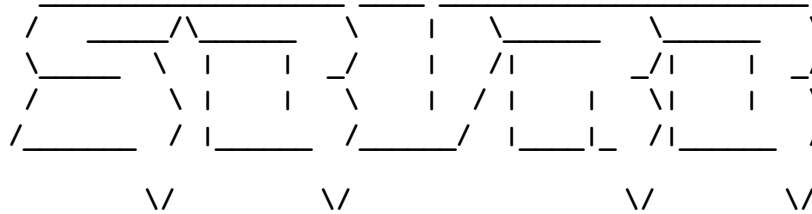


EGRESS: A SBURB Fan-Game, v. 1.2



Hey everybody, it's "your boy" dexDavican*, here to share some thoughts on the game everybody's looking forward to now, SBURB. I can't find it anymore, but I'm sure I read an unfinished walkthrough by someone called tentacleTherapist, and it had me really excited about the game! In fact, I was so excited that my dreams were full of clouds and portents, all drilling into my head the arcane mechanics of the hottest upcoming video game. We've all been there, right? Ha ha.

So anyway, here's my best guess for how SBURB is going to work. Weirdly, it kind of looks like a *Powered By The Apocalypse* style game? Obviously I'm going to update this walkthrough as we learn more and get our hands on the game!

**[Yeah, I used to go by crackedGenesis but I'm all about the Sega Saturn now!]*

POWERED BY THE APOCALYPSE GAMES:

If you're not familiar with games like *Apocalypse World*, *Dungeon World*, and *Interstitial*, they're all games with an emphasis on freeform improvisation and simple rules.

Basically, whenever you want to do something where there's some uncertainty about the results, you look for a **move** that fits. You roll two six-sided dice and add the appropriate stat to their results.

If you **get a 10+**, you get an awesome success.

If you **roll a 7-9**, you get a decent or mixed success.

If you **roll a 6 or lower**, you get a Miss result, which usually makes the situation worse.

Your GM *can* add a +1 or -1 to your roll if circumstances demand, but more often they'll probably just let the dice do the talking. Each player character has two playbooks--one for **Class** and one for **Aspect**--that determines what moves they can have access to beyond the basic moves all PC's share.

That's basically the whole PBTA system! Your GM has moves of their own they can perform, but GM moves really just exist to give players an excuse to do stuff. You and the GM can work together to decide when a given move applies and when it makes more sense to do something else--if your character doesn't have any way to fly, it's going to be really hard to justify **moving forward** directly through the sky, for instance.

PLAYER CHARACTER STATS:

Edgy: This is the stat that player characters use to get shit done! (Pardon my language.) Edgy characters cause trouble, but don't let trouble stick to them. I'm not really very Edgy myself but I think Edgy characters can be cool, ha ha.

Friendly: This is the stat that player characters use to communicate and cooperate! Friendly characters aren't necessarily *nice*... but they're sociable, engaged, and usually pretty honest.

Gutsy: This is the stat that player characters use to weather hardship and slog through fights and trouble! SBURB seems to be, like, every kind of game(?), but every game has a goal and Gutsy characters keep going toward it.

Smart: This is the stat that player characters use to learn about the world and make useful stuff! Academic intelligence is fine, but it's more important to understand systems and how they interact, I think.

BASIC PLAYER CHARACTER MOVES:

Break through: When you want to break the rules or destroy whatever stands in your way, roll with **Edgy**! Of course, when you break stuff, sometimes there are unexpected consequences--by default, any time you **break through**, you suffer some trouble*.

10+: Break something or inflict trouble on a foe. Also, choose one:

- avoid suffering any trouble;
- break something dramatically and decisively;
- or, inflict an extra level of trouble on a foe.

7-9: You break something or inflict trouble, but you suffer trouble as well.

Miss: You fail to break the thing you wanted, and break something important or precious instead. You might suffer trouble or even inflict trouble on a friend!

**[Trouble is SBURB's "harm" or "damage" equivalent. It'll be explained after the basic moves.]*

Build up: When you want to create cool toys, build up the setting, or deploy crucial resources, roll with **Smart**! SBURB seems to have some building sim elements, huh? I wonder what we'll get to make!

10+: Choose two:

- create something useful and mark a connection* related to it;
- improve a piece of the setting and mark a connection related to it;
- or, deploy resources necessary for victory.

7-9: As 10+, but only choose one.

Miss: Create a problem that you or one of your friends must solve.

**[Connections are a resources we'll be talking about in a little bit.]*

Fight back: When you face danger or troublesome foes head-on, roll with **Gutsy!** You've got to be brave and tough to muscle your way through an epic adventure, after all.

10+: You beat back trouble *and* can inflict trouble on an enemy.

7-9: You beat back trouble *or* inflict trouble on an enemy.

Miss: You suffer trouble and it can get worse.

Help out: When you want to give somebody else a helping hand, roll with **Friendly!** This works differently for PC's than for NPC's, since NPC's... don't really roll dice.

10+: Choose one:

- reduce a friend's trouble by one level;
- add +2 to another PC's next move;
- let a PC friend mark a connection of their choice;
- or, help an NPC so they effectively get a 10+ result on some other move.

7-9: Choose one:

- add +1 to another PC's next move;
- let a PC friend mark a connection related to you;
- or, help an NPC so they effectively get a 7-9 result on some other move.

Miss: You get in the way. If you helped out another player, they apply a -2 to their next move. If you helped out an NPC, they effectively get a Miss on some other move.

Look around: When you're exploring magical lands, solving puzzles, and uncovering fascinating lore, roll with **Smart!** This is a must for any deep, immersive setting in my humble opinion.

10+: Make up a piece of the setting, like a character, place, or current situation. Mark a connection related to it.

7-9: Choose one:

- make up a piece of the setting but don't mark a connection related to it;
- or, find something unexpected made up by your GM, and mark a connection related to it.

Miss: Make up a piece of the setting about which your character is deeply misinformed. Once you act on that misinformation, mark a connection related to the truth.

Move forward: When you want to keep going despite hardship, confusion, or exhaustion, roll with **Gutsy!** Just about any time you're not certain that you can get from point A to point B, you'll probably want to **move forward**.

10+: You safely end up where you want to be.

7-9: Choose one:

- you end up where you want to be but suffer trouble or a complication along the way;
- or, you end up somewhere safe, but not where you want to be.

