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==> Overview

“Please just let me build my house.”

As you build up your house towards the Seven Gates, you will find that the empty space in your ever-expanding house could stand to be filled in. Every time you reach a new gate, you gain one Room Point (RP). RP is an abstraction to represent this extra space, and you can refurbish it towards a variety of ends. You have utility and skill buildings towards this end.

Furthermore, you are not alone in the Incipisphere. You inhabit the same world as civilizations of amphibians and carapacians, spread out across planets, meteors, and moons, living under kingdoms and who knows what else. Some of these people might become your followers, accompanying you on your Land quest and beyond

There are also guidelines for how to spend the Boondollars you gain at every level, but given the diverse nature of Sburb and the myriad tones of each session, BD costs are given as ranges for the SM to decide as fits their session.

==> Building Up

“When you get right down to it, what we all need is a place to go. A place where we can escape the noise of our lives and just relax.”

The Build Grist cost for a player to raise their house to the next gate, as well as the cost of additional buildings, is dependent on session speed.

Raising the house to the next gate costs 25 Build Grist. You can build it up seven times, once for each gate, and gain 1 RP each time you do so. As your RP increases, so does the number of buildings you can have in your house.

Building a utility building costs 10 Build Grist. They require no RP to build.

Building a skill building or upgrading it costs 25 Build Grist. You can have as many skill buildings as you have RP (max 7), but you must have the base building before buying any upgrades.

Remember that per canon, your server player has to build these things for you. However, canon did not have scheduling issues, so the Autobuilder utility building can be built by the player themselves, and said Autobuilder allows the player to build everything else by themselves.

Developer's Note (2023-05-28): The old chart which varied building costs based on session speed has been moved to the Salvage Yard linked [here](#).

Utility Buildings

A variety of upgrades to your house meant to act as quality of life improvements. None of these buildings require any RP. Additionally, since they are not tiered, they can be built in any desired order.

Automatic Builder

Allows Client players to build as if they were the Server player if the server player is unavailable.

Uniquely, this may be built by the Client player without requiring the Server player.

Transportalizer Node

Adds a transportalizer pad to your house that can be used to teleport to any other player's house that also has a transportalizer pad.

Sendificator/Appearifier Apparatus

As seen in canon. One sends things to you, one lets you send things, functionally acting as a mail system.

Frog Breeding Central

As seen in canon. It lets you take frogs and breed them for creating the Genesis Frog.

Jumper Block Extension

As seen in canon. It adds effects to the alchemiter; not the alchemy, but the alchemiter itself.

Holographic Previewer

You can see what item will come of an alchemy and its cost before you make it.

Skill Buildings

These buildings serve a variety of functions for the player to better leverage and make use of their skills. These come in base versions and upgrades to those base versions. Each base building takes 1 RP, as does each upgrade to a base building, and only one given building or upgrade may be built.

Danger Room

The hologram generator awaits, categories and lists of simulations ready to play on command. The walls are reinforced steel dyed green, to reflect whatever chosen environment the danger room participant desires. The holograms are very convincing, but not to fear; every simulation requires a waiver.

All Athletics checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Special Boat Training: You have +1 to hit and crit.
- DMD Setting: If you have the Legendary Dark Knight Step, it lasts an additional round.

Sauna

A temperature-controlled nexus with treated seats and steamy vents of a non-suspicious nature. There are single-person stalls for those who like it even hotter, and timers to ensure nobody cooks themselves. Herbs and aromas in the hot rocks ensure it never smells like the sweat that never fails to flow here.

All Endurance checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Invigorating Aromas: Whenever you regain hit points by rolling Hit Dice, you have +2 to the HD roll.
- Superhot: You have +2 to Endurance and Fortitude.

Gymnasium

A polished studio with mirrored walls, hanging bars, and cushioned mats. Here is a place where the body is meant to be bent, twisted, contorted, pushed beyond the norm of what anyone with functioning ankles can imagine. Such is the price of greatness.

