

PLAYER MANUAL

*System and Manual written by Camyosh, Cluckenstein, DocZane, Eclipi, and Sassyquatch.*

*4/13/25 V0.3.0*

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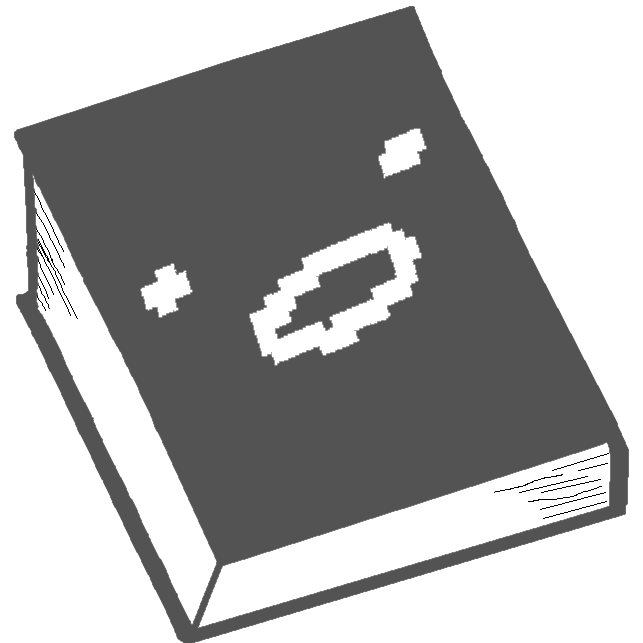
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# ==> Act 1 - Introduction

## >What is Tablestuck?

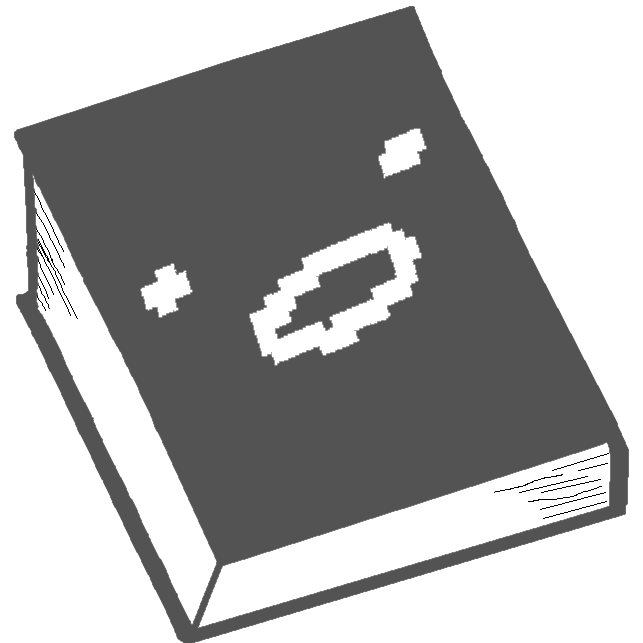
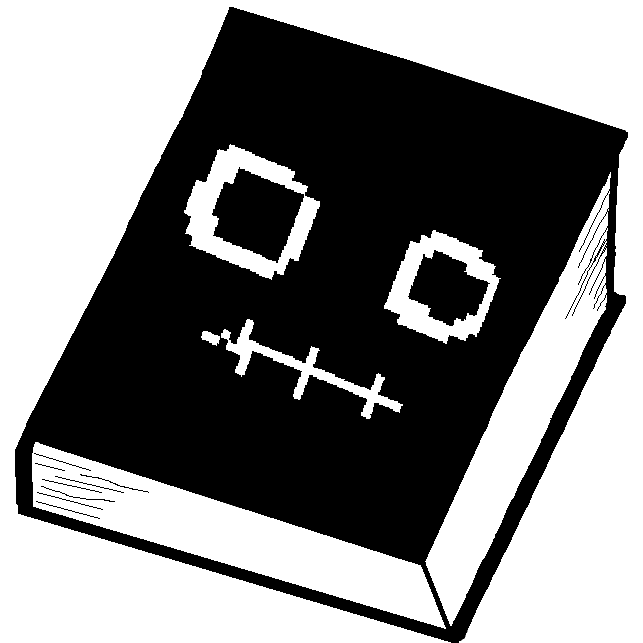
Tablestuck is a Tabletop Roleplaying game *(TTRPG)* based on the webcomic *Homestuck,* created by Andrew Hussie. Homestuck is a fantastically convoluted story that began with a simple premise. Readers would take the role of the *player* and submit *commands* for the characters in the story, then Hussie would illustrate and present the result of said actions akin to a *“Game Master”* in classic RPG fashion. Tablestuck is intended to expand on this concept of unique storytelling and adapt it into the RPG format that it is reminiscent of.  
  
The humor of Homestuck is preserved inside the rules of Tablestuck. Crass language, absurd terms, and poking fun at a Dude-Bro like mentality. This kind of thought is kept alive both in the wording of this Player’s Manual as well as the mechanics of the game.

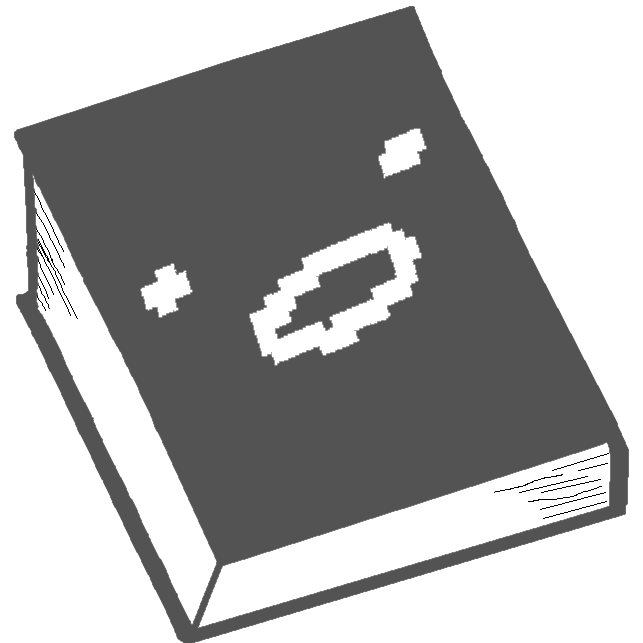
Tablestuck is played with any number of participants(traditionally at least 3) taking the role of Players*,* and one participant to narrate the results of the players actions and direct the story. This position is known as the Douche Magician (DM)*.*

It should be noted that the *“Table”* part of Tablestuck and the *“Tabletop”* part of TTRPG may be a little bit misleading. This game is not designed to be playable at a physical Tabletop with the use of Print-and-play as other TTRPGs are. Instead, the most popular way to play this game is over the internet. You may be thinking, *‘why is it called Tablestuck then and not RPGstuck?*’ and the answer is because that name was already taken, shitlips! But for real, RPGstuck is also a pretty cool game that you should check out if you happen to enjoy *TTRPGs based on Homestuck,* you nerd.

\*Yes, the name of the “Game Master” position in Tablestuck is Douche Magician. This will never be mentioned again and has absolutely no affiliation with any other Tabletop RPG acronym for “DM” because there are none. This is the only one.

## >How To Use This Manual

This Player’s Manual contains all the necessary information for playing Tablestuck from the perspective of a Player*.* The information in this Manual is necessary for both the Players and DM to play the game. There is additional information required for running the game as a DM within the DM’s Grimoire*.*

As you navigate the Player’s Manual, keep in mind that specific formatting is meant to mean certain things. While you may not immediately understand what any of these terms are now, you can at least understand what type of term something is by using the formatting guide bellow:Status Effect: [] and Italics  
Hyperlink: > Blue and Underlined  
Action: > and All Caps  
Action Keyword: All Caps  
Trait: <> All Caps

This Manual is pretty lengthy, so feel free to skip around using the Table of Contents links at the start!

This game is designed to be playable without having read the source material, and is intended to be usable as a potential entry point into the world of *Homestuck*. It could even potentially improve the experience to go into the adventure blind from the perspective of a Player. To assist with this goal, this guide includes supplemental *Chum Facts* to provide additional context on Homestuck details that may be relevant to a specific mechanic of the game for those less familiar with the source material. Players who have read the source material can safely skip over these blurbs, but may find enjoyment in the Homestuck trivia!

It is recommended to read up to at least *Act 5 Act 2* of Homestuck before attempting to play as a DM.

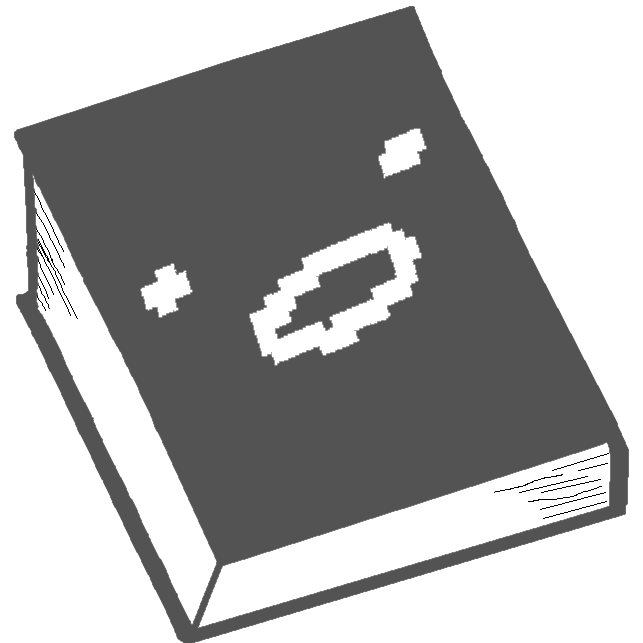


Additionally, to make the game more accessible to Players who might not be as familiar with TTRPGs and may struggle with understanding some of the more complex game mechanics, we realized it was important to provide these readers with a helpful guide throughout the Manual to help explain things!

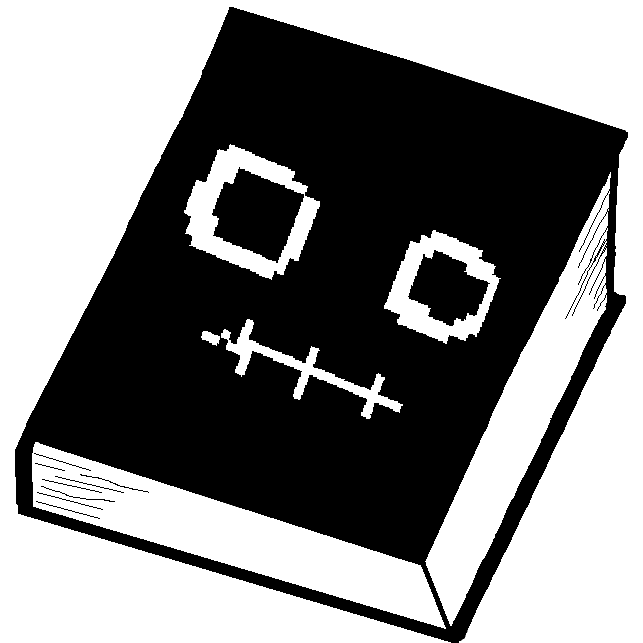
We knew that this guide should be friendly, patient and concise in their explanations! Unfortunately, that was a bit out of the budget, so here’s *Buckminster Funnyuncle* and his *Asshole Notes* instead. Sorry.

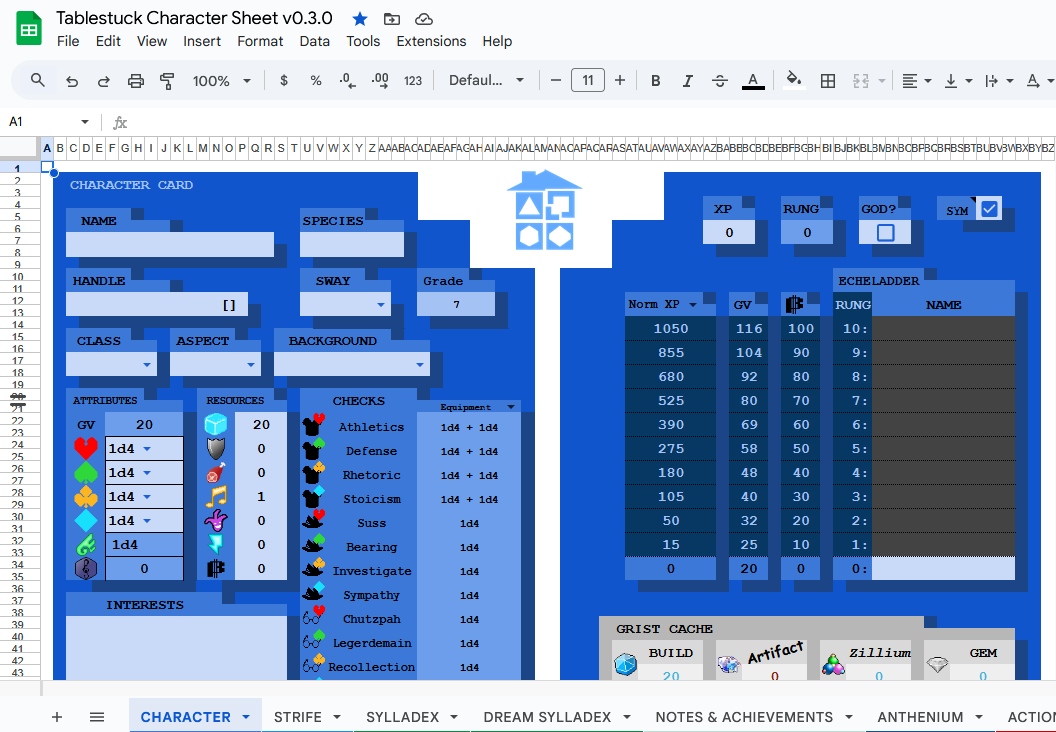


## >Getting Started

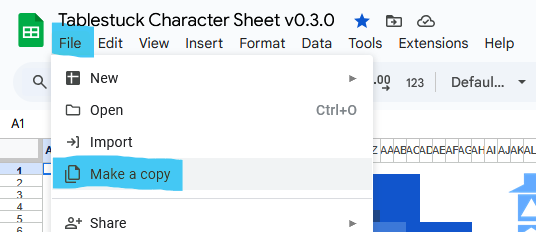
If you're new to the game, this section will help you understand what from this guide is important to know and how to get your sheet together. Some of this may be helpful to someone who has played for a while, but you may just want to skip this part.  
  
To begin, you will want to learn the basics of the game before continuing. While reading as much as you can is best, there are a few important things to learn first. The following list contains hyperlinks to take you to that section of the Player Manual:

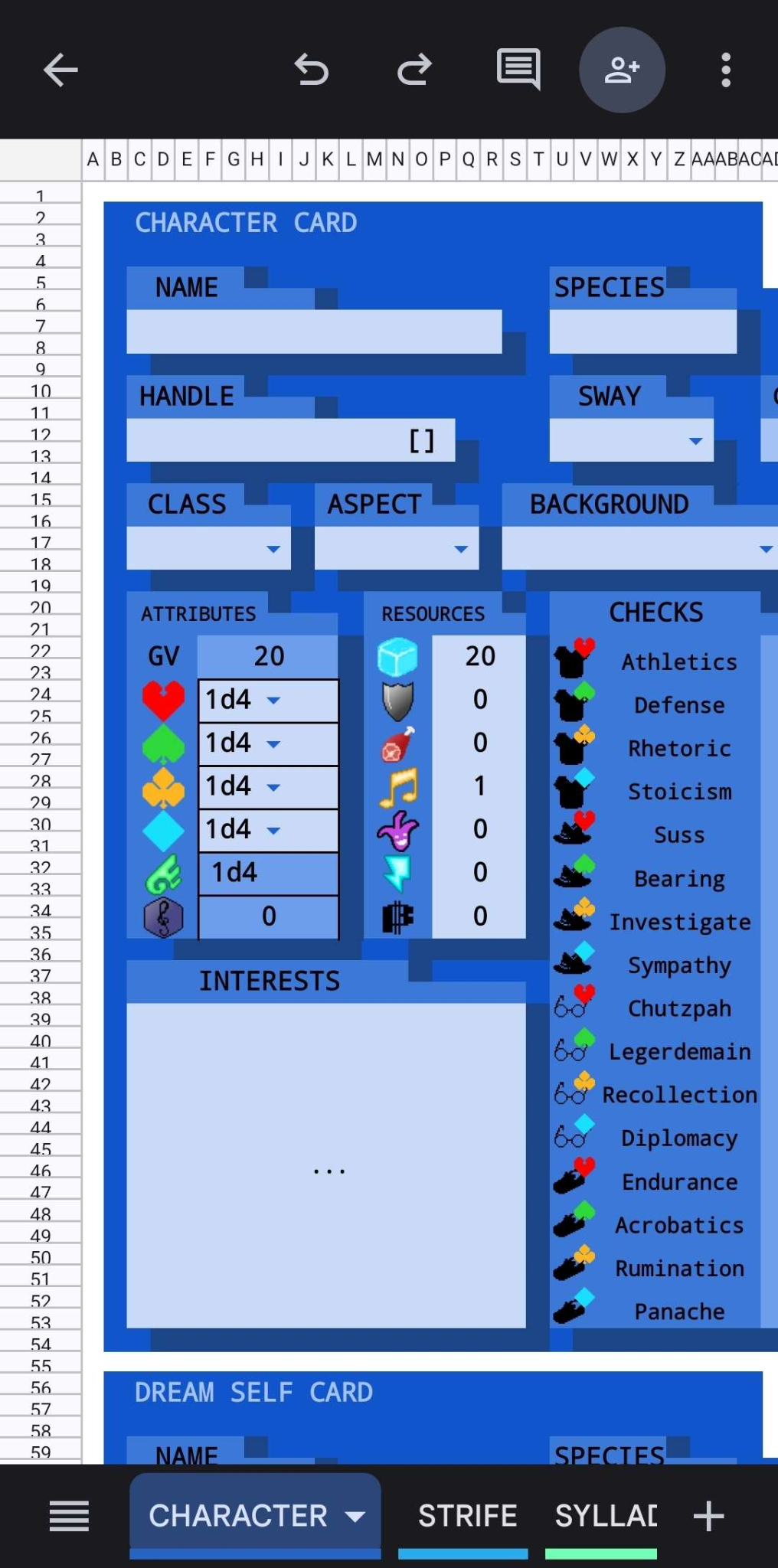
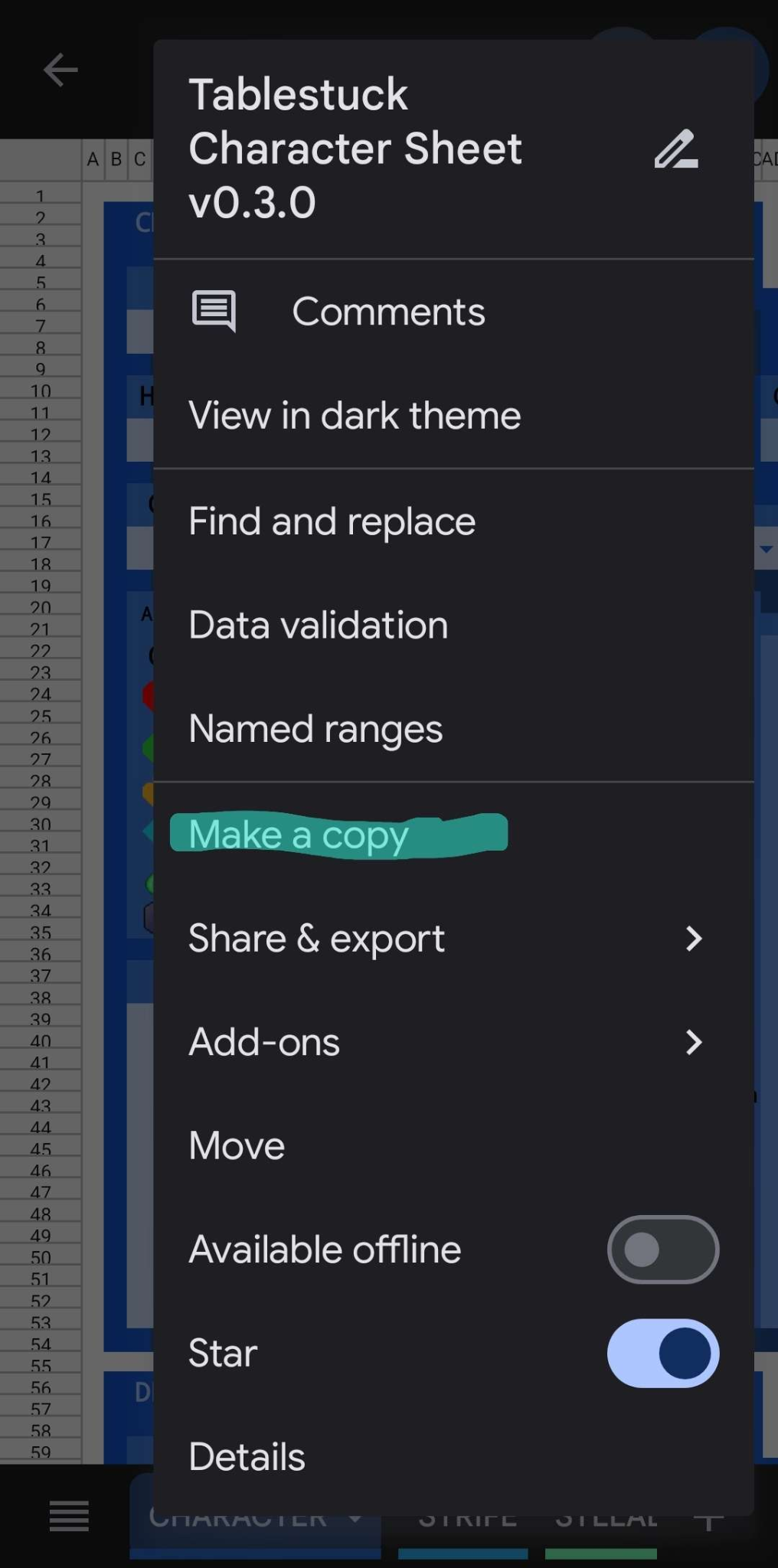
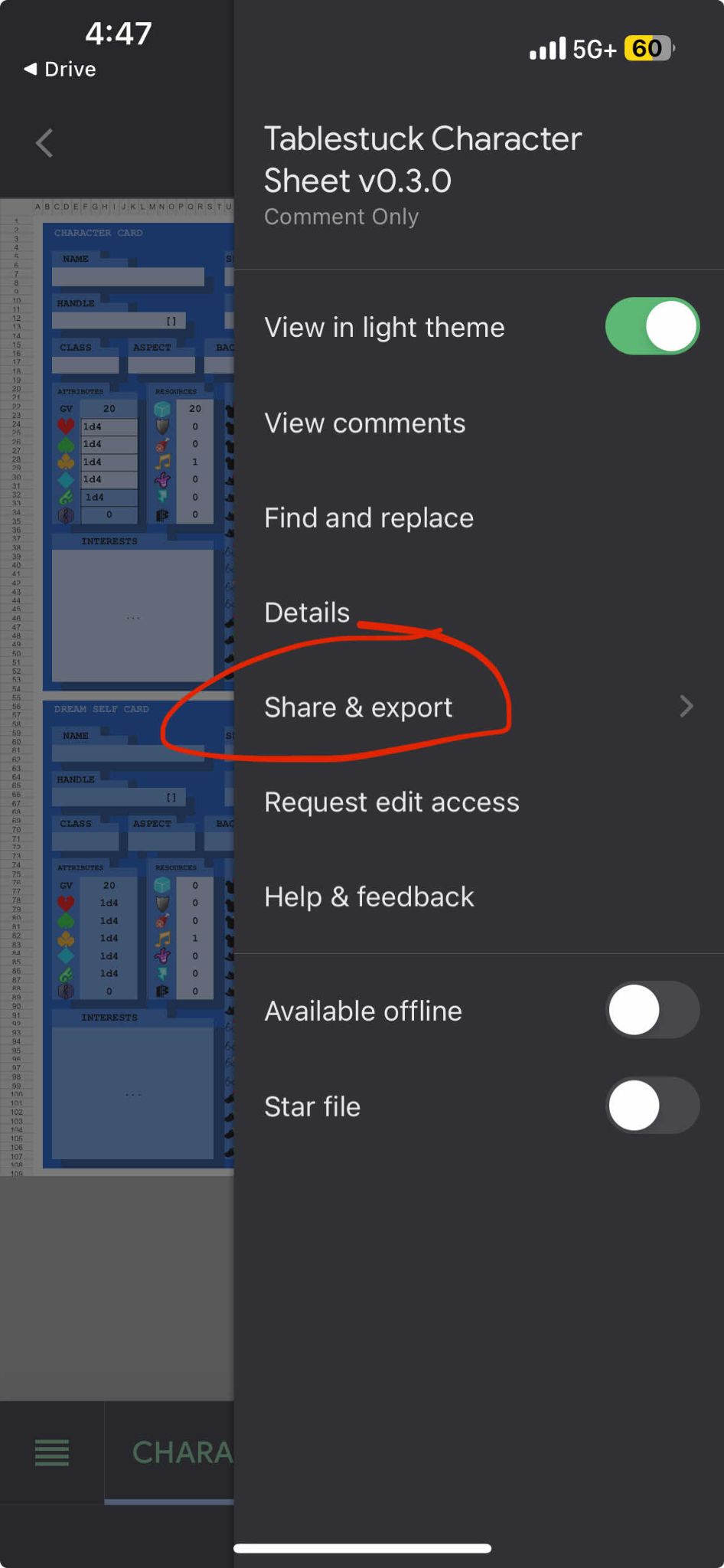
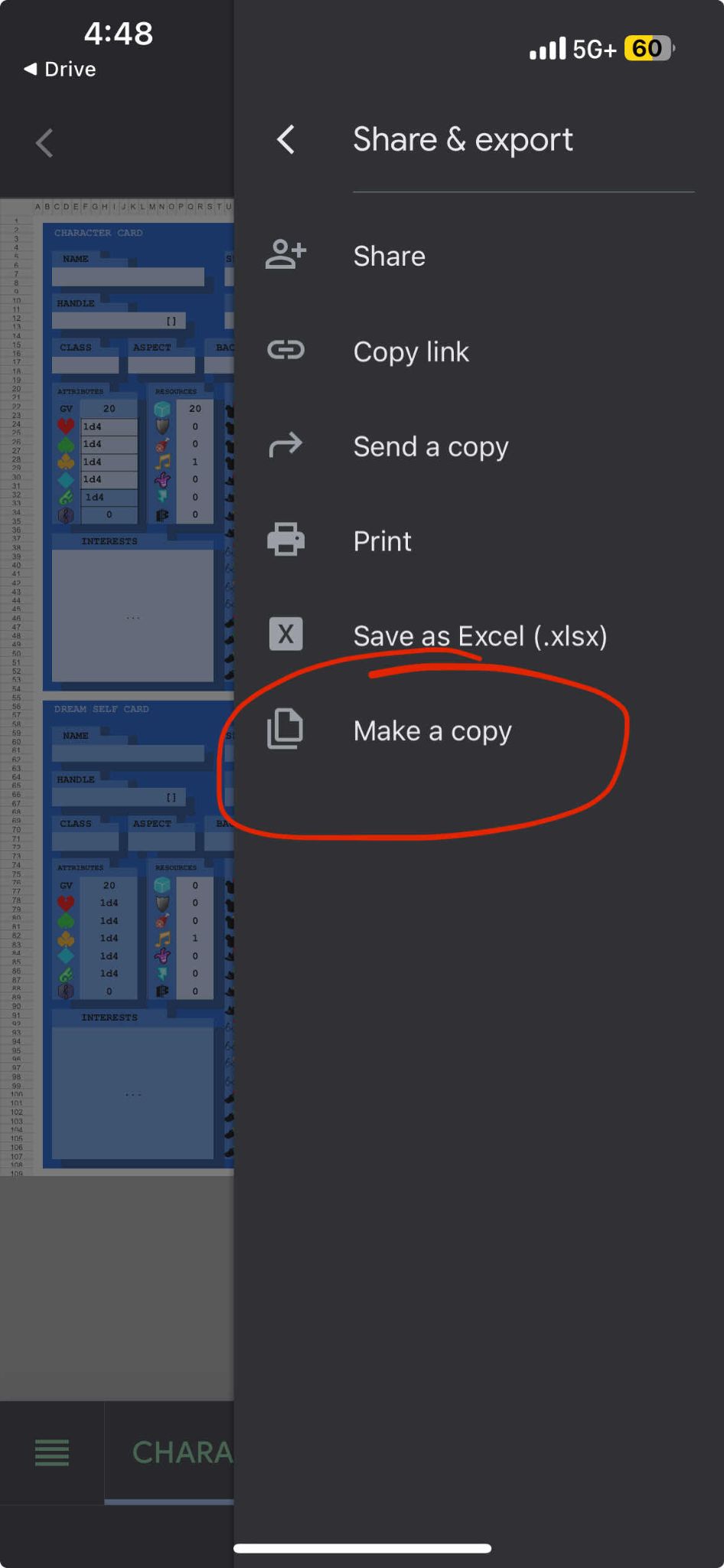
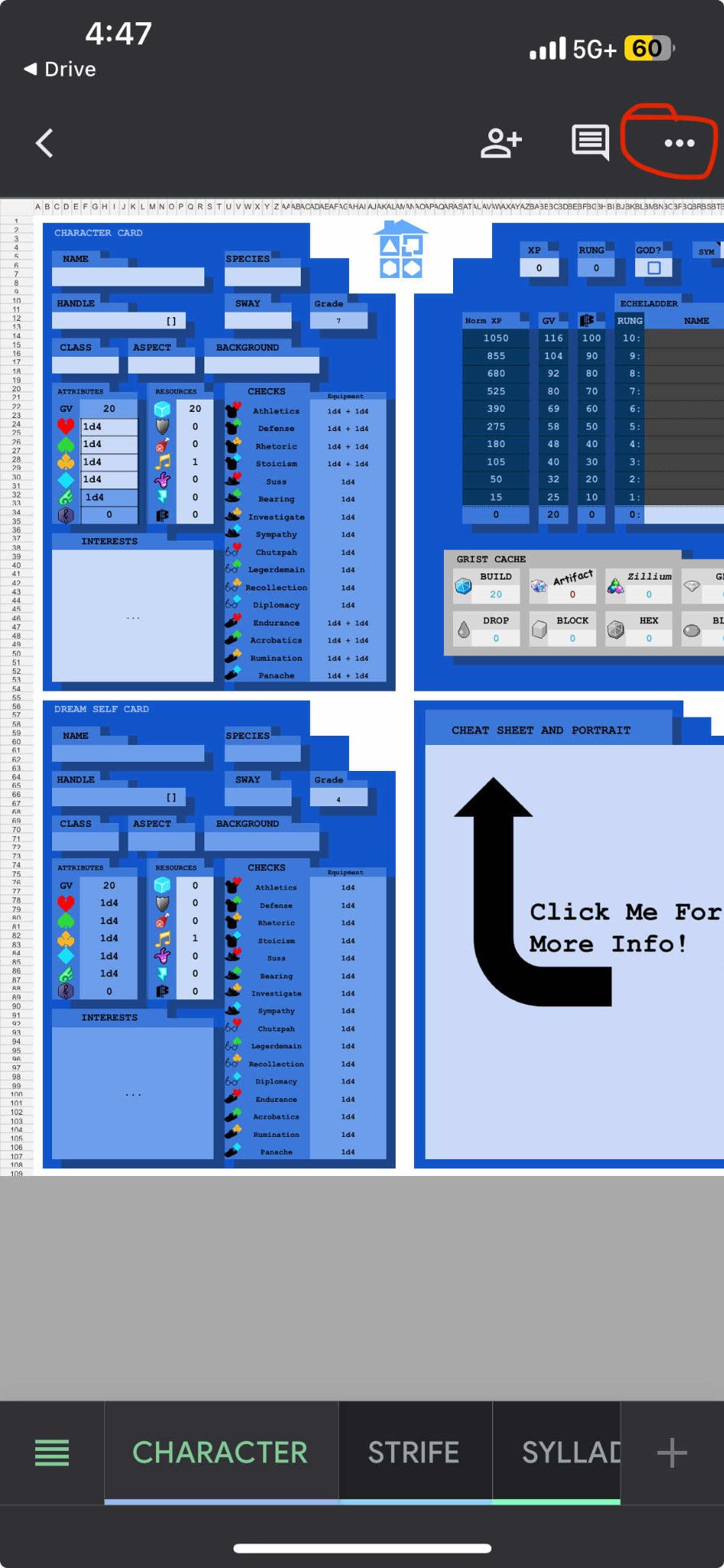
[>Lots of Tiny Dice](#_v36g8mqoegdi)  
[>Resources](#_l44ohfyb897e)  
[>Sylladex and Fetch Modi](#_ci6iy9nqqimf)  
[>Taking Your Turn](#_e34600j6fgyy)  
[>Items](#_ja7ofvx89qst)  
[>Checks and Saves](#_5c846m5hq3u0)  
[>Taking Actions](#_2cilp36sy0xx)