Miss: You end up somewhere you don't want to be, maybe even right where you started. If you were at risk of trouble while **moving forward**, you suffer trouble.

Open up: When you've got to let someone know what you want or really feel, roll with **Friendly!** This works a little differently on PC's than on NPC's, since player characters are free to make their own choices.

10+: Mark a connection related to the character or entity you opened up to. If you opened up to an NPC, they actively want to help you. If you opened up to another player, they can mark an experience and a connection related to you by doing what you want.

7-9: If you opened up to an NPC, they'll be a little nicer to you. If you opened up to another player, they can mark a connection related to you by doing what you want.

Miss: If you opened up to an NPC, choose one: they don't care; they can't hear you; or they can't do what you want. If you opened up to another player character, they choose instead of you.

Step off: When you're facing impending trouble or inconvenience and you just want to get the heck out of dodge, roll with **Edgy!** It's not very heroic, and by default, you still suffer a complication, like losing something or ending up somewhere unexpected.

10+: You avoid impending trouble or inconvenience, and choose one benefit:

- you reduce your own trouble by one level;
- you don't lose anything important or end up anywhere unexpected;
- or, you impress somebody.

7-9: You avoid impending trouble or inconvenience, but choose one complication:

- you lose something important;
- or, you end up somewhere unexpected.

Miss: You suffer the impending trouble or inconvenience.

TROUBLE:

SBURB is an adventure game in every sense of the word, and adventures aren't always safe or comfortable! Players spend a lot of time suffering trouble (moving from one trouble level to a more severe trouble level) and reducing trouble (moving from one trouble level to a less severe trouble level). Most of the time you only move up or down one level at a time.

Here are the trouble levels! A human character probably starts a game of SBURB at Troubled (Level 1).

Okay (Level 0): Whether you're worried, irritable, happy, or sad, you're basically in a good place. You won't be Okay forever, but you can be Okay for long enough to relax and sight-see. Untroubled times are rare in an adventure, so it's good to appreciate them when you can. Whenever you become Okay, you can mark a connection related to friendship, fun, and peaceful memories.

Troubled (Level 1): Your situation isn't very safe, stable, or comfortable. Maybe you've been imprisoned, or slighted, or frustrated by imps. You probably want to fix, deny, or ignore your troubles, but your troubles are still there. Everybody has troubled days, and teens have plenty.

Endangered (Level 2): Your situation is clearly unsafe, and anyone paying attention can tell. You might be scared, angry, confused, or willfully oblivious. Maybe you're on a hair-trigger, prone to lash out or freak out at the slightest provocation, or maybe you're emotionally tuned-out. It isn't good to be Endangered, but people who get out of bad situations grow as a result. Whenever you stop being Endangered, mark an Experience.

Compromised (Level 3): You've taken a bad hit and you're injured--physically, emotionally, mentally, or even existentially. You're not behaving normally or thinking long-term, and you'll need help to keep from doing something you'll regret later. Compromised people tend to seek safety or act self-destructively, so most don't stay Compromised long. Still, an event like that sticks with you. Whenever you become Compromised, permanently replace one of your advancements with another one.

Dead (Level 4): You've been killed, destroyed, obliterated, annihilated, erased, undone, forgotten, or banished from existence. Of course, SBURB is a game, so your story isn't necessarily over! When you're Dead, choose one that makes sense:

- **Extra Life:** You use up an extra life (e.g. a dream self, robot, or situational exception). You return in a few minutes, Troubled or Endangered.
- **Ascension:** If a) you aren't yet a God Tier, b) you've purchased three or more upgrades with experiences, and c) you die in a way that satisfies your Class' default Need, you ascend to the God Tier through some shenanigans. You resurrect in a few minutes, Okay.
- **Resurrection:** If you're already a God Tier, and you die in a way that isn't heroic, just, or rule-breaking in some way, you return to life in a few minutes, Troubled or Endangered.
- **Transformation:** You're not gone, just permanently altered. Maybe you're a ghost, clone, vampire, AI, sprite, or something else! Write up a new character with all your old memories and connections. You can replace any of your old advancements with new ones if it makes sense.
- **Replacement:** You leave the story. Write up a new character and explain what shenanigans allowed them to fill the gap left by your old character in this SBURB session. You can replace your old advancements or refund them for experiences.
- **Loss:** You leave and just stay gone. Sometimes that happens.

CONNECTIONS:

SBURB appears to have a lot going on, and I don't fully understand all of it. I'm not sure anyone can? But connections appear to be important.

Basically, each connection is a statement that two things (places, people, objects, ideas, etc.) are related somehow. Constant references to these connections permeate a SBURB game, almost like the creation of a new language.

When you **mark a connection**, you write down a reference, joke, lesson, etc. That connection stays marked until you spend it or give it away to another player.

You can **spend a connection** in one of two ways. First, you can spend a connection to **re-roll a die** after you've seen the die's results--maximum one connection per move. Second, you can spend a connection to **benefit from certain advancements**.

You can **trade in connections** at any time in order to mark experiences. One experience costs two connections.

You can also **give a connection** to another player. Presumably your character communicates the connection to them in some way, but it's okay if that happens off-screen as long as both players agree. We don't need to make a big deal out of this.

Here's a short list of random connection types:

1. **Meme:** Whether it's doge, a viral video, a favorite webcomic, or just an in-joke, you simply cannot stop teens saying things, then laughing because nobody else will get it.
2. **Symbolism:** SBURB borrows symbols and systems from everywhere, from poker to chess to pool, from the tarot to the classical elements to the zodiac. Throw in whatever!
3. **Media Reference:** We build our world-concepts around what we consume, and we create the same. Every book, movie, and comic is a remix of what came before. Neat!
4. **Mythical Reference:** Some archetypes have existed for millennia, and might outlast humanity itself. It's fun to make your character into a modern Pandora or Obama!
5. **Relationship:** Sometimes characters have history that we didn't know about until just now. Sometimes two people suddenly hook up and we just go, okay, that's a thing now.
6. **Convergence:** The infinite imagination-forge of Skaia cooks up some real doozies. Destiny, prophecy, coincidence, and identity are intertwined and indistinguishable.

