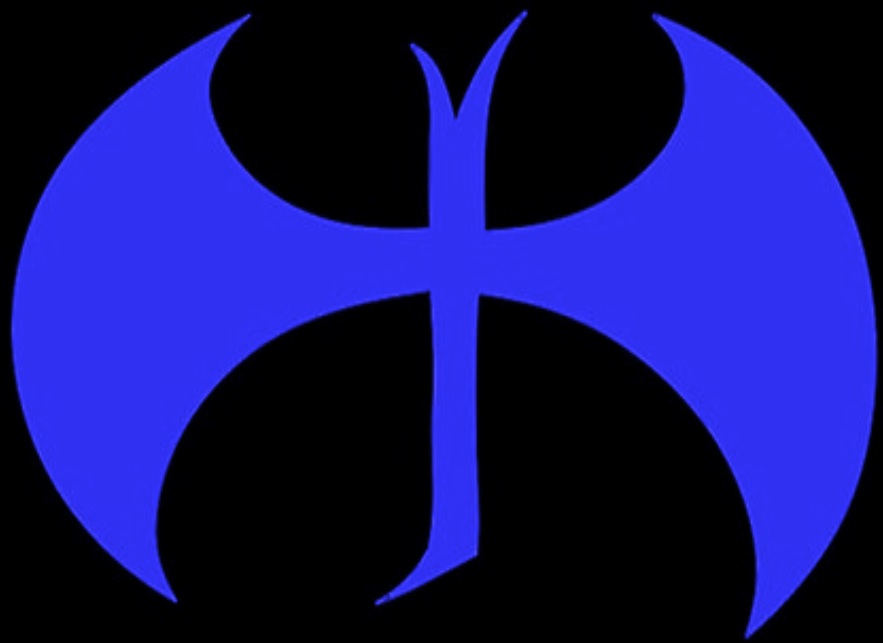


flarp



Hello and welcome, all you rapscallions and outcasts!

Welcome to my guide on how to play the fantastic game
FLARP! I bet you're wondering, Oh Gr8 Marquise, how do you
know the rules to this game?

I'M THE BEST FLARP PLAYER IN THE FUCKING WORLD!

So take a seat and learn for a little, okay?

And no more dumb stupid idiotic questions!!!!!!!

- Marquise Spinneret Mindfang

I did not make Homestuck, this is just a fan creation based on a game inside of Homestuck.
Andrew Hussie and Viz Media own Homestuck.

Thank you to all testers of FLARP and the people who helped me get this system off the ground.
Sincerely, thank you to:

TheFallenDemon, Iso8el Wright, Pez Dispensed, Jade (MINDFANG'S CHOSEN FLARPER!)

Chunkyman, .Q., stygianroze, CNS, downfall, LORD FUCK, Torrent 64 (FLARP MASTER), TVJDMKK
(FLARP MASTER),

And to you, the person reading this. I hope you can have a bunch of fun journeys with your
friends, just like I did.

The Marquise's Guide to FLARPing (And All Things FLARP Related) V 0.8.7
Published by Vriska Serket

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Comely Sonofa8itch (PLC/RAS)
Dapper Damager (PLC/GRT)
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Equine Linebacker (GRT/GRA)
Espiacrooner (GRA/PLC)
Fanciful Funam8ulist (IMG/DEX)
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What is FLARP, anyway?

That, my friend, is a fantastic question! FLARP (Standing for Flapstraction-based Live-action Role-Playing) is a d100 Flapstraction-based Live-action Role-Playing game, where there are two defined types of players: your average Joe (referred to from now on as a Player) and your Clouder, which is basically the person that controls every session of FLARP.

Your average FLARP game starts with a group of friends teaming up and deciding to play, well, FLARP. The group then picks a Clouder - usually the most experienced FLARPer - and gameplay progresses from there! Remember, being a Role-Playing Game, FLARP is all about teamwork and figuring stuff out together! Don't leave absolutely everything to your Clouder just because they're the most experienced!

Your Clouder is responsible for helping you create your FLARP character. Your FLARP character can be absolutely ANYTHING you want them to be! Gender, sexual orientation, blood caste and anything else have NO AFFECT ON (base) GAMEPLAY. So that means go fucking CRAZY!

Disclaimer: Your Clouder may or may not decide otherwise. In the scenario that they do, they are just a huge bitch. 8luh!

FLARP's setting is either regular troll society, or a Clouder-made fantasy troll society! Whichever one, as long as it's trolls. That means NO HUMANS!!!!!!!!!! Cherubs are cool though.

To create a FLARP character, you must first roll on the Dice Rostra described in the "Creating a Character" chapter, then assign your Attributes to the Attribute Sconce, also described in the same chapter. From then on, your Clouder is going to help you process your FLARP character's starting class, and your starting equipment. Now, I bet you can barely wait for the actual character creation, right? Well, you're in luck, because here it fuckin' comes, bitch!

Creating a Character

To create a character in FLARP, you must first fill all the Dice Rostra in your Attribution Score. I bet you're wondering, "Mindfang, what the FUCK does that mean?"

WELL CALM YOUR FUCKING BULGE! I'm getting to it! In order to fill your Dice Rostra, you have to roll the dice that it tells you to, or take the average if you're uncool. Keep the numbers you roll to the side! You'll use 'em later.

After your Dice Rostra is nice and full, check out the Knacks that your character can learn and be good at! You get four Knacks for your character. When you roll something that your Knack is applicable to, add an extra 1d8 to the roll that gets higher by 1d8 every second level (other than one)!

Level 1: +1d8 bonus

Level 2: +1d8 bonus

Level 3: +2d8 bonus

Level 4: +2d8 bonus

Level 5: +3d8 bonus

Level 6: +3d8 bonus

Level 7: +4d8 bonus

Level 8: +4d8 bonus

Now, you can't just roll a Knack roll for every roll. You *have to add it to another roll*. Say your Clouder is asking you to roll Pulchritude to persuade someone. You'd roll your Pulchritude, then ask if you can add your applicable skill (Lead-On) to the roll! Same thing goes for Class Abilities. If you're singing a shanty, add your Shanty Singing!

Now, enough dilly-dallying, let's get to rolling! On the left is the name of your specific Rostra, and on the right are the dice you have to roll to fill it! Always round up when rolling!

Dice Rostra and Attribution Score

Throne of the Empress	2d8 + 8 AVG 17
Scrimshaw Workstation	1d8 + 8 AVG 13
Tyranny's Tribune	1d10 + 7 AVG 13

8ilgewater Soap8ox	2d4 + 5 AVG 10
Oracle's Dias	5d4 AVG 13
Foolish Professor's Lectern	2d4 + 2 AVG 7
Conductor's Stand	6d6 ÷ 2 AVG 11
Tri8une of the Heiress	4d12 ÷ 2 AVG 13
Choir8ox of the Facepaint Angels	1d20 AVG 11
Podium of Runners Up	(3d12 ÷ 2) - 1 AVG 9

So, how was the clicky-clacking? Unless you roll with digital dice. In which case, fuck you. Loser. Dum8 8itch. Fuck you. Fuck you.

After you're done rolling all your dice, make sure to have them tallied down next to your Rostra! 8sically, after you're done, it should look like this:

Throne of the Empress	18
Scrimshaw Workst8tion	11
Tyranny's Tri8une	12
8ilgewater Soap8ox	9
Oracle's Dias	17
Foolish Professor's Lectern	5
Conductor's Stand	12
Tri8une of the Heiress	15
Choir8ox of the Facepaint Angels	18
Podium of Runners Up	8

Attri8utes

So, you have your Rostra filled out. Now, you have to actually assign your Attri8utes, or else, well, what defines your character? It'd 8e nothing if not for your stats!

In FLARP, you have 10 Attributes, which are all shortened to 3-letter acronyms. Here they are, along with their acronyms:

Vigor (VIM): Main component to calculating your character's Hit Points. High VIM helps you be more durable, and stomach nasty food..

Rascality (RAS): Ability to get away with mischief, as well as your MENTAL defence. Helps if you wanna steal stuff and break laws!

Dexterity (DEX): Ability to retain poise and smoothness, and your character's acrobatic and parkour-based prowess. Ups your Defence. Also makes it harder to Trip.

Pulchritude (PLC): Suaveness and hard-boiled credentials. Assists with being charismatic. Makes you *slightly* harder to hit. Nobody wants to hit a pretty face!

Grace (GRA): Measures your intricate finesse. Makes it a teensie bit easier to hit people with Aggrieve attacks! High Grace makes hiding, sneaking, and pickpocketing way easier. All that thief jazz!

Appetite (APP): Hunger and eagerness. High Appetite makes you great in initiating combats and improves your healing.

Mangrit (GRT): Not just for men! Helps you lift heavy shit, keep your cool, and your MENTAL defence. A component in calculating your Hit Points.

Hu8ris (HU8): Sheer confidence. High Hu8ris helps you in super-powerful limit-break abilities, and aids in your MENTAL Aggrieve offence.

Leverage (LVG): Your ability to get things your way. Helps you in luck-based rolls, as well as the BALANCE OF POWER between Clouders in alternate rule sets.

Imagination (IMG): Inventiveness and perceptiveness! Fantastic for all classes when Clouding, and doing anything MENTALLY imaginative! Also limits your Fetch Modus.


Assigning Attributes

Now, you have a bunch of random 3-letter acronyms that you're wondering what to do with. Now, you have to assign them to your Attribution Sconce! Be very careful on what stats you assign to what

Rostra, as you will not be able to change them later. If you're wondering how to assign them, take a look at your handy-dandy Attribution Score Sheet. It should look something like this:

flarp Character Sheet **THE ATTRIBUTION SCORE SHEET**

Throne of the Empress <input type="text"/> <input type="text"/> ATT	ATT <input type="text"/> <input type="text"/> Scrimshaw Workstation
Your top two ATTRIBUTES (above) will determine your starting CLASS	
Tyranny's TriSune <input type="text"/> <input type="text"/> ATT	ATT <input type="text"/> <input type="text"/> Silgewater Soapbox
Oracle's Dias <input type="text"/> <input type="text"/> ATT	ATT <input type="text"/> <input type="text"/> Foolish Professor's Lectern
Conductor's Stand <input type="text"/> <input type="text"/> ATT	ATT <input type="text"/> <input type="text"/> TriSune of the Heiress
Chairbox of the Facepaint Angels <input type="text"/> <input type="text"/> ATT	ATT <input type="text"/> <input type="text"/> Podium of Runners Up



Now, see those white boxes next to the names of your Rostra? There's the one with ATT (Attribute) above it, and the smaller, empty one. In the smaller empty one, that's where you want to put the numbers you rolled for that Rostra. In the one with ATT above it, you want to put the Attribute that you want to assign to that Rostra. Here's an example:

THE ATTRIBUTION SCONCE

Throne of the Empress 18 ATT HUG	ATT LVG 11 Scrimshaw Workst8tion
Your top two ATTRIBUTES (above) will determine your starting CLASS	
Tyranny's Tri8une 12 ATT GRT	ATT APP 9 Silgewater Soap8ox
Oracle's Dias 17 ATT PLC	ATT DEX 5 Foolish Professor's Lectern
Conductor's Stand 12 ATT YIM	ATT RAS 15 Tri8une of the Heiress
Chair8ox of the Facepaint Angels 18 ATT IMG	ATT GRA 8 Podium of Runners Up



If your Clouder ever asks you to roll for something, you're going to want to use the Rostra number right next to your Attribute. For example, let's say my clouder asks me to make a Pulchritude check to get into a really high-end party. For that, I'm going to roll with a 17 added. Pretty simple, right? Same goes for every other roll! If my Clouder makes me do a Dexterity check to avoid tripping, I'll roll with a 5 added.

Now, after you've filled your sheet up, we're going to have to figure out your starting class and Health Points! Your top two ATTRIBUTES determine your starting class. Not meaning the highest numbers - just the ones at the top of the Sconce! So, in game terms, that's your Throne of the Empress (TotE) and Scrimshaw Workst8tion (SW) that decides your class.

