

YEARS IN THE FUTURE

A HOMESTUCK RPG



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Cover: The Wanderers, by Sockpuppy

Once, you were a proud soldier of
Prospit, a dire archagent of Derse,
or perhaps a simple carapacian upon
the Battlefield itself, living out
your life as part of the eternal war
over Skaia, and the great game
surrounding it.

Now, you are an Exile, forever flung
from your home to the desolate wastes
of an already-ruined world.

But you aren't done.

Not yet.



WELCOME, EXILE

In **YEARS IN THE FUTURE**, you play a group of Exiles wandering the wastes of a post apocalyptic world after the meteor storm caused by the beginning of a game of Sburb. It is up to you to survive the wasteland, aid the players of the game as best you can, keep a functional semblance of sanity, and do a whole lot of weird puzzle shit.

Who knows, one day you might end up a civic official, in a city you built yourself. Or you might die of radiation poisoning. Aren't games fun?

To play **YEARS IN THE FUTURE**, you'll need some six sided dice, some pencils and paper, and a lot of tolerance for bullshit.

ROLLING THE BONES

Gameplay in **YEARS IN THE FUTURE** relies on a few things, but the first and most important are your exiles' **STATS**.

Each exile in **YEARS IN THE FUTURE** has a total of five **STATS**, which govern the amount of dice they roll at a given time. Whenever the player wants to perform an action they have a chance at failing, the GM can call for them to roll based on a stat. The five stats are:

GRIT: Your strength,chutzpah, and overall power. Abbreviated as GRIT.

VIM: Your endurance, health, and overall liveliness. Abbreviated as VIM.

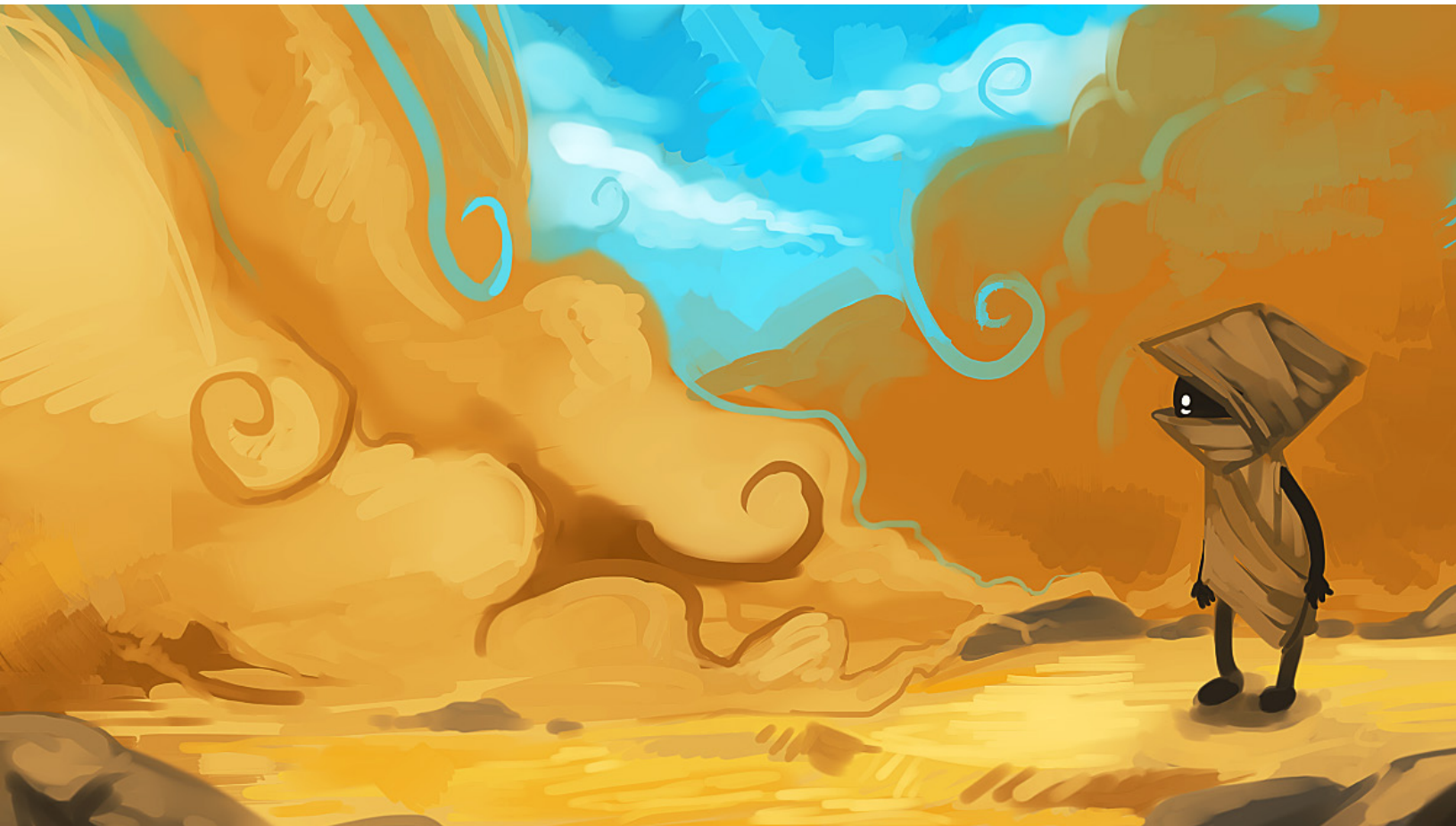
PULCHRITUDE: Your charisma, cleverness, and overall amiability. Abbreviated as PLCH.