All Acrobatics checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Aerial Silk Array: If you know the Acrobatic Strike Step and benefit from its +8 skill bonus threshold, you can add the regular -1 malus to it as well.

Blackjack Parlor

A room tucked away from the rest of it all, smoky and poorly lit. The blackjack stands are venerable and sturdy, resistant to the fiercest of table flips. There is no dealer, nor other players, but atmosphere is a value all its own.

All Sleight of Hand checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Dead Man's Hand: You have +2 to Reflex and Sleight of Hand.

Raven's Nest

Birdcages ominously hang from the rafters. The walls are black like the souls of its inhabitants. The radio is always playing MCR and will not apologize for it in the least. The perfect place for a brooding soul.

All Stealth checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Shadowborn Soliloquy: Whenever you participate in a gambit involving stealth, your gambit bar starts with one pip filled in.
- Ultravantablack: Once per short rest, when attempting to avoid being found, you push yourself to become shadowy, silent, and undetectable for a few seconds.

Engineering Workshope

An OSHA-noncompliant factory grounds with a medley of industrial tools for the creation of all manner of doohickeys, thingamabobs, and gadgetrons.

All Engineering checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Radionic Reversion Retooling: When you regain a lesser slot by spending a Hit Die, you may forego the lesser slot to reroll the Hit Die at +1 die size (remember, 1d12 goes to 2d8).
- Tinkerer's Workshop: During a short rest (or 1 hour otherwise), you can spend it here and create a knickknack that performs some simple trick, such as any T0 item (for specific examples, see Chapter 7 of the SMA).
 - If you wish to create something more complex, the SM may require a check, longer time spent, and/or other conditions to be met, at their discretion.

Investigation Centre

A room lit in noir, a wall of polaroid photos, strings, and red ink, a shelf of drinks and ice, and a single, outdated computer on which priceless data is stored outside of the wider Internet. An office fit for a problem sleuth.

All Investigation checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Hit 'em Where It Hurts: If you have the Blackjack Step, you can reset the once per short rest limit on a target by Scrutinizing them.

Arcane Collegium

An esoteric place, as removed from mundane reality as organic colors, environmentally conscious furniture, and subtly unnerving posters and diagrams can make a room. Those of a psionic, arcane, or mystical bent will find themselves at ease here.

All Occult checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- The Encyclopaedia Hemokinetica: When you regain a lesser slot by spending a Hit Die, you may forego the healing from the Hit Die to regain a second lesser slot.

Stables

Hay covers the floors of this interior barn, its stalls built along prefab axes to fit whatever animals need shelter. Mechanical system ensure its inhabitants are fed, walked, brushed, and pet at regular intervals. Washing is optional after the Meme Feline fiasco.

All Animal Handling checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Beekeeper Suite: If you know the Apiary's Stinger Swarm Step, the bees linger for an additional round.

- **Hearty Grains:** If you know the War Bond Step, increase the extra max HP from 2*Level to 3*Level, or from 5*Level to 8*Level.

Marketing Division

The marketing division is a conference hall with every internet meme listed by date, influence, and imitators, as a start. This place is not for chickenshit social media braggarts, but for the hardcore psych and marketing majors who will not rest until they understand how someone works and the nature of the strings by which they can be played.

All Insight checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- **Ave Satana:** If you have the Fiendish Composure Step, increase its bonuses by +1.
- **Targeted Marketing:** Over a long rest, choose a single individual. You have advantage to all Insight checks against them until a new individual is chosen.

Medical Laboratory

Half trauma center, half research lab. The laboratory has access to chemicals with more syllables than some have teeth, a prodigious amount of old kids' health and safety posters, and an unfamiliar ceiling with uncomfortably fluorescent lights.

All Medicine checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- **Field Surgeon's Cache:** If you have the Field Surgery Step, whenever you spend Hit Dice during a short rest, you regain one use per Hit Die spent.
- **Alchemist's Antigen:** You can reduce your Constitution stat by 2 to add +1 to another stat's modifier.

