

the Homestuck RPG

v1.1



ДРЕ НОМЕСТУК ВЪС



The Homestuck RPG

Credits

These rules found their spiritual genesis in Gamma World™, a property of Wizards of the Coast LLC. The intellectual property of Homestuck is the sole purview of Andrew Hussie, creator of [Mspaintadventures.com](http://mspaintadventures.com) and Person Who is Definitely Already Laughing at Your Expense. The images and likenesses of SBURB™, the SBURB logo™, and Skaia™, are the sole properties of Skaianet and are used herein entirely without permission... we are completely certain that the meteors are already on their way. The following individuals deserve all rightful slanders for this shamefully derivative work:

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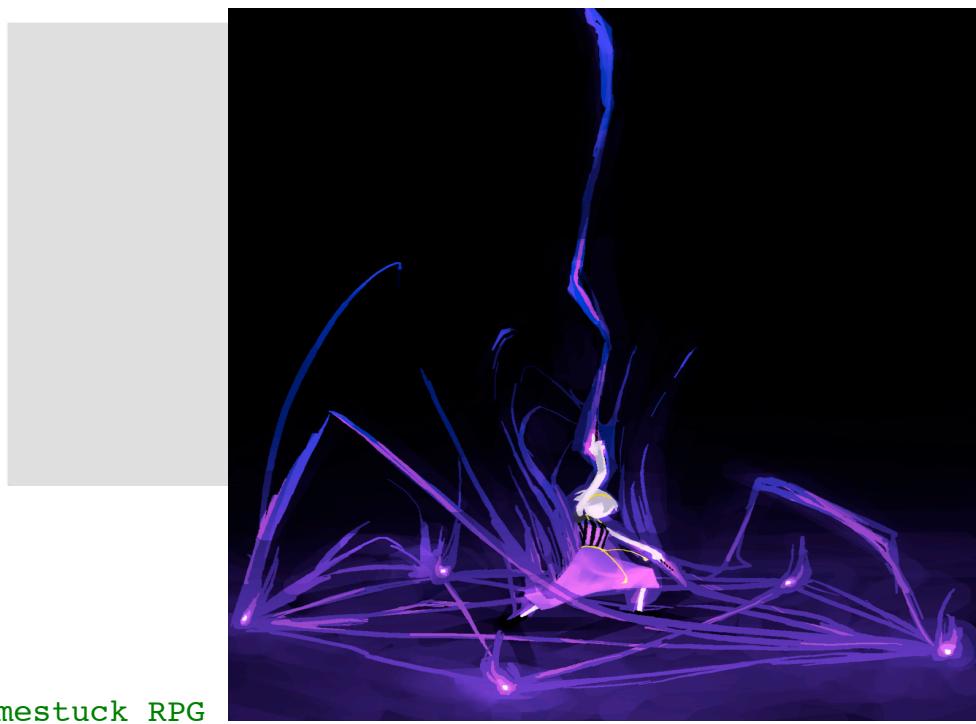


==> Homestuck RPG version 1.1 Changelog:

- Addition of several more key concepts to the Rules of Play chapter.
- New alternative Core Mechanic die system introduced.
- Clarification of the Brutal Affront system, in particular the ability of a player to accept a normal dice result rather than making a confirmation roll.
- Heir (Lucky Strike/Wrinklefucked), Witch (Chilling Insight), Bard (Blocking Strike/Encouraging Voice/Juggler's Dance), Witch (Armamentify), Mage (Wweakening Broadside), Thief (That's Just Pawful/Savage Aggrievance), and Sylph (Dual Attack) powers modified for balance.
- Witch and Mage defensive traits modified for systems balance.
- The Zen and Keys aspects have been temporarily REMOVED to make way for Heart and Rage. They will reappear eventually along with other bonus non-canon Aspects.
- Added missing "Communication" keyword to many Class boon powers.
- Sprites and Server Cursors now have Brutal Affront effects as well as Initiative modifiers given in their statistics.
- Finesse Meleekind and Randomkind have had their statistics tweaked.
- Clarifications added to several segments of Alchemy that didn't read well. Defensive alchemy powers are now always Encounter usage. Modifications to many alchemy points costs and traits for balance.
- Templates chapter modified heavily for balance, several new templates added.
- Watermark has been lightened for easier reading.
- Formatting and spelling fixes, various. Compensation, adequate.

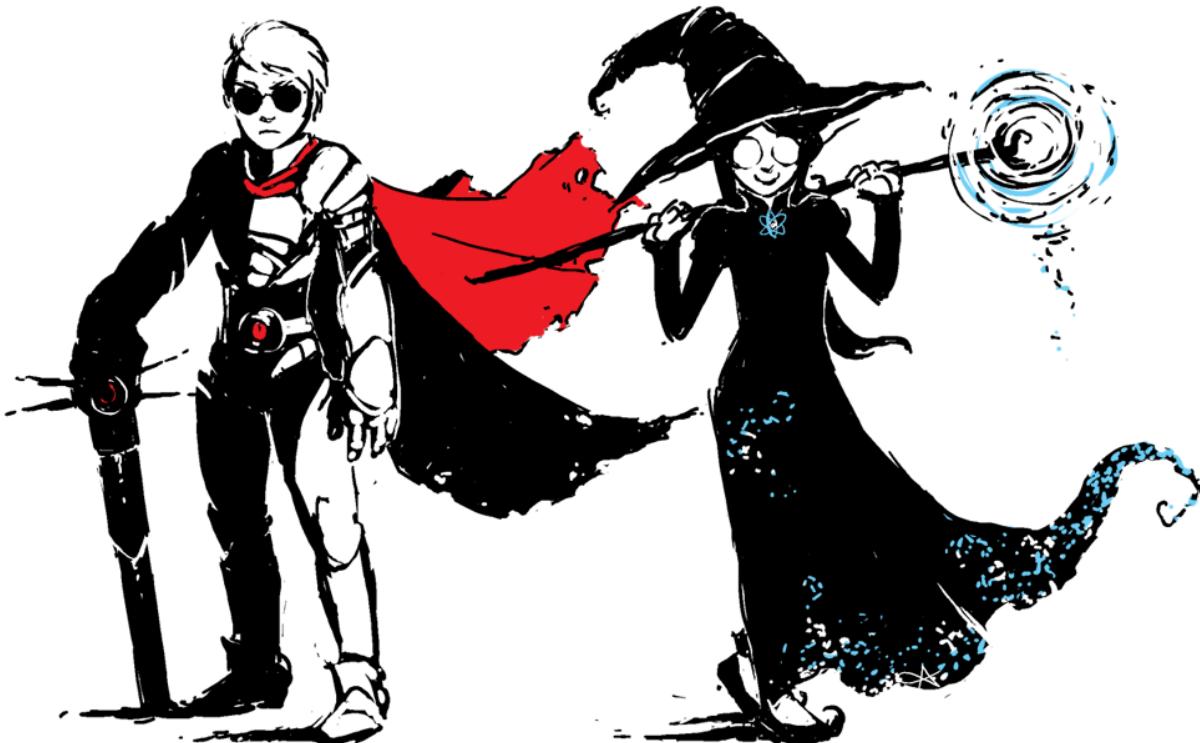
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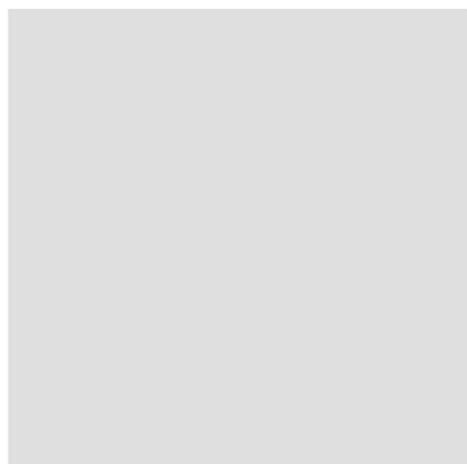
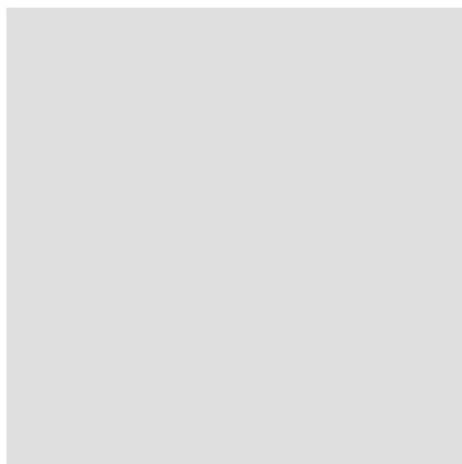