Just reading these sections will give you a good feel for how the game is played. If you plan on playing as a DM, read those sections thoroughly and at least skim the rest of the book before heading to *The Tablestuck* DM’s Grimoire*.*   
  
If you're a Player, the rest of this section will walk you through setting up a Character Sheet. For building your Character, the following hyperlink can take you to the section on Character Creation: [==> ACT 2 - Character Creation](#_2t8jolh62r0y).   
  
In Tablestuck all Character Sheets use Google Sheets; as there are several complex calculations the system uses that are best done by an automated system. Go to the “Character Sheet” Item inside the main Drive folder you found this guide in. When you do so, you should see a screen like this:



You will need to make a copy of the sheet; click the file button in the top left of the screen, then click “Make a Copy”:

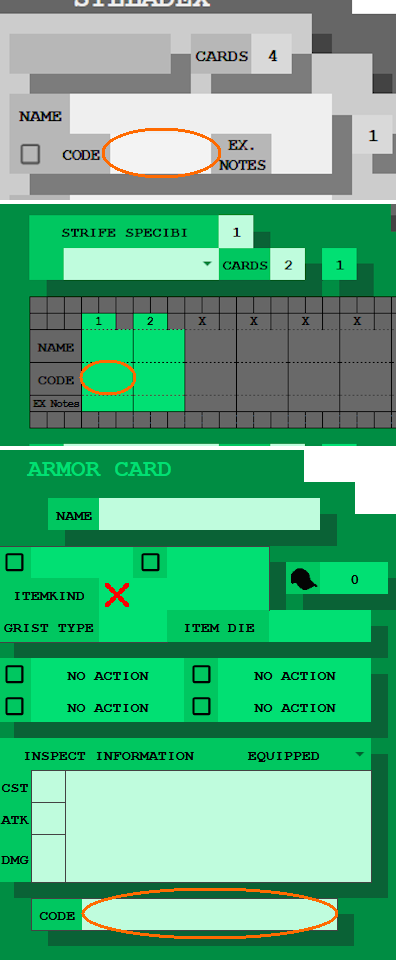


If you’re on an Android mobile device, you will see the page as shown below in the image on the left. Tap the three dots in the upper right corner, and tap “Make a Copy” as seen on the right:  
   
If you’re on an Apple mobile device, you will see the page as shown below in the image on the left. Tap the three dots in the upper right corner, then press Share and Export, then “Make a Copy”   
  
  
Choose a name for the Character Sheet, as well as a place for it to go inside your Google Drive.

The first tab in a Character Sheet is “Character”. This is where all the decisions you make while creating your character go, along with your current resources, what you roll for Checks and Saves, and your rung.  


The “Strife” tab automatically pulls information from the other pages of the Character Sheet to serve as an easy reference for everything you need during combat.  


“Sylladex” and “Dream Sylladex” are where you track your Character’s inventory.   
  
To put gear into those slots, you will need a Captchalogue Code (for more info on how this works the following hyperlink can take you to the section explaining it [>Items](#_ja7ofvx89qst)). For Items in your Sylladex, Weapons in your Strife Specibus, and Equipment your character is wearing you will put the Code in their respective places circled in orange:



This can be done by clicking into the box and either pasting the copied Code or writing it down yourself.

If you would like to see a certain Item in your Sylladex, click the check-box next to the Code. As long as no other check-boxes are clicked, the Item will then show in your Active Item slot. You can see your different Weapons and decide which one is active by clicking the drop down box on the Strife Card and selecting the name of that Weapon.

The “Notes and Achievements” tab is where you can write about your Character, things they have done and achieved as well as their goals for their future. If your character ever begins earning Handysash Badges you can write about that here as well.  


The “Atheneum” tab is a space for you to keep a record of any Items and Captchalogue Codes that you have used in Alchemy, even if they’re not in your inventory. There is also a “Code Checker” on this page to preview the properties of an Item.  


Finally, the “Actions” and “Traits” tabs serve as a quick reference for all of the Weapon Actions and Traits in Tablestuck.  


## >Lots of Tiny Dice

Tablestuck is a game built around the use of small math rocks called dice, which you may know from: Almost any board game, title cards of spy movies, and your late grandfather’s gambling addiction.Unlike more common games that you may be more familiar with however, Tablestuck uses more than the standard six-sided Monopoly die.

Any time Tablestuck references a die to be rolled, it does so by calling it a “dX”, where X is replaced with the number of sides the die has. For example, a six sided die is a “d6”. The number of sides is referred to as the “die size”. Any time the game refers to the average of a die, it is always half of the sides of said die + 1. Numbers are always rounded up in Tablestuck.

| Size | d2 | d4 | d6 | d8 | d10 | d12 | d20 |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Average | 2 | 3 | 4 | 5 | 6 | 7 | 11 |

Refer to the above table for all the die sizes used by Tablestuck and their averages.

Additionally, a die roll may sometimes be considered *Favorable* or *Unfavorable*. Favorable rolls are rolled twice and use the higher result. Unfavorable rolls are rolled twice and use the lower result.

## >Roleplaying

While the current state of the RPG video game genre has lost the meaning of the word a bit in recent years, the RP in RPG is for roleplaying. Part of the point is that you’re not just making decisions that you as a person would, but rather making decisions based on your Character's personality, wants, and needs. While the rules and mechanics are important to give the game structure, remember that the real focus of the game is to *tell a story together.* It’s always worth asking the question *“What would my character do?”*

While this is not necessarily a constant across all Tablestuck sessions, most of the time this game is meant to be a little bit silly. Before going into a game, unless otherwise stated by the DM, expect a generally lighthearted, comedic tone in the narration and mechanics, and for roleplaying to be the status quo while playing Tablestuck.

This, however, is not to say that exceptions are unwelcome. On the contrary, the lighthearted tone is intended to lift and highlight the emotional beats: where the tone shifts to be sad, dark, and sometimes scary. When these moments occur, use them as opportunities to explore a deeper side of your Character: their attachments, flaws, and fears.



# ==> ACT 2 - Character Creation

Your Character serves as your avatar within the world created by your DM. This section will help you fill out your Character Sheet. The Character Sheet tracks important mechanical information about your character, and can be found in the same folder as this Manual.

Before you begin building your Character mechanically though, you should try to have an idea of who they are and what their personality is like. To help flesh out a Character, try to think of at least one character flaw (A negative personality trait that may influence your Character’s decisions), at least one character bond (Something your Character holds attachment to) and one character ideal (Something your Character believes). Think about these things while roleplaying and how they would influence your Character’s choices, dialogue, and actions. You can put this information in the Extra Notes section of your Character Sheet as a reminder.

Now that you hopefully have an idea of who your Character is, this chapter will walk you through the Character Sheet and the Character Creation process.

## >Character Attributes

The physical and mental attributes of a Character are split up into four Stats represented by dice. These attributes and what they represent are outlined on the following table.

All Characters start with a base d4 in every Attribute.

| Attribute | Description |
| --- | --- |
| Vim(VIM) | Physical Strength and Fortitude |
| Agility(AGI) | Speed and Reflexes |
| Wits(WIT) | Wisdom and Intelligence |
| Charm(CRM) | Charisma and Social Aptitude |

Each Character has a die assigned to each of these four Attributes, larger die sizes representing more aptitude in a given Attribute. These dice are rolled when Characters perform actions relevant to said attribute.

A Character’s Attribute Dice at the start of the game can also be determined by their species and background. Characters will have opportunities to increase the die size of their Attributes as the game progresses. An Attribute Die size cannot exceed a d12. Whenever you increase an Attribute Die you do so by moving it up one step on the dice size chart which you can find in [>Lots of Tiny Dice](#_v36g8mqoegdi).

## >Species

There are two primary species options for a Player Character in Tablestuck, Humans and Trolls. What options Players have available vary from campaign to campaign as the option is very setting-dependent. The majority of Tablestuck settings either take place with a full cast of one or the other. Some settings may support both species, so it’s important to discuss this with your DM beforehand.

Human - Humans are a strange primate species that typically originate from the Planet Earth. They tend to be pretty physically and mentally average with a lot of potential for growth and an average lifespan of 80 years. (I know, crazy right?) A list of Talent options can be found using the following hyperlink, [==> APPENDIX A: TALENTS](#_213l8o47uif8).  


Troll - Trolls are a horned humanoid insect species that typically originate from the Planet Alternia, where they live under a caste-based hierarchy revolving around the color of their blood called the Hemospectrum. Trolls fall under one of 12 Blood Castes, each with different biological traits. The lowest of lowbloods only have lifespans of a few decades, while the highest of highbloods can live for millenia. Rather than choosing Talents, most Trolls develop innate psionic abilities unique to their Blood Caste as they climb their Echeladder. A detailed list of all Troll Blood Castes options can be found using the following hyperlink [==> APPENDIX B: HEMOSPECTRUM](#_i9vve9bazx0o). It is not recommended to play as a Troll if you are unfamiliar with the source material.





## >Background

Players can choose a single background for their Character from the following options. These options are available for both Human and Troll Characters. There are 32 different options. If you're new to the game, it is suggested you only pick from the first 10.

| # | Background | Effect |
| --- | --- | --- |
| 1 | Body Builder | Increase VIM die size; once per round you may reroll a VIM die used in a Check after seeing the result |
| 2 | Athlete | Increase AGI die size; once per round you may reroll a AGI die used in a Check after seeing the result |
| 3 | Nerd | Increase WIT die size; once per round you may reroll a WIT die used in a Check after seeing the result |
| 4 | Joker | Increase CRM die size; once per round you may reroll a CRM die used in a Check after seeing the result |
| 5 | Jock | Increase VIM die size and AGI die size |
| 6 | Himbo | Increase VIM die size and CRM die size |
| 7 | Schemer | Increase WIT die size and CRM die size |
| 8 | Mathlete | Increase WIT die size and VIM die size |
| 9 | Twink | Increase WIT die size and AGI die size |
| 10 | Can Do a flip | Increase CRM die size and AGI die size |
| 11 | Smart Caster | All Magic Weapons use your WIT die, and your WIT die has a +1 whenever it is rolled |
| 12 | Alchemist | All Magic Weapons use your VIM die, and your VIM die has a +1 whenever it is rolled |
| 13 | Heavy Weapons Expert | All Ranged Weapons use your VIM die, and your VIM die has a +1 whenever it is rolled |
| 14 | Charming Gunslinger | All Ranged Weapons use your CRM die, and your CRM die has a +1 whenever it is rolled |
| 15 | Sword Diplomat | All Melee Weapons use your CRM die, and your CRM die has a +1 whenever it is rolled |
| 16 | Fencer | All Melee Weapons use your WIT die, and your WIT die has a +1 whenever it is rolled |
| 17 | Computer Genius | >PROGRAM 6x: Roll a WIT Save. If the result is higher than the STM cost of an Action you have access to, you may create a software application that performs that Action for half the STM rounded up. Even if this Action doesn’t EXHAUST, the software version gains the EXHAUST keyword.PROGRESSIVE. |
| 18 | Battle Ready | If the Active Item in your Sylladex is a Weapon that you have a Strife Specibus for, you may use that Item as if it were an Active Weapon and were holding two Weapons. |
| 19 | Unrelenter | Any time you roll doubles on a Strike Check, you may >AGGRIEVE for free. |
| 20 | Organized | You can take the Manual Sort Action for 1 STM and you start the game with four additional Captchalogue Cards. |
| 21 | Toxic Friend | Whenever you inflict *[Calm]* or *[Aggravate]* on a Target, you also inflict *[Toxic]*. |
| 22 | Loud & Shouty | You gain the *[Loud]* Status Effect at the start of every turn. Status Effects clear when you roll max on the Recovery Save, even if it is less than the DC. |
| 23 | Brand Loyal | Treat the <JPEG> Trait as if it is the <GENERIC> Trait. Anytime you roll a 2 on a 1d2 during a Check, you may choose to lose 1d6 BOD to add 1d4 to your roll. |
| 24 | Vegetarian | You can’t use Items with the <MEAT> Trait. If an Item has the <PLANT> Trait, roll its ITMDI favorably. |
| 25 | Lucid Dreamer | You can control your Waking Self and Dream Self simultaneously. |
| 26 | Dual Dreamer | You have two Dream Selves, one on each moon. You may choose to control either when you sleep. Note: The current Character Sheet does not support Dual Dreamer, so you will need to track the stats of your second Dream Self by yourself. |
| 27 | Robot | All your Stat Dice are d2s and cannot change. Instead of wearing Equipped Items, they are integrated into your body. Anytime you would roll a Stat Die, instead roll the ITMDI of the associated Equipped Item as listed below.  VIM - Armor, WIT - Glasses,  CRM - Hat, AGI - Shoes |
| 28 | Negative: Sleep Like the Dead | Your Dream Self starts the game dead. |
| 29 | Negative: Unorganize  d | All Basic Sylladex Actions cost +1 STM. |
| 30 | Negative: Late | Whenever you gain TMP, gain 1 less of it. |
| 31 | Negative: Weak Body | You have 10 less GV. |
| 32 | Negative: Hated | Your Relationship with all NPCs starts one tier lower than it normally would. |

## >Lunar Sway and Dream Self

Player Characters in Tablestuck typically have multiple *Selves*. For most characters there are two, the Waking Self and the Dream Self, but under certain conditions a Character may acquire more or start with less. The Inventory and resources of individual Selves are tracked separately, but a Character’s Attributes, experience, and Echeladder rung are static across all Selves. If your Waking Self dies, you can take control of your still living Dream Self.

Whenever your Character falls *asleep,* they can choose to change which Self they have control over, allowing your Dream Self to continue the adventure while your Waking Self rests.

A Player Character’s *Lunar Sway* determines which of the two *Kingdoms* your Character’s Dream Self originates from. These are the Kingdoms of *Prospit* and *Derse*, and which one a character may align with is heavily rooted in their personality and outlook on life.

Prospit - Prospit Dreamers are typically creative and optimistic. They tend to make decisions based on gut instincts and the emotions they are feeling in the moment. They are quick to act and reliable in a crisis, but this can also make them capricious. The Self that they project into the world is often not under their control.

Derse - Derse Dreamers are typically analytical and pessimistic. They are problem solvers, facing conflicts head-on with shrewd, calculating minds. Letting go and living in the moment is hard for a Derse Dreamer. The Self that they project into the world is often a front, a controlled identity to hide their insecurities behind.  


## >Pesterchum and Trollian

In Tablestuck, Player Characters are rarely ever within the same location as each other. Instead, roleplay conversations between Player Characters are typically conducted in-universe over the chat client *Pesterchum* for Earth and *Trollian* for Alternia. When playing over Discord, we recommend having a dedicated text channel for in-character conversations between each combination of players. Additionally, all Players can contribute to larger group *Memo* conversations.

It is recommended to use your time waiting for your next turn to have these in-character conversations. As an optional rule, the DM may choose that you can only do this while your Character has access to a computer. This increases immersion in the game, but locking Players from being able to have in character conversations between turns due to poor inventory management might make the game boring or frustrating. This is something to consider on a session by session basis and what the Players of a given campaign might be interested in.

Additionally, you should consider choosing a *Chumhandle* for your Character, which is a username that they use over Pesterchum or Trollian.



## >Class and Aspect

A Player Character’s personality is further represented through the system by their Class and Aspect (sometimes called Classpect). As you climb your Echeladder and progress through the game, you will acquire boons specific to your Classpect.