Panopticon

Unknown to its visitors, the house is packed with spy devices. Not just microphones and cameras, but heartbeat sensors, pressure plates, barometers, x-ray scanners, and so on. Knowledge is power, and what do all with power crave?

All Perception checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Learned Awareness: If you have the Chi Disruption Step, you also gain +1 AC.

Therapy Room

Two chaises, leather, dull colors to relax the mind. Non-aggressive and unbranded decor. Soft music at low volumes tuned to handmade playlists. A safe space for the contemplation of that inscrutable beast known as the mind.

All Sanity checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Cognitive Meditation: You have +2 to Will and Sanity.
- Statistical Study: You have +1 to AC/resistances.

Botanical Gardens

Part foraging grounds, part animal sanctuary, part herbal gardens, it comes with a greenhouse equipped with a dizzying array of tools no one besides horticultural majors can actually name.

All Survival checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Daybloom Nursery: Once per long rest, when you take a short rest, you can opt to instead heal for a third of your maximum HP, but it requires a full hour and does not count as a short rest for the purposes of regaining lesser slots, short rest dependent resources, etc.
- Hypnos' Instructions: During a short rest (or 1 hour otherwise), you can spend it here and create sleeping potions that induce unconsciousness for 1d4 hours when ingested. You create enough to knock out one Medium creature of middling constitution.
 - If you wish to create a bigger dose for a bigger creature, a more potent dose for a stronger creature, create multiple doses, modify the effect in some way, or some other thing not covered here, the SM may require a check, longer time spent, and/or other conditions to be met, at their discretion.

Interview Studio

The studio lights are ready, the podium is immaculate, and the makeup vanity is packed. Everything's ready for your interview, Mx. Insert Despised Political Office of Choice Here.

All Deception checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Chatbot Interview Primer: After a short, assign each stat a number from 1 to 6, then roll 2d6. Twice per short rest, you can add a stakes die to a check (both to the same check if desired), but only for checks of those two rolled stats. If you roll doubles (both dice say the same stat), you gain three uses instead of two but only for that one stat.
- Cover Identity: During a short rest (or 1 hour otherwise), you can spend it here and create a cover identity to disguise yourself. This includes a physical disguise and forged documentation that passes cursory inspection, though it will not stand up to intense scrutiny nor will it work at especially guarded checkpoints. It grants you one stakes die when attempting to pass yourself off as said identity.
 - If you wish for the cover identity's documents to stand up to intense scrutiny, get into restricted or otherwise especially guarded areas, establish and sway contacts who can vouch for the identity, or some other effect that increases its potency or usability, the SM may require a check, longer time spent, and/or other conditions to be met, at their discretion.

Interrogation Wing

Stark cells, one-way mirrors to look into them, and an oppressive atmosphere that bleeds despondence and breeds desolation. This is not a place for children, save the ones that have been legally tried and convicted by the legal apparatus under which they live.

All Intimidation checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Shall Not Infringe: If you have the Homestead Act Step, you have +1 to its bonuses.

Concert Hall

A theater with storage spaces for all manner of props, AV equipment, and the like, the stage doubles as a venue for the creation of paintings, sculptures, and a variety of other forms of artwork.

All Performance checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Never Caught Lacking: You have +5 to initiative.
- Star of the Show: If you have the It's All About Me Step, you have +1 LP gained from Heroic Pose.

Negotiation Hall

The negotiation hall isn't actually a hall, though it has one hallway between the primary conference room and the break room with refreshments. Soundproof and bulletproof, this is the room where it happens.

All Persuasion checks inside this building have a stakes die and a +3 bonus. This bonus may be used outside the building P times per long rest.

Upgrades

- Opening Statement: Whenever you participate in a gambit involving a social setting, your gambit bar starts with one pip filled in.

==> Followers

“You became friends with Yosuke! Yosuke will now DIE FOR YOU.”

As you’ve probably noticed, you’re not alone in your session. There are consorts on your own Land, and carapacians on the moons and Veil. Some of the more skilled inhabitants of the Medium may be persuaded to come join you, whether it be out of mutual interest, a fee paid in currency, favors, or something else, an unwilling necessity, just plain boredom and/or benevolence, or some other thing as the plot dictates.