All About Character Sheets

There is no single format for character sheets in FLARP as long as they have the necessary information on them! That information is your character's NAME, CLASS, DEFENCE, MENTAL DEFENCE, SPECIAL ABILITIES, HEALTH POINTS, STATUS EFFECTS, LUCK POINTS, MODUS CONTENTS, STRIFE SPECI8US, KNACKS, PORKHOLLOW CONTENTS,

THEME SONG, and depending on your class, MENTAL ABILITIES. After you have all that stuff down, go fucking wild. You wanna put your character's bulge size down? Fantastic! Gender? Gr8! Their entire fucking life story? Fanta8ulous!

Calcul8ing Hit Points and Defence

For your Hit Points, your Mangrit (GRT) and Vigor (VIM) get added together to decide your 8ase HP! However, your VIM gets added *twice*. So, using the 8bove example Attribution Sconce, that character's HP total would 8e: 12 + 12 + 12 (VIM twice) = 36 total HP!

When in a Strife, I 8et you're wondering how you know if someone hit you or not! Well, here's how you know. Your 8ase Defence Level is 10. You add your Dexterity and HALF your Pulchritude to that, and 8oom! That's your new 8ase Defence! Of course, there's a 8unch of different types of armor for each and every Class too. Wearing Armor changes your 8ase Defence level, or changes/adds to the stats that affect your Defence! MENTAL Defence is a 8it different from physical Defence. Your base MENTAL Defence is 0, and you add your Mangrit and Rascality to it! Let's hope it's a *little* high. Don't worry, you get 8 more each level past 1!

Side Note on Resurrection and Death

If someone drops to 0 HP, I got 8ad news - they dead as fuck. Good news is, you can resurrect your character once! 8ad news is, you need someone to smooch your corpse. To do this, they must 8e within 1 Square of you, and utilise ALL THEIR ACTIONS and also THEIR DIGNITY to resurrect you to FULL HP!

Side Note on Healing and Appetite

For every five Appetite you have, gain an extra HP 8ack when you get healed 8y ANY SOURCE.

Get Knacky!

Nak nak. Anyway, Knacks are what your character is good at! Everyone can do certain things with different levels of skill, right? Not everyone can draw just 8ecause they're Imagin8ive, just like not everyone can talk to people 8ecause they're hot! Remem8er, you can't just *roll* a Knack. You have to add it to a pre-existing roll! Here's a list of the avail8le Knacks:

- Stamina - Keeping your breath while running, and holding on tight!
- Acrobaticism
- Stomaching - Keeping your lunch in if you eat something icky!
- Fi8 - Lying to someone!
- Sluethosity - How sneaky you are!
- Mischievosity - Pranking someone!
- Evasion - How well you can dodge out of the way of, say, a huge fire8all!
- Shanty-Singing - Singing songs for you and your party!
- Intimid8 - Intimid8 someone!
- Swagger - Act like you own the place and that you 8elong there!
- Finesse - Doing anything really graceful, like picking locks!
- Flattery - How well you can compliment someone!
- Gourmagity - Your a8ility to cook!
- Sta8ility - Keep your cool during a tough situ8tion!
- Strongarm - Lift something nice and heavy!
- Confidence - Poker face. Keep a lie under wraps, or steel yourself!
- Lead-on - Persuade someone into doing something for you!
- Detecting - Looking around and spotting things!
- Discern - Tell if someone's lying to you!
- Drawing - Sketching and drawing!
- Dogma - See if you know something a8out something!

Leveling Up

Leveling up in FLARP is easy! After you've done enough stuff and racked up enough Experience Points™, you can level up your character to the next level, unlocking your class' next a8ilities, signified 8y a level requirement, along with a few ATT Points that you can use to increase your Attribute! You can add an ATT Point to any of your attributes to increase the total score 8y one for each point you use. Rarely, you'll get a Knack Point that you can use to learn a new Knack! Every character starts at level 1. Whenever you level up, your EXP is reset to 0. Here are the XP requirements for each level, as long as what you get at them:

Level Table

LEVEL 1	None, you dwee8!
LEVEL 2 2 ATT Points	2000 EXP
LEVEL 3 2 ATT Points 1 Knack Point	3000 EXP
LEVEL 4 4 ATT Points	4000 EXP
LEVEL 5 4 ATT Points	5000 EXP
LEVEL 6 6 Att Points 1 Knack Point	6000 EXP
LEVEL 7 6 ATT Points	7000 EXP
LEVEL 8 8 ATT Points 1 Knack Point	8000 EXP

In total, that's 35000 XP needed to level up a FLARP character to max level. What a doozy! I hope you make it!

When leveling up, your character *ALSO* gains Hit Points (AND MENTAL DEFENCE!)! I bet you're wondering how many? Well, you gain extra max Hit Points equal to your Vigor! So, with my example character sheet up above, I would add my 12 Vigor to my Max HP pool, making it 48!

Another cool thing you get to do while leveling up is rerolling *ONE* of your Unstable Dice Rostra! Of course, you can choose whether or not you wanna keep the old number. Heck, some Clouders even let you reroll until you get something higher! The choice is up to your campaign!

One super duper important note is that your character can't just level up on the battlefield, they can only level up over the span of a Recupera8r8k!

Class Attributes and Class List

Currently, you have no class (haha). Depending on your TotE (Throne of the Empress) and SW (Scrimshaw Workstation), you'll get a vastly different class with a whole different playstyle! It doesn't matter which Attribute is in which. All that matters is that your TotE and SW are the same Attributes as the one listed in the Class Attributes! After going through the class list and figuring out what class you get, slap that bitch RIGHT into your character sheet's Class area!

Classes Alphabetically

Artful Codger (GRA/HUB)
Battle-Rina (DEX/GRA)
Boy-Skylark (APP/IMG)
Bristling Bon Vivant (VIM/GRA)
Cast Iron Skillset (GRT/VIM)

Champion (GRT/LVG)
Chump-Upender (RAS/LVG)
Churlish Whirlwind (RAS/DEX)
Comely Sonofabitch (PLC/RAS)
Dapper Damager (GRT/PLC)
Divine Urchin (GRA/RAS)
Enfant Cerebral (RAS/IMG)
Equine Linebacker (GRT/GRA)
Espiacrooner (GRA/PLC)
Fanciful Funambulist (IMG/DEX)
Five Finger Fille Fatale (HUB/DEX)
Flexterous Fellow (DEX/GRT)
Fortified Legate (VIM/LVG)
Free Musketeer (GRA/LVG)
Frontline Vanguard (APP/VIM)
Gaptooth Ragamuffin (RAS/GRT)
Gristlechewer (APP/GRT)
Haughty with a Body (PLC/HUB)
Herculean Poirot (IMG/GRT)
Hunger Trucker (DEX/APP)
Immovable Object (GRT/HUB)
Lardbard (PLC/APP)
Ozygourmandias (HUB/APP)
Pablo Pasodoble (IMG/GRA)
Pepsterchum (DEX/VIM)
Petard's Worst Nightmare (DEX/LVG)
Petticoat Seagriff (HUB/LVG) < 8est class 8tw
Playknight (IMG/PLC)
Pluck Brigadier (VIM/IMG)
Piss Icarus (HUB/VIM)
Pompous Thaumaturge (HUB/IMG)
Real Humdinger (VIM/PLC)
Scrappy Doer (APP/RAS)
Snacktotum (LVG/APP)
Social Mountaineer (PLC/LVG)
Spruce Lee (PLC/DEX)
Tummywonder (GRA/APP)
Unstoppable Prankmaster (RAS/VIM)
Vainglorious Basterd (RAS/HUB)
Web Minister (LVG/IMG)

Classes by Attribute

Grace Classes

Artful Codger (GRA/HUB)
Battle-Rina (DEX/GRA)

Bristling Bon Vivant (VIM/GRA)
Divine Urchin (GRA/RAS)
Equine Linebacker (GRT/GRA)
Espiacrooner (GRA/PLC)
Free Musketeer (GRA/LVG)
Pa8lo Pasado8le (GRA/IMG)
Tummywonder (GRA/APP)

Appetite Classes

8oy-Skylark (APP/IMG)
Frontline Vanguard (APP/VIM)
Gristlechewer (APP/GRT)
Hunger Trucker (DEX/APP)
Lard8ard (PLC/APP)
Ozygourmandias (HU8/APP)
Scrappy Doer (APP/RAS)
Snacktotum (LVG/APP)
Tummywonder (GRA/APP)

Hu8ris Classes

Haughty with a 8ody (PLC/HU8)
Artful Codger (GRA/HUB)
Five Finger Fille Fatale (HU8/DEX)
Immovable O8ject (GRT/HU8)
Ozygourmandias (HU8/APP)
Petticoat Seagriff (LVG/HU8)
Piss Icarus (HU8/VIM)
Pompous Thaumaturge (HU8/IMG)
Vainglorious 8asterd (RAS/HU8)

Vigor Classes

Bristling Bon Vivant (VIM/GRA)
Cast Iron Skillset (GRT/VIM)
Fortified Legate (VIM/LVG)
Frontline Vanguard (APP/VIM)
Pepsterchum™ (DEX/VIM)
Pluck 8rigadier (VIM/IMG)
Piss Icarus (HU8/VIM)
Real Humdinger (PLC/VIM)
Unstoppa8le Prankmaster (RAS/VIM)

Imagin8tion Classes

8oy-Skylark (APP/IMG)
Enfant Cere8ral (RAS/IMG)
Fanciful Funam8ulist (IMG/DEX)
Herculean Poirot (IMG/GRT)
Pa8lo Pasado8le (GRA/IMG)

[Playknight \(IMG/PLC\)](#)
[Pluck Brigadier \(VIM/IMG\)](#)
[Pompous Thaumaturge \(HU8/IMG\)](#)
[We8 Minister \(LVG/IMG\)](#)

Dexterity Classes

8attle-Rina (DEX/GRA)
Churlish Whirlwind (RAS/DEX)
Fanciful Funam8ulist (IMG/DEX)
Five Finger Fille Fatale (HU8/DEX)
Flexterous Fellow (DEX/GRT)
Hunger Trucker (DEX/APP)
Pepsterchum™ (DEX/VIM)
Spruce Lee (PLC/DEX)

Leverage Classes

Champion (GRT/LVG)
Chump Up-Ender (RAS/LVG)
Fortified Legate (VIM/LVG)
Free Musketeer (GRA/LVG)
Petard's Worst Nightmare (DEX/LVG)
Petticoat Seagriff (LVG/HU8)
Snacktotum (LVG/APP)
Social Mountaineer (PLC/LVG)
We8 Minister (LVG/IMG)

Mangrit Classes

Dapper Damager (PLC/GRT)
Champion (GRT/LVG)
Cast Iron Skillset (GRT/VIM)
Flexterous Fellow (DEX/GRT)
Gaptooth Ragamuffin (RAS/GRT)
Gristlechewer (APP/GRT)
Herculean Poirot (IMG/GRT)
Immoval8e O8ject (GRT/HU8)

Pulchritude Classes

Comely Sonofa8itch (PLC/RAS)
Dapper Damager (PLC/GRT)
Espiacrooner (GRA/PLC)
Haughty with a 8ody (PLC/HU8)
Lard8ard (PLC/APP)
Playknight (IMG/PLC)
Real Humdinger (PLC/VIM)
Social Mountaineer (PLC/LVG)
Spruce Lee (PLC/DEX)

Rascality Classes

Chump Up-Ender (RAS/LVG)
Churlish Whirlwind (RAS/DEX)
Comely Sonofa8itch (PLC/RAS)

Divine Urchin (GRA/RAS)
Enfant Cere8ral (RAS/IMG)
Gaptooth Ragamuffin (RAS/GRT)
Scrappy Doer (APP/RAS)
Unstoppa8le Prankmaster (RAS/VIM)
Vainglorious 8asterd (RAS/HU8)

Porkhollows, Speci8i, Modi, oh my!

What is a Porkhollow, exactly? Well, it's where you keep your 8oon8ucks, which is the currency in FLARP! 8ecause capitalism is everywhere. Everyone starts with PLC x 100 8oon8ucks in their porkhollow.

