

God Tier RPG

A game by Glen - godtierrpg.tumblr.com

Beta Rulebook

Rules compilation and character sheet by Clem - jedifeferi.tumblr.com

Note: How to read an ability

Name of Ability

Short description, quote, or flavor text.

Type Keywords, if any.

Speed: Speed of Ability, if applicable. Speed 10 is standard, representing a handful of seconds. Lower Speed Abilities are executed faster than this. Reaction Abilities do not have a Speed cost; they are used instantly when their trigger occurs.

Cost: Cost of the Ability in secondary resources, Focus, MP, PP, Drive etc. An Ability with no cost is indicated by a – symbol.

Trigger: Condition for activating a Reaction Ability, if applicable.

Effect: The Ability's actual game effect.

Cooldown: On certain abilities, the length of time (in rounds or initiative ticks) that must pass after the ability completes before it can be used again.

Special: Any additional notes, if necessary.

For example:

Blade Grasp

Use your robot arm to parry an attack.

Reaction ♦ Skill

Trigger: Your mechanical arm is free and you become the target of any Weapon-based attack.

Cost: 1 Focus

Effect: Add dice to your parry pool. You are not staggered by this attack. If you successfully parry an attack, negate it completely. If the parried attack is ranged, you catch the projectile, which is undamaged and may be used immediately as you see fit.

Chapter 1: Principles of Gameplay

In this game, you will play the role of a young individual, who has recently acquired a copy of the long-awaited video game sBurb (or, in some universes, sGrub). It is strongly recommended that you read Andrew Hussie's webcomic Homestuck (mspaintadventures.com), from which GTRPG draws inspiration, before beginning. In case you are hesitant to take on such a huge, sprawling work of literature, I will provide a short summary of the game's plot, mechanics, and purpose.

sBurb is a video game with the power to affect real-life events outside of the computer. It is played by a group of friends, who connect in a chain of "servers" and "clients." When a pair connects, the server player can use the game interface to move objects in the area surrounding the client, as well as to deploy devices provided by the game. The client, in turn, interacts with these devices in order to further the progress of the game. One device provides the player with a "kernel," which, once prototyped with two objects, becomes a Kernelsprite and serves as a guide.

However, there's a twist: starting the game causes the earth to be subject to hundreds of meteorite collisions, growing larger and more frequent the longer the players remain on the planet. Eventually, the entire surface of the earth will be decimated, and all life wiped out.

The players must, before they are killed by meteorites, use the devices the game provides to transport themselves and their dwellings to the plane in which sBurb truly takes place: a realm known as the Medium. Each player's home will appear on a planet, or Land, created by the game specifically for them. These Lands orbit a semi-sentient, omnipotent entity known as Skaia, which takes the form of a huge planet hidden by a dense sea of white clouds.

Two other planets also exist in the Medium: Prospit and Derse, each with its own moon chained to it. Prospit orbits very close to Skaia, so close that its moon dips into Skaia's clouds as it spins, while Derse orbits far away on the edge of the Medium, in an asteroid belt called the Veil. On these planets and moons reside many small, carapacian beings. Prospitians are a happy, kind, orderly and gentle people, while Dersites are militaristic, cruel, underhanded and bitter. These two factions are locked in a war on the Battlefield - the land under Skaia's clouds - which Derse must always win.

The armies of Derse and Prospit, as well as the Battlefield itself, are affected by the items the players use to prototype their Kernelsprites. While both initially resemble a chess set, the Battlefield grows larger and more complex with each successive prototyping, while the armies actually take on characteristics of the objects used. This growth is what allows the war to move out of its eternal stalemate and toward a Dersite victory.

The players' object to the game is this: create a new universe. Using tools that can be found on their planets, the players can carry out the complicated process of breeding a Genesis Frog. This massive frog will become a new universe where, if they are successful, they can reside. In order to enter their universe, however, they must defeat the game's final boss: the Black King, leader of the armies of Derse. The Black King is an extremely powerful enemy whose form, and abilities, incorporate *all* the items the players used to prototype. Once he is defeated, the players may access the Ultimate Reward - their new universe, and the role of gods within it.

This is an extremely simplified summary! sBurb is full of nuances and subtle features that the players must explore and utilize. Plus, each session of the game is different in many, many ways! Chances are, if you want to include a certain feature or function, you can. Skaia is fickle. Anything could happen.

Now let's dive into the game itself!

Core mechanic

This game's core mechanic differs from the commonly seen d20 system. Instead of bonuses and penalties being given in hard numbers, they are given in additional dice, ranging from d4s to d12s. The Difficulty of the roll is a number between 2 and 12, which must be met or exceeded on at least one of the dice rolled. *The die results are not added together*; only the highest roll is relevant. We'll use a character from Homestuck, Nepeta, as an example.

Let's say Nepeta wants to jump from one cliff face to another. The GM tells her to roll [Vim + Athletics], Vim for her strength and dexterity, and Athletics for an athletic feat. All rolls follow this example, combining an Attribute with a Skill. It's an easy jump, so the GM tells her the roll is Difficulty 3. This means Nepeta needs to roll a three or higher on *any one of her dice* to make the jump. Nepeta's Vim is 1d8+1d10 and her Athletics is 1d8, so she rolls 1d8, 1d0 (Vim) and 1d8 (Athletics), and gets 1, 5, and 8. She makes the jump!

HP

You know what Hit Points are. Seriously.

Ok, just in case. Your health bar, hit points, or HP pool tracks how much damage you can take before you are incapacitated. HP is an abstract game concept, and does not strictly represent physical wounds. You might lose HP from the sheer terror of seeing a Rage player in a berserk state, the suffocating miasma of a particularly dark or challenging land might drain your HP slowly over time, and you might regain HP when your Mind player tells you to buck up and walk it off. Note that losing all of your HP doesn't mean you die, though if you are at 0 HP, you are unable to act. You might be unconscious, comatose, or frozen in mind-blanking fear and indecision - regardless, you require outside intervention before you can act again.

Some effects can bypass your health pool entirely or inflict harm on you beyond the scope of mere HP loss. It doesn't matter how much HP you have if the Prince of Heart rolls up and flays off your soul, if your friends turn your scrying device into a grenade, or if you're a troll and you catch an earful of the Vast Glub. Abilities that do this have the *Wounding* keyword.

Secondary Resources

Your secondary resource is essentially your 'magic bar', though it does not always track magical abilities. You spend points from this pool to use your cool powers and special abilities. There are no complications for losing or spending all of your secondary resources, other than being exhausted and no longer able to use your powers - which could be very unfortunate indeed, depending on the situation.

All SBURB players have a single secondary resource pool - though these are not always the same. Below are some possible examples.

Focus/Command

Focus represents physical, mental, or emotional discipline. It is a small pool of points that recharges very quickly. Swordtechs and incredible feats of physical or mental prowess would typically cost Focus. Command is identical, but used by Princes and Lords.

MP/PP

'Magic Points' or 'Psionic Power' represent spells or psychic abilities. Spells, telekinesis, and communing with animals are all abilities that might use this resource. MP/PP is a very large pool of points that recharges very slowly.

Greed

Greed represents a near mystical compulsion to act. It is typically the domain of Thieves and Rogues. A character's Greed pool does not recharge or empty naturally, but fluctuates based on the actions of the player.

Momentum

Momentum (also called Rhythm) charts the flow of combat (or a scene) and your general badassery levels. You don't spend Momentum to power Abilities, but as your Momentum rises, new ones become available for you to use. You gain Momentum when you do something awesome, and you lose it if you fumble or get owned by something.

These are not the only possible types of secondary resources! Feel free to make one up that you feel fits your character better, and work with your GM to decide how it works in-game. A few possibilities:

- Energy
- Rage
- Harmony
- Luck

Speed

Speed is used to determine the order of actions (called Initiative) during combat rounds. At the beginning of the round, all participants roll 1d10 (though certain effects can change this die) and add their Speed. So if my character had 4 Speed, and they rolled a 3, they would get their first action on Initiative 7.

Armor/Resist

Armor and resist reduce damage taken on a 1:1 ratio; physical attacks for Armor, and magic attacks for Resist. For example, if a character with 3 armor got hit with a sword for 10 damage, they end up taking 7. Simple as that!

Drive attacks

Drive attacks are kind of like Limit Breaks from Final Fantasy. They are special abilities your character has that have no secondary resource cost and are more powerful than normal. Your Drive attacks should relate to your character, their personality, their Class, or their Aspect.

Drive attacks are, by default, not available for use. You need to take certain actions or use other Abilities in order to activate them. Heart and Rage Players are stereotypically good aspects for accessing and using Drive attacks. Drive attacks can also be disabled. If it helps, think of the Drive gauge as a slider bar. When your Drive attacks are *enabled* by an effect, it rises or becomes positive by one level, and when your Drive attacks are *disabled* by an effect, it lowers or becomes negative by one level.

There are four levels of Drive attacks (or five, for Hope players), with power levels based on the guidelines below. Alternatively, your Drive bar can go four points into the negative (or certain effects can lock it out entirely).

Level One

Level One Drive attacks are not significantly more powerful than normal abilities, although they lack any secondary resource cost.

Holy Word

Drive (1) ♦ Innate, Magic, Ranged

Cost: 1 Drive level

Speed: 10

Effect: Destroy all Undead enemies.

Level Two

Level Two Drive Abilities are slightly better than normal Abilities or have special effects.

Stillness

Drive (2) ♦ Innate

Cost: 2 Drive levels

Speed: 0

Effect: Remove all of your negative status effects, including Bleed. Cast Haste on yourself. Gain a damage bonus.

Special: You may use Stillness even when you are otherwise unable to act.

Level Three

A notably powerful and unique ability.