Followers have multiple tiers just like alchemy, monsters, etc. The higher a follower’s tier, the more proficient they are in their field of expertise, with higher skill bonuses and increased combat ability. Their proficiencies as listed for the specific follower **should not be taken as the only things a follower can do**. They are capable of as broad a range of tasks as any other creature, and are simply specialized in their listed bonuses.

We recommend that SMs stick to one follower accompanying the player at a time, maybe two in times of great need such as an upcoming Adversary or some great challenge requiring multiple sets of expertise.

List of Followers

There are sixteen types of followers provided for your consideration, fifteen of them focused in some combination of two stats. Their base stat blocks can be found by bringing up the follower stat blocks in the SM session sheet. Each type of follower then makes the following modifications to it:

- Pick the same tier as the tier of monsters a player would fight at their level.
- One stakes die when making skill checks with their focused stats.
- +4 bonus to their focused stats.
- A basic attack.
- A passive bonus that benefits the player in a strife.
- A rapid action to be used at the player's behest.
- A specialization chosen separately from the follower type.

The sixteenth is a generalized follower to represent more well-rounded or generic sorts, such as a sprite for which reskinning some other archetype doesn't quite work out.

- Still pick the same tier as the player, or leave them at T0 or T1 if the player is intended to outgrow them.
- +2 to all skill checks, though no stakes dice or specializations.

- A basic attack, passive bonus, and rapid action like the others.

A table of their stats has been posted below for ease of reference.

Follower Tier	HP	AC/Resist	DC	Base Stats	Hit Bonus	Base Damage	Mod
0	12	13	10	0	5	2	1
1	26	14	15	1	6	4	2
2	70	14	15	2	7	14	6
3	140	15	20	3	8	26	11
4	219	15	20	4	9	44	18
5	350	16	20	5	10	70	28

There are multiple ways to actually integrate a follower into a strife. The SM can have the follower actively participate in the strife with their own turn in initiative order, counting them as a co-player for the purposes of calculating CR; they can stick to their basic attack, or also use the common actions as listed in the Primer, as the SM desires.

The simplest option would be to have the follower handle their own strife or find some other reason to be occupied, only lending a hand when the player calls for their rapid action to be used. This would functionally reduce the follower to their passive bonus and once per strife ability, which limits their potential and complexity, but makes it very simple for an SM to run.

Conversely, for SMs seeking increased complexity, they should feel free to mix and match archetypes. Additionally, some archetypes have specibi or powers listed; giving them additional abilities along those lines, allowing players to alchemize things for them, giving them Steps, and the like can make everything get very complex very quickly. However, there is a certain demographic within RPGStuck that relishes such things, so.

Generalist

Sprites, primarily. These followers are also a good stand-in when you have no specific archetype in mind just yet.

They have +2 to all skill checks, but no stakes dice.

They have the following actions:

- Sprite Beam: Major action - Ranged psionic attack, 100 ft. range, single-target, base +1 mod damage.
- Training Wheels: Special - The player has +1 to a resistance of choice. This may be changed during a short or long rest.
- Unbalancing Beam: Rapid action - Psionic ability, the Generalist Exposes (1 round) and Impairs (1 round) a target.

Brute

Intimidating thugs with steel biceps, meatheads who don't go down, Florida man on bath salts. These followers can take a punch and return the favor.

They have one stakes die and +4 to Strength and Constitution skill checks.

They have the following actions:

- Sledgehammer: Major action - Melee weapon attack, 5 ft. range, single-target, base + 1 mod damage.
- Girded: Special - At the start of a strife, the player has Level temp HP. This temp HP stacks with itself from other sources.
- Improved Hammershot: Rapid action - Martial ability, the Brute makes an Empowered Sledgehammer attack that 2x Dazes (1 round) on hit.

Lancer

Cavalry riders, jet-borne helldivers, a man tilting at windmills (Sancho not included). These followers are, contrary to the meta, strong and quick.

