

Homestuck: The Webcomic: The Game



The streets are empty. Wind skims the voids keeping neighbors apart, as if grazing the hollow of a cut reed, or say, a plundered mailbox. A familiar note is produced. It's the one Desolation plays to keep its instrument in tune. -Charles Barkley

I warned you about stairs bro!!! I told you dog! – Sweet Bro

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Homestuck Cast (page 5) by [Luis Boivert](#)

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Playtesting by hallowedWanderer, Lanternthief, IterationDrive, silensDux

Character Creation:

First of all, choose a name. It's standard for all players to follow a similar naming scheme (i.e. four-letter, single syllable names, or whatever), but feel free to ignore this if you find a name that's sufficiently cool. Be warned, though, that the DM has the right to thwack you upside the head if you try to make a character with a name like "Zoosmell Pooplord"

Note: Some players may wonder where the rules for playing trolls are. The answer is, there aren't any... At least, not yet. First of all, I'm trying to keep this system on the less complicated side, which means I want to get some playtesting done before adding any more subsystems. And secondly... Trolls are just fucking nuts, okay? I mean, Equius can, as a starting character, punch the fuck out of ANYTHING and build crazy robots. Sollux can shoot DOOMLASERS out of his eyes, despite being a lazy computer hacker. And Vriska... well, the less said about her, the better. Meanwhile, Karkat can yell at people, and Terezi can pretend she's not blind by smelling colours. That kinda stuff is all cool in the comic, where things happen because the author wills it, but in a game, Terezi and Karkat would probably feel pretty useless compared to the inhuman (introlly? Whatever.) demigods they fight alongside. Lets save the ludicrous psychic powers for after we finish up the body of the game.

Next, you're going to pick out a class and an aspect. A class is a specialization, something that determines how you use your magic, and what you can accomplish with it. Your aspect is what kind of magic you use, and can be almost anything, although it's typical for sessions to have both a Space and a Time aspect present. For a list of all cannon classes and aspects, see appendices one and two

Note: In the comic, nobody really knew that much about their class or aspect, leading them to spend time fumbling around as they slowly realized just what they were. That could actually be pretty cool to play out, so you may want to consider having your DM choose which class and aspect you'll be once you've designed the rest of your character. If you decide to go with this, make sure you give your DM at least a general idea of what kind of stuff you'd enjoy playing, though. It's cool for a character to hate what they need to do for their powers, but it's a lot less cool for a player to feel the same way!

Next, develop your basic stats. You start with one dot in each stat, and then distribute five dots among them as you see fit.

There are four stats:

- Mangrit: Physical activity like running, swimming, punching, jumping, etc. Equius has this maxed out.
- Attunement: Ability to use magical power. Jade took this to the max when she hit God Tier.
- Imagination: Puzzle-solving, and skill with alchemization. Dave is pretty good at this, given his sword, timetables, and skateboard.
- Vim: Resistance, and ability to not get killed by other people. John is probably pretty good at this.

After that, pick 7 conditions: 2 positive, 2 neutral, 2 negative, and a Strife Specibus (a special neutral condition that only functions in combat). You can find a list of sample conditions in Appendix 3 (goddamn do we have a lot of appendices)

Your Miracle Gauge is next. Give it a name, and pick a thematic activity that your character can do to fill it. For example, John fills his Prankster's Gambit by pranking his friends, while Dave probably fills his through ironic actions.

Finally, fill out your health gel bar (give yourself a max health equal to your Vim stat.) Choose a dream moon for yourself (when you fall asleep, you'll wake up as your dream self on your moon of choice), give your land a name, and you're done!

Character Creation example:

Roy decides that he wants to make a character modeled after Sherlock Holmes. He decides to name her Bree Allman, for no apparent reason. Seer is an obvious choice for her class, but her aspect gives him a bit more trouble. After thinking about it for a while, he goes with Heart, figuring that it would go well with Sherlock's tendency to see to the heart of things.

Next, he looks at stats. Noticing that imagination is used for things like puzzle solving and linguistics, he drops a couple points into it right away. He then puts a point each into Attunement, to let her use a wee bit more of that Seer of Heart power, and Mangrit, since he's seen the Sherlock movies, and knows that the great detective can punch someone out if need be. This leaves her with a fairly well balanced spread, although she should hope she doesn't run into anything too tough, because that low Vim score means she'll fold like a wet tissue in a tough fight.

He deals with her conditions next. For the positive conditions, he takes Deductive Reasoning and, after some consideration, Silver Tongue. For the neutral, he takes Odd Education (bonuses to weird knowledge rolls, but penalties for day-to-day stuff) and Quick, not Strong. For the negative, he chooses Caffeine Addiction (since she's a bit

young to be using heroin), and Kind of an Asshole. He decides that her Strife Specibus will be Umbrellakind, which gives bonuses to defence against ranged attacks and fall damage, but penalizes attempts to do lethal damage.

The finishing touches are next. He looks over the Seer's Excellency, noting the most important keywords (for him, they're Planner, One Step Ahead, and Predict Actions) He names her Miracle Point gauge "Elementary-ness Meter", and sets its gain condition to solving a mystery. Finally, he picks her moon (Derse), and her planet (The Land of Slate and Ink).



Stats

Mangrit:

Mangrit is the stat of STRENGTH and speed, focusing on using your body to do things. Mangrit can be used to climb a wall, make a sweet catch, or youthroll away from an dangerous situation. In combat, Mangrit is used offensively, in order to stab your opponents, shoot them, or maybe just send them flying down some stairs.

Attunement:

Attunement is the most mystical stat, and focuses on using your powers to achieve an otherwise impossible effect. Unlike the other stats, attunement functions differently for each individual using it, since what you can do with it depends entirely on both your class and which Aspect you've chosen. Each dot of attunement allows access to the following practices (handily stolen from Mage: the Awakening)

1. Knowing (gaining knowledge/understanding of aspect), Compelling (basic and weak manipulation of aspect, i.e. turning it on or off), or Unveiling (Gaining sensory perception of aspect)
2. Ruling (Simple, but non-weak manipulation of aspect), Veiling (Concealing, hiding, or camouflaging using aspect), or Shielding (Protection using aspect)
3. Weaving (Alter what manifestation of aspect can do / is doing), Fraying (injure target with aspect), Perfecting (Fortify, bolster, or upgrade aspect)
4. Patterning (Transform aspect into related aspect or shape, or replace its capabilities functions with other ones), Unweaving (Maul target with aspect)
5. Making (create Aspect), Unmaking (exactly what it says on the tin)

For examples showing what you can do with each tier of Attunement, see Appendix Four

Of course, it would be too easy if you could just do all of that all the time, and SBURB isn't known for being an easy game. When you choose your class, right up a brief summary of what does, and what it doesn't do. This Statement of Excellence defines your use of aspect, and how much it costs to use. Something which matches it perfectly is free, but unfortunately, SBURB rarely gives you a class that's perfect for you. The GM can charge you miracle points if she thinks you're pushing the definitions of your excellency, and anything explicitly prohibited by the excellency is, of course, impossible.

As a general rule of thumb, an excellency should include fifteen or so italicized keywords that emphasize the whole point of the class, a situation that it always applies in, a situation that it never applies in, and something that it's bad at, enforcing a one miracle point surcharge.

(To see examples of professionally-written excellencies, check out the Yozi Excellencies in Manual of Exalted Power: The Infernals, p. 105, with the caveat that the Yozi are a lot more complex than a single class will be. They're also kinda dicks, so yeah.)

Example Statement of Excellency: The Knight

The knight is a *warrior* and a *hero* like might have been found at the round table, wielding his *aspect as a sword* to *defend his friends*. He *strikes* his enemies down *one by one*, and he *never rests* while danger is afoot. The knight *doesn't give up*, and will *fight until the end* to *save* those he cares for. When put in charge, he *decides quickly*, and *rushes* forwards. He *inspires* others to act, whether through *clever words*, or sheer *determination*.

The Knight may always channel their aspect against an enemy who has hurt their friends, or who they truly believe is a threat to their allies. However, in his *martyrdom*, the knight leaves no room for self-defence. The knight may never use a purely defensive power on himself, even in the face of death. Additionally, the knight prefers *martial skill* to purely magical assaults. Manifesting his aspect directly, rather than using it to enhance someone or something, or weaken an enemy, suffers a surcharge of one miracle point.