MAKING A CHARACTER:

Okay, this has a few steps to it:

1. Come up with a name for your teen. Answer a few questions (you can leave some blank at first), and mark connections based on 1-3 of them:
 - a. *What's my character's guardian like?*
 - b. *What are my character's interests?*
 - c. *What does my character struggle with?*
 - d. *Who is my character's best friend?*
 - e. *Who is my character crushing on?*
2. Your character starts with Edgy, Friendly, Gutsy, and Smart all rated at 0. These get modified in the following steps.
3. Choose a Class playbook. Your Class increases one of your stats (your choice!) by 1, and decreases a stat by 1. Your Class also determines your starting Want and Need.

4. Choose an Aspect playbook. Your Aspect increases one of your stats (your choice!).
5. Choose a species and dreaming alignment. You *may* make a stat trade based on either species or dreaming alignment, but not both. Other species and alignments are probably possible, because why not?
 - a. **Humans** *may* increase Friendly or Smart by 1, but if they do, they have to decrease Edgy or Gutsy by 1. **Trolls** can make the opposite trade if they want.
 - b. **Prosperity dreamers** *may* increase Friendly or Gutsy by 1, but if they do, they have to decrease Edgy or Smart by 1. **Derse dreamers** can make the opposite trade if they want.
6. Finally, choose one starting advancement from either your Class or Aspect playbooks and you're ready to go!

WANTS AND NEEDS:

Class playbooks come with built-in Wants and Needs.

Wants are relatively easy to satisfy--if you're playing tabletop, it shouldn't happen more than once a scene. Whenever a player character **satisfies their Want**, they mark a connection related to it. The player can then replace the satisfied Want with a new one, or seek the same Want again.

Needs are relatively difficult to satisfy--if you're playing tabletop, it should only happen once a session or so. Whenever a player character **satisfies their Need**, they mark an experience. The player can then replace the satisfied Need with a new one, or seek the same Need again.

The GM should provide opportunities for player characters to satisfy their Wants and Needs. If a player character has a Want or Need that no longer seems interesting or relevant, the player can swap it for their Class playbook's default.

EXPERIENCES AND ADVANCEMENTS:

You **mark experiences** whenever you:

- satisfy a Need;
- trade in two connections;
- or, leave the Endangered trouble level.

An advancement costs 5 experiences in a long game, or 3 experiences in a short one. Each character has the following advancement options:

- Increase Edgy by 1.
- Increase Friendly by 1.
- Increase Gutsy by 1.
- Increase Smart by 1.
- Gain an advancement from your own Class.

- Gain an advancement from your own Class.
- Gain an advancement from your own Aspect.
- Gain an advancement from your own Aspect.
- Gain an advancement of any Class or Aspect.
- Gain an advancement of any Class or Aspect.
- Gain an advancement of any Class or Aspect.

Once you've purchased three advancements (not counting your starting advancement), you're eligible to enter the God Tier. If you then die in a way that satisfies your Class' default Need, you ascend. As a God Tier, you can fly, benefit from conditional immortality, and use your Class' God Tier Move.

MYTHICAL TITLES

Here's a list of heroic Classes and existential Aspects, as best I can understand them! Each mythical title is basically a combination of Class and Aspect that explains what role that character plays. Each Class is an interpretation of a *key phrase** that explains the Class' role, function, and symbolic associations. For example, a Knight of Hope (that's me!) is someone who *proves and defends Hope*, or *defends others by using Hope*, or even *tests Hope itself*!

A character gets a +1 to their moves when they act in a way that fits their mythical title.** To help you figure out when a title applies, I've included symbolic associations for each Class and Aspect. Note that the gendered associations have exceptions; they're included to showcase SBURB's implicit attitudes toward gender, power, and the effects of institutional privilege.

It's also worth noting that the Classes fall into six passive/active pairs, each connected by their shared key phrase. "Passive" and "active" aren't always literal or even straightforward. A passive class is *supportive*--it exists primarily to help or improve others. An active class is *aggressive*--it exists to take down enemies and get personally stronger. Each class-pairing has a brief description of how they're similar--for instance, as Burglars, Thieves and Rogues both *steal*, but the context and purpose of their appropriation is different.

**[The key phrases all have to do with signal transmission and network functioning! And you can focus on either word in the phrase, or their combination! Weird, huh?]*

***[Puns, synonyms, and creative interpretations of key phrases count, too!]*

BURGLAR CLASSES

Key Phrase: ACCESS CONTROL

Burglars live on the outskirts of polite society or the edge of traditionally-acceptable behavior. At their best they're charming and clever nonconformists who undermine oppressive systems. At their worst, they're manipulators who exploit their friends and skate past consequences.

Thief

The burglar who *appropriates, acquires, asserts, dominates, exploits*, and more!

Stat: +1 Edgy or Smart, -1 to Friendly

Want: To have everything.

Need: To have real friends.

Associations: Active, Feminine, Transgressive, Ambitious

Advancements:

Eye On The Prize: You can roll with Smart to **find a route to some valuable, precious, or powerful treasure** related to your Aspect. On a 10+, make up a secret, clever route. On a 7-9, make up a dangerous or tricky route. On a Miss, make up an insanely dangerous, grueling, or impossible route.

Looking For Trouble: You can **look around** with Edgy when you jump into the deep end.

Relentless: You get a +1 to Edgy whenever you're Endangered, and a +2 when you're Compromised.

Straight Talk: You can **open up** with Edgy when you tell it like it is.

Unstoppable: You get a +1 when you **break through** or **move forward**.

God-Tier Move: Appropriation: You can spend a connection and roll with Edgy or Smart to **magically steal a representation of your Aspect** from another character. On a 10+, as 7-9, but you can also mark a connection or inflict trouble on your foe. On a 7-9, you remove your foe's access to a move for a few minutes, and gain access to that move yourself if it makes sense. On a Miss, you get more than you bargained for.

Rogue

The burglar who *bypasses, leads, receives, shares, sways*, and more!

Stat: +1 Friendly or Gutsy, -1 to Edgy

Want: To be loved.

Need: To love yourself.

Associations: Passive, Feminine, Transgressive, Cooperative

Advancements:

Charm: When you successfully **open up** to another player character and they do what you want, they mark an additional connection.

Curiosity: You get a +1 when you **step off** or **look around**.

Escape Route: You can roll with Gutsy to **escape entrapment**, using methods related to your Aspect. On a 10+, you escape quickly and safely. On a

7-9, your route is either slow or risky. On a Miss, you still get free, but you suffer trouble as a result.

III-Gotten Gains: You can **build up** with Friendly when you break laws or rules.

