

This document essentially serves as an index of the Sburbage Worlds conversion. It will eventually be replaced with a fully illustrated rulebook PDF, but for now, refer here. This document also elaborates on some rules not covered in other sections, so please read it thoroughly.

The [thread](#) on the MSPA Forums can be used to direct questions and suggestions, or you can contact me, the creator, directly. Contact info can be found [here](#).

Thanks go out to WryZd for aiding me in much of the rule creation. Additionally, thanks to my gaming group and the charming assholes at the HSG Steam chat group for throwing ideas at me and playtesting this system with me. And, of course, Andrew Hussie for actually making Homestuck. Additionally, thanks go to Pinnacle Entertainment Group for creating such a fine RPG system for me to base this on.

Note that the Savage Worlds rulebook is a requirement for this RPG. It doesn't particularly matter which version you use, but if at least one of the members of your gaming group doesn't own the rulebook, you will need to fix that before making use of these rules.

Legal Stuff



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Section One - The Heroes

1. Character Creation

The first step in playing the game is, of course, creating your character! Rules for this can be found [here](#). The character sheet designed for this system can be found [here](#)!

2. Skills

Sburbage Worlds uses a modified set of skills. Instead of referring to the default Savage Worlds skill list, refer to [this](#) document.

3. The Title

Your Class and Aspect make up your Title, which is a major factor in how your character plays. Your Class and Aspect are chosen as described in the [character creation](#) rules.

Class and Aspect are handled rather simply. Essentially, each one gives

you access to a selection of Edges which you may purchase as normal according to Savage Worlds rules. The various Classes and Edges are as follows;

Classes	Aspects
Knight	Breath
Rogue	Rage
Page	Heart
Maid	Doom
Seer	Blood
Heir	Light
Thief	Life
Bard	Mind
Sylph	Time
Mage	Void
Prince	Hope
Witch	Space

4. God Tier

The illustrious God Tiers are a distant goal, but can be reached with persistence. Once a character reaches Legendary rank (80+ experience, this represents reaching the top of the echeladder, effectively), the option to become a God Tier character becomes available.

Reaching this stage also brings along some changes. Under normal Savage Worlds rules, once you hit Legendary rank, your advancements slow so that you may only take one every ten experience. This changes in SBURBage Worlds. Once you hit Legendary, you stop being able to take advances at all. You may still gain XP, but not spend it. This is due to Legendary representing you hitting the top of your Echeladder.

To regain access to XP spending, you must ascend to the God Tiers. Once this is done, XP spending resumes as normal, gaining one advance for every 5 XP earned. You may also spend any advances you had stocked up from unused XP before you ascended to God Tier.

The details of the process of Ascending to God Tier is in the realm of the GM, and will likely involve some form of quest to find your Quest Bed/Cocoon.

5. Arcane Backgrounds

As with most Savage Settings, Sburbage Worlds adds some extra Arcane Backgrounds for you to make use of. If you want to play a Troll psionic, or harness the magic of the Horrorterrors, head on over [here](#).

6. Wounds

In default Savage Worlds, players have three wounds. This never changes by default, and upon being wounded beyond your three wounds you move into incapacitation.

In SBURBage Worlds, this rule is changed slightly. By default, you still

start with three wounds. However, each time you level up, you are granted the capacity for an additional wound. So at Novice you have three wounds, at Seasoned you have four, at Veteran you have five, at Heroic you have six and at Legendary you have seven.

Ascending to God Tier grants you an additional wound, rounding you out to eight.

Wounded penalties apply more or less as normal; nothing will happen until the player is brought down to 2 wounds, in which case normal wound penalties apply. Characters with 3-8 wounds remaining receive no penalties.

Section Two - Equipment

1. The Sylladex

While it can be great fun to roleplay, the Sylladex is not put into any actual rules. This is largely due to streamlining in a bid to keep things simple. Your inventory space is effectively treated as unlimited, and encumbrance is of no concern.

2. Weapons

Weapons are handled as you'd usually expect in Savage Worlds, with all appropriate modifiers applying to attacks. All characters start with a weapon. Simply select the most appropriate base weapon from the options provided in the [Alchemy](#) rules.

Ammunition for ranged weapons does not need to be tracked. You're always assumed to have enough ammo. However, this does not mean you never need to reload!

