆)	Add 1 ■
Moderate	Average (◆ ◆)	Increase difficulty once
Major	Hard (◆ ◆ ◆)	Unusable

Additional Rules

Alchemization

Alchemization (*the act of combining items through a currency-based machine*) is a concept completely unique to Sburb-like settings. Given the vast, dynamic nature of alchemization, the rules for it are nebulous, and entirely up to your GM to determine the effect and cost of the new item.

Currency, and Gristbox

Grist (*Homestuck's unique crafting currency resource*), while interesting from a narrative perspective, can be a headache to handle as an actual game mechanic. Though the main system's team have done an admirable job in translating this aspect of Sburb, Genesys relies on a simple, singular currency. Henceforth, any Sburb-like sessions running this ruleset will have not grist, but gristbox. A singular amalgamation of grist, and boondollars.

Currency can be re-flavored to anything it needs to be, depending on the nature of the setting. For the narrative purpose of Sburb settings, entering the medium converts all your character's currency into an equal amount of gristbox.

Flavor

The names and descriptions of all items should be considered the mechanically generic text, and not necessarily the flavored descriptor. For example, while Painkillers can be expected to always have the same cost, effect, and rarity, they could take many different forms depending on the setting. On Earth, they could take the form of a bottle of pills, while on Alternia they could take the form of a medicinal-grade sopor rub.