Your chosen Aspect binds your character to one of twelve cosmic properties: Breath, Blood, Life, Doom,   
Light, Void, Time, Space, Heart, Mind, Rage, and Hope. These Aspects each represent a different fundamental property of the game’s reality.

Your chosen Class is the way your Player Character interacts with their bound Aspect. There are twelve classes available to play in Tablestuck: Maid, Sylph, Thief, Rogue, Witch, Heir, Mage, Seer, Page, Knight, Prince and Bard. These classes are typically defined by a keyword and the classification of Passive (-) or Active (+). Passive and Active are a very vague concept, but to put it as simply as possible; Passive classes are group oriented, while Active classes are individual oriented.

How a Player Character’s Class and Aspect interact with each other defines a classpect rather than simply the class or Aspect itself. Each combination is unique, with a total of 144 possible combinations. For information on every combination of Class and Aspect and the boons they provide as you ascend the echeladder, please refer to Appendix C which can be found using the following hyperlink, [==> APPENDIX C: CLASSPECTS](#_3lxjbd51kod8).



## >Echeladder

A Player Character’s Echeladder marks their progression through the game. As a character collects XP, they will climb to higher Echeladder Rungs. A Character starts at rung 0, and can climb to a maximum of rung 10. Every time a Character climbs a rung, they gain a number of

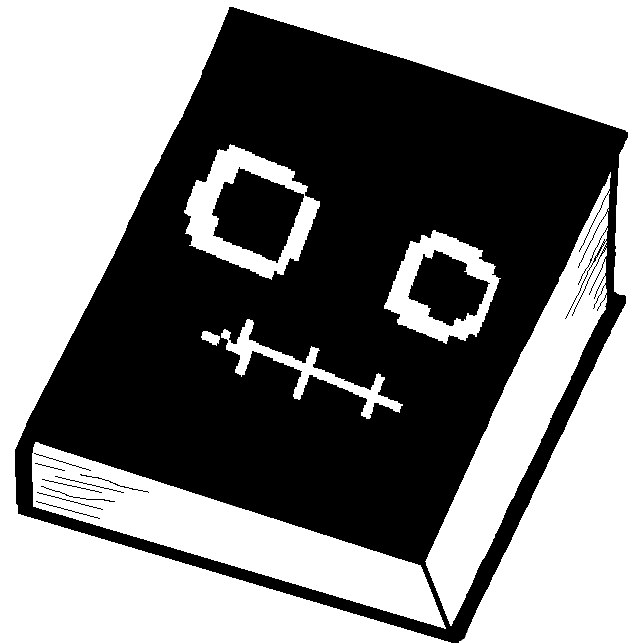
Boondollars and increase their AP and STAMINA (STM) Die as shown on the table below.

There are 3 different tracks for XP leveling, the first is *XP Fast*. This is for campaigns that should go relatively quick, maybe a month or two. Then *XP Normal* is the original leveling progression. Finally, *XP Slow* gets a Player Character to Rung 2 at normal speed before significantly slowing down. This one is for campaigns that may last several years. Your DM may also decide to do a milestone leveling system instead. Ask your DM which one you will be using before the game begins.

Odd numbered Rungs provide Characters with both an Attribute Die size increase of their choice (to a maximum of d12) as well as a feature based on their species. Humans get to choose a Talent every odd rung (you can use this hyperlink to see talents, [==> APPENDIX A: TALENTS](#_213l8o47uif8)), and Trolls get a feature based on their Blood Caste (you can use this hyperlink to see info on the Blood Castes [==> APPENDIX B: HEMOSPECTRUM](#_i9vve9bazx0o)).

Even numbered Rungs provide Characters with features based on their Classpect (you can use this hyperlink to see info on the different classpects [==> APPENDIX C: CLASSPECTS](#_3lxjbd51kod8)).

| ECHELADDER | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rung | XP Fast, Normal, Slow | | | GV |  | AP | STM | Boons |
| 0 | 0 | 0 | 0 | 20 | +0 | / | 1d4 | Background |
| 1 | 11 | 15 | 20 | 25 | +10 | / | 1d4 | Stat Die Increase + Racial |
| 2 | 38 | 50 | 64 | 32 | +20 | / | 1d6 | Classpect Feature |
| 3 | 81 | 105 | 132 | 40 | +30 | / | 1d6 | Stat Die Increase + Racial |
| 4 | 140 | 180 | 224 | 48 | +40 | 1d4 | 1d6 | Classpect Feature |
| 5 | 215 | 275 | 340 | 58 | +50 | 1d4 | 1d6 | Stat Die Increase + Racial |
| 6 | 306 | 390 | 480 | 69 | +60 | 1d6 | 1d8 | Classpect Feature |
| 7 | 413 | 525 | 644 | 80 | +70 | 1d6 | 1d8 | Stat Die Increase + Racial |
| 8 | 536 | 680 | 832 | 92 | +80 | 1d8 | 1d8 | Classpect Feature |
| 9 | 675 | 855 | 1044 | 104 | +90 | 1d8 | 1d8 | Stat Die Increase + Racial |
| 10 | 830 | 1050 | 1280 | 116 | +100 | 1d10 | 1d10 | Classpect Feature |

There is an additional form of progression known as Achievements. Only the DM will know the achievements of their game. Gaining achievements doesn’t provide abilities until the Player becomes God Tier, a late game power boost. This is done through the Kiddie Camper Handysash, but its functions and mechanics are only available for the DM to see in their GRIMOIRE. A

Player Character who becomes God Tier will lose access to their background, but continue to level up through the Echeladder while occasionally gaining additional powers via Achievements.

## >Resources

The majority of the rest of your sheet are sections to track various resources as you progress through the game.

VITALITY(VIT) - A Character’s VIT is a resource to represent their state of health. It is reduced by damage, increased by healing, and if it falls to 0, your Character falls unconscious. VIT is tracked individually between different Selves.

GEL VISCOSITY(GV) - A Character’s GV is the maximum amount of VIT a Character can have at any given time. If a Character would be healed an amount of VIT greater than their GV, VIT instead becomes equal to GV. A Character’s GV is indicated by their rung on the Echeladder.

GRIT(GRIT) - A Character’s GRIT is a resource tracked separately from Vitality and is not limited by GV. If a Character has GRIT when they take damage, their GRIT is reduced until it reaches 0 and any remaining damage is then reduced from VIT as normal. GRIT resets to 0 at the start of your turn. GRIT is tracked individually between different Selves.

EXPERIENCE(XP) - XP is collected by defeating enemies in Tablestuck, and it can be rewarded by the DM as they see fit. XP is used to track progression on the Echeladder.

Boondollars(BOD) - Boondollars are the primary currency used in Tablestuck. Characters acquire Boondollars when they climb their Echeladder, but more can be acquired in many different ways. Every character starts with BOD 0.

Grist - Grist is a resource used for *Alchemy* in Tablestuck. There are seven types of grist, each with varying levels of rarity. These types are Artifact,

Build,Drop,Block,Hex,Blop,Gem, and Zillium in order of value. Every Character starts with 20 Build. Grist is almost always acquired by killing monsters known as Underlings.

PRANKSTER’S GAMBIT(PG) - PG is a resource pool that can hold a maximum of 6 PG for Players and starts at 0. Everytime you roll the maximum natural result on any die, you get +1 PG. Everytime your die rolls a natural 1, the DM gets +1 PG. The DM’s pool can hold an amount of PG equaling the number of Player multiplied by two. While DMs keep track of a single pool of PG, they use it via Characters they control as if it were that Character’s PG. Both the DM and Players can use PG on GAMBITS, which are special Actions that can be used at any time as long as you can afford the cost. Gambits are listed in Basic Actions under [>Taking Actions](#_2cilp36sy0xx).

STAMINA(STM) - At the start of your turn, you roll your STM die as indicated on the Echeladder and add STM equal to the result. STM is used as a resource for taking *Actions* in Tablestuck*.* STM is not unique across Selves; if a Player changes which Self they are controlling within the same turn, they share the same total pool of STM. Any unused STM is lost at the end of a Character’s turn.

CHARGE(CRG) - Some Effects provide Characters with

CRG, which is consumed and added to their STM roll at the start of their next turn. Sources of CRG do not stack, if a Character were to receive CRG when they already have CRG, they keep whichever amount is higher.

GUMPTION(GUT) - Some Effects provide a Damage bonus. If a Character has any GUT, they add it to their next Damage roll on a hit. This bonus damage ignores any damage reduction unless otherwise stated. After the attack, reset GUT back to 0. A player can hold a maximum of 16 GUT.

TEMPO(TMP) - Some Effects provide Characters with TMP, which is a resource that starts at 1 and is retained between turns. Whenever a Character rolls a die for a *Check*, if the natural result is less than their current TMP, they may swap the two numbers. The die roll’s result is changed to the stored value of TMP, and TMP becomes the old roll result that was replaced. This takes Effect *after* PG is increased or decreased by the die roll’s original result.

ASPECT POINTS(AP) - Not every Action available in the game costs STM; Actions, Fraymotifs, and Effects relating to a Character’s Aspect make use of AP. AP functions similarly to STM where it is rolled at the start of a turn and any unused AP is lost at the end of the turn. AP however is more rare and difficult to acquire reliably.



## >Sylladex and Fetch Modi

In Tablestuck, your inventory is referred to as the Sylladex. The Sylladex is best imagined as a deck of Cards, because it quite literally is, with each Card in the deck able to hold a single Item. These Cards are Captchalogue Cards, and are physical Items within the world that you can interact with.

A Captchalogue Card can hold all sorts of things. The main limit on what can be inside a Captchalogue Card is the bulk or size of the Item. While this will always be decided by your DM, a good rule of thumb for what can and can’t be Captchalogued is whether or not an average person could pick it up without exerting themselves. For example a laptop or folding chair are easily picked up and moved but one would have to exert themselves quite a bit to pick up a dinner table or a bathtub. Additionally, objects that are securely attached to other objects are also not able to be Captchalogued unless taking the whole object they are attached to. For example grabbing nails hammered into a wood board without taking the whole board or a coin glued to the ground without picking up the floor.

While you can hold as many Items in your Sylladex as you have Captchalogue Cards, you typically only have access to one Item at a time. This Item is referred to as your **Active Item. Think of it like the top Card of your deck. You can use Interactions of that Item and treat it as if it is accessible to you for any reason. If this Item is removed from your Sylladex, the next Item in your Sylladex becomes your **Active Item unless otherwise stated. If there is no valid Item following it, the top Item instead becomes the **Active Item.

How you interact with and change your **Active Item is determined by what is known as your Fetch Modus. This is a device that connects to your Sylladex and determines how it is organized, how easily you can add new Cards to the deck, and how you sort through the existing Cards.



Each Fetch Modi has 4 parts; Captcha, Sort, Capacity, and Ability.

Captcha is how easy it is to put something into the Sylladex, represented by the STM used by the >CAPTCHALOGUE Action.

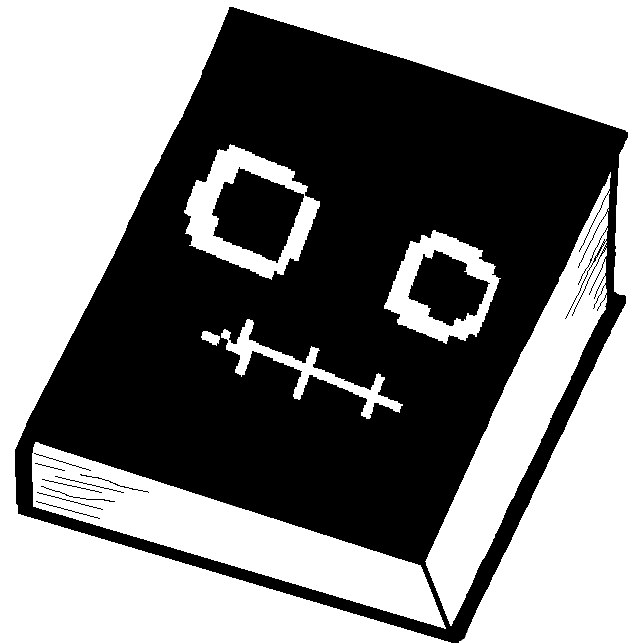
Sort is how easy it is to change which Card in your deck is the **Active Item in the Sylladex, represented by the STM used in the >SORT Action.

Capacity is how many Captchalogue Cards that the Fetch Modus can handle.

Ability is something special or specific that each Fetch Modi can do that no other can. A Fetch Modi can have up to two Abilities at once. If an Ability seems to change or interfere with its other stats, assume that the Abilities take precedence over them, and the first Ability takes precedence over the second.

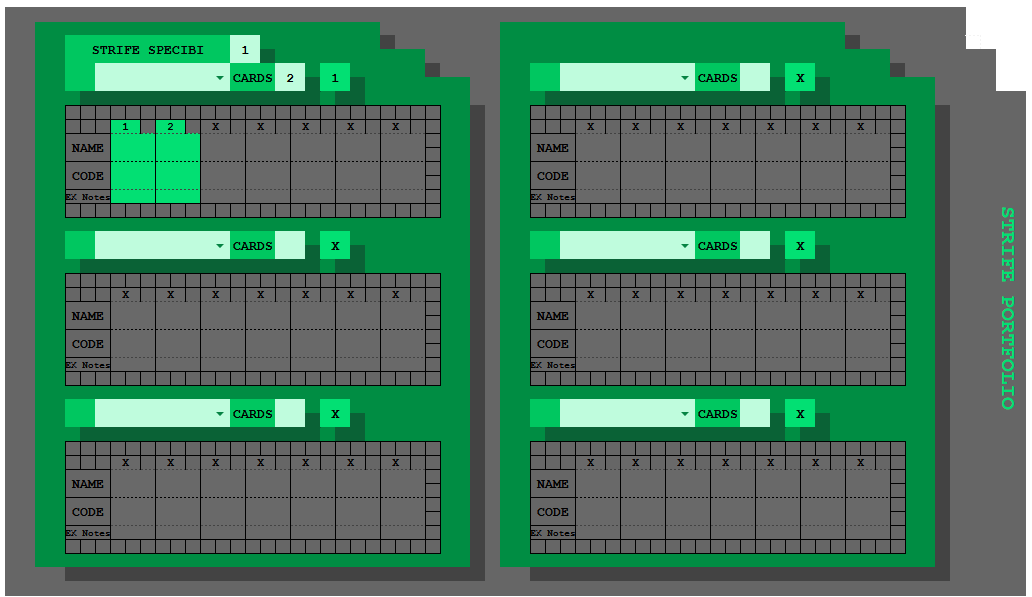
If some part of a Fetch Modi requires you to roll a die but doesn’t specify when, roll it at the start of your turn. If this causes your capacity to become lower than the amount of currently Captchalogued Cards, excess Cards are ejected. The ejected Cards are random. Similar to Weapons, Equipment, and Items, this info is pulled from a Captchalogue Code. The Code must be modikind to work.



There are many different types of Fetch Modi, but to start here are a few ones seen in the comic. There are more available modi in the DM’s GRIMOIRE. Some Fetch Modi can be very powerful and thus it is up to the DM what would be available to the Player at the start of the game.

| Fetch Modi | Captcha | Sort | Capacity | Ability | Code |
| --- | --- | --- | --- | --- | --- |
| Queue | 1 STM | 1 STM | 8 Cards | / | 1a2o8W7o |
| Stack | 1 STM | 2 STM | 12 Cards | When you >CAPTCHALOGUE an Item, that Item becomes your Active Item. | 1E2p8V4o |
| Array | 1 STM | 2 STM | 12 Cards | When your Active Item is removed from your Sylladex you may choose a new Item in your Sylladex to become your Active Item. | 1g2q8V4o |
| Hash Map | 1 STM | 1 STM | 16 Cards | When you >CAPTCHALOGUE, make an  Investigate Check with a DC equal to the amount of filled Cards in your Sylladex, this roll is Favorable if you have a Computer Item Equipped. If you fail, your Active Item is Ejected. | 11bo8W3o |
| Tree | 2 STM | 2 STM | 32 Cards | When you >SORT, you may Launch a different Item from the Sylledex that is not your Active Item. | 1eqo7V2o |
| Pictionary | 3 STM | 1 STM | 12 Cards | >DRAW : You draw a picture, filling a Captchalogue Card with a Ghost Image Captchalogue Code for a simple Item that has Common Traits, Common Actions, and Drop Grist. You can use the Code in alchemy but treat the Card as empty until you >CAPTCHALOGUE. | 1E8oIW4o |
| Monopoly | 2 STM | 2 STM | 16 Cards | You may pay Boondollars instead of STM to >CAPTCHALOGUE and >SORT. | 1D2k7V3o |
| 8 Ball | 1 STM | 2 STM | 8 Cards | Items that are Launched are considered to have an 1d8 ITMDI. If broken when Stressed, the Card is lost instead and the Item is fine. | 11Po8V7o |
| Puzzle | 1 STM | 2 STM | 32 Cards | This Fetch Modi can fit any Item of any size, but the Items take up an amount of Cards equal to that size at the DM’s discretion. | 1t2l8V2o |

To store an Item in your Sylladex, you must Target it with the >CAPTCHALOGUE Basic Action. If you attempt to >CAPTCHALOGUE an Item while you have no available Captchalogue Cards, an Item of your choosing in the deck is Ejected. When an Item is Ejected from the Sylladex this way, you *must* choose a Character in the location to Launch it at. This includes you if there are no other Targets.

In addition to the Sylladex, Weapons can be stored in the Strife Portfolio. Instead of Captchalogue Cards, the Strife Portfolio uses the Strife Specibus and Strife Cards. To Equip a Weapon to the Strife Specibus, it must first be Allocated to a weaponkind that matches the Item. A Strife Specibus can be allocated to any weaponkind for free, but this allocation is permanent. You can Target any Weapon in your Strife Portfolio with the >SWITCH Action to make it your Active Weapon.  


Finally, there is also Equipment. Equipment is armorkind, hatkind, shoekind, and accsorykind Items. A DM  
Character can have one of each of these Equipped at a time, and change them using the >EQUIP Basic Action. While Equipped this way, the passive *Equipped* Trait Effects of those Items are applied to your character. These Items also provide bonuses to specific Skills and Checks*.*

**

## >Starting Items

Unless specified by a background or explicitly stated by the DM, a Character starts with the following Items Equipped.

WAKING SELF - 1x Clothes (5a2og!6o), 1x Shoes (8W2og!6o), 1x Fetch Modus, 4x Captchalogue Cards, 1x Strife Specibus, 2x Strife Cards

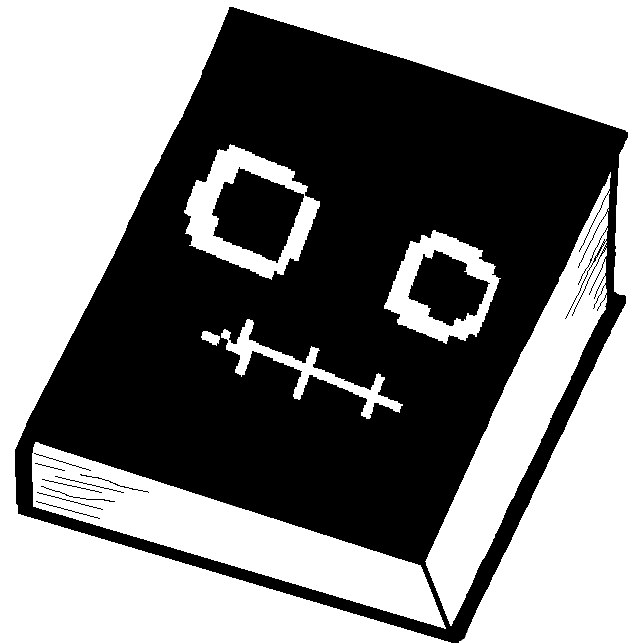
DREAM SELF (PROSPIT) - 1x Prospit Garb (5bGlg!6o), 1x Prospit Shoes (8YGlg!6o), 1x Fetch Modus, 4x Captchalogue Cards, 1x Strife Specibus, 1x Strife Cards

DREAM SELF (DERSE) - 1x Derse Garb (5hGkg!6o), 1x Derse Shoes (8mGkg!6o), 1x Fetch Modus, 2x Captchalogue Cards, 1x Strife Specibus, 2x Strife Cards

In addition, a DM  
Character may either start with the addition of the Generic Hat (6W2og!6o) and Generic Accessory (712og!6o), or 1 Item from the Starter Items list which you can find using this hyperlink [==> APPENDIX D: STARTER ITEMS](#_fle5krevihlq). You may also wish to request a specific Item from your DM instead. Both the Waking Self and Dream Self will start with the chosen Item or the generic Items. You also need to pick out a Fetch Modi either by talking to your DM or grabbing one of the 9 found in the Fetch Modi which you can find using this hyperlink [>Sylladex and Fetch Modi](#_ci6iy9nqqimf).

## 

## >Alchemy

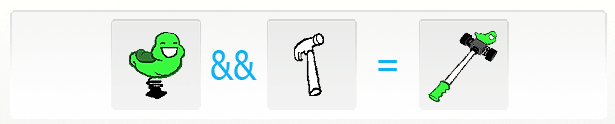
Your main method for making new Items in Tablestuck is Alchemy. This is a complicated subject from the comic that has been simplified in mechanics for the sake of new Players as well as people who don’t want a heavy focus on it. If you're interested in a more accurate version of Alchemy, there are optional rules in the DM’s GRIMOIRE that you can talk with your DM about using.

To begin Alchemizing, you will need an Alchemy Station; there are some hidden within Areas of the world, but the main one you will be using will be deployed in your home by one of your fellow Players. While in the same Area as an Alchemy Station you may use the Alchemy Actions available to you. Using them will allow you to make new Items, print Items you have lost, and register Items you have to be remade later.

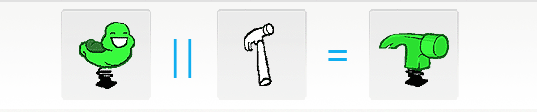
You will also need Captchalogue Codes; these are 8-digit unique identifiers assigned to every Item. While you may have seen many different Codes while doing Alchemy, you are only considered to have access to Captchalogue Codes in your ATHENEUM and your Sylladex.

To Alchemize a new Item, you will need three things: 2 Captchalogue Codes and 1 empty Captchalogue Card. From here, you can either combine the Items together using && (AND) or || (OR). This distinction matters more in the comic and the more accurate version of Alchemy. As stated before, Alchemy has been simplified in the base rules. If you're new to Tablestuck, it is encouraged that you experiment with the two methods to see what kind of different Items you get using them. The two methods use two different algorithms to combine the two Codes together to get an Item that has bits of each inside it.

For example: in the comic, the character John Egbert uses a hammer and a green pogo stick in the && method to combine them together to make a Pogo Hammer as pictured below.



Later, when John used || to combine the same Items again, he got something different.



While the DM’s Session Sheet will handle the actual output of the Code when you Alchemize, it will be up to the DM to describe what that Item looks like and what it is. Keeping this in mind, you may wish to communicate with your DM what kind of outcome you're looking for when you Alchemize.

In your Character Sheet, you will also have your ATHENEUM; this will register any Item you make using Alchemy, so that you can make it again later without it requiring too many steps. Make sure to put any Code created via Alchemy in there so you don’t forget anything.  


# ==> Act 3 - Playing the Game

As opposed to older versions of Tablestuck, this version uses the “Session” play style, with all available Players gathering together at a set time to play the game and taking relatively short turns as outlined below. A “Freeform” play style more akin to the way Tablestuck has traditionally been played will likely be included in future versions, but for this version this is the only play style supported. If you would like to play the game using Play By Post rules there are optional rules for that in the DM's Grimoire.

Once you have a Character created, you’re ready to sit down and start playing the game. In the current version of Tablestuck, the game is played in sessions using rounds to break up the turns. You will first need to determine the order in which each player takes their turn. The DM can choose how turn order is decided; either allowing the Players to choose themselves, just going in a clockwise order, or having each Players roll their AGI die.

## >Taking Your Turn

A Character begins their turn by rolling their STM die and generating STM equal to the result, adding any CRG they may have accumulated since the start of their last turn to the total. If a Player Character has reached at least Rung 4 of their Echeladder, they also roll their ASPECT die and add AP equal to the result.