Tag-Team: You can **step off** with Friendly when you have a friend nearby to draw attention from you.

God-Tier Move: Gift: You can spend a connection and roll with Friendly or Gutsy to **find or uncover an Aspect-relevant gift that a friend either wants or needs**. On a 10+, your gift is exceptional, unique, or inherently wondrous. On a 7-9, your gift is normal, average, or otherwise okay. On a Miss, you appropriate something that makes life harder for your friends.

COURTIER CLASSES

Key Phrase: NOISE REMOVER

Courtiers are creatures of privilege, familiar with the machinery of power. At their best they're magnanimous and focused, able to turn terrible power against whatever they consider evil. At their worst they're cruel, degrading, and actively antagonistic.

Prince

The courtier who *erases, overpowers, overwrites, ruins, silences*, and more!

Stat: +1 Edgy or Smart, -1 to Friendly

Want: To control others.

Need: To accept limitations.

Associations: Active, Masculine, Privileged, Defining

Advancements:

Commander: Other characters get a +1 to **move forward** and **build up** moves when they're following your orders.

Lockdown: You can **open up** with Smart by explaining how someone has no choice but to do what you want.

Ruin: When you **break through**, you can spend a connection before rolling dice. Any trouble that move inflicts on friends, foes, or yourself increases by one level.

Practical: You get a +1 when you **break through** or **build up**.

Tactical: You can **fight back** with Smart when you've observed the threat before.

God-Tier Move: Annihilation: You can spend a connection and roll with Edgy or Smart to **destroy a person or piece of the setting related to your Aspect**. On a 10+, you can destroy something person-sized instantly, or something larger over a few uninterrupted minutes. On a 7-9, you can destroy something person-sized over a few uninterrupted minutes, or something larger over a few uninterrupted hours. On a Miss, your target breaks free and escapes.

Bard

The courtier who *cancels, degrades, frustrates, impedes, undermines*, and more!

Stat: +1 Edgy or Gutsy, -1 to Friendly

Want: To indulge yourself.

Need: To accept responsibility.

Associations: Passive, Masculine, Privileged, Baffling

Advancements:

Along For The Ride: When you and a friend face impending trouble together, you can spend a connection to act as if you got the same **step off** or **fight back** results instead they got, instead of rolling yourself.

Bloody Gamble: When you **fight back**, any trouble dealt to you or a foe increases by one level.

Infuriating: You can **open up** with Edgy when you push people's buttons.

No Consequences: You get a +1 when you **step off** or **move forward**.

Obvious Target: You can roll with Gutsy to **attract a threat** that relates to your Aspect. On a 10+, the threat targets you exclusively until somebody else gets in the way. On a 7-9, the threat can target you and others at the same time. On a Miss, the threat targets everyone and everything near you except you.

God-Tier Move: Dissipation: You can spend a connection and roll with Edgy or Gutsy to **absorb an incoming threat, phenomenon, or trouble** related to your Aspect, no matter how big or powerful it is. On a 10+, you consume it completely so nothing remains. On a 7-9, choose: you consume it completely and suffer trouble; or, you only weaken it and you don't suffer trouble. On a Miss, you suffer the threat, phenomenon, or trouble without noticeably weakening it.

MAGICAL GIRL CLASSES

Key Phrase: BACKUP RELAY

Magical girls are outsiders who orbit their friends even as they stay deeply in touch with otherworldly forces. At their best they're kind and loving, passionate fans and supporters. At their worst they're alienated, bitter, and overly-involved.

Witch

The magical girl who *delivers, isolates, prevents, saves, spares*, and more!

Stat: +1 Friendly or Smart, -1 to Edgy

Want: To hold onto the past.

Need: To make a better future.

Associations: Active, Feminine, Outsider, Nostalgic

Advancements:

Communion: You can spend a connection and roll with Friendly to commune with your Aspect or a related entity. On a 10+, your Aspect will do you a favor soon. On a 7-9, your Aspect will do you a favor if you agree to do something defined by your server. On a Miss, your Aspect possesses or controls you for a little while.

Enchantment: You get a +1 when you **open up** or **build up**.

Familiar: You can **move forward** with Friendly as long as you have a friend around.

Outsider's Perspective: You can **help out** with Smart by advising your friends.

Resourceful: When you **build up** in an Aspect-related way and get a 7-9 or 10+ result, you can spend a connection to choose an additional option.

God-Tier Move: Salvation: You can spend a connection and roll with Friendly or Smart to **save something Aspect-related by giving something up**. On a 10+, choose one: pay a life to preserve something vast, grand, or numerous; or, pay something precious to preserve something crucial. On a 7-9, as with 10+, but whatever you preserve is forever altered. On a Miss, as with 7-9, but you also save something unwanted in the process.

Sylph

The magical girl who *carries, integrates, recreates, restores, returns*, and more!

Stat: +1 Friendly or Smart, -1 to Gutsy

Want: To fix things.

Need: To let things happen at their own pace.

Associations: Passive, Feminine, Outsider, Restless

Advancements:

Beware The Nice Ones: You can **break through** with Friendly when you're avenging a friend or your Aspect.

Blessing: When you **help out** and get a 7-9 or 10+ result, you can spend a connection to choose two options instead of one.

Exposition: You can **look around** with Friendly when you have somebody to talk to.

Never Far: You can roll with Friendly to **reach a friend who calls you**. On a 10+, you arrive at your friend's side the moment they call. On a 7-9, you choose: you arrive a little later; or you suffer trouble and arrive immediately. On a Miss, you never notice their call.

Nobody Left Behind: When you **step off** and end up somewhere else, you can take a friend with you.

God-Tier Move: Restoration. You can spend a connection and roll with Friendly or Smart to **heal others with your Aspect**. On a 10+, choose one: undo a dramatic permanent change; repair massive damage; or, reduce trouble by up to two levels. On a 7-9, as 10+, but you suffer trouble in the process. On a Miss, your blessing is more symbolic or cosmetic than useful.

SCION CLASSES

Key Phrase: TRUSTED CLIENT

Scions are promising youths with important destinies and weighty inheritance they're bound to receive. At their best they're courageous and adaptable, able to embrace responsibility. At their worst they're entitled and reckless, unwilling to question their own assumptions.

Maid

The scion who *denies, manages, rejects, requests, usurps*, and more!

Start: +1 Edgy or Gutsy, -1 to Smart

Want: Freedom from your role.