What a8out a Strife Speci8us? Well, we're getting to that. Every class can only use the Strife Speci8i that is st8ed in your class description. Every class has access to the Fistkind A8strata, meaning they can use their fists. Weapons in your class description are equipa8le, and go into your Strife Speci8us. Your Modus and Speci8us are two different things, so make sure not to cross over the items! If it's

not stored there, ask your Clouder if you can use it. If you can't? Well, tough luck! You can't even wield it! Them's the 8r8ks!!!!!!!

What's a Modus? Well, a Fetch Modus is where you keep all your stuff. It's basically your inventory. Cool thing is, you can pick up anything as long as it weighs little enough! The w8 that your Modus can pick up depends on your Imagin8tion (IMG)! Each point of Imagin8tion is a Kilogram you can pick up. In certain variations of FLARP, you can only pick up a limited amount of items, usually starting at 5. Items in your Strife Specibus (the ones that you can use as a weapon) *aren't* in your Fetch Modus.

What the FUCK is Luck?

Something I have a lot of! Luck Points can be used to reroll ANY die roll. ANY. ANY! That's right, even your enemies! Even your friends! Even ones you can't see! How do you get Luck Points? Well, sometimes your class gives them to you, sometimes your Clouder does.

Movement, Actions and Strifing

Combat (also called Strifing) in FLARP is turn-based. To decide who goes when, all members of a Strife roll Appetite. Whoever gets the highest total roll goes first, and then the next highest Strifer (person in a Strife) goes.

When all Strifers have gone, that counts as a Round. Play returns back to the highest-Appetite Strifer. During a Strifer's turn, they have a few things that they can do.

The things a Strifer can do are called Actions, and there are three different types. The first kind of Action is called a Main Action. This consists of the "main" thing you do on your turn. A main action could be attacking with your Strife Specibus, or casting a MENTAL attack. Different Classes may sometimes also have different Main Actions they can do. You can only use one Main Action per turn.

The other kind of action is called a Wonder Action, and is almost *always* an action dependent on your Class. Different Classes have different Wonder Actions, regularly accompanied by a cooldown. You can only use one Wonder Action per turn.

Reactions are actions you may use to interrupt a Strifer's turn. Each and every Strifer has access to the Aggrieve of Opportunity reaction. Other classes have access to different reactions. You can only use one Reaction per turn.

Rarely, you'll see a Free Action, usually accompanied by a cooldown of rounds. A Free Action does not consume your Main Action or Wonder Action, and you may do as many Free Actions in a turn as you want.

Another thing you may do on your turn is a Movement Action. You may move a number of Squares up to your Movement Speed. This Movement Speed is equal to $5 + \frac{1}{4}$ of your Dexterity. A Movement Action is a free action. You may move as many times as you want on your turn, as long as you have Movement Speed remaining. When your Movement Speed is reduced to zero, you can no longer move until your next turn, or an ability says otherwise.

As a Movement Action, you can also decide to jump. You can jump an amount of Squares equal to $\frac{1}{4}$ your Dexterity, but this consumes ALL of your movement.

Base Actions Listed

Main Action: Aggrieve: An attack with your Strife Specibus against a target. Add $\frac{1}{4}$ of your Grace to the roll to Aggrieve, along with the Attribute listed in the weapon's description.

Main Action: Aggrieve - MENTAL: An attack with your MENTAL abilities against a target. Different MENTAL abilities require you to roll different things. Add $\frac{1}{4}$ of your Hubris to the roll to MENTAL Aggrieve.

Main Action: Scamper: Doubles the amount of squares you usually are able to move with your Movement Action.

Main Action: Ascend: Move up to your Movement Action limit away from a target. They are unable to use an Aggrieve of Opportunity on you. This consumes your Movement Squares as if you were using a Movement Action.

Main Action: Sleuth: Try and blend in! Roll Grace (GRA), and that's your Sleuth Number. Better hope nobody spots you. Using anything that Aggrieves your opponent or making any loud noises breaks your Sleuth, but regular Aggrieving while Sleuthing makes people way easier to hit, adding your Rascality (RAS) to the regular Aggrieve. In order to spot you,

someone has to roll a check above your Sleuth number, or be in direct line-of-sight to you.

Reaction: Aggrieve of Opportunity: A melee attack with your Strife Specibus against a target that leaves your Attack Range.

How Exactly Do I Know If I Hit Someone?

So, whenever you're trying to hit someone with an Aggrieve, you wanna roll a d100 and add your weapon's + bonus. So, if your weapon has +GRT or +RAS, you wanna roll 1d100+RAS. Pretty simple! Same goes for MENTAL attacks, except with +HU8 (most of the time). If you roll over your enemy's Defence/MENTAL Defence with an Aggrieve, congrats! Roll damage! If you don't, tough luck. Lol.

If the total of your attack (d100 + bonuses) roll is over 200, congrats! Your attack deals 50% more damage. For every 100 past that, your attack deals an extra 50% damage.

Every weapon has its own range, which is stated as Range X M/R. The X is the amount of Squares you can hit, and the M or R is whether the weapon is Melee or Ranged!

Side note: Remember to add ¼ of your Grace to your regular Aggrieves!

Taking Cover

If someone's using a ranged weapon (like a bitch), hiding behind things can grant you cover, depending on how much of you is covered! If there's an object between you and the person trying to shoot at you, you're covered. MENTAL ranged Aggrieves ignore all Defence except 100% cover. Here are the different types of cover and what they do:

Partially Covered (boxes, hiding around a corner): +5 to Defence against a ranged Aggrieve

Mostly Covered (Large boxes, full defensive shield): +10 to Defence against a ranged Aggrieve

100% Cover (behind a wall): They can't hit you, duh!

Understanding Checks

FLARP is a d100-based system when it comes to checks. Generally speaking, the higher the better! Whenever your Clouder asks you to roll for something, you roll a d100, then add the Attribute your Clouder is asking you to roll! Usually, you only roll with one Attribute added, unless specified otherwise. If you get over the Difficulty Level set by your Clouder, you succeed on whatever you're trying to do! Generally, the way I classify what numbers rolled succeed is by looking at this handy-dandy reference guide:

OVER 1-20 = EASY
OVER 21-30 = EASIER
OVER 31-50 = MODER8
OVER 51-70 = HARDER
OVER 71-90 = HARDERER
OVER 91-100 = HARDERERER
OVER 101-120 = HARDEREST
OVER 120+ = IMPOSSI8LE

If you roll two of the same numbers on your d100 (11, 22, 33 etc.), then that counts as a "Lucky 8r8k," which is really fuckin' good! If you roll a Lucky 8r8k, you add the double number you rolled to your roll, along with your LVG. So, let's say I'm attacking someone with +PLC +HU8, and I roll an 11. I'll add that 11 AGAIN to the total, so +PLC +HU8 +11 +LVG. This also goes for regular rolls to like, open a chest or something.

However, if you roll a 100 or an 8 on your d100, you get a SUPER LUCKY 8R8K! Your die roll counts as an 800 on your d100.

Taking a 8r8k

Every FLARPer needs a nice 8r8k sometimes, right? That's how you get your shit 8ack together, get your teamwork 8ack together! There's two main different types of 8r8ks in FLARP. The first one is a Quick 8r8k, which 8asically serves as a little 8it of a 8reather! Quick 8r8ks usually last about an hour or so. During a Quick 8r8k, any Quick 8r8k-cooldown abilities get refreshed, AND you heal an amount equal to your Mangrit! You can only take TWO QUICK 8R8KS per Recupera8r8k, so watch out!

A Recupera8r8k is a wayyyyyyyyy longer 8r8k from doing all that adventuring shit! A Recupera8r8k requires you to rest in a Recupera8r8k for a whole 12 hours. A Recupera8r8k heals you to MAXIMUM HP, and resets ALL Recupera8r8k-cooldown a8ilities. Sweet!

The Fun Part, The Meat: Classes

Oh 8oy. Here's the fun part. The classes. The meat of FLARP. The shit that defines what you can do. 8y now, you should have a decent idea of how FLARP works. If not, go read EVERYTHING ALL OVER AGAIN! Then, come 8ack! Still don't get it? Ask your Clouder!

Artful Codger (GRA/HUB)

Artful Codger, a class for grumpy people. You must 8e pretty fuckin' grumpy! And old too. A Grace/Hu8ris-8ased class, the Artful Codger is pretty deceptively sneaky! Their signature Wonder A8ility, *Geriatricutioner's Retirement*, retires people who don't expect the AC's huge attack damage! One problem is, well, they're old and frail.

STARTING EQUIPMENT: (H) Codger's Gar8s (8ase Defence: 12)

STRIFE SPECI8US (Choose one): CaneKind/8roomKind/Um8rellaKind

CaneKind): (H) Artful Whacking Stick: +Grace, 2d4 Damage, Range 1 M

8roomKind: (H) Sharpened-Shaft 8room: +Mangrit -Dexterity, 1d12+3 Damage, Range 1 M

Um8rellaKind: (H) Fanciful Antediluvian Raincatcher +Pulchritude, 1d8+2 Damage, Range 2 M

Level 1: Geriatricutioner's Rage. A level one Artful Codger hasn't quite lost all their young years. On a Sleuth Attack, you may add your Hu8ris to the damage roll. You darn gru8s! Get off my lawn! Cooldown of one Quick 8r8k. Old man needs his rest!

Level 1: Sneaky and Creaky. Got a 8ad roll on a Grace check? No 8iggie, just sacrifice your 8ack instead. You can use your HP to add to your Grace roll with a 1-HP-to-2-added ratio!

8attle-Rina (DEX/GRA)

Graceful and deadly, the 8attle-Rina is a force to 8e reckoned with. Although, your reckoning might come 8efore theirs, cuz they're so

damned hard to hit!!!!!!! Their signature Wonder Ability, *Elegant Impalement*, makes flower petals fly everywhere! Oh, w8, that's 8lood.

STARTING EQUIPMENT: (H) Tutu of Doom (+GRA Defence)
Strife Specibus: 8ladeKind

8ladeKind: (H) Stylish Slasher: +GRA, 1d6 Damage, Range 1 M

Level 1: Graceful and 8lood-Covered. Your 8attle-Rina training has helped you keep tempo in a 8loody fight! Heal the damage you deal on a successful melee Aggrieve, to a maximum of two times your level. This can overheal, 8ut the overheal decays at the *end* of your next turn. Also, don't add ANY APP to this healing. It's like, true healing or something.

Level 1: Can't Touch This. Upon using a Melee Aggrieve Main Action, move one Square. This does not subtract from your movement total, nor can you 8e Aggrieved of Opportunity'd 8ecause of this movement.

Level 2: Dexterous Defence. As a Reaction to 8eing targeted 8y a regular Aggrieve, increase your Defence 8y half your DEX as an attempt to stop the Aggrieve from hitting. You can use this ability a number of times equal to your level 8efore having to take a Recupera8r8k to regain your stamina!

Level 3: Graceful Riposte. Upon someone missing a melee Aggrieve on you, you can use a Reaction to slash 8ack with a melee Aggrieve of your own if you're in range! You can use this ability an amount of times equal to your level 8efore taking a Recupera8r8k to practice your slashes!

Level 3: Measured Strikes. Your melee Aggrieves do an extra d4 per each TWO levels you have.

Level 4: Precise Perfor8tions. On an Aggrieve main action, you can make two Melee Aggrieves instead of one.

8oy-Skylark (APP/IMG)

Dum8 stupid class for dum8 stupid losers. Has a lot of potential l8r, 8ut useless at level one! This class is renowned for its l8 game destructive power in its signature Wonder Ability, *TWINKLE TOE MURDER WHIMSY!*

STARTING EQUIPMENT: (H) Stupid Getup (+IMG -PLC Defence)
Strife Specibus: LanceKind
LanceKind: (H) 8ar8e-Cue: +APP, 1d4 Damage, Range 2 M

Level 1: The Tradeoff. Well, this is just how it is. You don't get anything. At all. Stupid!

Level 1: Cry. Yeah, that's right. As a Wonder Action, you can cry, making people get mad at YOU. Loser. Fuck you.