At the start of the Character’s turn, all *Exhausted* Actions become *Unexhausted*.

A Character may then use that STM to take Actions available to them. These may be the universal Basic Actions seen in >Basic Actions that all Characters have access to, or these may be special Actions available to them because of an Item, Ability, or a custom Action available to them because of their situation. Keep in mind that the DM may decide that a custom Action is not appropriate.

The Character’s turn ends after they have run out of   
STM, AP, or simply declare it is the end of their turn. When the Character’s turn is over it will move on to the next Character. That Character then can no longer perform any Actions until their next turn, unless they have an Ability allowing them to do so.

## >Items

Tablestuck has a heavy focus on the use of Items. Every Item has a set list of properties as listed below. This information is stored in an Item’s 8 digit *Captchalogue Code.*

ITEMKIND - Itemkind describes the form and general uses of an Item. It is the central form of Item classification. There are five categories of Itemkind: *Melee Weapons, Ranged Weapons, Magic Weapons,* *Equipment,* and *Other.*

GRIST TYPE - The Grist Type of an Item determines the base *Item Die Size* of an Item as listed on the table below. This ITMDI is used for almost any roll made that involves the Item and functions similarly to Attribute Dice. A non-Zillium ITMDI cannot be modified to be larger than a d12 or smaller than a d2.

| Grist | Artifact | Drop | Block | Hex | Blop | Gem | Zillium |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Die | d2 | d4 | d6 | d8 | d10 | d12 | d20 |

Any time a Trait or Action Effect references ITMDI, it is a placeholder for the *Item Die* of the Item that may be of any variable size. You can think of the difference between Grist Die and *Item Die* as if Grist die is an empty Room while ITMDI is that same Room now filled with furniture where Traits act as the furniture in this metaphor. Or an even simpler way to put it;  
Grist Die + Traits = ITMDI.

TRAITS - An Item can have up to two Traits, and each Trait provides an Item with unique Effects. If you would like to see all Traits and their Effects use the following hyperlink, [==> APPENDIX E: ITEM TRAITS](#_9emihmblvo9).

Below is a chart of how these Traits are played according to their unique Effect.

| PASSIVE EFFECT | INTERACTION | STRIKE EFFECT | EQUIPPED EFFECT |
| --- | --- | --- | --- |
| A Trait's Passive Effect is a rule that is always applied to the Item and Interactions regarding the Item. | A Trait’s Interaction is a special Action that can be taken using an Item regardless of kind as long as you can Target the Item. | A Trait’s Strike Effect goes into Effect any time a Strike Check is made using the Item. | A Trait’s Equipped Effect is a rule that is always in Effect for a Character while they are wearing the Item as Armor, Shoes, Glasses, or Hat. |

If an Item’s two Traits do opposing things, such as <HEAVYWEIGHT> and <LIGHTWEIGHT>’s Passive, then those Effects counteract each other. If an Item’s two Traits both affect the same thing, then apply the Traits in order as they appear on the Item.

Example 1. An Item’s first Trait is <LIGHTWEIGHT>, and its second Trait is <HEAVYWEIGHT>. In this case, the Passive Effect of <LIGHTWEIGHT> counteracts the Passive Effect of <HEAVYWEIGHT>, but since neither Traits Strike Effect counteract each other, the Item gets both a +1 to hit and +1 to damage.  
Example 2. An Item’s first Trait is <HEAVYWEIGHT> and its second Trait is <CANINE>. Both of these have a Passive that increases the ITMDI , then <CANINE> can’t affect that die any further if <HEAVYWEIGHT> increases the die size to or above a d8.

It should be noted that the benefits of multiple instances of the *same* Trait Effect do not stack.

WEAPON ACTIONS - An Item can have up to four special Strife Actions, these can be used any time the Item is your Active Weapon. There are four categories of Weapon Actions: Attacks, Debuffs, Buffs and Defensive. Attacks typically require a *Strike Check*, while Debuffs and a few unique attacks require your Target to make a *Save.*

In addition to these four Actions, every Item has the Action “>AGGRIEVE *-* , Strike: *Deal* ITMDI *Damage to Target* Character”

Any time an Item Effect with the keyword “*STRESS*” is used, roll ITMDI. On a 1, the Item is broken*.* (A broken Item is treated as though it has no Traits or Actions and a d2 *Item Die*) If an Item Effect has the keyword “*CONSUME*” the Item is removed from the game after the Effect resolves.

For a full list of all Itemkinds, Traits, and Strife Actions, refer to [==> *Appendix E: Item Traits*](#_9emihmblvo9)*.*



## >Checks and Saves

Most rolls made in Tablestuck are referred to as either a *Check* or a *Save.* Checks are typically made using one or two dice, a Stat Die and an Item Die, while Saves are usually just a single Stat Die. This is important to note as many Effects in Tablestuck may reference and modify Checks and Saves. For example, Prankster's Gambit can be added to all Checks but not Saves.

DOUBLES - If you roll doubles on any Check, meaning that two or more dice roll the same result, roll those dice again and add them to the initial result. Doubles rolled on a doubles roll do not trigger additional doubles. If the original roll was affected by Favorable or Unfavorable the doubles roll will also be affected by it.

*Strike Checks* and *Defense Checks* are the most commonly used Checks as they are required for attacking Targets. The Stat Die used for a Strike Check depends on the Weapon type:

VIM for Melee, WIT for Ranged, and CRM for Magic.

When you Strike a Target, you make a Strike Check against the Target’s Defense Check. If your Strike Check is equal to or higher than the Defense Check, the Strike hits. If the Strike Check is higher than or equal to the maximum sum of all dice rolled in the Defense Check, it is a Critical Hit(or Crit), and all resulting Damage Diceof the Strike automatically roll the maximum result. When checking if something is a Crit, the maximum sum of all dice is determined by anything that affects any individual dice or adds additional dice in the roll such as the <HEAVYWEIGHT> Trait’s -1, rolling Doubles, or a previous Interaction with an <ANIME> Item. However, the maximum sum is not affected by anything that affects the whole Check such as PG, the <AVIAN> Trait, or a <RAD> Interaction.

When you take a Strife Action that causes a Save to be made, the DC of that Save is the Average of the ITMDI on the Item the Action comes from. The Stat Die used for the Save depends on the Weapon type: VIM for Melee, WIT for Ranged, and CRM for Magic. If there is no obvious Item Die (such as on a hatkind Item), default to VIM. Traits that have “On Hit” Effects work with Save based Strife Actions, but Traits that have “On Crit” Effect do not trigger from Save based Strife Actions, as Saves can never Crit. When a Save caused by a Weapon Action is passed it will still do half damage rounded up after rolling and adding everything together.

You can tell if a Weapon Action needs a Strike Check or a Save based on if it has a “C” for Check or “S” for Save in the ATTK part of the Action’s description found in [==> APPENDIX: F WEAPON ACTIONS](#_88a4i7y41hwa).   
  
The Order of Operations for making a Check is the following.  
==> Roll ==> Item Traits ==> Favorable/Unfavorable ==> Tempo, TMP ==> Doubles ==> Prankster's Gambit ==> Final Result

Besides Defense Checks or Strike Checks, there are also Checks you may make based on different Skills. These are a collection of different specific Checks that may come up in the game to help you reach success for a specific circumstance.  
  
There are 16 different types of Skills in Tablestuck. These are calculated based on your Attributes and your Equipment and have a variety of different uses. Below is a table showing how each Skill corresponds to a piece of an Equipment and an Attribute. If you're a new Player don’t worry too much about the specifics of what any Check is used for. The DM will be there to help you and tell you which specific one to roll, while your Character Sheet will auto calculate what you need to roll for that Skill Check.

Typically, a skill should only be rolled when there’s a degree of success to be determined, or a meaningful consequence for failure. A Check is a response to a request from yourself or the DM for results of an Action. If your DM is asking you to “roll Stoicism to prevent yourself from shitting your pants” every 20 minutes something is deeply wrong.

### Skills

|  | VIM | AGI | WIT | CRM |
| --- | --- | --- | --- | --- |
| Armor | Athletics | Defense | Rhetoric | Stoicism |
| Hat | Suss | Bearing | Investigate | Intuition |
| Accessory | Chutzpah | Legerdemain | Recollection | Diplomacy |
| Shoes | Endurance | Acrobatics | Rumination | Panache |

Vim, The Physical Attribute

Athletics: To exert a physical bodily force on one's surroundings. Could be used in climbing, forcing open pathways, stopping a fall. Failing could result in a wasted effort, or an induced peril.

Example: “Can I move this thing?”

Suss: To measure the difficulty, danger, or ability of a situation or Character to a fine degree. Could be used to determine if a fall would be lethal, if there's a prank waiting for you behind that door, or the safest fork in a road to take. Failure could result in a wasted effort or misleading information.  
Example: “Would this thing harm me?”

Chutzpah: To convince or impress others using your physical Self. Could be used to intimidate someone, to impress a sense of power over them, or to convince them of a possible danger. Failure could lead them to think you are weak or not be convinced.

Example: “I yell at this thing.”

Endurance: To maintain one’s efforts. Could be used in trudging through tough terrain, over excessive distances, or in harsh conditions. Failing could result in an inability to continue without resting, or incur a need for some sustenance.

Example: “Can I haul this thing?”

Agility, The Deft Attribute

Defense: To avoid or block an incoming attack. Failing would result in getting hit.

Example: “Can I dodge this thing?”

Bearing: To establish location and determine the fastest route. Could be used in orienting oneself in the world, assigning landmarks, and making estimations for an efficient route to a known destination. Failing could result in a wasted effort, or an induced peril.

Example: “How do I get to that thing?”

Legerdemain: To skillfully use one’s hands. Could be used in picking a lock, or swiping something from a pocket. Failing could result in a jammed lock, or an alerted Target. This skill can be used to Target a Character's Equipment as long as you are *[Hidden]* and they are not aware of you.

Example: “Can I swipe this thing?”

Acrobatics: To maintain balance and coordination. Could be used to get somewhere quickly when time is of the essence, hop a large gap, or squeeze through a narrow one. Failure could result in arriving too late, or induce a peril.

Example: “Can I jump this thing?”

Wits, The Mental Attribute

Rhetoric: To judge the validity of an argument or suggestion. It allows you to weigh spoken words against reality—testing for truth, distortion, or manipulation. Failure could result in you absorbing falsehoods as if they were your own beliefs, or worse—invite a foreign voice into your mind, one that begins to steer your thoughts.

Example: “Is this thing correct?”

Investigate: To seek information from an object or surroundings. Could be used to look for clues, find *[Hidden]* objects, or follow a trail. Failure could result in no extra information being given, or being given misleading information.

Example: “Is there anything hidden in this Room?”

Recollection: To conjure learned facts or information about something. Could be used to recall a memory, remember history, or work out the timing for a sequence of events. Failure could result in misleading or no information being given.  
Example: “What was this thing’s name again?”

Rumination: To revisit and re-evaluate information. Could be used to evaluate past failures and learn what could be done differently. Failure could result in doubling down bad decisions.

Example: “Could this thing have gone better?”

Charm, The Social Attribute

Stoicism: Emotional fortitude. To put on a brave face and not let others or yourself see the emotions you feel. Failure could result in open laughter, weeping, or expressed agitation. Failing a Stoicism Check may inflict the *[Loud]* Status Effect.

Example: “Keep yourself from becoming upset or aggravated at this thing.”

Intuition: To read information from another’s words or actions. Could be used to gauge someone’s intentions or state of mind. Failure could result in no extra information being given, or being given misleading information.

Example: “Is this thing lying?”

Diplomacy: To convince another to perform or avoid a course of action. Could be used to persuade, argue, or taunt others. Failure could result in a wasted effort, or a negative response.

Example: “I ask this thing to stop fighting me.”

Panache: To ‘Wow’ others and improve one’s standing. Could be used to dance, stunt, woo. Failure could result in embarrassment.

Example: “I do a little jig for this thing.”

## >Damage

Damage, also referred to as DMG, is the amount a Character is harmed when they are hit with an attack or fail a Save. The Action taken will tell you how many dice are rolled for damage; Actions which can be viewed in [==> APPENDIX F: WEAPON ACTIONS](#_88a4i7y41hwa). These entries are mostly written as 1dX, or 2dX; the number before the ‘d’ is how many times it’s rolled, and the number after (X) is the ITMDI of the Item the Action came from. X is affected by anything that changes the ITMDI such as Traits or Abilities. There also may be a flat bonus or additional die added to the roll depending on the Action used or the Traits on the Item used.

Many Characters have Damage reduction; this is a Trait or Ability that decreases incoming damage by a flat or random amount. Depending on the Trait or Ability, the reduction may be per die rolled, or for the overall damage; the Trait or Ability will state which of these it is. A Character that has multiple sources of damage reduction, unless otherwise stated, must choose one of the sources as their reduction instead of applying all of them. You may choose which to apply after seeing the results of the DMG roll. Additionally, some Effects may ignore damage reduction, such as GUT.

The following is an example of how damage is taken in Tablestuck:

==> Damage is rolled ==> Bonus damage that is reduced is added ==> Character taking damage chooses one Ability or Trait that reduces damage ==> Reduce damage by amount ==> Bonus damage that is not reduced is added ==> Final damage is applied to GRIT ==> Remaining damage is applied to VIT ==> Apply Status Effects.

## >Taking Actions

Once you have started your turn and have acquired STM, you can begin spending it on Actions. There are a few different types of Actions that you can choose from:

Basic - Basic Actions are Actions that every Character innately has access to take.

Interaction - Interactions are special Actions that can be taken through the use of any Item a Character has Access to. Each Item Trait provides an Interaction that can be taken through the use of that Item.

Ability - Ability Actions are non-Basic Actions that a Character can innately take, provided by sources like Aspect Powers that do not require the use of an Item.

Weapon - Weapon Actions are Actions that can be taken through the use of a Character’s Active Weapon.  
  
Software - While technically covered by Interactions, Software can only be used via interacting with an Item with the Computer Trait. Within a single piece of software, you often have multiple types of Actions with more complex Effects, hence the distinction.

Many Actions require the user to select a Target. Targets will usually either be a Character, Item, or Location, and will be specified to be one of those. Most Actions can Target any Character or Item in your current Room that you are currently aware of.

Some Actions do not have you choose a Target; instead they mention a Random Target, or Target multiple Characters. It is important to know if a Target is Random, that means it can hit Characters that are hostile, neutral, and allies in the Room with you, but can’t hit yourself. It is often best to roll a die with an amount of sides equal to the amount of other   
Characters in the Room to find the Random Target.   
  
However, Actions that Target all Characters also Target yourself. These kinds of Actions often will have exclusions to the list of Characters they Target, such as not Targeting your Allies. If one of these Actions excludes Allies from its Effect, then you are also excluded from the Effect.

Every Action has a cost. Usually, this is STM or AP. Actions will put the costs using those symbols (e.g. , ). Anything that costs more than 4 of a resource will use the notation #x where # is the cost (e.g. 6x, 5x). Besides the cost to use an Action, there are additional keywords that may be part of the cost that imply Effects that *must* be resolved before the Action’s actual Effect can take place.

STRIKE - The Strike keyword means that, for the Action Effect to take place, you must perform a successful *Strike Check* against the Target’s Defense Check. If you hit, the Action takes Effect. If both Checks tie, it will favor the attacker. If you successfully hit, the Action takes full Effect. If you miss, the Action does not take Effect but the cost for the Action is still paid.

X SAVE - The Save keyword means that similar to a Strike, you must roll ITMDI against the Target’s indicated Attribute die. Unlike a Strike Check however, ties will go to the Target. If the Target successfully Saves then they take half DMG if there is any but no Effects happen. If they fail, then they take full DMG if there is any and the Action’s Effects take place.   
  
When you take a Strife Action that causes a Save to be made, the DC of that Save is the Average of the ITMDI on the Item the Action comes from. The Attribute Die used for the Save depends on the Weapon type used:   
VIM for Melee  
WIT for Ranged   
CRM for Magic  
If there is no obvious ITMDI (such as on a hatkind Item) default to VIM.

EXHAUST - The EXHAUST keyword means that when this cost is paid, the Action becomes Exhausted. This Action cannot be taken again until it is Unexhausted, usually at the start of your next turn. When Exhausting an Action, do not EXHAUST other instances of the same Action.   
  
STRESS - Any time this Item Effect is used, roll ITMDI. On a natural 1, the Item is Broken. (A Broken Item is treated as though it has a d2 ITMDI and no Traits or Actions.)

CONSUME - Any time this Item Effect is used, the Item is removed from the game after the Effect resolves. Interactions that state “Target Character Consumes” can be used on unwilling Targets.

PROGRESSIVE - This Action can be started in one turn and finished in another. Instead of having to pay all the

STM at once, one can pay it incrementally over several rounds. To do this during any turn you can spend any amount of STM and track how much you have spent on that Action so far. When you have spent the same amount of STM as the Actions STM cost, that Action’s Effect takes place.

VEHICLE - This Action can only be used if using a True Vehicle, as described in [>Movement and Vehicles](#_dvx77fdwrlvq).  
  
ALCHEMY - This Action requires you to be in an Area with an Alchemy Station in order to perform it.

You can improvise your own Actions at the DM’s discretion, and the cost of the Action will be told to you before the Action is taken. If you are taking an *innate* Action that requires you to roll ITMDI, the DM will choose an attribute die for you to substitute it with.

If you Launch an Item, you must choose a Target Character to make a Strike Check against using the Launched Item. The Strike Check is a Ranged Strike regardless of the Itemkind of the Launched Item. On a hit, deal ITMDI damage to the Target. The Item is *Stressed*.

### Basic Actions

The following are all *Basic Actions*.

| Basic Sylledex Actions | Effect |
| --- | --- |
| >CAPTCHALOGUE | X: Captchalogue Target Item. If this results in an Item being Ejected from your Sylladex, that Item is Launched. This Action costs X STM, where X is the Captcha value for the specific Fetch Modi Loaded into your Sylledex. |
| >SORT | X: You sort your Sylladex, changing the current Active Item. This Action costs X STM, where X is the Sort value for the specific Fetch Modi Loaded into your Sylledex. |
| *>*SWITCH | : Change your Active Weapon to one inside your Strife Specibus. |
| >EQUIP | : Equip an Item you can Target. |
| >RETRIEVE | : You remove the Active Item from either your Sylladex or Strife Portfolio. It is either Ejected, causing it to be Launched, or it is placed in the current location. |
| >EJECT BUTTON | : Eject all Items from your Sylledex. They are all Launched. |
| >MANUAL SORT | : All Sylledex Actions cost 1 less STM  this round, to a minimum of 1  STM. |
| >INSERT MODUS | : Your current Fetch Modus is changed to any other Modi you have access to. If this would cause you to have less Capacity then before, the Captchalogue Cards and Items inside are Ejected and Launched. |

| Basic Strife Actions | Effect |
| --- | --- |
| >AGGRIEVE | : Roll a Strike Check against Target. On Hit: deal ITMDI amount of Damage to Target Character. |
| >ABSCOND | : Make a AGI Save. If the result is equal to or higher than the number of Characters hostile to you in your current location, move to the Target *Room* within your current *Area* that you can access. EXHAUST |
| >PROTECT | : Roll a VIM Save, Target Character gets GRIT equal to the result. This Action takes +1 STM when used on a Target that already has GRIT. |
| >GRAB | : Roll an Athletics Check against the Target's Acrobatics. If you succeed, Target moves when you move until the start of your next turn. This does not cost the Target STM. EXHAUST |
| >BLOCK | : Roll an Endurance Check against the Target’s Acrobatics or  Athletics, whichever is higher. If you succeed, Target can’t >ABSCOND, >MOVE, or >SHOVE until the start of your next turn. EXHAUST |
| >SHOVE | : Roll an Acrobatics Check, the Target rolls a Endurance Check. If you succeed, the Target is forced to Interact with a specific Room Feature or object. A Target can’t be successfully shoved twice in a round. |
| >DARK MAJICKS | : Roll your AP Die, Target Character takes that much damage. EXHAUST |
| >WHITE SCIENSICES | : +1 to your AP Die next time it is rolled. EXHAUST |
| >RAM | : Make a single Strike Check using your Vehicle’s ITMDI + AGI. You can Target a number of Characters equal to the Vehicle’s average ITMDI -1. Deal ITMDI amount of Damage to Targets. STRESS once for each Target hit. EXHAUST, VEHICLE |

| Basic Movement Actions | Effect |
| --- | --- |
| >MOVE | : Move to a Target *Room* within your current *Area* that you have *Access* to. You cannot take this Action if there are Characters Hostile to you in your current location. |
| >TRAVEL | : Move to Target *Area* within your current *Section* that you have *Access* to. You cannot take this Action if there are Characters Hostile to you in your current location. |
| >SNEAK | : You gain the *[Hidden]* Status Effect. You cannot take this Action if there are Characters hostile to you in your current location. EXHAUST |
| >FOLLOW | : Begin following Target Character. |
| >ZOOM | 6x: Return to an Area you have visited previously and that is in the same Section as you. VEHICLE, PROGRESSIVE |

| Basic Misc Actions | Effect |
| --- | --- |
| >CALM | : Roll a Diplomacy Check, Target Character rolls a Intuition Check. If your roll is higher, the Target is inflicted with *[Calm]*. |
| >TAUNT | : Roll a Diplomacy Check, Target Character rolls a Stoicism Check. If your roll is higher, the Target is inflicted with *[Aggravate]*. |
| >PRANK | : Roll a Panache Check, Target Character rolls a Suss Check. The one with a higher value wins and gains PG equal to the difference, but not exceeding their PG pool while the loser sets PG to 0. EXHAUST |
| >PREPARE | : Roll WIT Save, set TMP to the result. EXHAUST |
| >CUT YOUR JIB | : The Target of this Action can be any Character you can communicate with. Target Character gets +1 GUT. EXHAUST |
| >INSPIRE | : The Target of this Action can be any Character you can communicate with. Target Character gets 1 CRG. EXHAUST |
| >ORDER | : Target Follower performs a Basic Action available to them of your choice. |
| >COMMAND | : Target Follower performs one non-Basic Action available to them of your choice. |
| >GRAND ORDER | : All Followers perform the same Basic Action available to them of your choice. |
| >INTERFACE | : Do something that would require a Check or interface with the world around you looking from some kind of result. Example, roll Panache to play a guitar in hopes of impressing some Consorts. |
| >RECOVER | ?: This Action uses all your Stamina. Choose VIM, WIT, or CRM and make a Save of that type adding the STM  spent on this Action to the roll. You then recover from all Status Effects with a corresponding Recovery DC equal to or less than the result of your Save. EXHAUST |

| Basic Alchemy Actions | Effect |
| --- | --- |
| >ALCHEMIZE | 8x: Use two Captchalogue Codes, a single Captchalogue Card, and either && or || to create an Item using alchemy. This will destroy the Captchalogue Card and register the new Item in your ATHENEUM so it may be printed using Grist. ALCHEMY, PROGRESSIVE |
| >REGISTER | : Register an Item that isn’t alchemized into your ATHENEUM for later use. ALCHEMY, PROGRESSIVE |
| >PRINT | : Create an Item from your ATHENEUM spending the Grist required to do so. This created Item appears in the Room with you. ALCHEMY |

| GAMBITS | Effect |
| --- | --- |
| >JAPERY | X: Increase the final result of the next Check rolled by X. X cannot exceed 3. This must be used before the Check is rolled and can be used on any Check. |
| >FRIVOLITY | : Before a Target that you can communicate with makes a Check, lend them a hand, making the Check favourable. The Target of this Ability can not be yourself. |

## >Tiered Status Effects

Some Actions and Effects may inflict you with *Status Effects*. Status Effects are passive Effects that remain active for their duration. A Status Effect has the overall name referenced when inflicting it, a Tier name, an Effect unique to each tier, the type of Attribute rolled for recovery, and the Recovery DC. When a pre-existing Status Effect is applied again, its tier increases. This typically brings a more severe Effect and changes its recovery score. When inflicting a Status Effect, the Action causing the Status Effect will only reference the Status Name, not the name of an individual tier - it is your job to track the Effects tier using your Character Sheet or Session Sheet.