Need: To own your role.

Associations: Active, Feminine, Inheritor, Defiant

Advancements:

Born Leader: You can **help out** with Edgy by giving orders or a pep talk.

Foxy: Whenever other characters successfully **open up** to you or **help you out**, they can mark a connection related to you.

Gumption: You get a +1 when you **step off** or **move forward**.

Grin And Bear It: When you **move forward** and get a 10+ result, you can spend a connection to reduce your trouble by one level.

Headstrong: You can **break through** with Gutsy whenever you ignore orders, concern, or advice.

God-Tier Move: Assertion: You can spend a connection and roll with Edgy or Gutsy to **impose your Aspect upon or withhold your Aspect from another character**. On a 10+, you can permanently impose or reverse a character's dire condition (e.g. death), or control a character for a few hours. On a 7-9, you can temporarily impose or reverse a dire condition, or control a character for a few seconds. On a Miss, you assert your power upon the wrong target. Regardless, you can only impose or withhold your Aspect on a given target once.

Heir

The scion who *accepts, embraces, gains, holds, relies*, and more!

Stat: +1 Friendly or Gutsy, -1 to Smart

Want: What you don't have.

Need: To appreciate what you do have.

Associations: Active, Masculine, Inheritor, Obedient

Advancements:

Cowboy Empiricism: You can **look around** with Gutsy when you just try things without thinking about the consequences.

Grit: You get a +1 when you **break through** or **fight back**.

New Horizons: Whenever you **look around** and get a 7-9 or 10+ result, you can spend a connection to define an additional piece of the setting.

Hug Bump: When you make a big show of accepting your friends while **helping out**, you can mark a connection related to them regardless of your outcome.

Open Book: Other characters get a +1 when they **open up** to you or **help you out**.

God-Tier Move: Embrace: You can spend a connection and roll with Friendly or Gutsy to **rely on your Aspect to shelter you and others**. On a 10+, your Aspect keeps you and everyone near you safe for a few minutes. On a 7-9, as 10+ but safety only applies to one person or only lasts a few seconds. On a Miss, you're caught off-guard and not safe at all.

VASSAL CLASSES

Key Phrase: SECURE SERVER

Vassals are loyal warriors who try to do what's "right," whatever that means to them. At their best they're brave, selfless, and willing to oppose tyranny. At their worst they're obstinate, insecure, and irresponsible.

Knight

The vassal who *defends, hurries, proves, provides, responds*, and more!

Stat: +1 Edgy or Friendly, -1 to Gutsy

Want: To help others.

Need: To show vulnerability.

Associations: Active, Masculine, Heroic, Protective

Advancements:

Dedication: You get +1 when you **break through** or **help out**.

Front Lines: When a nearby friend faces impending trouble, you can spend a connection to **step off** or **fight back** on their behalf. If you Miss, you suffer the consequences, not them.

Gut Feeling: You can roll with Friendly to **sense how your friends or Aspect are doing**. On a 10+, choose two: intuit the trouble level of your friend/Aspect; intuit the general situation and location of your friend/Aspect; intuit what your friend/Aspect needs most right now. On a 7-9, choose only one. On a Miss, you jump to conclusions or assume they're fine when they're not.

Shield: When a nearby friend suffers trouble, you can spend a connection to suffer the trouble instead of them.

Step Up: You can **fight back** with Edgy when someone else's life is on the line.

God-Tier Move: Advent: You can spend a Connection and roll with Edgy or Friendly to **arrive in an hour of need with the power of your Aspect**, even if your friends don't know they need you. On a 10+, you arrive as soon as trouble looms. On a 7-9, you arrive just in time to help. On a Miss, you arrive too late to help.

Page

The vassal who *believes, defers, excuses, ignores, interrupts*, and more!

Stat: +1 Friendly or Gutsy, -1 to Smart

Want: To be cared for.

Need: To stand up for yourself.

Associations: Passive, Masculine, Heroic, Vulnerable

Advancements:

Child At Heart: You get +1 when you **open up** or **step off**.

Hunk In Distress: Other characters get +1 when they **build up** or **help out** on your behalf.

Powerful Imagination: When you believe in something hard enough, you make it slightly more real. Whenever you roll with Friendly and get a 10+ result, you can mark a connection to some idea or imaginary friend.

Sidekick: You can **fight back** with Friendly when you're fighting beside a friend.

Unmet Potential: You can choose to automatically get a Miss result when you roll with Gutsy or Smart. Each time you do so, you get +1 your next roll with Edgy or Friendly. This effect stacks until the bonus is used.

God-Tier Move: Outburst: When you're Endangered or Compromised, you can spend a connection and roll with Edgy or Friendly to **serve up an explosion of your concentrated Aspect**. On a 10+, you can direct the explosion so that it destroys, overwhelms, inflicts trouble upon, or banishes a particular target. On a 7-9, it affects everyone and everything around you. On a Miss, you don't believe in yourself enough, and nothing happens.

WIZARD CLASSES

Key Phrase: FAULT DETECTOR

Wizards wield knowledge and skill to work miracles and manipulate systems. At their best they're wise, considerate, and attentive to their friends' needs. At their worst they're arrogant, distant, and overly-focused on the big picture.

Mage

The wizard who *blames, breaks, displays, tests, shows*, and more!

Stat: +1 Edgy or Smart, -1 to Friendly

Want: To show off your abilities.

Need: To rest.

Associations: Active, Masculine, Magical, Flashy

Advancement:

Extremely Useful: You get +1 when you **build up** or **move forward**.

Mad Skills: You can **move forward** with Edgy when you have an audience to impress.

Prophecy: Spend a connection and roll with Smart to **make a prediction related to your Aspect**. On a 10+, make up one event that will definitely happen in the future. On a 7-9, make up one event that's definitely happening now. On a Miss, your server makes up an inevitable event that you don't want to happen.

Stagework: You can roll with Edgy to **create an illusion or distraction related to your Aspect**. On a 10+, your audience sees only what you want them to see. On a 7-9, your audience is confused or distracted long enough for you or a friend to act decisively. On a Miss, your audience sees through your distraction and is probably pretty mad!

Summoning: You can roll with Edgy to **call up a power or entity related to your Aspect**. On a 10+, your Aspect arrives immediately and safely. On a 7-9, choose one: your Aspect will arrive eventually; or, your Aspect arrives immediately and you suffer trouble. On a Miss, your Aspect arrives, but it's dangerous or hostile.