Imagination

Imagination is the stat of using your brain to overcome problems. In addition to being used for things like puzzles, house construction, and linguistics, it's used as the primary stat for Alchemization. You can have up to twice your Imagination stat of useful alchemized gear (with useful meaning that it either gives a situational bonus, or provides you with a novel capability).

Vim

Vim is the stat about not getting yourself killed. Each dot of Vim provides you with a point of health gel, and allows you to take a single injury-based condition. It also determines your endurance, your ability to stay up late or sleep through interruptions, and your overall health.

Conditions

Conditions can be accepted or imposed, and positive, neutral or negative.

An accepted condition is something the player (not the character!) chooses in exchange for a benefit. You might choose to make a bargain with the Horrorterrors for power, or bench press weights until you picked up the *Strong of Arm* condition. An imposed condition, on the other hand is something you get hit with as part of a failed contest with an NPC or another player, or an extremely bad idea. The DM might slap you with *Leg Cramps* if you have your low-vim character walk for 24 hours straight, or you might wind up with *fuck I keep falling down these stairs* (effect: you are currently falling down some stairs. A hell of a lot of stairs, in fact. You'll keep falling until you successfully overcome the condition, that's how many stairs there are) if you lost a fight with Bro.

A positive condition represents a particular skill or ability of your character's, such as *Musician*, *Computer Programmer*, or *Highly Competent Boyscout*. A neutral condition is something that provides power in one area at a cost in another, such as *Strong but Slow*, or *Hippie* (gives bonuses to nature-related rolls, but penalties to tech use). Finally, a negative condition purely hurts the character, but may provide a flow of miracle points. It might be something like *Broken Arm*, or *Like a Derpy Puppy*.

Conditions impose penalties and bonuses for certain actions. For example, getting hit with a Broken Arm condition would reduce Mangrit rolls involving punching or climbing, but not running away. The Bloodfester Throes condition, on the other hand, would give bonuses to offense and causing fear, but impose severe penalties on healing, protecting others, and communication.

Note: Conditions explicitly do NOT stack with each other

Health Gel

Everyone has a health gel track, which can be found at the bottom of their character sheet. Fill in a number of circles equal to however many points of vim you have, to represent your max health. Whenever you take off damage, cross off a box. When you have as many boxes crossed off as you do max health, any successful attacks may inflict conditions on you.

Miracle Points:

You get miracle points whenever a purely negative condition that you voluntarily accepted (whether at the start of the game, or partway through) causes you significant inconvenience. In

addition, each player has a unique miracle point gauge (John with Prankster's Gambit, Rose with Snarky Broads and their Horseshit), and can fill it up by taking appropriate actions. These can be spent on a variety of helpful or lucky actions:

- 1 point to Be the Other Guy. You can take control of another character for a scene, provided they're an NPC, they're not directly interacting with your character, and they either care about or hate you. Some NPCs may be immune to this, like the Guardians, or Doc Scratch. You may get this point back at the end of your control, provided that the DM rules that you stayed in character for that person, and acted as they would, instead of just to benefit yourself. On the other hand, purely OOC actions may cost extra miracle points to perform, at the DMs discretion (an NPC conspicuously failing to notice something important might be one point, while having Bec Noir decide to pat your character on the head and then fly away might cost eight)
- 1 point (tentatively) to boost a stat by one dot for a single action
- 1-5 Points for a Crazy Coincidence. Running into a friendly dersite on your way to prison might cost 1, if you'd previously established yourself as having contacts on the planet. On the other hand, running into a friendly Dersite might cost 5 if you've previously established yourself as "That dude who wants to blow up Derse"
- 5 points to go *This Is Stupid*, and retroactively undo a previous choice, provided it was made within the previous scene.

Abilities

Abilities are powers unique to a class or an aspect. They're the special moves that don't really fit in with the free-form use typically associated with aspect usage. A player may design their own abilities, if they so feel. An ability should resonate with both the player's class and aspect, and allows them to perform a unique and powerful trick, that they would normally be unable to do until higher attunement. Time players, for instance, might take a ability that allowed them to summon their future self for a brief attack, while a space player might take a teleportation effect.

If you'd like to see examples of what an ability might do, check out the [SBURB glitch FAQ](#), and see what they describe for the special abilities for each aspect.

Advancement

Leveling up gives you a point for stats on odd levels, and an ability at even levels. You level up when the DM decides you do, typically upon achieving a major milestone in your personal quest, or killing something nasty.

Hitting Level 10, then dying on your quest bed, makes you god tier. In addition to uncapping your stats, you get +1 to all stats, and access to a powerful “Endgame Ability”.

Sprites and Guardians

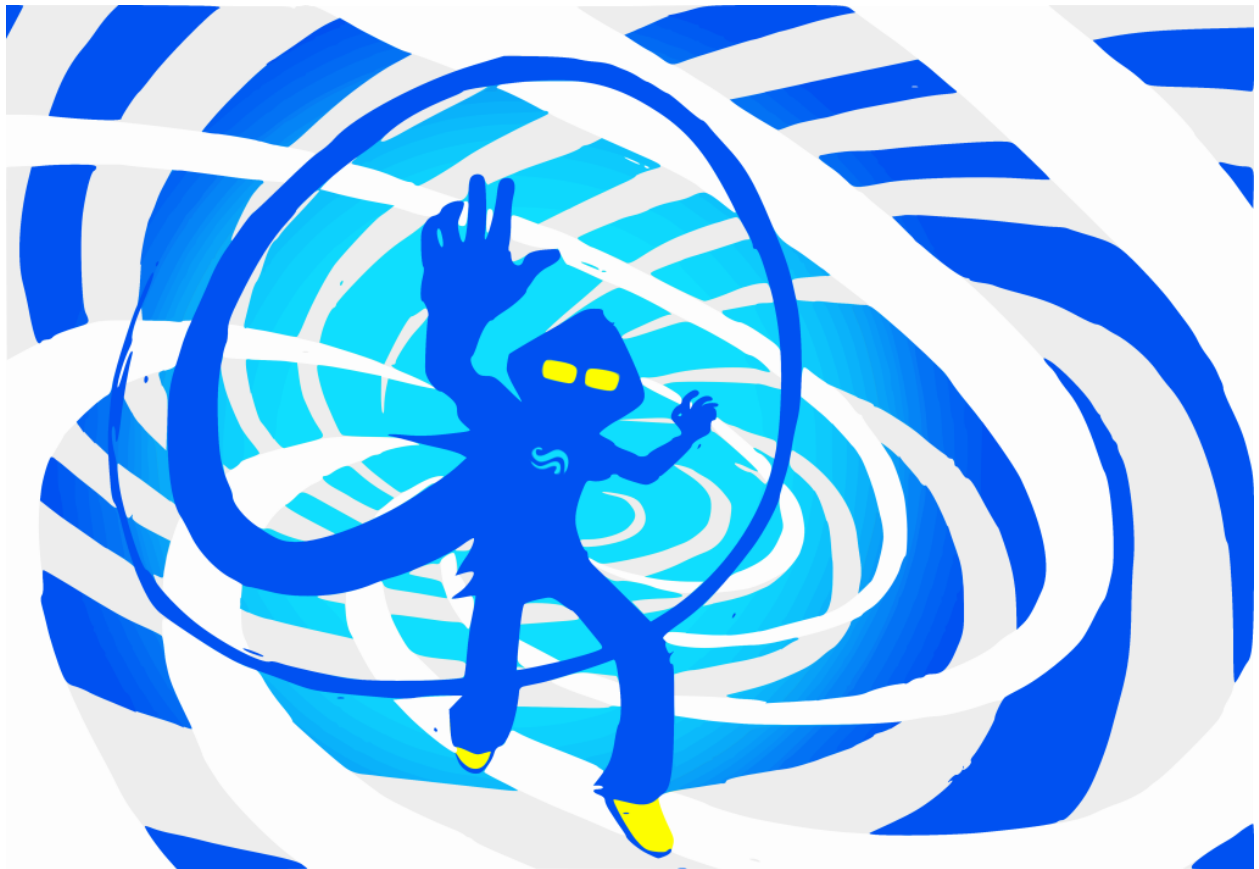
Every player will, in the course of beginning the game, find themselves with a Sprite, a magical ghost buddy who helps and teaches them about the world! Your sprite is your best friend, your cool older brother, and your caring dad all in one. Of course, it’s also going to die or disappear without warning you, so yeah, don’t get attached.

