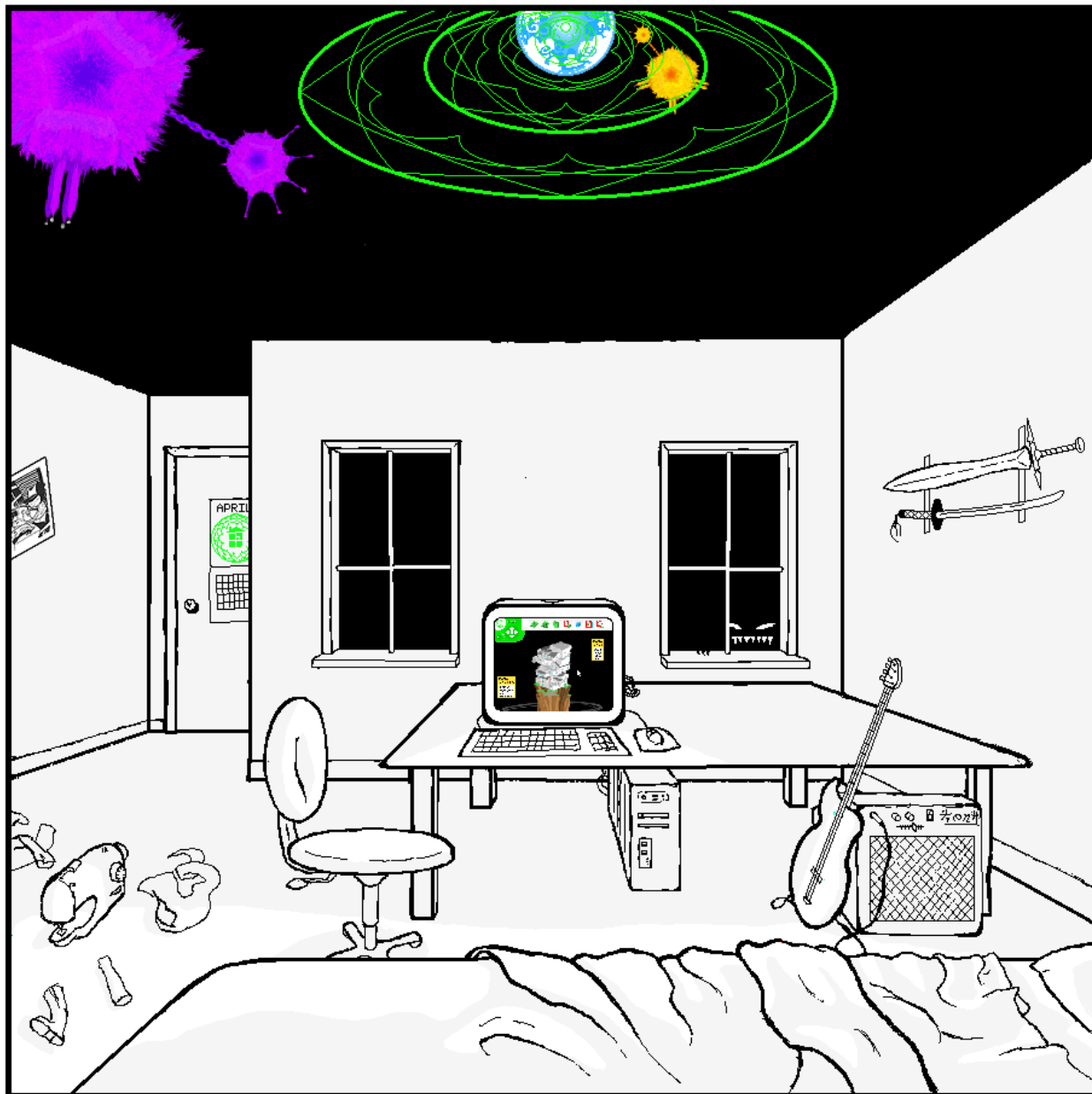




SKRUB

A TABLETOP CREATION MYTH

ALPHA EDITION v1.15.3



PLAYER'S HANDBOOK

based on andrew hussie's
created by dillon weist

HOWESTUCK



SKRUB: A Tabletop Roleplaying Creation Myth

To Andrew Hussie, for not giving a satisfactory ending to his comic,
forcing me to come up with my own answers; also making Homestuck I
guess.

To my friends, for playing a game with me

@myself for going through with it

To my fans and editors, who made my mad scribbling readable
Rachel Yee, Alex Lacy, Ashby Puryear/Beebz, Adam Alain,

You've heard it too, haven't you
The Starlight Calliope
The desolation of something you love
let its sweet music flow in
Enrapturing
And inspire you to become Lord over your own creation
From your sublime power
the Genesis of something beautiful
limited only by your Imagination
-Bowen Stilsen Dogg

Table of Contents

Section 1 Raise of the Conductor's Baton

1.1 A brief introduction to SKRUB

1.2 Why should I want to play?

1.3 What do I Need to play?

Section 2 The Basics

2.1 The Self Character Sheet

2.1.1 Bio(graphy)

2.1.2 The 6 traits

2.1.3 Talent Rubric

2.1.4 The Echeladder

2.1.5 Prankster's Gambit

2.1.6 Agency

2.1.7 Vitality Gel

2.1.8 Kiddy Camper Handysash & Overnight Camper Slumbersash

2.1.9 Deafness Resonance

2.2 The Body Character Sheet

2.2.1 Battle Tendencies

2.2.2 Bio(logy)

2.2.3 Figures

2.2.4 Form Schema

2.2.5 Arms & Strength

2.2.6 Adaptations & Meristem Cells

2.2.7 Ailments

2.3 Invenstory, Phernalia Registry and House Tracker sheet

2.3.1 the Invenstory

.1 Oaths

.2 Adventures

.3 Wishes & Triggers

.4 Mysteries

.5 Blame & Guilt

.6 Irons in the Fire

2.3.2 Phernalia Registry

2.3.3 House Tracker

2.4 The Grist Cache and Alchemy Athenaeum, Captcha Card

2.4.1 the Grist Cache

2.4.2 the Alchemy Athenaeum

2.5 Player's Portfolio Instructions

2.5.1 Sylladex & Modi List

2.5.2 Actions

2.5.3 Fridge & Strife Specubi

2.5.4 Techniques

2.5.5 Shadow

2.5.6 Gut

2.6 Rolling a Character

2.6.1 Filling out the Self Sheet

2.6.2 Filling out the Body Sheet

Section 3

Sburb; the game within the game

3.1 how to Play the Game

3.1.1 (Agency)

3.1.2 (Players Commands)

3.2 The Client's Interface

3.2.1 The Sylladex

3.2.2 Actions Operandi

3.3 Entering The Game

3.3.1 Server Interface

3.4 Ectobiology

3.4.1 Frog breeding

3.4.2 Standard ectobiology

3.5 Living in the Overworld

3.5.1 Staying Alive (Victuals, Gut, Flavors, Cooking)

3.5.2 Rest and Relaxation

3.5.3 Starting the Party (Social Contracts, Roles, Factions, Relationships)

3.5.4 On the Move

Section 4

Strife

4.1 Strife Rules

4.1.1 Spacetime and other Strife Basics

4.1.2 Battle Tendencies

4.2 Weapons and the Strife Card

.1 Moniker

.2 Specibus Kind

.3 Tier

- [.4 Arms](#)
- [.5 Weapon Vitality](#)
- [.6 Visuals](#)
- [.7 Parry Chance](#)
- [.8 Defenses](#)
- [.9 Damage](#)
- [.10 Fluff](#)
- [.11 Breaks](#)
- [.12, .13 Quirks and multipliers](#)
- [.14 Magazine Capacity](#)
- [.15 Hitboxes](#)
- [4.3 Damage types, Quirks](#)
 - [.1 Damage Types](#)
 - [.2 Quirks](#)
- [4.4 States and Statuses](#)
 - [.1 States](#)
 - [.2 Statuses](#)
- [4.5 Strife techniques](#)

[Section 5](#)

- [5.1 mad alchemist shit yo](#)

[Section 6 Compendium of the Zoologically Dubious](#)

- [6.1 Evolution and the Mortal Coil](#)
 - [6.1.1 Anatomy](#)
 - [6.1.2 Adaptations](#)
 - [6.1.3 Ailments](#)
 - [6.1.4 Flavors](#)

[Section 7 The Ultimate Riddle](#)

- [7.1 Mythological Roles](#)
- [7.2 Classpect test](#)
 - [7.1.2 Classes](#)
 - [7.1.3 Aspects](#)

Section 1 Raise of the Conductor's Baton

1.1 A brief introduction to SKRUB

SKRUB is a 1d-everything tabletop role-playing game about you and your friends playing a video game called Sburb, based off of the popular webcomic homestuck. This is an overview of the mechanics and fluff of SKRUB.

Players start with the 6 TRAITS, SKRUB's version of the main stats that almost all tabletops have. In this universe, these points represent your personality, not your physical capability.

TALENTS and BADGES are comparable to skills and achievements/feats in other games (found in the talent rubric and kiddycamper handysash, respectively) and are the capabilities of your player to interact with the world, this interaction usually in the form of STATES and STATUSES.

Combat is called STRIFE, the entering of which brings up a more complicated ruleset. During strife, only STRIFE TECHNIQUES can be used, which are generic templates for attacks that can be used with any kind of WEAPON you could dream of. The most powerful types of strife techniques are called FRAYMOTIFS, attacks unique to each player as well as musical based ultimate combo moves.

Every WEAPON ever to exist in any media, as well as pretty much anything else can be created through ALCHEMY, whose powers of creation are limited only to your imagination. Weapons can also be obtained through QUESTS.

Every player has their own QUEST, during which they traverse their LAND, meet their consorts, fight monsters, solve puzzles and problems, receive GOD POWERS, face their DENIZEN, and should they be successful; achieve GOD TIER.

A player's GOD TIER is described by their title, which is made of their CLASS and ASPECT. A player's Class and aspect represents what MYTHOLOGICAL ROLE they play in the story as a whole. Reaching GOD TIER

improves a player's power or may grant them a new one. Unique to every player, they always have a basis in their TRAITS, they interact with associated GRIST and STATUSES, but their most powerful effect is interaction with the STORY as a whole that cannot be expressed in simple mechanics.

All these mechanics work together to create a story, where all the players work together to discover the mysteries of brilliant SKAIA, fight in the war between the dreamer's kingdoms of PROSPIT and DERSE, and for you and all your friends to truly SOLVE THE ULTIMATE RIDDLE and earn the ULTIMATE BOON.

1.2 Why should I want to play?

Why, you already know that, because you've beaten the game already! Congratulations! Thanks for playing! And you like it so that you came back to do it again! Wow, I feel truly honored. You've finally claimed your Reward.

Or, er, you haven't. Maybe you read a webcomic a couple years ago and wanted to make some memories for yourself. Maybe the above person is your friend and they sent you this. Maybe you just stumbled upon this at random.

~But why should you play?

If you haven't already played this game, well, this is a very difficult thing to explain. Homestuck (which I have attempted to recreate for the player to experience) is many things, a video game, a cosmic horror story, a romantic comedy, exploration of possibilities in time travel, a critique on storytelling. But I would say most importantly a creation myth, about kids in houses who become gods of their own story.

I'd say that this game is a way to transmute the ordinary interactions of a group of friends into that of Myth. Imagine you and your friends as Gods, the jokes you make gaining cosmic scale, the adventures you have as legend, the fights having reality warping consequences, and the ideas you come up becoming a new universe into itself.

1.3 What do I Need to play?

First, you'll need to find someone to be your GameGrl or GameBro, and run the game for you. Tell them to find the Complete rulebook, and look it over. You'll also need at least one other person

to play with you, at max 11 other people. If you don't already have friends who would want to play this game with you, then look around online! There are a lot of folks like you, wanting to go on an adventure!

Now you can get started. You'll need:

- this guide
- either an IRL meeting place with a full set of die (a coin/d2, d4, d6, d8, 2d10, d12, d20)
- or a website that has all that. I use roll20, but whatever works for you works for you
- two decks of playing cards
- free time
- the creative spark
- enough determination to keep up with this adventure for several months.

Section 2 The Basics

2.1 The Self Character Sheet

The Sheet is the first character sheet, and it the information on it has to do with who you are, your 'Self', your heart, your soul. The second sheet, The Body, keeps track of what you currently are.

Throughout most playthroughs, most players should only need one Self Sheet, unless you are playing two different character in one game. The stats on them slowly change over the course of the game, and it's rare that an outside force can affect anything on it, if it does, it's probably an Aspect Power!



SKRUB

A TABLETOP CREATION MYTH v.15.3

john

CHARACTER SHEET model 2.1

the SELF

AGENCY

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13

enter name John Egbert

chumhandle ghostyTrickster

4 1 3 sprite Nannasprite

server Rose client jade

quest In the Land of
Wind and Shade
 dwells the Heir
of Breath
 who would bust
 would set the fireflies free



BIO

family: Dad, Nanna, Jade

neighborhood: Seattle Suburb

caste/cliq: _____

gender: Male

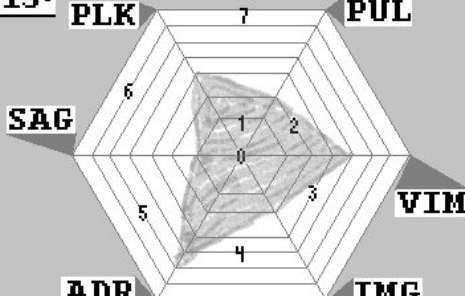
interests: i dont actually feel like
typing out all of johns interests, but
they would go here if i did. instead:
Nic Cage Nic Cage Nic Cage Nic Cage
Nic Cage Nic Cage Nic Cage Cic Nage
Vriska except not cause shes abusive
No really guys Con air is an american
classic

EHELADDER RUNG

15	
14	
13	✓ Boy Skylark
12	✓
11	✓
10	✓
9	✓
8	✓
7	✓
6	✓
5	/
4	/
3	/
2	/
1	boy skylark

TALENTS

interests	disguises	2	sagacity	judgement	2
	shaving	1		shark	
	paranormal lore	5		gunshoe	2
pik	'magic'	4	pulchritude	hack	1
	programing	1		fashion	2
	bad movies	6		wiles	
imagination	science	2	adroitness	rhythm	3
	art			roast	
	cartography	1		trickery	5
knowl.	poetry		pluck	dance	2
	dream	2		creep	
	knowl. skaia	4		ride	2
	knowl. circle			chill	



base	TRAITS	bonus
6	PULCHRITUDE	+2
18	VIM	+4
5	IMAGINATION	+2
31	ADROITNESS	+5
2	SAGACITY	+1
13	PLUCK	+3

DEAFNESS

F	3	6
E	1	1
D	5	15
C	2	2
B	4	9
A	2	3
G	4	13



2.1.1 Bio(graphy)

Please enter your real Name, zoosmell pooplord. The three digit slot below is your session's arc number, the specific number of your game. Next to it is your Chumhandle, the name you go by online. If you and your friends are clever enough, come up with a theme all of your chumhandles share. Next, it's your Server (person who got you into the game) and Client (person you get into the game). The large chunk underneath that is a place to write your Land, then Quest. The final part of that block is your Boonbucks, the in-game currency.