For Example: if you're inflicted with [Bleed] and [Toxic], and already had the [Bleed] tier of [Cut] from being inflicted with [Bleed] before then you would have the [Bleed] tier of [Wounded] and the [Toxic] tier of [Septic] applying both of those tiers Effect to your character.

To be able to recover from a Status Effect, you must use the >RECOVER Basic Action. Falling asleep will also remove any Simple Status Effect, but Complex Status Effects stay with you until you can make the Recovery DC. Once a Status Effect is recovered, it is removed completely.

Simple Status Effects

| Status | Tier | Effect | Recovery | |
| --- | --- | --- | --- | --- |
| *[Bleed]* | *[Cut]* | At the start of your turn, take 1 Damage. | VIM | 6 |
| *[Wounded]* | At the start of your turn, take 1d4 Damage. | 4 |
| *[Gored]* | At the start of your turn, take 1d6 Damage. This Status Effect is now Complex. | 3 |
| *[Daze]* | *[Shook]* | You do not Unexhaust Weapon Actions at the start of your turn. | WIT | 5 |
| *[Stunned]* | You do not Unexhaust Weapon or Basic Misc Actions at the start of your turn. | 3 |
| *[Concussed]* | You do not Unexhaust any Action except Aggrieve at the start of your turn. Aggrieve gains the EXHAUST keyword. | 3 |
| *[Stuck]* | *[Cling]* | You cannot move from your current location. Your AGI rolls are Unfavorable. | VIM | 4 |
| *[Entangled]* | You cannot move from your current location. Your AGI rolls are Unfavorable. | 5 |
| *[Bound]* | You cannot move from your current location. Your AGI rolls are Unfavorable. | 8 |
| *[Burn]* | *[1st Degree]* | Whenever Damage Dice are rolled against you, take an additional 1 Damage. | VIM | 4 |
| *[2nd Degree]* | Whenever Damage Dice are rolled against you, take an additional 2 Damage. | 4 |
| *[3rd Degree]* | Whenever Damage Dice are rolled against you, take an additional 3 Damage. This Status Effect is now Complex. | 6 |
| *[Frostbite]* | *[Chilled]* | You get -1 to your STM Die. | VIM | 4 |
| *[Iced]* | You get -2 to your STM Die. | 4 |
| *[Frozen]* | You get -3 to your STM Die. This Status Effect is now Complex. | 6 |
| *[Calm]* | *[Soothed]* | Your Strike Checks are Unfavorable against Characters that inflicted you with *[Calm]*. If one of those Characters does damage to you this condition ends. | WIT | 4\* |
| *[Appeased]* | Your Strike Checks are Unfavorable against Characters that inflicted you with *[Calm]*. If one of those Characters does damage to you this condition moves down to *[Soothed]*. | 5 |
| *[Pacified]* | Your Relationship with the Character that just now inflicted you with *[Calm]* moves up by one. | 0 |
| *[Aggravate]* | *[Agitated]* | All Strife Actions must Target Characters that inflicted you with *[Aggravate]* if possible and all other Recovery DCs increase by +1. | WIT | 4 |
| *[Enraged]* | All Strife Actions must Target Characters that inflicted you with *[Aggravate]* if possible and all other Recovery DCs increase by +2. | 5 |
| *[Pissed]* | Your Relationship with the Characters that just now inflicted you with *[Aggravate]* moves down by one. | 0 |
| *[Toxic]* | *[Septic]* | You Cannot Gain GRIT. If you have GRIT, reset it to 0. | VIM | 3 |
| *[Venom]* | You can’t restore VIT, nor gain GRIT. If you have GRIT, reset it to 0. | 4 |
| *[Malignant]* | You can’t restore VIT, nor gain GRIT. If you have GRIT, reset it to 0. Any time you roll a natural 1 on a die, take 1d4 Damage. | 6 |
| *[Curse]* | *[Somber]* | You cannot spend PG. | CRM | 5 |
| *[Desynched]* | Your TMP cannot be more than 1. | 6 |
| *[Unpleasant]* | Whenever you roll your STM Die you must >TAUNT. | 7 |
| *[Vulnerable]* | The Equipped Effects from the Item Traits <HEAVYWEIGHT>, <RAD>, <ANIME>, <SERIOUS>, and <NOIR> do not reduce damage you take, unless the Item is also <SPOOKY>. | 8 |
| *[Unlucky]* | Whenever you roll the highest result on a die, reroll it. | 7 |
| *[Haunted]* | Whenever you are inflicted with a Status Effect, you are inflicted with the highest tier of that Status. | 9 |
| *[Manic]* | You cannot >SLEEP | 13 |
| *[Blind]* | *[1 Eye]* | Your Strike Checks are Unfavorable. | VIM | 5 |
| *[2 Eyes]* | Your Strike Checks are Unfavorable. Strike Checks against you are Favorable. | 8 |
| *[Paralyzed]* | *[Slowed]* | Your STM Die rolls are Unfavorable. | VIM | 5 |
| *[Calcified]* | Your STM Die rolls the minimum possible result. | 2 |
| *[Petrified]* | Your STM Die rolls the minimum possible result. Any Attribute Die rolled for a Save rolls a 1. | 0 |
| *[Loud]* | *[Loud]* | You can’t take advantage of the *[Hidden]* Status Effect. | CRM | 6 |
| *[Wet]* | *[Damp]* | Strife Actions cost an additional 1 STM. | VIM | 3 |
| *[Soaked]* | ITMDI rolls are Unfavorable. | 4 |
| *[Submerged]* | ITMDI rolls are Unfavorable. You are inflicted with *[Drowning]*. | 6 |

Complex Status Effects

| Status | Tier | Effect | Recovery | |
| --- | --- | --- | --- | --- |
| *[Drowning]* | *[Drowning]* | When you first gain the *[Drowning]* Status Effect, roll a VIM Save and subtract 1. The result is the amount of rounds before you start taking damage. If the Status Effect is still active by the start of that round, you will take 2d6 damage at the start of every turn. | VIM | 7 |
| *[Decay]* | *[Putrefy]* | Whenever you roll an Attribute die, take 1 Damage that is not affected by damage reductions of any kind. | VIM | 3 |
| *[Autolyzed]* | Whenever you roll an Attribute or  ITMDI, take 1 Damage that is not affected by damage reductions of any kind. | 4 |
| *[Ruin]* | Whenever you roll any die, take 1 Damage that is not affected by damage reductions of any kind. | 7 |
| *[Imaginary]* | *[Imaginary]* | You have a GV of 1. You’re fake as shit. You cease to exist upon your death. | WIT | 20 |
| *[Doomed]* | *[Destined]* | You die if you fall to 0 VIT. | CRM | 12 |
| *[Fated]* | You die if you fall to 5 VIT or less. | 16 |
| *[Assured]* | You die if you fall to 20 VIT or less. | 20 |
| *[Hidden]* | *[Hidden]* | As you become *[Hidden]*, roll a AGI Check. Characters in your current location that have an average WIT less than the result are unaware of your presence. Strike Checks against unaware Targets are Favorable. If you Target a Character with an Effect, they become aware of you after the Effect resolves. A Character that is aware of you can choose to end this Status Effect on their turn. | N/A | N/A\* |
| *[Trickster Mode]* | *[Silly]* | Things are getting silly. If you fall unconscious, this Status Effect ends. | WIT | 12\* |
| *[Peachy]* | You’re feeling downright *PEACHY*. If you fall unconscious, this Status Effect ends. | 16\* |
| *[Trickster]* | All Attribute dice are d20, you can’t restore VIT, you are absolutely fucking batshit insane. If you fall unconscious, this Status Effect ends. | 20\* |
| *[Grimdark Mode]* | *[Grimbright]* | You've gazed into the abyss. Gain +1 to all damage dice you roll - this damage can only be reduced by the Grimdark Trait. If your VIT ever equals your GV you're inflicted with *[Grimdark Mode]*. This Status Effect can only end through death. | CRM | N/A\* |
| *[Grimlost]* | The abyss gazes back. This Status Effect can only end through death. | N/A\* |
| *[Grimdark]* | The eldritch horrors have invaded your mind and you have lost yourself to the depths. All of your attribute dice automatically roll the maximum result. You can’t restore VIT. This Status Effect can only end through death. | N/A\* |
| *[Quantum State]* | *[Quantum]* | When no Characters are observing you, you don’t exist. While you don’t exist you can’t take Actions, you can’t be Targeted, none of your resources can change, and you can’t die. Characters with *[Quantum State]* don’t count when considering what is observing you. | WIT | 8 |

## >Sleeping, KO’s, and Death

When you fall asleep, you may take control of any other available Self such as a Dream Self that has at least 1 VIT. If you have no other available Selves to possess, you will wake up again at the start of your next turn as long as you have at least 1 VIT.

Strike Checks made against Sleeping Targets are always Critical Hits, but still need to be rolled against a

Defense Check. Sleeping Targets can’t make Saves, and roll an automatic 1 on any Save they would have to make. A Sleeping character with more then 0 VIT will wake up at the start of their turn after taking damage.

At the end of your turn, if you have any sleeping Selves with less than maximum VIT, you may roll a VIM Save and heal for the result. If a Self is in an unsafe environment while asleep Attribute dice in the Save automatically roll a 1. This could be in a place such as an uncleared dungeon, the wilderness, or in a Strife. Sleeping Selves cannot take Actions. Sleeping Selves also clear all simple Status Effects they are inflicted with.

Once a Player Character is brought down to 0 VIT or less, they are KO’d and immediately fall asleep. That Self cannot be awoken until they reach at least 1 VIT, either by healing through sleep or some other source of healing.

If a Player Character reaches *-X VIT*  where X is equal to their GV, they die. While a Character is dead the Player of that Player Character can still control any remaining living Selves as they normally would after sleeping, and the dead Self is no longer able to be controlled. Dead Characters cannot receive healing.

Note: Make sure to talk to your DM if they will be requiring kissing for one to revive as your Dream Self. While accurate to the comic, the DM or the Players may find this uncomfortable.

## >Movement And Vehicles

Locations are split into a few categories that nest within each other. The largest scale of location is Universe, and within the Universe there are Planets, and within a Planet are Sections (these could be split up into cities or towns), and within Sections are Areas (A house is a good example of an Area), and within Areas are Rooms.

If a location is very familiar to a Player, or confirmed to be safe, a Player is considered to have access to all Rooms in the Area. This is mainly important for their House or Hive, allowing them to move between the Rooms freely.

Usually, Characters have access to move between Rooms in the same Area, and travel between Areas within the same Section, as defined in the *Basic Actions*. If a Character gains access to flight, however, they gain access to the following *Ability Actions:*

| Flight Actions | Effect |
| --- | --- |
| >HOVER | : Move to Target *Room* within current *Area*. |
| >GLIDE | : Move to Target Area within current Section. |
| >FLY | : Move to Target Section within current Planet. |
| >SOAR | : Move to Target Planet within current Universe. |

If a Character incapable of flight were to fall a long distance, they receive an amount of fall damage appropriate to the severity of the fall as decided by the DM.

| Severity | Minor | Moderate | Major | Extreme |
| --- | --- | --- | --- | --- |
| Damage | 1d6 | 2d8 | 4d10 | 8d12 |

In Tablestuck, there is the <VEHICLE> Trait, and vehiclekind. If an Item is vehiclekind *and* has the <VEHICLE> Trait, it is considered a True Vehicle and gives you access to the >RAM and >ZOOM Basic Actions while using the vehicle. An Item that is vehiclekind but lacks the <VEHICLE> Trait has the correct shape and size to be a Vehicle but lacks the ability to go anywhere for whatever reason. An Item that has the <VEHICLE> Trait but is not vehiclekind, has the ability to go, but is not correctly sized or shaped to be used properly.

## >Followers And Relationship

If, in your adventures, you befriend a Character you wish to join you on your quest, and they are willing to join you, they may join your *party*. Similarly, you may also choose to join *their* party.

Parties are made up of one *Leader* and a number of *Followers* equal to the Leader’s CRM Die average. Whenever the *Leader* moves to another location, all *Followers* move along with them, no additional STM cost required! There are some limitations to this, however. If a Leader uses a movement Action that any of their Followers do not have access to, for example, movement Actions provided through *Flight Actions,* those followers are kicked out of the party and left behind. Additionally, if a follower moves to another location without the Leader, they leave the party. Finally, if a Leader of a party begins following another character, they disband their own party to do so.  
  
Unless decided otherwise by the DM, followers that are not a Player don’t take a turn, don’t roll STM, and always use >PROTECT once on themselves when not given an order or command during the leader’s turn.  
  
A Player’s Relationship to a NPC or Underling can be described by the following spectrum:

| Nemesis | Hostile | Neutral | Ally | Chum |
| --- | --- | --- | --- | --- |
| Will exclusively attack you. Will follow you into Rooms & Areas if possible. | Will attack you on sight. Won’t follow you into other Rooms. | No opinion of you. Damaging them makes them Hostile. | Won’t Target you with negative Effects. Damaging them once makes them Hostile. | Can be recruited as a follower. Becomes an Ally if you do damage to them twice in a row. |

The DM will decide where an NPC starts on this spectrum, but Underlings always start as Hostile, and still attack you even when Neutral towards you.  
Narrative events, as well as the *[Aggravate]* and *[Calm]* Status Effects, can change where an NPC or Underling Falls on this spectrum.

Note: Going down a Relationship step because of damaging them can be avoided if the NPC has reason to think it was an accident, such as Random Target Actions, or trickery.



# ==> APPENDIX A: TALENTS

| Talent | Effect |
| --- | --- |
| Bully | Increase VIM die size |
| Chummy | Increase CRM die size |
| Peppy | Increase AGI die size |
| Chipper | Increase WIT die size |
| Prankster | The DM does not gain PG from you. |
| Prank Bro | When you Crit you gain +1  PG. |
| ADHD | When you >PREPARE you may use AGI instead of WIT. |
| Clever Disguise | When you become Hidden you may roll CRM instead of AGI. |
| Sneaky | You gain a +2 on Checks to become *[Hidden]* and to Checks taken while *[Hidden]*. |
| Youth Roller | When you >ABSCOND you may roll Bearing instead of just AGI if you still fail gain 2  CRG. |
| Wrestler | If you successfully perform the >GRAB Action on a Character all that Character’s Saves and Checks become Unfavorable until the start of your next turn. |
| The Wall | When you >BLOCK until the start of your next turn any time a hostile Character uses an Action where they choose a Target, roll a d6 on a 5+ it Targets you. |
| Narcoleptic | When a Self heals from sleeping, add an extra VIM die. |
| Milk Drinker | When you successfully remove one or more Status Effects using >RECOVER you gain VIT equal to the amount of STM used on >RECOVER Action. |
| Sweet Tooth | CRG gained from consuming <CANDY> Items is rolled Favorably. |
| Meat Lover | GUT gained from consumed <MEAT> Items is doubled. |
| Nutritious | VIT healed from consuming <FOOD> Items is doubled. |
| Sylladex Savant | +2 to all Strike Checks made with Launched Items |
| Brute | +2 to hit with MELEE Weapons |
| Sniper | +2 to hit with RANGED Weapons |
| Magician | +2 to hit with MAGIC Weapons |
| Juggernaut | While you have GRIT, DMG rolls are Favorable. |
| Aegis | When you use >PROTECT, roll the GRIT Favorably. |
| Cool Dude | You gain the <RAD> Trait as an innate Trait. |
| Flurry | On a Crit using a MELEE Weapon, use that Action again, ignoring EXHAUST. This can be used once per turn. |
| Bullet Hell | On a Crit using a RANGED Weapon, use that Action again, ignoring EXHAUST. This can be used once per turn. |
| Magic Missile | On a Crit using a MAGIC Weapon, use that Action again, ignoring EXHAUST. This can be used once per turn. |
| Brutality | On crit with a MELEE Weapon, roll an extra ITMDI and add it to DMG. |
| Precision | On crit with a RANGED Weapon, roll an extra ITMDI and add it to DMG. |
| Retribution | On crit with a MAGIC Weapon, roll an extra ITMDI and add it to DMG. |
| Human Spirit | Once Per Strife, if an attack were to cause you to die or go unconscious, roll a d6. On a 5+, ignore all DMG from that attack. |
| Curse of the Protector | If a chum in the same Room as you is sent below 0 VIT, you may inflict the *[Curse]* Status Effect on the attacker. |

# ==> APPENDIX B: HEMOSPECTRUM

| Psionic | Caste | Rung | Effect |
| --- | --- | --- | --- |
| Rustblood | Rust | 1 | Increase WIT Die Size. |
| Redirect | Rust | 3 | When an Item is Launched in this Room, choose its Target. |
| Uplift | Rust | 5 | You can >HOVER and >GLIDE. |
| Break Focus | Rust | 7 | When making an attack that is normally a Check you may instead make it a Save, following the normal rules for doing so. |
| >TELE-CRUSH | Rust | 9 | You gain an innate Ability Action - : Choose a Target Character within the Room. Target takes 2d6 damage. |
| Bronzeblood | Bronze | 1 | Increase CRM Die Size. |
| >TAMER | Bronze | 3 | You gain an innate Ability Action - : Roll CRM. If the result is higher than the amount of Characters hostile toward you in the Room, those Characters become *[Calm]*. EXHAUST |
| >PERSUADE | Bronze | 5 | You gain an innate Ability Action - : When you are Targeted, you may change the Target to a follower in the Room. |
| Power of Party Members | Bronze | 7 | +Y to all DMG rolls; Y = amount of Characters who are not hostile to you in Room. |
| Beast Friends | Bronze | 9 | Add your Rung to Power of Party Members, only if Power of Party Members is not zero. |
| Goldblood | Gold | 1 | Increase WIT Die Size. |
| Heat Vision | Gold | 3 | You are immediately alerted to all Characters within any Room you enter. You are immune to *[Blind]*. |
| >EYEBEAM | Gold | 5 | You gain an innate Ability Action - : Choose a Target Character within the Room. Roll Recollection for the Strike Check. On a hit, Target Character takes DMG equal to the Strike Check. |
| X-Eyebeam | Gold | 7 | After you use >EYEBEAM, you may use it again for free. |
| Chilling Sight | Gold | 9 | When entering an Room, choose up to your Rung in Characters. These Characters have Frostbite while you are in the Room. |
| Limeblood | Lime | 1 | Increase CRM Die Size. |
| >CONFUSE | Lime | 3 | You gain an innate Ability Action - : Target one Character in the Room, they make a CRM Save against your average CRM Die. If they fail they become inflicted with *[Daze]*. |
| Calming Blow | Lime | 5 | When you hit a *[Calm]* Target, their STM roll is halved on their next turn. |
| >DAZING AURA | Lime | 7 | You gain an innate Ability Action - : Make a Diplomacy Check. Every hostile Character in the Room makes a Rumination Check. For each Character whose result is lower than your Diplomacy, that Character is inflicted with *[Daze]*. |
| >PACIFY | Lime | 9 | You gain an innate Ability Action - : Deal DMG equal to your  CRM Die Size to all enemies with *[Calm]* and *[Daze]* in the Room. You do not have to roll Strike Check for this. |
| Oliveblood | Olive | 1 | Increase AGI die size. |
| Pounce | Olive | 3 | When making a Strike Check while *[Hidden]*, your *[Hidden]* Status doesn’t end if the Strike Check fails. |
| Skulker | Olive | 5 | Acrobatics Checks are Favorable. When *[Hidden]*, the first time during your turn you successfully Target a Character they do not become aware of you. |
| Razor Claws | Olive | 7 | On a Crit, Target is inflicted with *[Bleed]* 3 times. Target’s >RECOVERY Saves are Unfavorable while they are inflicted with *[Bleed]*. |
| Apex Predator | Olive | 9 | While *[Hidden]*, STM rolls are Favorable and all Strike Checks automatically Crit. |
| Jadeblood | Jade | 1 | Increase VIM Die Size. |
| >FANGS | Jade | 3 | You gain an innate Ability Action - : Roll a Strike Check using VIM + STM Die, On success inflict *[Bleed]* on Target Character. Roll VIM Favorably for this Strike Check. EXHAUST |
| Bloodsuck | Jade | 5 | Whenever you hit a Target with *[Bleed]*, roll a VIM Save and heal for the result. |
| Tough Skin | Jade | 7 | When you take damage, roll a VIM Save and reduce it by the result. This Reduction stacks with other Damage Reduction. |
| Rainbow Drinker | Jade | 9 | When you DIE, revive as a RAINBOW DRINKER. As a RAINBOW DRINKER, treat all WEAPONS and EQUIPPED Items as if they have the <VAMPIRIC> Trait. You cannot die by normal means, and your skin glows white. |
| Tealblood | Teal | 1 | Increase WIT Die Size. |
| Deductive Eye | Teal | 3 | Your Strike Checks crit if they are double Target's Defense Check or higher. |
| Pressure Point | Teal | 5 | DMG rolls are Favorable. |
| Keen Lens | Teal | 7 | Strike Checks are Favorable. |
| Coin Flip | Teal | 9 | On a Crit, flip a coin or roll a d2. If tails or 1, triple DMG. |
| Ceruleanblood | Cerulean | 1 | Increase CRM Die Size. |
| >FORCE | Cerulean | 3 | You gain an innate Ability Action - : Force a Target Character in Room to use an Action of your choosing on its next turn. If it can't use the Action, this fails. |
| >COMMAND | Cerulean | 5 | You gain an innate Ability Action - : Make a Diplomacy Check against a Target’s Rhetoric. If your Diplomacy is higher, choose who the Target Character Targets for attacks on its next turn. Cannot be itself. |
| >DOMINATE | Cerulean | 7 | You gain an innate Ability Action - : Make a Diplomacy Check against a Target’s Rhetoric. If your Diplomacy is higher, control the Target Character on its next turn. |
| >MIND CONTROL | Cerulean | 9 | You gain an innate Ability Action - : When you use >DOMINATE, you may use this Action to keep control of that Character for  (WIT Die average) turns. You can only use this Action if you use Dominate first. |
| Indigoblood | Indigo | 1 | Increase VIM Die Size. |
| Iron Fist | Indigo | 3 | When making a Strike Check without an Active Weapon, roll Chutzpah for the Strike Check, and use a VIM Die for DMG. |
| Strong Jump | Indigo | 5 | When you >ABSCOND, you may >AGGRIEVE a Target Character in the Room you are leaving at no cost. |
| Power Block | Indigo | 7 | When you have no Active Weapon, Defense Checks are Favorable. |
| Explosive Punch | Indigo | 9 | On a Crit, all Characters in the Room must make a VIM Save. Characters whose Save is less than your VIM Die average take half damage. |
| Purpleblood | Purple | 1 | Increase VIM Die Size. |
| Chuckle | Purple | 3 | Increase size of all DMG dice |
| hOnk | Purple | 5 | On crit, inflict *[Daze]*, *[Blind]*, and *[Bleed]*. |
| Monald RicDonald Insanity | Purple | 7 | +1 to all DMG rolls, all DMG rolls are Favorable. |
| Chucklevoodo | Purple | 9 | Strike Checks always crit on Targets with *[Daze]*, *[Blind]*, or *[Bleed]*. |
| Violetblood | Violet | 1 | Increase AGI die size. |
| Seadweller | Violet | 3 | While inflicted with *[Wet]*, instead of the usual Effect, at the end of each of your turns roll a VIM Save and heal for the result. |
| Swashbuckler | Violet | 5 | Treat all Weapons and Equipped Items as if they have the <NAUTICAL> Trait. |
| Noble Smite | Violet | 7 | Double DMG to all *[Wet]* Targets. |
| Tidal Storm | Violet | 9 | You gain an innate Ability Action - : Inflict *[Wet]* on all Characters in the Room. |
| FuchsiaBlood | Fuschia | 1 | Increase any one Attribute’s die size. |
| Psi Resistance | Fuschia | 3 | Strike Checks against you which are not from Weapons or Aspect powers are Unfavorable. |
| Versatility I | Fuschia | 5 | Take any other Troll Caste’s racial, up to Rung 5. |
| Versatility II | Fuschia | 7 | Take any other Troll Caste’s racial, up to Rung 7. |
| Versatility III | Fuschia | 9 | Take any other Troll Caste’s racial. |

# ==> APPENDIX C: CLASSPECTS

All Aspect powers can only Target Characters in the same ROOM as you, unless stated otherwise.