Each sprite starts off as what’s known as a **kernelsprite**, a glowing ball of energy. The kernelsprite isn’t completely dumb, but without any other information, it has nothing but a vague curiosity about the world. Fortunately, your sprite is completely customizable. By tossing an object into it, it will take on the traits of that object, in a process called *prototyping*. Anything can be used, but dead things are the most traditional, and the most likely to result in a friendly, useful sprite. Prototyping isn’t all fun and games, however. If you prototype your sprite before entering the gameworld, you’ll find enemies occasionally taking on the same traits as your sprite. Worse, the royalty will manifest all of those traits simultaneously, which can be bad if said traits are something like “Unstoppable robot from the future” or “Eldritch abomination that lurks behind the walls”

All sprites will follow a basic pattern, with just a few basic modifications for different prototypings. They all start with Mangrit 2, Aspect 2, Imagination 0, and Vim 2. The first prototyping increases one stat while decreasing another, and the second imposes a neutral condition on the sprite, giving situational bonuses and penalties.

Their aspects are special, and far more narrow than a player's would be. For instance, Nannasprite has Aspect (baking), while Calsprite has aspect (plush puppet rump). Their abilities are highly destructive, but limited. They can’t pass through gates, and so simply act as guardians of the houses when the kids are away. Barring special circumstances (i.e. Davesprite), of course.

Guardians are similar, but instead start with Mangrit 3, Aspect 0, Imagination 0, Vim 3, and can't be prototyped, only given appropriate conditions. They seem to be pretty sturdy, but lack the overt and flashy powers that the sprites have. They can travel through gates, or through other means of planet hopping. However, given that Guardians are explicitly immune to "Be the Other Guy," they typically act as mysterious NPCs, albeit ones with benevolent and helpful agendas.



Grist and Loot:

Grist:

Grist is generic resources that can be used to build up a player's house, or create useful artifacts. It can be found by defeating enemies such as Imps, Ogres, and other underlings, who will explode into a burst of colorful grist upon their defeat. Grist is technically a game abstraction, so NPCs can't pick it up and use it, and it disappears into a player's inventory as soon as they touch it.

In general, while there are many types of grist in-character, there are only three things to worry about out of character: Build Grist, Odd Grist, and Artifact Grist.

- Build Grist represents the generic types of Grist used as raw material for building your house, and alchemizing items. An item that costs mostly build grist is an item whose purpose is relatively straightforward or obvious. Examples might include shoes that make you run faster, or a hammer that does bonus damage against inanimate objects.
- Odd Grist represents the many, many types of strange grists dropped by prototyped enemies. It can be used for alchemization, and contributes to objects with strange properties, or ones that are not necessarily intuitive. A hammer that slows your opponents, or a gun that put opponents to sleep rather than killing them, would likely cost more Odd Grist than build grist.
- Artifact Grist is used for high-level alchemization, producing objects that have character-defining or redefining effects. A wand that allowed its wielder to channel another aspect entirely, or a device that allows anyone (not just the time player) to travel through time would certainly cost artifact grist.

Don't worry about keeping track of how much Build or Odd grist you have. Instead, just assign them a rating between one and five dots, with one being "a bit of grist" and five being "All the grist! All of it! YEAH!". You can make as many objects that cost less than your current dots as you want, but making something that has the same rating as you currently do will drop your rating by one.

You should probably keep track of how much Artifact Grist you pick up, though. This stuff should be rare enough that you'll probably never get past low single digits of it, anyways, so it shouldn't add too much bookkeeping.

Alchemization

Alchemization allow creation of artifacts that allow enhancement in a narrow area (a sword enhances Mangrit for combat attacks, armor enhances Vim against physical attacks, Thorns of Oglooth enhance offensive uses of Attunement, while changing your Aspect to Aspect [horror terrors]). You can't have more than [Imagination x 2] pieces of permanent gear at once.

Note that you can give away/share permanent gear, but it still takes up one of your slots

Alchemizing an object may or may not require an Imagination roll, depending on what the player is trying to make. If an item has no mechanical impact, or only a minor one (looks nice, but not enough to be worth a +1 to anything, a consort might like it, whatever), there's no roll required, but the item still costs grist as the DM decides is appropriate. However, If an item has a mechanical effect, it requires a imagination roll to be created. The difficulty of this roll depends on two things: the utility of the item produced, and what it's made out of.

- Increased utility means applicable in more situations, with things that are almost always useful being harder to make than things that rarely are. Note that no item can apply to all situations.
- Making something useful out of household / relatively useless items, or making something fairly unrelated to its components will be a difficult roll, while making something out of already useful / powerful objects, or making something that is an incredibly obvious combination will be an easier roll.

An objects cost will be depend on its utility. As a rule of thumb, for each 1/6th of the time that the object would be useful, it costs one dot of grist. For example, a suit that insulates its wearer against fire would probably just be worth one dot of grist, since it's only good in a narrow circumstance. On the other hand, a suit of insulated diamond armor that protected the user against pretty much everything except loud noises and falling might be worth five dots, since those are going to be far in the minority of attacks. For more examples of alchemized items, see appendix five.



Dice Mechanics:

You need two 8-sided dice, of different colors. While they'll normally be treated as identical, they can vary in some circumstances, notably in combat. Call one the core die, and the other the circumstance die.

Basic Success/Failure Metric: Roll 2d8. If either dice comes up equal to or under your [attribute+modifiers] (this is known as the target number, or TN), you succeed.

Example 1: Jake decides to leap over a big-ass chasm. He doesn't have any conditions that might affect this, and the DM judges that this isn't too difficult, so he's just going to roll against his Mangrit, which is three. He rolls his two eight-sided dice and gets a two and a seven. Two is less than his target number, so he succeeds!

Example 2: Eridan decides to write a heart-felt apology to Feferi. This wouldn't normally be a difficult task, but his condition, Incredibly Fucking Haughty, interferes. Normally, he would roll against his imagination of two for this, but that condition reduces his imagination to one for this roll. He tries anyways, and gets a three and an eight. Failure! Feferi is not impressed.

Degrees of success/failure: double number (i.e. 1 and 1) > two successes > single > failure > doubles failure (i.e. 8 and 8).

- A roll with a target number of only 1 cannot benefit from the double number rule for successes.
- A roll with a target number of 7 cannot critically fail

Example 1: Rose decides to make John a rabbit for his birthday. She has the "Pro Knitting" condition, so she adds one to her relevant stat, Imagination (which is normally 2), before rolling. She gets a two and a three. Great success! The rabbit she makes is going to be incredibly sturdy – tough enough to survive travelling through the medium, back in time, and to Jade.

Example 2: Jade, independently of Rose, decides to make John a rabbit, by cleaning up one she'd had forever. She doesn't have any relevant conditions, but she figures she'll give it a shot. She rolls against her imagination (three) and gets a pair of sevens: critical failure! Not only does she not make a rabbit, she actually destroys the one she was working on. Fortunately, she knows someone who just might be able to repair it...

Difficulty: Modify the target number up or down, in accordance with the difficulty.

Table of Suggested Difficulty Modifiers

+5	Anyone can do it (babies, idiots, whatever)
+3	Pretty easy, average joe probably won't fail
+1	Average joe has a 50/50 chance of succeeding
0	Tricky, but doable for your average joe
-1	Needs specialized training / good ability
-3	Peak of human ability
-5	Supernatural and impressive

Example: Dave decides to break his bro's old sword, to remove it from his bro's chest. However, unbeknownst to him, this isn't some incredibly shitty ninja sword. It's pretty much unbreakable (a difficulty of -3). He's got a mangrit of 4 by this point, but that still means he's only rolling against a TN of 1. He rolls a two and a four, not enough to succeed, so he just can't do it.