Introduction

Welcome to the Homestuck tabletop Role-playing game! For now this introduction is a bit of a place-holder; we assume you must have a better then passing knowledge of Homestuck (of mspaintadventures fame) as well as at least a rudimentary grasp of the concepts of a table-top RPG. As we approach the final version of these rules however, a concise summary of basic concepts such as dice, character sheets, and double-paradox recharounds will be placed here. Until then, enjoy this picture of Dave and Jade being awesome!



credit for the image goes to Lexxy



Rules of Play

In many respects the Homestuck RPG runs off of the same basic system that underpins the latest edition of Gamma World™ or the 4th edition of Dungeons and Dragons™ on which it was based. Those rules shall not be duplicated here; however the Wizards web site offers a free on-line [Quick Start Rules PDF](#) that contains the entire rules framework needed. We will note only where deviations from those rules exist.

The Homestuck RPG makes references to "*Strife*" and "*Scrutiny*," two distinct phases of character interaction with each other, the worlds of Skaia, and their myriad inhabitants. These are functionally identical to "Combat Encounters" and "Non-combat Encounters" respectively, as you might already have guessed.

Communication. This range keyword, which you will find many times on the following pages, is intended to allow certain powers to function in a team cooperative role, even when the party is separated across long distances. Whenever you are pestering somebody on the instant message application of your choice, close enough to hear each other shout, or simply talking face-to-face, you are said to be *Communicating*, or *able to Communicate*, with that player. Communication requires a two-way exchange of ideas: simply watching someone on a Trollian view screen does not in itself mean you are in communication with them. Subsequently hassling their iShade chat client counts as Communication, assuming they are willing and able to respond.

Alchemy and Sylladex Cards are the replacement for Magic Items and Omega Technology/Gamma Mutation from DnD and Gamma World. There are two entire chapters devoted to these topics later on, but for now there are just a couple important things to take away for them. Sylladex cards represent items uncovered in your data structure-based inventory system or discovered in your journey that become randomly available to provide you with numerous different types of advantages. You and your friends in the game will gradually build a Common Sylladex deck together, this is a Common Deck and everyone draws from it. But you will all also have your own individual Alchemy decks that represent your personal items, and which you create the cards for yourself. It is important to not confuse the two!

Action Points do not exist as such in the Homestuck RPG. Many Aspects grant a Boon at level 7 that function quite similarly to the concept however.

Second Wind for those familiar with 4th edition and not Gamma World™, are handled slightly differently. They are a Minor action and grant hit points equal to your bloodied value (there is no third "second wind" HP value to keep track of), but they are otherwise identical in function and still may be used once in an encounter. Like Gamma World, the Homestuck RPG does not have Healing Surges to keep track of.

Resistances are more common for players to have in the Homestuck RPG, most often from a Template but also through Aspect abilities and Alchemy powers. Unless a specific type of attack is specified to be what you are resistant to, the defensive bonus is applied to any and all damage that you take. For example if you have Resist 2, any effect that would hurt you deals 2 fewer damage. Resistances do not stack unless otherwise noted... so you may normally only apply the single highest possible Resistance that you have against an attack.

Attack Aggrievement Power Range is assumed to be the range of the weapon currently equipped, except when noted otherwise. If a power simply states that it is "Melee- or Ranged-kind" without any other qualifiers, then whenever you use it with a Melee-kind Abstratus, you may attack any creature in an adjacent space to you. If you use it with a Melee Abstratus that

grants Reach, you may attack any creature within 2 spaces of you. If you use it with a Ranged abstratus, the power range is identical to the range of the weapon you wield. If the power states that it is "Melee-kind (Close Burst 1)" or "Ranged-kind (Close Blast 3)" then that power's stated range takes precedence over the weapon's statline... wielding a Reach weapon does not allow you to extend the size of a Close Burst or Blast, for example.

Some Aggrievements or Fraymotifs are not based on Weapon powers. Non-Weapon Powers will be obvious because they lack the keyword "Melee-kind" or "Ranged-kind" in their range field, and also because you will not see the [W] notation as part of their damage score! It is important to note that any Collectible Weapons that you have created through Alchemy will not apply their bonuses to these attacks!

Determining Success or Failure: As in any RPG, there are many things you will likely attempt to accomplish where your character's success or failure are in uncertainty. In order to resolve these actions, perform the following sacred ritual: Take in hand two (2) of the venerable Decagons of Fate then cast them upon your tabletop, preferably while intoning an oath or pledge seeking the favor of the Fickle Ones. In simpler terms, roll **2d10**, and add the relevant skill or attribute modifier. Compare the total to a target number. If the number exceeds the challenge or defense, it is a success. If the two rolled d10 dice have the **same value** (two 6s or two 1s for example) then you have a potential Brutal Affront on your hands! See the next chapter for an explanation of how to handle them.

Why 2d10?

The decision to go with Core Mechanic rolls of 2d10 rather than the much-loved 1d20 was not made lightly. It was a design goal to capture the outrageous quirks of the MS Paint Adventures style, which include all manner of tragic pratfalls and outrageous Brutal Affronts on the part of the protagonists as well as similarly upped antes by the opposition. Unfortunately, adding another layer of critical randomness on top of the already fickle d20 was decided to be a dangerously unbalancing act. Instead, we have settled for a compromise: the stability of a 2-dice bell curve is juxtaposed against a 10% probability of critical effects that include both good results and awful reversals of fortune. A side effect of replacing the d20 is that static bonuses to attack and skills become much more powerful: you'll notice that in many of the class powers/traits that follow, +1 or -1 modifiers to attacks and skills are the general rule rather than +2/-2. Above the curve of statistical probability it is harder to miss, and below that curve it can be a real struggle to hit. Teamwork is paramount in the Homestuck RPG to keep your rolls in the high zone!

BLUH!! I want my d20s back!

Ok, sure! If your gaming group wants to go with a traditional d20 for your core mechanic dice rolls, then try out the following system. Have every player pick one d20 result of **9** or below, and another d20 result of **11** or above, to be their two Brutal Affront die results (2 dice results out of a d20 = 10% chance of rolling such a result). Whenever a player comes up with one of their two numbers, let them attempt a Brutal Affront confirmation using a 1d10 as normal!

Examples: Terezi picks her two critical dice to be a **4** and **13**, because those are the numerals of the blind prophets! Vriska likes the number 8 a little bit too much, so naturally she picks **8** as well as its multiple **16** for her critical die scores. Dave thinks attaching significance to the numbers is pretty lame so he simply picks **1** and **20**. It would be pretty ironic to roll the lowest possible value but turn it into a sudden success... or the highest value and still fail abjectly, which would also be pretty ironic he supposes.

Brutal Affronts and Grave Blunders

When making Combat rolls, rolling doubles on your d10s offers you a potential for a Brutal Affront... or perhaps just a Grave Blunder. You may choose to either accept the normal dice result, or instead immediately make a confirmation dice roll, consisting of a roll of d10. If the third d10 comes up as....