### TIME

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | BEAT DOWN - If  TMP becomes 1, reroll TMP | [2 AP] You may reroll one Check this turn and take the new result. | NEW TIMELINE - [3 AP] Restart this turn | [4 AP ] Repeat the last Action you took for free | [4 AP ] Take an extra turn after this one |
| SYLPH (CREATE-) | [2 AP] During Target’s turn, Target rerolls the first Check that results in a higher number than your TMP | When using NEW TIMELINE, all Checks are Favorable this turn |
| THIEF (STEAL+) | [2 AP] You may reroll one Check this turn and take the new result. | [2 AP] Swap TMP with Target | [6 AP ] During Target’s next turn, you take your turn instead, and Target is skipped |
| ROGUE (STEAL-) | [2 AP] During Target’s turn, Target rerolls the first Check that results in a higher number than your TMP | If a CHUM in this Area’s TMP goes below your TMP , that CHUM rerolls TMP |
| WITCH (CHANGE+) | [2 AP] You may reroll one Check this turn and take the new result. | [2 AP] Reroll you last Check | [6 AP] Change the result of your last Check to any result you want, as long as it is possible to roll on those dice. Add any modifiers after choosing the result |
| HEIR (CHANGE-) | [2 AP] During Target’s turn, Target rerolls the first Check that results in a higher number than your TMP | The first failed Check on each CHUM’s turn in this Area is rerolled |
| SEER (KNOW+) | [2 AP] You may reroll one Check this turn and take the new result. | FUTURE SIGHT - [2 AP] On your next Check, roll it twice and add both results together. | [3 AP] When using FUTURE SIGHT, both dice rolls are Favorable |
| MAGE (KNOW-) | [2 AP] During Target’s turn, Target rerolls the first Check that results in a higher number than your TMP | When you use FUTURE SIGHT, the Effect lasts until your next turn |
| KNIGHT (EXPLOIT+) | [2 AP] You may reroll one Check this turn and take the new result. | [4 AP] Target’s next STM roll is equal to their current TMP | [5 AP] Target is sent to the future and their next 3 turns are skipped. Then, Target reappears in the Room it disappeared in |
| PAGE (EXPLOIT-) | [2 AP] During Target’s turn, Target rerolls the first Check that results in a higher number than your TMP | On a Crit, Target is sent to the future and their next 2 turns are skipped. Then, Target reappears in the Room it disappeared in |
| PRINCE (DESTROY+) | [2 AP] You may reroll one Check this turn and take the new result. | SCRAP TIMELINE - [4 AP] Target’s last turn is undone | [4 AP] Target loses their next turn |
| BARD (DESTROY-) | [2 AP] During Target’s turn, Target rerolls the first Check that results in a higher number than your TMP | Targeter’s TMP goes down by 1 every time you are Targeted. Minimum 1 |

### SPACE

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | TELEPORT - You may >MOVE once per turn for free ignoring any limitations or barriers. Additionally, all other Basic Movement Actions cost 1 less STM | [1 AP] Teleport to a Room within this Area, or an Area adjacent to this one | [2 AP] SPATIAL WEAVE - You create a random artifactkind Item and Launch it at a Target | [7 AP ] You can Target any Character or Item you are aware of in any location you are aware of until the end of your turn | [4 AP] COSMOS CONSTRUCTION - You create 4 random artifactkind Items and Launch them at the Target |
| SYLPH (CREATE-) | [1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one | When using SPACIAL WEAVE, if the Target is a CHUM, the Item is Captchalogued by them instead |
| THIEF (STEAL+) | [1 AP] Teleport to a Room within this Area, or an Area adjacent to this one | [2 AP] REDUCE - Target Item’s  ITMDI is reduced by one size until your next turn | [4 AP] MINIMIZE - Target Item’s  ITMDI is a d2 until your next turn. You can use this on Items Equipped by other Characters |
| ROGUE (STEAL-) | [1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one | When you use REDUCE, all Items Equipped by hostile Characters in the Area in addition to the Target Item |
| WITCH (CHANGE+) | [1 AP] Teleport to a Room within this Area, or an Area adjacent to this one | [2 AP] REPOSITION - The next time you are Targeted by an Action, that Action Targets the attacker instead | [4 AP] QUANTUM SHIFT - Until your next turn, any time you are Targeted with an Action, you may choose a different Target instead. The new Target can be the attacker |
| HEIR (CHANGE-) | [1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one | When you use REPOSITION, you may choose up to 2 other Characters in the Area for the Action to Target in addition to the attacker |
| SEER (KNOW+) | [1 AP] Teleport to a Room within this Area, or an Area adjacent to this one | [2 AP] ALIGNMENT - Target adds remaining STM  to their next STRIKE Check | [4 AP] Target adds their remaining STM to their next  Defense Check |
| MAGE (KNOW-) | [1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one | When you use ALIGNMENT, the Effect lasts for Target’s entire turn |
| KNIGHT (EXPLOIT+) | [1 AP] Teleport to a Room within this Area, or an Area adjacent to this one | [2 AP] ENLARGE - Target Item’s  ITMDI is increased by 1 (Max D20) until your next turn | [6 AP] MAXIMIZE - Target Item’s  ITMDI is a d20 until your next turn. You can use this on Items Equipped or active by other Characters |
| PAGE (EXPLOIT-) | [1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one | When you use ENLARGE, you can Target as many Items as you’d like in this Area |
| PRINCE (DESTROY+) | [1 AP] Teleport to a Room within this Area, or an Area adjacent to this one | [2 AP] ATOMIC BLAST - The damage of your next attack is dealt to everyone in the Area | [4 AP] SPLIT THE ATOM - Everyone in this Area dies. This is considered a HEROIC death for you |
| BARD (DESTROY-) | [1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one | STAR SCULPT - When you use ATOMIC BLAST, Party Members do not take damage |

### HEART

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | STEEL SOUL - When rolling a Save, you may use your highest Attribute in the roll | [2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST | [6 AP] Create another Self of any Character in the Room. At the end of each of your turns, roll a d20 that cannot be rerolled, if you roll equal to or less than the number of Selves created this way all Selves created in this way are destroyed. The Character which you created another Self of controls the new Self. | When rolling a Check using your highest Attribute add an extra die of that Attribute to that Check | [5 AP] Increase Target's highest Attribute to 1d20 until your next turn. If two Attribute are the highest, Target chooses which Ability to boost |
| SYLPH (CREATE-) | On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can’t be done with Strike and  Defense Checks | [5 AP] Increase all Target's Attributes by 1 die size (max 1d12) until your next turn |
| THIEF (STEAL+) | [2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST | [6 AP] Create another Self of any Character in the Room. At the end of your turns, roll a d20 that cannot be rerolled, if you roll equal to or less than the number of Selves created this way all Selves created in this way are destroyed. You control this new Self. You can’t use this Ability again on a Character until the Self you made is destroyed. | [4 AP] Decrease 1 of Target's Attribute's by 1 die size (min. 1d2), increase the same Attribute by 1 die size (max. 1d12) for yourself |
| ROGUE (STEAL-) | On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can’t be done with Strike and  Defense Checks | [4 AP] Decrease 1 of Target's Attribute's by 1 die size (min. d2), increase the same Attribute by 1 die size (max. 1d12) for a Target that is not yourself in the Area. |
| WITCH (CHANGE+) | [2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST | [4 AP] CHANGE SELF - Select two willing Targets that you can see that both have a classpect. Both Targets trade classpects but keep their current rung. | When using CHANGE SELF, the Targets no longer need to be willing, and you only need to be aware of the Targets. |
| HEIR (CHANGE-) | On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can’t be done with Strike and  Defense Checks | When using CHANGE SELF, you may choose to only switch the Aspect of both Targets leaving the class the same. (Warning you may lose access to changing back if using this on yourself) |
| SEER (KNOW+) | [2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST | [3 AP] ATTUNED SOUL - On Target’s next Check, they use an Attribute of their choice in place of both dice | [4 AP] Checks always roll the maximum amount this turn |
| MAGE (KNOW-) | On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can’t be done with Strike and  Defense Checks | ATTUNED SOUL lasts for entire turn |
| KNIGHT (EXPLOIT+) | [2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST | [3 AP] Set ACTIVE or EQUIPPED Item’s ITMDI equal to one of your Attributes of your choice until your next turn | [2 AP] Target adds a Diplomacy Check to all damage this turn |
| PAGE (EXPLOIT-) | On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can’t be done with Strike and  Defense Checks | [X AP] Choose an Attribute, and roll that die X times. Each Character in this Area takes that amount of damage |
| PRINCE (DESTROY+) | [2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST | [5 AP] Create a new Self of yourself in this location. At the end of each of your turns, roll a d20 that cannot be rerolled, if you roll equal to or less than the number of Selves created this way all Selves created in this way are destroyed. You control this Self | [X AP] X = Amount of created Selves in this Area. Choose an Attribute. Roll that die X times. Each Character in this Area takes damage equal to the result. All created Selves in this Area die |
| BARD (DESTROY-) | On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can’t be done with Strike and  Defense Checks | Characters in this Area get -X to all Checks, X = Amount of created Selves in this Area |

### MIND

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | CONDUCTIVE MIND - Once per turn, you gain access to one Action on any Item you have Equipped. This Action is considered a Basic Strife Action. | [2 AP] Unexhaust an Action | [5 AP] Give Target access to a custom Action until your next turn. This Action is a combination of 2 Actions you have access to. (Add STM cost, damage, and Effects). | [6 AP] Your Traits stack until your next turn. | [6 AP] Target has access to an Action of your choosing until your next turn. |
| SYLPH (CREATE-) | The first exhaust Action you use on your turn isn't exhausted. | CHUM's Actions in this Area don't exhaust |
| THIEF (STEAL+) | [2 AP] Unexhaust an Action | [3 AP] Use an Action Target has access to. You pay half the STM cost rounded up. | [5 AP] You can use all of the Target's Actions until your next turn. Target can only use Basic Actions until your next turn. |
| ROGUE (STEAL-) | The first exhaust Action you use on your turn isn't exhausted. | Party Members have access to your Actions. |
| WITCH (CHANGE+) | [2 AP] Unexhaust an Action | [2 AP] Change one of the Target's Actions to a different Action of the same color and rarity. | [4 AP] Change the Effect of one of a Target's Actions to the Effects of any other Action. |
| HEIR (CHANGE-) | The first exhaust Action you use on your turn isn't exhausted. | Cost of all Actions is halved (round up). |
| SEER (KNOW+) | [2 AP] Unexhaust an Action | LEARN - [3 AP] Use any Action of your choosing, even if you don't have access to it. You need to pay +1 Stamina for this Action. | [8 AP] All Actions cost 0 Stamina, but they all exhaust. |
| MAGE (KNOW-) | The first exhaust Action you use on your turn isn't exhausted. | You pay normal Stamina for Actions used by LEARN. |
| KNIGHT (EXPLOIT+) | [2 AP] Unexhaust an Action | SHARE MIND - [4 AP] Target has access to your Actions until your next turn. | [4 AP] Until next turn, after you use an Action, use it again for free. |
| PAGE (EXPLOIT-) | The first exhaust Action you use on your turn isn't exhausted. | When you use SHARE MIND, you may choose as many Targets as you'd like within the Area. |
| PRINCE (DESTROY+) | [2 AP] Unexhaust an Action | [3 AP] Exhaust one of the Target's Actions on their next turn. | MIND CRUSH - [8 AP] Target can only AGGRIEVE and perform another Basic Action of your choice until your next turn. |
| BARD (DESTROY-) | The first exhaust Action you use on your turn isn't exhausted. | All Characters in your Area lose access to an Action of your choice. |

### LIFE

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | UNDYING LIFE - When you die, you are revived. This Effect can only be used once per Self. | [1 AP] You get 1d6 GRIT | [2 AP] Target gets 3d4 GRIT | [3 AP] Revive dead Target. This can only ever be used once on each Target. | [3 AP] Target gets 3d12 GRIT |
| SYLPH (CREATE-) | [1 AP] Target Character gets 1d4 GRIT | Any time one party member gains GRIT all party members gain the same amount. |
| THIEF (STEAL+) | [1 AP] You get 1d6 GRIT | [2 AP] LIFE LEECH - X=1d8, Target loses X VIT, and you get X in GRIT | [4 AP] At the end of this turn, you get GRIT equal to the DMG you dealt |
| ROGUE (STEAL-) | [1 AP] Target Character gets 1d4 GRIT | When you use LIFE LEECH, all non-party members lose X VIT, and all party members get X GRIT |
| WITCH (CHANGE+) | [1 AP] You get 1d6 GRIT | [2 AP] Undo DMG from last attack from Target | [4 AP] Undo all DMG dealt to the Target in the last round. This can revive the dead. |
| HEIR (CHANGE-) | [1 AP] Target Character gets 1d4 GRIT | Party members take half DMG |
| SEER (KNOW+) | [1 AP] You get 1d6 GRIT | [6 AP] LIFELOCK - Target's next Strike Check is equal to the difference between their VIT and the VIT of their Target. This Strike Check cannot Crit. | [8 AP] VITAL EVASION - Target's Defense Check is equal to the difference between their VIT and the VIT of their attacker for one round |
| MAGE (KNOW-) | [1 AP] Target Character gets 1d4 GRIT | When you use LIFELOCK, the Effect lasts for a full round |
| KNIGHT (EXPLOIT+) | [1 AP] You get 1d6 GRIT | [2 AP] Next time you do any damage the Target heals the result instead of taking it as DMG. | [4 AP] If you kill a Character this turn, a Target in the same Room is fully healed. This can revive the dead |
| PAGE (EXPLOIT-) | [1 AP] Target Character gets 1d4 GRIT | When you heal, the healing is applied to all Party Members in the current Area. |
| PRINCE (DESTROY+) | [1 AP] You get 1d6 GRIT | [2 AP] Target loses 3d4 VIT | [4 AP] Target loses 3d12 VIT |
| BARD (DESTROY-) | [1 AP] Target Character gets 1d4 GRIT | Whenever a Character in this Area gains VIT you gain equal GUT |

### DOOM

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | OVERKILL - When you roll a 1 on any DMG dice including rerolls, reroll the die and gain +1 GUT at the end of the Action. | [2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT. | [3 AP] Target loses 3d6 VIT | [3 AP]GLOOM - Inflict Target with *[Decay]*. | [5 AP] Target must make 2 DC 5 VIM Saves. For each one they fail they remove half of their current VIT rounded up. |
| SYLPH (CREATE-) | [2 AP] Until the start of your next turn, gain GUT equal to damage you took. | When a Character in your Area gains [*Decay*] you may choose an additional Simple Status Effect for them to gain as well. |
| THIEF (STEAL+) | [2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT. | [3 AP] X = 3d4. Target gains X VIT, second Target loses X VIT | [5 AP] Choose 2 Characters. Their VIT swaps. Any excess VIT over their GV becomes  GRIT. |
| ROGUE (STEAL-) | [2 AP] Until the start of your next turn, gain GUT equal to damage you took. | [8 AP] FATE SWAP - Choose a dead or unconscious Character and an alive or conscious Character. Swap their conditions. |
| WITCH (CHANGE+) | [2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT. | [2 AP] Target rolls their Strike Check using their Damage dice, and rolls their Damage using their Strike Check Dice. | [4 AP] Move DMG Target has done on its last turn to another Character. |
| HEIR (CHANGE-) | [2 AP] Until the start of your next turn, gain GUT equal to damage you took. | DECAY WAVE - When you use GLOOM you may inflict *[Decay]* on all Character in the current Area, but *[Decay]* inflicted from this Ability does not stack. |
| SEER (KNOW+) | [2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT. | [3 AP] FATE FOCUS - Roll DMG favorably on your next damage roll. If it was a crit double damage. | [1 AP] Roll DMG before your next Strike Check, you may then decide not to take that Action. |
| MAGE (KNOW-) | [2 AP] Until the start of your next turn, gain GUT equal to damage you took. | When you use FATE FOCUS, the Effect applies for a full turn |
| KNIGHT (EXPLOIT+) | [2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT. | If it is not your turn and you reduce your VIT you may take the Aggrieve Action for free at the end of the Character’s turn and before the start of the next Character’s turn. | [3 AP] Until the start of your next turn, when a Character in your Area takes damage from *[Decay]*, you may take the >PROTECT Action |
| PAGE (EXPLOIT-) | [2 AP] Until the start of your next turn, gain GUT equal to damage you took. | Characters on the same Planet as you, take 3 damage from *[Decay]*. |
| PRINCE (DESTROY+) | [2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT. | [3 AP] Target Gains 3d6 GRIT | [4 AP] BREAK FATE - Revive dead Target, this Ability can only be used once on each Target. |
| BARD (DESTROY-) | [2 AP] Until the start of your next turn, gain GUT equal to damage you took. | You cannot die. |

### VOID

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | DIM - If you pass your turn without using STM, Strike Checks against you are Unfavorable for one round and during your next turn your AP die is one size larger (if it is “/” it becomes a 1d4). | [1 AP] - The next Strike Check Target makes against you has -1d6 to hit | [2 AP] SHADOW CLONE - You create a shadow of yourself max 4. When an attack hits you, roll 1d4. If you roll equal to or less than the number of shadows you have, a shadow takes the hit instead and disappears. | [3 AP] Invisibility - You cannot be Targeted by Actions until your next turn. | [4 AP] SHADOW ARMY - You create 4 shadows. |
| SYLPH (CREATE-) | [1 AP] - The next Strike Check Target makes has -1d4 to hit | Your shadows protect Party Members. |
| THIEF (STEAL+) | [1 AP] - The next Strike Check Target makes against you has -1d6 to hit | [2 AP] PULL FROM THE VOID - You pull a randomized artifactkind Item from the void and Launch it at the Target. | [4 AP] VOID BARRAGE - You pull 4 random artifactkind Items from the void and Launch them all at a single Target. |
| ROGUE (STEAL-) | [1 AP] - The next Strike Check Target makes has -1d4 to hit | When using PULL FROM THE VOID, if the Target is a party member, the Item is Captchalogued by them instead and is guaranteed to be a consumable Item. |
| WITCH (CHANGE+) | [1 AP] - The next Strike Check Target makes against you has -1d6 to hit | [2 AP] SHADOW STEP - Choose a Target Character. The next time you are Targeted by an Action, you switch places with the Target, causing the Target to be the Target of the Action instead | [4 AP] SHADOW SWAP - For one round, any time you are Targeted by an Action, you switch places with the Target of this Effect, causing the Target to be the Target of the Action instead |
| HEIR (CHANGE-) | [1 AP] - The next Strike Check Target makes has -1d4 to hit | When you use the SHADOW STEP Ability, the Effect is applied to all Party Members |
| SEER (KNOW+) | [1 AP] - The next Strike Check Target makes against you has -1d6 to hit | [2 AP] MISTY VISION - The next time the Target of this Ability makes an attack, the Target of that attack is randomized. | [4 AP] FOG OF WAR - For one round, when the Target of this Ability makes an attack, the Target of that attack is randomized. |
| MAGE (KNOW-) | [1 AP] - The next Strike Check Target makes has -1d4 to hit | When you use MISTY VISION, all non party members are afflicted |
| KNIGHT (EXPLOIT+) | [1 AP] - The next Strike Check Target makes against you has -1d6 to hit | [2 AP] OBSCURE - The next Strike Check against the Target is Unfavorable. | [4 AP] DISAPPEAR -You can use this Ability either at the start or end of your turn, this Effect lasts 1d4 turns. For the duration, the Target cannot take turns and cannot be Targeted by Actions. |
| PAGE (EXPLOIT-) | [1 AP] - The next Strike Check Target makes has -1d4 to hit | When you use OBSCURE, the Effect applies to all Party Members |
| PRINCE (DESTROY+) | [1 AP] - The next Strike Check Target makes against you has -1d6 to hit | [2 AP] ELIMINATE DOUBT - Ignore Unfavorable this turn | [4 AP] SNEAK ATTACK - The first attack you make against each Target that has not hit you within the last turn is a crit |
| BARD (DESTROY-) | [1 AP] - The next Strike Check Target makes has -1d4 to hit | When you use ELIMINATE DOUBT, the Effect applies to Party Members for one round |

### LIGHT

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | SHINE - +2 to all Checks and Saves. | STUDY - [1 AP] add 1d6 to next Check | [2 AP] Add +3 to next Check. | Any time a roll is Favorable instead of rolling twice and taking the higher roll three times and take the highest. | [3 AP] Your next Strike Check is MAX |
| SYLPH (CREATE-) | TUTOR - [1 AP] Target adds 1d4 to next Check | Party Members get +2 to Checks until next turn |
| THIEF (STEAL+) | STUDY - [1 AP] add 1d6 to next Check | [3 AP] X=1d8, Target gets -X to next Check, you get +X to next Check | [4 AP] X=1d6, Target gets -X to Checks on their turn, you get +X to Checks this turn |
| ROGUE (STEAL-) | TUTOR - [1 AP] Target adds 1d4 to next Check | STRIKE Checks made against Party Members have -2, Checks made by Party Members have +2 |
| WITCH (CHANGE+) | STUDY - [1 AP] add 1d6 to next Check | [2 AP] Next Check is Favorable | [3 AP] All your rolls are fav until next turn |
| HEIR (CHANGE-) | TUTOR - [1 AP] Target adds 1d4 to next Check | The first Check on each CHUM's turn is fav |
| SEER (KNOW+) | STUDY - [1 AP] add 1d6 to next Check | [2 AP] Roll a d20 favorably and use this roll’s result as the result for the next Check you would make. (For rolls with fav or unfav, this is the first roll) | [4 AP] Roll a d20 with fav. Use this result for all STRIKE Checks made this turn. (For rolls with fav or unfav, this is the first roll) |
| MAGE (KNOW-) | TUTOR - [1 AP] Target adds 1d4 to next Check | At the beginning of each party member's turn, they roll a d20 with fav. They use this result for the next Checks they would make. (For rolls with fav or Unfav, this is the first roll) |
| KNIGHT (EXPLOIT+) | STUDY - [1 AP] add 1d6 to next Check | [2 AP] Add +1 to all Checks until your next turn. | [4 AP] SPOTLIGHT - All Actions taken for one round must Target the Target of this Ability |
| PAGE (EXPLOIT-) | TUTOR - [1 AP] Target adds 1d4 to next Check | All Actions taken must Target you before anyone else. Strike Checks against you have -2. |
| PRINCE (DESTROY+) | STUDY - [1 AP] add 1d6 to next Check | BLACKLIGHT -[2 AP] Target gets -4 to their next STRIKE Check | [3 AP] All Target's rolls are Unfavorable until next turn |
| BARD (DESTROY-) | TUTOR - [1 AP] Target adds 1d4 to next Check | Strike Checks against party members have -4 |