Opposed Rolls: If both rolls fail, or are exactly the same, the contest is a draw. If one person gets more successes than the other, they win. Otherwise, highest successful number wins.

Example: Eridan and Sollux are having a laser beam contest. Eridan has attunement at 3, while Sollux has attunement at five. They both roll, and Eridan gets lucky, with a one and a three, while Sollux just gets a four and a seven. Eridan got more successes than Sollux did, so his laser beam blasts right through Sollux's.

Extended actions: Instead of just rolling once, you keep rolling until you accumulate a certain number of successes. Each dice below your TN adds 1 success, and doubles add an extra success (so if your TN is 3, a roll of 1 and 8 would be worth one success, a roll of 2 and 3 would be worth two, and a roll of 1 and 1 would be worth 3). If you roll doubles on a fail, however, remove two successes from your pool, as you screw up whatever you're trying badly enough to set you back (on a TN of 2, a roll of 6 and 7 would do nothing to you, but a roll of 6 and 6 would remove two successes from your pool)

Example: Rose is building up John's house. The DM decides that something this important might take a while, so he models it as an extended action, using Imagination, at easy difficulty (+3 to her target number). To get his house up to the next gate, she needs seven successes. She already has imagination of two, so she's rolling against a target number of five. On her first roll, she gets a pair of ones: Critical success! She adds three successes to her pool. Her next roll gets a one and six, adding a single success to her pool. After that, she rolls a pair of sevens: critical failure... She must have

accidentally deleted some supports from the house, because she just lost a pair of successes. She'll need to keep going if she wants get the house up to the gate.

Combat

Combat in SBURB takes place in a turn-based system.

Combat procedure:

Roll for initiative. This is an Imagination roll. Order goes from highest successful roll to lowest successful roll, then moves on to the failed rolls, going once again from best to worst. Anyone who failed their initiative roll is caught off guard, and treats their Mangrit as being one lower during the first round.

Attack procedure:

1. Basic Attacks are made in the form of opposed Mangrit vs. Vim. The attacker needs to receive a higher degree of success than the victim to hit.
2. If the attack hits, look at the degree of the attackers success compared to the victim's: Three degrees higher (doubles vs. failure, or two successes vs. critical failure) allow her to inflict 2 points of Vim damage, or a serious condition (like Broken Arm). Two degrees higher (ex. Double success vs. failure) allows her to inflict 1 point of Vim damage, or a quick-fixing condition (like "Fuck I keep falling down these stairs!"). One degree cannot damage Vim, but allows you to knock them off guard, lowering the TN on their next Mangrit or Vim (your choice) roll's circumstance die by one.
3. If the attacker fails by 2 or more degrees than the victim, the Victim can knock them off guard.
4. If either party uses their imagination to come up with something that should give them an advantage, give them +1 TN on their circumstance dice. If it's something that should be a very big advantage ("he's a plant monster. I'm setting him on fire"), give them +1 TN on both dice.

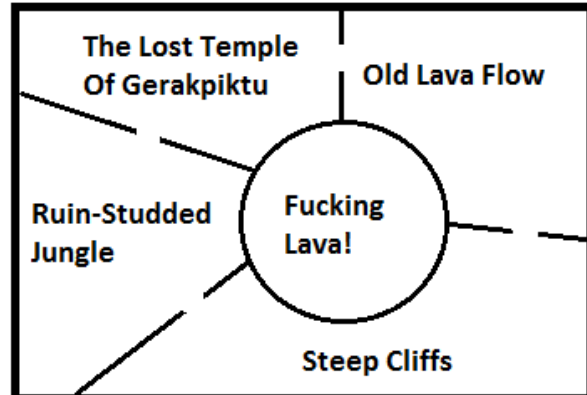
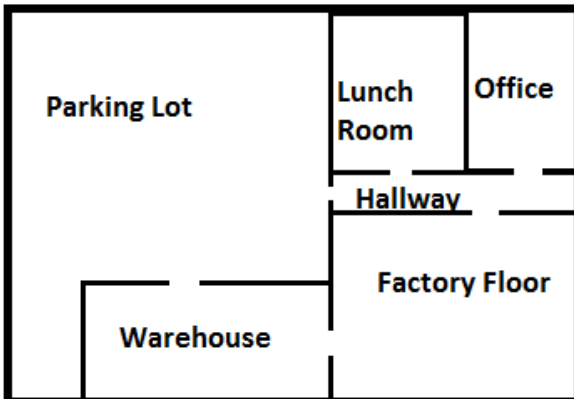
Special attacks:

Some attacks may be function outside of this system, being based neither on the attacker's skill nor their strength, meaning that using Mangrit to calculate them is inaccurate. In these cases, Attunement is probably the most relevant stat, and can substitute it for Mangrit in the calculations. Similarly, some attacks may be purely mental. In this case, consider using Imagination as your defense.

Movement and Spacing:

Given that battles don't necessarily happen on an infinite white plane (Unless you're, you know, on the Land of White and Flat), you're probably going to need to figure out what to do about people moving around. There's no need to keep track of every 5 meter square or anything like that, but what you should do is divide the combat arena into a number of smaller areas.

Examples:



In general, you can move one area per turn, or two with a successful use of Mangrit or Aspect to overcome whatever obstacles are in your way (i.e. punching through the wall between the lunchroom and the office, or doing an acrobatic fucking pirouette over the lava to save time).



The World of SBURB

A blue lotus blooms in the centre of space, covered in tiny monochrome soldiers, fighting forever. A city-planet in gold orbits it, with no surface, nothing but cathedrals built upon cathedrals, impossibly ancient. A radiant king and queen reign there, directing their armies to scourge the destroyers.

An impossibly vast darkness looms, dwarfing everything that ever was or could be, and containing entire universes within its depths. Shapeless things swim through the void, their actions impossibly baroque, yet their motives eternally primitive. On the edge of this sea of void, a dark and ancient planet stirs, its people clad in robes of shadow. In the palace, a dark king and queen gaze at the blue lotus with unrestrained greed and loathing.

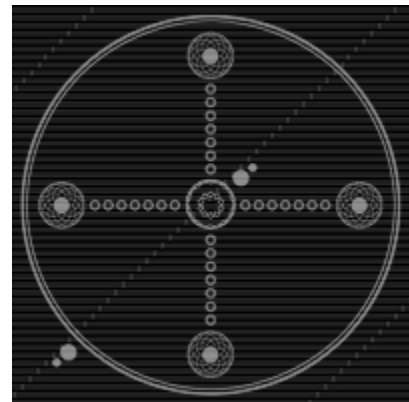
And in the center, between the blue and the black, between the light and the shadows, dwell a few strange planets, as yet unclaimed by either side, but home to the warriors whose destiny will change the fate of the war.

Locations:

Welcome to SBURB! It's a weird, weird, world-game and gameworld, and quite possibly the universe's filthy schlong, but it makes sense once you take a minute to orient yourself.

Standing outside of the game itself, yet tied inextricably to it, is the world the players hail from. For now, let's assume that it's called **Earth**. Earth is as you know it, but won't remain that way for long. As each player prepares to enter the game, meteors begin peppering the planet, initially small, but growing larger and larger. Only by escaping into the Incipisphere can the players escape the oncoming holocaust. After the players leave, the only thing of importance on the ruined planet will be a few Dersite or Propitian exiles, with a strange connection to the minds of the players.

The Incipisphere is the area where the entire game takes place, assuming that the session goes as planned (note: sessions never go as planned). It consists of the void of space and a of planets, but the laws of physics are slightly different there – or rather, it's governed by a simulation of physics, rather than physics itself. This isn't always noticeable, but the players will realize it as soon as they notice that they can breathe in space, or that there is light without a sun.



The *Incisphere*, also called the Medium, is home to a number of important planets and moons: *Skaia*, *Prospit*, the *Lands*, and *Derse*, as well as innumerable *meteors*.