IMAGINATION: Your intelligence, creativity, and overall mental potency. Abbreviated as IMG.

PLUCK: Your knack, luck, and a certain *je ne sais quoi* that makes you able to run into interesting things. Abbreviated as PLUCK.

ROLLING THE BONES

Whenever a player is called to roll a die, they roll a number of d6 equal to the appropriate stat, plus any ranks given by an applicable skill (more on that later). A roll of a **5 OR 6** is a success, and more successes mean a greater result. Also, rolling the same number repeatedly (i.e. **DOUBLES**, or **TRIPLES**) is a CRITICAL. These aren't always beneficial, but they're always the cause of dramatic or interesting results, increasing in severity for each matching number.



CREATING A CARAPACIAN

At the start of the game, each player chooses a few things to create their exile. They pick their **TYPE**, their **STRIFE SPECIBUS**, their **FORMER DUTY**, and their **VOW** (or **GRUDGE**).

An exile's **TYPE** is the kind of carapacian they are, grown in the ectobiology labs of the veil since time immemorial (or at least long enough before the game to get started). Each type controls the starting stats that the players have, as well as offer a selection of special abilities. Once a player picks a type, they then gain a total of **FIVE POINTS** to distribute between their stats as they see fit. You didn't think that just any carapacians were allowed to be exiles did you? No, all the ones who weren't a little exceptional died.

Usually at least.



THE PAWN



A pawn is the lowest of the low, the weakest and smallest kind of carapacian, and usually better suited for menial tasks than warfare. Still, the pawn is still imbued and instilled with boundless potential, and it's always foolish to overlook all the pieces on the board.

Pawns start with **2 GRIT, 1 VIM, 1 PLCH, 1 IMG,** and **3 PLUCK.**

Pawns start with **SIX SKILL SLOTS.**

Pawns start with the special ability **PROMOTION.**

PROMOTION: A Pawn is brimming full of untapped potential and possibility, waiting to be used. Once per encounter, a Pawn can temporarily add two dice to a stat of their choice for the remainder of the encounter.





THE ROOK



A rook is huge and hulking, a slow and dangerous force on the battlefield meant to break enemy lines against it, and pick up whatever needs to be picked up. They're not particularly clever, but when you can palm a refrigerator with ease, you don't really need to be.

Rooks start with **3 GRIT**, **3 VIM**, **1 PLCH**, **1 IMG**, and **1 PLUCK**.