### BREATH

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | DASH - As long as you are not *[Stuck]* or *[Paralyzed]* you always pass your AGI Save to Abscond. At the start of your turn after rolling for STM do a free Recovery Save for *[Stuck]* and *[Paralyzed]*. | When you roll doubles on a Strike Check the Check counts as passed. | [3 AP] Next Action Target takes is free | When you roll Doubles you roll the additional dice Favorably | [4 AP] Target’s next roll benefits from the Effects of rolling doubles even if they didn’t roll doubles. |
| SYLPH (CREATE-) | When you roll doubles on a Defense Check the Check counts as passed. | You may use AP in place of STM. |
| THIEF (STEAL+) | When you roll doubles on a Strike Check the Check counts as passed. | [3 AP] If the Target has a flight Ability they lose it, if they don’t they become *[Stuck]*. Either way you have >FLIGHT until the Target recovers, the recovery DC is 5 and used AGI. | [8 AP] Target can no longer benefit from rolling doubles. Anytime they do you gain +2 STM. Recover 10. |
| ROGUE (STEAL-) | When you roll doubles on a Defense Check the Check counts as passed. | When using your RUNG 6 Ability any additional amount of Targets in your Area gain Flight. Additionally the Recovery DC becomes 8. |
| WITCH (CHANGE+) | When you roll doubles on a Strike Check the Check counts as passed. | [4 AP] You become wind, in this state you can't be Targeted nor detected. You can't take any Action except >HOVER and >GLIDE. You can end this condition at any time. | [6 AP] Target becomes wind, in this state they can't be Targeted nor detected. They can't take any Action except glide and hover. You can end this condition at any time. |
| HEIR (CHANGE-) | When you roll doubles on a Defense Check the Check counts as passed. | DO THE WINDY THING - Whenever your  VIT drops below half GV, Launch all Items in the Area, and all Characters in the Area take moderate fall damage. |
| SEER (KNOW+) | When you roll doubles on a Strike Check the Check counts as passed. | [2 AP] READ THE WIND - Next Check is Favorable | [3 AP] Next Check automatically rolls the maximum. |
| MAGE (KNOW-) | When you roll doubles on a Defense Check the Check counts as passed. | When using READ THE WIND, the Effect lasts for a full round. |
| KNIGHT (EXPLOIT+) | When you roll doubles on a Strike Check the Check counts as passed. | Once per round if a Character rolls doubles in your current Room you may Aggrieve them for free. | [3 AP] Double all damage from Actions that Target 2 or more Character in this Area until your next turn. |
| PAGE (EXPLOIT-) | When you roll doubles on a Defense Check the Check counts as passed. | All Character in this Area can >FLY. |
| PRINCE (DESTROY+) | When you roll doubles on a Strike Check the Check counts as passed. | [1 AP] Target Character becomes *[Stuck]*. | [4 AP] All Character in this Room take MAJOR fall damage |
| BARD (DESTROY-) | When you roll doubles on a Defense Check the Check counts as passed. | Whenever you are Targeted, the attacker takes minor fall damage. |

### BLOOD

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | BONDED - INSPIRE gives 1d4 CRG to Target. | [2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target. | [X AP]: Chum gets X CRG | [6 AP] You may choose an additional Target for all Actions this turn | [4 AP] Target may choose an additional Target for their next Action. |
| SYLPH (CREATE-) | Any time a Follower takes damage you may split the DMG between the two of you. | Party Members in this Area gain VIT equal to their CRG at the start of each of their turns. |
| THIEF (STEAL+) | [2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target. | [4 AP] All of the Target's Chums become your Chums for this round. | [7 AP] You permanently become Chums with one of the Target’s Allies or Chums. |
| ROGUE (STEAL-) | Any time a Follower takes damage you may split the DMG between the two of you. | Any time a hostile Character in this Area would get CRG, you get that CRG instead. |
| WITCH (CHANGE+) | [2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target. | [5 AP] - Choose two Targets. Both Targets can only Target each other on their next turn. Neither of the Targets need to be a Character. | [3 AP] Choose the Target of a Target's next Action. |
| HEIR (CHANGE-) | Any time a Follower takes damage you may split the DMG between the two of you. | Any time you are Targeted, you may choose a different Target for that Action as long as the new Target sees you as their ally. |
| SEER (KNOW+) | [2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target. | When you Target a Character you become aware of the location of all Characters they consider an ally. This breaks the *[Hidden]* Status. | [3 AP] Add the amount of Party Members in the Area as a bonus to your next Strike Check. |
| MAGE (KNOW-) | Any time a Follower takes damage you may split the DMG between the two of you. | When taking an Action you may Target extra Targets equal to the amount of Party Members in the Room. |
| KNIGHT (EXPLOIT+) | [2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target. | [5 AP] During the Target's next turn it can only Target its allies. | [5 AP] All Party Members get CRG equal to the number of Characters you Targeted this turn. |
| PAGE (EXPLOIT-) | Any time a Follower takes damage you may split the DMG between the two of you. | All Party Members in this Area get CRG equal to how much AP you have at the end of your turn. |
| PRINCE (DESTROY+) | [2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target. | [4 AP] - Target becomes hostile toward all Characters in this Area. | [5 AP] Target cannot Target Items or Characters until your next turn. |
| BARD (DESTROY-) | Any time a Follower takes damage you may split the DMG between the two of you. | When you are Targeted, the attacker takes damage equal to your AP die. |

### HOPE

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | SPRY - Add +1 on STM rolls | [3 AP] Add 2 STM | [4 AP] Double Target’s current  CRG to a max of 6. | [6 AP] Add 6  STM | [8 AP] Target's next STM roll is their STM die max. |
| SYLPH (CREATE-) | [3 AP] Target adds 1 STM at the start of their next turn. | Party Members roll STM favorably. |
| THIEF (STEAL+) | [3 AP] Add 2 STM | [2 AP] Steal Target's CRG | [5 AP] When Target rolls their STM die at the start of their next turn you gain that STM as CRG and they start their turn as if they rolled a 1 on their STM die. |
| ROGUE (STEAL-) | [3 AP] Target adds 1 STM at the start of their next turn. | Any leftover STM from your turn is evenly divided between all Party Members. Round down for calculations. |
| WITCH (CHANGE+) | [3 AP] Add 2 STM | [4 AP] Increase Target's STM die by 1 (max 1d12) until the end of your next turn. | [X AP] You may increase or decrease Target's CRG by X. |
| HEIR (CHANGE-) | [3 AP] Target adds 1 STM at the start of their next turn. | In this Area, instead of being replaced, CRG is stacked. |
| SEER (KNOW+) | [3 AP] Add 2 STM | Reroll 1s on STM. | [5 AP] Roll STM and add the result to current STM. |
| MAGE (KNOW-) | [3 AP] Target adds 1 STM at the start of their next turn. | Party Members Reroll 1s on STM. |
| KNIGHT (EXPLOIT+) | [3 AP] Add 2 STM | Upon being reduced below 15 VIT, you may take an additional turn immediately after the current Character’s turn. for this extra turn your STM die rolls a natural 1. | [4 AP] X = remaining STM. Add +X to all Checks until your next turn. |
| PAGE (EXPLOIT-) | [3 AP] Target adds 1 STM at the start of their next turn. | HOPESPLOSION [8 AP] Until you end a turn with 0 STM you may not Move but everything in the same Area as you takes Damage equal to the amount of STM you spend each round. |
| PRINCE (DESTROY+) | [3 AP] Add 2 STM | [4 AP] Target's next STM roll is halved. | [8 AP] Target's next STM roll is 0. |
| BARD (DESTROY-) | [3 AP] Target adds 1 STM at the start of their next turn. | All Characters in this Area roll STM Unfavorably. |

### RAGE

| CLASS | RUNG 2 | RUNG 4 | RUNG 6 | RUNG 8 | RUNG 10 |
| --- | --- | --- | --- | --- | --- |
| MAID (CREATE+) | RULE BREAKER - Your PG pool maximum becomes 9 and you may use Japery on Saves in the same way as Checks. | [4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max. | [4 AP] Target’s PG pool fills to max. | You gain access to the jokerkind Strife Specibus. This Specibus can carry any Itemkind as long as it doesn’t have the serious Trait. Any time you roll a natural 1 on a Strike Check using a Item in the JokerKind Strife Specibus instead of the DM gaining +1 PG you gain +1 PG. | [4 AP] Inflict Target with the first tier of a Status Effect of your choice, cannot be *[Trickster]* or *[Grimdark Mode]* |
| SYLPH (CREATE-) | You may use >JAPERY after seeing the final result of a Check or Save. | If a Character in the same Room as you is inflicted with a Status Effect or a Status Effect increases in tier you may choose to swap it for a different Status Effect you have. |
| THIEF (STEAL+) | [4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max. | [4 AP] Replace your current PG with the DM’s PG even if it exceeds your pool. | [6 AP] Use all of Target's Trait Effects from Equipment and  Active Weapon until the start of your next turn. |
| ROGUE (STEAL-) | You may use >JAPERY after seeing the final result of a Check or Save. | Party Members gain Trait Effects of your Active Weapon and Equipment. |
| WITCH (CHANGE+) | [4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max. | [2 AP] Next time PG is used in your current Area you may switch your current PG pool and the amount spent before it is added to the roll. | [8 AP] Choose what number each die rolls on the next Check made. The numbers chosen cannot be lower than 1, and cannot be greater than that die's maximum. |
| HEIR (CHANGE-) | You may use >JAPERY after seeing the final result of a Check or Save. | Whenever you fail a Defense Check, you gain PG equal to the amount by which you failed. |
| SEER (KNOW+) | [4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max. | Whenever you roll a die and the result is the die’s average you gain +1 PG. | [6 AP] Whenever a die rolls the average until the start of your next turn, treat it as if it rolled the max. |
| MAGE (KNOW-) | You may use >JAPERY after seeing the final result of a Check or Save. | Whenever a die rolls the average, roll that die again and add the result. |
| KNIGHT (EXPLOIT+) | [4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max. | Any time the DM gains PG you gain an equal amount. | [7 AP] Until the start of your next turn, any time PG is spent in this Area you may take an Action equal in STM to the PG spent. |
| PAGE (EXPLOIT-) | You may use >JAPERY after seeing the final result of a Check or Save. | You may spend PG as if it were STM |
| PRINCE (DESTROY+) | [4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max. | You may add PG to Damage rolls. This is considered to be bonus damage. | [5 AP] Until the start of your next turn Target takes 2 damage anytime  PG is used in their current Area. |
| BARD (DESTROY-) | You may use >JAPERY after seeing the final result of a Check or Save. | [5 AP] Ignore the Effects of Traits on Weapons and Equipment until your next turn. |

# ==> APPENDIX D: STARTER ITEMS

Starter Items are more powerful, and slightly more unique then the Items the DM will populate your house with. It may be a while before you can Alchemize with them due to their Traits and Actions. When making a Character, you may choose 1 of these and both your Dream Self and Waking Self get that Item. If you decide not to take one of these Items, you get two generic Items found in >Starting Items. (you can use this hyperlink to see info on Starting Items [>Starting Items](#_vudn01m204dh))

Equipment

| Item | Kind | Code |
| --- | --- | --- |
| Hoodie | Armor | 5DGw5!6o |
| Work Polo | Armor | 5DI9?!6m |
| Shitty Graphic Tee | Armor | 51pJMa6o |
| Reebuc Pumps | Shoes | 86JKg!9o |
| Tennis shoes | Shoes | 8DFqg?9o |
| High heels | Shoes | 810r7?6o |
| All Seeing Eye-Glasses | Accessory | 7alqg!3f |
| Cute Bracelet | Accessory | 7a4yP!6o |
| Cool Shades | Accessory | 7gVBg!6w |
| Authentic Anime Shades | Accessory | 7gdrg!6w |
| Locking Diving Goggles | Accessory | 7taag!6w |
| Backpack | Accessory | 76o2g0Io |
| Broken Glasses | Accessory | 7E5rgU!k |
| Jester’s Hat with Bells | Hat | 6ak7h!6o |
| Hair Gel | Hat | 6tKrjV3o |
| Headband | Hat | 6t0ygH6o |
| Fedora | Hat | 61HAg!6f |
| Sports cap | Hat | 6g4i!!6c |
| Bowler hat | Hat | 664Ig!7o |
| Cheese Hat | Hat | 6EZ??mio |

Weapons

| Item | Kind | Code |
| --- | --- | --- |
| Sledge Hammer | Hammer | 9g3sw!6q |
| Old Knitting Needles | Needle | AW1rgE3o |
| Slightly Shitty Sword | Blade | BE5BgU1o |
| Reliable Old Rifle | Rifle | CEms?!6f |
| Crocker Brand Smart Spoon | Utensil | DEI1h!6E |
| Wise Wizard Doll | Puppet | FD1hg!6x |
| Roboticist’s Wrench | Wrench | Z6bsP!6l |
| Adventure's Duel Pistols | Pistol | Gg8qh!6o |
| Shiny New Sickle | Sickle | J6506!7p |
| Juggling club | Club | Peksgm2o |
| Lawyer's Cane | Cane | MeHsh!7o |
| Computerized Throwing Star | Star | Iebj5G6o |
| Bull’s Sleeping Lance | Lance | H6Msi!6o |
| Striking Whip | Cord | oaIugV2c |
| Cat’s Claws | Claw | KW57gU6z |
| Iron Fire Dice | Dice | Ne!04G6o |
| Horseback Bow | Bow | Oa3Fg!2o |
| Fashionista’s Bad day | Chainsaw | LE4ygFho |
| Sea Wizard’s Wand | Wand | Qguqg!6n |
| Fishin Trident | Trident | vtoaj!6o |
| Rad YoYo | YoYo | fgVB7!6o |
| Markus Brand Pliers | Plier | b6aCgV1o |
| Fist Wraps | Fist | EW48gW0o |
| Magic Paint Brush | Brush | jWlq3l6o |

Other

| Item | Kind | Code |
| --- | --- | --- |
| Phone | Artifact | 0bbq1n6o |
| Popcorn | Artifact | 0!4?0!9o |
| Lettuce | Artifact | 0!q?g!6o |
| Candy Corn | Artifact | 07Lvg!5o |
| Meat Stick | Artifact | 0PY!gU6o |
| Signed Basketball | Artifact | 0IJbg!6o |
| Titanium Cube | Artifact | 0I3pg08o |
| Pet Spider | Creature | !mP!g!6o |
| Pet Goat | Creature | !bYEg!6o |
| Pet Frog | Creature | !I4Yg!6o |
| Pet Horse | Creature | !YN!g!6o |
| Pet Cat | Creature | !757g!6k |
| Pet Dog | Creature | !m362!6o |
| Pet Bird | Creature | !EvCg!6o |
| Pet Rock | Rock | tDps9X1n |

# ==> APPENDIX E: ITEM TRAITS

| TRAIT | R | PASSIVE | INTERACTION | STRIKE | EQUIPPED |
| --- | --- | --- | --- | --- | --- |
| <GENERIC> | C | / | / | / | / |
| <HEAVYWEIGHT> | C | ITMDI is 1 Size larger (Max D12) and has -1 whenever rolled | : Add +1 to your next VIM Die roll. EXHAUST | Add +1 to Damage Dice | -1 on Defense Checks, you have a -1 damage reduction |
| <LIGHTWEIGHT> | C | ITMDI is 1 Size smaller (Min D2) and has +1 whenever rolled | : If your next Strike hits, Switch to and Aggrieve with any Lightweight Item in your Strife Specibus without spending STM | Add +1 to Strike Check | +1 on Defense Checks, DMG Against you gains a +1 bonus |
| <SHARP> | C | When consumed inflict *[Bleed]* | : Target Character makes a AGI Save, on a failure, inflict *[Bleed]*. EXHAUST, STRESS | On Crit, inflict *[Bleed]* | When a Character damages you, they take 1 DMG. |
| <BLUNT> | C | When consumed inflict *[Daze]* | : Target Character makes a WIT Save, on a failure, inflict *[Daze]*. EXHAUST, STRESS | On Crit, inflict *[Daze]* | A Strife Action that Targets you a number of times equal to its STM cost, gains STRESS until the end of the attacking  Character's turn. |
| <BOUNCY> | C | When this ITMDI rolls a 1, reroll it. You must keep the new result. | : Launch Target Item | On Crit, you may Launch this Item. | When a Launched Item hits you, Launch it |
| <STICKY> | C | This Item cannot be Launched | : Target Character makes an AGI  Save on a failure inflict *[Stuck]*. EXHAUST, STRESS | On Crit, inflict *[Stuck]* | When a Launched Item hits you, >CAPTCHALOGUE it |
| <CANDY> | C | When consumed by a Character, that Character gets CRG equal to ITMDI | : Target Character Consumes this Item. | On Crit, gain CRG equal to ITMDI . STRESS | When consuming a <CANDY> Item, it adds 1 additional CRG |
| <MEAT> | C | When consumed by a Character, that Character gets GUT equal to ITMDI | : Target Character Consumes this Item. | On Crit, apply GUT to damage then half your current GUT rounding down instead of resetting to 0. STRESS | When consuming a <MEAT> Item, it adds 1 additional GUT |
| <FOOD> | C | When consumed by a Character, that Character rolls a  VIM + ITMDI as a Save and heals for the result. | : Target Character Consumes this Item. | On Crit, roll VIM + ITMDI as a Save and heal for the result. STRESS | When consuming a <FOOD> Item, add 2 additional VIT |
| <MAGNETIC> | C | This ITMDI does not Stress when Launched | : Active Item and Equipped Items of a Character you would be able to Target with an Interaction from this source can be the Target of this Interaction. >CAPTCHALOGUE Target Item. EXHAUST | Strike Checks made with this Item get +1 | You can innately Target the Equipped and Active Item of any Character you would be able to innately Target. |
| <COMPUTER> | C | This Item can have software installed on it. The maximum amount of software is equal to the Average of the Items Grist Die. | /: Use a software Interaction. | DMG dice roll the average of that die for non-critical hits | DMG dice roll the average for non-critical hits against you |
| <STORAGE> | C | This Item can store a number of Items within it equal to X. Any Action that could Target this Item can Target any Item stored within it. This Inventory uses the Sort rules of a Stack Modus. | : Store Target Item within this Item | If you would Strike using this Item and it has Items stored within it, you instead Strike using the first Item within it. That Item is Ejected. | Whenever you are hit by a Launched Item, it is stored in this Item. |
| <JPEG> | C | The Grist Type of anything this Item is alchemized with becomes Artifact. Every Action taken with this Item has Stress. This Item is fucking useless. | : Watch an Advertisement, you get ITMDI Boondollars | On Crit, add +1 damage then the Item becomes Broken. | The JPEG artifacting pixels dig into your skin. Take 1 damage when you are the Target of an Effect. |
| <PLANT> | C | This Item has X GV, and any time it would be Stressed it instead takes 1 DMG. If this Item has less than 1 VIT, it is broken. | 0: Target gets 1 VIT. STRESS | Whenever you roll a DMG die, this Item gets 1 VIT | At the start of your turn, this Item gains VIT equal to ITMDI |
| <VEHICLE> | C | RIDE - When you move from a Room and can Target this Item, you can choose for it to move with you. | : Move to a Room you have access to even if you're in a Strife. | On Crit, move the Target to a Room you have access to | You get 1 CRG at the end of your turn |
| <FIRE> | U | When consumed, inflict *[Burn]* | : Target Character makes a AGI Save, on a failure, inflict *[Burn]*. EXHAUST, STRESS | On Crit, inflict *[Burn]* | When a Character Hits or Crits you, they take 1 non reducible DMG |
| <ICE> | U | When consumed, inflict *[Frostbite]* | : Target Character makes a AGI Save, on a failure, inflict *[Frostbite]*. EXHAUST, STRESS | On Crit, inflict *[Frostbite]* | Targeting you costs 1 STM. This does not affect Random Target and all Target attacks. |
| <CUTE> | U | Any Check made with this Item against a *[Calm]* Character has +1 | : Target Character makes a CRM  Save or inflict *[Calm]*. EXHAUST | On Crit, inflict *[Calm]* | Whenever you take the >CALM Action, add ITMDI to the  Diplomacy Check |
| <SPOOKY> | U | Any Check made with this Item against a Character inflicted with *[Curse]* has +1 | : Target Character makes a CRM Save or inflict *[Curse]*. EXHAUST | On Crit, inflict *[Curse]* | Whenever you take the >Taunt Action, add ITMDI to the  Diplomacy Check |
| <CANINE> | U | This Item’s ITMDI increases by 1 size for every other <CANINE> Trait on a worn Equipment to a max of d8. This Effect increases an underling’s ITMDI by one to a max of d8. | : FETCH - 1: Target Character >CAPTCHALOGUEs this Item | BITE - On a Hit, inflict *[Bleed]* | If you succeed a Save you take only 1 damage that can’t be reduced instead of half damage. |
| <FELINE> | U | This Item’s ITMDI increases by 1 size for every other <FELINE> Trait on a worn Equipment to a max of d8. This Effect increases an underling’s ITMDI by one to a max of d8. | : The result of your next Check is 9, exhaust | Add +2 to Strike Checks | Add +2 to Defense Checks |
| <COMFY> | U | This Item does not deal DMG when Launched | >SLEEP - ?: The CST of this Interaction is equal to your STM and can be 0. Fall Asleep. While asleep this way, add ITMDI to healing rolls from sleeping. | On Crit, Target falls asleep. Target then wakes back up at the start of their next turn. | Add ITMDI to healing rolls from sleeping |
| <SERIOUS> | U | PG is not gained from rolls with this Item and it can’t be used on rolls made with it. | SERIOUS BUSINESS - : Until the end of your next turn, Character in this location can only use Strife Actions | On Hit, deal 1d4 DMG | Whenever you would take DMG, take 1d4 less |
| <CHARLATAN> | U | Instead of the normal rules for PG, with this Item, any odd number rolled gives the DM +1 PG and any even number rolled gives a Target  Player +1 PG | : Reset the Target’s PG back to zero. STRESS | You may spend PG on DMG. | If PG is used on a Strike Check made against you, you gain the spent PG up to your max. |
| <RAD> | U | This Item is fucking awesome. Multiple Instances of <RAD> stack up to 4 Instances. | : Add +1 to your next Check, or Save. | Add +1 to total Damage for each stack of <RAD>. | Damage rolled against you is -1 for each stack of <RAD>. |
| <MUSICAL> | U | If you would replace this ITMDI with  TMP, instead of setting your TMP to the result of this  ITMDI , set TMP to what it was previously -1. | : Increase TMP by 1, cannot exceed your WIT Die maximum. | On Hit, increase TMP by 1. Cannot exceed your WIT Die maximum | If your TMP becomes 1, you may roll your WIT Die. Your TMP becomes the result. |
| <PLUSH> | U | When you roll this  ITMDI, if your VIM is the same size or larger, add +1 to the result | : Add a VIM Die to your next Check. EXHAUST, STRESS | On Crit, roll VIM and add it to damage | VIM Die gets +1 |
| <HARLEQUIN> | U | When you roll this  ITMDI, if your CRM is the same size or larger, add +1 to the result | : Add a CRM Die to your next Check. EXHAUST, STRESS | On Crit, roll CRM and add it to damage | CRM Die gets +1 |
| <WIZARD> | U | When you roll this  ITMDI, if your WIT is the same size or larger, add +1 to the result | : Add a WIT Die to your next Check. EXHAUST, STRESS | On Crit, roll WIT and add it to damage | WIT Die gets +1 |
| <FURRY> | U | When you roll this  ITMDI, if your AGI is the same size or larger, add +1 to the result | : Add an AGI Die to your next Check. EXHAUST, STRESS | On Crit, roll AGI and add it to damage | AGI Die gets +1 |
| <ELECTRIC> | U | Whenever you roll this ITMDI , you can spend 1 CRG to reroll that die and take the new result. | : Target gains  CRG equal to ITMDI | On Hit, you get Target's CRG, Target's CRG becomes 0 | Add +1 to STM Rolls |
| <DERSE> | R | This ITMDI gets +1 if rolled alongside a WIT Die or VIM Die | : Target Dersite joins your party | Reroll 1s on DMG rolls | Dersites see you as an ally. |
| <PROSPIT> | R | This ITMDI gets +1 if rolled alongside a CRM Die or AGI Die | : Target Prospitian joins your party | Reroll 1s on Strike Checks | Prospitians see you as an ally. |
| <ANGELIC> | R | Any time a Ghost or Vampire interacts with or Targets this Item, they take ITMDI DMG | : Target is healed for ITMDI. EXHAUST | Add +2 to Strike Checks | Add +2 to Defense Checks |
| <VAMPIRIC> | R | Any time an Angel or Fairy interacts with or Targets this Item, they take ITMDI damage | : You lose ITMDI of VIT, gain this lost VIT as GUT. EXHAUST | Whenever you roll a DMG die, you get 1  VIT. If Target has *[Bleed]*, you instead get 2 VIT | You have +X GV |
| <CAPRINE> | R | This ITMDI is added to the healing rolls from sleep of every Character in this location | COUNT SHEEP - : Target Character makes a WIT Save or Falls Asleep. EXHAUST | Strike Checks are Favorable against Sleeping Targets | Double healing from Sleep |
| <EQUINE> | R | RIDE - When you move from a Room and can Target this Item, you can choose for it to move with you. | HOW IRONIC THAT YOUR VERY DEMISE WOULD BE WITHIN THE PROXIMITY OF SOME HORSES - : When a Target Character dies this turn, they drop double Grist, and XP. It is a JUST death. EXHAUST | On Hit, you may move Target to a Room you have access to | VIM and AGI get +1 |
| <DRACONIC> | R | Add 1d2 to Checks made using this Item | : Target Character makes a WIT Save or Inflict *[Blind]*. EXHAUST | On Crit, inflict *[Blind]* | Whenever you would be inflicted with a Status Effect, call a coin flip. If you win, you are not inflicted with the Status Effect. |
| <ARACHNID> | R | Whenever a Check made using this ITMDI would result in 8, add ITMDI to the result | : Target Character makes an AGI Save or Inflict *[Paralyzed]*. EXHAUST | On a Crit, inflict *[Paralyzed]* and on hit inflict *[Toxic]*. | When Hit, attacker becomes *[Stuck]* |
| <NOIR> | R | When this ITMDI is rolled gain +1 GRIT | : Convert GRIT you have to GUT to a max of ITMDI, excess GRIT is lost | On Crit, gain additional GRIT equal to GUT | At the start of your turn roll ITMDI, you retain that much  GRIT |
| <ANIME> | R | Whenever you roll the maximum result on this ITMDI when making a Check, add ITMDI to the result | : Add +2 to the next die you roll. EXHAUST | Add +2 to DMG dice | -2 each DMG dice rolled against you and any bonus damage (excluding GUT). |
| <FAIRY> | R | If you roll an odd number on this die, reroll it and keep the new result | : Target Character can >GLIDE until your next turn | On Hit, inflict *[CALM]* | CRM and WIT get +1 |
| <ROCKET> | R | RIDE - When you move from a Room and can Target this Item, you can choose for it to move with you. | : You can >SOAR | On Hit, inflict *[Burn]* | Add +1d4 CRG at the end of your turn |
| <FROG> | R | CONTRABAND - Dersites will confiscate this Item when able | : The next time you would roll a 1 on a die until your next turn, reroll it | On Crit, perform the Action again ignoring EXHAUST. This new attack does not cause additional attacks if it Crits. | Reroll 1s on STM Rolls |
| <NUCLEAR> | R | When consumed, inflict *[Decay]* | : Target makes a VIM Save or inflict *[Decay]* | On Crit, inflict *[Decay]* | Add 2 to your STM Roll |
| <NAUTICAL> | R | Checks made using this Item ignore the Effects of *[Wet]* | : Target makes an AGI Save or inflict *[Wet]* | On Crit, inflict *[Wet]* | You can breathe underwater, and are immune to the *[Drowning]* & *[Burn]* Status Effects. |
| <AVIAN> | R | RIDE - When you move from a Room and can Target this Item, you can choose for it to move with you. | FLAP - : Fall damage taken until your next turn is reduced to 0 | Add +1 to Strike Check and +1 to DMG d  dice | You have access to the >FLY type of Flight |
| <GRIMDARK> | M | If you are not in *[Grimdark Mode]*, interacting with, seeing, or Targetting this Item deals 1 damage to you. This DMG can’t be reduced. | 8x: Inflict *[Grimdark Mode] upon yourself* | Add +3 to DMG dice | Any time you take Damage take 3 less. This reduction is additional to any other damage reduction a character may have. |
| <WELSH> | M | Any time an Effect from this Item would be able to Target a  Character, that Character's Equipped and Active Item are also valid Targets | 6x: Remove Target Item from the game. EXHAUST | If DMG from this Weapon would kill a Target, it ignores any conditional or unconditional immortality Effects | Ignore the STRIKE Trait Effects of Items Targeting you |
| <TRICKSTER> | M | This Item ignores STRESS | 8x: Inflict *[Trickster Mode]* upon yourself | You just fucking hit | Add 1d6 to your STM roll |
| <META> | M | This ITMDI always rolls the average | : The next time you would make a roll, instead take the average of all dice that would have been rolled | Add +3 to Strike Check | >ALCHEMIZE any time |
| <SPACE> | M | Whenever this Item is Launched, it instead teleports to an adjacent Area. | : Teleport Target to any known Area. | On Crit, teleport Target to any Area you have previously been to (including current Area). | You can teleport to any Area you have previously been to. |
| <TIME> | M | Whenever you roll this ITMDI, you may reroll it and take either result. You may take the lower result as your TMP. | : Reroll the last die you rolled this turn. The original roll you made becomes your TMP | On Hit, add TMP to damage. | Add your TMP to your Defense Checks. |
| <HEART> | M | The first Action taken with this Item cannot be Exhausted. | : Add an extra die of your highest Attribute to your next Check | Strike Checks with this Weapon always uses your highest Attribute | Your highest Attribute increases by one size. Max d20 |
| <MIND> | M | This Item's Actions are always available to use when in a Sylladex, even when inaccessible. | : Take the next Action you take twice. The second Action costs 0 STM. | You may use 2 Actions at a time. Use the  STM cost of the more expensive Action. | You may use Actions from this Equipped Item. |
| <LIFE> | M | When consumed by a Character, that Character's VIT becomes equal to their Gel Viscosity. | : Target rolls a VIM Save + 1dX and heals for that result. | Instead of DMG, this Item adds GRIT | Roll a VIM Save every turn and heal for that amount. |
| <DOOM> | M | Add an additional ITMDI to all DMG rolls with this Item. | : Add +1 to all DMG rolls for one turn. | If you miss, your next Strike Check automatically hits. The Strike can still be rolled to Check for a crit. | Roll a VIM Save every turn. Each Character in the Area (excluding you) takes Damage for that amount. |
| <LIGHT> | M | Whenever this ITMDI is rolled and the result is under the average, reroll this die and add the new result. Do not do this for the new dice created by this Ability. | : Make all of a Target's Check's Favorable for one turn. EXHAUST | DMG is rolled Favorably | Characters in this Area can always see you and can’t be affected by the *[Blind]* Status. |
| <VOID> | M | Whenever Strike Check is rolled with this Item, misses turn into hits and hits turn into misses. | 5x: Target gains or loses the *[Quantum State]* Status Effect. Target must be an ally or yourself. | Whenever a DMG die is rolled, if the result is lower than the average of that die, roll that die again and add the result. | Enemies in this Area roll unfavorably against you unless you are the only conscious Target in the Area. |
| <BREATH> | M | When this Item rolls doubles, roll twice as many additional dice. | : Target Character can >FLY until the start of your next turn. EXHAUST | Target is Launched into the air, enough to take moderate fall damage. | You can >FLY, and you can move up to 3 Areas while flying. |
| <BLOOD> | M | When a Chum in the same Area as you makes a Check that has the same kind as this Item, they may use this ITMDI instead of their own. | TETHER - 5x: Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target. CRM Recover 4. | Add +1 to DMG rolls for each Party Member in the Area. | Whenever an ally takes DMG, they take half the DMG, and you take the other half. |
| <HOPE> | M | Actions with this Item cost 1 less STM (minimum 1). | 6x: Create something in this Room you can imagine. Characters created in this way are inflicted with the *[Imaginary]*, while Items are broken and cannot be fixed. | Add remaining STM to Strike Checks. | Add remaining STM to Defense  Checks. |
| <RAGE> | M | Once per round, when taking an Action with this Item you may undo the Action after seeing the result. | 5x: Choose the result of the next Check rolled. The result cannot exceed the maximum number the Check can possibly roll, and cannot be lower than 2. | Once per round, if your Strike Check misses a Target, the number you rolled becomes a penalty on the Target’s next Strike Check. | Once per round, if your last Strike Check exceeded the Defense Check add the amount by which it exceeded to your Defense Checks next round. |

