

GM Resources

Adversaries

Coming up with only a couple unique baseline adversary profiles would pale in comparison to the vast community resources that exist for *Genesys*. Instead, I would recommend *reskinning* adversaries from DrainSmith's invaluable [Adversary Anthology](#) document.

Some suggestions I'd make are:

Suggestion Table

| EQUIVALENT | ADVERSARY RESKIN | PAGE |
|---------------|---|---------|
| Imp | Goblin (Minion) / Kobold (Minion) | 13 / 16 |
| Ogre | Clockwork Animal Automaton (Rival) (<i>without its abilities</i>) | 65 |
| Basilisk | Giant Snake (Rival) / Salamander (Rival) | 12 / 25 |
| Lich | Goblin Witcher (Rival) | 14 |
| Giclops | Ironbound (Rival) | 16 |
| Acheron | Ogre (Nemesis) / Giant (Nemesis) | 21 / 12 |
| End-Game Boss | Ancient Dragon (Nemesis) | 1 |

Adversary Profiles

Adversary profiles are like stripped-down versions of a player-character's profile. There are three different types of adversaries. Minions, Rivals, and Nemeses.

Minions

Minions are designed to only be a threat in large numbers. A single minion shouldn't be too dangerous to even the most non-combative PC. However, minions are rarely alone, and tend to operate in small groups. Minion groups allow you to populate the encounter with a lot of NPCs without bogging down the initiative tracking process. You track what the group is doing, and not every individual minion.

A single minion is a small threat to a PC, unless the PC is impaired, heavily injured, or otherwise weakened. However, a group of two or three minions should be a reasonable threat for a single starting PC, and a group of three to four should be a reasonable threat for a PC who has spent at least an additional 100 XP.

Minion Rules

- **Unless otherwise specified, minions do not suffer strain.** Anything that normally inflicts strain inflicts wounds on a minion instead. Minions also cannot voluntarily suffer strain. This means that when a minion is taken out of combat due to exceeding their wound threshold, it is up to you whether the minion was incapacitated or killed, depending on the circumstances. *(A minion taken out of a social encounter shouldn't suddenly drop dead from a debate! As funny as that sounds...)*
- **Minions do not possess skills.** They compensate for this by acting as a group. A minion's profile lists several skills in which that minion type gains ranks when acting as a group.
- **Minions can fight as a group.** You only deploy minions of the same type in a single group.
- **A minion group has a single wound threshold, shared by all members of that group.** A minion group's wound threshold is equal to the sum of the wound thresholds of every member of the group. *(For example, a group of imps, each with a wound threshold of 4, has a wound threshold of 12.)* Each time any member of the group suffers wounds, you apply the wounds to the group's wound threshold. Individual members of the group are defeated one at a time, each time the total wounds suffered exceeds a group member's share of the group's wound threshold. For example, when the imp group exceeds 4 wounds, one street tough is defeated.
- **When characters attack a group, they attack the group as a whole.** Narratively you may describe them as attacking an individual, but mechanically they're attacking the group.
- **Working as a group also allows minions to use skills.** A minion group gains one skill rank for each member of the group beyond the first, as long as the skill is on the minion's profile. So, our group of three imps would count as having two ranks *(for the two toughs after the first)* in any skill checks the group makes for skills listed on their profile.
- **Critical Injuries kill minions.** If a minion suffers a Critical Injury, it is immediately incapacitated. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds plus one *(so that one of the minions in the group is incapacitated)*.

Rivals

Rivals are more dangerous than minions but usually less powerful than a PC. Unlike minions, they operate alone, and they have skills just like PCs do. Generally, they're expected to be about as skilled as a starting player character.

A single rival should be reasonably dangerous for a single PC, so your party should find an equal number of rivals to be a reasonably dangerous threat. More rivals should generally equate to more danger, and if your group outnumbers the number of rivals they face, the threat should be more manageable.

Rival Rules

Rivals follow most of the same rules as player characters, except as noted here:

- **Rivals suffer Critical Injuries normally.** However, when a rival exceeds their wound threshold, they can be killed outright (*instead of incapacitated*) at your discretion.
- **Rivals cannot suffer strain.** Anything that normally inflicts strain inflicts an equivalent number of wounds on rivals instead. Rivals can use abilities or invoke effects that inflict strain on the user; this simply causes them to suffer wounds instead. As with minions, if a rival is incapacitated due to suffering strain, you can rule on whether they were killed or rendered unconscious based on the circumstances.