Destroyer's Aspect

Drive (3) ♦ Innate, Weapon (Katana)

Cost: 3 Drive levels

Speed: 10

Effect: Make a normal attack and deal seven times normal damage. If you hit remove all of the target's protective spells.

Level 4

An ability of significant power. Level four Drive abilities should be awesome and totally badass.

Effortless

Drive (4) ♦ Innate, Weapon (Katana)

Cost: 4 Drive levels

Speed: 10

Effect: Make normal attacks until you miss.

Level 5

Only available to Hope players, level 5 Drive abilities are almost beyond even the power of a god.

Adagio for Strings

Drive (5) ♦ Class (Knight), Holy, Innate, Obvious, Weapon (Rapier)

Cost: 5 Drive Levels

Speed: 10

Effect: Launch into a flurry of attacks directed at targets of your choice. You do not have to stop attacking until you miss, and you may move up to a Medium distance between targets. Each attack deals Radiant-type damage, and damage dice explode¹ if your target is an Undead, Demon, or Abomination-type creature.

Important Features and Mechanics of sBurb

sBurb, and its creator and ruler, Skaia, are complex and intricate. Some important concepts are explained here.

Grist and Boondollars: These are the two types of currency used in sBurb. Grist is used for construction costs when the server adds on to the client's house, as well as for alchemy. There are many different varieties, which are dropped by enemies when they are slain. It's handled abstractly in GTRPG, and it should be assumed that as long as the players are consistently completing quests and generally being active, they have enough grist to alchemize food, drink, clothing, and strictly cosmetic upgrades. Boondollars are used to purchase items and fraymotifs from consorts, and are obtained by clearing scenes and by leveling up. They should be tracked by numbers.

Phernalia: sBurb provides certain "freebie" devices to new players, so that they may enter the medium as expediently as possible. These are the Cruextruder, Totem Lathe, and Alchemiter. They are used for the process of alchemy, which will be described later. The server can deploy these devices in the client's environment, but not in their own. The game also provides a Pre-punched Card for use with these devices.

Captchatalogue cards: The inventory system used in sBurb utilizes captchatalogue cards, each of which can store one item. A player starts with several and can make more cheaply. A special code for the item is displayed in captcha format on the back of the card. These are used for alchemy.

Strife cards: Strife cards are a special type of captchatalogue card which can be equipped with weapons. Once equipped with a weapon, the card is allocated to that "strifekind specibus" and cannot be used for another. For instance, if a player equipped their card with a magic ring, it would take on the jewelrykind specibus.

The server/client chain: Each sBurb player must have a server player to deploy their devices and build their residence. Thus, each player must also be a server player to one of their gaming partners. This creates a chain of servers and clients. Let's imagine a session with Alma, Bob, Brenda, and Don. Alma is Bob's server, Bob is Brenda's, Brenda is Don's, and Don completes the chain by connecting as Alma's server.

Lands: sBurb creates a unique Land for each player, orbiting Skaia in the Medium. Land names always follow the format *Land of _____ and _____*. Each planet also has a resident species, called the player's consorts, who will help the player in return for various tasks and objects, and sell the player items. In our imaginary session, Brenda's house appears in the Medium on the Land of Paintings and Creeks, where her consorts are aquatic lizard-people with a long history of fine art.

The player's house: When the player is transported to the Medium, the building in which they are playing the game is transported as well, along with anything and anyone inside it. This house will be situated on

¹ Exploding damage dice: if the highest possible number is rolled on a damage die, roll it again and add the two results. If the highest number is rolled again, keep doing this.

the player's Land, usually on a pillar high in the sky, with a series of Gates above it. The server player must build the client's house higher and higher, so they may reach successive Gates. The first Gate leads to the planet's surface, while subsequent ones lead to other players' Lands. The seventh and final Gate leads to the core of the player's Land and their Denizen's lair.

Denizens: Each Land has, at its core, the lair of a great creature known as a Denizen, with power at the level of gods. The Denizen, when the player approaches it, will offer the player a Choice, which always involves facing one's mortality in some way, and will help the player advance in the game. However, they will also often attack the player, and only the strongest players will be able to survive such a battle. Denizens are usually modeled after mythical gods or other such beings. For example, Alma's Denizen is Juno, the goddess of the state and governance.

Mythical roles and the God Tiers: This is what GTRPG is named after! Besides their land, sBurb also assigns each player a mythical role in the format (Class) of (Aspect) based on their personality. For example, Bob is the Seer of Time, which means he has deep knowledge and intuition about things relating to inevitability and the passage of time. These will be explained in more detail later. When a player reaches very high levels of power, they can undergo the process of Ascension, and rise to the God Tiers. In this state, they possess extreme power and can utilize the purest forms of their Aspect, as well as being partially invincible and gaining the ability to fly.

Dream selves and extra lives: Each player has a dream self - a copy of themselves lying asleep in a tower on the moon of either Derse or Prospit. In response to an event - usually one of life-changing self discovery or one that otherwise dramatically shocks the player's worldview - this dream self will wake up when the player goes to sleep. The player can then explore Derse or Prospit as their dream self while they sleep. Dream selves can be used as extra lives; if a player is killed, and their corpse is kissed on the lips by another player, they will return to life in their dream self's body. However, since dream selves are important to the Ascension process, this makes reaching the God Tiers much more difficult. It is important to note that since Skaia is omnipotent, and all players of sBurb are predestined to play the game, it is possible for one's dream self to awaken before one has even heard of sBurb.

The Battlefield: The battlefield is the land within the clouds of Skaia. When the game starts, it resembles a 3x3 chessboard, with only two pieces - a white and black king, forever locked in stalemate, until the first player prototypes their kernel. Once this happens, the battlefield grows larger, more pieces appear, and the two Kings and Queens (along with their armies) start to take on characteristics of the item used to prototype. The process continues with each player's kernel, until the Battlefield becomes a true planet, although its surface is still covered in the white-and-black chessboard pattern.

General concerns for playing GTRPG

Detailed here are some of the important general ideas of this game.

Skaia is inherently benevolent. It does not hate players, it does not trap children in endless cycles of misery. It does not act maliciously. It does not even act directly (though the Denizens draw power from the same source). That being said, Skaia is alien and strange and sometimes its motivations are incomprehensible to mortals.

sBurb is a team game. There are no 'problem' Classes, or Aspects, or titles. There are no useless players, and there are no carries.

The game is meant to be won. Sessions fail because of the actions and choices of (or a failure to act on the part of) the players themselves. Not only is the game meant to be won, the game is meant to be won by non-God Tier characters. It is totally okay to write about and play around in inherently ruined or failed or Void sessions if your group likes them and agrees it would be fun, but this is not the natural state of the universe.

Specific rules beat general rules. Normally you can make one attack per round, but if you have an ability that lets you attack twice, that ability trumps the general rule. Abilities always take priority over general rules, except in two very specific cases, listed below.

Defense beats offense. If you parry an unstoppable attack with your unbreakable weapon, you're the one who's still standing at the end of it. If any effect seems to contradict this rule (such as ones that include text like 'ignore defenses'), it doesn't.

Always round up. If an effect leaves you with non-whole numbers for any reason, round up to the nearest whole number.

Chapter 2: Character creation

The process of character creation in GTRPG is relatively simple, but that doesn't mean you can rush through it. We'll start by explaining each Class and Aspect in a little more detail, so you can pick the ones you would like for your character. If you'd prefer to find out your own "classpect," the test at <http://inaniloquacity.tumblr.com/post/35681927354/homestuck-title-test> is a good place to start. But remember that no personality test is perfect, and if you think a different title fits you better, go for it!

Classes

Classes appear on a scale of *active* to *passive*, with each active(-) class having a passive(+) counterpart, and vice versa. Generally speaking, active classes *use* their aspect while passive classes *are affected by* their aspect. There is no inherent difference between the two in GTRPG, but you may like creating powers for your character that exemplify this. Here are descriptions of all the classes, with key words italicized.

(-)Prince and (+)Bard

The Prince (or Dame, if you prefer the more feminine moniker) and Bard use their aspect, more than any other class, for *destruction*. The Prince does so directly and powerfully, and can use legendary weapons right off the bat. They have some of the biggest damage output in the game. The Bard, meanwhile, is an odd class that typically doesn't do very much, but in certain circumstances can pull off seemingly impossible feats of terrible calamity. The Prince usually uses Command/Focus as a secondary resource, while the Bard tends toward Momentum.

- The *Prince* starts play with three Strife cards, can equip legendary weapons to them, and can equip four pieces of armor instead of three.
- the *Bard* gets a permanent damage bonus to critical hits.

(-)Thief and (+)Rogue

The Thief and Rogue both use powers based on *stealing* their aspect or stealing from it, although they do so for different reasons. While the usually arrogant Thief steals for their own benefit, the kinder Rogues steal in hopes of helping others (think of Robin Hood!). Both these Classes almost always use Greed as a secondary resource.

- The *Thief* and *Rogue* both get a permanent +1 bonus to Speed.

(-)Witch and (+)Heir

The Witch and Heir *manipulate* their aspect in various ways, although for the Heir this definition is questionable - Heirs seem to be under the protection of their aspect, and often don't realize the immense power they have until it manifests by itself. MP/PP or Focus would be a typical secondary resource for these Classes.

- The *Witch* gains bonus secondary resources.
- The *Heir* gains bonus dice when working together with a group and on all in-Class abilities.

(-)Knight and (+)Page

The Knight and Page *use* or *exploit* their aspect as a tool or weapon, but while the Knight is rather straightforward in this regard, the Page is a very particular Class. Pages have next to no power when they start the game, but toward the end, they become immensely powerful and can use

their aspect to do almost anything. There is very little a late-game Page cannot accomplish, and very few enemies who could survive one. These Classes would probably use Focus.