# ==> APPENDIX F: WEAPON ACTIONS

| # | NAME | R | CST | DMG | ATTK | EFFECT |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | NO ACTION | C | / | / | / | / |
| 2 | ACCUSE | C | 1 | / | / | Do 1 DMG to the next attacker. EXHAUST |
| 3 | ACCOST | C | 1 | / | / | Add 1dX to your next Defense Check. EXHAUST |
| 4 | ACCRUE | C | 2 | / | / | Next turn, STM roll is FAV. EXHAUST |
| 5 | ACQUIRE | U | 1 | / | / | Unexhaust used Actions. EXHAUST |
| 6 | ACCOY | U | 2 | / | / | Next time you are hit, deal 1dX DMG to the attacker, exhaust. |
| 7 | ACQUIT | U | 2 | / | / | Add 1dX to all Defense Checks until next turn. EXHAUST |
| 8 | ACCOUNT | U | 2 | / | / | Gain 1d4 STM. EXHAUST |
| 9 | ACCESSORIZE | R | 3 | / | / | Next Action hits. EXHAUST |
| 10 | ACTUALIZE | R | 2 | / | / | Until the start of your next  turn, next time you are hit, deflect DMG to a Target. EXHAUST |
| 11 | ACCUMULATE | R | 2 | / | / | Strike Checks against you are Unfavorable until your next turn. EXHAUST |
| 12 | ACCELERATE | R | 2 | / | / | Actions cost 1 less STM this turn (Min 1). EXHAUST |
| 13 | ACCLIMATE | M | 4 | / | / | Next Action Crits. EXHAUST |
| 14 | ACERBATE | M | 2 | / | / | Remove all Status Effects. |
| 15 | ACCLAIM | M | 2 | / | / | Add 2dX to all Defense Checks until your next turn. EXHAUST |
| 16 | ACHIEVE | M | 0 | / | / | Lose half of your VIT, roll STM. EXHAUST |
| 17 | ARRIVE | C | 2 | / | / | Next Action costs half STM rounded up. EXHAUST |
| 18 | ARGUFY | C | 2 | / | S | On Hit, Inflict *[Frostbite]*. EXHAUST |
| 19 | ARSONATE | C | 2 | / | S | On Hit, Inflict *[Burn]*. EXHAUST |
| 20 | ARTILLERATE | C | 1 | 1dX | C | EXHAUST |
| 21 | ARRANGE | U | 2 | / | / | Use Random Action, EXHAUST Action if used Action has EXHAUST. |
| 22 | ARREST | U | 2 | / | S | On Hit, Target gets -2 to next Strike Check. EXHAUST |
| 23 | AROMATIZE | U | 2 | / | S | On Hit, Target gets -2 to all dice on their next DMG roll. EXHAUST |
| 24 | ARBITRATE | U | 2 | 1dX | S | On Hit, Add 1d4 DMG. EXHAUST |
| 25 | ARCHIVE | R | 4 | 2 | C | Use Action until it misses (Only pay STM for first use). EXHAUST |
| 26 | ARROGATE | R | 3 | 1dX | S | On Hit, Target gets -2 to all Strike Checks on their next turn. EXHAUST |
| 27 | ARBORIZE | R | 3 | 1dX | S | On Hit, Target gets -2 to all DMG rolls on their next turn. EXHAUST |
| 28 | ARMAMENTIFY | R | 3 | 2dX | C | Add 1d4 DMG. EXHAUST |
| 29 | ARITHMETIZE | M | 5 | 1d4 | C | Use Action until it misses (Only pay STM for first use) |
| 30 | ARTICULATE | M | 3 | 1dX | S | On hit, Target gets -3 to all Strike Checks on their next turn. EXHAUST |
| 31 | ARISE | M | 4 | 2dX | S | On hit, Target gets -3 to all DMG rolls on their next turn. EXHAUST |
| 32 | ARSENALIZE | M | 3 | 2dX | C | On Hit, inflict Target with *[Burn]* |
| 33 | ASSAIL | C | 3 | 1dX | C | Make this attack twice against Random Targets. |
| 34 | ASTONISH | C | 2 | 1dX | C | Favorable. EXHAUST |
| 35 | ASTRICT | C | 2 | / | S | On Hit, inflict Target with *[Daze]*. EXHAUST |
| 36 | ASS | C | 1 | 1dX | C | -2 on DMG roll. EXHAUST |
| 37 | ASSERT | U | 3 | 1dX | C | Make this attack 1d4 times against Random Targets. EXHAUST |
| 38 | ASTOUND | U | 3 | 2dX | C | Double DMG on Crit |
| 39 | ASPHYXIATE | U | 2 | 1dX | S | On Hit, inflict Target with *[Paralyzed]*. EXHAUST |
| 40 | ASTUN | U | 1 | 2dX | C | Unfavorable. EXHAUST |
| 41 | ASSAULT | R | 3 | / | / | Deal 1dX DMG to all non-allies. EXHAUST |
| 42 | ASTRINGE | R | 4 | 3dX | C | Change the rolled number of all Strike Check’s dice, as long as the final result adds up to the original total. EXHAUST |
| 43 | ASSECURE | R | 2 | 2dX | S | On Hit, Target takes DMG, and you heal equal to half the DMG dealt. EXHAUST |
| 44 | ASSESS | R | 3 | 2dX | C | If attack hits, refund STM. EXHAUST |
| 45 | ASSUBJUGATE | M | 4 | 2dX | S | Make this attack against all non-allies. STRESS |
| 46 | ASSURE | M | 6 | 4dX | C | On Hit, Crit. EXHAUST |
| 47 | ASSASSINATE | M | \* | YdX | C | You can spend as much STM on this Action as you want, Y = the amount of STM you spend. EXHAUST |
| 48 | ASSEVERATE | M | 0 | 1dX | C | EXHAUST |
| 49 | ABASH | C | 3 | 2dX | S | On hit, STRESS. EXHAUST |
| 50 | ABSIST | C | 3 | 1dX | C | Add remaining STM to Strike Check (After paying this Action's cost). EXHAUST |
| 51 | ABSTAIN | C | 4 | / | / | Heal 1dX. EXHAUST |
| 52 | ABJUDGE | C | 3 | YdX | C | Y = Chums in the Room. EXHAUST |
| 53 | ABERRATE | U | 2 | 2dX | C | Add any PG spent on this Strike Check to DMG roll as well. EXHAUST |
| 54 | ABDUCT | U | 3 | / | S | On hit Target is inflicted with *[Daze]* and your PG pool fills to full. |
| 55 | ABJURE | U | 4 | / | / | Heal YdX at the start of your next turn, Y = Amount of times Strike Checks missed against you. EXHAUST |
| 56 | ABOLISH | U | 2 | YdX | C | Chums add any PG you spend on this Strike Check to any Strike Check they make until your next turn, Y = Chums in the Room. EXHAUST |
| 57 | ABSORB | R | 5 | / | / | Add the amount of DMG dice rolled against you (from now until next turn) to first Strike Check next turn. EXHAUST |
| 58 | ABBREVIATE | R | 3 | 1dX | C | Add 1dX to Strike Check. EXHAUST |
| 59 | ABATE | R | 3 | / | / | Target heals 1dX VIT. EXHAUST. |
| 60 | ABORT | R | 4 | 2dX | S | Move an ally to an adjacent Room, if able. |
| 61 | ABUSE | M | 1 | 1dX | C | / |
| 62 | ABIDE | M | 3 | 2dX | C | Add remaining AP to Strike Check. |
| 63 | ABHOR | M | 5 | 2dX | C | Heal DMG dealt. EXHAUST |
| 64 | ABIRRITATE | M | 4 | 4dX | C | All Chums(including you) add +2 to all DMG dice until next turn. EXHAUST |

# ==> APPENDIX G: GLOSSARY

>Ability: A power or insight you have access to.  
>Accessory: An Equipable Item that adds flair to your outfit such as glasses or rings. Gives a bonus to Diplomacy .   
>Action: Something you can do during a turn, usually costing STM .

>Active Item : The Item in your Sylladex you have access to and can use in the current moment.  
>Active Weapon **: The Item in your Strife Specibus that you have access to and can use in the current moment.  
>Agility, AGI, : A measure of Reflex, Speed, and Initiative

>Ally, Chum: Someone who you like or at least tolerate and are aware of the presence of.  
>Area: A collection of Rooms, IE: a village or large building.  
>Armor: An Equipable Item that makes up the main portion of your outfit such as a shirt and pants, or a set of wizard robes. Gives a bonus to Defense  and Athletics .   
>Aspect: A fundamental building block of the Universe, there are 12: BLOOD, BREATH, DOOM, HEART, HOPE, LIFE, LIGHT, MIND, RAGE, SPACE, TIME, and VOID.  
>Aspect Points, AP, : A resource that measures how much of your Classpect powers you can use in a turn.

>BARD: One who allows the destruction of or is destroyed by their Aspect.  
>BLOOD: The Aspect of bonds, relationships, blood, chains, and obligation.  
>Boondollars, BOD, : The ultimate game’s money system, consorts, Dersites, and Prospitans use it as currency.

>BREATH: The Aspect of freedom, wind, detachment, and confidence.

>Broken: An Item that is no longer useable, but can still be Launched and the Captchalogue Code still viewed

>Captchalogue Card: A small plastic Card about the size of a playing Card. The front features a small white space where a picture of the Item stored within goes, and the back has a difficult to read Captchalogue Code. Using a Sylladex they can have Items placed in the meta space within.  
>Captchalogue Code: A strange set of symbols, numbers and letters on the back of a Captchalogue Card meant to organize and differentiate what is inside the Card.  
>Charge, CRG, : A resource that measures the bonus you get to STM  due to inspiration or caffeine.   
>Charm, CRM, : A measure of Charisma, Mystique, and Empathy.  
>Check, C: A dice roll made offensively usually using two dice.  
>Class: The way you view and interact with your Aspect. There are 12 fundamental classes: BARD, HAIR, KNIGHT, MAID, MAGE, PAGE, PRINCE, ROUGE, SEER, SYLPH, THIEF, and WITCH.   
>Classpect: A combination of Class and Aspect.  
>Consume: A modifier on an Action that makes it so the Item is used up at the end of the Action.  
>Character: A Target that is living.

>Death: Currently not living.  
>Detected: Seen and unable to gain the Hidden Status.  
>DOOM: The Aspect of death, judgment, rules, and weakness.  
>Doubles, Rolling Doubles: When two or more dice in a Check either naturally rolled or were changed to have rolled the same result. The dice are then rerolled and the two results stack.

>Echeladder: A table of rewards gained as you hit important benchmarks and goals.  
>Equip: The Ability to take an Item and utilize it on your person, as clothing, a tool, or a Weapon.

>Equipped: A worn Item that is currently in use. There are 4 types of these: Accessory, Armor, Hat, and Shoes.   
>Exhaust: A modifier on an Action that allows you to only perform that Action once per turn.  
>Experience Points, XP: A measure of the knowledge and skill you have gained since playing the ultimate game.

>Favorable, Fav: A condition that causes a Save or Check to be rolled first and the highest option taken. Done before doubles take Effect.  
>Fetch Modus, Fetch Modi: A cartridge that is plugged into a Sylledex in order to program the Sylledex’s organizational framework.  
>Flight: A collection of abilities, such as Hover, Glide, Fly, and Soar

>Fly: The Ability to move freely through the air.  
>Follower: A Chum that is following you around.

>Gel Viscosity, GV: A resource that tracks your total health.

>God Tier: A powerful late game upgrade to the player character by sacrificing their mortality and becoming godlike.   
>Gumption, GUT, : A resource that tracks your bonus damage caused by meat and confidence.  
>Grit, : A resource that acts as a temporary VIT  protecting you from damage.  
>Grist: A resource that is collected from dead underlings and used to create and build in the ultimate game.

>Glide: The Ability to fall slowly.

>HEIR: One who becomes or inherits their Aspect.  
>Hat: An Equipable Item worn on the head giving a bonus to diplomacy .  
>Hat Level, : The level of an Item, calculated by the rarity of its Grist type, Trait’s rarities, and Action’s rarities.  
>HEART: The Aspect of motivation, soul, heart, and identity.   
>Hidden: A Status in which you can’t be seen, gaining favorably Strike Checks.  
>HOPE: The Aspect of belief, positive emotion, wonder, and religion.  
>Hover: A flight Ability in which you stay about a 1ft off the ground.

>Item: Something found in the world that you can hold and Captchalogue.  
>Item Die, ITMDI, : The die size (IE: d2,d4,d6) assigned by an Item after accounting for Traits.  
>Item Kind: What category of Item or Weapon that a Item is assigned by a Strife Specibus and Sylledex.   
>Interaction: An Action granted by a Trait or special Aspect of the Item. Interactions can be used on anything one can easily touch, such as the Equipped gear, Active Weapons **, Active Items , or things in the environment.

>KNIGHT: One who exploits their Aspect.

>Launch, Lunched: The state in which an Item is moving due to being thrown or forced out of a Sylledex.  
>LIFE: The Aspect of life, healing, growth, and power.  
>LIGHT: The Aspect of truth, light, luck, and discovery.

>MAID: One who creates or makes their Aspect.

>MAGE: One who learns or finds their Aspect.  
>MIND: The Aspect of knowledge, mental thought, and decisions.

>PAGE: One who is exploited through their Aspect or passively exploits their Aspect.  
>Party Member: A chum or ally that is in the Area with you.

>Prankster's Gambit, PG, : A resource that tracks your current silliness, your place on the scale of down to clown, the confidence of your jokes, and your state of narrative control. It can be spent before rolling a Check and added to your final result.

>PRINCE: One who destroys or destroys with their Aspect.

>RAGE: The Aspect of Madness, Negative Emotion, and Challenge.   
>Room: The smallest measure of space in Tablestuck, IE: a kitchen or closet.   
>ROGUE: One who takes or steals their Aspect for others.  
>Round: A 6 second time frame in which combat happens.

>Save, X Save, S: A dice roll made defensively usually using one dice.  
>Sburb, Sgrub, Sbub: The ultimate game, the reproductive system of the Universe, the big one, the whammy, the herald of end times.  
>Section: A collection of Areas, IE: a state or county.  
>SEER: One who knows or teaches their Aspect.  
>Shoes: An Equipable Item that makes up the bottom most section of your outfit, IE: sandals or boots. Gives a bonus to Acrobatics .   
>Sleep: A state of unconsciousness where one can heal.

>SPACE: The Aspect of the physical world, creation, and science.   
>Stamina, STM, : A resource that measures how many Actions you can take in a turn.  
>Stress: A modifier on an Action that can cause the Item to break after the Action is performed. Roll the ITMDI  if it is a 1 the Item becomes broken.  
>Strike: A type of Check made as part of an attack.  
>Strife Action: An Action taken in Strife, to harm or hamper another Character, or aid an ally.

>Strife Specibus: A small add-on to the Sylledex ment specifically for storing and retrieving a type of Weapon.  
>Strife, STRIFE, >STRIFE!: A period of rounds of combat in which mutual enemies attack each other during turns.   
>Sylladex: A small plastic Item about the size of a wallet that can contain a deck of Captchalogue Cards and is organized by a Fetch Modus.   
>SYLPH: One who heals with or heals their Aspect.

>Target: Something or Someone in the same Room as you that you can detect.  
>Tempo, TMP, : A resource that measures one’s preparedness and Ability to change up the “beat” of the scene on the fly.  
>TIME: The Aspect of time, history, destruction, and music.

>THIEF: One who steals or takes their Aspect for themselves.  
>Trait: A modifier that an Item or Object has granting it special rules.  
>Turn: Your time to shine during a round.

>Unfavorable, UnFav: A condition that causes a Save or Check to be rolled first and the lowest option taken. Done before doubles take Effect.

>Vim, VIM, : A measure of Strength, Fortitude, and Resilience.   
>Vitality, VIT, HP : A resource that measures your current health compared to your GV.   
>VOID: The Aspect of darkness, lies, nothingness, and emptiness.

>Weapon, WPN: An Item that can be Equipped to your Strife Specibus and used in a fight as your Active Weapon **.

>Weapon Action: A Strife Action available to you because it is on your Active Weapon **.  
>WITCH: One who can change or is changed by their Aspect.  
>Wits, WIT, : A measure of Intelligence, Wisdom, and Hand Eye Coordination.

# ==> SPECIAL THANKS

Tablestuck Legacy Contributors

@ancho121  
@ashtr4l\_  
@blubangs  
@bullseye3523  
@ferrica  
@flaringk  
@gaysarahk  
@inucase  
@kechknightly

@king2833

@lakuata  
@mau.xanh  
@murida  
@pichiki

@powerthegreat

@prismlight5

@skelesama

@student\_doodles

@xmask19

Annotated Guide Contributors

@balkanbi  
@dragonplayer6  
@imyourdad  
@lunatuberosum  
  
Proofreading and Testing  
@AbyssEgg  
@bluefuzz  
@camtron13  
@CorperateMagician  
@Damon  
@Epsilon  
@fuwfuwa  
@imyourdad  
@Kurxo  
@Motherlock  
@spacerobinhood  
@veadeo\_spiele