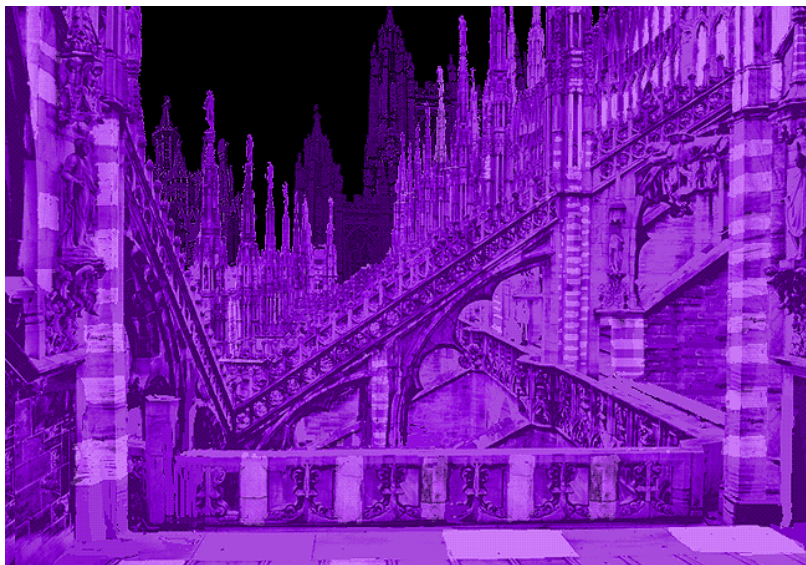
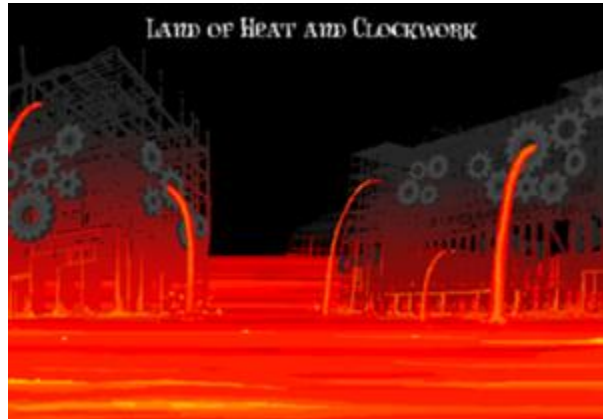
Skaia, also called the blue lotus and the battlefield, is a checkerboard planet at the very center of the Incisphere. Initially incredibly simple, it grows more complex as the players prototype their sprites. It starts off nothing more than a three by three chessboard, but it becomes a cube, then a sphere, and then finds itself surrounded by a fractal filigree of battlefield as time passes. As it grows more complex, it also gains geographic features: lakes, trees, castles, or mountains may appear, offering new venues to explore or battle on. *Skaia* has no native inhabitants, but *Dersite* and *Prospitian* carapeople fight on its surface in an eternal war.



Prospit is the first moon of *Skaia*, and a nation of gold and light. The entire planet is nothing but glorious and immense temples, stacked on top of each other, all the way down to the core. The people of *Prospit* are a constructive force, and will aid the heroes, given the opportunity, although the laws of the game prevent them from taking direct action. The dream-homes of

the heroes of *Prospit* are attached to the moon by a great chain, and those who dwell there may seek visions from the future by gazing into the clouds of *Skaia* as their towers drag through its atmosphere.

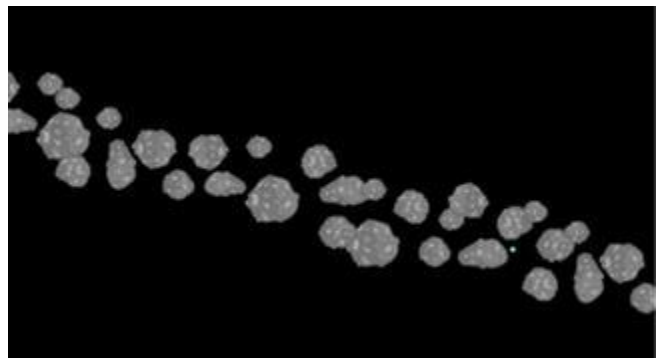
The Lands are strange planets, each one unique , and named for a pair of distinguishing features. The *Land of Heat and Clockwork*, for instance, takes the form of islands and continents of floating gears, over a great sea of lava. Meanwhile, the *Land of Tides and Fog* is shrouded in eternal mist and covered by a shallow and briny sea, the only life there found on windswept buttes that thrust up from the water in an extremely phallic manner. Each land is inhabited by a group of anthropomorphic animals known as the consorts. These consorts often lack intelligence or determination, so it is up to the heroes to save them from their Denizen, a great beast that rules or terrorizes as it sees fit.



Skaia's second moon, **Derse**, is a dark and fearful realm, found at the very edge of the Incipisphere, where the fabrics of space and time begin to buckle and warp. Like Prospit, it is a mass of elegant architecture, but the cathedrals that form it are gothic and terrible. The people of Derse are too often either fearful mice trying to avoid the wrath of their superiors, or thugs who

embrace the violence of the system to get ahead. The royalty of Derse are capricious and cruel, with the queen ruling the land with an iron fist and a whip, while the king directs the troops.

The Veil, a ring of meteors separating Derse from the rest of the Incipisphere , contains vital territories and factories in the war, as well as a terrible weapon. It is here that the soldiers of Prospit and Derse are cloned, grown, and sent to die on the surface. It is



here that the arcane machinery of SBURB can be found, devices to pull objects from the past or future and send them back, machines that can transport from one session to another, and stranger things. And it is these meteors that shall and will have (goddamn time travel tense trouble) rain[ed] down on Skaia and Earth following the inevitable triumph of the Dersite Monarchy.



Finally, beyond the borders of the Incipisphere itself, lies the **Furthest Ring**. Time and space fail here, and to arrive at a location and a time of one's choice requires a Seer of unparalleled skill. Strange things dwell in the inky depths. The Horrorterrors, mighty and sanity-blasting abominations who dwell unhinged from time swim through the darkness, occasionally attempting

contact with Dersite heroes. Ghosts from failed timelines or possibilities left unexplored dwell in dream-bubbles, endlessly re-creating their un-lives. And in the dreams of those who stared too long into the dark, whispers are heard of a green sun that illuminates the void.

The Sburban Narrative

Note that the game almost never goes right enough for all of this to be correct.

- *Before Installation*

While Sburb always features a host of glitches, a whack of problems, and a whole mess of outsiders screwing everything up for everyone, there's a certain pattern visible under the layers of mess, for those who care to look.

The game begins with the heroes outside of the medium entirely, installing a game known as SBURB. Depending on their pasts, and how entangled they are in the meta-narrative of the game, they may or may not be aware of the consequences of this, but it doesn't matter. Every player is predestined to be a player by the definition of the game, and the installation is just a formality.

- *The Entry Process*

Once the game is installed, the players begin forming the Moebius Reach-around, a chain of players where each person serves as the server player to one person, and the player of another. The server player is in charge of building their player's house up, placing objects within it, and assisting their player in not dying before their time. The most important thing they can do at this point is to put down the alchemization equipment, and help their player to create a Sprite. Meanwhile, the player uses that equipment to create their Entry Item, to escape the oncoming doom.

Yes, doom. While the players have been derping around, trying to get their items made, there's been a whole whack of asteroids rushing towards the earth. Some will hit randomly, but each player has a meteor bound for their house. Fortunately, the temporal mechanics will keep them from dying. The timing of the asteroids is such that they're going to hit seconds after the players enter. SBURB won't let you escape that easily.

Inside the Medium, the introductory phase of the game begins. With the help of their Server player, the player has to build their way up to their first gate, while dealing with a rapidly spawning horde of enemies. Only by reaching the gate, a spinning spirograph high above their house, can the player escape the onslaught.

- *The Main Game*

Once the players are in the game, they can begin their quests. Their goal is to make their way through all the gates, each one taking them to a friend's land, where they will complete some sort of quest. These quests will continue until the players pass through their seventh gate and slay their denizen.

Of course, SBURB never lets you do just one thing at a time, and even when you sleep, there's no escape from the game. Players will find that every time they fall unconscious, whether through injury or just plain sleepiness, they wake up on their Dream Moon, either Derse or Prospit. Prospitian players will find themselves aiding the war effort, ferreting out Dersite spies, and maintaining morale. Meanwhile, the players on Derse will need to sabotage whatever they can, foment rebellion, and stay alive in the face of hostile agents.