Rooks start with **THREE SKILL SLOTS**.

Rooks start with the special ability **CASTLING**.

CASTLING: A rook is made to defend others, and can make sure it'll be there to do so.

Once per encounter, a rook can appear next to or in front of a friendly character, bursting through obstacles to get there and get to them.

THE BISHOP



Stern and silent, a bishop is made to administrate and oversee, fixing problems and heading off dangers before they get out of control. Cleverness and skill are what get them by, and they stand to understand the mechanics of the game itself more than any other.

Bishops start with **1 GRIT**, **1 VIM**, **2 PLCH**, **3 IMG**, and **1 PLUCK**.

Bishops start with **FIVE SKILL SLOTS**.

Bishops start with the special ability **FIANCHETTO**.

FIANCHETTO: A bishop is always where they need to be, walking the paths of Skaia to find their way. Once per encounter, a bishop can walk behind an object or out of view and reappear from behind any other object within the area, as long as they wouldn't be seen doing so.





THE KNIGHT



A knight is made to be the first and foremost of their moons, quick, tough, and mobile with natural acumen and the charisma to lead others in battle. Being made for nothing but their intended purpose however means that outside of it, they're at a loss on exactly what to do with themselves.

Knights start with **2 GRIT**, **2 VIM**, **3 PLCH**, **2 IMG**, and **2 PLUCK**.

Knights start with **TWO SKILL SLOTS**.

Knights start with the special rule **ADVANCE**.

ADVANCE: Knights lead the charge, unafraid to wade deep into danger and face their foe head on. Once per encounter, a knight can close the distance with something dangerous, leaping and vaulting over obstacles in their way to show up right where they need to be.

THE QUEEN



Queens are the power behind the throne, the dangerous and deadly executor of the moons and at one point one of the most powerful things in all of Skaia. But now in the wasteland it is their natural skills and knowledge against the overwhelming truth that they failed in their duties, and that their kingdoms thought it better to exile them.

Queens start with **3 GRIT**, **2 VIM**, **4 PLCH**, **3 IMG**, and **1 PLUCK**.