They have one stakes die and +4 to Strength and Dexterity skill checks.

They have the following actions:

- Jousting Lance: Major action - Melee weapon attack, 10 ft. range, single-target, base + 1 mod damage.
- Leap Into Action: Special - As part of rolling for initiative, the player may move half their speed or a minor action's worth of movement.
- Gravity's Heartpiercer: Rapid action - Martial ability, the Lancer makes a Jousting Lance attack with advantage that Sunder (2) on hit.

Virtuoso

Learned warrior-poets, monster hunters, STEM nerds in the army for college tuition. These followers have the mind to calculate vectors in a fight and the temerity to use it.

They have one stakes die and +4 to Strength and Intelligence skill checks.

They have the following actions:

- Swordside Gunblade: Major action - Melee weapon attack, 5 ft. range, single-target, base + 1 mod damage.
- Broadside Gunblade: Major action - Ranged weapon attack, 60 ft. range, single-target, base damage.
- Clarity's Aegis: Special - When the player uses a non-damaging major action, they gain Aegis (T) for 1 round.
- Enchanted Blast: Rapid action - Hybrid ability, the Virtuoso makes a Swordside Gunblade attack that targets the lower of AC or Reflex and Prone on hit.

Inquisitor

Wise warriors of religious orders, scholar-soldier philosophers, your local bodybuilding priest. These followers are guided by conviction that fuels some indefatigable purpose.

They have one stakes die and +4 to Strength and Wisdom skill checks.

They have the following actions:

- Holy Tome: Major action - Melee weapon attack, 5 ft. range, single-target, base + 1 mod damage.
- Momentary Regret: Special - As part of rolling for initiative, pick a target and impose -10 to their initiative roll.
- Condemnation: Rapid action - Ranged psionic attack, 60 ft. range, single-target, targets lower of AC or Will, base + 1 mod damage, Expose (1 round).

Wrestler

Charismatic warlords, wrestling heels, Big Beef Benny from the bar after three shots. These followers go loud and bring the party.

They have one stakes die and +4 to Strength and Charisma skill checks.

They have the following actions:

- One-Two Combo: Major and minor action - Melee weapon attack, 5 ft. range, single-target, base damage, multiattack (2).
- Spotlight: Special - The player has +1 to all Aim dice.
- Fuck Outta Here: Rapid action - Martial ability, the Wrestler grapples a target then Shoves them with advantage. Instead of the usual fall damage, they deal 2T damage per 5 feet displaced.

Skirmisher

SWAT team members, rugged warrior-nomads, that one overly enthused guy at paintball in the camo shorts. These followers are quick on their feet but are sturdier than they seem.

They have one stakes die and +4 to Constitution and Dexterity skill checks.

Martial with pistol and shield, +1 mod for 30 ft. ranged pistol and has d4 block reactions. Passive grants +1 to all block dice. Rapid action inflicts a d6 block die on everyone.

They have the following actions:

- Combat Handgun: Major action - Ranged weapon attack, 30 ft. range, single-target, base +1 mod damage.
- Block: Reaction - Martial ability, imposes one d4 Block die against an incoming attack vs AC.
- Serve and Protect: Special - The player has +1 to all Block dice.
- Five Rounds Rapid: Rapid action - Martial ability, the Skirmisher imposes a d6 Block die on all enemies in the strife.

Bloodmage

Blood-fueled magicians, military arcanists, egotistical wizard school rejects on a power trip. These followers walk up to a monster, snap their fingers, and collect their loot from a bloodless corpse.

They have one stakes die and +4 to Constitution and Intelligence skill checks.

Psion with hemokinesis, 100 ft. psionic ranged bloodbolt, +1 mod for psi focus. Passive is start fights with a floating d6 block die. Rapid action hits vs Fort with a Rupture (T, 2 rounds) then two hits at -1 mod each.