Level 2: Sparkle Shoes. As a Wonder Action, you give yourself or an individual within 1 Square of you the ability to A8scond as a Free Action until they get hit with an Aggrieve. Cooldown of one Quick 8r8k!

Level 3: MENTAL: Cuckoo Cry. Your Cry becomes a MENTAL a8lity, sweet! As a Wonder Action, you let out a 8ird's cry at a target, rolling a MENTAL Aggrieve (Range 10 R) with IMG. On a hit, your target takes xd6 damage, where x is your level! Cooldown of one Recupera8r8k.

Level 3: Enthusiastic Footsteps. Add half your Appetite to the amount of Movement you can make on a turn!

8ristling 8on Vivant (VIM/GRA)

Charm the pants off them! Rule the world with a throne of pants! Yes, pants. I honestly don't know what to do for this one. Their signature Wonder A8ility is *REDRESS OF THE D'URBERVILLES!*

STARTING EQUIPMENT: (H) Too-Tight Corset (8ase Defense 12, +PLC)
Strife Speci8us: MakeupKind

(CHOOSE ONE)

MakeupKind: (H) Lollipop Chainsaw: +VIM, 1d12 Damage, Range 1 M

MakeupKind: (H) 8elt 8uckle: +GRA, 1d6 Damage, Range 3 M

Level 1: MENTAL: Trip. As a Main Action, you channel your MENTAL (GRA+HU8, range 8 R) to assault someone with plants, slamming their face on the ground and Tripping them if you succeed in your Aggrieve!

Level 1: 8ulge in a Twist: Add half your Grace to any Pulchritude checks you make, you sexy 8itch.

Cast Iron Skillset (GRT/VIM)

Woah 8uddy, you sure seem not to like dying! This class is perfect for you! With its signature Wonder A8ility, *Seasoned for Death*, this class is FANTASTIC for 8eing all loud and clangy!

STARTING EQUIPMENT: (H) Blinding Visor (Base Armor 20, -5 to ALL AGGRIEVES +VIM, DOESN'T COUNT DEX)
Strife Specibus (Choose One): BladeKind, ShieldKind

BladeKind: (H) Way-Too-Big Sword That Sort of Looks Like a Frying Pan: +GRT, 1d12+4 Damage, Range 2 M
ShieldKind: (H) Holy Fuck He's Tanky: +VIM, 1d6 Damage, Range 1 M, 6/8 Cover

Level 1: Heat the Oven. As a Wonder Action, you can deal a number of damage to yourself. 1.5x of damage dealt to yourself is added on your next successful melee Aggrieve.

Level 1: Two Chefs in the Kitchen. As a reaction to an ally being targeted by a melee Aggrieve within one Square of you, you may instead redirect that attack to you.

Champion (GRT/LVG)

Think you can beat me in an arm wrestling competition? Well, if you picked Champion, you just might win! A Mangrit/Leverage-based class, the Champion is really NO JOKE when it comes to beating the FUCK out of someone in melee-range, especially with their bare fists. Their signature Wonder Ability, *Atomic Radius*, makes sure NOBODY gets away from their smacking.

STARTING EQUIPMENT: (H) Sick Muscles (+Mangrit Defence)
STRIFE SPECIBUS (Choose One): HammerKind/ClubKind

HammerKind: (H) Strongman Slammer: +Mangrit, 1d6+2 Damage, Range 1 M

ClubKind: (H) Clown's Classic Conundrum-Maker: +Leverage +Pulchritude, 1d4 Damage, Range 1 M

FistKind: (H) Knucks, Bro!: +Mangrit +Leverage, 1d4, Range 1 M

Level 1: Wrestle Wrestle. A level one Champion's still getting their bearing on how to win every single fight. As a Main Action, you can try to grab someone, rolling your Mangrit to do so! Your target can oppose you with their Mangrit or Dexterity. If you succeed, your target can't move until you let them go, or they force themselves out of your manly, manly grip by using a Main Action to try rolling their Mangrit or Dexterity against your Mangrit. If they roll higher, they're free!

Level 1: Smack 'Em Decently Silly. Your Fistkind Aggrieves do a die up in damage. 4-6-8-10-12!

Level 2: Muscle8east Stance. All of your attacks made with FistKind Weapons add ¼ of your Leverage to the Damage Roll.

Chump Up-Ender (RAS/LVG)

Swift as the river, silent as the flatulence of an assassin, you can give anyone a wedgie undetected. This classes' signature Wonder Ability is *Throwing Pains*.

STARTING EQUIPMENT: (H) Underpants of Secrecy (+RAS Defence)
Strife Specibus: 8ladeKind

8ladeKind: (H) Wee8 Kunai: +RAS, 1d4 Damage, Range 6 R

Level 1: Up-End. As a Wonder Action, you may attempt to Up-End someone within 1 Square of you 8y Aggrieving them with your RAS *and* LVG. If your Aggrieve is successful, your enemy is 8oth Tripped and Dazed. Cooldown of one Strife. If you were Sleuthed while making this Wonder Action, the cooldown is reset for those sweet, sweet chain-wedgies.

Level 1: Rascalous Pantalous Stealth. Add your Leverage to any Sleuth roll. Get trolled. You thought I was gonna say Rascality. Fuck you.

Churlish Whirlwind (RAS/DEX)

A cavalcade of rudeness alights on every branch wherever you dare tread. This oddly-a-support-class's signature Wonder Ability is *8reeze Those Stiffs!*

STARTING EQUIPMENT: (H) O8scene Red Hat (8 8ase Armor, +RAS)
Strife Specibus: RifleKind

RifleKind: (H) Pop Rifle (As In Soda): +RAS, 1d4 Damage, reduces Aggrieved enemy's movement 8y 1 Square (minimum of 1 Square), Range 4 R

Level 1: Motivational Insult. Yell o8scenities at people! For this Wonder Action to work, you actually have to say something mean. Depending on how mean it is, the person you insulted gets a + or - to their next roll, decided 8y the Clouder!

Level 1: Call-And-Run. As a Main Action, you insult someone and move up to half your Movement Squares. You roll a Rascality Aggrieve (Range 5 R), and if you succeed, your enemy begins to cry. Is it ugly? Probably not. But it's embarrassing, and they take 1d4 emotional Damage.

Comely Sonofa8itch (PLC/RAS)

Ew. Really? You... Fucking want to play THIS CLASS? You probably like getting insulted or something, dude. Weird. Ech. This class' Wonder Ability is Ugly 8ristling Miracle. FLARP does have it's fair share of freaks!!!!!!!

STARTING EQUIPMENT: (H) Face Only A Lusus Could Love (+PLC)
Strife Specibus: FaceKind

FaceKind: (H) Glare, +PLC, 1d4 Damage, Range 6 M, Doesn't Work on 8ind Opponents

Level 1: You Get Off on Weird Shit. Upon 8eing insulted 8y a Churlish Whirlwind's Motivational Insult, you gain a +10 to your next roll. Just... ignore the bulge in your pants, I guess.

Level 1: Masochism. As a reaction, whenever you get hit 8y an Aggrieve, you may choose to: add that damage to your next attack's damage, heal half the damage, or make an Aggrieve with your Glare. Cooldown of three rounds.

Dapper Damager (PLC/GRT)

Oh look at you, you look so dapper! That's probably why you're playing Dapper Damager, the handsomest/8eautifullest/most attractive class in the game! Next to Petticoat Seagriff, of course. This class' signature Wonder Ability is *A Handsomer Might Dream!*

STARTING EQUIPMENT: (H) Goofy Fake Mustache (+GRT, +2 dwee8 levels)
Strife Specibus: CaneKind

CaneKind: (H) Gentleperson's Smack-Walker: +GRT/+PLC 1d6+2 Damage, Range 1 M

Level 1: Of High Society. Congrats! You're so pretty and sweet and handsome and 8eautiful that you start off with a 8unch of 8oon8ucks. 1000 to 8e exact. Wowie! You know what? Get a Luck Point too.

Level 1: Dappa Slam. As a Wonder Action (for yourself) or Reaction (for an ally), you can DOUBBLE THE DAMAGE ON AN AGGRIEVE! Be it your own or someone else's! Cooldown of once per Strife!

Divine Urchin (GRA/RAS)

Sneaky and holy in the eyes of the Clowns. Whatever that means, I guess? What it means is you're cool! And awesome! And can do sneaky things. This class' signature Wonder Ability is *Communion of the Cantankerous!*

STARTING EQUIPMENT: (H) Dirty Jester's Garb (+RAS Defence)
Strife Specibus: Clu8Kind

Clu8Kind: (H) Juggling Juggalo Jugular Wreckers: +RAS, 1d4+1 Damage, Range 3 M

Level 1: Sneaky and Honky. When you're Sleuthin', you're a right rascal, so add your Rascality to that Grace roll!

Level 1: Commune with the Ancient Clown. I dunno what the fuck you're doing, but it's freaky. You have a point of Commune Points, equal to your Rascality + your Level. As a Wonder Action, you can heal someone for a number of your Commune Points as long as they are within 1 Square of you. You get all your Commune points after a Recupera8r8k.

Level 2: 8lessing of Rascality. As a Wonder Action, choose an ally and add your Rascality to their next roll. You can use this up to half your level per Recupera8r8k before you have to pray to the Gr8 Clown Gods.

Enfant Cere8ral (RAS/IMG)

There are two snakes inside you. Or maybe three. Their varying material st8s empower you to confuse all who cross your path. This class' signature Wonder Ability is *Incomprehensible Mindfuck* - a reference to this gaming system!

STARTING EQUIPMENT: (H) Cheru8im Gar8s (8ase Defense 14)
Strife Specibus: PistolKind

PistolKind: (H) Calio8orn's Gat: +IMG, 2d4 Damage, Range 5 R

Level 1: Let Out The 8east. As a Wonder Action, split yourself in half. Yeah, that's right. In half. You can control your other half with a Wonder Action. With this Wonder Action, you can Aggrieve with your other half,

or move them up to your Movement Squares. However, you and your other half share this total, so watch out! You also share HP, AC, and all that other jazz. You can split back anytime on your turn as a Free Action.

Level 1: MENTAL: Snake Coils. Choose a target. Roll a d2. On one, you Aggrieve with your Hu8ris, causing a hail of 8ullets to spray in a 6-Square long line, dealing 4d4 damage to you and everything you hit. On a two, you heal yourself or an ally you can see for 4d4 health. You need a whole Recupera8r8k to recover your energy.

Equine Linebacker (GRT/GRA)

...Horses. And also American Foot8all. I guess? This class' signature Wonder A8ility is *Neighver See It Coming!*

STARTING EQUIPMENT: (H) Gracious Line8acker Helmet (8ase Defense 16)

Strife Speci8us: N/A

Level 1: Tackle. After moving for three squares, you can Tackle an opponent as a Main Action. You Aggrieve them with 8oth your Grit and Grace. On a successful hit, 8oth you and your target are Tripped, your target is Dazed, and your target takes damage equal to half your Mangrit. Cooldown 6 turns.

Level 1: Horse Kick. As a Main Action, you channel your inner gracious Horse. You Aggrieve an opponent with your Grace. On a hit, they are knocked 8ack 2 Squares and take 1d6 Damage. Cooldown of 2 Turns.

Espiacrooner (GRA/PLC)

Hey 8a8y, wanna pail? Of course you do, you're a horny Espiacrooner. Please don't actually sing, 8y the way? This class' special Wonder A8ility is *Yodel-A-Hee-Die!*

STARTING EQUIPMENT: (H) 8eautiful Feathered Hat (+GRA Defence)

Strife Speci8us: MusicKind

(Choose one)

MusicKind: (H) The Axe (Guitar): +GRT, 3d4 Damage, Range 1 M

MusicKind: (H) The Horsehair (Violin): +GRA, 1d4+2 Damage, Range 7 R

MusicKind: (H) Hurdy Gurdy (Google it): +PLC +LVG, 1d8 Damage, Range 3 R

Level 1: MENTAL: Croonish Inspir8tion. As a Wonder Action, you can inspire a die roll, adding your GRA to the total. You may only do this a certain amount of times, though! You get two uses per Recupera8r8k right now, 8ut every second level, you get another. So your next is at level 3. And then 5. You get it. You're smart. Pro8a8ly.

