

YEARS IN THE FUTURE

A Homestuck RPG



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.

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.

Each exiles 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.

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.

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.



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.



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.



BISHOP: Slim 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.



KNIGHT: A knight is made to be the frontline commander of the Battlefield, quick, tough, and mobile with natural acumen and the charisma to lead others in battle. Being made for nothing but war 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.



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 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.



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.
 - 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.

Once that's done, a player will have 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 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.

Each exile 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 moniker. Choose wisely!

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.

Each character 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.

Players then travel through the wasteland hunting for supplies, technology, signs of civilization, and above all WEIRD PUZZLE SHIT. Finding strange machines that connect them via viewscreens to alien children or functioning grist fabricators or even just mysterious disappearing pumpkins gives them purpose and grants them 1 XP whenever they successfully solve a puzzle or complete an encounter. COMBAT can also be one of these types of puzzles, and should be!

Players 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.

As this is a SBURB game, the GM is encouraged to bring in as much extra mechanics as they desire, and to tack on shenanigans until the game fits what they want to do (And even sometimes not, depending). 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 choice is yours.

Above all, have fun, and happy 4/13.

CHARACTER SHEET



YEARS in THE FUTURE

A Homestuck Role-Playing Game

NAME

PLAYER

Type

KINGDOM

PORTRAIT

GRIFF

VIM

PLCH

PLUCK

Vow/Grudge

XP

SKILLS

■ SLOT 1

Rank

I II III IV V

■ SLIST 2

I II III IV V

□ **SLIST 3**

I H III IV V

□ **SLAY 4**

I H III IV V

□ SLEYF 5

I H III IV V

□ **SLIST 6**

I H III IV V

ABILITIES

strife specibus

collaborator every day

kind

RANK

I	II	III	IV	V
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VI VII VIII IX X