They have the following actions:

- Blood Bolt: Major action - Ranged psionic attack, 100 ft. range, single-target, base +1 mod damage.
- Manashield: Special - The player begins the strife with a d6 Block die on the first attack made against them.
- Sanguine Curse: Rapid action - Ranged psionic attack, 100 ft. range, single-target, targets Fortitude, Ruptures (T, 2 rounds) then deals base - 1 mod damage twice.

Monk

Contemplative mendicants, holy warriors, philosophy/sports fitness double majors on LSD. These followers possess steely, unassailable bodies and souls.

They have one stakes die and +4 to Constitution and Wisdom skill checks.

They have the following actions:

- Flurry of Fists: Major and minor action - Melee weapon attack, 5 ft. range, single-target, base damage, multiattack (2).
- Mantra of Solemnity: Special - The player has Ward (T).
- Exploding Palm: Rapid action - Hybrid ability, the Monk makes a Flurry of Fists that trades multiattack (2) for +2 mods to damage, targets the lower of Fortitude or Will, and hits all other enemies within a 15 ft. radius.

Officer

Military officers, poshly-dressed assistants, your sibling after showing them one crumb of agency. These followers are true leaders in that they can lead and be led at once, cooperating to their allies' benefit.

They have one stakes die and +4 to Constitution and Charisma skill checks.

They have the following actions:

- Officer's Wandbaton: Major action - Melee weapon attack, 5 ft. range, single-target, base +1 mod damage.
- Call to Action: Special - The player has +5 to initiative.
- Always Ready: Rapid action - Psionic ability, the Officer grants the player an additional reaction or minor action, of their choice.

Assassin

Augmented warriors, wielders of arcane martial arts, a murderhobo with a magic gun. These followers embody the consummate executioner, asking their enemies to be quick or be dead.

They have one stakes die and +4 to Dexterity and Intelligence skill checks.

They have the following actions:

- Stalker Rifle: Major action - Ranged weapon attack, 120 ft. range, single-target, base +1 mod damage.
- Murder Night: Special - The player has +T to all Assails.
- Mercury's Clutch: Rapid action - Hybrid ability, the Assassin makes a Stalker Rifle attack that deals half damage on a miss and Cripples (10, 2 rounds) the target whether or not it hits.

Rover

Wandering nomads, forest rangers, Terry who posts landscape selfies at 9am on a Tuesday. These followers are quick on their feet and at home in the wilderness.

They have one stakes die and +4 to Dexterity and Wisdom skill checks.

They have the following actions:

- Improvised Shortbow: Major and minor action - Ranged weapon attack, 60 ft. range, single-target, base damage, multiattack (2).
- Guerilla Radio: Special - As part of rolling for initiative, the player may Distract, substituting their initiative roll and their target's initiative roll in place of any checks.
- Paint the Target: Rapid action - Hybrid ability, the Rover marks a target with Doom (2T). The next target against the marked target has advantage.

Dancer

Swashbuckling pirates, loveable rogues, a blatant Han Solo expy. These followers command attention as a pianist orders their keys, deft and imposing.

They have one stakes die and +4 to Dexterity and Charisma skill checks.

They have the following actions:

- Weaver Stiletto: Major action - Ranged weapon attack, 50 ft. range, single-target, base +1 mod damage.
- Ostinato: Special - The player has a 1d3 Aim die that can only be used on skill checks, as though it were an attack roll.
- Cloudcutter Dance: Rapid action - Martial ability, the Dancer makes a Weaver Stiletto attack against all targets within range. This attack hits against Will, has -1 mod damage, and Sticks (1 round) the target on a hit.

Physician

Learned scholars and experts, medical professionals, a chatbot fed one thousand hours of WebMD. These followers understand how to heal and preserve a life, offset by their willingness to use that knowledge to take one.

They have one stakes die and +4 to Intelligence and Wisdom skill checks.

They have the following actions:

- Iron Spike: Major action - Ranged psionic attack, 60 ft. range, single-target, base +1 mod damage.
- Healer's Supervision: Special - The player has +1 to hit die rolls when healing or used in a strife.
- Caltrop Burst: Rapid action - Psionic ability, the Physician shreds a target for DoT (3T, 5 rounds).