- Positive (**5+**) - *Brutal Affront!* Your attack is now a success, regardless of the original roll and the defense being targeted. Apply maximum damage from the original attack, as if you had rolled the highest score possible on your regular damage dice. If you are at least level 2, then you may also apply the Brutal Affront benefit you gain from your class as well. If you are level 6 or higher, then stack both of your Brutal Affront effects together to determine what happens. Any bonus damage dice you gain must be rolled for normally.
- Negative (**1-4**) - *Grave Blunder!* Your attack is an unmitigated failure, regardless of the original roll and the defense being targeted. If you are at least level 2, you take damage equivalent to your Brutal Affront bonus (not the original attack) as well as any relevant effects. Remember that once you hit level 6, your effects stack up, raising the stakes of failure as well.

In a Skill test, the rules are quite similar. Roll your confirmation, and then consult this chart:

- Positive (**5+**) *Brutal Affront!* - If your original roll was a success, you succeed *more*, perhaps uncovering a spontaneous, tangentially related breakthrough or unlocking a side-challenge through a fluke of luck related to your original effort. If your original roll was a failure, then you've somehow found the silver lining to the cloud: unlocking a parallel course of action that might help circumvent the problem or a nearly-equivalent treasure unrelated to your original pursuit.
- Negative (**1-4**) *Grave Blunder!* - If your original roll was a success, you have succumbed to some sort of complicating side-effect that renders your successful effort... less so. If your original roll was failure, then you have managed to render further advancement in the effort you attempted impossible. Examples include breaking a vital tool, destroying clues, or enraging the Weasel Ambassador beyond the point of rational discourse.

Notice that you are never obligated to take a Brutal Affront confirmation roll. If you decide that the potentially disastrous results of a Grave Blunder are not worth the risk in your present circumstances, you may choose to simply accept the standard results of your dice roll as if doubles had not been rolled. Simply compare the score to the target difficulty as normal and take a normal success or failure. You must choose whether to make a confirmation roll before seeing the results of your action!

Overview of Character Creation

- 1.) **Decide on an Exclusive Template (pg. 34).** Your group and your GM should have a discussion about what kind of Session you all want to run. Will you be humans, Trolls, or something even weirder?
- 2.) **Determine your Title by rolling for your character's Class and Aspect (pg. 10).** The instance of Skaia that you access assigns each player who enters a seemingly 'randomized' title composed of two elements. Progress in the game will reveal, however, that roles given are often strangely insightful. Very often it will seem as though the role is assigned in order to directly challenge you or even cater to a strength of yours, but either way Skaia's purpose seems to be to cause the players to experience some form of personal growth on their journey. This is a coming-of-age story after all! For the purposes of the Homestuck RPG, we will go about this process in reverse by generating your Title first and then iterating further character details out of that. Roll a 1d8 on your Title chart, and a 1d12 on your Aspect chart in order to determine your role.
- 3.) **Assign Ability scores (pg. 11).** Your ability scores describe your player's inherent abilities in four different areas crucial to any Skaian adventurer, whether green skylark or seasoned rumpus-rustler: Mangrit, Pulchritude, Imagination, and Acumen. The Title you previously rolled for will dictate your primary and secondary ability scores, the other two must be assigned.
- 4.) **Determine your skills (pg. 43).** Your Title and Origin each grant you bonuses to specific skills, and you also gain another +4 bonus to one random skill that you roll. If you like you may consider these skills a reflection on a personal hobby or pursuit of your player's prior to their entry into the world of Skaia, and use them as cues to begin fleshing out your idea of what your character is like.
- 5.) **Allocate a Kind Abstratus to your Strife Specibus (pg. 45).** You'll need to arm yourself for protection as you travel the many deadly worlds awaiting you, so at this point you should take stock of your abilities and choose some form of weaponry that complements your fighting style. Be wary of the fact that in a world dominated by the capricious rules of the Captchatalogue system, it is much more difficult than you might imagine to simply switch between a variety of different weapons willy-nilly. Until you can upgrade your Strife Portfolio you're stuck with your one choice, so you'd better pick wisely. Also choose your Armor at this point (that is, your starting outfit).
- 6.) **Fill out the rest of your numbers (pg 11).** The Character Statistics chart at the bottom of this page will help you complete the rest of the numbers on your character sheet.
- 7.) **So... just who are you?** At this point you should sit back from your sheet, let your eyes unfocus a bit, and ponder just what sort of strapping young lad or lass resides in between all of these numbers. While many of the classes and aspects on the following pages will suggest details of a personality archetype or possible motivations for why your character does what they do, these are *only* suggestions and should be re-interpreted or ignored in any way you choose.
- 8.) Add any additional Templates (pg. 34).
- 9.) **Draw your initial Sylladex hand (pg. 50).** You should now be ready for your first session. When the GM tells you it's time, draw one Sylladex card from the common deck to represent the initial starting gear you have.

Character Title

The worlds generated by your instance of Skaia are constructed in order to challenge you. Your worthiness to accept the ultimate treasure of the game is in question, and your very lives are the stakes! Fortunately, you have an edge. Each player who enters Skaia through the portals of Sburb, Sgrub, etc. is granted a TITLE, which is both a gift of power and a promise of further greatness to come. In order to determine your Title, roll **one d8** and **one d12** and consult the tables below for each result. Your first roll determines your **Class**, and your second roll determines your assigned **Aspect**. These components represent (in part) the path of personal growth that Skaia has selected for you. For example, a roll of 5 on the d8 and 4 on the d12 would indicate that you have been selected to be the *Thief of Time*. Wicked! At this point you may also wish to select some sort of synonymous name for one or both of these components, perhaps to make the title sing better. Suggestions are included on the pages for Title and Aspect ahead. Continuing from the previous example, one might decide that their character's supreme mastery of thiefery and timey-wimey-ness is better personified by the title *Hunter of Moments*. It is probably for the best to not stray too far from the original meaning so that nobody gets confused.

Roll	Class	Roll	Class
1	Heir	5	Thief
2	Seer	6	Mage
3	Knight	7	Page
4	Witch	8	Sylph

Roll	Aspect	Roll	Aspect	Roll	Aspect
1	Blood	5	Breath	9	Doom
2	Heart	6	Hope	10	Life
3	Light	7	Mind	11	Rage
4	Space	8	Time	12	Void

Your GM, if they are feeling particularly kind, may give you a chance to re-roll one of the rolls if you disliked your initial result, or perhaps instead allow you to choose your Aspect outright prior to rolling for Class, but it is highly recommended to not tweak the Title rolling system too much if at all. The ways of Skaia are mysterious and part of the journey is learning to reconcile the occasionally bizarre choices of the game with your own path. With that said if two or more players end up with the same **Aspect** it is probably good grounds to seek a re-roll. Those should be unique to their player! In larger groups a few overlapping **Classes** will not be too disastrous and may even prove to be unavoidable, but in a small group the best policy is probably to have as unique a cast as possible. A more diverse set of players will be better able to combine their strengths and mitigate their weaknesses!

If your group wishes to have as close to a 'canon' session of SBURB as possible, you may also want to create a smaller sub-list of Aspects that represent the ones 'necessary' to have a successful game. Another reason to narrow down the size of one of the charts might be to remove some classes or aspects that for whatever reason you and your GM agree to exclude. An example of a sub-list for Aspects that includes some of the more 'essential' aspects for a smaller group might be:

Roll	Aspect	Roll	Aspect	Roll	Aspect
1	Space	3	Light	5	Mind
2	Time	4	Life	6	Void

MANGRIT (Mgt)
Physical strength, stamina

ACUMEN (Acm)
Reflexes, Intuitive thinking

PULCHRITUDE (Plc)
Presence, Force of will

IMAGINATION (Img)
Intelligence, reasoning

Unlike the common 6-attribute system, the Homestuck RPG uses a 4-attribute character system (pictured above!). Place an **18** in your *Class* primary attribute, and a **16** in your *Aspect* primary attribute (look at the Class and Aspect entries on the following pages to determine what attributes these are). If your *Class* and *Aspect* both have the same primary attribute score, place a **20** in that one score and then an **8** in one other attribute of your choice. Either way you will now have two remaining ability scores that are empty. You have the choice of two differing ability score arrays for the final two numbers.