God-Tier Move: Miracle: You can spend a connection and suffer trouble to **reveal your Aspect's true glory**. This allows you to get an automatic 10+ when you roll with Edgy or Smart.

Seer

The wizard who *alarms, analyzes, fails, notices, tells*, and more!.

Stat: +1 Edgy or Smart, -1 to Gutsy

Want: To know more.

Need: To recognize the limits of your knowledge.

Associations: Passive, Feminine, Magical, Subtle

Advancements:

Hubris: You can **break through** with Smart when you wield magic or secret lore.

Rip The Seams: You can **look around** with Edgy when you tear up the scenery.

Look Harder: You can perceive things other people can't--invisible entities, concealed spaces, phenomena, etc.--as long as those things relate to your Aspect in some way. You might even "see" when you lack normal sight.

Look Inward: You can **look around** indirectly by examining your Aspect, or a representation of it. You can only define Aspect-relevant pieces of the setting this way.

This Is Stupid: You can roll with Smart to **pierce deceptions and illusions**. On 10+, you perceive the truth. On 7-9, you just recognize the trick without necessarily knowing the full truth. On a Miss, you fall for the trick hard.

God-Tier Move: Guidance: You can spend a connection and roll with Edgy or Smart to **bestow a quest related to your Aspect** on a friend. If they complete their quest, they'll get something they truly need. On a 10+, make up a challenging quest. On a 7-9, make up a really difficult quest. On a Miss, make up an impossible-seeming quest.

ASPECTS:

The 12 Aspects make up... something. Something vast and important. Figuring that out might be the ultimate mystery.

Like the 12 Classes, the Aspects are split up into 6 pairs, and each Aspect has its own associations.

COSMIC ASPECTS

Cosmic Aspects are the stuff of which universes are made. For some reason, most sessions seem to have both a Space and Time player. What would a session look like with just one, or even neither?

Space

Stat: +1 to Friendly or Smart

Associations: Navigation, Creation, Birth, Patience, Skaia

Advancements:

Patience Is A Virtue: Whenever you roll with Friendly or Smart and get a Miss result, mark a connection related to planning, resources, or creativity.

Transformation: Whenever you roll with Friendly or Smart and get a 10+ result, you can spend a connection to replace one of your advancements.

Unbridled Creativity: When you spend a connection to re-roll a die while **building up**, you can re-roll both dice instead.

Time

Stat: +1 to Edgy or Gutsy

Associations: Navigation, Destruction, Death, Action, Timelines

Advancements:

Do-Over: You can spend a connection to reverse an event that just happened. Everyone returns to how they were just before the offending event, and a doomed alternate version of yourself arrives with the knowledge and resources necessary to diagnose and/or fix the problem.

Stable Time Loop: You can spend a connection to **help yourself out**. A version of you from another point in the timeline shows up to get the job done.

Wrack and Ruin: Whenever you spend a connection to re-roll a die while **breaking through**, you can re-roll both dice instead.

DYNAMIC ASPECTS

Dynamic Aspects represent accomplishment and motivation. Every game needs players to get out and *do stuff*, and that's what Blood and Breath players are for.

Blood

Stat: +1 to Friendly or Gutsy

Associations: Leadership, Struggle, Work, Earth, Blood Relations

Advancements:

Friendship Overwhelming: When you spend a connection to re-roll a die while **helping out**, you can re-roll both dice instead.

Inspirational Struggle: Whenever you roll with Edgy or Smart and get a Miss result, a friend can mark a connection related to you.

Martyrdom: Whenever you roll with Friendly or Gutsy and get a Miss result, you can spend a connection and suffer trouble to reduce a nearby friend's trouble level by one.

Breath

Stat: +1 to Edgy or Friendly

Associations: Leadership, Convenience, Words, Flight, The Breeze

Advancements:

Freedom: Whenever you spend a connection to re-roll one die while **stepping off**, you can re-roll both dice instead.

Lead By Example: Whenever you roll with Edgy or Friendly and get a 10+ result, a friend can mark a connection to you.

Take It Easy: Whenever you roll with Edgy or Friendly and get a 10+ result, you can spend a connection to reduce your trouble by one level.

CYCLICAL ASPECTS

Cyclical Aspects represent a game's ups and downs, its triumphs and tragedies. Doom and Life players help their friends navigate these extremes.

Doom

Stat: +1 to Edgy or Smart

Associations: Empathy, Suffering, Acceptance, Peace, The Doomed, The Gods

Advancements:

Building Character: Whenever you suffer trouble, mark a connection. If you would already mark a connection due to suffering trouble, add +1 to your next move instead.

Misfortune Magnet: Whenever you get a Miss result, add a +1 to the next move made by one of your friends.

Pessimism: Whenever you roll with Friendly or Gutsy and get a Miss result, mark a connection related to something you fear, dread, or accept.

Life

Stat: +1 to Edgy or Gutsy

Associations: Empathy, Healing, Ambition, Desire, The Living

Advancements:

Ambition: Whenever you roll with Edgy or Gutsy and get a 10+ result, mark a connection related to something you want, desire, or find attractive.

Hard To Kill: Whenever you roll with Edgy or Gutsy and get a 10+ result, you can spend a connection to reduce your trouble by one level.

Legacy: You can spend a connection to get a favor from a relative, adoptive family member, or authority figure. Conversely, you can mark a connection to have your relatives meddle, or to have your responsibilities build up too high.

KNOWLEDGE ASPECTS

Knowledge Aspects preside over a game's rules, lore, world-building, etc. Somebody's got to know what's going on, and Light and Void players often love that stuff!

Light

Stat: +1 to Gutsy or Smart

Associations: Perception, Knowledge, Importance, Meaning, The Magic Cueball

Advancements:

Center of Attention: You can spend a connection to make sure that a friend or foe notices you, perceives you clearly, or can't ignore you. Conversely, you can mark a connection to draw attention when it wouldn't be convenient.

Fortune: When you spend a connection to re-roll one die while **looking around**, you can re-roll both dice instead.

Perception: Whenever you roll with Gutsy or Smart and get a 10+ result, you can spend a connection to make up a legend or rule of the setting as if you'd **looked around**.