The Bio(graphy) section of the character sheet you write a little bit about yourself, your family, where you are from, how you identify, and some of the things you like.

2.1.2 The 6 traits

The SKRUB system uses six base stats, like most other systems do, however they differ significantly. You probably haven't heard some of these words before, and that's okay. I'm here to explain them to you. But an important difference that you need to understand about this system is that these are solely Personality traits, not physical stats.

~Pulchritude (PUL)

Pulchritude is your coolness, your beauty. You look at someone with high pulchritude and you realize, "Wow, I want to have their babies", or "Wow, I wish I was them." It's a slippery slope when people are just that gorgeous. Players without pulchritude, well they just ain't got it.

~Vim (VIM)

Vim is your fighting spirit. It's your willingness to punch that bad guy right in the face. A character with high Vim won't take kindly to being insulted, while a character low on Vim is likely to just let things slide.

~Imagination (IMG)

This one is completely straightforward. How imaginative are you? Can you come up with a wide variety of ideas? Players with a low imagination can be very smart, but they won't be making something new any time soon.

~Adroitness (ADR)

Adroitness covers how flexible, adaptable and quick your mind is. A character with a high ADR will always have a quick response to your action (although other stats determine how appropriate a response it is), and can very easily dodge through tricky conversations. They are far more capable just going with what's happening, rolling with whatever punches are thrown their way. Characters low in ADR will seem rather stiff, and might even take a second or two to respond to something.

-Sagacity (SAG)

Sagacity measures your awareness, and to a lesser extent your knowledge. It is comparable to Wisdom in other systems, but it is significantly different. A player with high SAG will be very conscious of the situations they are in, very good at seeing how things work, or what things are. A character with low SAG might as well be blind they are so oblivious.

~Pluck (PLK)

Pluck shows your mental endurance. Think of it as being happy go plucky. A player with high pluck might get knocked down, but they damn sure are going to get back up. They are never going to give up. When a character low in pluck gets down, they aren't getting themselves out.

Trait Bonus\Base Diagram

In all later sections, rolls will either ask for the Trait Bonus or Trait Base. The Base is simply how much the player has for the Trait, the Bonus is the square root of this number. Base can keep going up, but it is not possible to get a +8. The weird hexagon thing with the callout boxes with Traits in them is the Trait Diagram. As you gain a higher bonus for each trait, fill out that line to what bonus you have.

Base	0	1-3	4-8	9-15	16-24	25-35	36-48	>48
Bonus = $\sqrt{\text{Base}}$, rounded down	0	+1	+2	+3	+4	+5	+6	+7

2.1.3 Talent Rubric

Talents are Sburb's version of skills. They are the various checks you make to interact with the world in ways that aren't combat.

The six unlabeled ones at the beginning are called Interests. Each player gets to choose 6 things they are interested in and turn them into personal talents, and write them here.

Here's the explanation of what they do:

~Know. Skaian (special)

Making a skaian knowledge check is equivalent to trying to remember what a player saw in the clouds of Skaia, so it doesn't roll off any attribute, only how much the player spent on Prospit looking into the sky. Doing this can tell the players what they might do next.

~Know. Veil (special)

Circle knowledge is the same, except instead of nice clouds, it's the whispers of ancient and dark beings that Derse Dreamers may hear. Powerful and intelligent, yet with an undertone of foreboding; is listening to it really such a good idea?

~Science (IMG)

This is what is used to interact with any of Sburb's many strange machines. This included the ones in the beginning, as well as stranger things found in the Incipisphere. Science can also be bullshitted to do anything sciency- like riding down on an observed gravity wave. This is also one of the checks needed to do Ectobiology.

~Art (IMG)

Used when a player wants to make something outside of alchemy, however it must be something overtly artistic and lacking in function, or possibly a 'work of art' (sbahj-esque monstrosities).

~Dream (IMG)

Ever stare at the clouds and wonder what the world could be like? Mainly used to have new ideas, and to attempt to wake up on Prospit or Derse.

~Cartography (IMG)

To figure out where you are, and where you are going is. Can be used to understand the cartography of the mind, since Phrenology is correct.

~Poetry (IMG)

When you come up with and fake idea and try and make them believe it. Also used when writing stories.

~Fashion (PUL)

How fashionable you are.

~Wiles (PUL)

Your proficiency in using your charm, often in a romantic context.

"Wink wink, nudge nudge, say no more say no more."

~Rhythm (PUL)

Your ability to do sequences of things at the correct time. This is a Use Instrument check, but also for more complicated maneuvers, such as simultaneously doing multiple things at once.

~Roast (PUL)

Cooking and making fun of people. Roast has to be a direct insult (any level of sarcasm or irony makes is Snark), and can alter a players Prankster's Gambit Also used to prepare food, called Victuals.

~Rant (VIM)

Your capability to yell at people over the internet, or maybe even in real life. Can be substituted for Rhythm on Use Instrument:Voice check.

~Hype (VIM)

Used to excite other people and things, to make them more interested and passionate about a subject.

~Bustin (VIM)

The act of dispelling Spooks, both supernatural beasties and false constructs of the mind.

"Makes you feel good"

~Grip (VIM)

How hard can you hold onto something, be it the ledge, or the person holding onto your other arm. Also, an attempt to shoosh-pap someone is this check.

"shhhhhh, sh, I've got you now, and I won't ever let go. I physically can't, but that doesn't diminish the gesture"

~Trickery (ADR)

Any magician will have an overflowing talent of trickery. It is your ability to trick, joke and prank people who probably don't want to have any of that business. Can affect a player's Prankster's Gambit. "Anyone want some pie... c'mon bro it's just a prank."

~Dance (ADR)

When you need to take an acrobatic pirouette but not off the handle. Or maybe off the handle, you do you.

~Creep (ADR)

To sneak around. Failing this check doesn't just make you noticed, it makes you weird. Why are you in their room, you pervert?

~Ride (ADR)

Talent for doing delirious biznasty tricks. Check Mounts and Vehicles in the combat chapter on how this is used more.

~Chill (ADR)

Actively avoid anything, by being too cool to care.

~Judgement (SAG)

The tool of lawyers and paladins the world around. This is the talent used when trying to interpret the actions of others. A successful roll can determine whether an action was Heroic or requires Justice. It may also give a general impression of the target. (Players say their bonus, the GBro rolls and gives an accurate or inaccurate description of whether or not they are acting villainously or heroically)

~Snark (SAG)

When you make a joke or try to communicate, but you do so sarcastically, insincerely, or ironically. If you are just directly making fun of someone, it's a Roast.

"Great, just what your party needs. More sarcastic horseshit. No please, make everyone's day, put points into snark."

~Gumshoery (SAG)

Act like an old timey detective. Tracin' fingerprints, lookin' for footsteps, calmin' flighty broads.

~Hack (SAG)

Both to be an elite haxxor, and to pull a Huss.

~Ship (PLK)

When you think two things should be in a close Relationship (Section 4.6). This talent can be used without having any interaction or direct effect on the things the players are shipping together. But it will be recorded in the canon that your player thought they would make a cute couple. Or, said player could force them to become a cute couple. I guess you could also use this talent to mail things, but when has that ever come up in homestuck?

Pester (PLK)

For when you want to talk to someone but have no real reason for it. (Players can keep rolling to Pester after an unsuccessful or even successful roll as many times as equal to their Pluck).

"hey, listen"

Juggling (PLK)

Like, ummmm, what do i even write here ,man...

2.1.4 The Echeladder

The Echeladder is the measure of a players level. The Echeladder is made up of Rungs, which is what level you are. As players climb the Rungs, they gain new Traits, Talents and many more thing. In order to Climb to the next Rung, a certain amount of Experience must be gained, which your GameGrl will keep track of. The player climbs to the next Rung and gains the boons the next time the fall Asleep. Each of the rungs has its own unique name for each player. The Echeladder is normally only 15 Rungs high, starting at 0. However, if players take a Legendary Nap, they can unlock more.

2.1.5 Prankster's Gambit

A bar that records the games of one upmanship between you and your fellow players. Each player starts with a bar that is halfway full, seven. When a player plays a successful joke, prank, trick or roast on another player, they take one point from that player. Players who have no points and are at the sad clown face cannot have more points stolen, likewise players who have a full gambit can't take any more. They can still prank and be pranked, they just don't gain/lose beyond the bar.

2.1.6 Agency

Agency is the currency which is used to perform actions in SKRUB. Doing anything requires using Agency, which refills at certain points

of time. A paperclip is required to use this stat, as a players current Agency is determined by where they have the paperclip. The dots next to each number are filled in when players increase their Maximum Agency.

2.1.7 Vitality Gel

Vitality is somewhere between a players Health and Stamina. When Agents take damage, it hits their Vitality Gel first. When a player's vitality gel is depleted to 0, they are Knocked Out. Things can only die if their necessary Arms are destroyed. Players can use their Determination to refill their Vitality gel.

A player's gel Viscosity (their max Vit) is $[VIM \text{ base} + \text{Current Echeladder Rung}]$. Their Current gel is how much they currently have.

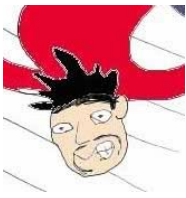


2.1.8 Kiddy Camper Handysash & Overnight Camper Slumbersash

There are two types of badges, ones that you get on your Kiddy Camper Handysash, and ones that you get on the Overnight Camper Slumberstash. The Slumberstash is gained when a player takes as Legendary Nap, whereas the Handysash is present on spawn.

Badges on the Handysash are like achievements or trophies, except most are highly sarcastic in nature and are only awarded when players do to things that greatly annoy their GameBro, or are direct references to actions characters did in homestuck. Badges give players a random amount of boonbucks, adding a 0 to the end amount every time they get another.

Kiddy Camper Handysash Badges		
Badge	Name	Description
1	Wake up Dead	Enter the game not Alive
2	Confidence Debuff	Have an Arm you had at spawn be Destroyed
3	Don't Eat the Mind honey	Blame yourself for something you caused that was not actually the result of your Agency
4	Management Position	Fail to contribute anything useful but be included in the reward
5	Another Brick in the Wall	Make a Shipping check for every other player in the game

6	Don't put that in there	Hit on another species
	The Gay Friend	Make Apparel for someone else
7	The Hanging Branch	Commit acts of violence against a child's plaything
	Always Got Your Back	Convince someone to get themselves killed
8	Fly, Pupa Pan, flyyyyyyyyy	Attempt to make something that can not fly do so
9	Fine Art Aficionado	Alchemize something that makes another player... need a towel
10	mOthHaFuCkIn MiRaClEs	Ask the GBro a question they cannot give an answer to
11	Hopeless Romantic	Attempt to fill all of your quadrants at least once
	It didn't even drop grist	Kill something that isn't an enemy
12	Tangle Buddies	Make some special friends
	BATTERWITCH	Overreact to a mundane item.
	Pet Cemetery	Think someone is being insincere/mocking you when they aren't.
	the Enemy	Have someone see your dead body
	YIH	Obtain nonhuman Arms
	Stern Fatherly Disapproval	Think someone is a fan of something they really aren't
	Extreme Irony	Think somebody is joking when they are being sincere
	Tiny Monsters	Drink something of dubious integrity that totally isn't piss
	It's time to stop	Use memes when attempting to converse with npc's
	Hope you have Bed Insurance	die

	I told you bro	Fall down the stairs.
	I warned you dog	Fall down stairs again
	It keeps happenign!	Fall down stairs yet again

2.1.9 Deafness Resonance

The Deafness Resonance, or DR, is this game's method of damage resistance and resisting effects; Lesser and Greater Deafness.

The first column is Lesser Deafness. In Section 4, weapon damage will be covered in greater detail. There are seven different varieties of normal damage (not including elemental or intolerable) represented by different Notes, like in music. How much damage they do is up to the Volume that weapon plays the Note in. DR works by having players be Deaf to specific Notes up to a specific volume. Players' Lesser Deafness is equal to their Trait Bonuses, except for G, which is 1/3rd their current Rung.

Pitches and their associated Trait:

Pitch	A	B	C	D	E	F	G
Trait	PUL	VIM	IMG	ADR	SAG	PLK	Rung

Greater Deafness is how players resist being affected by others actions, like being eaten or thrown off a cliff. Each pitch of DR is equal to one half its Trait Base, except for G, which is directly equal to the players Echeladder Rung.

2.2.1 Battle Tendencies

The ten battle tendencies

~Sleeve [IMG]

The amount of strife techniques you can use in one battle. Adaptations to Sleeve improve one's thinking capabilities. Player gets #techniques= 3 x Sleeve.

~Tempo [ADR]

The amount of spaces you can move. The shape of your movements is determined by something else. Also used to breathe/respire.