Choice 1: "Balanced"

12 and 10

Choice 2: "Specialized"

14 and 6

Most often, you will be using the *modifier* of your attribute scores to help determine success or failure of your attacks and actions. Look at it this way; an ability score of 10 is dead average. At ability score 10, there is no inherent bonus or penalty being applied to your efforts. Therefore the modifier for that ability is a 0. For every two points above 10 your ability score is, you gain a stacking +1 modifier to any related rolls. So, for example, an ability score of 18 grants a +4 modifier to all attacks and skills related to that ability score.

If your score in an attribute should place you at a number lower than 10, the exact same logic applies in reverse. A score of 8 gives a -1 penalty to any skills or attacks related to that ability score, while a 6 grants a -2 penalty. Once you have rolled for all of your attribute scores, you are now ready to derive the secondary values for the rest of your mathematical statistics. Use the section on Character Statistics below to see how this works.

Character Statistics

1st level Hit Points: Your Mangrit attribute value + Pulchritude value. Note that this is one of the only places where it is your full score and *not* simply your modifier that is counted! (ie. Mgt 16 and Plc 12 = **28** starting HP)

Hit Points per level gained: 2 + the higher of your Mangrit or Pulchritude modifiers (ie. From the above example, a Mgt of 16 [+3 modifier] means that the character would gain 5 additional hit points per level).

Fortitude defense: 10 + your level + your Mangrit modifier.

Reflex defense: 10 + your level + the better of your Imagination or Acumen modifiers.

Will defense: 10 + your level + your Pulchritude modifier.

Armor Class: 10 + your level + armor bonus + *Auto-Parry* (if applicable); if wearing light armor, add the better of your Imagination or Acumen modifier.

Speed: 6 (+ or - modifiers from your Armor and Class)

Initiative modifier: the better of your Acumen or Imagination modifier + your level + other modifiers.

Class and Aspect

When your character first enters the Medium, they will find themselves placed into a world that has been in anticipation of their arrival for some time. You, and by extension your session's fellow players, are the prophesied heroes of your respective Lands. The nature of your personal "quests" in that world may vary wildly according to the occasionally non-sequitor logic of Skaia's formulaic world construction, however there are certain predictable patterns at work. The components of your title are significant clues. The first section of your title, the Class, is the most simple. Whether knowingly or unknowingly, most players fairly quickly find themselves stepping into the patterns of the Knight or the Seer as predetermined by their personality and various circumstances, all somehow foreseen by the powers that sustain Skaia. The second portion of your title, the Aspect, is generally more abstract and takes more time in the game to manifest. However they represent the most supernatural and most powerful abilities at your disposal, and are also the most closely-tied to the grand destiny you must fulfill in order to free your Land from the grip of its Denizen and, eventually, take hold of the grandest treasure that Skaia has to offer.

As a first level character, the majority of your power is defined by your natural talents and abilities, represented as skills and ability scores, as well as your Class, which represents rudimentary fighting styles and techniques that become gradually more deeply ingrained the further you adventure. As you continue to adventure however, you will discover that more and more your abilities are enhanced by the ever-expanding roster of Alchemy cards that you create as well as the blatantly supernatural abilities bestowed upon you by the awakening Aspect within you.

At 10th level, a character in the Homestuck RPG has about 60% of his or her potential represented by their Aspect and God-Tier powers and/or the powerful Sylladex cards they have created.

CHARACTER ADVANCEMENT TABLE: The Echeladder

Boondollars	Level	Title Benefit	Sylladex Hand size (Alchemy Draw Chance)
0	1st	Gain traits and choose two Aggrievements from your class, gain class and aspect skill bonuses.	1
75,et 000	2nd	Brutal Affront benefit from class, bonus Sylladex card, Create your first Alchemy card	2 (6+)
150,000	3rd	Class boon	2
250,000	4th	Traits from aspect, bonus Sylladex card	3
350,000	5th	Fraymotif from class, Retraining option	3 (5+)
500,000	6th	Brutal Affront from aspect, bonus Sylladex card	4
650,000	7th	Aspect boon	4 (4+)
900,000	8th	3rd Aggrievement from either class or aspect, bonus Sylladex card	5
1,200,000	9th	Fraymotif from aspect, Retraining option	5 (3+)
1,500,000	10th	Chose an Epic Boon (God-Tier / Signature Alchemy)	5

What is up with Boondollars? Boondollars are a form of Skaian game currency that have absolutely no legitimate use, aside from paying off the occasional parking citation and screwing with your Land's economy for fun and (dubious) profit. In the Homestuck RPG they serve as a measure of your level advancement. If you should feel the need to somehow dispense with your Boondollars in some frivolous way go ahead... just use the aggregate of your personally earned Boondollars to date with regards to your character's advancement (not counting any expenditures).

100 Boondollars = 1 experience point.

Gaining Levels

Every time your character level increases, your **Level Bonus** improves. Your level bonus is a measure of your overall ability and skill level. The Level bonus effects most of the things you do. It is a part of your defense scores, attack bonuses, the damage of several attacks, your initiative and skill check modifiers.

As indicated on the Title benefit section of the Character Advancement chart, you also gain benefits from your **Class** and **Aspect** at various points as you gain levels. You begin with two Aggrievements chosen from among the options in your Class. At second level you gain the Brutal Affront benefit from your Class. At third level you gain the Boon from your class, and so forth. These title benefits are explained in detail on the Class and Aspect pages that follow.

Don't forget to increase your **Hit Points** every time you gain a level; in accordance with the Character Statistics chart two pages back.

Next is your **Sylladex Hand size**. As a first level player entering the worlds of Skaia, you can have one Sylladex card (drawn from the Common deck) readied and use its power once per encounter. At second level you gain the ability to have a second card readied at all times. It is also at this point that you will begin creating Alchemy cards to represent the more powerful weapons and items that you create using Punch Card Alchemy. Alchemy Cards compete with regular Common cards for a space in your hand. If you wish to draw an Alchemy card from your personal deck, you must determine your **Alchemy Draw chance**. Roll a d10 to determine if you are successful at navigating the twisted logic puzzle or data structure of your sylladex and gain an alchemized item for use. At level 2 the chance of succeeding on the d10 is a 6 or more. At level 5 this improves to a 5 or better, and so on. Eventually you will need only get a 3 or better on your die roll to get an Alchemy card for your hand, but your Alchemy deck will by then have grown rather large!

There is a later chapter on **Alchemy** in which the process of building your alchemized item cards is explained in more detail, but for now the important thing to remember is that you receive a certain number of Alchemy Points every time you level up, in order to represent the Grist collected from defeating Underlings. You must spend all of your Alchemy Points at once every time you gain a level, as they may not be hoarded! It may be helpful to plan out your Alchemy one level in advance so that you do not need to call a stop to the action as soon as your characters attain a new level.

One benefit listed on the Character Advancement chart is **Retraining**, which allows you to change your Aggrievement choices. Once at 5th level and then again at 9th level you have the option to change one of the choice of Aggrievements you previously made if you are not satisfied with the way an ability is working for you. You do not have to Retrain if you do not wish to. Example: *John Egbert, who is an Heir of Breath, chooses the Aspect aggrievement Descend at 8th level, to go along with his two prior choices of Lucky Strike and Dual-Grit Stance that he made at 1st level. He discovers that he is using Descend quite a bit and it has become his primary method of attack in place of the Dual-Grit Stance attack, so at level 9 he decides to retrain and remove Dual-Grit Stance in favor of STRONG Stomp to diversify his power set-up, justifying the new attack as just another differing manifestation of his Windy Thing powers.*

At level 10, you will have to make a choice of **Epic Boon**. This is the point when most players have to determine if they will ascend to the God-Tiers or instead remain regular players! How the story has gone so far will certainly go some distance to dictate this decision, but your playstyle will certainly influence the decision as well. Epic Boons are described in full in the GM section of the rules.