Void

Stat: +1 to Edgy or Smart

Associations: Perception, Secrets, Irrelevance, Confusion, The Furthest Ring

Advancements:

Emptiness: Whenever you roll with Friendly or Gutsy and get a Miss result, mark a connection related to loneliness, secrets, or darkness.

Obfuscation: You can spend a connection to make sure that a friend or foe doesn't notice you, can't perceive you, or ignores you. Conversely, you can mark a connection to have irrelevance work against you.

Secrecy: Whenever you roll with Edgy or Smart and get a 10+ result, you can spend a connection to make up a secret or hidden piece of the world as if you'd **looked around**.

PERSONAL ASPECTS

Personal Aspects recall that no game goes anywhere without the players themselves. Heart and Mind players understand and navigate the interpersonal quandaries that naturally arise in games.

Heart

Stat: +1 to Edgy or Friendly

Associations: Decisions, Identity, Emotions, Relationships, The Soul

Advancements:

Empathy: You can spend a connection to intuit a friend or foe's emotional state, even if they're far away or concealing things from you. Conversely, you can mark a connection to be overwhelmed by strong emotions.

Heart-to-Heart: When you spend a connection to re-roll a die while **opening up**, you can re-roll both dice instead.

Identity: Whenever you roll with Edgy or Friendly and get a 10+ result, mark a connection related to yourself or some role you play.

Mind

Stat: +1 to Friendly or Smart

Associations: Decisions, Consequences, Thoughts, Ethics, Dreams

Advancements:

Cleverness: Whenever you spend a connection to re-roll one die while **moving forward**, you can re-roll both dice instead.

Insight: Whenever you roll with Friendly or Smart and get a 10+ result, your insights give +1 to the next friend who takes advantage of them.

Utility: You can spend a connection immediately before rolling with Friendly or Smart to know how the move will turn out. You roll for the move as normal and determine the results. If you don't like the results, you can undo the move and instead experience the consequences of not taking that move.

SPIRITUAL ASPECTS

Spiritual Aspects hint at something bigger, something true found by playing the game. To Hope and Rage players, important actions mean something and carry existential weight.

Hope

Stat: +1 to Friendly or Gutsy

Associations: Religion, Faith, Morality, Denial, Angels, The Muse

Advancements:

All or Nothing: Whenever you roll with Friendly or Gutsy and you get a 7-9 result, you can spend a connection to re-roll both dice. If you don't get a 10+ result with the re-roll, you Miss.

Faith: Whenever you roll with Edgy or Smart and get a Miss result, mark a connection reflecting some ideal, magic, or concept you believe in.

Inner Power: When you're Endangered or Compromised, you get a +1 when rolling with Edgy or Gutsy.

Rage

Stat: +1 to Edgy or Gutsy

Associations: Religion, Disillusionment, Nihilism, Certainty, Demons, The Lord

Advancement:

Brutality: When you spend a connection to re-roll one die while **fighting back**, you can re-roll both dice instead.

Nihilism: Whenever you roll with Edgy or Gutsy and get a 10+ result, mark a connection related to chaos, disillusionment, or violence.

Undying Wrath: Whenever you're Compromised and you would suffer trouble, you can avoid suffering trouble by spending one connection per trouble level avoided.

GM PRINCIPLES AND MOVES

Principles are general guidelines for how to achieve the tone that players are probably looking for. GM Moves are specific things that the GM does, usually to give the players excuses to act. The GM doesn't usually roll dice--they just frame the situation for the players.

GM PRINCIPLES:

- Provide time to chat, goof off, and mourn losses.
- Let players make mistakes.
- Ramp up consequences gradually.
- Things get worse as the clock moves forward.
- Victory is always remotely possible.
- Keep Skaia's promises.
- Write down what players tell you about the setting.
- If you cut away from the players, offer them NPC's to play.
- Offer goals but let players choose their own.
- Personal growth matters more than heroic quests.
- Change what doesn't work.

GM MOVES:

- Threaten trouble, individually or massively.
- Follow through on a threat.
- Impose an obstacle.
- Hint at secrets.
- Reveal the truth.
- Mark a connection for a player.
- Give the players room to breathe.
- Offer something players want or need.
- Bring the players together.
- Separate the players.
- Reference something fun.
- Advance the clock.
- Subvert expectations.
- Take something precious.
- Meanwhile, in another place or time...

ROUND-ROBIN PLAY VS. SINGLE-GM

One thing SBURB lends itself to pretty well is "round-robin" play, where each player serves as GM to another player's character. This might be a good option for your group if you really value the chaotic, improvisational energy of a real SBURB game. If you want a more structured story, though, a single GM is pretty necessary.

A single GM might still have a player character, if the rest of the players are fine with that. Alternatively, they might have a long-suffering self-insert NPC that they can use to poke fun at themselves. Personally I think that sounds like fun!

(ON TRANSMISSION)

(Okay, let's pull back the curtain a little bit here. SBURB is a game about life from several lenses: as a game; as a story; and as a social endeavor increasingly accomplished online. Things that would've seemed like magic fifty years ago become rapidly commonplace to the players, and that's normal. Teens take things for granted, and gradually learn that everything's just more complicated than they realized.)

(The players in a game of SBURB have a cosmic purpose: to act as a network that can transmit everything important about the world they knew to a new world. Each Aspect is some important part of lived experience, of the world, of existence as a person. Each Class is a piece of the network dedicated to managing or preserving data signals through the lens of their Aspect. The signal *will* decay, because these kids are on their own, and also because many will have no interest in perfectly replicating the world of their memory.)

(If everyone is in agreement, players might not choose their Classes and/or Aspects until after the game starts. If players have a lot of trust in their GM, they might even allow the GM to choose their Classes and Aspects in secret, revealing the characters' heroic roles as the story progresses.)

(The only Classes not listed as PC's are the Master Classes, Lord and Muse. Their key phrase is **Creative Consumer**. The Lord *demands, depletes, discourages, dominates, and overtakes*. The Muse *absorbs, encourages, energizes, generates, and, of course, inspires*. They are the involved audience, the ones who consume the transmission itself and feed back into it. The Lord defines canon, and the Muse takes from canon to make something more. In a single-GM game, the Master Classes are best used as NPC's, if at all. But it might also be fun to give players interludes to play out decisions made by the Masters, or involve an "audience" through Twitter polls or even an Actual Play podcast. Whatever sounds fun!)