~Focus [SAG]

Lock on to objects of interest, keeping an eye or ear on them, which allow you to track their actions and make Response Actions, and Search, and to resist falling Asleep. Adaptations affect perception, as well as Luck.

Players Lock On to targets by placing a token/Coin on their Character card, Item card, or on the Square where the thing is. Player has #tokens=Focus.

~Determination [PLK]

Used to refill Vitality gel when it becomes low. Determination Adaptations let you retry certain actions, and awaken other people.

Players have a limited pool of Determination at the start of each Scene, which is used up to do things, and is kept track of on the Reaching Arm. Resting and Wishes can refill Determination.

~Vigor [PUL]

Decides Gut size. Used to Eat objects, putting them into the Gut. If its an edible Victual, it can be used to heal damaged Strength, or regenerate Vitality, amongst other things that Adaptations can add.

~Trust [VIM]

Momentarily placed in others to show bond. Doing this allows players to enter teams called Socials, as well as special interactions. Modified Trust score used to determine leadership qualities.

~Shadow [ADR]

Used to Rest, which allows players to reduce their Steam buildup, refill their Determination, forget things their Focus has been locked on, and change out Strife Techniques. Each time a player rests, they can do as many of these things as they have points into Shadow. Also used to sleep, and to hide actions or blend in.

(~)~ath [SAG]

How much damage and suffering your body can take before it is useless or dead. Damage markers on each of the arms must pass this amount before that arm is [reduced effect or Temporarily Disabled?], as well as mechanics relating to resisting Ailments.

~Steam [VIM]

A measure of a players stress and anger, builds up. When a player builds more steam than room in their kettle, they Boil Over, resulting a bad thing. Players build steam whenever they make a response action/command to an entity they were not Focused on.

~Coord [PUL/IMG]

Measures how many items, clothing and weapons a player can have equipped at once. Adaptations have to do with coordination, about your relation to your location in spacetime.

2.2.2 Bio(logy)

A palace to write a bit of information about the body. How old it is, its sex, what species it belongs to, and for manufactured bodies, its serial number.

2.2.3 Figures

To the right of the Bio(logy) is a couple of drawings of things. These Figures are designed to help the player keep track of some of the dynamic parts of the Tendencies.

~Steam's Kettle

Players' Steam builds up, crosses a threshold, and something goes crazy. Mark that here by cutting out the checkered center of the teapot and slipping a paperclip in there, and rotating it to measure your Steam buildup.

~Determination's Reach

Players start each day with a certain amount of determination, which is slowly used up as the day goes on. The numbers on the Reaching Arm show how much Determination you have left. Slide a paperclip onto the side of the sheet, and move it up as you use up determination.

~Chains of Trust

Players can make temporary bonds with other things, and you write them down in the chainlinks.

~Shadow Sheep

Finally, there is that sheep thing. The Sheep is a little different from the other Figures. As players go about their days, they gain Sheep, mostly at GBro discretion. If they make a Counting Sheep check, they roll a number of d6's against their Sheep. If they roll higher than their Sheep, they stay awake. If they roll lower, and cant count all the sheep, they fall Asleep.

2.2.4 Form Schema

Draw the body here.

2.2.5 Arms & Strength

The physical counterpoint to Vitality Gel. Your body is treated as a collection of items that you are in control of called Arms, which have certain functions, grow, and take damage separately. The health of each arm is referred to as Strength.

The set of boxes next to each arm name measures the Arms Strength, how powerful it is, and as strength grows you fill out more boxes. When a mechanic asks for an Arms Strength, you add up the boxes that have been filled in, and use that number. When an arm is damaged, do not erase the boxes you have filled out, instead, put marks in the bar that is under each row of boxes, starting below the box that has been filled furthest to the, and show more damage going left.

However, there are also F marks in some of the boxes. This stands for Fat. when making a strength roll with an arm, do not include Fat as part of the strength. Fat doesn't make you stronger, but it is a way to fluff out how much damage your Arms can take.

Alternative Arms that may occur but are not limited to Wings, Tentacles, Torsos, Pelvis, Nose, Tongue, Butt, etc.

2.2.6 Adaptations & Meristem Cells

Adaptations are the skill trees that alter and give secondary functions to Tendencies. The full list of Adaptations is found in Section 6, but as you gain them, you write them down here. Adaptations are gained by spending Meristemcells. The better the adaptation, the more Cells it will cost to adapt into.

2.2.7 Ailments

Ailments are semi permanent statuses that have negative effects on the player. They rarely go away on their own, but can. Players gain Ailments either by directly getting them, or by contracting Diseases, which cause certain Ailments in particular fashion.

2.3 Invenstory, Phernalia Registry and House Tracker sheet

**SKRUB**

A TABLETOP v15.2
CREATION MYTH

CHARACTER SHEET model 2.1

-phernalia registry

ADVENTURES

10 rows of horizontal lines for notes

DATHS

	-	
	-	
	-	
	-	
	-	
	-	
	-	
	-	
	-	
	-	

ASPIRATIONS

10 rows of horizontal lines for notes

TRIGGERS

10 rows of horizontal lines for notes

BLAME

10 rows of horizontal lines for notes

GUILT

10 rows of horizontal lines for notes



2.3.1 the Invenstory

The Invenstory is an inventory of story related events, meant to assist the player in keeping track them. It should be noted that all of these ask for a tier them. Generally, there is no objective way to rank these things, so use your best judgement.

.1 Oaths

Oaths is a place where you list the promises you have made, and the lasting relationships you have formed, and the Factions you have joined as well as the rank you are at in that Faction. The portion to the left is where you write what your promise, relationship or rank is, then between the lines write who it is to, and on the right write what Tier of Oath it is.

.2 Adventures

Along the course of playing the game and attempting to clear their Quest, players will go on side quests. These are called Adventures. They generally have set beginning and points, and secretly have exact steps required to complete them. Players can track how many steps they have taken on a particular Adventure by filling in the little footstep underneath the line.

.3 Wishes & Triggers

Wishes and Triggers are written on the same list because having too many of one means reducing the amount of the other. Regardless, when a player writes either down, they should also tier out how strong they hope or fear the thing to happen.

~Wishes

Wishes are things you hope will happen. Specifically, it is for things that you hope will happen, regardless of your status in attempting to actualize it. You could be plotting and planning and working for it (which would mean it also would qualify as a Iron in the Fire), or you could be hoping for a Miracle, and for your wish to simply be granted. When a player is close or has their wish granted, they temporarily gain Determination equal to the tier of the Wish.

~Triggers

Triggers are things you really, really, don't want to happen. Triggers could be the result of a bad experience or a bad dream, rational or irrational, but it's something that would provoke instant and undeniable anger, fear and discomfort. When a player is exposed to their Trigger, their Steam goes up by the Tier of the Trigger.

.4 Mysteries

Across your land, you will hear of things that make no sense. Secrets you must uncover. This is what the Mysteries slot is for; to write down the burning questions you must answer. Once you do this, there is a methodology to it, you must find an adequate amount of Proof or Evidence in order to explain or solve the Mystery.

.5 Blame & Guilt

Along the course of your journey, bad things will happen. And being that you are main character, you will likely get blamed for it. Thus, Blame is initially a system of reputation. If you do something bad, or if someone is devious and tricks you into taking the fall, you write what you have been accused of in the blame section. Npcs will treat you differently because of this, and it will not go away until you go on Trial for what you have been blamed for. At the trial, you will either be proven innocent (in which you can erase that Blame), or proven Guilty. If proven guilty, you will be assigned a Punishment, which you write on the right side of the sheet, under Guilt. You can try and escape this Punishment, however, the law will come for you, and you might start to notice more Ailments.

.6 Irons in the Fire

The plans you make. NPCs like your Consorts can follow out the instructions of a specific Iron without you having to be there. This is limited by their Sleeve. The benefit of writing something down as an iron in the fire is that it will continue to progress, even when your actions aren't getting screen/table time, or if you task npcs with doing it, they will do it as you do other things.

2.3.2 Phernalia Registry

2.3.3 House Tracker

On the far right of the Invenstory Sheet is the House Tracker. It has a chunk of land on the bottom, seven gates going up, with skaia at the top. This is a thing where you draw your house, and where your Server player draws what they have built up. It is not quite to scale, as there is exponentially more distance between each gate, but it's a good way to track which gate you have gotten to.

2.4.1 the Grist Cache

Where players write down the various types of Grist they find along their journeys. Grist is the building materials that are used in Alchemy to make stuff, see Section 5 to learn more.

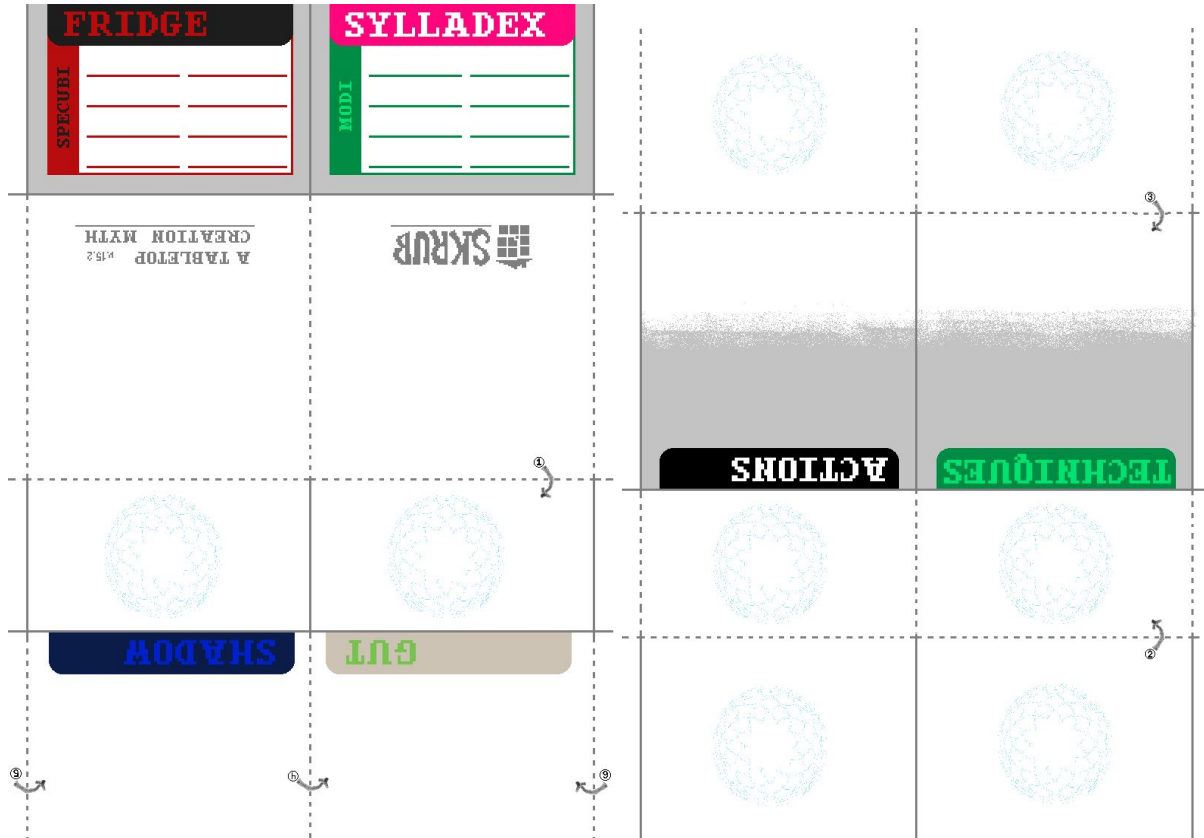
Besides Build grist, which is the most basic form of Grist, players must discover the names of each grist type as they explore the world!

2.4.2 the Alchemy Athenaeum

As player Alchemize items (see section 5) they can keep track of what they have made on this sheet.

The first column keeps track of how many if the item have been alchemized (if the item isn't important enough to be put into a Captcha card). The second is the Captcha Code. everything in the entire game has CAPTCHA CODE, an 8 digit item id, and can be viewed on the back of the Captcha Card though more complex things like living things or necessary game constructs require special equipment to read. The third and fourth are for writing down a simple description of the item. Finally, the fifth column is a place to write what grists were used to make the item.

The Alchemiter works in a special way; as long as it has the Captcha Code, and the player has the right kind of Grist, it can make Anything. That eight digit code is all the blueprints that it needs. Thus, players can share just the Captcha Codes with other players, and can make items like that. Also, during the process of Alchemy, its possible players will try to make items they do not have the correct grist for yet. Don't forget them, write it here!



2.5 Player's Portfolio Instructions

The portfolio is a container for the variety of different cards a player can acquire during gameplay.

First, print the inside and outside Portfolio sheets on the same piece of paper. When you flip it, the lines should match up, on one side where there is a solid line, the other side should have a dotted line.

Now, start folding the sheet. Follow the numbers that accompany the arrows, that tells you the order that they need to be folded in. When folding, make sure the dotted line is the inside of the crease, and the respective solid line on the opposite side is the outside of the crease. For a clean, sharp fold, use a pencil or other flat edge and drag it along the fold line.

~Troubleshooting

Folds 1-3 make the pouches that hold your cards. Fold 4 bifurcates the portfolio, doubling the amount of slots you have and making them the correct width, enough to hold many cards, but not be too loose. 5 and 6 close off the sides of it and hold it together.

Slots not deep enough? Adjust folds 1-3.

Slots too tight/too loose? Adjust folds 5 & 6. You can tape them on the inside of the portfolio, but I haven't needed too.

2.5.1 Sylladex & Modi List

The players inventory during the game. How the sylladex and all the modi work is described in section 3.2, but the Portfolio is where you write down the Modi you know, as well as keep the Captcha cards, physically.

2.5.2 Actions

Where players put things like their Aspect Powers, amongst other special actions, like the cards that contain special movement types, Socials.

2.5.3 Fridge & Strife Specubi

Where you put weapons that match your Specubus but you currently don't have equipped. Equipped items are placed on the table.