Class - "Heir"

Alternative titles: Scion, Noble, Heiress, Baron

You have inherited a birthright of strength and powerful will, although you may not yet realize it. Skaia might bestow this class upon you in order to make you realize the extent of your inner might, or perhaps help you come to terms with the way your strength separates you from others. While at first glance you may seem defined by a simplistic approach to problems, or perhaps a certain gullible naivety, the Heir is often a hero of surprising insights. Whether due to sheer optimism and a curious alignment of Fate on your side, or grim tenacity and self-belief, you are never content to give up in the face of adversity.

Attribute: Mangrit

Skill Bonus: *Hidden Depths* - Gain a +4 bonus to Insight checks.

Traits: *Strong Mind* - Gain a +2 bonus to Will.

Determination - Whenever you miss with an attack or fail a skill and didn't roll doubles, you gain a +1 bonus to your next attack or skill roll before the end of your next turn.

Brutal Affront (lvl 2): (*Sassa*)crusher - The attack deals 1d10 extra damage and the target is knocked prone. (*Grave Blunder – You take 1d10 damage and you fall prone*).

Aggrievements, choose two of the following, later you may choose to gain a third (lvl 8):

Lucky Strike	
Standard action – At-will	Melee- or Ranged-kind
Target: One creature	
Attack: Mgt + your level + weapon precision vs. AC	
Hit: 1[W] + Mgt modifier + your level damage.	
Miss: The target and one other enemy within 2 spaces of it each take damage equal to either your level bonus or your Mangrit modifier, whichever is higher.	

Dual-Grit Stance	
Standard action – At-will	Melee-kind
Target: One creature	
Attack: Mgt + your level + weapon precision vs. AC, two attacks.	
Hit: 1[W] + your level damage per hit.	
Effect: If both attacks miss and you didn't roll any doubles, you immediately suffer the effects of a Grave Blunder.	
Requirement: You must be in a One-handed Abstratus mode.	

STRONG Stomp	
Standard action – At-will	Close blast 3
Target: One, two, or three creatures in blast	
Attack: Mgt + your level vs. Fortitude	
Hit: Mgt modifier + your level damage, and the target is slowed until the end of its next turn.	

Wrinklefucked	
Standard action – Encounter	Melee- or Ranged-kind
Target: One creature	
Attack: Mgt + your level + weapon precision – 1 vs. AC	
Hit: 2[W] + Mgt modifier + your level damage, and the target is knocked prone.	
Effect: You gain temporary hit points equal to your level.	

Boon (lvl 3), gain the following power:

Fortune-Favored	
Free action – Encounter	Personal
Trigger: You or an ally who can communicate with you suffers a Grave Blunder or Negative Complication	
Effect: The next time in this Strife or Scrutiny that you roll doubles, you automatically confirm a Brutal Affront or Positive Complication (as if rolling a 5 or better on your confirmation die). In addition, if you have already spent your Second Wind you regain the use of it.	

Fraymotif (lvl 5), gain the following power:

Fruit Gusher Crusher	
Standard action - Encounter	Melee- or Ranged-kind
Target: One creature	
Attack: Mgt + your level + weapon precision vs. AC	
Hit: 3(W) + Mgt modifier + your level damage, and you and the target both take -1 to all defenses until the end of your next turn.	
Effect: The target grants combat advantage until the end of your next turn.	

Class - "Seer"

Alternative titles: Guru, Sage, Juror, Vassal

The gifts of the mind are yours to unlock, and you probably already know it (for better or for worse). There is no secret you cannot uncover or mystery you won't solve. A curious related benefit is that you are likely to gain the attention of powerful beings in the game, perhaps Exiled Royals or grim Horror-Terrors, who recognize your potential and seek to use you to advance their trans-timeline agenda... as well as yours. Your friends might not appreciate the fact that you always seem to be one step ahead of them in understanding the more esoteric workings of the game around you, but that's all right. They'll eventually realize that if anyone should have the pieces of the puzzle firmly in hand, it's you.

Attribute: Imagination

Skill Bonus: *Secretive* - Gain a +4 bonus to Stealth checks.

Traits: *Mental Fortress* - Gain a +2 bonus to Will.

Piercing Intellect - Whenever you succeed on a skill test relying on Imagination or Pulchritude, you gain a +1 bonus to your next skill or attack roll before the end of your next turn or similar short span of Scrutiny time. You must have gained some sort of entirely new (to you) information or insight with the initial skill roll.

Brutal Affront (lvl 2): *Stinging Snark* - The attack deals 1d8 extra damage and the target grants combat advantage to you (save ends). (*Grave Blunder* – You take 1d8 damage and grant combat advantage to the target you Blundered against until the end of the encounter.)

Aggrievements, choose two of the following, later you may choose to gain a third (lvl 8):

<i>Harsh Deduction</i>	
Standard action – At-will	Melee- or Ranged-kind
Target: One creature	
Attack: Img + your level + weapon precision vs. AC	
Hit: 1[W] + Img modifier + your level damage, and the target and each enemy adjacent to it take a -1 penalty to attack until the end of your next turn.	

<i>Vigilant Observation</i>	
Standard action – At-will	Close burst 10
Target: One creature in burst	
Effect: Until the end of your next turn, you gain a +2 bonus to defenses against attacks from the target only. If you attack the target before the end of your next turn, you gain a +1 power bonus to attack and + twice your level bonus to damage against that target only.	

<i>Sinister Irony</i>	
Standard action – Encounter	Melee- (Close blast 3) or Ranged-kind (Burst 1 in range)
Target: Each creature in burst or blast	
Attack: Img + your level + weapon precision vs. AC	
Hit: 1[W] + Img modifier + your level damage, and the target is immobilized until the end of their next turn.	

<i>Reaping Justice</i>	
Standard action – At-will	Close burst 1
Target: Every enemy you can see in burst.	
Attack: Img + your level vs. Reflex	
Hit: 1d8 + Img modifier + your level damage, and you can slide the target 1 space.	

Boon (lvl 3), gain the following power:

<i>Guidance from Beyond</i>	
Move action - Encounter	Personal
Effect: You and one ally who can communicate with you each gain a +2 power bonus to their choice of a skill roll, damage roll, or saving throw of your choice before the end of your turn. Each of you must declare the roll gaining the bonus prior to taking it.	

Fraymotif (lvl 5), gain the following power:

<i>Chilling Insight</i>	
Standard action - Encounter	Melee- or Ranged-kind
Target: One, two, or three creatures in range	
Attack: Img + your level + weapon precision vs. Reflex	
Hit: 1[W] + Img modifier + your level damage, and the target is dazed (save ends).	

Class - "Knight"

Alternative titles: Soldier, Thane, Templar, Champion

Sometimes it's tough to see it behind that armor of yours, but you really do care about your friends. Why else would you have let them drag you into this absurd game? Whether you apply your calculating mind to problems through a lens of indifferent irony or demanding anger, the fact is that you're an indispensable ally. Perhaps Skaia intends for you to learn how much help you can be for the ones who depend on you when you let the facade slip a little and show them just how much you *do* care. Even if that's complete bullshit, the fact is that without a cool dude like you around all of these other fools are completely hopeless. Just consider this an act of philanthropy, motherfuckers.

Attribute: Pulchritude

Skill Bonus: *Off the Handle* - Gain a +4 bonus to Athletics checks.

Traits: *Armor of Scorn* - Gain a +1 bonus to your Fortitude, Reflex, and Will.

Never Let Them See You Falter - You gain a +2 bonus on the roll to confirm a Brutal Affront if your original roll would have failed the skill or missed the target.

Brutal Affront (lvl 2): Aggressive Demand - The attack deals 1d10 extra damage and the target suffers a -1 penalty to attack until the end of its next turn, and a further -1 penalty if it doesn't include you as a target with any attacks it makes during that time. (*Grave Blunder* – You take 1d10 damage and suffer -1 to attack until the end of your next turn, and an additional -1 penalty if you don't attack the same target you Blundered against.)