Level 1: MENTAL: Ungogly Screeching In8ound. Sing, motherfucker. Let them hear it. You MENTALLY assail a target with your PLC, adding your IMG to it too. If you hit, your target gets Dazed, and takes 1d4 damage. Sweet deal! Pro8lem is, you can use it as many times as your Croonish Inspir8tion (uses of Ungogy Screeching are their own thing!) per Recupera8r8k. So like, 2 right now. 8ut the cool thing is? You get one at every level. So, next level, you have 3. And then 4. Yeah. You get it.

Level 2: MENTAL: Take-A-8r8k. On a Quick 8r8k, all your allies (and you) heal an extra amount of HP equal to ¼ of your PLC. Don't worry, it gets higher l8r!

Fanciful Funam8ulist (IMG/DEX)

With your head in the clouds, it's important to watch your step! Luckily enough, with your Dexterity, your Imagin8tion can run unimpeded! This class' signature Wonder A8ility is *Clothesliner!*

STARTING EQUIPMENT: (H) Tie-Dye Tee (+IMG Defence)
Strife Speci8us: RandomshitKind

RandomshitKind: (H) Random Shit Throw: +IMG, 1d20+1 Damage, Range 3 R, on an odd total roll, you deal damage to yourself. Dum8fuck. LOL!

Level 1: Tinker Tot. You throw some random shit at your opponent, either from the environment or your modus. Man. I dunno. It's up to your Clouder at this point.

Level 1: Sure-Footed. You can't Trip!

Five Finger Fille Fatale (HU8/DEX)

Good choice. Very good choice. I like you. This is my personal second-fav class, right next to Petticoat Seagriff. This class is fantastic at thieving and all stuff thief-rel8ed. This class' signature Wonder A8ility is *YOINKAROONIE!* Pretty cool, right? Yeah. I know.

STARTING EQUIPMENT: (H) Five-Fingerless Gloves (+HU8 Defence)
Strife Speci8us: KnifeKind

KnifeKind: (H) Medieval FLARPing Dagger: +DEX, 1d4+2, Range 1 M

Level 1: Sneakpocket. You add your Hu8ris to any Grace checks made to Sleuth or pickpocket. Fun!

Level 1: I Can Do That Too!. You can use another class' level 1 a8lity once per Recupera8r8k! You have to see the a8lity 8e used first. You can only use a8ilities that cost a Main/Wonder Action or a Reaction. The action required for that a8lity stays the same when you use it!

Flexterous Fellow (DEX/GRT)

Another Equius class. Don't get muscle8east milk on your sheet, please? This class' special Wonder A8lity is *FANTASTIC'S FURY!*

STARTING EQUIPMENT: (H) Oddly Crusty Tank Top (8ase Armor 16, +GRT)
Strife Speci8us: 8owkind

8owkind: (H) Recurve 8ow: +DEX, 1d8+1, Range 1 M

Level 1: Roid Rage. As a Wonder A8lity, you can go into a FUCKIN- I mean, ") → pardon me 8ut im getting a little angry" RAGE! Twice a Recupera8r8k, you can go into a rage for the course of a Strife. This rage HALVES THE DAMAGE YOU TAKE. PRETTY FU-) →pretty radical i would say. This rage ends if you fail to attack or take damage for a turn. At the end of your rage, you get really sweaty! Cooldown of one Recupera8r8k.

Level 1: One With the Muscle8east. Muscle8easts like you. Um. I guess this might come in handy? May8e?

Fortified Legate (VIM/LVG)

Wow. Uh. You really took tank to a whole 'nother level. This, my friends, is the Discord Moder8or class. Literally. This class' sign8ture special Wonder A8lity is called *SOCIAL HOMICIDE*. You get it at level one.

STARTING EQUIPMENT: (H) Oddly Crusty... Everything (8ase Defence 30 as the crust causes you to have like, natural armor)
Strife Speci8us: SodaKind

SodaKind: (H) Faygo 8ottle: +LVG, 1d4-1 Damage, don't drink it nerd!
Range 1 M

Level 1: Social Homicide. Well. Uh. Nobody likes you. Sure you might have a bunch of leverage, but, nobody likes you. Also, your speed is 1 Square because you're fucking obese. Fucking Discord mod.

Level 1: Built Different. So you know how VIM gets added to your HP twice? Do it again. Three times. Three VIMS. VIM THRICE. Fat bitch. You know what? You take up 4 Squares on the battlefield.

Free Musketeer (GRA/LVG)

Okay, moving on from the Fortified Leg is like, an actually good class. And like, a cool, sexy one. They're French though, so that's sad. With your limitless poise and social cunning, everyone will be begging for you to join their party... or for mercy. Definitely one of the two. This class' Wonder Ability is called *ALLEZ OOP!! (WITH 2 SHOUT POLES)*

STARTING EQUIPMENT: (H) Fancy Getup (+LVG Defence, +GRA instead of +DEX)

Strife Specibus: BladeKind AND RifleKind

RifleKind: (H) Musket: +GRA, 1d6+1 Damage, Range 7 R
AND

BladeKind: (H) Distinguished Sword: +LVG, 1d8+2 Damage, Range 1 M

Level 1: "Mon Petite Choufluer...". You add your Leverage to your Pulchritude during social interactions, you charmer. You know what? Since you're so charming, get a Luck Point.

Level 1: En Garde!. As a Wonder Action, you can raise your sword and challenge someone to a duel. During the duration of the duel, you cannot willingly go more than 5 Squares away from your target, or else you take 1d10 emotional embarrassment damage! If your target attacks anyone except for you, you reduce their Aggrieve roll by your Leverage. Useable once per Quick 88k.

Level 2: Free of Mind and Movement. As a Wonder Action, you can fire a rallying flair in the air, cleansing your allies of any detrimental status effects. Useable once per Quick 88k.

Frontline Vanguard (APP/VIM)

A chad class. Not one to stray away from a fight. This class' special ability is *CANON FODDER!*

STARTING EQUIPMENT: (H) Clinky Clonky Armor (20 base armor, +APP DOESN'T COUNT DEX)

Strife Specibus (Choose one): BladeKind, HammerKind

BladeKind: (H) Vanguard's Sword: +APP, 1d6 Damage, Range 1 M

HammerKind: (H) Ruffian's Headcrusher: +VIM, 1d8 Damage, Range 1 M

Level 1: Hungry for War. Double your fucking APP rolls for getting into a Strife. You earned it.

Level 1: Crowd Controller. If you successfully kill a target with a Melee Aggrieve, make another Aggrieve. You earned it.

Gaptooth Ragamuffin (RAS/GRT)

Getting pitied isn't a win condition in this game, so that sucks. Well, this class isn't that bad otherwise! Other than the fact you look teenie and puny. This class' Wonder Ability is *BRUTE CANAL!*

STARTING EQUIPMENT: (H) Rascal's Getup (+RAS Defence)

Strife Specibus: YoYoKind

YoYoKind: (H) Wooden YoYo: +RAS, 1d8 Damage, Range 2 M

Level 1: Meek and Definitely Not Weak. You've been through heck! Add your Mangrit to persuading people that you are, in fact, meek and weak.

Level 1: Pity Party. People just can't help but feel bad when they're going to hit you. You've got a nice defence, so let's bump it up a little more. Add half your Rascality to your Defence.

Gristlechewer (APP/GRT)

There's nothing out there that you and your friends can't grit your teeth and get through. A fantastic support class for those support players who like to be a little bit more active! This class' Wonder Ability is *GAIMY LEFTOVERS!*

STARTING EQUIPMENT: (H) Friendship Bracelet (20 Base defence, +2 for each ally you have)
Strife Specibus: DinnerKind

DinnerKind: (H) Fork, Spoon, and Knife: +APP, 1d6 Damage, Range 1 M | 1d4 Damage, Range 4 R

Level 1: Make It Through. As a Wonder Action, you and your allies gain a nice little shield of HP equal to the amount of enemies you're facing times two! This shield is just a shield, so it doesn't heal you. It does however shield more at higher levels! You can use this twice before it goes on cooldown for a Recuperate.

Level 1: Gnaw. You fucking bite someone. As a Wonder Action, Aggrieve with your Appetite. On a hit, do a whopping 1d12 damage, and heal yourself or an ally for the amount of damage you deal! Cooldown of a Quick.

Haughty with a Body (PLC/HU8)

You look like a million boonbucks, with the audacity to know you earned it. People can't touch what they can't afford! This class' Wonder Ability is *VIBE CHEQUE!*

STARTING EQUIPMENT: (H) Chic High-heels (+PLC Defence)
Strife Specibus: PurseKind

PurseKind: (H) Venti Purse: +PLC, 1d8 Damage, Range 1 M

Level 1: With That Outfit?. You reprimand someone! As a reaction to someone Aggrieving you, you can reduce the roll by your Hu8ris! Sweet! Cooldown of two rounds.

Level 1: I Feel Like A Million Boonbucks. You know what? You *are* a million boonbucks. Add your Hu8ris to your Pulchritude checks. You should start an OnlyTrolls!

Herculean Poirot (IMG/GRT)

Something about this one sounds really familiar... like a memory of a dream. But maybe some mysteries just aren't meant to be solved, but you sure can solve any mystery you put your head to! This class' Wonder Ability is *INSPECT THE UNEXPECTED!*

STARTING EQUIPMENT: (H) Herculean Detective's Outfit (+IMG)
Strife Specibus: Um8rellaKind

Um8rellaKind: (H) Poirot's Penetr8or: +GRT, 1d10 Damage, Range 2 M

Level 1: An Eye for Investig8tion. If you're looking around or investig8ing something, add HALF your Imagin8tion to that, ON TOP OF the Imagin8tion you would usually add.

Level 1: Expect the Uninspected. Sleuth attacks don't do any extra Rascality damage to you.

Level 2: Legisl8cer8tion. As a Wonder Action, roll an Aggrieve against an enemy with a melee Weapon in your Specibus, adding your IMG to the roll. On a hit, your attack deals an extra xd8 damage, where x your level! Use8le once per Quick 8r8k.

Hunger Trucker (DEX/APP)

You're really hungry, and everyone else is hungry 8ECAUSE of you. You're a master distracter! This class' Wonder Ability is *Vore-Acious All-Nighter!*

STARTING EQUIPMENT: (H) Trucker Hat (+APP Defence)
Strife Specibus: SpoonKind

SpoonKind: (H) Spoon. That's it.: +DEX/+APP, 1d8+2 Damage, Range 1 M

Level 1: MENTAL: Dinner's Ready!: You make a yummy scent come from you! As a Wonder Action, roll a MENTAL Aggrieve with Appetite against a target. You hit them? They wanna eat you now. Cooldown of three rounds.

Level 1: Starved and Gritty: You can substitute your Appetite for any Mangrit checks!

Immovable Object (GRT/HU8)

You're everyone's worst fucking nightmare. Nobody can move you. It's... REALLY annoying. This pseudo-support class' Wonder Ability is *MOMENT OF INERTIA!*

STARTING EQUIPMENT: (H) Physically Impossible Tube Top (12 Base Defence +HU8)
Strife Specibus: ShieldKind

ShieldKind: (H) Large Rectangular Shield: +GRT, 1d6 Damage, Range 1 M, Half Cover

Level 1: It's In The Namesake. You can't be moved without your consent. Consent is sexy.

Level 1: MENTAL: Unstoppable Force. As a Wonder Action, you use your PURE HU8RIS to make someone become an unstoppable force! Sadly, you can't make it be yourself. Add your Hu8ris to their next Aggrieve, be it MENTAL or regular. You can use this ability a number of times equal to your level, so 1 right now. Cooldown of a Quick 8r8k!