Spider

Underworld connections, smarmy spymasters, a non-trademark infringing Saul Goodman expy. These followers are information brokers and gossip-mongers whose unsavory activities are absolved by their efficacy.

They have one stakes die and +4 to Intelligence and Charisma skill checks.

They have the following actions:

- Thompson Submachine Laser: Major action - Ranged weapon attack, 90 ft. range, single-target, base +1 mod damage.
- Mastermind's Forethought: Special - The player has +1 crit range.
- Actually...: Rapid action - Martial ability, the Spider prevents a target from using damaging major or minor actions for 1 round.

Augur

Mystic sages, occult scholars, a goober with a shadow of suspicious animation and musculature. These followers harness occult power towards fantastic means for mundane ends.

They have one stakes die and +4 to Wisdom and Charisma skill checks.

They have the following actions:

- **Astral Self:** Major and minor action - Melee psionic attack, 10 ft. range, single-target, base damage, multiattack (2).
- **Rejuvenating Reverberation:** Special - The player has +2T to all healing taken or dealt.
- **Intervention Bridge:** Rapid action - Psionic ability, the Augur heals the player for base +1 mod HP, then grants the same amount in stacking temp HP.

Follower Skill Specializations

And the skill lists, pick one for a follower to specialize them and detail their competency. These competencies don't exactly correspond to the list of skills, but are grouped by stats for ease of association.

- **Prowess: Athletics:** Through cultivation of an innate aptitude, they have a gift for athletic sports and games with the physical vigor to match. When they can apply this aptitude, they add one stakes die.
- **Prowess: Might:** Through cultivation of an innate aptitude, they have a gift for strength, able to exert great force. When they can apply this aptitude, they add one stakes die.
- **Talent: Pain Threshold:** They frequently find themselves in situations that warrant persistence and have become adept at it. They can shrug off pain that would debilitate others and walk away afterwards. When tapping into this talent, they add one stakes die.
- **Prowess: Cardiovascular:** Through cultivation of an innate aptitude, they have a gift for physically going the distance, enduring constant exertion with practiced grace. When they can apply this aptitude, they add one stakes die.
- **Arts: Adroitness:** Practice from a young age has endowed them with a second instinct for whole-body motion with which they can perform acrobatic feats. When acting on this instinct, they add one stakes die.
- **Talent: Quicksilver:** They frequently find themselves in situations that warrant sleight of hand and have become adept at it. They have excellent legerdemain and the motor sense required of it. When tapping into this talent, they add one stakes die.

- **Talent: Shadow:** They frequently find themselves in situations that warrant remaining unseen and have become adept at it. They have lightness of foot and the sense of timing to effectively use it. When tapping into this talent, they add one stakes die.
- **Prowess: Celerity:** Through cultivation of an innate aptitude, they have a gift for physical speed, quicker in motion than their peers. When they can apply this aptitude, they add one stakes die.
- **Interface: Machinery:** They see the world differently than others and find themselves more attuned to engineering. They understand the strength and certainty of steel, and how it works. When interacting with the world in this way, they add one stakes die.
- **Insight: Vigilante:** They've been around the block long enough to understand subtly incorrect scenes when they see it. They fancy themselves an investigator with their keen eye. When dealing with such things, they add one stakes die.
- **Arts: Arcana:** Practice from a young age has endowed them with a second instinct for supernatural phenomena as though it were the weather. When acting on this instinct, they add one stakes die.
- **Insight: Physic:** They've been around the block long enough to understand scientific phenomena when they see it. They know their science, and if this is beyond science, give them time they'll figure that out too. When dealing with such things, they add one stakes die.
- **Insight: Beast:** They've been around the block long enough to understand animal behavior when they see it. Animals are instinctual creatures and handling them is just a matter of practice. When dealing with such things, they add one stakes die.
- **Insight: Psyche:** They've been around the block long enough to understand the vagaries of the sapient condition when they see it. Psychology is just an AP class. When dealing with such things, they add one stakes die.
- **Interface: Flesh:** They see the world differently than others and find themselves more attuned to biology. They see a living thing and have a sense for how it lives and how it can die. When interacting with the world in this way, they add one stakes die.
- **Prowess: Shivers:** Through cultivation of an innate aptitude, they have a gift for extrasensory perception, seeing phenomena that others do not or would strain to perceive. When they can apply this aptitude, they add one stakes die.
- **Arts: Composure:** Practice from a young age has endowed them with a second instinct for remaining sane and serene under pressure. When acting on this instinct, they add one stakes die.
- **Interface: Terra:** They see the world differently than others and find themselves more attuned to nature. They are attuned to the cycles of the natural world. When interacting with the world in this way, they add one stakes die.
- **Prowess: Concentration:** Through cultivation of an innate aptitude, they have a gift for diligence with a trained mind that shrugs off mental fatigue and long periods of boredom. When they can apply this aptitude, they add one stakes die.
- **Arts: Deceit:** Practice from a young age has endowed them with a second instinct for lying. They know how to convincingly lie and keep their cover together. When acting on this instinct, they add one stakes die.