Aggrievements, choose two of the following, later you may choose to gain a third (lvl 8):

Can't Abscond, Bro!	
Standard action – At-will	Melee-kind
Target: One creature	
Attack: Plc + your level + weapon precision vs. AC	
Hit: 1[W] + Plc modifier + your level damage.	
Effect: The target provokes an opportunity attack from you if it shifts until the start of your next turn.	

Chasing My Shadow	
Standard action – At-will	Melee-kind
Target: One creature	
Attack: Plc + your level + weapon precision vs. AC	
Hit: 1[W] + Plc modifier + your level damage, and you shift 1 space and pull the target into the space you just left.	
Effect: Before or after the attack, you may shift 1 space.	

Threshecute	
Standard action – At-will	Melee-kind
Target: One creature	
Attack: Plc + your level + weapon precision vs. AC	
Hit: 1[W] + Plc modifier + your level damage, and you deal damage equal to 2 + your level to up to two other enemies adjacent to you.	

Be "the One"	
Standard action – Encounter	Close Burst 1 (Meleekind)
Target: Each enemy you can see in burst	
Attack: Plc + your level + weapon precision vs. AC	
Hit: 1[W] + your level damage, and the target can't shift or make opportunity attacks until the end of your next turn.	

Boon (lvl 3), gain the following power:

Be the Cool Kid	
Immediate Interrupt - Encounter	Personal
Trigger: An ally you can communicate with fails a skill roll or misses with an attack, and could not or chose not to make an Affront/Complication confirmation roll.	
Effect: The ally may re-roll the skill roll or the attack, and you gain 5 + your level temporary hit points.	

Fraymotif (lvl 5), gain the following power:

Be the Knight	
Standard action - Encounter	Melee-kind
Target: One, two, or three enemies; make a total of three attacks.	
Attack: Plc + your level + weapon precision vs. Reflex	
Hit: 1(W) + your level damage per hit.	
Effect: You or an ally within 5 squares of you may use their Second Wind as a free action even if they have already used it in this Strife, and the target(s) may not make any attack that does not include you as a target until the end of their next turn.	

Class - "Witch"

Alternative titles: Druid, Cleric, Invoker, Shaman, Philosopher

You probably come from a privileged background, be it actual royalty or simply access to unusual advanced technology. As is Skaia's way, over the course of your adventure you will likely lose much of this material wealth. Your cheerful disposition will see you through, though. It is this same disposition that will make you the glue that holds your group of players together. You also might have a close relationship with a powerful entity, which is unfortunately likely to be turned against you at some point during the game.

Attribute: Imagination

Skill Bonus: *Eager Friend* - Gain a +4 bonus to Chumming checks.

Traits: *Positive Attitude* - Gain a +1 bonus to Fortitude, Reflex, and Will.

You are -EXCIT-----ED! - Whenever you succeed on an attack or a skill roll, each ally who you can communicate with gains a +1 bonus to their rolls to confirm Brutal Affronts or Positive Complications until the start of your next turn.

Brutal Affront (lvl 2): *Don't Hurt My Friends!* - The target and one other enemy of your choice within 5 spaces of it is weakened until the end of your next turn. (*Grave Blunder: you and one ally of your choice within 5 squares are both weakened until the end of your next turn.*)

Aggrievements, choose two of the following, later you may choose to gain a third (lvl 8):

Interposing Strike		Warning Shot	
Immediate Interrupt – At-Will	Melee-kind (Close burst 1) or Ranged-kind (Close burst 2)	Standard action – Encounter	Melee- or Ranged-kind
Trigger: An ally in the burst is hit by an enemy's melee attack.		Target: One creature	
Target: The enemy whose attack triggered this power.		Attack: Img + your level + weapon precision vs. Will	
Attack: Img + your level + weapon precision vs. AC		Hit: The target takes a -2 penalty to attacks until the end of your next turn.	
Hit: 1[W] + your level damage and the target's attack misses automatically, and you do not get a standard action on your next turn.		Effect: Two allies within 5 spaces, or you and one ally, gain temporary hit points equal to your level + your Img modifier.	
Special: This power may not be used if the triggering attack is a Brutal Affront.			

Gentle Culling		Armamentify	
Standard action – At-will	Melee- or Ranged-kind	Standard action - At-will	Melee- or Ranged-kind
Target: One creature		Target: One creature	
Attack: Img + your level + weapon precision vs. Reflex		Attack: Img + your level + weapon precision vs. AC	
Hit: 1[W] + your level damage, and the first time the target misses with an attack before the end of your next turn, it falls prone.		Hit: 1[W] + Img modifier + your level damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your level + 1.	

Boon (lvl 3), gain the following power:

Boon	
Immediate Interrupt - Encounter	One ally you can communicate with.
Trigger: The ally fails a skill roll or attack roll.	
Effect: The ally gains a +2 bonus to the triggering roll, and may regain hit points equal to your Imagination modifier + your level.	

Fraymotif (lvl 5), gain the following power:

Fraymotif	
Standard action - Encounter	Melee- or Ranged-kind
Target: One creature	
Attack: Img + your level + weapon precision vs. AC	
Hit: 2(W) + Img modifier + your level.	
Effect: One ally who has already spent their Second Wind regains the use of their Second Wind in this encounter. Until the end of your next turn, any ally who spends a Second Wind regains additional hit points equal to your Img modifier.	

Class - "Thief"

Alternative titles: Hunter, Rebel, Raider, Rogue, Spy

It could be easy at first to dismiss you as immature, irresponsible or just plain callous. Yours might be a checkered past of alliances and betrayals, or perhaps a frivolous lifestyle that many of your friends did not take seriously. But in the world of Skaia, all things are now equal and you have a chance to prove your worth. With skills honed by the dangers you confronted everyday, your allies will have no choice but to acknowledge just how effective you are. But be careful, if you focus too hard on showing up everyone who once dismissed you it might be easy to miss the secrets that Skaia lays across your path in plain view: that the true treasures in this game are the friends you will grow closer to.

Attribute: Acumen

Skill Bonus: *Treasure-Sense* - Gain a +4 bonus to Perception checks.

Traits: *Artful Dodge* - Gain a +1 bonus to your Reflex and +1 Speed.

All of the Skills...! - You gain a +2 bonus on the roll to confirm a Brutal Affront or Positive Complication whenever your original roll would have hit the target or succeeded.

Brutal Affront (lvl 2): *Show you my Stabs* - The target takes an additional 1d12 + your level damage. (*Grave Blunder: You take 1d12 + your level damage. Ouch.*)

Aggrievements, choose two of the following, later you may choose to gain a third (lvl 8):

That's Just Pawful!	Pounce de Leon
Standard action – At-will Melee 1	Standard action – At-will Melee- or Ranged-kind
Target: One creature	Target: One creature
Attack: Acu + your level vs. Will	Effect: Before the attack, you may shift 1 space.
Hit: 1d6 + Acu modifier + your level damage, and if the target moves on it's next turn it may not end it's movement in a space adjacent to you.	Attack: Acu + your level + weapon precision vs. AC
	Hit: 1[W] damage, and the target grants combat advantage to you until the end of your next turn.
Scorpion's Strike	Savage Aggrievance
Minor action – At-will Melee- or Ranged-kind	Standard action - Encounter Melee- or Ranged-kind
Special: You may only use this power once per turn.	Target: One or two creatures
Target: One creature	Attack: Acu + your level + weapon precision vs. AC, two attacks
Attack: Acu + your level + weapon precision vs. AC	Effect: If you have moved more then 5 spaces from your starting position before making this attack this turn, you may target Reflex rather then AC with this attack.
Hit: 1[W] damage.	Hit: 1[W] + your level damage per hit.
Miss: Your turn ends immediately, and you may not use this power again until after your next turn ends.	Miss: If both attacks miss you take a -1 penalty to all defenses until the end of your next turn.