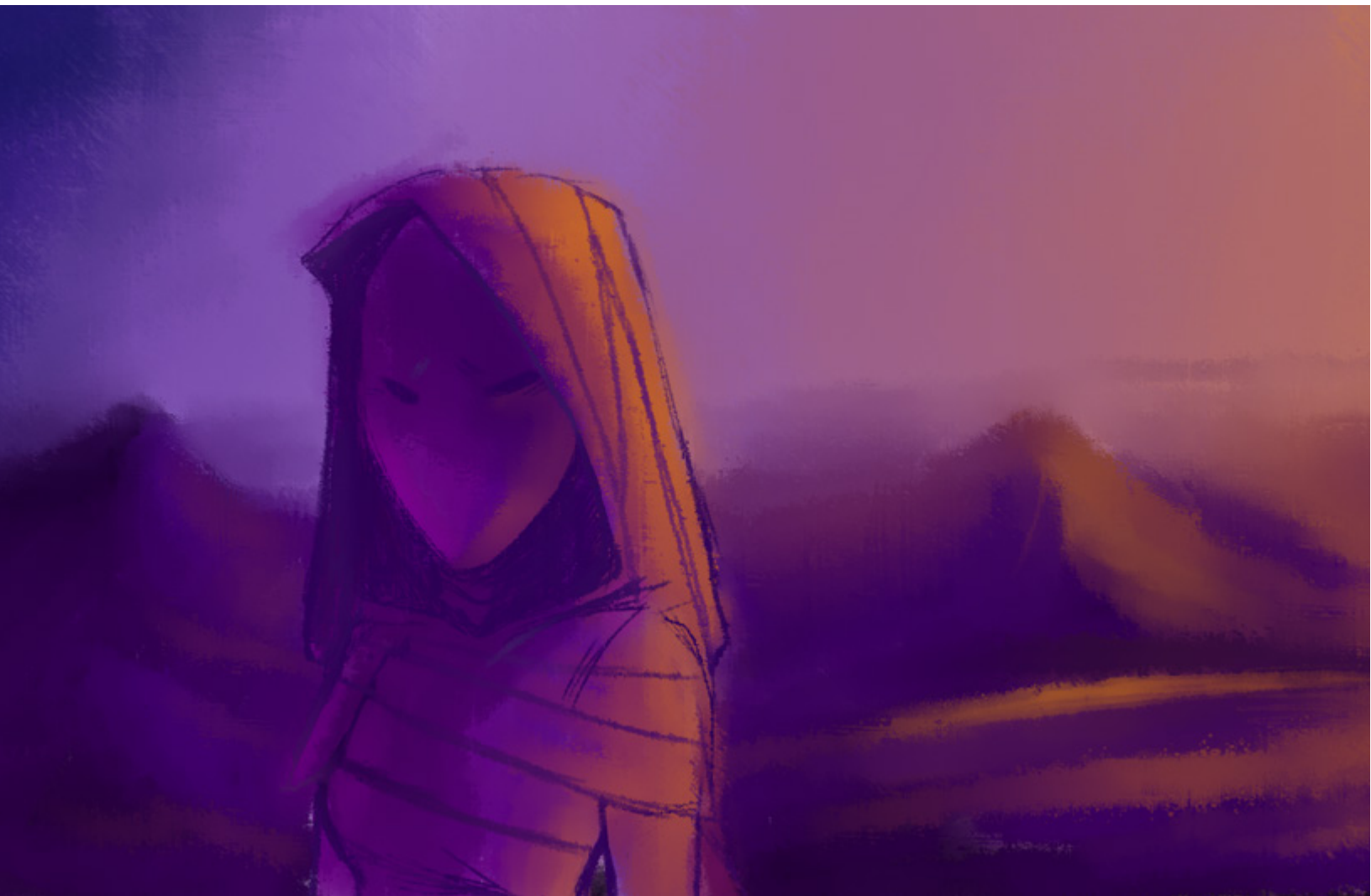
Queens start with **THREE SKILL SLOTS**.

Queens start with two special abilities, **ROYAL REGRET** and **QUEENSLIDE**.

ROYAL REGRET: A queen is an exile only because of their own failure, and the anger and grief of it burns deep in their chest against the world that they lost. Subtract two dice (to a minimum of 1) on any roll interacting directly with Prospit or Derse, and their former

16 infrastructure or locations.

QUEENSLIDE: A queen is unfettered, both by time and by opposition. Once per encounter a queen can move as if time is frozen, walking between danger and action with impunity. This ability ends as soon as the queen interacts with another living being, moves an object, or the encounter ends.



KINGSLIDE: A king is slow, but indefatigable and irresistible in their advance. Once per encounter, a king can become completely invulnerable and able to overcome difficult terrain or impassable terrain until they reach a point of their choosing. If they stop moving towards it, this effect ends.



THE KING



The king is the centerpiece of the battlefield, the oldest carapacian in all of Skaia made to eternally war and win against their mirrored counterpart, and eventually the players of the game. For a king to find exile, they must have had to give up everything, even their very purpose.

Kings start with **3 GRIT**, **3 VIM**, **2 PLCH**, **4 IMG**, and **2 PLUCK**.

Kings start with **THREE SKILL SLOTS**.

Kings start with two special abilities, **ROYAL RELINQUISHED** and **KINGSLIDE**.

ROYAL RELINQUISHED: A king can only be exiled by their own volition, by giving up everything they have and everything they have ever known, even their authority. Subtract 2 dice (to a minimum of 1) when attempting to lead or organize any other characters.