- The *Knight* can equip four pieces of armor instead of three, and their base Armor and Resist are 3/3 instead of 1/1.
- The *Page* can purchase or acquire any abilities for which they meet the Aspect requirement, even if they are of the wrong Class.

(-)Maid and (+)Sylph

The Maid (or Groom, if you prefer a masculine Title) and Sylph *fix* or *heal* using their aspect, although the Sylph is the stereotypical “healer” Class. The Maid is more in the business of providing or creating their aspect, and their powers can vary greatly. Both usually have a bad side you *don't* want to get on. They often use MP/PP as a secondary resource.

- The *Maid* gains bonus dice on all in-Aspect abilities and when carrying out any mission given to them by an acknowledged superior.
- The *Sylph* gets a bonus to all abilities with the Healing keyword, both in power and to any dice rolls involved.

(-)Mage and (+)Seer

The Mage and Seer, better than any other Class, *understand* their aspect, along with all its subtle nuances. The Seer gains this knowledge by observing or learning about their aspect. The Mage, however, gains their knowledge from firsthand experience, often a painful one. Mages use their knowledge to *create* their aspect, while the Seer tends to *plan* or *anticipate* using theirs. These Classes would probably use Focus or MP/PP as a secondary resource.

- The *Mage* lowers the resource cost of all abilities they use.
- The *Seer* has a special sense not available to other characters, such as the ability to hear light, smell weather, or see into the infrared spectrum. They also gain a bonus to rolls when using the Perception skill.

Aspects

Aspects are the fundamental properties which form and control the world and everything in it. There are 12 of them, meaning that in conjunction with the 12 base Classes, there are 144 possible classpect combinations. Generally, a session of sBurb will not contain two or more of the same classpect (for example, two Mages of Doom), but it is perfectly acceptable to have more than one of a particular Class or Aspect (say, two Princes). **It should be noted that in order for a session to succeed, it must possess both a Time player and a Space player.** There are no fundamental Classes, however.

Time

Time is one of the two fundamental Aspects. It represents destruction, inevitability, and endings. Time Abilities often affect turn order, initiative, and the Speed of actions.

- Time players can time travel using certain items unique to each individual, which can be created through alchemy. However, a Time player's role is not to alter history, but to ensure the creation of stable time loops and preserve the Alpha timeline.
- Time players gain double the effect of all Speed bonuses and suffer half the effect of all Speed penalties.
- A Time player's Land contains the session's Scratch Construct.

Space

Space is one of the two fundamental Aspects. It represents creation, fluidity, and beginnings. Space Abilities often affect movement rate, allow teleportation, or heal, and can also affect the size, velocity, and relative location of objects and people.

- Space players are immune to most forms of magical Instant Death. Effects which kill instantly due to massive damage (like a falling house) can still do them in.
- A Space player's Land contains the session's Forge (usually a volcano), a necessary part of the creation of a new universe.
- A Space player's Land is always the Land of _____ and Frogs.
- A Space player's Denizen is the only being able to provide the tools needed to initiate the Scratch.

Void

Void represents nothingness, and things that are hidden, obscured or unclear: secrets, darkness, the Void itself, forbidden things, and the loss of knowledge. Void powers often have to do with the Horrorterrors (though not always), and tend to hinder enemies as well as doing lots of damage.

- Void players cannot be the target of scrying effects or divination effects which would reveal their thoughts or location. This effect is considered defensive.

Light

Light represents luck, fortune, fate, knowledge, things made clear or discovered, and revelations. Light powers often affect die rolls (both inside and out of the game), alter critical chance, and impart knowledge.

- Light players begin play with a Skill of their choice rated at 1d12. The resource cost of all abilities is lowered for them.

Mind

Mind represents thought, logic, knowledge, insight, reasoning, sentience, and decisions. Mind powers often affect allies' or enemies' concentration or secondary resources, and tend to be strategic in nature.

- Mind players pay 1 less experience point for all upgrades (to a minimum of 1).

Heart

Heart represents willpower, passion, the individual, souls, and inner strength. Heart powers often affect Connections, cause Emotion effects, or spur allies into action.

- Heart players gain bonus secondary resources.

Blood

Blood represents the bonds and relationships between people. More than any other Aspect, Blood players rely on Connections.

- Blood players begin play with double the normal number of Connections and learn all their fraymotifs as soon as they enter the Medium.

Breath

Breath represents freedom, spirit, unrestraint, and independence. Breath powers often affect the Breeze (powers of mystical wind), as well as speed, flight, and dodging attacks.

- Breath players get a permanent +1 bonus to Speed.

Rage

Rage represents all negative emotions. Hate, guilt, fear, depression, ignorance, paranoia, envy, greed, etc. Rage powers often enable Drive abilities or allow for additional attacks.

- Rage players start play with a special attack that enables their Drive abilities.

Hope

Hope represents all positive emotions. Joy, love, hope, courage, faith, kindness, determination, temperance, patience, etc. Hope powers often inspire or protect allies, and many have the Holy keyword.

- Hope players have a hidden Level 5 Drive ability that is extremely powerful (even by the reckoning of gods).

Doom

Doom represents death/undead, decay, endings, destruction, ruin, finality, and sickness. Doom powers often restrict enemies from taking action, or cause explosions.

- Doom players have two dream selves, one on each moon, instead of one.

Life

Life represents life, continuance, struggle, healing, the living, growth, and expansion. It is the stereotypical healer Aspect. Life powers often heal allies, drain HP from enemies, or summon creatures to fight for you.

- Life players have additional HP at the beginning of play and at each level. God Tier Life players can perform resurrections.

Races

There are two playable races in GTRPG: Humans and trolls. However, there are also three subtypes of trolls. Each has unique characteristics.

Humans

Humans do not have negative Drive levels.

All trolls get a 1d8 bonus to Vim. Additionally:

Lowblood trolls (rust-, brown-, gold-, or lime-blooded)

Lowbloods get bonus secondary resources.

Midblood trolls (jade-, olive-, teal-, or blue-blooded)

Midbloods gain a bonus die (1d10) when working with anyone who is not a midblood (including non-trolls), and on all fraymotifs.

Highblood trolls (indigo-, purple-, violet-, or fuschia-blooded)

Highbloods gain the ability *Highblooded*.

Highblooded

You are a highblood troll.

Passive ♦ Innate

Effect: When you are reduced to 0HP, instead of dropping immediately, you become incapacitated at the end of the round.

Special: While at OHP but not incapacitated, all Healing-Keyword effects that target you are effectively one die size lower than they should be.

Additionally, seadwelling trolls (violet and fuschia) are Aquatic in addition to other creature types, can breathe water as well as air, and suffer no penalties for being submerged in water.

Attributes

All characters have six scores called *Attributes*.

Vim represents physical strength, dexterity, endurance, and overall health. Characters with high Vim are not necessarily musclebound, fit, or hulking (and this is especially the case with trolls). For example, Undead creatures can be extremely strong while appearing physically wasted or frail.

Brains represents 'book learning' or how smart a character is. Note that characters can be extremely intelligent and competent despite having little or no formal education (Jade, Sollux, Dirk).

Pulchritude represents charisma, likeability, and force of personality. A character with high Pulchritude is not necessarily attractive or likeable, and sometimes they get what they want through intimidation or manipulation. Vriska Serket has high Pulchritude, as an example.

Imagination represents your 'spirit' and ability with magic. It works a lot like Vim, only for special or magical abilities. High Imagination does not necessarily make you scatterbrained or 'spacey' (Rose, Eridan), and some creatures or races are simply inherently powerful or magical (Cherubs).

Class represents your understanding of and alignment with your Class.

Aspect represents your understanding of and alignment with your Aspect.

All starting characters get six dice to assign to their attributes: 1d4, 1d6, 1d6, 1d8, 1d8, and 1d10. These dice are how Attributes are expressed in game, rather than by a number. 1d4 represents average or typical competence. 1d6 is an above average trait. 1d8 is exceptional. 1d10 is Olympic or genius-level.

No Attributes are "better" or "worse" for any particular Class or Aspect. You can build your character however you like, no matter their Title! For example, Knights do not have to rely on melee attacks or have high Vim - a Knight could just as easily be a spellcaster with high Imagination.

Skills

There are 19 Skills in the game. Skills are things you've learned, rather than things you were born with. Most of these are self explanatory, but brief descriptions are provided.

Melee - Used to make melee attacks.

Ranged - Used for all ranged combat (knives, bows, guns, darts, slings, thrown spears or tridents, etc.).

Unarmed - Used in brawling and martial arts attacks.

War - Used to lead armies into battle.

Socialize - Used to coerce, intimidate, flatter, or befriend others.

Perception - Used for noticing small details and ambushes.

Survival - Used to hunt, lay traps, track prey, and survive in the wild or other dangerous areas.

Medicine - Knowledge of healing and medicine.

Science/Occult - Knowledge of the scientific or magical arts, and used for magic attacks.

Athletics - Used for all feats of athleticism like long jumps, swimming, and endurance runs.

Lore - Knowledge of the past.

Performance - Used to make some forms of art, and to sing and dance.

Craft - Used for building things, including houses, robots, and art forms that involve major construction projects. Craft can cover non-physical and consumable things too, like code, healing potions, or food.

Stealth - Used for hiding and concealment.

Larceny - Used for pickpocketing, cheating at dice or cards, picking locks, palming items, escaping ropes.

Dodge - Used to defend yourself from physical attacks.

Integrity - Used to defend yourself against magical and psychic attacks.

Ride/Drive - Ride a horse or another animal. Control a small (1 - 3 person) vehicle.

Pilot - Control a boat or fly a spaceship.

Like Attributes, Skills are represented by dice rather than number. Starting characters get 20 points to assign to their skills. It costs 1 point for 1d4, 2 for 1d6, 3 for 1d8, and 4 for 1d10. You must spend all points and cannot save any for later. At character creation, you also cannot buy more than one die in any one Skill.