Boon (lvl 3), gain the following power:

Manipul8
Free action – Encounter Personal, Communication
Trigger: You fail a skill roll or miss with an attack.
Effect: One ally you can communicate with may immediately make a melee basic attack or attempt a skill roll as a free action with a +1 power bonus to the attack roll or skill.

Fraymotif (lvl 5), gain the following power:

Flawless Organ Strike
Standard action – Encounter Melee- or Ranged-kind
Target: One enemy
Attack: Acu + your level + weapon precision vs. AC; roll the attack twice and choose which result to use.
Hit: 2(W) + Acu modifier + twice your level damage, and the target takes ongoing 5 damage (save ends).

Class - "Mage"

Alternative titles: Dealer, Forger, Prince, Savant

You might have adapted the code that got all of you into the worlds of Skaia, or been the only one with the technical know-how to run the game's servers. Maybe you're a high-blooded snob with more free time, privilege, and ambition then you have patience for those you consider beneath you. You are an expert at what you do, and what you do is show up every chump who dares cross your path. The class of Mage is often chosen for a player whose personal journey is intended to encompass learning humility to go with their talent. Another possibility is that you were selected for the great aptitude you show, despite suffering from insecurities or self-doubt that you are meant to shed during the course of the adventure. Regardless of the details you are a deadly adversary with an uncanny understanding of the systems that underlay the game.

Attribute: Acumen

Skill Bonus: Two Clevver by 1/2 - Gain a +4 bonus to Science checks.

Traits: *Grim Determination* - Gain a +2 bonus to your Fortitude.

The Expert - Whenever an ally you can communicate with attempts a skill roll or attacks a non-AC defense (Will, Reflex, or Fortitude), whether success or failure, you gain a +1 bonus to rolls with that same skill or that target that same defense until the next time an ally who can communicate with you would trigger this ability, at which point the bonus is changed to that new skill or target defense.

Brutal Affront (lvl 2): Devvastation - The attack deals 1d10 extra damage and the target loses it's next Move action. (*Grave Blunder: You take 1d10 damage and lose your next Move action.*)

Aggrievements, choose two of the following, later you may choose to gain a third (lvl 8):

Dodge Thii!

Standard action – Encounter	Melee- or Ranged-kind
Target: One creature	
Attack: Acu + your level + weapon precision vs. Fortitude	
Hit: 2[W] + Acu modifier + your level damage, and you slide the target 1 space and Weaken it until the end of it's next turn.	

Covering Attack

Standard action – At-will	Melee- or Ranged-kind
Target: Up to 2 spaces within weapon Range (Rangedkind) or up to 3 spaces adjacent to you (Meleekind)	
Effect: Until the start of your next turn, any creature that willingly enters the spaces targeted by this power takes automatic damage equal to 1[W] + your level. Creatures may choose to leave those spaces without consequence.	

Boon (lvl 3), gain the following power:

Success begets Confidence

Free action - Encounter	Personal
Trigger: You succeed on the roll to confirm a Brutal Affront.	
Effect: Once before the end of the Strife or Scrutiny, you may add +2 to one dice roll you have made.	

Fraymotif (lvl 5), gain the following power:

Overclocked

Standard action - Encounter	Melee-Kind (Close burst 1) or Ranged-kind (Burst 1 within range)
Target: One, two, or three creatures in burst or blast.	
Attack: Acu + your level + weapon precision vs. Reflex	
Hit: 1(W) + Acu modifier + your level damage, and the target is stunned until the end of your next turn.	

Class - "Page"

Alternative titles: Bard, Squire, Marshal, Poet, Warden

Second fiddle, the clown, the mere herald for the Other Guys. That's what some might first think when they see your title, and it may very well have been how they (or you) thought of yourself before entering the game. Skaia will sometimes bestow the class of Page as a challenge to a player who has been content with their place in the world before. This wording is deceptive however, for the test is not one of fading into the backdrop but of assuming leadership and responsibility at the center of the group. Even if your personality lends itself more to being supportive of your friends than taking the stage yourself, you may find yourself shocked by what you can do when you are thrown into the spotlight.

Attribute: Pulchritude

Skill Bonus: *Pupa's Flight* - Gain a +4 bonus to Acrobatics checks.

Traits: *Hardy Constitution* - Gain a +2 bonus to your Fortitude.

hOnK! - Whenever you or an ally you can communicate with suffer a Grave Blunder, you gain the ability to grant a +2 bonus to either you or the next ally you can communicate with who attempts a Brutal Affront confirmation roll.

Brutal Affront (lvl 2): *uH, hIT tHEM!* - The attack deals 1d6 extra damage and an ally of your choice within 10 spaces may make a basic attack as a free action. (*Grave Blunder: The target may make a basic attack as a free action.*)

Aggrievements, choose two of the following, later you may choose to gain a third (lvl 8):

Blocking Strike

Standard action – At-will Melee-kind

Target: One creature

Attack: Pul + your level + weapon precision vs. AC

Hit: 1[W] + Pul modifier + your level damage, and either you or one ally adjacent to you gains temporary hit points equal to 2 + your level.

Cavalreaper's Lance

Standard action – Encounter Melee- or Ranged-kind

Target: One creature

Effect: Before the attack, up to two allies adjacent to you or the target may shift 1 space each.

Attack: Pul + your level + weapon precision vs. Reflex

Hit: 1[W] + Pul modifier + your level damage, and the target takes a -2 penalty to defenses until the end of your next turn.

Juggler's Dance

Standard action Melee-kind (Close burst 1) or Ranged – At-will Melee-kind (Close blast 3)

Target: Each enemy you can see in burst or blast

Attack: Pul + your level + weapon precision vs. AC

Hit: 1[W] + your level damage, and the target grants combat advantage to all attackers until the start of your next turn.

Encouraging Shout

Standard action – At-will Close burst 5

Target: One ally in burst

Hit: The target ally may make a basic attack as a free action with a +1 power bonus to the attack roll. If they hit, they deal additional damage equal to your level.

Boon (lvl 3), gain the following power:

Rite of Stewardship

Minor action – Encounter Communication

Target: One ally you can communicate with.

Effect: On their next turn, the target ally may gain a second standard action in place of their move action. If they make an attack with the action and fail the roll, you lose your standard action on your next turn.

Fraymotif (lvl 5), gain the following power:

Oath of Resolve

Standard action – Encounter Melee- or Ranged-kind

Target: One creature

Attack: Pul + your level + weapon precision vs. Will

Hit: 2[W] + Pul modifier + your level damage, and you or an adjacent ally may regain hit points equal to twice your level.

Effect: Each ally who can hear you gains a +1 power bonus to attack and may shift 1 space as a minor action until the start of your next turn.

Class - "Slyph"

Alternative titles: Envoy, Maid, Scourge, Seeker, Zephyr

Whatever the specifics may be, you are a person of strength tempered by discipline and self-control. Just like anybody else, though, you're a multifaceted individual. Chances are there's something you're keeping hidden or repressed. It may be unrequited romantic feelings, regret over past actions, or simply the fact that you've been dead all along. Skaia may test you severely, but your trials and tribulations will surely mean great rewards for you in the end. You are a mighty warrior in your own right, capable of both devastating power and dizzying mobility.

Attribute: Mangrit

Skill Bonus: *Mysterious Source* - Gain a +4 bonus to Skaian Lore checks.

Traits: *Sylvan Reflexes* - Gain a +2 bonus to Reflex.

Find Another Way To Help – If an ally you can communicate with suffers a Grave Blunder, you may choose to either grant them Hit Points equal to your level + 2, or give them a bonus to their next skill roll equal to your level + 2.

Brutal Affront (lvl 2): Razor Wind - You may charge another enemy in range as a free action. Your movement during the charge does not provoke opportunity attacks. If there is no qualifying target in charge range, your attack instead deals 1d8 extra damage to the target. (*Grave Blunder: The target may make a melee basic attack against you for free*).