Lardard (PLC/APP)

Debuffs are the way to play! A little underhanded, but you gotta do what you gotta do! This aggressive support class' special Wonder Ability is *Sizzle Slam!*

STARTING EQUIPMENT: (H) Lard-Stained Bardic Attire (+APP Defence)
Strife Specibus: MusicKind

MusicKind: (H) Fatty Music Tooter: +PLC, 1d6 Damage, Range 5 R

Level 1: MENTAL: Slippery Sludgy Siesta. As a Main Action, you MENTALLY shoot a ball of grease at someone, rolling a MENTAL Aggrieve with Appetite. If you hit, they're Tripped, *and* Slowed by half your Hu8ris! (Minimum of 1, duh.) You can use this a number of times equal to half your level (rounding up), so one right now. Cooldown of a Recupera8r8k!

Level 1: Wanna Get Lardy, Sweet Thing?. You have to say that 8tw. For the ability to work. You can add your Appetite to a Pulchritude check once a day.

Level 2: MENTAL: Dazing Belch. As a Wonder Action, roll a MENTAL Aggrieve with your Appetite (RANGE 3 R). On a hit, Daze your target. You can use this ability once per Quick 8r8k, as you have to chug a strange, fizzy beverage to get your belching powers back!

Ozygourmandias (HU8/APP)

"Look upon my sandwich specibus, ye Mighty, and prepare an antacid." This ex-famous chef's Wonder Ability is *JUST DESERT!* They also have gr8 synergy with the Lard8ard.

STARTING EQUIPMENT: (H) Memories of a Gourmand (Base Defence 14, +APP)

Strife Specibus: SandwichKind

SandwichKind: (H) Sandwich, Duh: +APP, 1d4+2 Damage, Range 8 R

Level 1: MENTAL: Delusions of Gourmand Grandeur. As a Wonder Action, roll a Hu8ris MENTAL Aggrieve against your opponent. If you hit, they think you're a famous chef. Might affect different people differently. Us8le up to half your level, rounding DOWN. Cooldown of a Recupera8r8k!

Level 1: MENTAL: Grease Fire. As a Main Action, roll a Hu8ris MENTAL Aggrieve against an opponent. If you hit, they're on **FUCKING FIRE**. They take 1d4 damage at the end of your turn until your target uses a Main Action to extinguish the flames. If water (OR MORE GREASE) is added to the Grease Fire, they take **HALF YOUR APPETITE AS DAMAGE** a round. Us8le up to half your level, rounding UP. Cooldown of a Recupera8r8k, you need your grease back.

Pa8lo Pasado8le (GRA/IMG)

As a spritely spellcaster, you'll be dancing rings around your opponents. Defeat to the beat! This class' special Wonder Ability is *PICASSOAN PUMMELPRANCE!*

STARTING EQUIPMENT: (H) Dance Instructor's Headband (+IMG Defence)
Strife Specibus: MicrophoneKind

MicrophoneKind: (H) Sick Falsetto: +GRA, 1d6+1, Range 8 R

Level 1: MENTAL: Battle Dance. Pick a friend! That friend can make another Aggrieve, because YOU said so. If it's a Battle-Rina, they can make TWO Aggrieves. You can use this up to half your level rounding up before having to take a Recupera8r8k off. Jeez!

Level 1: MENTAL: You Want This, Don't You?. As a Main Action, 8ust a move, rolling a MENTAL Aggrieve with Imagin8tion against a target. You hit them? They 8ust a move TOO, making them DAZED! You can use this up to half your level rounding up before having to take a 8r8k in a Recupera8r8k. Dancing is hard work! Damage 8r8ks the Daze.

Pepsterchum™ (DEX/VIM)

Not a sponsor! Gives out CRAZY 8uffs to other players, 8ut... that's sort of it. Positive thinking only gets you so far. This class' Wonder Ability is *8ULLY8OTHER!*

STARTING EQUIPMENT: (H) Friendship 8racelet (8ase Defence 0, +4 for each ally you have, +5 if they're a Gristlechewer, aw! CAN'T REMOVE!)
Strife Specibus: PartypopKind

PartypopKind: (H) Confetti Cannon: +PLC, 1d4, Range 3 R

Level 1: MENTAL: Cheerlead. Pick a friend! I hope you're gr8 friends, because as a Wonder Action, you give 'em a shield of HALF YOUR DEXTERITY! Wanna know a cool thing? They can use your Pep-Shield™ and transfer its points into damage on their Aggrieves! You get two uses of this per Quick 8r8k at level one, and gain another every second level! So three at three, four at five, etc.

LEVEL 1: Shrimpy Lil' Guy. 8ad news, you picked Pepsterchum™, so to nerf your teamwork abilities, your HP Calculation 8ecomes GRT + DEX + VIM (ONCE!!!!!!!!!!).

Petard's Worst Nightmare (DEX/LVG)

Round up the competition and hoist them up by their own... well, you get the idea. A really ironic class, gr8 for ironic people! This class' Wonder Ability is *HOIST THIS!*

STARTING EQUIPMENT: (H) Ironic Shades (+LVG Defence)
Strife Specibus: 8om8Kind

8om8Kind: (H) Petard (Look it up): +DEX, 1d4+2, Range 3 R, SPECIAL RANGE! It hits in a 2x2 Square!

Level 1: MENTAL: HOIST THIS!. A Wonder Ability at level ONE????????? Yes. You have a pool of Irony Points equal to your Leverage. Whenever you take damage, convert Irony Points equal to the damage taken into Hoisting Points. You can then use those Hoisting Points as a FUCKING NUKE. As a Wonder Action, make a MENTAL Aggrieve with Leverage. On a hit, you 8LAST your enemy with your Hoisting Points! It takes a Recupera8r8k of practicing your irony to recover your Irony Points.

Level 1: MENTAL: Thou Art Untrained, 8ozo/Poetic Justice. As a Wonder Ability, you call someone a fucking dum8ass. They get mad. At you. Will they 8eat the shit out of you? Roll a MENTAL Aggrieve with Leverage. You hit? They mad. If the target of your insults misses an Aggrieve on you, make an Aggrieve against them. Cooldown of a Quick 8r8k.

Petticoat Seagriff (LVG/HU8)

The best class in the game, bar none. Literally. Best class, ever. Be a real gambligant with the Petticoat Seagriff! This class' Wonder Ability is *Wrath of the 8 Seas!*

STARTING EQUIPMENT: Seagriff's Poorly-Sewn Petticoat (base defence 8, +HU8 Defence)

Strife Specibus: DiceKind

DiceKind: (H) Falserite Octet: +LVG, 1d8 Damage, Range 3 R

Level 1: Storm Weather Shanty. Call your allies to arms, blow ye winds blow, jolly soul wester boys, steady she goes! As a Wonder Action, sing a shanty of your choice, and heal all your allies (including yourself) an amount equal to your Hu8ris! Cooldown of a Quick 8r8k.

Level 1: Gambligant's Fortune. Gain a Luck point after each Recupera8r8k, up to a maximum of your level (from this ability)!

Level 1: Ship's Passage. You can get easy access onto ships to travel to places, and you can captain them!

Level 2: Treasure Tracker. Whenever you get 8oon8ucks, you can use a Luck Point to get another 1d8 x 100 8oon8ucks! You can also use that like, as many times as you want.

Level 3: It's Rage That Fills Her Sails. All Aggrieves (normal and MENTAL) you hit deal an extra 1d8 damage per level you have.

Level 3: Ancestor's Consult. Once per 8 days, during a Recupera8r8k, you can ask the Clouder a yes/no question about anything. Roll a d100+LVG. On a roll over 88, your Clouder must truthfully answer yes or no, like an 8 ball.

Level 4: Derry Down Down, Down Derry Down. You can Aggrieve twice (MENTAL and regular) on an Aggrieve action.

Level 5: Rule for Eternity. As a Wonder Action, roll a MENTAL Aggrieve (Range 8 R) with LVG. On a successful hit, gain control of your victim. As a Wonder Action on each of your succeeding turns, you may control your victim, being able to move them, use their Actions, and basically everything. At the end of your turn other than the first turn your victim is under your control, roll another MENTAL Aggrieve with LVG to see if

you maintain control. On a hit, you maintain control. Cooldown of one Recupera8r8k.

Level 5: Never 8ound, Nor Ever Chained. As a Main Action, you can cleanse yourself of any negative status effects (Dazed, Tripped, etc).

Level 6: Guillotine Slashes. Your Lucky 8r8ks on melee Aggrieves do 100% more damage rather than 50%.

Level 7: Spectral 8roadside. As a Main Action, target up to 8 individuals within your sight, then roll a MENTAL Aggrieve with HU8. On a hit, your targets take 16d8 damage as they're pummeled 8y spectral cannon8alls. Cooldown of one Recupera8r8k.

Level 7: Undisputed. You can use Rule for Eternity twice per Recupera8r8k.

Level 8: Wrath of the 8 Seas. As a Wonder Action, you splay your fingers, and 8etween them, the Ancestral Fluorite Octet appears, quickly morphing into Mindfang's Ancestral 8lade for the dur8tion of one Strife. Cooldown of one Recupera8r8k.

DiceKind: Mindfang's Ancestral 8lade: +LVGx2 +HU8 +PLC to hit, 8d8 Damage, Range 8 M, SPECIAL: When Aggrieving a target, immedi8ly teleport within 1 Square of them. :::)



Playknight (IMG/PLC)

Aww, look at the little wiggler! Oh, he's... got an imaginary friend? Nobody can see your attacks or abilities go off except you and other Playknights. This class' special Wonder Ability is *SUMMON IMAGINARY FRIEND!*

STARTING EQUIPMENT: (H) Imaginative Buck-Teeth (8 Base Defence +IMG Defence, CAN'T REMOVE!)
Strife Specibus: FriendKind

FriendKind: (H) Ora: +IMG, 1d10 Damage, Range 2 M

Level 1: MENTAL: Something About Standing. Yell a musician's name, the name of a band, or the name of fucking anything really. After doing that, your Imaginary Friend goes into an ATTACK RUSH! Make THREE AGGRIEVES (as a Main Action)! Strangely, nobody else can see your attack rush. Cooldown once a Recupera8rk.

Level 1: Oddly Intimid8ing Swagger. Add half your Imagin8tion to any Pulchritude checks. ゴゴゴゴ

Level 2: Stand and Fight. As a Wonder Action, heal yourself for your IMG. You can use this once per Recupera8rk, as you have to look up the copyright laws for references.

Level 3: Finger of the Stars. As a Wonder Action, make an Aggrieve against an individual using your FriendKind Specibus, but increase the range an amount of Squares equal to your level! Useable an amount of times equal to your True Potential level per Recupera8rk! Or, just your level, but one sounds WAY cooler.

Level 3: True Potential. Your FriendKind Specibus does an extra 1 damage per level you have.

Level 4: Punch Propel. As a Wonder Action, you hit the ground and propel yourself 8y an amount of Squares equal to a roll of your FriendKind damage die! This can 8e in ANY DIRECTION.

Pluck 8rigadier (VIM/IMG)

This class has a winning charm and determin8tion, but good luck winning with that. This class' special Wonder Ability is *WARSHIP of THESIUS!*

STARTING EQUIPMENT: (H) Plucky Cuirass (+VIM Defence)
Strife Specibus (Pick one): BayonetKind, SwordKind

BayonetKind: (H) Broken Gun: +IMG, 1d4 Damage, Range 2 M, SPECIAL DAMAGE! If you run at someone for 3 Squares, you deal 1d8 Damage instead!

SwordKind: (H) Hearty Cutlass: +VIM, 1d6 Damage, Range 1 M

Level 1: Turn the Tides. Say something really cool and plucky as a Wonder Action. If it's cool and plucky, you and all your allies get healed HP equal to your Imagination. Useable once a Recuperate, duh.

Level 1: Filled with Determination. If something would kill you, it fucking doesn't. When reduced to 0 HP, you're reduced to 1 instead. Useable once a Recuperate. Also, get a Luck Point when you use this ability.