Connections

Let's talk about Connections, because Connections are important and cool. They are essential for Blood players, and often play into the powers of Heart, Rage, and Hope players too.

A Connection is a one sentence or short description of an important relationship. We'll use Dirk as an example. Some of Dirk's Connections could be interpreted as Roxy Lalonde (Platonic Love), Jane Crocker (Friendship), Jake English (Best Friend, Unrequited Crush), Hal (Wary Mistrust), Alpha!Dave Strider (Respect, Hero Worship).

The relationship described by a Connection does not need to be to another person, though they often are. Characters can have Connections to abstract concepts or ideals (JUST1C3!), to objects (Holy shit do I love puppets.), to themselves (Winning means everything!), or to places, societies, and locations (D → Alternia is perfect). Finally, Connections do not have to be positive or represent a healthy emotional state (i deservve her) (I HATE MY 'SISTER'. BUT PLEASE. STOP. DRAGGING uS THROuGH YOuR HuMAN GENETIC MuD), just something important or defining to your character.

Connections do not have to be reciprocated to be valid, since it's possible for two people have different feelings for each other. Dirk and Roxy are a perfect example of this. Roxy's Connection to Dirk is (Romantic Love) and his Connection to her is (Platonic Love). However, when a connection is truly reciprocated, its bonuses (and penalties) are much stronger.

So what do these mean? It means that Connections are a source of bonuses and penalties. It's easy for your character to go along with a Connection and difficult to go against it. So, to use the example, it would be hard for someone to convince Dirk that Roxy and Jane were plotting to hurt him (they would suffer a penalty for trying to do so), but easy for someone to convince him that Hal was (they would get a bonus).

In case that all seemed way, way too simple, Connections grow stronger and weaker based on the actions of your character. Think of Connections as having ratings, like movies do. A one point Connection

is like a one star movie, not very good. On the other hand, it's damn near impossible to find a problem with a five point connection. The bonuses and penalties from higher rated Connections stack.

So how does a Connection grow stronger or weaker? During a scene, if your character goes along with a Connection or does something to reaffirm or reinforce their feelings, the Connection gets stronger. For example, if Dirk spent a scene building a robot bodyguard for Jane, his Connection to her (Friendship) would get stronger. Connections continue to grow stronger until they cap at five points. During a scene where your connections don't come up, nothing happens. If you go against or deliberately ignore a Connection, it gets weaker. If you do this enough times for the Connection to reach a rating of 0, it breaks. Karkat and Gamzee's broken moirallegiance would be one such example of this.

All starting characters have a number of Connection points equal to their Pulchritude rating. For example, if a character had 1d8 Pulchritude, they would start with 8 points of Connections.

Artificial Connections

Artificial Connections are Connections created by magic or psychic powers. They are much weaker than real Connections and fade away during any scene in which a character does not reinforce them. Let's use Dirk as an example again.

We can say Dirk has five real Connections. Jane (Friendship), Roxy (Platonic Love), Jake (Unrequited Crush), the Auto-Responder (Wary Mistrust), and Dave Strider (Respect, Hero Worship). These Connections are strongly rooted in his personality and won't fade away naturally. He doesn't stop being friends with Jane or loving Roxy or not really trusting Hal just because he hasn't talked to them in a while or they aren't together in a scene.

But let's say a Blood Player rolls up and uses magic to give him the Connection: Rufioh Nitram (Romantic Love). Not only is he probably going to be pissed at getting messed with like that, the Connection is artificial - it's not rooted in Dirk's personality and in all likelihood he doesn't care too much about it. If he doesn't focus on it, it fades away at the end of the scene. If he does focus on it, it lingers until a scene comes by in which he doesn't focus on it and it fades away then.

Abilities and Fraymotifs

The fancy spells, swordtechs, and other flashy moves your character can pull off take the form of Abilities (used by a player on their own) and Fraymotifs (used in conjunction with a specific other player). There is no set progression of abilities for any particular character - that would require making 144 different sets of them! Instead, when you gain a new ability, work with your GM to make one up that would fit your character.

All characters start with two abilities, plus their level 1 Drive Ability. A starting character has no fraymotifs - they are learned later, or purchased from consorts.

Other numbers for starting characters

Unless specific circumstances say otherwise, starting characters have:

- 40 HP.
- 40 MP/PP, 4 Focus/Command, 4 Greed, or 5 max Momentum.
- Armor/Resist of 1/1.
- 1 Speed.

- 1 Strife card, equipped with a weapon.
- 3 Armor slots, and possibly one piece of armor, depending on whether it fits your character to own such an item pre-game.

Nepeta Leijon, the Rogue of Heart

For a full explanation of creating a character, we'll go back to our example of Nepeta, from the core mechanic. First, Nepeta is going to assign dice to her Attributes.

Nepeta is fast and strong and lives alone in the wilds of a dangerous planet, so we'll assign the 1d10 to her Vim. That being said, she is not educated or 'book smart', so we'll assign 1d6 to her Brains. Nepeta is likeable and creative and is the moirail to a dangerous highblood, so we'll make both her Pulchritude and Imagination 1d8. Finally, the trolls never understood their game roles very well, so the remaining 1d6 and 1d4 will be assigned to her Class and Aspect, respectively.

Additionally, Nepeta is a troll, so she gets a 1d8 bonus to Vim.

Once we're finished, her Attributes look like this:

Attributes: Vim 1d8, 1d0, Brains 1d6, Pulchritude 1d8, Imagination 1d8, Class 1d6, Aspect 1d4

Special: As a mid-blood troll, Nepeta gains a 1d8 bonus on any roll (including all fraymotifs) in which she is working together with someone who is not in her bloodcaste (including any human).

Now let's assign Nepeta's Skills. Nepeta obviously has a high Survival, Unarmed, and Athletics, so we'll spend 10 points assigning 1d10 (4), 1d8 (3), and 1d8 (3) to those Skills. She's also good with Stealth 1d6 (2), Perception 1d8 (3), Performance 1d6 (2), and Dodge 1d8 (3).

So, now her character sheet looks like this:

Attributes: Vim 1d8, 1d0, Brains 1d6, Pulchritude 1d8, Imagination 1d8, Class 1d6, Aspect 1d4

Special: As a mid-blood troll, Nepeta gains a 1d8 bonus on any roll (including all fraymotifs) in which she is working together with someone who is not in her bloodcaste (including any human).

Skills: Survival 1d10, Unarmed 1d8, Athletics 1d8, Perception 1d8, Dodge 1d8, Stealth 1d6, Performance 1d6

Nepeta still has some other stuff we've got to assign.

She starts play with her Pulchritude rating in Connection points. Connections are her most important relationships and things she cares deeply about. Nepeta has eight points of Connections, so we'll assign them like this:

Equius Zahhak (3, Moirail), Pounce de Leon (2, Lusus), Terezi Pyrope (2, Close Friend), Karkat Vantas (1, Flushed Crush)

Starting characters have 40HP. Her base Armor and Resist are 1/1. As a Rogue, Nepeta uses Greed as a secondary resource and starts with 4 points. Rogues also get a permanent +1 Speed bonus. Heart players begin play with additional secondary resources, in Nepeta's case, +1 Greed.

Nepeta has one Strife card to assign and can wear three pieces of armor (plus one Heirloom, if she ever acquires one).

Her finished sheet looks something like this:

Attributes: Vim 1d8, 1d0, Brains 1d6, Pulchritude 1d8, Imagination 1d8, Class 1d6, Aspect 1d4

Special: As a mid-blood troll, Nepeta gains a 1d8 bonus on any roll (including all fraymotifs) in which she is working together with someone who is not in her bloodcaste (including any human).

Skills: Survival 1d10, Unarmed (Clawkind) 1d8, Athletics 1d8, Perception 1d8, Dodge 1d8, Socialize 1d6, Performance 1d6

Connections: Equius Zahhak (3, Moirail), Pounce de Leon (2, Lusus), Terezi Pyrope (2, Close Friend), Karkat Vantas (1, Flushed Crush)

HP: 40/40

Greed: 5/5

Speed: 2

Armor/Resist: 3/3

She is carrying the following items.

Claw Gauntlets

Weapon: Clawkind

Damage: [1d8]

Special: Reliable. Multistrike.

Hunting Chain

A chain of hunter trophies, like teeth and claws, worn on your person. Its sentimental value is through the roof.

Armor: 2 Armor, 2 Resist

These are her starting Abilities.

Steal

Active ♦ Class (Rogue), Innate, Skill

Cost: — (1 Greed)

Speed: 5

Effect: Attempt to steal Grist, Boonbucks, or special items from an enemy by rolling [Vim + Larceny]. You have a 10% chance to steal a rare item. Once you have successfully stolen from an enemy, they have no items left and you may not attempt to steal from that enemy again. Bosses and special monsters have powerful and unique items that can only be acquired through the Steal Ability. When you successfully steal an item, restore 1 Greed.

Special: Spend 1 Greed to triple your chance to steal a rare item.

Lion's Roar Rebuke

Active ♦ All, Aspect (Heart) Force, Healing, Obvious, Skill

Cost: 1 Greed

Speed: 10

Effect: Let out a roar of emotion to harm enemies or help allies. When you use this ability, choose allies or enemies.

Special - Allies: Restore [1d10 + Aspect] HP to all allies and grant them Courage (3).

Special - Enemies: Deal [1d10 + Aspect] damage to all enemies and remove one positive Emotion effect from them.

Special: If Equius Zahhak is included as an allied target, enable his Drive attacks.

Clawstorm

Active ♦ **Class (Rogue), Skill, Weapon**

Cost: 1 Greed

Speed: 5 or 10

Effect: Make three normal attacks and choose one. Your attacks ignore armor, or Clawstorm is Speed 5.