- *The Endgame*

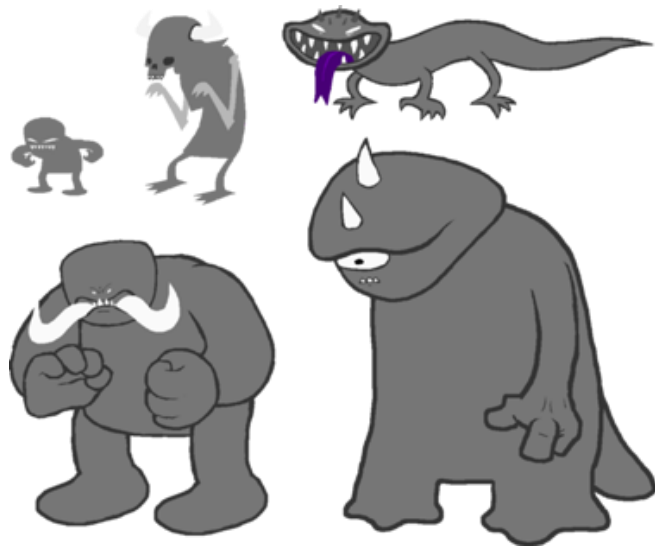
Eventually, the players will find that the war on SBURB has ended, with a decisive victory for the Dersites. The white King and Queen banished or dead, the black King will seize his counterpart's scepter and attempt to call the meteors of the veil down on Skaia, destroying both the planet and the reward within it. Skaia is not so easily destroyed, but even it cannot resist forever. Only through the actions of the heroes can the black king be slain and Skaia preserved, allowing the heroes access to their ultimate prize.

Common NPCs

- **Consorts:** Every land is going to include some type of consort. These are little anthropomorphic animals that run around, give you quests, and generally derp it up. They're incredibly stupid, but they can still be useful sometimes, if you know what you're doing. They're mostly good for acquiring information, and the quests they give out.



- **Underlings:** A wide variety of minions will be spawned throughout the course of the game, to serve as basic enemies for you to fight outside of the main plot. They come in many shapes and sizes, and can have many different personalities. Imps, the weakest and smallest, take the form of little humanoids, and tend towards malicious mischief. Other enemies, such as basilisks and ogres, are more fond of direct and brutal violence. Some minions, such as liches, are even capable of using something similar to player abilities.



- **The Denizen:** Every player has a unique denizen, some sort of titanic entity that serves as the final boss of their Land. The denizens are named after figures from mythology, and are immensely powerful. Fortunately, they start the game asleep, and only wake up when the characters are of the appropriate level, and have completed the right quests. Unfortunately, their underlings are still perfectly active. Interestingly, despite their status as a boss, they're not completely hostile. Players in a dire straight can seek out a Denizen, and make a deal with it, assuming they can pay its price.
- **Carapeople:** The carapeople are the footsoldiers of the war for Skaia, and they make up most of the populations of Derse and Prospit. They're roughly humanoid, but they have tough carapaces in skin, which can be either black or white. Their bodies are completely hairless, and some of them may be

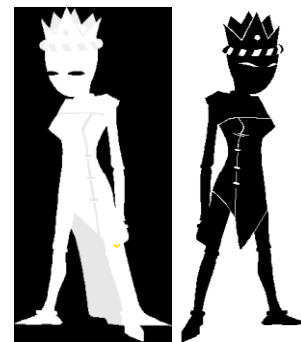


completely total herbivores or meat-eaters. Despite this, the majority of them, on both planets, are just people. While they may tend towards patriotism, they still have minds of their own, and will put aside their differences in the face of an outside threat, or if a charismatic leader can convince them to do so.

- Exiles: these special carapeople live on the ruins of Earth, far in the future. They take the role of guides for the players, whispering suggestions into their mind, urging them to use their aspect, and assume the role that their class dictates.
- Special Agents: Spies and saboteurs, these carapeople act on the orders of their Queen, taking stealthy action against the enemies of their moon. Unlike other carapeople, they are happy to fight against the players, although they tend to let sleeping players lie, unless another force has taken control of them. Oddly enough, despite their high rank, the leader of the special agents (the Archagent) is often disloyal to his or her queen, and may usurp their monarch, given the opportunity.



- The Queens: Tall, beautiful, and imposing, – barring an unfortunate prototyping - the Queens serve as the rulers of their moons while the Kings are away. They manage not only governmental tasks, but also ensure to the safety of their moons, sometimes even confronting intruders themselves. The white queen is a noble figure, sometimes surprisingly humble, willing to sacrifice herself for her people. The black queen, on the other hand, loves her power in all its forms, and revels in it, sometimes tormenting her subjects just for fun.



- The Kings: The brawn to the queens' brains, the Kings are tall and wide, built like linebackers. They lead the troops on the battlefield, coordinating the endless assaults. Unlike the queens, who stay the same size while prototyped, the kings grow huge in their prototyping, towering over the other pieces. Their power is actually less than that of their queen, but they make up for it by taking a more active role in the battle.



- The Horrorterrors: Also known as the Others, these nasties live outside of the incipisphere, whispering to the dreamselfs of Dersite players. They're not – strictly speaking – hostile, but their motives may well run at cross-purposes to what players want to achieve. They're also writhing, non-Euclidean monstrosities that dwell beyond the boundaries of sanity, so yeah, you may want to keep your delicate human butt out of their writhing grasp. They are useful, though. They exist in all points of their existence simultaneously, so they



can be a source of prophecies if you don't mind the whole, "sup bro hope u didn't need that sanity lol" thing. They can also help you if you need power, giving you access to all sorts of weird dark magic, and even allowing you to do things that should be forbidden by your class. And all it costs you is your ability to protect others, heal anyone, or talk without sounding like some gibbering star-spawned horror! Interestingly, they may well have a presence of sorts on Earth even before the session begins, usually a childrens show or something that presents a simplified version of their goals.

Note on Corruption: Given what we've seen in the comic, a good way to model corruption would be reversing / inverting aspects of the players' excellency in order to allow for actions they couldn't take before. For example, when Rose was full grimdark, the subtle and covert tags in her aspect became blatant and vulgar, and she went from waiting to rushing in. However, if you have other ideas about how corruption might work, feel free to use them. Also note that there may well be other sources of corruption than the others. Yay.

- First guardians: Oh fuck run. No, seriously, if you have these guys around, try to avoid them as much as possible. They can be recognized by their fondness for white color schemes with green highlights (and green lightning), the fact that they know way more than should be possible, and by the way they're fucking omnipotent. They may seem friendly or cool, but if one of these manages to get into your kemelsprite before you enter... Yeah, good luck with that. They can be pretty good friends if you ignore this advice, you'll just have a chance of megadooming everyone you know.



- **Players from Other Sessions:** You shouldn't meet these guys at all, unless something horrendously stupid has been done, either by them, by your future-selves, or more likely, both.



They'll probably be at least a bit friendly towards you, although they may hate you for things you haven't done yet, or make no sense. They also may also not bother with the whole "linear time" thing when dealing with you, which can make them a colossal pain in the ass to figure out. Sometimes, they may not even be human, adding whole new layers to the whole "what the fuck are these guys on about?" thing. Probably best to just ignore them,

not like that can go wrong in any way.

- **Green Carapeople:** More of a rumor than anything else, these guys are a bunch of gangsters with time powers. They don't tend to interfere with players, but their presence means that something has gone horribly wrong in your session (yeah, you should be used to that at this point). In any case, they don't have an allegiance with any of the in-game factions, so hopefully someone else will deal with them for you (yeah, right.)



Appendix One: Character Classes

Bard

The Bard is a *subtle and insidious* agent, who both *allows destruction through his aspect*, and *allows others to destroy it*. His favored method is the *small push* that causes the *collapse of a system*, or the *harmless insinuation* that leads someone to extreme action. However, the bard is far from helpless in a fight. He can *enhance himself or others* with his aspect, allowing them to channel its *destructive strength*.