SKILLS AND STRIFE

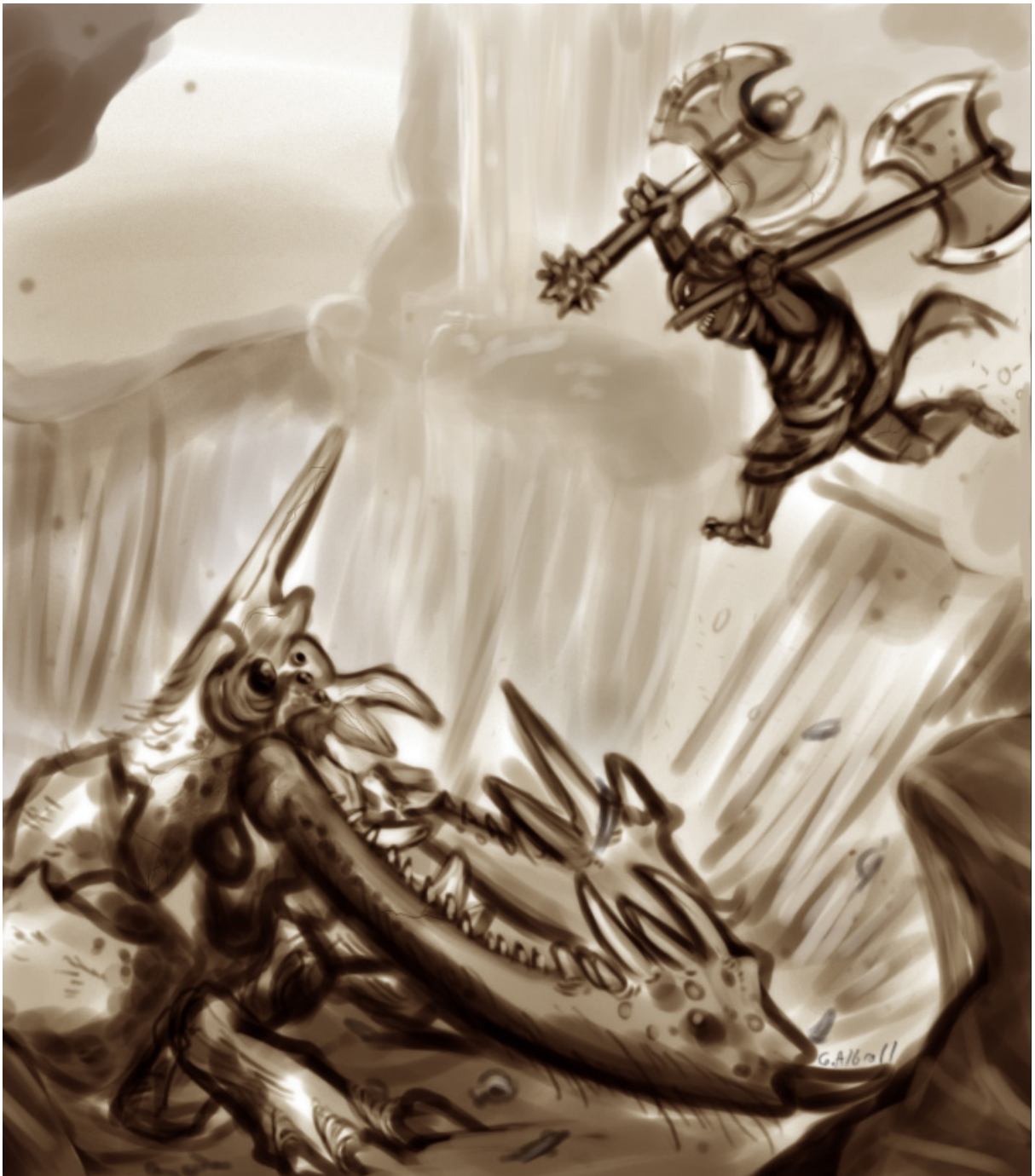
Once you've picked a **TYPE** and spent your points on your stats, you then will have an additional **FIVE POINTS** to spend on the next sections to rank up **SKILLS**, improve their **STRIFE SPECIBUS**, and otherwise make themselves stand out a bit better.