Piss Icarus (HU8/VIM)

Full of vinegar and ready to debuff enemies on the battlefield! This... odd class choice's special Wonder Ability is *Pungent Húris!*

STARTING EQUIPMENT: (H) Outback Pisshat (+HU8 Defence)
Strife Specibus: BladeKind

BladeKind: (H) Piss-Infused Kukri: +VIM, 1d6+1 Damage, Range 1 M

Level 1: Jar-based Karate. Throw a jar of "apple juice" at a 2x2-Square area of your choice within 10 Squares. Everyone in that area gets coated in... yeah. They get the Pissed debuff until they're hit, meaning all Damage they take is max for the dice rolled, so if you hit them with your Kukri, it'd be an automatic 7 damage. Useable once per Quick Strike.

Level 1: Flying Too Close to the Toilet. Hitting someone with an Aggrieve when they're within one square of you gives them the Pissed debuff, meaning all Damage they take is max for the dice rolled. You can use this an amount of times equal to double your level before having to take a rest during a Recuperate.

Level 2: Shattered Glass. Your "apple juice" causes a 2x2-Square area of glass. Anyone who walks through that glass takes 1d4 Damage! Or they can choose to move through it with each shattered glass square costing THREE SQUARES of movement! (Cannot prevent movement entirely, damage from Shattered Glass does not remove Pissed condition.)

Level 3: Bladder Pills. You can use your Jar-based Karate TWICE per Quick 8r8k!

Level 3: Pungent Scents8tion. Whenever you cause the Pissed de8uff, it deals an extra amount of damage equal to your level on top of the maximum damage increase.

Pompous Thaumaturge (HU8/IMG)

overall a cool class

its wonder ability is "have a nice cantrip"

STARTING EQUIPMENT: (H) Fancy Cape (+HU8 Defence)
Strife Spec8us: RifleKind

RifleKind: (H) 8lue-Azure Shootsmacker: +IMG, 1d4 Damage, Range 10 R

Level 1: Charming. Reduce your enemy's Aggrieve attempts 8y your Hu8ris. Your confidence affects EVERYONE.

Level 1: MENTAL: Poetry. As a Main Action, choose a target and roll a MENTAL Aggrieve with Imagin8tion. If you hit, your poetry touches their soul, and they feel like they don't wanna fight anymore. Reduce all their attacks 8y your Imagin8tion. Use8le once a Quick 8r8k.

Level 2: MENTAL: Missiles of Magical Potential. As a Main Action, choose an amount of targets equal to your level. Those targets take damage equal to 1d4 + ¼ of your IMG. Use8le an amount of times equal to dou8le your level 8efore you have to take a Recupera8r8k regaining your magic!

Real Humdinger (PLC/VIM)

Ja8! Ja8! Right hook! A flurry of 8lows to keep your opponent's guard down! This class' Wonder Ability is *Hard8oiled 8eatdown!*

STARTING EQUIPMENT: (H) Knockout Head8and (8ase Defence 14 +VIM Defence)
Strife Spec8us: 8oxingKind

8oxingKind: (H) Killing Gloves of 8oxing: +PLC, 1d6+2 Damage, Range 1 M

Level 1: A Right Knuckleduster!. As a Wonder Action, make a melee (1 Range) Aggrieve with your Pulchritude, Vigor, AND Mangrit. On a hit?

Choose PLC, VIG or GRT and THAT'S THE DAMAGE! Wowie! Useable once a Quick 8r8k.

Level 1: A Left Guard!. As a Reaction to getting hit 8y a melee Aggrieve, raise your Defence 8y your GRT. If you 8lock the attack, make an Aggrieve against the target! If you're not in range, move into range. You deserve it. Useable once a fight.

Scrappy Doer (APP/RAS)

They specialize in, as the wise man said, gettin 'er done. By any means necessary. This class' special Wonder Ability is *OOPS, OH NO. I'M SORRY!*

STARTING EQUIPMENT: Dad 8od (8ase Defence 16, +APP)
Strife Speci8us: Tool8oxKind

Tool8oxKind: A Whole Fucking Too8lox: +RAS, 1d8, Range 2 M

Level 1: Food Dispenser. As a Main Action, you set up a STATIONARY (HP equal to your Imagin8tion, 0 Defence) food dispenser capable of refilling people's HP 8ars a num8er of HP equal to your Appetite or Rascality. Handy! Useable once a Recupera8r8k.

Level 1: Overcharge. As a Main Action, reset someone's cooldown, 8UT do damage to them equal to your Rascality. Yep, that's it. Have fun. Useable once a Recupera8r8k, you psycho. (CAN'T RESET ONCE-PER-LEVEL ABILITIES!)

Snacktotum (LVG/APP)

Jack of all trades, master of yum. This class' special Wonder Ability is *POTATO CHUPS, LETHAL!*

STARTING EQUIPMENT: (H) Chip 8ag Armor (8ase Defence 15 +APP Defence)
Strife Speci8us: 1x3dentKind

1x3dentKind: (H) Fork: +APP, 1d6 Damage, Range 1 M

Level 1: Jack of All Trades. You can't roll under your Appetite score on anything. Lol.

Level 1: Master of Yum. You know how to leverage people to do what you want with food. Add your TARGET's Appetite to any Leverage or Pulchritude checks you make against them. Sweet!

Social Mountaineer (PLC/LVG)

Do you smell that? That's the real mountain air. You get that in the city. Now take the pic so we can go back to our condo. This class' special Wonder Ability is *POST RECEIPTS!*

STARTING EQUIPMENT: (H) Douchebag Haircut (+PLC Defence)
Strife Specibus: TwitterKind

TwitterKind: MENTAL: (H) Cancellation: +LVG, 1d10 Damage, Range 10 R

Level 1: Internet Famous. There's a chance people know you. On a Leverage check above 95, someone who you're talking to knows you.

Level 1: Get Away With It. You can roll Leverage AND half your Pulchritude for any Rascality checks.

Spruce Lee (PLC/DEX)

Bring a little color to your enemies' cheeks by giving them a much-needed makeover. But like, with your fists. Using the ancient martial arts of the Ancestors, the Spruce Lee is NO JOKE! This class' unique Wonder Ability is *Arboreal Dragon Style!*

STARTING EQUIPMENT: (H) Dragon Headband (base armor 16)
Strife Specibus: FistKind

FistKind: (H) Beatdown: +DEX, 1d4+3 Damage, Range 1 M

Level 1: Gritty Fighter. You can roll Dexterity for any Mangrit checks.

Level 1: Flashy Kicks. As a Wonder Action, you can Aggrieve someone (Range 1 M) with your Pulchritude. On a hit, you deal a whole 1d8+2 Damage, and Daze your opponent! Cooldown of one Quick 8r8k.

Level 2: Redwood Rush. After hitting an Aggrieve with a FistKind Weapon, make another Aggrieve against the same target. You can use this an amount of times equal to your level before having to take a Recupera8r8k!

Level 3: Teak Trace. During a Quick 8r8k, heal GRT + PLC instead of just GRT!

Level 3: Swietenia Surge. As a Wonder Action, heal yourself an amount of HP equal to your DEX. Usea8le an amount of times equal to half your level **ROUNDED DOWN** before you have to take a Recupera8r8k!

Tummywonder (GRA/APP)

You're an expert at two things: Girth, and the tactical application thereof. This class' Wonder A8ility is *TRUFFLE SHUFFLE SCUFFLE!*

STARTING EQUIPMENT: (H) Pure Unadulter8ed Mass (8ase Armor 20)
Strife Speci8us: PolearmKind

PolearmKind: (H) Hal8erd: +GRA, 1d10 Damage, Range 3 M

Level 1: 8ite. Well, you uh... you 8ite someone. If their HP is under your Appetite, they're dead, and you heal HP equal to what theirs was. Usea8le once per Recupera8r8k.

Level 1: Hungry for Hunger. You add a quarter of your Appetite to your Aggrieves. Yes. All of them. Even the MENTAL ones.

Unstoppa8le Prankmaster (RAS/VIM)

You like pranking people? The good old slurry-8ucket-over-the-door trick? This is it. The class for you. You did it, you won. With the Wonder A8ility *ULTIMATE GAM8IT*, you can pull off the craziest pranks EVER. EVER. EVER!!!!!!!

STARTING EQUIPMENT: (H) Whoopie Cushion... Somewhere? (+RAS Defence)
Strife Speci8us: JokerKind

JokerKind: (H) Practical Jokester Weaponry: +RAS, 1d6 Damage, Range 2 M

Level 1: The Setup. You set up a prank trap with anything you can get your hands on, the effects of which are up to your Clouder. So much cre8tivity!

Level 1: MENTAL: That Weird Stuff That Smells Like Farts. You spray fart gas in someone's face with a MENTAL Aggrieve (Range 3 R) with VIM. On a hit, they take 1d12 Damage. Icky! Usea8le once per fight.

Level 2: MENTAL: Distraction Dance. You start moving and swaying your 8ody, MENTALLY confusing your opponent. Roll a MENTAL Aggrieve (Range 5 R) with RAS. On a hit, your target's Distracted! Usea8le once per Strife.

Vainglorious 8asterd (RAS/HU8)

That's the kind of confidence I'm looking for! Finally, someone who plays FLARP and isn't a fucking WEENIE! This class' special Wonder A8ility is *Saint of Killers' 8ullet!*

STARTING EQUIPMENT: (H) Vainglorious Poncho (+HU8 Defence)
Strife Speci8us: PistolKind

PistolKind: (H) 8asterdous Six-Shooter: +RAS, 6 Damage, Range 6 R

Level 1: Anticlimactic Duel. Your ranged attacks do an extra 1 damage per level you have to people wielding a melee weapon.

Level 1: Confident Tum8le. As a Reaction to getting hit with an Aggrieve (NOT MENTAL), you can move 1 Square and reduce the damage taken $\frac{1}{4}$ of your Dexterity and $\frac{1}{4}$ of your Hu8ris. Useful! Usea8le once per fight.

Level 2: Flashpowder. As a Wonder Action, roll an Aggrieve with your Rascality (RANGE 4 R). On a hit, you throw a packet of Flashpowder in someone's face, Dazing AND Distracting them! Usea8le once per Quick 8r8k.

Level 3: Snapshot. As a Wonder Action, make an Aggrieve with a ranged weapon in your Strife Speci8us. You can use this a8ility an amount equal to your level 8efore taking a Recupera8r8k practicing your gunslinging!

Level 3: Hat Tip, Toothpick. Add half your Hu8ris to any Pulchritude checks.

We8 Minister (LVG/IMG)

Have you tried turning it off and on again? That didn't work? Huh. Try praying instead! We8 Minister is a really religious class for religious freaks. Oh, 8y we8 it means spiders. And the internet. Pretty cool, right? I like spiders. This class' special Wonder Ability is *8ORN TO DIE AGAIN!*

STARTING EQUIPMENT: (H) Silken Preacher's Gar8s (+LVG Defence)
Strife Speci8us: NeedleKind

NeedleKind: (H) We8 Needles: +IMG, 1d4+3 Damage, Range 1 M

Level 1: MENTAL: We8 Goop. Make a MENTAL Aggrieve with your Leverage against a target. On a hit, they take 1d8 Damage and their Speed is reduced to 0 Squares until they remove the we8 goop using a Main Action! You can also use this on computers to short circuit them. You can use this an amount of times equal to your level. Uses reset after a Recupera8r8k.

Level 1: Preach. If someone says something triggering, and you call it out to the Clouder, you cancel the FUCK outta them and deal one damage to the triggerer! Kankri style.

It's Over. All the Classes are Over.

Phew. Finally, Jegus.

Items and How to Use Them

So, every gr8 RPG system needs some cool items that you can thwack your opponents over the head with, or some cool potions to drink! Of course, FLARP has that too!

Now, since life is all a8out capitalism and selling your soul, every item has a Rarity Cost in 8oon8ucks (B\$) (Don't mind the quirk not 8eing used. It's just for CLARITY.) This cost will 8e denoted 8y a name next to your item or a little letter inside some 8rackets!