Strife Specubi the types of weapons you have learned how to use. You gain your first Specibus at Rung 1, and every three Rungs thereafter.

2.5.4 Techniques

Where players put techniques they have learned but aren't currently using in their Sleeve (the amount of Techniques is determined by the modified Sleeve score)

2.5.5 Shadow

Used to keep things a secret.

2.5.6 Gut

Players are capable of consuming objects, primarily Victuals, and attempting to digest them for benefits. When a Victual has been eaten but hasn't been digested yet, then it is stored in the Gut.

2.6 Rolling a Character

Ironically, this section includes no rolling. Please note that this is for creating a brand new, Rung 0 character. If you are role playing a character who starts off higher for story reasons, do all

this, then ask your GameGrl how to Rung Up your character to an appropriate level.

2.6.1 Filling out the Self Sheet

~Step 1

First, I'd say write your bio. Who are you? What you about? What are your interests? Now have your artistic friend draw you in the portrait oval. The open lines that are for your quest, as johns shows.

~Step 2, Traits

Skруб has a very specific way of balancing the way things level up, so it's important to follow the directions closely. Irst, increase Five Trait Bases by 1 point. Don't think too hard cause you're going to get more points. Now, increase another Four Traits by 1 point. Its can be four of the five from before, or not. Now, increase Three Traits by 1. Now Two Traits by 1. Now One last Trait by 1. Good, your Starting Trait Bases are set.

This will end up with a wide variety of stats. However, if players have more than one trait with 5 in it, or more than 5, that player either clearly didn't listen or is a dirty, dirty cheater. Here are two examples of how it can play out.

Clean Example:

Volley#/point pool	Pul	Vim	Img	Adr	Sag	Plk
1 /5	1	1	1	1	1	0
2 /4	2	2	2	2	1	0
3 /3	3	3	3	2	1	0
4 /2	4	4	3	2	1	0
5 /1	5	4	3	2	1	0

Messy Example:

Volley#	Pul	Vim	Img	Adr	Sag	Plk
1	1	0	1	1	1	1
2	2	1	2	1	1	2
3	3	2	2	1	2	2
4	4	3	2	1	2	2
5	4	4	2	1	2	2

Now, Trait Bonuses. Use this handy chart.

Base	0	1-3	4-8	9-15	16-24	25-35	36-48	>48
Bonus = $\sqrt{\text{Base}}$, rounded down	0	+1	+2	+3	+4	+5	+6	+7

After that, you can fill out the Bonus Hexagram. Fill out the line for each Bonus, like John has.

~step 3, Deafnesses

This requires you to have done your Traits, so if you haven't, go back and do them.

Pitch	A	B	C	D	E	F	G
Trait	PUL	VIM	IMG	ADR	SAG	PLK	Rung

Players' Lesser Deafness is equal to their Trait Bonuses, except for G, which is 1/3rd their current Rung.

Each pitch of DR is equal to one half its Trait Base, except for G, which is directly equal to the players Echeladder Rung.

~Step 4, Talents and Interests

On to Talents. Similar to trait, add 1 point to Thirteen Talents. Now add 1 point to another Four Talents.

Interests are not included in this, they grow separately. You write in your interests, so make sure you write things in that you like, since they can only be used Outside of Strife.

~Step 5, finishing up

A player's gel Viscosity (their max Vit) is [VIM base + Current Echeladder Rung].

Fill up the first 7 diamonds on your Prankster's Gambit, so its halfway full from the left

You start off with No Badges, 2 Agency, and at Rung 0, so you don't need to touch those things at this point.

2.6.2 Filling out the Body Sheet

~Step 1, Bio(logy)

Fill this out first. Only put something in the Serial Number SN# slot if it makes sense, like if you have a robot body.

~Step 2, Tendencies

First, put 1 point into Ten tendencies (this means each tendency has to have 1 point in it no matter what). Now, put 1 point into Six Tendencies.

Finally, whenever you gain a higher Trait Bonus, you can add a point into one of its two respective Tendencies.

Pulch- Vigor, Coord
Vim- Trust, Steam
Img- Sleeve, Coord
Adr- Tempo, Shadow
Sag- Focus, ~ath
Plk- Determination, *special

*special: Instead of gaining a Tendency, players can gain a free Adaptation.

~ Step 3 Arms, Strength, Form Schema

Standard humans start out with five arms, a Head, a Core, Left Arm, Right Arm, and Legs. but if you've got a little less, a little more, write down whats accurate.

In the Lethal Arms (Head, Core) put down 4 check marks. The Arm with your Dominant hand gets 2 check marks, the other hand gets 1. Legs get 2. Each of your Arms gets 1 Fat, so write an F in the next box.

Once you have all this done, draw out your full body in the form schema with all them Arms you said you had.

~ Step 3 Adaptations and Ailments

Players do not start out with any Adaptations, and I hope you don't start out with any Ailments, although most of us have Myopia.

Section 3 Sburb; the game within the game

3.1 how to Play the Game

You, dear reader, are currently reading the rulebook of a tabletop roleplaying game called SKRUB, which I imagine you would like to play. This game is a special story about you playing a game. Confused yet? Good. you have run into three fenestrated walls at once.

The Third Wall: Sburb is a video game that you and your friends are playing.

The Fourth Wall: Homestuck (or whatever you name your adventure) is a story with a plot that you and your friends are characters in.

The Fifth Wall: Skrub is a tabletop roleplaying game with rules that facilitate the development of a story.

This is an important distinction. By playing Sburb, you have broken the Third wall, and have entered a video game universe. Most NPCs in the game do not know that their reality is just a game to us. But the character you are playing is stuck behind the Fourth wall, at the start anyways. The character you are playing does not know that they are just a character in a story, but through the course of the game the fact that events in their game are controlled by story structures do become real, so breaking the Fourth wall is something that will likely happen.

Under no circumstances, however, should your character ever even have to encounter the fact that Skrub is a tabletop Dice game. The rules that make it up are the true wizards behind the curtain, and pulling back that curtain will inevitably ruin everything. Let me Repeat: NEVER BREAK THE FIFTH WALL.

You (reader) are playing SKRUB, while (you) (character) are playing Sburb. (you) are not aware that You are playing SKRUB. This is called the 4th wall, and only very powerful players are allowed to break it. This is the nature of a roleplaying game, You are pretending that everything happening to (you) is earnestly happening, that the world (you) are in is real and believable, though certain God Powers can alter this. There are certain mechanics of SKRUB that (you) are not aware of, as they exist beyond the 4th wall and are necessary for SKRUB to work, but would not make sense in Sburb. Thus, any mechanic or stat written like (this) is one that (you) are not aware of.

3.1.1 (Agency)

As i just stated, the parenthesis around Agency means that (you), the character you are playing, cannot recognize its existence.

(agency) is a measure of how much You can affect the story around (you). Your Game Bros'n'Grls are telling a narrative or story with (you) in it. From (your) perspective, it is the cold machinations of Time causing things to go wrong. This is their role, to create conflict in the medium, which you must act out to stop and react to. Every action (you) take beyond what the story already says (you) do

expends your (Agency). When You use up Your (agency), (you) are left to the whim of Time.

(agency) is a stat that refills over time, specifically each Measure, which is a measurement of how many things can be done, and how much (agency) you refill each Measure. So you start off with you maximum (agency), use it up over the course of (you) doing actions, then get some more as Time passes.

3.1.2 (Players Commands)

When I say that you use (agency) to do things, i mean you use (agency) to attempt to do things. Important distinction. When you try to do things, it takes the form of (Player Commands). These commands are what (you) tell you to do.

Generic Command:

acting player describes what they want to do, which consists of an Action (verb) + Modifier (adverb). Actions are a set number taken from [Talent/Tendency/Item/Arm] and modifiers are a roll based off of [Trait/Talent] or a set amount from [Arm].

If this action tries to affect another player, it goes against that players Greater Deafness. The deafness rolled against is determined by what Trait the actor is using. If a Talent is being used to modify the action, then that Talents associated Trait is used. If an Arm is being used to modify the action, then it goes against the G deafness, which is equal to the players Rung.

However, a player that is being acted upon can make a Response action, where they make a generic command of their own, at the expense of one Agency.

There are multiple ways of (resolving) (conflict). The most common is rolling dice. You and your GB roll against each other, the size of your die representing how good or likely you are at succeeding, the size of the GB's die determining how much resistance the medium is putting up. Almost everything in Sburb has a Tier to it, from 0 to 7, as do your Stats (and the ones that scale from 0 to much higher than 7 can be translated into 0-7). These determine what specific die you roll, according to this chart

Tier (in Bonus Scale)	Resolution Die
0	d2/coin (binary)

1	d3
2	d4
3	d6
4	d8
5	d10
6	d12
7	d20

(for those who don't know, the d stands for dice, and the number for how many sides it has)

This is the most basic form of rolling a (conflict) resolution, there can be several more. Sometimes the GB won't roll, but instead has a set number you need to get above in order to do something. So a (conflict) that says rollPUL means you take your Pulchritude bonus and roll a die from it. Sometimes, other factors add extra rolls to your roll, like rollCreep+T3cover. Other times, you get a Trait Base added to your roll, so rollRoast+PULbase means make a roll from your Roast Talent, then add your Base Pulchritude to whatever your roll is.

~Luck and Entropy

Normally rolling is pretty straight forward, but there are forces that can make things go awry. Luck and Entropy are them.

Luck is a thing players can invoke, or can just occur at GameBro discretion, but only when people are paying attention to an event. Usually, this comes in the form of Focusing on something thats happening, or an Agent thats trying to do something. When Luck is invoked, the GameGrl must count how much Focus has been locked on the roll, and flip a coin for each one (and normally, since focus is physically represented by a coin, this is easy). For every Heads, increase the roll, for every tails, decrease it.

Entropy, on the other hand, is almost never a good thing. Entropy is the product of too many Time Shenanigans going on, causing the universe to spiral into a higher state of chaos. At the GameBros will, he can add an entropy dice to anything he is rolling.

~other Resolution Mechanics

Besides Rolling, there are a couple other ways of resolving (conflicts). Some things have Minigames associated with them. Operating a Sylladex is an example. Each Modi has its own method of

obtaining, storing, accessing and releasing Objects stored within it, and each one will describe the unique way that it has to be interacted with in order to work.

Other some actions don't require chance or a game in order to perform, they are simply limited in scale and scope of how (you) perform them. Like Moving, which is limited in the shape and distance that you can move.

Now that we've discussed how You do things, let's explore all the things (you) can do.

3.2 The Client's Interface

(you), the poor sap stuck playing Sburb, are limited in what you can do by Sburb's rather clunky user interface. In Sburb, there are 4 groups of things you can do; use the Sylladex, act from the Actions Operandi, perform a Talent, and eventually use Aspect Powers.

3.2.1 The Sylladex

The Sylladex is the inventory of Sburb. Each player has a Sylladex, with which they select one of many Modi, which are methods of obtaining, storing and releasing items. When an Item is Captchalogued, or gotten into the inventory, it is placed in a Captcha Card. These are both game constructs and Objects that can be held and turned around, on the back side of which there is often an Eject All button, as well as an 8 digit code for the item in the card.

On the Table, You or your GB need to print out several of the blank Captcha cards sheets, cut them up, and glue them to note cards. On the front side, draw a picture of the item, and on the back, write the item code, a description of the item, as well as what sort of (conflict) must be resolved to use the Item. These cards are stored on the Sylladex slot of the Players Portfolio.

Feasibly anything could become a Modus, but there are a few rules to it. Mostly, it needs to suck. It needs to be a pain to get stuff in, or out, or have the chance of ruining the object, or using the wrong one, or using multiple ones at once. Also, it can't just be random. That is boring, they can do better. The Homestuck Wiki has a good description of the Kids and Trolls Modi, check it out for some ideas.

Fan made

~Heart of the Cards

player draws a hand of a couple cards, leaving the rest in the deck. Players can only use items in their hand, and if there is an empty card they can capture an item, otherwise a card must be retrieved from the deck, and the deck shuffled. When a card is used, it goes to the graveyard. When the graveyard is full, reshuffle it as the deck.

~ #Hashtag

Player has to put on # to any item they capture, and has to remember the hashtag to use the item. If multiple items have the same hashtag, then they are all used.

~Haiku

Player has to write a haiku to use the item, cannot use the same haiku twice

~Dark souls

Out of combat, the player assigns items to whatever card they want, but in use must say a number of how many items they scroll up by, then use the item they scrolled up to and hope they remembered correctly

3.2.2 Actions Operandi

On the Table, all these actions are represented by Actions cards, which are in the Template printoff section. doing one of these actions is shown by laying down one of these cards. Once the card touches the table, you are in the process of doing it, and cannot undo what you have done. These cards are stored in the Action Operandi section of the Player Portfolio.

3.3 Entering The Game

~Obtaining and installing discs

Each player should have a Server and Client Disc. The person who wants to enter the game needs to install their copy of the Client disc, and then they need to connect with someone who has installed the Server disc.

~Placing phernalia

Once they are connected, the Server player has a Sims like view of the Client's house, and can manipulate it in several ways. During this time, the Server must place the 4 free phernalia, often having to

make room for the machines by moving around furniture, tearing down walls and extending balconies.

~Obtain Cruxite Dowel

The Cruxtruder must be opened in order for the Cruxite dowel to be released. This takes some sort of Trait or Talent check that totals to 13 for trait and 15 for talent in order for it to open. When it does, it releases a dowel of a strange material in the Client players color, as well as a strange flashing spiralling orb thing that gives the players text prompts in wingdings or something. Once this is done, a little panel on the cruxtruder starts up, and on it is a countdown. For what exactly? You have no idea.

~Lathe the cruxite dowel

Next take that cruxite dowel to the Totem Lathe, place the dowel on the appropriate plate, and insert the Pre-Punched Captcha Card into the slot, then hit lathe. The machine will laser cut into the dowel and make a weird symmetrical vase object called a Cruxite Totem.