The bard may always channel his aspect to *push someone to the tipping point*, or to enhance his or his friends offensive abilities. However, his nature as a destroyer prevents him from ever using his ability to heal or shield another. In addition, he lacks the supreme destructive potential of the prince. Any attempt to attack directly with his element, rather than using it indirectly or as an enhancement, suffers a one miracle point surcharge.

Heir

The Heir is a *mighty and charismatic leader*, one who takes on the burden of *responsibility* to aid his friends. He acts in consideration for *the greater good*, focusing his efforts on *benefiting everyone*. To ensure that his mighty presence isn't cut off, the Heir is *protected* by his aspect, often in ways *even he doesn't understand*. In battle, he is *blatant* and *straightforward*, using his aspect *directly* to strike down his foes.

The Heir may always channel his aspect in order to lead another, or to work within an existing plan. However, he can never consciously be subtle. Any use of his aspect to affect another must take the path of least resistance. In addition, the heir must learn to put aside his needs for the benefit of others. Any actions that help him more than his friends suffer a one miracle point surcharge. Finally, his control over his abilities is... Odd, to say the least. He may never choose to use his aspect to defend himself subtly. However, at the DMs discretion, his action may take action on its own to protect him.

Knight

The knight is a *warrior* and a *hero* like might have been found at the round table, wielding his *aspect as a sword* to *defend his friends*. He *strikes* his enemies down *one by one*, and he *never rests* while danger is afoot. The knight *doesn't give up*, and will *fight until the end* to *save* those he cares for. When put in charge, he *decides quickly*, and *rushes* forwards. He *inspires* others to act, whether through *clever words*, or sheer *determination*.

The Knight may always channel their aspect against an enemy who has hurt their friends, or who they truly believe is a threat to their allies. However, in his *martyrdom*, the knight leaves no room for self-defence. The knight may never use a purely defensive power on himself, even in the face of death. Additionally, the knight prefers *martial skill* to purely

magical assaults. Manifesting his aspect directly, rather than using it to enhance someone or something, or weaken an enemy, suffers a surcharge of one miracle point.

Mage

The mage is a *will-worker* and a *wise man*, one who *understands his aspect*, and is *protected by it*. He *benefits from his knowledge*, using it to set up *plans, mechanisms*, and *traps* that his enemies and allies will activate. Of all the classes, he is the most *in touch with his aspect*, often *receiving visions* from it, and *foreseeing* what it will do. Through this, he *avoids danger*, and *survives the impossible* through the blessing of his aspect.

The mage may always channel his aspect to protect himself, or to set up a mechanism that someone else will activate. However, not for him is the blatant magic of the witch. He may never take an action that uses his aspect in a straightforward or direct manner. In addition, attempts to physically manifest his aspect suffer a surcharge of one miracle point.

Maid

The maid is a *mystic* and a *prophet*, working within the *arcane mechanisms* of SBURB to *ensure the function* of the session. She acts in accordance with her *destiny*, walking the path *foretold by her aspect*. She seldom acts alone, preferring to *act through her allies*, *enhancing* them and *weaving their powers together*. In some cases, she may even *mimic their aspect*, *acting as their right hand*. If forced into combat, she *slows* and *weakens* her foes, while *healing* her friends.

The maid may always channel her aspect to accomplish something in accordance with prophecy, or to accomplish a standard part of the game. However, she works within the system, not outside of it. She may never channel aspect if doing so would damage the health of the session (by breaking a quest, killing a key NPC, etc.) In addition, actions that do not benefit someone else suffer a surcharge of one miracle point.

Page

The Page is a *warrior*, fighting not for his friends, but for *his own ideals*, and the *love of battle*. He is *bold* and *independent*, wielding his aspect to *fight his own battles*. While he may not be a destroyer, he is *supreme in combat*, wielding his aspect *in all forms* to *strike down his foes*. It is his *sword* and *shield*, and he may *enhance*, *debuff* or *assault* with it as he sees fit. Outside of combat, he is *competitive* and *driven*, never letting himself be shown up.

The Page may always channel his aspect to strike down another, or to enhance himself in combat. However, War is the Page's calling, not peace. He may only use his aspect to challenge or compete with another, never against the environment. In addition, the call to arms sings in his blood. Any attempts to use his aspect outside of combat suffer a one miracle point surcharge.

Prince

The prince is a *warrior* and a *destroyer*, wielding his aspect as a weapon *to bring about an ending*. His methods are *unsubtle* and *blatant*, unleashing *overwhelming force* as the solution to his problems. The prince's methods are *indiscriminate*, capable of destroying *friend and foe alike*. He is most in his element in *combat*, and takes pleasure in *demonstrating his superiority*.

The prince may always channel his aspect to *wreak havoc* upon a foe, or *unmake* their own associated element. However, this peerless destruction comes at a price: The prince may never create anything of lasting value, nor may they ever heal another. Even actions that merely protect others suffer a surcharge of one miracle point. He *stands alone*, and remains *separate and above* his fellow players.

Rogue

The Rogue is a hero in the vein of *Robin Hood*, *taking* their aspect from her foes, and *sharing* it with their friends. *Ignoring laws*, they *follow their conscience*, and help their allies to *achieve their goals*. Rogues will always *help the needy*, even to their own detriment, and *stand against injustice*. In battle, they favour the *unexpected* or *unconventional* attack over the more straightforward method.

The Rogue may always channel their aspect in actions that *steal* from their enemies, or *donate* to their allies. However, they are the most *selfless* of the heroes. They may never channel their aspect if doing so would benefit only them. They also suffer a surcharge of one miracle point on all uses of their aspect as a shield, as they find that the best defense is to *simply not be there in the first place*.

Seer

The Seer is a *tactician* and *planner*, one who *sees* the spread of her aspect throughout the session. *Never surprised*, her *knowledge* allows her to confront threats *before they arrive*. The seer *watches* and *waits* until the right moment, then *cuts to the heart of the problem* with a *decisive action*. She's always *one step ahead*, and any who would confront her find themselves tangled in the web of her *plans*.

The Seer may always channel her powers to *understand the pattern of her aspect*, or to *predict actions*. However, her magic is *subtle* and *covert*. She may never use her aspect to attack directly, nor may she manifest it physically. In addition, her style is *meticulous* and *well-planned*. Any use that is rushed or hasty suffers a surcharge of one miracle point.

Sylph

The Sylph is a truly unique class, one who uses her aspect *to enforce her beliefs upon the world*. The sylph's powers are both the broadest and the narrowest of all classes, for she is

concerned with why she uses her powers, not how they are manifest. The sylph's player should write up a personalized moral code for her, indicating what she considers right and wrong. She may always channel her power, provided she truly believes that it is the right thing to do. However, the sylph may never betray her nature. She cannot use her aspect at all if doing so would violate her moral code. In addition, her nature screams for swift action. For every scene in which the sylph knows about a problem, but fails to confront it, she suffers a one miracle point surcharge on all uses of her ability.

Thief

The Thief is, well, a *thief*, *stealing* what she wants from her enemies to *benefit herself*. She exists *outside both law and morality*, governed only by her *desires*. Even at her kindest, she acts out of *enlightened self-interest*, rather than care. She *takes from friend and foe alike*, enhancing herself to their detriment. In combat, she is *swift* and *cruel*, cutting her foes down *with their own power*

The Thief may always channel her powers to *take from others*, or *gain what she wants*. However, there is no charity in her soul. The thief may never use her aspect in a way that benefits others more than herself. In addition, the thief favours the *indirect attack* over the frontal assault. Any use of her aspect to harm her enemies directly, rather than *affecting herself or the environment*, suffers a surcharge of one miracle point.

Witch

The witch wields her aspect in *strange* and *esoteric* ways, *altering* and *transforming* it to better suit her desires. Under her command, it *grows* or *withers* as she sees fit. The witch favours the *complex plan*, and the *mysterious* action that *can only be understood in hindsight*. She brings *complexity* to situations, wielding her aspect in ways that *confuse* and *bewilder* her enemies. Her powers are some of the most *mystical* of all the classes, *defying logic*.