She also has 1 Drive ability (her level 1), but that is omitted here for the sake of space. Also, the authors are lazy and didn't make any up.

Now, to playing the game!

Chapter 3: Playing the game

While the details of any individual session of sBurb are decided by the players and their Game Master (GM), all sessions share certain similarities. Many of the most important processes in the game must be initiated by the players, following a very specific chain of events. Most of these are given here, in the general order they happen in-game.

Entry into the Medium

To enter the Medium, a client player must use certain devices deployed by their server player. These are the Cruxtruder, Totem Lathe, Alchemiter, and the Pre-punched Card. NOTE: Pre-Medium entry, the game might not be particularly interesting, to players or GM. Full permission is granted to rush through this part of the game and get right to the Medium.

The **Cruxtruder** is a large device, about the size of a kitchen table. Its purpose is to extrude cylindrical dowels of Cruxite, a crystalline substance in the player's trademark color. It is initially capped, however, and must be opened by being struck with a heavy object.

The Kernelsprite

When this device is opened, it releases a Kernel - a round, flashing 2d object, also in the player's color. The Kernel is completely useless until an object, individual, or corpse is placed or thrown into it (prototyped), at which point a face appears in the center of the Kernel, and it becomes a Kernelsprite. It is still completely useless. While it will try to converse with the player, it can only speak gibberish and strange symbols. Before it can be of any help at all, it must be prototyped *twice*, and the player must have entered the Medium. When this happens, it becomes a Sprite, and the Kernel splits off to go transfer the prototyping data to the armies of Derse and Prospit. It takes on the appearance and personality of the objects used for prototyping, as well as - to some degree - the intelligence, so prototyping a pet fish *might* not be the best idea. The purpose of the Sprite is to serve as the player's guide and helper; it is granted intelligence about the inner workings of the game (up to certain limits), although in most cases it will only give the player hints.

After the Cruxtruder is opened, it can be used to produce Cruxite Dowels, used with the Totem Lathe. It will also display a timer, counting down until the player's house is struck by a meteorite, giving them some idea of how much time they have to enter the Medium.

The **Totem Lathe** is a very large device, about 8 or 9 feet long, which is essential for carving Cruxite Dowels. When a punched captchalogue card (from the Punch Designix) is inserted into it, it uses the data from the card to carve a Cruxite Dowel into a Totem. Totems are used with the Alchemiter. Additionally, two cards may be inserted into the Totem Lathe, causing it to read only the holes shared by both codes. A Totem produced this way will create a hybrid of the two codes' items - for instance, a lighter and a golf club might produce a golf-club-shaped lighter.

The **Alchemiter** is an extremely large device, about an 8x8 foot platform with a small pedestal on one side. When a Totem is placed on it, it scans the shape carved by the Totem Lathe, and produces an item corresponding to the code that was punched in the card. This process costs varying amounts of Grist, costing more the larger or more powerful the item is. This is the process of Alchemy, using one additional device: the Punch Designix.

The **Punch Designix** is about the size of a small desk, and is used to punch holes in captchalogue cards. It contains a typewriter-style keyboard, along with a slot for a captchalogue card. When a card is entered into the slot, it may be punched with a code by pressing keys on the keyboard. This is the purpose of the captcha codes on the back of captchalogue cards: the code corresponds to the unique item held within the card, and when a card is punched with that code, it can be used to make more of that item. Once a card is punched, it can no longer be used to hold items, and if it contained an item when it was punched, the item is lost. Additionally, a card may be punched with more than one code. If a double-punched card is inserted into the Totem Lathe, the Totem carved will create a hybrid of the two items - for instance, a lighter and a golf club might produce a flaming golf club. However, the Punch Designix is not a free device like the previous three, so the client player must obtain some Grist before the server can deploy it.

The **Pre-punched Card** can also be deployed for free by the server player, although it is not a "device" per se. It is simply a captchalogue card that has already been punched for use with the Totem Lathe - a good thing, since the Punch Designix can't be deployed until the player enters the Medium and beats up some enemies! **The code on it is unique to the player, and the Totem it carves will produce a cruxite object that the player must interact with. When they do so in the correct manner, they will enter the Medium.**

Alchemy

Alchemy is one of the most fun parts of sBurb. You can make almost anything - provided you have the items you need. To create an item, punch a captchalogue card with at least one code in the Punch Designix, then insert the card (or two cards, if you wish) in the Totem Lathe, along with a Cruxite Dowel, and carve a Totem. Take the Totem to the Alchemiter, and if you can afford the Grist cost, an item will be created. An item created from a double-punched card, or from a double-carded Totem, will be a hybrid of the two items. Thus, there are two possible ways to combine the same two items. However, since there are only so many possible codes, not all item combinations will work, and some combinations of seemingly unrelated objects will create the same thing. It is also impossible to tell which of the two combination methods will produce a more useful or powerful item beforehand. Double-punching a card with a lighter and a golf club might create a flaming golf club, but a code for a battery and a sword might create a battery with razor-sharp edges, instead of that electrical sword you were hoping for.

A Captchalogue Card that has been stored in another Captchalogue card will result in the code 11111111, and a Cruxite Dowel carved with this code placed on the Alchemiter will create more Captchalogue Cards, which cost very little Grist and thus can be used to expand the player's inventory to massive proportions very quickly. Once a player is able to alchemize items, it should simply be assumed they have effectively infinite inventory space, excepting certain very large items. A blank Captchalogue card has the code 00000000, which will create a Perfectly Generic Object- a useless green cube.

Land Quests

After you enter the Medium, you'll find yourself on a Land, usually on a pillar high in the sky. As soon as your server player builds your house up to the first Gate (or in certain circumstances, you access the Gate in a different manner), you can go through the Gate to the planet's surface. Here, you will find consorts - sentient beings that inhabit your planet, often in villages. Some of them will ask you to do things or solve problems for them. When you complete such tasks, as well as gaining XP, your consorts may reward you with rare items, fraymotifs, or hints!

Every Land also has a specific high-level Quest associated with it that can be completed to gain the reverence of your consorts, progress your character's advancement, and, usually, significantly change the nature of your Land. For instance, in Homestuck, John had to clean up all the oil from his planet so he could play a song on the organ and clear away all the clouds, allowing the sun to shine. This Quest usually requires you to confront your Denizen.

Experience and Leveling Up

Your character doesn't have a "level," per se. Instead, you can use the experience (XP) you earn to buy upgrades to various aspects of your character. This allows you to build your character however you like - a spellcasting tank is just as viable as a club-wielding barbarian!

You'll gain small amounts of experience as you complete scenes and defeat enemies. You can spend it immediately, or save up and buy a bigger upgrade. However, in order to unlock the second level of a spell, you must already have the first, and so on. The same goes for skills and attributes - you have to buy dice for them in order. The order of dice is simply from smallest to largest (d4, d6, d8, d10, d12), and once one die is as high as it can go in that skill or attribute, you may buy another starting again at 1d4.

It costs half the maximum total of a die to buy a new Skill die (for instance, buying a d8 in a skill costs 4 XP).

It costs a die's maximum total to buy an Attribute die, because Attributes are extremely useful.

It costs 12 XP to buy a new Ability, which the GM must approve. Drive abilities cannot be purchased - they are learned through character development and story events.

If a player wishes to, for whatever reason, they may spend 1 point of XP to make an artificial Connection real.

You cannot spend XP to buy upgrades to HP or secondary resources. Instead, when you buy an upgrade of any kind, you gain HP and MP/PP as if you had bought it for the same amount of XP. For instance, if you buy a d4 in Imagination (costing 4 XP) you *also* gain 4 XP worth of HP (based on your class) and MP/PP. For other secondary resources, you gain more of them at certain benchmarks.

Players can gain XP in a lot of ways, including finishing quests, roleplaying, doing cool things, killing monsters, solving puzzles, coming up with solutions for completing objectives without killing monsters, clearing major game objectives, and other stuff like that.

Time Travel and the Alpha Timeline

If a session is destined to be successful (and it can only be so if it contains both a Time and a Space player), it will have what is known as an alpha timeline. The alpha timeline is the *only* timeline that contains the correct sequence of events to lead to success. Other timelines are known as "doomed" - eventually, the players will all die, or fail in some other way in such timelines. It is the responsibility of the Time player to maintain the presence of the alpha timeline, as the Time player is the only player who can time travel.

It makes sense to simply assume that if the players continue on a path of general success, they remain in the alpha timeline. However, if something goes terribly wrong, it's up to the Time player whether or not to

go back in time to fix it. If they do, the players return to that point in time, the Time player from the future appears and fixes the event, and then the group's Time player must remember later to time travel backwards in order to fix the event and thus create a stable time loop. I know, it's confusing! This probably won't come up much in regular play.

These are some of the most important parts of every session. Now, on to combat.

Chapter 4: Combat

Yes, this is the part everyone was waiting for. Who can blame them? It's fun to imagine your character slaying monsters in epic battles and doing acrobatic flips over lava pits. Or maybe you're the tough type, who just stands up angrily after getting smashed into the ground, and cleaves off the ogre's head with an axe. Either way, combat is exciting. Here's how it works!

Initiative and Speed

When a scene begins, some of the characters (and enemies, if any are involved) act faster than others. This order is determined by initiative. At the beginning of the round, all participants roll 1d10 (though certain effects can fiddle with this die) and add their Speed. So if my character had 4 Speed, and they rolled a 3, they would get their first action on Initiative 7.

The character with the highest Initiative goes first. So if a character's final Initiative was 17 and no one else got higher, the round would start on Initiative 17 and begin counting down from there.