~Alchemize the Grist Artifact

Bring the Cruxite Totem to the Alchemiter, the largest of the three machines. Place it on the reading plate, and hit the green button. The Alchemiter reads the Totem, and then creates an item based on what it reads. The item created from that totem is the Grist Artifact.

~Prototype the Kernelsprite

It is very important that this step be done sometime before the final step. The strange pulsing orb that was released from the Cruxtruder needs to have something thrown in it. Doing so will change the picture inside the orb from a Spirograph to whatever object was thrown in. It also changes the speech pattern to something related to the object thrown in. By doing this, players are Prototyping the Kernel sprite, which creates a Guide for them. This must be done at least once before interacting with the Grist Artifact, if it is not there are dire consequences.

~Cross the threshold

Finally, interact with the Grist Artifact. This depends on what the artifact is, but it should always be obvious. Like a fruit that needs to be eaten, an egg that needs to be hatched, a glass bottle or pinata that must be smashed. Maybe it's a book and quill that needs its first word written, or a flower that must be plucked. It can be

anything, but it should always have a mythological feeling to it, and possibly foreshadow events to come. Also, this all needs to happen before a meteor that is measured by that clock on the Cruxtruder hits your house and or state. Don't die!

3.3.1 Server Interface

The server player can build up their clients house, deploy various Phernalia, check their clients Grist Cache and Alchemy Athenaeum.

~ Housebuilding

Every space of house built costs 1 build grist. Building up to the next gate costs 10 times as much as the last one did, exactly.

3.4 Ectobiology

3.4.1 Frog breeding

Pip: the number or face value of a card, ei 8 or King

Suit: the color of the card, Spades, Clubs, Hearts and Diamonds

Ah, frog breeding. The final step of every space player, the main use of Ectobiology. Within this game, Frog breeding ectobiology has its own mini card game. Using Two decks of playing cards, 1-12 players can breed frogs, in the goal of creating the Genesis Frog, which is of course the next universe. In this minigame. Frog genes are represented by pairs of cards. The Genesis frog is the frog with one pair of stable genes, spades with clubs, and hearts with diamonds, of each Pip. A black pair tilts the Genesis Frog towards Derse, a red pair towards Prospit, though the Genesis Frog can have Paradox genes of both pairs at once, thus making it perfect. If the players rush and use a frog that has unstable genes (any pip paired with the wrong suit) then the new universe will have cancer, so do it right!

First, travel around the Space Players world, looking for frogs. When you do so, start Step 1, Documenting. After you've documented it, start step 2, Cloning. Normally in ectobiology, when you clone a thing, if it isn't a paradox clone that will be sent back in time to become itself, it instantly turn back into ectoplasm, which is no good for our purposes here. Instead, you are going to slightly mutate what you clone. And by slightly I mean fully. Once you have a Mutant clone

of its genome, Splice two of them together, Step 3. You have now spliced together a frog, a horribly, horribly mutated frog. Once you have two frogs, you can start the final step, Breeding. Doing this makes a healthier frog, one full of paired genes. Now, repeat these steps, make more mutant genomes to bring more diversity into the gene pool, splice genomes to store genes you want in frogs, and breed to select for gene pairs, and then stable pairs, until you make the Genesis Frog!

The actual card game's rules are below, in 4 easy and repeatable steps.

~Step 0: shuffle 2 or more decks of cards (more if you have a lot of players) together into a single deck. You draw from here. Once cards start getting discarded, make a discard pile. Once the deck runs out, turn the discard pile into the deck.

~Step 1: document frogs

When you find a frog, draw the top card, this card represents the frog. On a sheet of paper, Name the frog, and write its suit and pip. After, put the card in the discard pile.

~Step 2: Cloning Mutant Genomes

Take a frog that you have already documented. See its Pip? That's how many genes pairs that frog has (lowest being 2, highest being Ace at 14). To make a mutant clone of it, draw that many cards. The mutant genome can't have cards/genes of the same suit as the frog being cloned, so if you draw any discard them and draw another card. Note, you can only keep one mutant genome from a specific frog at a time, but you can always discard what you currently have and clone it again. Once you have two frogs and their mutant genomes, you can move on to the next step.

~Step 3: Splicing Genomes

Now, you take two different mutant genomes, and line them up next to each. If the genomes are of different size, shuffle and deal the larger genome until you have equal amounts of cards on both sides, discarding the remaining cards. These cards do not pair together, nor does the order of the cards in the stacks matter, there just needs to be two equal stacks.

~Step 4:breeding frogs

To breed two frogs, you take the left stack of one frog and mix it with the left or right stack of the second frog, then mix the right stack of the first with the remaining stack, leaving you with two large piles of cards. Now, start laying them out in order, side by side, and matching Pips. Stable pairs automatically connect, unstable pairs only happen if a stable can't. After they are all out, you discard any unmatched cards.

3.4.2 Standard ectobiology

Paradox clones

But I've had some specific thoughts on the human cloning things. First off, due to the exact method of cloning and making "children" there is nothing stopping players from combining genes of the same sex. Since there is no sperm fertilizing an egg, and is instead directly mixing the two, it is doable. However, since the sex determining gene is on one chromosome, same sex pairings children always have their parents sex.

I've also had a few ideas on how to role-play out the scenarios. Because I highly doubt everyone in your party has a younger sibling or adult family member willing to do this long and confusing ass game with you (unfortunately). Instead, break your party into two groups, and put them into sensible pairs. These are now the relations, and during one groups introduction session, make the other group act as guardians to the kids (by acting as more ridiculous versions of themselves). And then flip the entire thing for the second groups sessions, so the players who were the guardians are now the kids, and vice versa. Eventually all the guardians have to die, and then you need to combine two entire universes, but that isn't too much of a stretch.

Alternatively, if you don't want to split your group into two, clone yourselves and then make a pile of genetic combinations, and have the combos of you and your friends be in the scratched universe, and then the real yous be their guardians.

It's up to you, really. Maybe you won't clone yourself at all.

3.5 Living in the Overworld

So your house has been dragged into a fantastical game, but wait! It seems some of the peskier things about being alive are still present. You still have to eat, and you still get tired. And talking with people doesn't always go as planned, but that doesn't mean you aren't going to try and make friends, or maybe become a little more than friends...

3.5.1 Staying Alive (Victuals, Gut, Flavors, Cooking)

How long has it been since you've eaten? Geez, your Gut is feeling pretty empty. You need some Victuals, SKRUBS consumable items.

~Victuals

Victuals come in two varieties, Synthetic and Organic. Synthetic Victuals can be made with the Alchemiter, are pre-packaged and pre-made, only have one Flavor, are nuclear armageddon stable, and are all officially branded by Betty Crocker, somehow. Organic Victuals cannot be made with the Alchemiter, only gathered from other living things, but can have more than one flavor, and can be cooked with other Organic Victuals to make better Victuals. Victuals have three qualities to them; their Richness, their Flavors, and their name. You can also draw a picture if you want.



~Gut

When a player eats a Victual, the Victual is put into their Gut, which physically is found on the inside of the Players Portfolio. Players Gut size is this $\text{Players Vigor} = \text{total Richness of eaten Victuals}$. So, a player with 5 Vigor could have five 1 Richness Victuals, one 5 Richness Victual, and anything in between. If a player eats a Victual that goes over their Vigor, they roll to Retch ($\text{players } 1d[\text{Vigor}] \text{ vs } 1d[\text{Victuals Richness}]$). If Vigor rolls higher, you keep it down. If Richness is higher, then you dump out everything in your Gut.

~Flavor

So what do Victuals do, once eaten? As a free action, you can consume anything and everything in your Gut, and choose one of the following effects.

- Fix Damage marks on an Arm equal to the Richness consumed
- Add a block of Fat to an Arm
- Refill Vitality Gel at a rate of Richness per Note
- Other functions can be added by taking Vigor Adaptations

Regardless of what function you take, you also get the Flavor buff. Every Flavor has a special effect where it buffs a stat by 1 point. This buff takes effect immediately after you consume a Victual, and the Flavor lasts as long as its Richness in Notes.

~Cooking

With Organic Victuals, you can cook two or more of them together to create one Victual with lower Richness and more Flavors. To Action: Cook=> Roll 1d[Roast]+Item > sum of Victuals Richness
If this fails, it either destroys the victuals, or remove flavors, and just adds the Richness together. This automatically happens if you attempt to cook a Synthetic Victual. Death to the Batterwitch.

A highly important item is Spice, which is a type of victual with no Richness, just Flavor. Thus cooking with Spices is a free way to add Flavors into your cooking. Also, various implements of cooking can be gained to assist the 1d[Roast] roll.

3.5.2 Rest and Relaxation

Now that your gut is full, you could use a nap. It's time to start Count Sheep.

~Counting Sheep

As players go about their days, they gain Sheep, mostly at GBro discretion. If they make a Counting Sheep check, they roll a number of d6's against their Sheep. If they roll higher than their Sheep, they stay awake. If they roll lower, and cant count all the sheep, they fall Asleep.

Players can choose to roll as many d6s as they have Focus, but a minimum of 1d6 is always required.

~Long Rest

Taking a Short Rest can refill things like Determination, Steam and Agency. Taking a Long Rest completely resets everything. Agency at

full, Determination up, no Steam in the kettle. When they wake up, they automatically start off with Sheep=Shadow.

This is also the only time (before Adaptations) where players can Rung Up. But they can also Dream.

~Dreaming

When a player falls asleep, a special thing can happen. They can dream about a special magical kingdom of which they are Noble to, full of quirky characters, wonderful sights, and political infighting. When they are dreaming, they no longer have to follow the ruel sof the game, but instead are free to jsut goof off.

3.5.3 Starting the Party (Social Contracts, Roles, Factions, Relationships)

Socials are the different types of organized groups players and npcs can engage in. Socials have two facets, Contracts and Roles. Contract are the way Socials are Organized, the structure and relation of the Roles within them. Roles are tasks and expectations assigned to individuals in a Social. Players gain benefits for engaging in a Social, and the Social Action Card is where players write down when they create or enter a Social. The player starting the Social should write down the Contract in the space provided, and then write down the names of the agents in the Social in the lines below. If an Agent has a Social Role, then write that next to their name. If you run out of space, just put initials.

SKRUB 153 ACTION CARD

SOCIAL

contract

~Roles

Amongst each Group the Allies can take on several sub roles; Leader, Driver, and Face. The Leader normally determines the Contract, and it is their Trust that decides how many Allies can be in the Group. Like any good RPG, when a group is walking around the overworld, they just follow single file behind one person, this being

the Driver. Thus, the group moves as fast as the Driver, though this stacking stops as soon as Strife starts. The Driver is also immediately snapped to driver's seat when the group enters a Vehicle. Though it has no function in Strife, whenever a normal Npc talks to the Group they automatically talk with the Face first.

Contract	Tier	Description
Gang	1	a single leader asks others join group, that player makes decisions for group and assigns their roles.
Coworkers	1	
Squad	2	A leader invited others to join group, they decide their own roles.
Democracy	3	group forms, simply majority to make group decisions, everything must be put to vote
Republic	3	group votes on who the Leader is, they assign Roles
Conqueror	4	leader battles other Agents, should they lose, they become part of leaders group
Tyrant	5	Gang+tyrant can choose whether or not his attacks toggle friendly fire, his 'allies' cannot
Commune	5	when players enter a commune, the person with the highest correlated stat becomes the Leader, Driver or Face
Assignment	1	an outside entity makes others into a group. The assignor is the Leader, but is not present with the group. The Driver and Face are decided by Nose Goes, or other such ways children shirk duty onto the slowest and weakest
Cult	6	
Family	6	
Union of Egos	7	every single player at every single moment decides who they are on a team with, and what their role is

~Factions

Generally, Socials are used to define small groups of people, who have come together and have an established hierarchy within the group. However, when the group of people becomes bigger than a handful, the nature of these groups turn into something else; a Faction. A faction can be comprised of any type of social contract, and any amount of people. However, the tier of the faction is not determined by its Contract, but instead by what Role you have gained in the Faction.

Factions have slightly altered sets of Roles; their primary function is a way to rank the members of the Faction, though the roles can also have different functions, depending on the Faction.

Relationships

There is another mechanic that works in tandem with Groups, Relationships between characters. There are four types of relationships in the game Hearts <3, Spades <3<, Diamonds <>, and Clubs C3<.

<3, more formally known as Matespritship, is the classic understanding of love. In combat, with the heart link have friendly fire disabled.

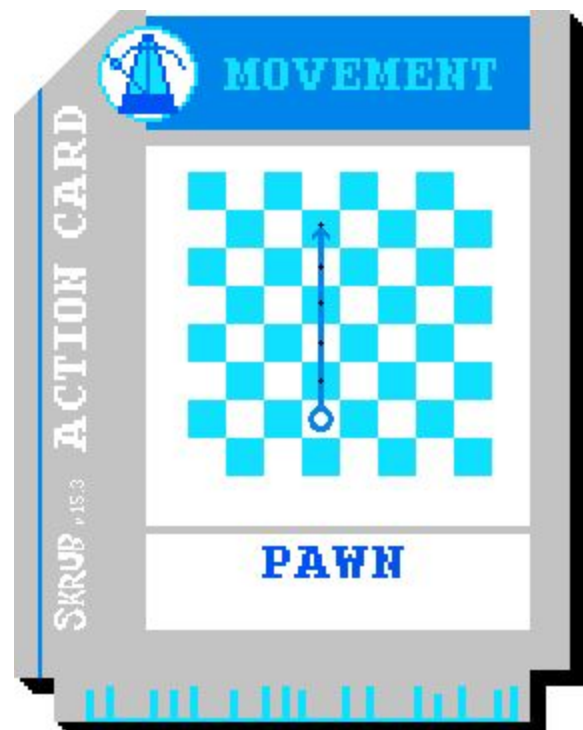
<3<, also Kismesis, is similar to hearts, except replacing love with hate, a relationship between two who enjoy fighting with each other, arch nemesis of sorts. Whether this is healthy or even an emotion humans even have is not a topic of debate. Players with the Spades link always have friendly fire turned on, and can always enter strife with each other, regardless of team affiliations.