(ON INVERSION)

(Thanks to the oppositional nature of paired Aspects and Classes, combinations can sometimes be interpreted in an "inverted" fashion. A Knight of Hope can have a lot in common with a Page of Rage, for instance. Like an inverted signal, the difference isn't always perceptible to an observer.)

(Inverted interpretations might represent fatal flaws, counterproductive goals, or unhealthy coping mechanisms, and they're good templates for how players might behave when Compromised. Players figure out what their roles mean to them through trial and error, and retain some affinity for their opposed Aspect regardless.)

(In general, if a player portrays their role in a fashion that impedes them or causes them to suffer loss, consider rewarding them with a Connection.)

(We now return you to your regularly-scheduled broadcast.)

NPC'S

Here are some NPC's you could use. Or not! Every game's different, and some of these roles may be irrelevant or totally absent. Also, I'm not the boss of you.

Prospitian

Agenda: Live gently and save what they can.

Taken out at Trouble 1.

Moves:

- Offer something nice.
- Nervously threaten consequences.
- Follow the leader.
- Run away.

Dersite

Agenda: Bumble nefariously.

Taken out at Trouble 1.

Moves:

- Cheer on the war.
- Throw themselves in your way.
- Follow the leader.
- Jeer the good guys.

Imps

Agenda: Frustrate starting players.

Taken out at Trouble 1.

Moves:

- Mess up your stuff.
- Jeer at you.
- Pop out and attack!
- Accidentally self-destruct.

Ogres

Agenda: Offer a real challenge.

Taken out at Trouble 2.

Moves:

- Drub the hell out of you.
- Roar menacingly.
- Stand there and take it.
- Creative use of environmental weaponry.

Trolls

Agenda: A poorly-organized campaign of harassment.

Taken out at Trouble 2, though you can usually just ignore them.

Moves:

- Insult you for future, past, and present mistakes.
- Tell you what to do next.
- Learn about the human disease called friendship.
- Try to get you killed.

Exiles

Agenda: Make sure you do what you're supposed to.

Frustrated into quitting at Trouble 1 or 2.

Moves:

- Point you in the right direction.
- Keep you from doing something you'd normally do.
- Confuse you with conflicting orders.
- Give you encouragement.

Jack Noir

Agenda: Kill you.

Taken out at Trouble 4.

Moves:

- Say hello very sharply.
- Kill someone other than you.
- Accomplish a bureaucratic miracle.
- Change the game.

The Draconian Dignitary

Agenda: Eliminate all challengers with minimal effort.

Taken out at Trouble 3.

Moves:

- Relay orders, mince no words.
- Kill dispassionately.
- Collect a dapper wardrobe.
- Follow royal orders.

The Hegemonic Brute

Agenda: Eat threats to his boss, whoever that happens to be at the time.

Taken out at Trouble 2.

Moves:

- Beat face, eat heads.
- Complain about work.
- Champion redrom.
- Get knocked out of the fight by someone tougher.

The Courtyard Droll

Agenda: Do what he's told, when he remembers what he was told to do.

Taken out at Trouble 3, but why would you?

Moves:

- Explosives! Yayyy!
- Pick a pocket.
- Pop up somewhere unexpected.
- Survive by luck or abject cowardice.

The Parcel Mistress

Agenda: Deliver the mail, *at. all. costs.*

Taken out at Trouble 4.

Moves:

- Find you somehow.
- Accept responsibility, reject power.
- Help out when possible.
- Deliver what must be delivered.

The Warweary Villein

Agenda: Spread the light of democracy.

Taken out at Trouble 3, but please don't.

Moves:

- Be incredibly adorable.
- Lose his temper.
- Inspire the lower classes.
- Eat green things.

The Authority Regulator

Agenda: Uphold the law, and failing that, justice.

Taken out at Trouble 2.

Moves:

- Enforce the law as he imagines it.
- Berate the unlawful.
- Wield heavy ordnance.
- Serve and protect.

The Black Queen

Agenda: Fulfill her royal role and antagonize Jack Noir.

Taken out when Trouble equals number of player characters.

Moves:

- Manipulate the players.
- Command Dersite forces.
- Pay close attention.

- Wield the Red Miles with her ring.

The White Queen

Agenda: Fulfill her royal role and save what she can.

Taken out when Trouble equals number of player characters.

Moves:

- Guide the players.
- Empower Prospitian forces.
- Know too much.
- Save her people.

The Black King

Agenda: Defeat the White King and destroy the Battlefield.

Taken out when Trouble equals the number of player characters, plus one.

Moves:

- Showcase the power of the sprite prototypes.
- Devastate the Battlefield.
- Smash player characters.
- Defeat the White King, when the time is right.

The White King

Agenda: Hold off the inevitable.

Taken out when Trouble equals the number of player characters, plus one.

Moves:

- Showcase the power of the sprite prototypes.
- Lead with wisdom.
- Shield player characters.
- Lose and die, when the time is right.

Sprite

Agenda: Give helpful hints to progress the game!

Taken out at Trouble 2.

Moves:

- Give a helpful hint, or a really obtuse hint.
- Help out their player without making it too easy.
- Reminisce about their pre-prototyping days.
- Leave when they're no longer needed.

Guardian

Agenda: Raise capable young people.

Taken out when the story demands it, and not a moment before.

Moves:

- Act on weird, adult interests.

- Protect their child with ludicrous skills and suspicious foreknowledge.
- Communicate through mini-games, gifts, and home decorations.
- Die tragically.

First Guardian

Agenda: Direct and preserve the world to create players and fulfill the timeline.

Taken out when the time is right, and never before.

Moves:

- Teleport anything, anywhere in the same universe.
- Guide players where they need to go.
- Be strange and threatening.
- Ensure its own creation.

The Lord

Agenda: Dominate.

Taken out...?

Moves:

- Lurk behind the scenes.
- Arrive as promised.
- Be too important, entitled, and loud to ignore.
- Define canon through their Aspect.

The Muse

Agenda: Appreciate.

Taken out when the story demands, but never fully gone.

Moves:

- Wait in the wings.
- Be there to find if you look hard enough.
- Remind you what you love about the story.
- Expand the story through their Aspect.

1.1 Patch Notes: Significantly altered the Witch playbook's role and mechanics. Cleaned up mechanics and language throughout the document.

1.2 Patch Notes: Expanded the Class descriptions. Added key phrases. Switched Knight to Active and Page to Passive. (Added "On Transmission" and "On Inversion" sections.)