3. Clothing

Clothing can be alchemised with powerful traits in Sburbage Worlds, as according to the [Alchemy](#) rules. Clothing is handled as armor that covers the entire body.

Clothing can be actively changed out of combat at no cost. However, once you engage in combat, you're stuck with the clothing currently equipped until the end of the battle.

God Tier clothing

God Tier clothing is in a class of its own, and can be very beneficial to wear in place of clothing you've alchemised. God Tier outfits give you 6 points of armour (better than anything you can alchemise!) and add +1 to any roll related to your Class or Aspect edges, including damage rolls from abilities.

4. Items

The [Alchemy](#) rules detail how to create items which you can make use of in and out of battle, healing enemies, allowing you to fly and all sorts of other effects. You can carry as many of these items as you wish.

However, you may only have three **active** items at once. Only active items are able to be used. Outside of combat, you can freely change which items you

have active. However, once engaged in combat, you're stuck with your currently active items. Choose wisely!

5. Alchemy

Alchemy is the means by which you will acquire the majority of your equipment in Sburbage Worlds. Rules for this process are described [here](#).

Section Three - The NPCs

1. Skaian Beastiary

The various underlings, Dersites, Prospitans, consorts and other creatures you'll encounter in your adventures can be found [here](#). These profiles are intended to work in concert with the prototyping rules listed next.

2. Prototyping

Prototyping is an important part of Sburb, as it affects the powers granted to your enemies, and the nature of your sprite. It is difficult to put rules to this, as it can be incredibly varied, but here is a basic template that can be used (GMs are encouraged to ignore these rules entirely if needed, creating their own templates to apply to the base characters).

- Increase attributes of prototyped character (Sprite, Imp, Black King etc) by two points, in a similar way to character creation. This can be done in two ways; either increasing **one attribute by two die types**, or **two separate attributes by one die type each**. If this sends attributes over d12, mark the attribute down as d12+1, d12+2, etc.
- Choose an appropriate **Edge** or **Monstrous Ability** to apply to the prototyped character, based on the attributes of the item or individual prototyped. If nothing fits, make it up! Originality is a wonderful thing.
- Consider adding some **drawbacks**. Looking through Savage Worlds' list of hindrances can be useful here.

For example, say the player chooses to prototype a stuffed eagle. The GM rules that eagles are very agile, and decides any imp who receives the eagle's prototyping gains an increase in two die types to Agility. As well, Eagles can obviously fly, so the GM rules that all Imps gain the Flight Monstrous Ability.

3. Additional Rules

The following rules change or add to default Savage Worlds rules for NPCs, and should be applied.

Hit Points

By default in Savage Worlds, enemies do not have a lot of longevity. Upon being wounded, they simply die. While this definitely

fits the design philosophies of Savage Worlds, it doesn't accommodate for the kind of battles you'd expect from a Homestuck RPG. Due to this, a new rule is in place.

Every enemy has a set number of Hit Points listed in their profile. This is essentially the amount of wounds they can take before dying. Everything is handled in exactly the same way as usual, enemies just have more wounds than usual. Upon wounds reaching zero, there is no bleeding out for enemies, they simply burst into Grist (assuming they hold any). Enemies take no wounded penalties.

Vitality Gel

Amongst the Grist scattered when enemies are defeated, they also have a chance to drop Vitality Gel, which can assist in healing you. If you fell an enemy, roll 1d4. On a four, they drop Vitality Gel. If you're adjacent to the enemy when this happens, you instantly pick up the Gel. If you are at range, you must move within 1 space of where the enemy died to retrieve the Gel.

Picking up a unit of Vitality Gel recovers one wound. Don't bother rolling for Vitality Gel if you're on full health, as this will just needlessly bog things down!

Big Bruisers

Attacks from larger enemies are just plain harder to block. Parrying an Imp's claw is a lot easier than trying to block a fist the size of your entire body.

When you're in melee combat with a large or huge enemy, the modifier you would have added to your dice roll to hit them is also subtracted from your Parry. So your Parry is reduced by 2 when fighting large enemies, and 4 when fighting huge enemies. Your parry will only ever be 2, the minimum, due to this rule. Any Edges which boost your Parry are applied **after** the reduction. So if your Parry is reduced to 2 by a huge monster, you still add on the +1 from the Block Edge, giving you a Parry score of 3.