C3<, an Auspistice, enters as a tertiary role in both of the above links. They throw themselves as a wet rag over the passionate fires of hate and love. If a players gets into clubs with a <3 pair, they can toggle their friendly fire on, and if they get into a <3< pair, they can toggle friendly fire off. In both situations, the Auxiliatrix has one way fire, they can not be hit, they can hit others.

<>, or Moirallegiance, is pure, platonic, best friendship. Characters in Diamonds with each other have friendly fire turned off. Players cannot even attempt to Auspistice Moirails.

3.5.4 On the Move

While Tempo controls how far you move, it has no bearing on the shape at which you move. Movement shapes are something you learn across gameplay, but you are also given the movement shape expected of your class when you realize your Class.



All of the movements shapes are what can be referred to as Sliders, that they slider across the board, and if they meet opposition, they stop. Each of the patterns can be scaled, meaning that regardless of how many spaces you can travel with you Tempo, it can still follow the pattern.

The example we have is the Pawn movement shape. Every player starts the game automatically with Pawn movement. Something unique about the Pawn is that it can only move forward, to turn requires an extra action. All other movements are multidirectional.

Section 4 Strife

4.1 Strife Rules

Strife is Sburb's combat system, how fights are determined. Below is how it handles each of the topics, and the many rules specific to it.

4.1.1 Spacetime and other Strife Basics

~Time: Measures

Time is measured in a mixture of Turn-based Combat and Music. The largest unit of time in strife is the Measure, during which a series of Notes can play (according to the Measure's Signature), then the next Measure starts. During each Note, every Agent can do something (using their Agency). Who goes first is decided by Turn Order.

A Measure plays out like this

Roll Turn Order =>

Measure Starts, regain Agency =>

Note1 cycle through turn order, Agents Acting & Reacting =>

Note2 cycle through turn order, Agents Acting & Reacting =>

Note3 cycle through turn order, Agents Acting & Reacting =>

NoteN cycle through turn order, Agents Acting & Reacting =>

Trigger any Ailments, Measure ends =>

Roll turn order, Return Techniques to Sleeve =>

Space: The Grid

Space is measured by a grid. More specifically, Location and Locomotion are based off of how chess works. The smallest unit is a Space, in a Shape that repeats indefinitely outwards (usually this is a square, but not always). Agents have a specific pattern of spaces that

they can move in. Mounts and Vehicles also work like this. Weapons' Hitboxes are measured here.

Engaging in Combat: Strife

But wait! You aren't in strife yet! Strife is the game's form of combat, and it must be started. In order to enter into Strife, one of three things must occur

- One Agent moves into the same Space as another
- An Agent swings their weapon, with something in the Weapon's Hitbox
- Two Agents agree to enter Strife

And while one agent may start it, if they are on a Team, the entire Team becomes engaged in Strife as well. When Combatants are Engaged in Strife, their screen changes, and they are transported to the traditional JRPG style combat setup, of two sides facing each other and fighting. From this stage, Damage is dealt and all the other rules below apply.

~Agency

Agency determines how many things you can do within a single Measure. Once you do as that many things, you can't do anything else until the next Measure starts. There are two major different types of things you can do: Actions and Reactions.

Actions include Moving, Aspect Powers, using the Sylladex, Reloading, and using Strife Techniques. You can only take one Action per Note. If you have already used a Reaction, you can't use an Action that Note.

Reactions include only Powers and Techniques. It can only be used when you are Focused on another Agent, and that Agent does something that would affect you. But, if you are not Focused on someone and they swing at you, you can Build 1 Steam and perform a Reaction. You can React as many times as you are targeted each note, until you exceed your Agency that is. This makes it easier to be on the defensive, but more useful to be the aggressor and earlier in the Turn order.

4.1.2 Battle Tendencies

These next sections explain how the Tendencies work in Strife. Many have other things that alter their function in a variety of ways, full lists of these things and their explanations can be found in different sections.

~Focus

Focus is where you place your attention. Imagine it like a video game similar to the Legend of Zelda or Dark Souls; you lock on. Except in this game, you can lock onto multiple things, or multiple times to one thing since they are harder to focus on.

To lock on to something, place a coin on their picture or representation at the table.

~Tempo

Tempo determines how many spaces an agent can travel. Agents do not need to move the maximum spaces they can.

It also decides Turn Order. At the start of the Measure, everyone rolls 1d[Tempo], which remains until the end of the measure.

~Trust

Trust is the stat that affects Relationships and Social Contracts. The main functions of these are to organize agents into sides, which usually means everyone on the same side has friendly fire turned off, though that depends on the nature of the grouping, as well as more unique effects and roles that can occur.

~Coord(ination)

Coord represents how many Weapons and Apparel an agent can have Equipped, meaning they are on an Agent's Sprite, and do not need to be fetched from the Sylladex or Strife Portfolio. Apparel and Weapons all have tiers, and the sum of all of the equipped items Tiers cannot be greater than Coord. If a new item is Equipped without having made room for it, the first item equipped is not put back into the Sylladex, but instead is ejected into the medium.

~Sleeve & Strife Techniques(Sleeve x 3)

Strife Techniques are the different moves you can use your Weapon with. They are held in the Players Portfolio along with your stored Weapons in the Fridge, but in combat a limited number of them form your Sleeve. You can have 3 cards for every point you have in Sleeve During Strife you and your opponent (if a Reaction is taking place) play your Technique Cards face down at the same time, then reveal both at the same time. Once revealed, what has been played can not be changed (except by Mind Powers). Once used, those Technique Cards are put in a pile off to the side, and are returned to the Sleeve at the beginning of the next Measure. The three basic Techniques; Aggrieve,

Abscond, and Accede are special, they can never be used up they do not go to the discard pile when used, they simply go back to your sleeve.

(~)~ath

Your TildeAth is a measure against you dieing

~Vigor

Vigor is a measurement of how much a Living Agents body can fix itself and grow. Or rather, its how many healing food items, Victuals, you can eat at once. Check section 3.5.1 for a full explanation.

~Shadow [ADR]

Used to Rest which allows players to

- Reduce 1 Steam buildup,
- Refill 1 Determination
- forget things their Focus has been locked on
- change out Strife Technique.

Each time a player Rests, they can do as many of these things as they have points into Shadow, and can choose one of them multiple times.

~Determination

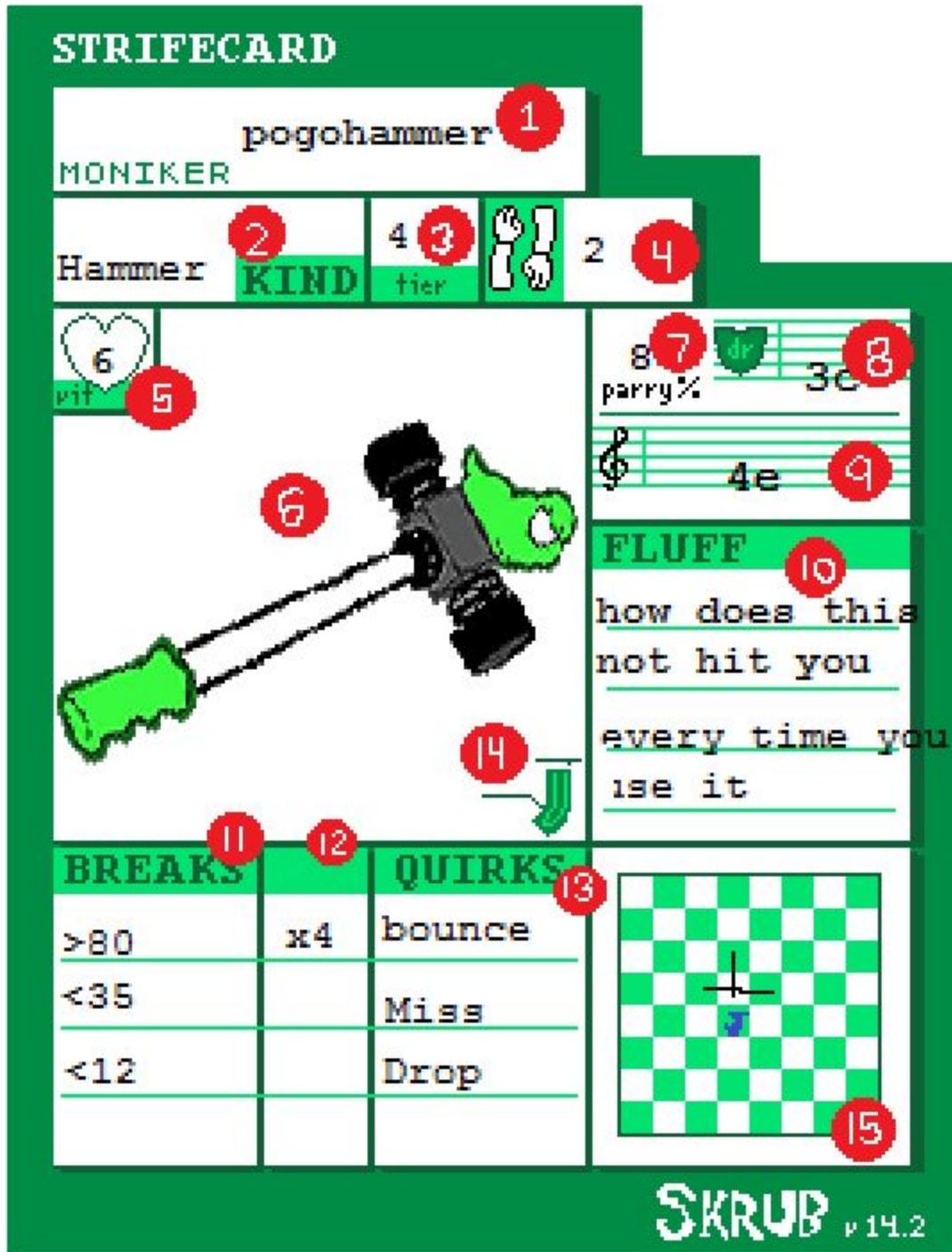
Used to refill Vitality gel when it becomes low. Determination Adaptations let you retry certain actions, and awaken other people.

Players have a limited pool of Determination at the start of each Scene, which is used up to do things, and is kept track of on the Reaching Arm. Resting and Wishes can refill Determination.

~Steam

A measure of a players stress and anger, builds up. When a player builds more steam than room in their kettle, they Boil Over, resulting a bad thing. Players build steam whenever they make a response action/command to an entity they were not Focused on.

4.2 Weapons and the Strife Card



This is a Strife Card, where weapons stats are shown. Above is John's Pogohammer, unceremoniously edited in with mspaint. I would not suggest using mspaint to do anything really, but it was all i had. Let's go through what each of these numbers are stuck on.

.1 Moniker

This is just the name of your weapon. Hope it sounds cool!

.2 Specibus Kind

Each weapon type has a Specibus, basically what kind of weapon it is. Players can only use weapons of the Specibus they have, but over the game they can wield more.

.3 Tier

Like just about everything else in this game, Weapons have a tier system that ranks how good they are, relatively speaking. Weapons can be rated 0-7, the Pogohammer is tier 4, not so bad.

.4 Arms

Each weapon also has its own requirement for arms. Normally this is a certain amount of hands, like the pogohammer which requires 2 hands to use, but not always! Write down what and how many it requires here.

.5 Weapon Vitality

Just like players, weapons have vitality too. Certain events, Quirks, Techniques and even Powers can lower a weapons Vit. When a weapons Vitality drops to 0, it breaks and is unusable. Unfortunately, weapons do not (normally) have Vigor, so they don't heal themselves. That means you better have a couple weapons stashed away, or someone willing to pick up the pieces and put it back together for you!

.6 Visuals

Ah, the stat of utmost importance, a picture of the weapon. Fashion Sburb is only Sburb after all.

.7 Parry Chance

The resolution for swinging a weapon is to roll a d100 (two d10). This stat only comes into use when two or more weapons are being used against each other. If your opponent rolls within your weapons Parry chance, your attack is parried and does no damage. Let's say John rolls a 60, his parry chance is 8%. This means his opponent would have to roll between 52 and 68 to parry him.

Later on down below, stats called Breaks and Quirks are discussed. They are the special extra things that a weapon does when the roll is good or bad. Parries can only block a Quirk if you get a Reacharound parry. In the game code, the rolls go 98..99..100..1..2,

it reaches around. So if John rolled a 95, his opponent would have to roll between 1 and 3 in order to parry his quirk.

There is also a super cool special situation that happens when two players roll exactly the same number, and I totally didn't forget what it was.

.8 Defenses

Certain Strife Techniques call for a block, and that uses this stat. Each weapon has its own set of notes that it adds to your Deafness Resonance when blocking. Some things like shields add a lot, some things like guns add almost nothing (but are good for other things). As you can see, the Pogo Hammer gives 3 Deafness in the Note C. The lines are there so you put a proper notation of where the note is, or you can just be lazy and write it down in letters.

.9 Damage

In this game, damage comes in varieties called Pitch, and is measured in its scale by its Volume. Every weapon has its own signature damage, which Notes at what Volume. Section 4.3 describes what each of the notes means. The lines are there so you put a proper notation of where the note is, or you can just be lazy and write it down in letters.

.10 Fluff

This is your weapons bio. Say something nice about it! If a weapon has a complicated Aspect Power, write it here.

.11 Breaks

The resolution for swinging a weapon is to roll a d100 (two d10). The Breaks are the stats that determine if something special besides just damage happens. There are two types, Heads and Tails. Breaking Heads is a good thing, it's shown with the greater than > symbol and occurs when you roll higher than a certain number. Breaking Tails is a bad thing, usually doing something to the player or weapon, and is shown by a Less than symbol <, thus occurring when you roll below a certain number. John's Pogohammer has one Heads, and two Tails.