SKILLS are things that your exile is interested or good at, like civic design, postal work, stabbing, or parcheesi. When you want a skill, you suggest one that you'd like and the GM can veto if they desire. Each character has a fixed amount of skill slots, which is the amount of skills they can have access to at a given time, but can forget old skills to make room for new ones if they want. Each skill starts at **RANK 1**, and can go up to **RANK 5**. These add bonus dice equal to their rank to a roll that would involve. In addition, an exile can **REROLL** a number of dice per session equal to their highest skill rank.

Each exile has a **STRIFE SPECIBUS**, which is their preferred type of weapon or combat style. As with skills, these are suggested by players and with the GM's final veto. Once chosen, the exile starts with the lowest rank weapon of

SKILLS AND STRIFE

that type in their specibus, which grants no bonuses. As characters advance, they can level up their specibi, giving them extra dice for combat equal to half their specibi rank rounded down, and obtaining fancier weapons.



Ooh fuckin antlions man - by Kompepperochu

DUTY AND DRIVE

Each exile also has a **FORMER DUTY**, a description of what they did back when they were on their respective moon or the Battlefield itself. These are primarily for flavor and fun, but do act as an inbuilt **RANK 3** skill that cannot be increased. These also govern their name, and the **INITIALS** that make up their own changing moniker. Choose wisely!

As an example, a **PARCEL MISTRESS** would have an inbuilt skill related to her former duties carrying mail and delivering it, as well as her initials being PM. Thus in the future, she could be a **PEREGRINE MENDICANT** or even a **PROSPITIAN MONARCH**.



DUTY AND DRIVE

Last but definitely not least, each exile has a **VOW** or **GRUDGE**, some goal or thing they're unwilling to let go of that has allowed them to persevere in the wasteland where others would falter. **PROSPITAN** characters have vows, and **DERSE** characters have grudges, though characters from the battlefield or the planets can choose which they'd like. Regardless, whenever a player does something that helps further or fulfill their vow or grudge, they gain **1 XP**.

When it comes to **ADVANCEMENT**, exiles can then spend **5 XP** to add a point to one of their stats, a rank to their Strife Specibus (Up to a rank of 10), a point to one of their skills or an entirely new skill (so long as they have open skill slots, or are willing to forget an existing skills.) if they so choose. This can be done **AT ANY TIME**, especially if it's dramatic.

ASPECTS AND SBURB

Each exile will also be given an **ASPECT**. These are one of the traditional SBURB twelve (Breath, Light, Time, Space, Doom, Hope, Mind, Blood, Void, Life, Rage, Heart), and governs what **KIDS** (or otherwise players of SBURB) the exiles will be advising via their own **WEIRD PUZZLE SHIT**. The GM can decide to assign these on their own, or let the players choose if they like.

These **ASPECTS** can, if the GM decides, even go all the way to granting the exiles their own proper **CLASSPECTS**, with full titles and the possibility of direct interaction with the player-facing aspects of SBURB, or even the potential of going **GOD TIER**.

That is, however, firmly in the purview of the GM, and what kind of story that they want to facilitate.

The GM may also choose instead to give the exiles an associated **CLASS** instead of an **ASPECT**. These fulfill the same kind of role, and are of the original SBURB twelve (Heir, Seer, Knight, Witch, Maid, Mage, Prince, Bard, Thief, Rogue, Sylph, and Page.)

ASPECTS AND SBURB



SO WHAT DO YOU ACTUALLY DO?

Due to the machinations of **PARADOX SPACE** and a terrible, all-powerful **GAME**, you are on a destroyed planet after your exile, surrounded by **RUIN, INSCRUTABLE DEVICES**, and probably some kind of **PLOT** that is unfolding.

So what else can you do but travel through the wasteland hunting for supplies, functioning technology, signs of civilization, and above all dealing with a mountain of **WEIRD PUZZLE SHIT** on the way?. Finding strange machines that connect you via viewscreens to **ALIEN CHILDREN**, or functioning grist fabricators or even just **MYSTERIOUS DISAPPEARING VEGETABLES** gives you purpose and grants you **1 XP** whenever you successfully solve a puzzle or complete an encounter. **COMBAT** can also be one of these types of puzzles, and should be!