All the Starting Gear you get is of the Homeowned Rarity, or (H), while other more powerful things might 8e higher rarities! Here's a handy chart of all the rarities and their average 8oon8ucks costs:

Item Rarities

- (D) Detritus: Something you'd find on the side of the road, or crafted shoddily, B\$ 1-100
- (H) Homeowned: Something that would serve you well, but nothing too flashy, B\$ 100-750
- (S) Superior: High quality or rare, B\$ 750-3000
- (E) Elusive: Quite difficult to get your hands on, usually quite strong, B\$ 3000-7500
- (X) Extravagant: Few in existence, can only find in very specific instances, usually very powerful, B\$ 7500-15000
- (I) One-Of-A-Kind: Very few in existence, have intense amounts of power, B\$ 15000+
- (A) Ancestral: One in existence, belonged to an Ancestor, usually EXTREMELY POWERFUL, priceless

How much is a 8oon8uck worth?

1 dollar to 10 8oon8ucks (B\$)! Yes, we made an entire section for this. I don't really know what else to fit in here, so uh. Yup. I guess that means that Faygo costs 15 8oon8ucks? That's cool. Mhm.

Item Catalog

A

Aha8's Crosshairs

Range: 20 Ranged

Rarity: Ancestral

RifleKind: Aha8's Crosshairs: +IMG, 1d12+HU8 Damage, Range 20 R, SPECIAL: As a Wonder Action, you can begin charging your Aha8's Crosshairs. For each turn you remain charging the Aha8's Crosshairs, your next Aggrieve does an extra 1d12 Damage. You can charge the Aha8's Crosshairs an amount of turns equal to your level. Upon charging your Aha8's Crosshairs 8 turns in a row, it gains 100 Range, and fires in a 3-Square wide line, Aggrieving all enemies inside that area.

During your charge, you cannot fire the Aha8's Crosshairs without expelling all the charges. You cannot fire the Aha8's Crosshairs on the first turn you charge it. Your charge is interrupted if you take damage equal to a quarter of your current HP in one Aggrieve.

ATT Cookie

Rarity: Varies

B\$: Varies

A handy little magic cookie. Pop it in, chew and swallow! Get some better Attributes! How much better you get depends on the Cookie's rarity! You can only benefit from one Cookie of each rarity at a time, so no stacking three Extravagants on your VIM!

Superior: +1 to any ATT, 3000 B\$

Elusive: +2 to any ATT, 7500 B\$

Extravagant: +3 to any ATT, 15000 B\$

One-Of-A-Kind: +4 to any ATT, 30000 B\$

B

C

Cotton Candy Bubble Gum

Rarity: Elusive

B\$: 4000

A stick of chewing gum. It's my favorite flavor! Upon acquisition, roll 1d6+2 to see how many pieces are left in the wrapper. As a Wonder

Action, you can pop a piece in your mouth, and gain 1d4+4 extra LVG for the duration of the gum's taste, which is conveniently one hour.

D

Defensive Matrix

Rarity: Varies

B\$: Varies

A handy little upgrade for your Strife Specibus. Slot these little discs in and get a defensive matrix shield, which takes damage before you do! How much it can take depends on its rarity. Your Defensive Matrix regenerates a quarter of its HP on a Quick Strike, and all of its HP on a Recuperate. You can only use one of these at a time.

Homeowned: 0 Defensive Matrix HP, 450 B\$

Superior: 10 Defensive Matrix HP, 3000 B\$

Elusive: 20 Defensive Matrix HP, 7500 B\$

Extravagant: 30 Defensive Matrix HP, 12500 B\$

One-Of-A-Kind: 50 Defensive Matrix HP, 20000 B\$

E

F

Faygo

Rarity: Detritus

B\$: 15

It's Faygo. You can get different flavors.

G

H

Honkbringer

Range (effect): 10 Square radius (centered on user)

Rarity: Extravagant

B\$: 8008

As you squeeze the horn, a horrid honk rings out from the aether. Use a Main Action to make a MENTAL Aggrieve with Rascality on all individuals other than you within range. On a hit, they become Distracted.

I

J

K

L

M

Mariner's Hat

Rarity: One-Of-A-Kind

B\$: 27500

A hat that oddly fuses with your hair and increases your FriendKind capabilities by a fuck ton! It also allows you to slow time using the power of Za Puraneto! All of your FriendKind Aggrieves do extra damage equal to half your PLC. Furthermore, as a free action on your turn, you can use Za Puraneto, allowing you to take 1 extra Main Action, Wonder Action, double your Movement Squares for the rest of your turn as well as being immune to Aggrieves of Opportunity, AND gaining a +15 bonus to ANY MELEE AGGRIEVES you make during your turn. You have to take a Recupera8r8k before you can use your Za Puraneto again.

N

O

P

Paws of Sleuthing

Rarity: Elusive

B\$: 6000

Some adorable meow8east paws to put on your hands and feet! If you do, you get a +5 to Sleuthing! Useful.

Potion of Null

Heal: 1d4-2

Rarity: Detritus

B\$: 50

A mysterious potion. Nobody knows what it does. Nobody has seen it do anything either. You're pretty sure it's just really dirty tap water. As a Wonder Action, you can down the potion. Make a Vigor check of 25+. If you fail it, you vom! On a success, you heal 1d4-2.

Potion of Rejuvin8tion

Heal: Varies

Rarity: Varies

B\$: Varies

A potion that has a very intense taste of cherry cough syrup. The aftertaste isn't as alcoholic, though! As a Wonder Action, you can chug this potion and roll to see how much you heal! You can also use a Main Action to apply the potion's healy juices to an ally, or to get maximum healing from your potion.

Superior: 2d10 Healing, 3000 B\$

Elusive: 4d10 Healing, 50000 B\$

Extravagant: 8d10 Healing, 12500 B\$

One-Of-A-Kind: 14d10, 30000 B\$

Q

Queen Ampora's Crown

Rarity: One-Of-A-Kind

B\$: 25000

While wearing this regal amethyst-laden crown, your MENTAL Aggrieves have a +20 to hit, and deal increased damage equal to TWICE your level!

R

Rascalicious Elixir

Rarity: Elusive

B\$: 3500

Length: 1 Quick 8r8k

Exchange your IMG score for more RAS! Convert an amount of your IMG score to extra RAS until your next Quick 8r8k!

S

Speci8us Targeting Upgrade

Rarity: Varies

B\$: Varies

A handy little upgrade for your Strife Speci8us. Slot these little discs in and get some extra damage and to-hit depending on the rarity! You can only use one of these at a time.

Detritus: -10 To-Hit and DMG, 20 B\$

Homeowned: +0 To-Hit and DMG, 300 B\$

Superior: +2 To-Hit and DMG, 2750 B\$

Elusive: +5 to hit and DMG, 7000 B\$

Extravagant: +8 to hit and DMG, 12500 B\$

One-Of-A-Kind: +12 to hit and DMG, 27500 B\$

Slayer's Greatsword

Rarity: One-Of-A-Kind

B\$: 25000

Forged by the cave-dwelling Indigo-blooded blacksmith known as Gohdot, this greatsword is utterly massive. It's more like a hunk of raw iron with an edge than it is a sword. Only those with exceptional Mangrit and a fire in their hearts can hope to wield it!

BladeKind: (1) Slayer's Greatsword: +GRT +VIM, 5d10 damage, Range 2 M, SPECIAL ATTACK: Cyclone: The swordsman using this weapon can perform a spin, using the momentum of the massive blade to cleave through all enemies within 1 Square of them. Targets must make a 70 DEX check to avoid the attack, and take 5d6 damage if they fail! Due to the exertion of this attack, it may only be performed an amount of times equal to 1/5 of your VIM score! SPECIAL PROPERTY: Massive Size: This weapon is only usable by those with a GRT of over 18, and must be used in 8oth hands.

T

U

V

W

Wanderer's Katana

Rarity: One-Of-A-Kind

B\$: 17500

Rumor has it that this katana was made in honor of a wandering cy8er ninja. Whether or not that's true is up to you, 8ut heck, it sounds cool as fuck.

8ladeKind: (1) Wanderer's Katana, +DEX +GRA, ?d6 Damage, Range 1 M, SPECIAL: Mercy and Murder: This Katana has two forms, 8eing Mercy and Murder, which you can switch 8etween as a Free Action. While in Mercy, the Katana is more accur8, adding +15 to Aggrieves made with it, and deals 2d6 damage, 8ut it cannot kill an opponent.

While in Murder, the Katana glows orange, deals 4d6 damage, and you can use a Wonder Action to make a melee Aggrieve with it. You can only switch from Mercy to Murder if you have less than ¼ of your Maximum Health remaining.

X

Y

Z

FAQ and Clarific8tion

Status Effects Explained

Pissed: The next Aggrieve (MENTAL or regular) deals maximum damage on each dice. The Pissed condition lasts until the Pissed individual takes damage.

Trip: You're on the ground and your Movement is halved until you get up, using half your movement. Unlucky!

Dazed: You can only use a Main Action, Wonder Action, *or* Movement Action. This one's fucking LETHAL! Reactions are fine, though. At the

end of a Dazed individual's turn, they can roll a d4. On a 4, they are no longer Dazed. On anything other than a four, the condition continues.

Distracted: Both regular and MENTAL Aggrieves have a +10 to hit on someone who has the Distracted Status Effect. Lasts until the end of the Distracted individual's next turn.

Unconscious: Regular Aggrieves against you ALWAYS hit and do MAXIMUM damage, and you can't move or see or like, do anything. MENTAL Aggrieves don't always hit though, and still roll against your MENTAL Defence.

Bound: Your movement Squares are reduced to zero, your Aggrieves have a -20 to hit, and Aggrieves against you have a +20 to hit.

Blood Castes

Blood castes aren't going to be an official thing in FLARP, but if you want to give your own little FLARP troll the ability to breathe underwater as a Seadweller or more potent psionic abilities as a Gold Blood, feel free to do that in your OWN CAMPAIGN with your CLOUDER'S PERMISSION!

What's Next?

Well, you can join the FLARP Discord, or check out the Clouder's Guide to Clouding for more sweet info, or the Enemy Arcanum for fun enemies to fight!

Changelog

- V 0.8: First official release
- V 0.8.2: Added system setting clarification, located under "What is FLARP, Anyway?"
- V 0.8.3: Added "What's Next?" and Changelog to end of document
- V 0.8.3.1: Changed PranksterKind to JokerKind in Unstoppable Prankmaster's Strife Specibus
- V 0.8.3.1.1: Added clarity on Petticoat Seagriff
- V 0.8.4: Added design at back of document, added "Classes by Attribute" section and all subsections, added "Thank You" message
- V 0.8.4.1: Tweaked a couple classes, with a couple buffs to the Cast Iron Skillset, added Unconscious Status Effect
- V 0.8.4.2: Added "Understanding Checks"
- V 0.8.4.3: Added Blood Castes under "FAQ and Clarification," as well as "Leveling Up" section, changed "Tinker Tot" ability for the Funambulist, added slight clarity for calculating Defence
- V 0.8.4.4: Added Brk system, reworking cooldowns for ALL CLASSES
- V 0.8.4.4.1: Changed some wording on rolling, and added some clarity on what Attributes to when rolled
- V 0.8.4.4.2: Made it so Dazed doesn't last forever, whoops.
- V 0.8.4.5: Added level 2 abilities to Free Musketeer, Champion, Piss Icarus, and Prankmaster.
- V 0.8.4.6: Added level 2 abilities for the Vainglorious Basterd, Espiacrooner, Spruce Lee, Battle-Rina. Added level 3 ability for Battle-Rina.
- V 0.8.4.6.1: Changed movement rules
- V 0.8.4.6.2: Changed MENTAL defence rulings for better scaling
- V 0.8.4.6.3: Added Petticoat Seagriff to the class selection, leveled Vainglorious to level 3, Divine Urchin, Lordard and Playknight to level 2
- V 0.8.4.6.4: Added level 2 for Pompous Thaumaturge, level 3 for Piss Icarus, level 4 for Battlerina and Playknight, nerfed Piss Icarus' cooldown
- V 0.8.5: Added item system
- V 0.8.6: Added Lucky Brk system
- V 0.8.7: Revamped the way the Dice Rostra works as well as introduced the ATT Points system for leveling. Changed HP calculating for leveling characters up. Added Knack system.
- V 0.8.7.1: Slightly changed the knack system as well as clarified how Sleuthing works.

**The Marquise's Guide to
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FLARP Rel8ed)**