.12, .13 Quirks and multipliers

The Quirk determines what happens when a Heads or Tails Breaks. There is a wide variety of effects that they can do, covered in section 4.3. The Pogohammer's Quirks are as follows; Above 80 opponents are bounced 4 spaces into the air, Below 35 his weapon Misses doing no damage, and

below 15 the weapon shakes in his hand too much and he Drops it, Unequipping the Pogohammer from his strife deck and dropping to the ground.

The column in between Quirks and Breaks is the multiplier, which modifies certain Quirks. You can't Miss on a scale, nor can you extra drop a thing, so these have no values. But you can Bounce something harder, and so its x4 value is why it bounces opponents 4 spaces.

.14 Magazine Capacity

Certain Weapons have a magazine, a limited amount of uses before they must be Reloaded. Obviously a hammer doesn't need to be reloaded, but if it did, the magazine size would be written on the top line, and the current amount should be written on the side. Reloading can only be done as an action, not a reaction, so make sure to count your shots.

.15 Hitboxes

Every weapon also hits in a specific area, opponents need to be in this area in order to engage them in Strife. Some weapons can have multiple hitboxes, shown by unconnected lines. However, some Special Combat situations (section 4.6) require enemies to be within this range in order to deal damage to them.

Certain weapons also move their wielder with use, this is shown here.

4.3 Damage types, Quirks

There are seven different varieties of normal damage (not including elemental or intolerable) represented by different Notes, like in music. How much damage they do is up to the Volume that weapon plays the Note in. DR works by having players be Deaf to specific Notes up to a specific volume.

.1 Damage Types

There are seven different Notes of damage in SKRUB, each of which can be any of the damage types listed after it

Pitch	Damages
F	Magic(real), Lightning, Determination, Ultraviolet
E	Blunt, Explosive, Corrosive, Visible Light, Poison

D	Cold, Wind, Shadow, Microwaves
C	Puncture, Gamma Radiation
B	Heat, Abrasive, Liquid, Infrared
A	Laceration, Sound, Radio Waves
G	Normal, Science, xrays

.2 Quirks

Special things that Weapons do when they Break Heads or Tails. These can either affect an Opponent, Ally, or Wielder. Note that some of these alter damage. These quirks can not be improved by a Strife Technique's Combo or Crit Multiplier.

Name	Description	Name	Description
Miss	This weapon does not do damage	Burden	lower target's movement speed by X, causes State Burdened
Sunder	deplete [object durability]	Boomerang	weapon ejects itself from Strife card for (x) notes, rolling to hit again when this time has passed, and reequips itself to Coord. The second roll to hit can trigger the Boomerang quirk again
	Lowers target's deafnesses	Pierce	ignores DR
Trip	can spin enemies in opposite directions, as well as trip them, which knocks them and requires them to take an action to stand up	Knockback	pushes target in any direction, specified by either the weapon, wielder, or die roll. stated in weapon description.
Arc	damage jumps to nearest enemy after initial target	Reflect	weapon bounces off of where it hits after doing damage, and continues to hit other thing in a set shape
Tied/Constrained	can not use weapons/items until freed. Targets set amount of Arms	Burn	damage continues going for multiple rounds, each going against Dr but does not reroll for hit chance

Freeze	halve enemies movement speed, round down	Nailed	target can not move, but can use weapons and items
Blind	lowers focus by X for one measure	Disarm	target's weapon is unequipped
Bounce	target is knocked into the air	Barbs	target items deals damage to whatever is wielding it

4.4 States and Statuses

States are the physical effects on a Body that have mechanical effects in strife. Statuses are feelings that present themselves in the Self that don't have mechanical effects, but are related to Aspect Powers and are used for Roleplaying.

.1 States

Prone	Occurs when a player's Tolerance or Posture is overcome. Prone is basically a stun, the next point of Agency a player would use is instead used to shake off being Prone. A player who is currently prone cannot be knocked Prone again, meaning only every other point of Agency can Prone locked.
Awake	Standard status, players Self is conscious in its Body and can use Agency
Multiwoke	Players Self is conscious in multiple Bodies at once, extra bodies equal to players Rhythm Talent. Since the Bodies share one Self, they all share the same Agency.
Split	One Body has multiple Selves in it. Both Players Agency can be used, however every Measure both Players roll Initiative, and whichever Self rolls higher gets to choose whether or not to use the Bodies one Action per note. I have no idea how you get into a Split situation, that's some supreme Heart or Mind shenanigans, I'm sure you'll figure something out.
Asleep	Agency is disabled and the Self is no longer conscious of the Body, but remains connected to it.
Sleepwalking	Consciousness is disabled, but Agency is not. I'm not actually sure how to tackle this one, how to make someone still be able to cause effects, but not be aware of them.
Sleep Paralysis	Agency is disabled, Consciousness is not. Player is fully aware of everything that is happening, but incapable of controlling the Body in any way.

Dreaming	Players Self Consciousness has left their body, and is projecting a Form onto the medium. This form takes the shape of how the player thinks they look, leaning to how they want to look (if the player's Body has been changed in a way that they do not like or cannot accept, then their Dreamself does not reflect it). The Dreaming Self follows Dream Logic, which is generally silly and does not need to follow rules, and are mostly under the control of the Dreamer. Should the Dreamself take damage (or believe they are about to take damage), they wake up instead. Dreamers cannot gain Mangrit or Climb the Echeladder.
Nightmare	A very bad dream. The Dreamers Form leans more toward how they wish they didn't look, and can grossly exaggerate flaws. Nightmare logic occurs, which does not allow the dreamer to control anything, or if it does then it does in a way that twists it. The Self experiencing a nightmare can feel pain, but normally will wake up if their physical body takes damage.
Refilling	Occurs when a body starts using its Refill, which happens the Measure after the Body takes Damage. They gain Vitality gel equal to their Vigor at the Start of each Note, and possibly other effects due to Flavors.
Faded	Agent can only focus on things in a certain range (spaces equal to their Focus) regardless of the Sense being used.
Illuminated (+1 to +7):	Body is bathed in a sensation, be it a Glow, Sound, Smell or other. Gives other Agents attempting to Focus an extra die based on tier of Illumination.
Hidden (+1 to +7)	Body is Covered and hiding a sensation, be it light, noise, heat or other, and cannot be Focused on. Covered represents what die are rolled against the Focus. Creep can be rolled to give Cover, so can environmental pieces, as well as items. The bonuses for these different Covers do not stack, only the roll results. So a creep check of +3/d6 and hiding in a dark corner +2/d4 does Not make a +5/d10.
Incorporeal	Give the appearance of being there, but cannot physically be touched. Can not be hit by Normal (G) damage.
Invisible	Cannot be Focused on by a certain Sense. Multiple different kinds of Invisible can be had at once. Incorporeal is technically Invisible;Touch.
Lucky	All luck rolls are doubled in their effect
Unlucky	Luck rolls are automatically negative

Constrained	Certain arms are disabled. Quirks or grip rolls that cause Constrain either state in item description which Arms they affect, or must be stated when they are used.
Carried	Body is being Lifted up by another Agent. Can no longer move.
Falling	Can no longer move normally, but is moving down at 3 (normal Gravity) spaces per note. If a Falling body hits a solid surface below it, then it takes (time in Notes fallen x Gravity)- gravity Damage in G, as well as make a Posture vs Gravity roll to see if the fall Prones the agent.

.2 Statuses

Each of these statuses are associated with aspects like this; either it has (+) or lacks (-) the aspect. This distinction is important for how Powers interact with the statuses.

It should be noted that this is not a definitive list of the Statuses. Every emotion is a status, and all of them can be qualified by what aspects it relates to. So in game, if it fits to make one on the spot, do so, and your Game Bro will decide its Aspect Resonance.

Name	+Emits	-Lacks	Description
Limmerance	Hope, Heart		
Confused		Mind	
Pretending	Mind	Heart	can pretend to have another status effect on them
Lost	Mind	Breath	
Distraught	Doom		
Hopeful	Hope	Rage	can overcome any negative status effect
Angry	Rage, Doom, Blood		Will attempt to enter Strife with others.
Sedated		Rage	won't try to make offensive moves.
Afraid	Rage, Doom	Life	Will attempt to Abscond at any chance given

Bitter (1d12+ Pul)	Doom	Life	when someone attempt to get a bitter player to have a different status, the bitter player can use a snark check to defend themselves.
Salty	Doom	Life	after player has lost several strifes or comparable competitions, must roll not to be salty. (Likely to become Angry?)
Paranoid (1d12+img+Pul-Sag)			must reroll the defensive roll when trying to be convinced of something good, and subtract Ssag against things that seem bad. The player should make Judgement and Gumshoery checks whenever possible, just to be sure.
Pity	Doom		
Shame	Doom		
Sweet/Cute	Life		trying to attack a character that is sweet prompts a roll (attackers Vim vs sweet PUL), if the attacker fails they just go aww and don't attack, critical makes the attacker <3 the sweet character.
Sour	Life		
Excited	Life, Breath		interacting with someone who is excited forces a Tolerance roll not to become excited yourself.
Betrayed	Rage, Blood, Doom		
Flighty (1d12+img+Vim-Adr)			must attempt to make nonchalance roll whenever in a conversation that lasts longer than two seconds, or abscond in a fight.
Confident	Breath		
Smug	Light, Life	Void	has to act smug, any successful talent check will add a false 'smug' point that makes it seem like they rolled one higher.
Shy	Void	Light	should roll Creep at every chance
Entropic	Time, Void		whenever player goes to use something (or touches something, if you are feeling that evil) player makes a grip check vs items Durability. If successful, the item breaks.
Majestic	Space		act awestruck at the beauty of a thing
Alone	Space, Breath	Blood	
Weird	Space, Heart	Time, Mind	the affected thing becomes weird you need to avoid talking to it, automatically is sent to first place on the initiative counter, in order to interact with a Weird character, must roll

			d12+Solid vs d12+Img.
Aloof	Time, Mind	Space, Heart	Aloof coolkid will avoid talking with others, or only speak Ironically

~Curses

Getting cursed is just a more powerful and permanent way of being inflicted by a status effect. Normally, statuses wear off. When cursed by a status, they will remain until action is taken to get rid of them. Curses gain power equal to how much you succeed the roll to curse on. So if someone failed the roll to not be angry by seven points, the curse would be a tier seven curse, and the curse would gain seven points to its roll when you try to get rid of it. A curse requires some manner of physical representation, if nothing else a mark.

4.5 Strife techniques

Starting Techniques	
Aggrieve	Standard weapon use. Swing weapon, determine Parry, then Breaks, and then Hit for Damage.
Accede	Surrender, which prompts the enemy with Mercy/ No Mercy choice
Abscond	flee. Causes Agent who uses this to start Absconding,

	G normal	A crit	B block	C sp off	D sp def	E parry	F combo
t1	Accede	Aggrieve	Abstain	Attack	Abscond	Auto Parry	Aggrieve
t2	La(d/ss) scamper	Assassin ate	abjure	Attack high/low	Overpower	E2	
t3	Aim	Ambush		Aggress	Sweet catch	Disarm	
t4		Feint	B4	Avert	Dude Dodge	About-face	Dervish

t5	Debunk	Artillerize	B5	Abort	Youth roll	Riposte	Assault
t6		Abandon	B6		Appeal		
t7	Act	Descend	Defend		Amend		Ascend

Tier	Technique	description
Combo Techniques		
0*	Aggrieve	Standard weapon use. Swing weapon, determine Parry, then Breaks, and then Hit for Damage.
2		
3		
4	Dervish	Player spins in a circle, hitting the first 4 things they can, either 4 different targets, or 1 target 4 times
5	Assault	Player can hit up to 5 times, but does 1 damage to weapon for each hit
6		
7	Ascend	knocks enemy into the air, Hit opponent each space moved up, max combo x7
Parry Techniques		
1	Auto Parry	enemies weapons parry chance is increased by your weapons Parry chance
2	E2	swing to Parry with one weapon, and aggrieve with another weapon
3	Disarm	swing but can't Break or Hit, x2 to Parry enemy, if successful then enemy drops weapon
4	About-face	on a successful parry, player take enemy weapon and hits them with it for x4 crit
5	Riposte	enemies parry range is increased by x2, and on a successful Parry, your weapon Attacks with a x3 critical multiplier
6		
7		
Special Defense Techniques		

0*	Abscond	
2	Overpower	Aggrieve, If your weapon and your opponents weapon have the same damage type, then reduce their damage you take by the damage you deal.
3	Sweet catch	Sweet Catch- player calls out a number on the d100, if that is within the enemy's Parry chance of their swing, their attack is 'caught' and does nothing. This can catch as many hits as players have free arms.
4	Dude Dodge	roll d100, if roll is equal to or above enemies swing, no damage or Quirks happen
5	Youth roll	move 3 squares before enemy damage takes place
6	Appeal	enemy discards whatever technique they used, and does another
7	Amend	
Special Offense Techniques		
1	Attack	weapon can not Break Heads or Tails, but still must Swing
2	Attack high/low	same as Attack, but do not swing, instead state (after both techniques have been placed, before they Swing) a d100 value, this is where you roll for Swing Purposes
3	Aggress	Swing and resolve Breaks and Damage before opponent swings
4	Avert	a strike that when it hits interrupts enemy technique
5	Abort	knocks enemy out of strife
6		
7		
Block Techniques		
1	Abstain	use weapons block value against enemy attack
2	abjure	roll to block, if miss no block, if hit block, if Break heads then weapon does Heads Quirk
3		
4	B4	block with one weapons Damper, then Aggrieve with another weapon

5	B5	gives 5 damper, but removes one vitality from the weapon for each Hit it blocks.
6	B6	Doubles your Deafness
7	Defend	
Critical Hit Techniques		
0*	Aggrieve	
2	Assassinate	x2 damage if behind enemy
3	Ambush	x3 damage if enemy is not Focused on user
4	Feint	Roll d100 to see if hit, ignore roll and if enemy parried or blocked, roll again and do x2 crit
5	Artillerize	Throw weapon and gain +1x crit multiplier for space thrown, Max multiplier of x5
6	Abandon	X6 weapon damage, but does 6 damage to weapon
7	Descend	knocks enemy down, possibly through floor or to lower platform.
Utility/Normal Techniques		
0*	Accede	
2	La(d/ss) scamper	move twice movement speed.
3	Aim	next Swing has Tails Breaks cut in half and Heads Break doubled.
4	Lunge	Move then Swing
5	Debunk	Take hold of enemy weapon, and deplete Durability by the amount of free Arms you have.
6		
7	Act	take an action not normally allowed in strife (usually a different Talent check, but creativity abounds)

~Unfinished Techniques

Arrest- grip check to cause Bound

Abduct: lift to hold and move enemy

Awe- Rant roll

Annoy- Hit and make Pester roll against ?, if so draw Focus

Lunge- move v squares forward then aggrieve

???- Aggrieve and then move back a square

Bop to the head- special attack that if it hits instantly KOs opponent

Amuse-

Adore-

Abet- aid another

Accrue-

Accuse- hit+ Lie

Abuse-hit+ roast

Absolve: swing + judgement

Allure: swing + wiles

(Asleep) : dream, on successful dream roll knocks player unconscious

Amuse : swing + trick

(assail, Arraign, appeal, affront, avenge, accost, and other a words might become strife techniques later)

Section 5

5.1 mad alchemist shit yo

Alchemy is the in game mechanic for crafting items, outfits and weapons. Using material called Grist, players can create copies of items they already have, or combine items through several peculiar methods to create new objects.