Whenever a character takes an action, that action has a Speed cost. A higher Speed cost means the action takes longer to perform. 10 Speed is the standard for many actions and, while the game handles the passage of time abstractly, it represents a handful of seconds. Swinging your sword once, casting a quick spell, making a short dash, etc. Once you act, you subtract the Speed of your action from your Initiative. So if our hypothetical character on 17 used a Speed 10 action, they would act again on Initiative 7. A Speed 2 action would put them down to 5, and so on. It's possible to act very quickly sometimes, but big attacks and Drive abilities are typically very Speed costly. When two characters are acting on the same 'tick', the character with the higher Speed acts first.

If you like, you can Wait. There is no penalty for Waiting either to you or other participants in the round, other than your lost Initiative. For example, if our character on Initiative 17 had a friend on Initiative 15 and wanted to perform a fraymotif with them, they could Wait until 15 to take their first action. When you Wait, you have to state how long you're Waiting. If you're on Initiative 17 and you decide to Wait until 12, you cannot change your mind and act on 15.

Barring special abilities or circumstances, a character cannot act on Initiative 0, which is when 'end of round' effects go off and timers count down.

Finally, you *can* act if you cannot afford the full Speed cost of an ability. If you are Initiative 7, you can use an ability that is Speed 10. This does not place you in the 'negatives' for the next round, and there are no penalties associated with doing it (other than not being able to act again in the current round).

Distance and Moving

Combat takes place on what's called a *battle grid*. It's a grid of 1-inch squares, on a whiteboard or laminated paper so that the scene's setting can be drawn on with dry-erase markers. Each square represents a 5-foot square area in the game, and each character takes up one square. You can use markers such as coins, cardboard cut-outs, or the miniatures sold for games like Dungeons & Dragons to represent the characters on this grid.

Distance is often given in abstract terms such as *short*, *medium*, and *long*. A character within *melee* distance is close enough to touch; a *short* distance is equal to between 5 and 15 feet; *medium* means

between 15 and 50 feet, and *long* means between 50 and 100 feet. Any distance over 100 feet is considered *very long*.

Each time you take an action, no matter the Speed cost, you may move up to a *medium* distance.

Attacking

Attacking is pretty simple, really - as long as you're not using any fancy abilities! To make a basic melee attack with a weapon assigned to one of your Strife cards, simply roll Vim+Melee. If it meets or exceeds the target's roll of Vim+Dodge, you hit. Deal damage appropriate to your weapon, plus Vim, minus the target's Armor rating.

If you're making a ranged attack with a weapon, roll Vim+Ranged in the same way. For magic attacks, roll Imagination+Occult, compare to the target's roll of Imagination+Integrity, and add Imagination to damage rather than Vim.

Abilities are fairly self-explanatory, if you understand everything up to this point. You pay the Speed cost and any secondary resource cost, and the effect goes off.

Critical Hits

If, when you make an attack, you roll the highest possible number on the largest die you are using to attack, you score a critical hit. When you score a critical hit, add a x2 multiplier to your damage. Multipliers add additively, not multiplicatively; if you get a critical hit against an enemy with a x2 weakness, you deal x3 damage, not x4.

Keywords

Ability Keywords

Active

An Active Ability is anything that is near instantaneous or takes a handful of seconds. Swinging your sword once, casting a quick spell, making a short dash.

Dramatic

A Dramatic Ability is something that takes a varying, but significant, amount of time. Usually one minute or longer. Picking a lock, researching a topic, or practicing a piece of music are examples.

Passive

A Passive Ability is something that is always active, such as having increased Health or Armor, being able to breathe underwater, or being able to forgo sleep.

Reaction

Reactions are special Abilities that become available when certain conditions are met.

Drive

Drive Abilities are Active Abilities that follow certain special rules.

Unity

Unity Abilities are Active or Passive Abilities that require two or more characters to execute or activate. Unity Abilities are also called Fraymotifs.

Damage Keywords²

Fire

Fire deals massive damage (1d12), and guarantees damage on a successful hit, regardless of armor.

Ice

Ice deals normal damage (1d8) and slows, delays, or freezes a target.

Lightning

Lightning deals low damage (1d6), but hits a large area, normally every enemy in range. Lightning is typically ally-friendly, and only strikes targets of the wielder's choice.

Water

Water deals normal damage (1d8) and Water-based Abilities have a very low Speed cost.

Poison

Poison deals normal damage (1d8) and additional damage over time.

Wind

Wind deals normal damage (1d8). Wind-based Abilities do not trigger Reactions.

Earth

Earth deals increased damage (1d10) and strikes a large area, but Earth-based Abilities are usually unfocused and do not affect flying targets.

Radiance

Radiance deals increased damage (1d10), but typically only harms demons, undead, and abominations.

Shadow

Shadow deals increased damage (1d10) and usually has additional effects, but strikes back or harms the wielder in some fashion.

Force

Force deals normal damage (1d8), additionally, enemies cannot resist or be immune to Force-based abilities.

Physical

Physical damage represents attacks from most weapons, unarmed strikes, or scenery (like a collapsing building). Physical-based Abilities can have a range of special effects such as damage over time (bleeding), knocking a target prone, or area of effect attacks.

² Damage categories given here are general guidelines. Attacks specific to your character may deal more or less damage than specified here.

Psychic

Psychic deals normal damage (1d8) and often confuses, disorients, or distracts the target.

Healing

Healing Abilities return Health, remove negative status effects, or restore life.

Effect Keywords

Accurate

This Ability guarantees a hit or cannot fail under regular circumstances.

All

This Ability hits every available target. All Abilities are friendly-fire safe unless they are Unfocused.

Aspect [Type]

This Ability draws power from your Aspect. Time travel is a good example of an Aspect Ability.

Axiomatic

Axiomatic abilities deal increased damage or have extra effects against glitches, viruses, abominations, or anything brought into the Alpha timeline from a doomed one.

Breaching

This Ability ignores all protective barriers and armor.

Class [Type]

This Ability draws power from your Class. Dirk starting with three Strife cards instead of one is a good example of a Class-based Ability.

Combo

This Ability chains into another Ability. Chaining in this way does not end your turn or incur a Speed penalty.

Desperation

This Ability has additional effects if you or your targets are critically wounded.

Emotion [Type]

This Ability creates an emotion of the listed type in the target. Chucklevoodooos or Rage powers that cause fear are a good example of Emotion-based Abilities.

Fate

Fate Abilities can alter the result of die-rolls, card draws, coin flips, grist drops, or anything else left up to chance – both in and outside the game. They are typically the domain of Light players.

Finisher

This Ability becomes active after completing a Combo. Using a Finisher immediately ends your turn.

Holy

Holy Abilities deal increased damage or have extra effects against demons, undead, or abominations from beyond the Furthest Ring. They are usually, but not always, Radiance-based. HOLY PURIFYING FLAME is a thing, for reals.

Innate

An Innate Ability is special and unique to you.

Magic

This Ability draws power from magic.

Psionic

This Ability is a natural psionic or psychic ability your character possesses. Telekinesis and mind-control are examples. Usually, but not always, troll-specific.

Ranged

This Ability can hit targets at a distance.

Skill

This Ability represents your character's personal physical, social, or mental abilities.

Stance

This Ability is a unique representation of a fighting style. You may only have one Stance-type Ability active at a time.

Summoning

This Ability summons a creature or spirit, usually your Sprite, to aid you in battle. Summoned creatures cross secret passages in Paradox Space and arrive at your side instantly.

Swift

This Ability does not trigger Reactions. Wind-based Abilities are automatically Swift in addition to any other effects.

Touch

You must be touching the target to activate this Ability.

Transcendent

This Ability breaks the normal rules of the game or is phenomenally powerful in some way. Jade Harley and Jake English are examples of characters with Transcendent powers.

Unfocused

This Ability also targets allies if they are in the area of effect or in range.

Weapon [Type]

You must have a weapon or the specified weapon assigned to a Strife card to use this Ability. Unarmed and Fist are considered weapon types.

Wounding

This Ability causes permanent or semi-permanent harm that occurs outside the scope of a target's health bar. Losing a limb, breaking a horn, or being blinded are all examples of Wounding-type effects. Wounding is a catch-all Keyword. If an effect does not seem to fit into any other category, such as flaying off someone's soul, locking their Drive attacks, or draining their secondary resources, it is Wounding.

Weak and Resist

Some characters or creatures have a weakness or resistance to certain damage keywords. Getting hit with a damage type you're weak to does extra damage, and getting hit by a type you resist does less. The actual amount of weakness or resist depends on the creature.

Status Effects

Slow prevents you from rolling 9s and 10s on any Initiative dice (even special ones or ones added by abilities) and adds 2 to the Speed cost of all abilities. You also cannot move more than 3 squares (15 feet) at a time.

Don't Move prevents you from moving under your own power and making Melee attacks against anyone who is not already adjacent to you. You can still be pushed, carried, or pulled, and forced movement (such as knockdown) has its full effect on you. Don't Move is typically a magical effect but is sometimes used to represent entanglement or paralytic poisons.

Don't Act prevents you from attacking, using items, or activating abilities and fraymotifs.

Stop prevents you from both acting and moving.

Poison and other damage-over-time effects deal damage to you at the end of each action. The damage dealt by an effect will be listed in its writeup. Bleeding is also a damage-over-time-effect.

Sleep causes you to fall asleep. You are helpless while you are asleep, though I personally do not allow for instant kills of Sleeping characters (except for specific story purposes). Any damage or radical change in your environment (such as your house being on fire) will cause you to wake up.

A *Confused* character is addled by magic and cannot distinguish between friend and foe. They will make attacks and use abilities at random with no concern for targets. Confusion can sometimes be broken by physical attacks or damage.