The witch may always wield her aspect to transform or alter a clear and visible amount of her aspect. However, she is a will-worker, not a warrior. She may never enhance her physical abilities, nor those of her friends. In addition, she favors strange and complex actions over straightforward methods. Any use of aspect that would simplify a situation, rather than adding complexity in her favor, suffers a one miracle point surcharge

Appendix Two: Sample Aspects

Blood: Associated with blood, relationships
between individuals, solidity, cohesion



Breath: Associated with breath, wind,
motion, destruction



Doom: Associated with doom, the dead,
poison, consequences



Light: Associated with light, luck, sight, truth



Life: Associated with life, healing, growth,
Plants



Heart: Associated with hearts, souls, inner
meaning, personalities



Hope: Associated with hope, antigravity,
holiness, rejection



Mind: Associated with minds, lightning,
understanding, possibilities



Rage: Associated with rage, commanding,
sound, warping things



Space: Associated with space, distance, size,
movement



Time: Associated with time, the past and
the future, clocks, music



Void: Associated with nothingness, the
essence of lack, destruction, vacuum



Appendix Three: Sample Conditions

Positive Conditions:

- Arts & Crafts: Bonuses to making stuff
- Beastmaster: Bonuses to dealing with animals, unintelligent enemies
- Cat-Like Tread: Bonuses to sneaking around
- Edumacated: Bonuses to general knowledge
- Flash Stepper: Bonuses to anything involving quick movement
- Leadership: Friends get bonuses when following your orders
- Mad Musical Mastery: Bonuses to anything involving music
- Royal Etiquette: Bonuses to dealing with polite society
- Pretty Boy/Girl: Bonuses on impressing people, shipping-related stuff
- Psychologist: Bonuses to analyzing and understanding others
- Silver Tongue: Bonuses to making people believe lies
- So Strong: Bonuses to anything involving being STRONG
- Survivalist: Bonuses to dealing with wilderness
- Tech-Savvy: Bonuses to using technology
- Visions: Bonuses to predicting future events

Neutral Conditions:

- Adventurer!: Bonuses to trying new stuff, penalties to repeated actions
- Bifurcation Gimmick: Bonuses to doing two things at once, penalties to focusing on one thing
- City Mouse: Bonuses to dealing with urban stuff, penalties to dealing with wilderness
- Country Mouse: Bonuses to dealing with wilderness, penalties to dealing with urban stuff
- Free Spirit: Bonuses to working alone, penalties for working under someone
- Furious Yelling: Bonuses to ordering others around, penalties to reasonable discussion
- Ghostly Body: Can pass through walls and so on, but can't do physical stuff
- Hippy: Bonuses to old-fashioned stuff, penalties to technology use
- Improv Master: Bonuses to spur-of-the-moment stuff, penalties to pre-planned stuff
- Jock: Bonuses to athletics, penalties to knowledge
- Long Ranger: Bonuses to ranged combat, penalties to melee
- Master of Whimsy: Bonuses to silly action, penalties to being serious
- Nerd: Bonuses to tech use, penalties to social stuff.
- Skinny Speedster: Bonuses to quick movement, penalties to things involving strength
- Walking Mountain: Bonuses to holding ground and endurance, penalties to speed

Negative Conditions

- Anemic: Penalties to strenuous physical activity
- Blind Without Them: Penalties if you lose your easily lost/broken glasses

- Cannot into Technology: Penalties to using technology, obviously
- Chronic Insomniac: You cannot fall asleep easily, preventing you from using your dreamself
- Claustrophobic: Penalties when trapped in a small space
- Genocidal Asshole: Penalties to working with others
- Doomed: The DM should feel free to throw random “accidents” at you
- Gullible Fool: You will doom everyone by believing something you shouldn’t
- Huge Bitch Bluh Bluh: Penalties to social interactions
- Illiterate: You can’t read at all
- Like a Derpy Puppy: Penalties to puzzle-solving
- Narcoleptic: Every now and then, pay a mirade point or fall asleep immediately
- No Legs: You have no legs. Figure it out.
- Slow: Penalties to being quick. Duh.
- Teenage Alcoholic: Penalties to everything if you haven’t had a drink lately

Appendix Four: Sample Uses of Aspect

Attunement 1:

- Reshape a shadow (void)
- Change the direction of a breeze (breath)
- Cure a your headache/hangover (life)
- See in the dark (light)
- Cheer up a friend who's feeling down (blood)
- Determine if a statement is true or false (mind)
- See 360° around yourself (space)
- Make a minor coincidence happen at just the right time (Time)

Attunement 2:

- Make an object weaker through decay (Doom)
- Make a single thing invisible (void)
- Heal yourself of damage (life)
- Create a shield of antigravity (hope)
- Predict the immediate outcome of a single choice (mind)
- Make a weak entity (imp / consort) obey a single, non-harmful command (rage)
- Determine any hidden properties of an object (heart)
- Know exactly what happened where you are in the past (time)

Attunement 3:

- Send someone flying with a blast of wind (breath)
- Make an enemy turn on its friend (blood)
- Create a portal to somewhere you can see (space)
- Create a coincidence that hurts someone (light)
- Coat your weapon with poison (doom)
- Make someone take two turns (time)
- Deafen someone with your shouting (rage)
- Make someone WANT to obey you (heart)

Attunement 4:

- Create a ghost (doom)
- Fling a group of enemies into the sky (hope)
- Wield someone as a puppet (life)
- Completely unmake a single object (void)
- Modify someone's memory (mind)

- Create a bigass storm (breath)
- Pull a powerful weapon out of someone's heart (heart)
- Teleport to somewhere you've been before (space)

Attunement 5:

- Survive death as an undead player (doom)
- Turn an army into a bunch of disorganized backstabbers (blood)
- See the complete and total results of any action (mind)
- Travel to whenever you want (time)
- Yell at someone so hard they rearrange their stats (rage)
- Giant-ass wind drills that can trash entire battlefields (breath)
- Determine a single fact of your choice, regardless of what obscures it (light)
- Create a huge and ancient forest out of nothing (life)

Attunement 6+:

- Anything supported by your excellency

Appendix Five: Sample Loot

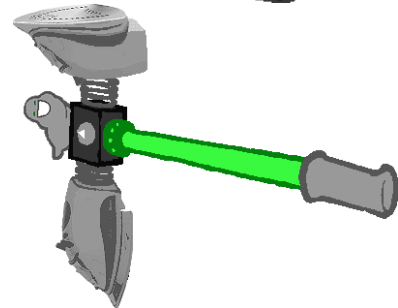
Velvet Squiddleknit Dress: In addition to being rather comfortable, this stylish dress is considered to be highly respectable by the citizens of Derse, and bears the emblem of the Squiddles. Any rolls for social interactions involving loyalist dersites or the Horrorterrors gain a +1 bonus.

Cost: 1 dot of Odd Grist



Wrinklefucker: This mighty hammer, forged from common household objects, is a powerful weapon for the player lucky enough to produce it? Why? Because the ends are fucking hot irons, that's why! I mean, have you ever gotten with one of those? Jesus H. Christ, man, it is NOT pleasant. Any roll against something that can feel the burn gets a +1 bonus

Cost: 3 dots of Build Grist



Rocket Shoes: These sick kicks let you fly around, just as their name suggests. They're extremely maneuverable, never run out of fuel, and are even comfy enough to wear while walking around! Just don't try to use them underwater, okay?



Cost: 3 dots of Odd Grist, 1 Artifact Grist

Thorns of Oglogoth: These wands, glowing with the darklight of the horrorterrors, are a fine choice in armament for the aspiring mage, provided he or she doesn't mind the whole "hideous powers from beyond the universe" thing. In addition to providing a +1 bonus to all offensive uses of Attunement, they automatically change the user's Aspect into "Grimdark." Whether this is a curse or a boon depends on your perspective, and how much you liked your old aspect.



Cost: 4 dots of Odd Grist, 1 Artifact Grist

Iron Lass Suit: This full-body suit of armor represents the very best in not-getting-you-killed technology. It's fire-resistant, cold-resistant, stab-resistant, holyfuckthat'sahugeclub-resistant, etc. Pretty much the only thing it won't shield you from is falls. It may not be the most comfortable set of clothes, but given the benefits it offers, that's not likely to be too big of an issue.

Cost: 5 dots of Build Grist, 2 dots of Odd Grist