If you want to create a copy of an object you already have, Captchalogue the object in a Captcha Card in your Sylladex, as well as deployed the Punch Designix, Totem Lathe and Alchemiter. On the back of the the card there is an 8 digit code. This code represents the object stored within the card. Now, you need to bring the card to the Punch Designix, and put that card into the machine, type the 8 digit code into the punch designix, then press Punch. This will punch holes in the card, making whatever item was in it useless, but the card usable for the next step. There is a way to bypass the item loss however. Instead, read the code, put an empty card into the machine, type the code into the keyboard and it'll punch the empty card (when

you find a successful code, the items code will be saved in your Alchemical Atheneum, so you can pull up old codes without needing a captchalogued item). Now take the punched card to the Totem Lathe, put the card into the slot, make sure there is a Cruxite dowel on the pedestal, then hit Lathe. This will create a unique Carved Totem, which you then take to the Alchemiter. When you place the totem on the pedestal there, the screen on the Alchemiter will show you what item will be produced, as well as the grist cost. If you don't have enough of a certain grist type, it will appear in red. If you have the materials, press Alchemize, and it will 3D print whatever code you had. Simple as that.

To simplify, you get the code of an item (found on the back of a Captcha card with stored object) =>
Punch Card at Punch Designix with item code =>
Lathe Dowel at Totem Lathe with Punched Card to make Carved Totem =>
create item at Alchemiter with Carved Totem using Grist

The way to create new items is slightly more complicated. First, take the cards of two items that you want to combine and take them to a Punch Designix. Now, using either the items code on the back of the card or the card itself, you can perform one of four functions to combine the items. The functions ||, &&, //, and \\ all combine items, but in different ways. Whichever function you choose, it will come up with a new code, either punching it into one of the old cards (trapping the item inside) or into a new card. Then you complete the process of creating an item with the Totem Lathe and Alchemiter.

This seem overly complex and painful? What did you expect it to be? But the good news is that what you can create is only limited by your and your Gbro's imagination. Anything is possible, you just have to figure out how to make it. And check through the Phernalia registry, there might just be ways to improve this god forsaken process.

Section 6 Compendium of the Zoologically Dubious

6.1 Evolution and the Mortal Coil

Much of the Medium is comprised of Matter, made of physical stuff. And much of that isn't inert, instead, it is alive. It is constantly affected by the forces of growth and decay. Building up and falling apart.

This section will cover the forms and shapes bodies can take, what they can develop into, and how and why they fall apart.

6.1.1 Anatomy

Anatomy is a description of various Arms that can exist. Most Humanoids Start off with a Head, Core, Left Arm, Right Arm and Legs. In this situation, legs are combined since we use our two legs in unison more than we use them separately. If you use your legs separately, but always use your arm in unison, by all means, switch them.

While these are the things we start off with, you can differentiate limbs we already have. Hands, Hips, Hair, Tongue and perhaps Butt come to mind. Humanoids can turn any of these thing into an Arm, capable of being used to do stuff.

And of course, non human appendages do seem to crop up. Wings, Tails, Horns and Tentacles are the most common, but honestly the sky is the limit.

6.1.2 Adaptations

~Sleeve

Cost	Name	Description
2	New Tricks	Gain an extra Specubi
2	Consult Reason	Can ask Reason itself (ie the GameBro) to check the logical consistency of a statement. If $A=B$, and $B=C$, $A=C$. they can also ask Reason to do math. The higher the players Sleeve, the more complex math or logical arguments
3	Multitask	Player can have multiple lines of thought at once. If player has multiple bodies awake at once, they can use different strife techniques at once.
4	Quick Learner	Player can learn strife technique that been used on them of Tier equal to or below their Raw Sleeve
4	Contest of Aspect	Players compares their Mind to another
5	Trace Steps	Player can get Reason to plan out the action, consequences and resulting choices that lead to the next set of actions, or look through this process in reverse, the number of steps equal to the players Sleeve score

6	Copycat	You use the same technique your opponent uses

~Tempo

Cost	Name	Description
1	manual breathing	Allows players to control when they breathe, which means they can choose to refill their agency later on in the measure.
3	waverunner	Player can start on solid ground, then move across liquids as many spaces as they can. If they end on a fluid space, they fall, but if they get to another solid space, they are fine.
4	Contest of Aspect	Breath
5	True Flight	In one arm, player gains the ability of True Flight
6	Deep Breath	Action. Refill agency equal to Tempo score.
7	Up The Tempo	Player can take extra actions each Measure equal to their Tempo Score

~Focus

Cost	Name	Description
1	Feeling Lucky	Player can apply Luck to anything they are Focused on.
1	Awaken Sense	Gain a new sense, and can focus with a different Arm
2	Aim	Player gains an extra die equal to how much Focus they have on one target when Swinging.
3	Zoom	player can focus on things on a much larger or smaller scale, change in scale/distance equal to Focus Score.
4	Polyperspective	Can focus with multiple senses from different Arms and Bodies at once.
4	Contest of Aspect	Light

--	--	--

~Determination

Cost	Name	Description
1	Don't Give it Up	Player can use a point of Determination to reroll an action roll, take the second roll. This costs one agency, but still occurs in the same Note, and more determination can be used to reroll again.
2	Chin up	Can Climb to the next Echeladder Rung any time, instead of only being able to do it during Sleep. (player still needs enough mangrit though)
3	Get Up	Player can awaken other from K.O. with determination
4	Contest of Aspect	Hope
4	Lamarkian Gambit	Player can exchange Mangrit for MeristemCells
6	Never Gonna Keep Me Down	Player can revive themselves from unconsciousness with determination.

~Vigor

Cost	Name	Description
2	Always room for dessert	when Gut is full, you can eat one more Sweet Flavored Victual without having to roll to Retch
2	Livin offa' the Fat	Turn fat stores you have into victuals, Richness equals how much fat you burn, no Flavor.
4	Gotta Eat Big To Get Big	sleeping on a full Gut grows another point of Strength, and empties the Gut
4	Contest of Aspect	Life
5	Pika	Can put other items in stomach without Retching
6	Stored Energy	Burn the Fat in an arm to regain that much Agency

~Trust

Cost	Name	Description
3	In the Red	player can overexpend Agency equal to their Raw Trust Score. If a players starts a measure In The Red, they cannot go further In The Red until their agency goes back to blue.
4	Contest of Aspect	Blood

~Shadow

Cost	Name	Description
2	Relax	Player refills 1 Agency whenever they Rest
3	Hidden pockets	player can hide physical objects in their Shadow, by putting them on the inside of their Sylladex sleeve.
4	Contest of Aspect	Void

(~)~Ath

Cost	Name	Description
1	Flinch	Whenever damage to a lethal Arm would be done, player can instead block it with another arm.
4	Contest of Aspect	Doom

~Steam

Cost	Name	Description
1	Not going down	at will, 1 agency, +1 steam, when you are knocked to 0 vitality gel would be unconscious, remain conscious
3	Kick Down	reawaken unconscious agent. They gain +1 Steam.
4	Jeer	insult another player, forcing them to reroll their action. They gain +1 Steam.
4	Contest of Action	Rage
5	Cathartic Action	Player can choose to Boil Over with their current level of steam at will.
7	Lagspike	Player can force an opponent's action to resolve as though you had reacted, then react after you see what they do but before it takes effect. They gain +1 Steam.

~Coord

Cost	Name	Description
2	Two handing	Player can use a single weapon with more Arms than necessary, improving any Strength Quirks it has.
3	Hero Mode	Player can toggle being Engaged in Strife or being in Hero Mode
4	Contest of Aspect	Time
4	Contest of Aspect	Space
5	Ambidextrous	Player can actively weild a weapon in each of their Arms.
5	Smash Mode	Player can shift the screen from top down grid to a side grid, like in a fighting game.

6.1.3 Ailments

Name	Description	Name	Description
Malaise	-1 to all rolls	Asthmatic	-1 Agency
	-1 to Sleeve		-1 to Coord
	-1 to Focus		-1 to Shadow
	-1 to Tempo		-1 to Trust
	-1 to Vigor		-1 to ~Ath
	-1 to Determination		-1 to Sleeve
Shooting Pain	Afflicts Arm. when Arm is used, assign 1 Focus to it, gain 1 steam.	Putrid Rot	Afflicted gives off unhideable smell.
Insomnia	Player must use all of their Focus every time they Count Sheep	Narcolepsy	Afflicted player must randomly Count Sheep
Itch	Must roll not to forfeit action and scratch like		

	crazy		
Myopic	Nearsighted, can only focus [8-x] spaces away. needs vision assistance		
Hyperopic	Farsighted. Can't Focus on things closer than [x] spaces away		
Decay	Afflicted Arm loses 1 strength each measure or Scene	Hemorrhage	Afflicted agent loses [x] Vitality gel per Measure or Scene

6.1.4 Flavors

Flavors are the beneficial counterpart to Ailments, as they improve ones stats, albeit only barely, and for a limited period of time. Flavors are found in Victuals, SKRUB's consumable items. Covered in detail in Section 3.5.1

Flavor	Effect	Flavor	Effect
Sweet, Vanilla	+1 to any healing effect	Herbal	+1 Sleeve
Chocolate	+1 to any Talent	Sour	+1 Focus
	+1	Minty	+1 Tempo
	+1	Nutty	+1 Determination
	+1	Meaty	+1 Vigor
	+1	Spicy	+1 Trust
	+1	Bitter	+1 ~ath
	+1	Mystery	+1 Shadow
	+1	Salty	+1 Steam
	+1	Liquorice (blk)	+1 Coord

Section 7 The Ultimate Riddle

7.1 Mythological Roles

"In the depths of our dreams, there is a voice we can choose to listen to
So very Soft and bright and blue
It sings a song that must be true
it sees us, it knows us
it does say
And we have a destiny
A part to play

In a place beyond this world
Where dreams and nightmare come to life
a Quest awaits our aching hearts and minds
Kingdoms clash and the sky shall fall
Unless we brave heroes rise to save it all
A riddle stands from the beginning to the end
To solve it will grant a boon as wondrous as you can imagine"

- Mark Twain

This is the Song of Skaia, and any time you dream, you can hear it, calling out to you. It tells of great and terrible events that will come, but more importantly, it says that you will have a part to play in it. This is your Mythological role.

A Mythological role has two parts, the Class and Aspect. Aspects are what aspect of a story, of the game that player interacts with. Classes are how the Player interacts with those Aspects. There are 12 of each, which means there are a total of 144 possible Titles, which is good, because that way it is unlikely for you to have two people in your party choose the same thing. that being said, a balanced group of people rarely have multiple of the same class or aspect, though it can happen. Your Title is closely linked with who you are and how you act, and is bestowed on you by Skaia, but through a process called Shadowing, a player can take an opposing role to the one they have been given. A player enacts their will on the world by using things called Aspect Powers, which have a set of mechanical rules of how they operate. Players discover what their Class and Aspect are, face their Inversion, and obtain their God Powers on the Heroic or Villainous path they forge, on their Personal Quest. At the beginning of their journey, they create a guide, their Sprite.

This is only a brief overview, since this is the players handbook. Your GameGrl and GameBro have the full explanation of what everything is, and why it is what is, since they need to make it for they need to

decide your classpect, as well as make your Land and its Quest. As a player, you get to find out what it all means over the course of your adventures!

7.2 Classpect test

What is your favorite story?

What is your favorite Genre of Story?

What are your three favorite themes to explore?

Who is your favorite character?

What kind of character would you Want to be?

What kind of character do you think you Would be?

7.1.2 Classes

If the Aspect a player has is like the palette they use, then their Class is the tool they use to paint with. They are the players method of interaction with the story and game as a whole.

Each Class gives Players two highly unique Aspect Powers, which are verbs that describe how that class interact with Symbols of that player Aspect. Effectively, each class just has one or two Actionable verbs to it, however the variation is in the Aspect symbols. Aspect symbols are wide and varied, from mechanical part of the game, to story pieces that couldn't be expressed through mechanics if you tried. It's a simple system that has a big reach; as long as a thing is a symbol of the Players Aspect, the player interacts with it the same way, according to what their class dictates. The Prince can always destroy.

Speaking of which

The Witch and the Heir Change

The Prince and the Bard Destroy

The Maid and the Sylph Fix

The Thief and the Rogue Take

The Knight and the Page Wield

The Mand the Seer Understand

7.1.3 Aspects

You have heard tell that there are strange things called Aspects, esoteric constructs that are flesh out all of reality itself. But what

they mean, what they make up, even what their names are is lost. All that you have is a collection of symbols.