A *Charmed* character has been misled (usually by magic) into believing that another character is their friend or ally. There is no set rule for how a Charmed character will behave, as SBURB characters are unique individuals, but they will usually try to protect their 'friend' from danger, harm, or attacks from other characters and monsters. They may be convinced to give up money or items, or to shelter or hide the character who Charmed them. Charm is a powerful effect, but it cannot cause a victim to go against their Connections, engage in suicidal or obviously harmful actions, or knowingly sabotage their Session.

Domination is a stronger form of Charm. The victim of a Dominate effect is effectively a puppet being controlled by another character. Dominated characters must carry out their controller's orders as best they can - to the spirit and to the letter. While in the thrall of a Dominate effect,

characters can be forced to go against their Connections, harm their allies, or reveal vital information to their enemies. Dominate effects are traumatic - even if used benignly or sparingly, and typically make enemies for life.

Blinded characters cannot see. You automatically fail all Perception rolls that rely on sight. If you normally use sight as your primary form of navigation/targeting/etc, halve all attack die pools. While some characters may be permanently blind or naturally sightless, this specifically refers to magical or temporary effects that remove sight.

Delay is also called *Stun*, it lowers your Initiative by an amount indicated in the ability and (usually) takes effect only once. For example, if you were on Initiative 12 and got Delayed by 5, you would act on Initiative 7. Characters can be Delayed/Stunned right off a combat round and lose the ability to act - though (except in rare cases) penalties do not carry over into subsequent rounds. If it helps, Delay is usually used to describe magical effects, like a Time player stealing Speed from you, while Stun describes physical effects, like having your ears boxed.

Wounded characters are at less than half HP. Some effects can only target Wounded characters.

You are at *Critical HP* if you are at less than 25% of your HP total.

Silence prevents you from using all Magic-keyword abilities.

Seal prevents you from using all Drive abilities, and removes the effects of Passive ones.

Off-Balance means you have fallen, lost your footing, been knocked down, or simply that an enemy has you in an unfavorable position. If you are attacked while you are Off-Balance, you take double damage. If you are Off-Balance and your turn comes up during a round, you can recover by adding 2 Speed to your action or 4 Speed if you have been knocked prone. However, if an enemy takes advantage of you being Off-Balance, you automatically recover.

Incapacitated means that you are at 0HP or less. HP is an abstract concept in GTRPG, and being at negative HP does not mean that you're dying or bleeding out (though it can, depending on the scenario, or at the GM's discretion). If you are Incapacitated you might be unconscious or frozen in abject, mind-blanking fear. Like Sleeping characters, Incapacitated characters are helpless - and like Sleeping characters, I personally do not allow instant kills of characters who become Incapacitated - though a GM would be within their rights to do so. Special magic is required to restore HP to Incapacitated characters.

Emotion Effects

An Emotion effect is a magically or psychically reinforced emotional state that grants special bonuses or penalties. It is important to note that emotion effects are totally artificial, and they do not represent true mental or emotional states. Additionally, they cannot 'cure' mental illness (though they may temporarily relieve some of the symptoms if your group feels this is appropriate and in theme) or 'fix' a person suffering genuine grief. Despite their artificial nature, your character does experience a brief surge of emotion when the effect takes hold, and they express it as would be best appropriate to their personality.

Positive Emotion Effects

Courage

Gain a [2d8] bonus to Vim and a [2d8] bonus to weapon damage. Cancels and is cancelled by *Fear*.

Inspiration

You have a 50% chance at the beginning of each turn to enable your Drive attacks. Cancels and is cancelled by *Doubt*.

Love

Each turn, you regenerate secondary resources. If your secondary resource already regenerates, the rate is increased. Cancels and is cancelled by *Hatred*.

Joy

Increase all Healing-keyword effects that target you by one category. Cancels and is cancelled by *Sorrow*.

Serenity

Gain a [2d8] bonus to Brains. You can accomplish non-combat tasks in half the normal time. In combat, reduce the Speed of all action by 1. Cancels and is cancelled by *Delusion*.

Gratitude

Fraymotifs do not cost secondary resources. Cancels and is cancelled by *Jealousy*.

Wonder

Gain a [2d8] bonus to Imagination and a [2d8] bonus to magic damage. Cancels and is cancelled by *Despondent*.

Negative Emotion Effects

Fear

You take double damage from all attacks and deal half damage with all attacks. Cancels and is cancelled by *Courage*.

Doubt

You have a 50% chance to lose your action when it comes up in the turn order. Cancels and is cancelled by *Inspiration*.

Hatred

Lose the highest dice from any dice pool you need to roll. If this reduces the pool to zero, you fail. Cancels and is cancelled by *Love*.

Sorrow

Reduce all Movement and Healing-keyword effects by one category. Cancels and is cancelled by *Joy*.

Delusion

Your attacks have a 50% miss rate. Cancels and is cancelled by *Serenity*.

Jealousy

You take damage on any action in which you fail to critically succeed or critically hit, and whenever allies critically fail or critically hit. Cancels and is cancelled by *Gratitude*.

Despondent

You cannot participate in fraymotifs or have your Drive attacks enabled. Cancels and is cancelled by *Wonder*.

Brilliance

Brilliance is essentially the result of burning the candle at both ends. It allows you to spend power you don't have to get results now. Some Abilities will cause your character to gain Brilliance, which is a negative status effect that stacks up to twenty and can only be removed by resting. For each stack of Brilliance you have, you must rest for two hours to get rid of it. A full twenty stacks of Brilliance requires forty hours of rest to clear completely. Almost two whole days!

Each stack of Brilliance lowers your maximum MP or PP by 5%. At twenty stacks, your maximum MP or PP has been reduced to 0 and you are completely burnt out. In some situations the GM may require you to make a check not to fall unconscious.

These are the basics of how combat works. There are just a few more things to cover.

Chapter 5: Winning the Game

Sburb is not an easy game to win. The players must work together very well, and not screw anything up too badly. That said, remember the game is meant to be won. Here's how to go about doing that.

Frog breeding

To breed the Genesis Frog, which will become the embodiment of a new universe, the first step that must be taken is for the Space player to stoke the Forge. The Forge is usually a large volcano, and it's always located on the Space player's Land. It's also dormant. Once player stokes it and the volcano is active again, the planet's environment will be drastically changed in some way.

The Space player's land is also - always - the Land of _____ and Frogs, and true to its name, there will be frogs *all over it*. The purpose of these is to be bred ectobiologically, using certain special equipment the Space player will find on their land. To breed something ectobiologically, you must be able to acquire a *paradox clone* of it, using a Transportalizer machine. The clone is made out of a special gel that the equipment can use in the ectobiology process. To acquire the clone, you must target a frog (or other being, but in this case we're talking about frogs) with the Transportalizer that must serve some other purpose in the future, such as being captured, and would thus create a paradox were it removed from the timeline. Thus, the Space player (usually with another player's help) must venture around their planet, capturing frogs, and returning to the ectobiology lab to transportalize the same frogs from the past. It's really complicated and I swear you'll understand it a lot better if you've read Homestuck.

Extended rolls

Normally, a roll encompasses a single, easily defined task. 'Can I jump to that ledge?' 'Can I hit him with my sword?' 'Can I spot the specific item I'm looking for?'

An extended roll is used for tasks that take a very long time or are more difficult to define. Learning a new language, translating an ancient document written by your Denizen, helping your consorts with a massive public works project, a long march through a dangerous wilderness, etc.

Extended rolls require you to check for success multiple times, with each roll representing a period of work. Failing any of these rolls does not necessarily mean you can't complete the task (but in some extreme situations, it can), but it does represent a period of fruitless and frustrating labor that wastes time. For example, if a character wanted to translate an ancient text, I might tell you that you need to succeed at three Difficulty 5 rolls, and that each roll represents four hours of work.

On an extended roll, every die matters. Normally when rolling, you only need to worry about the die that shows the highest number. However, on an extended roll, any die that beats the Difficulty counts as one 'success' towards the total you need. So with the character in the example above, if they rolled 1d8, 1d8, and 1d10, and got 2, 5, and 7, they would get 2 successes towards the three they needed.

Frog breeding would be a good example of an extended roll. Probably [Brains or Imagination] + [Science/Occult or Lore or Craft] to breed the Frog, and then [Vim or Brains] + [Survival or Perception] to hunt the frogs afterwards. In this specific case, I probably wouldn't actually allow players to fail outright, because that just seems mean and pointless. Instead, I'd introduce complications if the players failed rolls - maybe something like 'you get attacked by monsters while you're searching' or 'now you need to

explore this ruin to find the frog' or 'this is taking to much time and it seems like it's good enough, do you want to leave it as is?' Noting that this last option could turn out very badly.

You probably have your own opinion on how easy or difficult frog breeding should be, and it should be scaled to whatever is appropriate to the players in your game. My personal opinion (and that's all it is) would be 'very difficult, but not impossible'.

Completing the new universe

Once you've bred a tadpole that's just absolutely perfect as a home for your new universe, throw it into the Forge. Yep. You're throwing a cute little baby frog into an active volcano. Don't worry, though; surviving the extreme environment of the Forge is a large part of why you've bred the frog so carefully (you were careful, weren't you?). There, it will mature, and grow into a whole universe. Now, if your team can defeat the Black King, you have won the game. You will be given access to your new universe, and you will be able to shape it however you like. Want dragons to be real? You got it. Everyone communicates by singing? Sure, why not. This is the Ultimate Reward: true godhood.

Battling the Black King

I did mention an *if*, and it's kind of a big one. To receive the Ultimate Reward, you and your friends must defeat the game's final boss. He's the leader of all Dersites, and he is extremely (*extremely*) powerful. Everything any of you used to prototype your Sprites will be incorporated into his form and power. Additionally, to signal the end of the game, the Black King will initiate the Reckoning: all the meteors that orbit Skaia in the Veil will fly towards the Battlefield, getting bigger and bigger. Skaia will protect itself by teleporting the meteors to somewhere far away in both time and space - the planet you used to live on, right before you entered the Medium. Sound familiar?