Nemeses

Nemeses match the power of a PC, if not wildly exceeding it. Nemeses often possess talents, have high ranks in skills and characteristics, and even have unique abilities.

Nemesis Rules

- **Extra Activation Rule (Optional):** When rolling for Initiative for a nemesis, roll twice, recording both results. These both become NPC Initiative slots. Your nemesis may take two turns during a single round. Any abilities that last “until the end of their following turn” last until the end of their first turn on the subsequent round. This should only be used for Nemesis fights that you want to be very challenging.

Sburb Alchemy Tips

Offering mechanical suggestions to Sburb’s alchemy systems can be one of the trickier areas to tackle. While it is generally left up to the GM’s interpretation to come up with both the item’s new effect and cost, some suggestions do exist.

Regardless if the GM decides to run the optional [Item Attachments](#) rules, they can serve as suggestions for the cost values of mechanical upgrades. Additionally, most items from the [Gear Link] document can be considered as well, depending on the nature of what is being alchemized.

Finally, the *Genesys* core rulebook has some suggestions governing the cost of weapons based on their effectiveness. For simplicity, [this Google Sheet \(make a copy\)](#) does an adequate job at representing those suggestions. You should keep a note of a PC’s starting weapon values. Replicate that weapon in this Google Sheet, and make incremental

improvements. This is the cost suggestion of the new weapon. If using this method, do consider making the improvements as incremental as possible to ensure you aren't handing the player a potentially game-breaking weapon!

XP Distribution

The core rulebook suggests awarding players 20 xp for each 3-5 hour game session, or roughly 5 xp per hour. Much like the "once-per-session" language, this suggestion is difficult to translate to an online, play-by-post medium, and is again left to the GM's discretion when comparing how many posts they feel have adequately reflected a real-time game session.

This of course doesn't stop the GM from awarding xp whenever they feel like for other milestone accomplishments. Maybe taking down a big bad, succeeding in a long-winded debate, or even just RPing excellently could all be examples for awarding your players extra xp outside of the "5 xp an hour" suggestion.

Narrative Structure of a Sburb Session

For suggestions of a more narrative side to running a Sburb session game, the [RPGStuck 2e Dungeon Master's Guide](#), while for another system, serves as an excellent guide for such questions.

Additional Links

You might be interested in:

[The Official Core Rulebooks](#) (Especially things like the GM screen reference)

[Drainsmith's Dispensary of Genesys Content.](#)

[This Probability Chart.](#)

[This link to the official Genesys forums, and discord.](#)

Setting Ideas

Homestuck is a setting with varied settings in itself. Here are some ideas for settings to run:

Sburb

The classic *Homestuck* setting for fan-adventures. Insert your characters in a session of the hectic game of Sburb. These types of settings typically run in some sort of parallel to the main story of *Homestuck*. Pre-Sburb adventures, an apocalyptic reckoning, underlings, dream

moons, denizens, the black king, and the like. While there is nothing wrong with a Sburb session as basic as possible, players can tend to predict the story beats of Sburb sessions ahead of time. What can truly make a Sburb session unique is how you change up the formula in major or even minor ways, to subvert your players' expectations and keep them guessing. Some ideas may include:

- What if there was *no* reckoning, and players could freely enter and exit Sburb at-will?
- Change up how the dream moons and dream-self mechanics work.
- Alter god-tier mechanics, and how becoming god-tier is achieved.
- Craft an antagonist that directly throws a wrench into the mechanics of Sburb in a creative way.

Hiveswap

Hiveswap (at least currently, as of Act 1) introduces a new idea for game settings within the *Homestuck* universe. What happens when Sburb isn't a factor at all? You could choose to have human characters get swept off to the land of *Alternia*, or even focus on a completely troll-centric setting. After all, life on *Alternia* is hard, and simply getting by could constitute an adventure in itself.

5,000 years on Earth C

During the credits of *Homestuck*, we see the group plant the seeds of civilization, and fast forward five-thousand years ahead. A lot can happen in five-thousand years. This window can serve as a semi-canon backdrop for any wild miscellaneous setting ideas such as:

- What if there was a setting that was locked to medieval technology, or an otherwise classical "high-fantasy" setup, involving the character-races of *Homestuck*?
- What about a post-apocalyptic wasteland?