- **Interface: Wrath:** They see the world differently than others and find themselves more attuned to anger. They know that fear is a primal instinct and know how to effectively utilize it to their ends. When interacting with the world in this way, they add one stakes die.
- **Talent: Drama:** They frequently find themselves in situations that warrant charisma and have become adept at it. They have a force of personality that can evoke, provoke, and manipulate emotions in their listeners. When tapping into this talent, they add one stakes die.
- **Insight: Sway:** They've been around the block long enough to understand a changeable mind when they see it. The art of persuasion isn't actually that hard, so they'd say. When dealing with such things, they add one stakes die.
- **Interface: Eloquence:** They see the world differently than others and find themselves more attuned to rhetoric. They have firsthand proof that fancy words and verbal runarounds can get them what they want. When interacting with the world in this way, they add one stakes die.

==> Services and Shops

“The epilogues should've leaned into the ramifications of a post-scarcity economy harder. Whomst is going to buy my things. Who yet pretends capitalist behavior in my fully automated luxury gay space communist society?!”

Sometimes the player may want a one-off service, not a persistent follower. And sometimes (usually), the players want to use their boondollars for other things. They want to go food shopping, buy tickets for the fair, bribe the police to look the other way, grease the palms of a special interest group opposed to the queen, hire a stalker to hunt down and kidnap someone. Ordinary and non-frightening things you can type in a Google search.

- Hirelings represent a wide variety of services your players see fit to hire at some point. They can be split into unskilled, skilled, and special categories.
 - Unskilled represents day laborers, servants, maids, and other menial labor. Unskilled hirelings/services go for 75 to 300 normally.
 - A maximum of 2000 for extraordinary circumstances.
 - Skilled represents masons, scribes, carpenters, painters, and such trades that need apprenticeship or previous education of some kind. Skilled hirelings/services go from 150 to 600 normally.
 - A maximum of 4500 for extraordinary circumstances.
 - Special represents doctors, lawyers, and other trades that need several years to a lifetime of experience fall under this. Special hirelings/services go from 300 to 1200 normally.
 - A maximum of 9000 for extraordinary circumstances.

- Mundane items, in the context of RPGStuck, represent anything that could've been made with build grist alone. They cost anywhere from 1 to 1000 boondollars.
 - This is something the player can just make themselves.
 - But perhaps it's too much of a hassle, or perhaps they're on the moon and don't have access to their alchemiter.
 - Use a conversion ratio of 10 boondollars per build grist for things that would require an inordinate amount of build grist.

- Exceptional items, for items that would require tiered grist to create were it made at an alchemiter. **Tiered items are typically not sold or stocked to begin with until a player is of the appropriate level for said tier.** Tiered items roughly go for 800 BD for T1, 2400 for T2, 12000 for T3, 21000 for T4, 42000 for T5, with the caveat that a player can only buy as high a tier as they currently are.
 - For additional information on this subject, consult chapter 7 of the [Session Master's Assistant](#).