Still, Skaia can't defend itself forever. Once the Reckoning starts, you have limited time to battle the King. If you can defeat him in time, You have won.

Congratulations.

Appendix I: Creating Abilities

As your character spends XP, eventually they will gain new abilities. Since, as previously stated, we can't make up a ton of abilities for each class/spect combination, here are some guidelines for making up your own!

First, a lot of abilities will be specific to *your character* and the way they fight, more than to their Class and Aspect. If you're a spellcaster who uses Cardkind weapons to make chance-based attacks, your abilities will be based on that, rather than the fact that you're a Bard of Life or whatever else. The same goes for, say, a sword-wielding character - your early abilities might be fancy footwork and ripostes, before you start getting more powerful abilities based on you or your Class and Aspect.

Let's say we need to make up an ability for a relatively low-level Maid of Mind. The Mind aspect has a lot to do with strategy, accuracy, and secondary resources. Knowing that, we might come up with something like this:

Strategic Observance

You tell your allies how to act for perfect control of the battlefield.

Active ♦ Aspect [Mind], Movement, Skill

Speed: 5

Cost: 3 MP

Target: All allies that can hear you, including yourself

Effect: Each target's next action costs half the normal secondary resource cost.

Drawing ideas from fantasy and sci-fi worlds is great for this. Think of Legolas standing on the troll's head as he shoots arrows directly into its skull, or Sith Lightning from Star Wars, and your character just might be able to do something similar!

Creating Fraymotifs

Fraymotifs or Unity abilities are special abilities that can only be used by two specific characters acting on the same Initiative count. They're generally fairly Speed costly, but quite powerful. They can be bought from your consorts with Boondollars, or acquired as quest rewards. The general idea behind fraymotifs is that they represent an attractive tactical option. If you and your friend are close to each other in the Initiative count, it should be worth it to wait to act together. Though fraymotifs should *not* act as replacements to your standard abilities.

If your fraymotif lets you attack, you should be attacking 1 - 2 more times than if both the characters acted alone. For example, if both characters attack once normally, their fraymotif would let them attack four times. If you place restrictions on your fraymotif (you must attack a single target, each attack must be directed at a different target, you can only target foes at critical HP, etc), you can usually squeeze another attack out of it.

Here are some general Aspecty things that might modify a fraymotif, though this list is by no means exhaustive.

Time

- Cause a Speed penalty to your opponent
- Refund Speed or give a Speed bonus
- The fraymotif has lower than normal Speed

Space

- Increase range.
- Remove line-of-sight requirements.
- Allow teleporting.

Light

- Reduce secondary resource cost
- Introduce a random element for bonuses (coin flip, card draw, etc.)
- Restore resources instead of requiring them
- Holy-keyword.

Void

- The fraymotif does not trigger counterattacks
- Reduce damage taken from enemies
- Can be used from Stealth or allows the characters to establish stealth

Life

- Healing or life-drain
- Grants temporary HP or shields
- Healing-over time
- Deals extra damage or is more powerful based on your HP total

Doom

- Introduce a random element that causes penalties to enemies
- More powerful than normal but has some sort of penalty
- Damage over time
- Increased effect when only one enemy is targeted

Heart

- Activates Drive abilities
- Restore resources instead of requiring them

Mind

- Reduce secondary resource cost
- Accurate or always hits

- Deals extra damage or is more powerful based on your secondary resource total

Hope

- Holy-keyword
- More powerful than normal but only harms certain types of enemies (Undead, Demons, Abominations)
- Additional power based on positive Connections
- Adds positive Emotion effects

Rage

- Activates Drive abilities
- More powerful than normal but has some sort of random element
- Adds additional attacks

Blood

- Draws power from positive or negative Connections, (additional effect, more attacks, etc)
- Draws power from Emotion effects
- Allows other characters not part of the fraymotif to join in

Breath

- Can be used while moving
- The fraymotif does not trigger counterattacks
- Grants movement or removes restrictions

This is an *extremely* general list. Good fraymotifs should relate directly to the characters. For example, I wouldn't normally give [Sylph Player + Heart Player] a massive melee combo where you cut everyone up with chainsaws, but that would totally work for Kanaya and Nepeta.

Appendix II: Enemies and Other Creatures

As you adventure, you're going to run into things that are different from you. Most consorts are relatively small, reptilian or amphibian creatures, that are sentient and somewhat intelligent, but not on the level of humans or trolls. Enemies can be a whole host of creatures, from low-level imps to huge ogres and liches. All creatures fall into at least one of the following categories.

Abomination

This creature is a monster from beyond space and time. Typically a Horrorterror or one of their servants.

Aquatic

This creature is a natural aquatic animal or sea-dweller Troll, native to the oceans, lakes, or rivers of the world it exists on.

Beast

This creature is a natural land animal, native to the wilds of the world it exists on. What exactly constitutes a 'natural' animal can vary greatly from world to world.

Bug

This creature is an insect, arthropod, or arachnid.

Demon

This creature is a demon.

Dragon

This creature is a dragon.

Elemental

This creature is composed entirely out of elemental energy.

Fey

This creature is a fairy, elf, dryad, Trickster, or similar being.

Humanoid

This creature is intelligent and human-like in shape.

Flying

This creature is airborne or capable of natural flight in its normal state. God-Tier players are Flying.

Mechanical

This creature is a robot, construct, machine, or golem.

Plant

This creature is a plant.

Spirit

This creature is a First Guardian, Denizen, Kernelsprite, or other type of spirit monster.

Undead

This creature is undead. Ghosts, Rainbow Drinkers, and denizens of the afterlife who inhabit Dream Bubbles are considered undead.

Appendix III: Weapons

How weapons are formatted

<Weapon Name>

<Flavor Text>.

Recipe: <Ingredient> + <Ingredient>

Weapon: <Specibus>kind

Damage: [<amount of damage>]

Special: <Special properties and abilities of the weapon>.

Additionally:

- Flavor text is optional and not all weapons have special properties.
- Recipes generally have two or three ingredients.
- Basic weapons do not have recipes.
- Most Legendary weapons do not have recipes either, and those that do should have some invaluable ingredient, such as your Denizen's seal.

Weapon Keywords

Added-effect - This weapon has additional effects on hit, often (but not always) this means it inflicts a status effect. A *Poisoned* dagger or a jagged axe that causes *Bleeding*, for example.

Auto-fire - This weapon attacks on its own under special circumstances.

Beneficent - This weapon grants you an ability if you have it equipped.

Breaching - This weapon ignores Armor, Resist, and protective shields.

Bonus [Trait] - This weapon provides some kind of die bonus to appropriate rolls.

Bonus [Resource] - This weapon provides additional HP or secondary resources.

Critical Boost - This weapon has an increased chance to critically hit.

Deathstrike - This weapon kills enemies instantly.

Delicate - This weapon can be used for another purpose but it is still a weapon. For example, cables that can double as hands or a knife that can be used as lockpicks.

Double/Triple/Increased Range - This weapon has more range than is typical for one of its type. If it is a Melee weapon, it instead has Increased Range, out to the distance indicated in its description.

Dual - This weapon transforms into another item when you are not using it in combat. For example, Key/Gun, Lipstick/Chainsaw.

[Type] Elemental - This weapon converts all damage to the listed type.

Heirloom - This is a special item that you can use and equip even if the rules would not normally allow it. Heirlooms have incredible emotional and sentimental value to your character, and there may be penalties for losing or destroying one.

Life Stealing - This weapon returns health when you kill something with it.

Multistrike - Attacks from this weapon trigger additional hits from similar weapons. Multistrike is typically used by characters with additional limbs.

No Reload - This weapon has infinite ammunition.

No Setup - This weapon (usually a siege weapon, like a catapult or a minigun) does not need to be set up or braced.

Reliable - Reliable weapons cannot be disarmed.

Returning - This weapon returns to your hand when thrown.

Ricochet - This weapon bounces between targets. Ricochet is sometimes accompanied by a number, indicating how many bounces.

Seigebreaker - This weapon deals additional damage to inanimate objects.

[Type]slayer - This weapon deals additional damage to enemies of the listed type.

Throwing (range) - This is a melee weapon that can also be thrown, such as certain spears and hammers.

Unbreakable - This weapon cannot be broken, even by Transcendent attacks. Unbreakable Ranged weapons (such as guns and bows) can be used to Parry without damaging them.

Appendix IV: Grimdarkness

There's one more important phenomenon to explain, and it's what happens when you give in to the fabled blackdeath trance of the woegoths and you go completely off the deep end in every way. Going Grimdark usually causes you to lose the ability to do something that you considered a defining characteristic of your being, such as being able to speak a comprehensible language. You also gain these effects:

- You cannot be Charmed, Confused, Feared, or Dominated, and you are immune to all other mind-affecting powers that do not originate from the Horrorterrors.
- You lose all benefits from positive Emotion effects and cannot regain them.
- You triple your flight speed. If you are not already a god tier character, you gain the ability to fly at three times your normal run speed.
- Your creature type becomes Abomination and you become weak [+1d8 damage taken] to Holy-keyword effects.
- You cannot gain benefits from your positive Connections (though they do not break), and you cannot resist your negative Connections.
- You cannot participate in Fraymotifs.
- As a one-time benefit when you enter the trance, enable your Drive attacks to level 4 (this does not enable a Hope player's level 5 Drive ability), and fill your HP bar and your secondary resource pool.

Character sheets can be found at: <http://imgur.com/a/FGdHg>

Everything you just read is the result of a lot of hard work, mostly by Glen, but also a lot of other people and the support of an awesome community we couldn't have done without. Thank you all so much. :3