As well, the GM is encouraged to bring in as many **EXTRA MECHANICS** as they desire, and to tack on shenanigans until the game fits what they want to do. Add point gauges measuring **PRANKING APTITUDE** or **SNARKY HORSESHIT**, create an alignment system based on **RADIOACTIVE DECAY**, or add in a **TRADING CARD GAME**. The

SO WHAT DO YOU ACTUALLY DO?

As for your goals, and greater drive? Well, you have your **VOWS** and **GRUDGES**, which certainly haven't gone away, as well as all of that aforementioned **PLOT**. Besides, you have a whole world before you! Why not build something out of it?



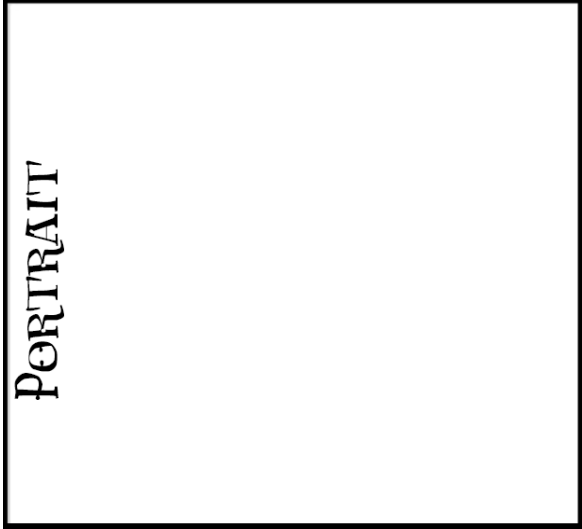
SPECIAL THANKS

I've been working on this thing every 4/13 for about half a decade now, and it's kind of wild to finally have a version of it that's... complete? Or at least, in a state more professionally done than hastily thrown together in a google doc.

Homestuck is a bittersweet thing to me. It was the thing that got me into fandom in the first place, the thing that got me into trying to make games and thinking about the structure of stories as a tool and a medium. But it didn't truly last. It ended, and the things of it I loved didn't really even stick around to the end at all. By the time it finished, I had a notebook of scribbled fantrolls, a deep sorrow at never managing a proper cosplay, and a void left behind. This is a little attempt to fill it with the stuff that captivated me in the first place.

Thank you all for checking this out, and for coming back to this weird fucking comic that took over our lives.

Stay safe, and have a happy 4/13.



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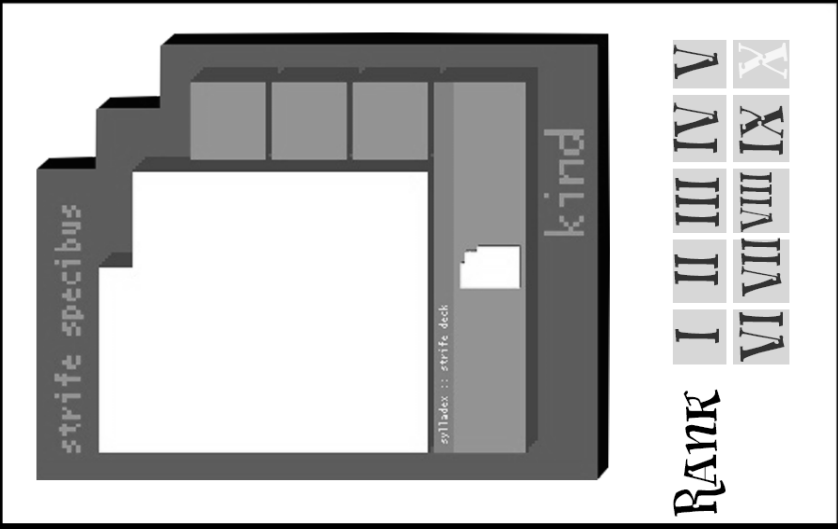
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RANK

I	II	III	IV	V	X
VI	VII	VIII	IX		