Aggrievements, choose two of the following, later you may choose to gain a third (lvl 8):

Scourge's Charge	
Standard action - At-Will	Melee-kind
Target: One creature	
Attack: Mgt + your level + weapon precision vs. AC	
Hit: 1(W) + Mgt modifier + twice your level damage.	
Special: You may use this power in place of the melee basic attack at the end of a charge. If you do so you have +2 speed on the charge.	

Zephyr's Rush	
Standard action - At-Will	Melee-kind
Target: One creature	
Attack: Mgt + your level + weapon precision vs. AC	
Hit: 1(W) + your level damage, and you may shift 1 space.	
Special: You may use this power in place of the melee basic attack at the end of a charge. If you do so your turn does not automatically end because of the charge.	

Dual Attack	
Standard action - At-Will	Melee-kind
Target: Two creatures	
Attack: Mgt + your level + weapon precision vs. AC; one attack per target	
Hit: 1(W) + your level damage.	
Effect: If your attacks miss both targets or you suffer a Grave Blunder, you are slowed until the end of your next turn as you recover your balance.	

Passing Cuts	
Standard action - Encounter	Melee-kind
Primary Target: One creature	
Attack: Mgt + your level + weapon precision vs. AC	
Hit: 1[W] + Mgt modifier + twice your level damage.	
Effect: You shift up to 2 spaces and make a secondary attack.	
Secondary Attack: One creature other then the primary target; Mgt + your level + weapon precision vs. AC	
Hit: 1[W] + Mgt modifier + twice your level damage.	

Boon (lvl 3), gain the following power:

Mediate	
Free action - Encounter	Personal - Communication
Effect: Until the end of your next turn, every ally you can Communicate with receives an additional +1 bonus when Flanking or receiving the help of Aid Another.	

Fraymotif (lvl 5), gain the following power:

Make Them Pay	
Standard action - Encounter	Melee-kind
Attack: Mgt + your level + weapon precision vs. AC. Roll the attack three times.	
Hit: 2[W] + Mgt modifier + your level damage. For every hit after the first, add +1[W] damage.	
Special: You may use this power in place of the melee basic attack at the end of a charge.	

Aspect - Blood

Alternative aspects: Fire, Rage, Retribution

The aspect of blood is a primal one that links you to the essential wellspring of vitality. To be chosen for this aspect implies that you are a hot-blooded character, possibly with more bluster to your name than actual rancor towards others. You can control your own life essence, and even begin to intuitively aggressively impact the blood of your enemies. The aspect of blood often results in a rather grisly sort of Land, adventures through which tend to involve the pacifying of twisted natural processes as the player 'cleanses' the land of a threat likened to a virus or cancer.

Attribute: Mangrit

Skill bonus: *Hot-headed* - +4 to Trolling.

Traits (lvl 4): *Exsanguine* - Whenever you deal damage to a bloodied target, you may re-roll a single damage die of your choosing and take the better of the two results.

Auto-Coagulation - Whenever you first gain ongoing damage from an attack or effect, you may make an immediate saving throw. If you pass the saving throw you are no longer effected by the ongoing damage, though any other effects still apply.

Brutal Affront (lvl 6): *Blood Drain* - The target of the attack gains 10 ongoing damage (save ends).
(Grave Blunder: You take 5 damage, and 10 more damage at the start of your next turn.)

Boon (lvl 7), gain the following power:

Furious Reply

Immediate Reaction - Recharge | Personal

Trigger: You are bloodied or reduced to 0 hp by an enemy's attack.

Effect: You may use one of your unexpired Aggrievements or Fraymotifs as a free action with a +1 power bonus to the attack roll. You then gain temporary hit points equal to your Mangrit modifier. If you would have been reduced to 0 hp or fewer, you instead now have 1 hit point.

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Frenzied Strike

Standard action - At-will | Melee- or Ranged-kind

Requirement: You must be bloodied.

Target: 1 creature

Attack: Mgt + your level + weapon precision vs. AC

Hit: 2(W) + Mgt modifier + your level damage.

Effect: You gain 5 temporary hit points.

Fraymotif (lvl 9), gain the following power:

Blood-boil

Standard action – Encounter | Close burst 5

Target: One bloodied creature

Attack: Mgt + your level + 1 vs. Fortitude

Hit: 3d10 + Mgt modifier + your level damage, and the target gains ongoing 10 damage (save ends)

Miss: Half damage and the target gains 5 ongoing damage (save ends).

Aspect - Breath

Alternative aspects: Wind, Freedom, Sky, Air

Your aspect is one of shattered boundaries, specifically the confines of gravity that tie land-bound beings to the earth beneath them. The wind is yours to command and shape. Your land's quests may involve freeing trapped creatures of flight from some sort of spell that binds them, changing the weather of your Land, or linking lost tribes of consorts separated by distance.

Attribute: Acumen

Skill bonus: *Great Leap* - +4 to Athletics

Traits (lvl 4): '*Lucky' Fall*' - You never take falling damage, regardless of distance. You may still end up prone on a failed Acrobatics check.

Unfettered - Whenever you are slowed or immobilized by an attack or effect, you may make an immediate saving throw. If you pass the saving throw you are no longer affected by the slow or immobilize condition, though any other effects still apply.

Brutal Affront (lvl 6): The attack deals 1d10 extra damage, and you can fly your speed as a free action. You do not trigger Opportunity Attacks for the first square you leave during this movement. (*Grave Blunder: You take 1d10 damage, are slid 2 spaces by the target, and fall prone.*)

Boon (lvl 7), gain the following power:

Spirit of Freedom

Immediate Reaction - Recharge | Personal

Trigger: You are hit by an enemy's attack.

Effect: You may immediately fly 4 squares, avoiding opportunity attacks during this movement. On your next turn you may take an additional standard action and have a Fly speed of 6.

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Descend

Standard action - At-will | Close burst 2

Requirement: You must have flown, jumped, or fallen a distance of at least 3 spaces since the end of your previous turn.

Target: 1 creature in burst

Attack: Acu + your level + 1 vs. Fortitude

Hit: 2d10 + Acu modifier + your level damage.

Effect: You may push the target and each creature adjacent to you up to 1 space, and cannot use this power again until the next time you fulfill the power's Requirement.

Fraymotif (lvl 9), gain the following power:

The Windy Thing

Standard action - Encounter | Close burst 4

Target: Each enemy or unattended object in burst

Attack: Acu + your level + 2 vs. Fortitude

Hit: 2d6 + your level damage, and you slide the target 3 spaces.

Effect: You gain a Fly speed of 6 (hover), until the end of your next turn.

Aspect - Doom

Alternative aspects: Judgment, Bane, Blight, Fate

You are a herald of destruction. Skaia's reasoning behind including a Doom player are mysterious and possibly related to circumstances far in the future of the session... maybe you are destined to endure a great sacrifice so that your allies might live, or it is your fate to strike the final blow on the ultimate adversary. On the other hand perhaps you are meant to shed your fatalistic character traits and take self-deterministic control of your destiny. What is certain is your power, and it is momentous indeed. Your land is likely a grim place with bizarre inhabitants, and your final quest is statistically quite likely to end with its nearly complete destruction.

Attribute: Acumen

Skill bonus: *End Prophet* - +4 to Trolling.

Traits (lvl 4): *Certainty of Fate* – Whenever you are bloodied, you gain Resist 3 to all damage.

The resistance granted by this Trait stacks with any other Resistances you may have.

Aura of Apathy - Any enemy adjacent to you takes a -1 penalty to attack rolls.

Brutal Affront (lvl 6): *Crippling Paranoia* - The attack deals 1d10 additional damage and the target of the attack may not make opportunity attacks against it's enemies, but is forced to take every Opportunity Attack triggered by it's own allies (save ends). (*Grave Blunder: You take 1d10 damage and may not make opportunity attacks against your enemies, only against your allies (save ends).*)

Boon (lvl 7), gain the following power:

Shroud of Doom

Immediate Interrupt - