Project: SMOD

Guidebook to a modified version of SBURB.

Section 1: Overview

Project: SMOD is a browser-based "game" of sorts based off the massive multi-media story Homestuck. (Written by Andrew Hussie, you can find it on MS Paint Adventures.)

Rather than focusing only on the grander parts of SBURB as a lot of other fan projects do, Project: SMOD focuses equally on all aspects of SBURB, covering everything from combat to land quests, from house-building to game-breaking, from the clouds of Skaia to the depths of the Furthest Ring.

Project: SMOD is an MMO. Every session can interact with other sessions. The ease of two sessions' interaction with each other is determined by a universe based system, meaning large scale events from one session could affect hundreds or thousands of related sessions!

Project: SMOD is also unique in that you can install "mods" into your session. Mods are user submitted alterations to the base game. Mods can range from simple cheats to adding entire new features such as a third dream moon or a new aspect.

This guide contains all you will need to run your own SMOD session as well as information on more meta aspects of the Project such as submitting new mods or art (and even some information on META CODES and where to acquire them.)

Section 2: Creating A Player

The first step in running a session is to create a player. Due to the multi-timeline nature of the game a player can be entered into multiple sessions. This is why the player must be made outside of their session and then entered into it.

A player is not simply an avatar or a blank slate as in many other games. Choices you make during their creation shape who they are and this may manifest as your players refusing your orders or doing things without your input.

Section 2.1: Stats

A player's basic abilities are determined by their stats. Stats are determined by three factors: the class modifier, the aspect modifier, and the custom modifier.

The class and aspect modifiers are determined by the user's class and aspect (Section 2.2 & 2.3).

The custom modifier is entered by the creator of the player. It represents one's individual abilities and quirks. You are allotted five points to spend on your character's Custom modifiers but you can gain more by lowering a stat below the default.

The custom modifier can allow a player to make up for a particular shortcoming in their class/aspect combination or to boost their already high strengths into absurd levels. One should be careful when setting their custom modifier though as many quests require usage of one's class/aspect's natural strengths.

The growth curves for a stat are determined by its starting value. A stat with a low starting value will grow slowly while a stat with a high starting value will grow quickly.

Section 2.1.1: Mangrit

Mangrit is the measure of a player's physical strength. Mangrit is used in combat with a weapon (or with bare hands), as well as determining the amount of weight a player can lift.

Section 2.1.2: Speed

Speed is the measure of a player's ability to react, as well as a measure of the amount of distance a player can quickly traverse. Speed determines turn order in battle, as well as determining how many turns it takes for a player to reach a distant location.

Section 2.1.3: Stealth

Stealth is the measure of a player's ability to go unnoticed. Stealthy players are good at landing sneak attacks and gain a damage bonus from them. Incredibly stealthy players can even avoid detection from omniscient beings and viewports.

Low stealth can actually draw attention to a player enabling them to act as a distraction.

Section 2.1.3: Willpower

Willpower is the measure of a player's ability to fight destiny. Players with high willpower are more likely to ignore your orders or do things on their own in order to pursue their interests. A player with low willpower is more likely to ignore your commands or do things on their own because they had a feeling it was what they were supposed to do.

Section 2.1.4: Luck

Luck is divided into two separate stats, good luck and bad luck. Good luck determines a character's chances of succeeding at a luck based action, such as rolling a die or landing a critical hit.

Bad luck, on the other hand, increases one's chances of failing an action spectacularly. Bad luck only comes into play when an action involving good luck fails. Therefore, characters with high good luck can safely carry larger amounts of bad luck with less risk.

Section 2.1.5: Gel Viscosity

Gel Viscosity is the measure of a player's health. This is the only stat entirely determined by Class and Aspect modifiers.

When it reaches zero, a player dies.

Section 2.2: Classes

Class is an important part of a player's creation. It is part of a player's mythological role, which determines their stats and abilities for the rest of the game.

Every class has equal opportunity for massive power when used properly. You should carefully consider your player's class when thinking of their personality as class and personality are closely related.

Classes come in two types, active and passive, which help to guide you when choosing a class. Active classes are focused around their user. Active (+) classes are more efficient in single combat and tend to have more straightforward abilities. Passive classes are focused around others. Passive (-) classes

are more efficient in group combat and tend to be more difficult to grasp.

A class' activity is a factor in determining which of the dream moons a player awakens on. Active classes are more likely to awaken on Prospit while passive classes are more likely to awaken on Derse.

Activity: -

Bonus: Stealth

Abilities:

Rogues are capable of stealing their aspect and redistributing it to others.

They can serve to act as a "robin hood" of sorts, stealing from those with a lot of their aspect and giving it to those with less. They can also serve an opposite role as a "tax collector" gathering large amounts of their aspect for someone.

They also slowly increase in their aspect over time, passively stealing it from the environment.

Personality:

Rogues have a tendency to be cautious. A willful rouge may try to avoid dangerous situations but might be willing to take a risk if it means furthering their abilities.

Stats:

MANGRIT	SPEED	STEALTH	WILLPOWER	GOOD LUCK	BAD LUCK	GEL VISCOSITY
1	0	6	3	-5	0	10

Activity: +

Bonus: Stealth

Abilities:

Thieves have the ability to steal their aspect from others and keep it to themselves.

Over time thieves acquire a large pool of their aspect; they experience the effects of their aspect more than most other classes. They cannot rid themselves of this pool once they have acquired it.

They also slowly increase in their aspect over time, actively stealing it from their allies.

Personality:

Thieves tend to be reckless. They may perform dangerous actions without putting much thought into them.

Stats:

MANGRIT	SPEED	STEALTH	WILLPOWER	GOOD LUCK	BAD LUCK	GEL VISCOSITY
1	3	6	-4	0	1	10

Activity: -

Bonus: Speed

Abilities:

Maids have the ability to protect others using their aspect.

In essence a maid is "made" of their aspect, giving them an incredible degree of control over it, even to the point of going outside their class' intended role. This allows them to perform offensively as well as defensively.

Personality:

Maids tend to be openly helpful, offering their services to anyone in need.

Sometimes they might ignore their current actions in order to help someone.

Stats:

MANGRIT	SPEED	STEALTH	WILLPOWER	GOOD LUCK	BAD LUCK	GEL VISCOSITY
-1	6	-1	4	-1	2	8

Section 2.2.4: Heir

Activity: +

Section 2.2.5: Page

Activity: -

Section 2.2.6: Knight

Activity: +

Section 2.2.7: Seer

Activity: -

Section 2.2.8: Sylph

Activity: +

Section 2.2.9: Mage

Activity: -

Section 2.2.10: Witch

Activity: +

Section 2.2.11: Bard

Activity: -

Section 2.2.12: Prince

Activity: +

Section 2.2.13: Priest

Activity: +

Section 2.2.14: Fool

Activity: -

Section 2.2.15: Gent

Activity: +

Section 2.2.16: Sleuth

Activity: -

Section 2.2.17: Lord

Activity: +

Section 2.2.18: Muse

Activity: -

Section 2.3: Aspects

Section 2.5: Cosmetics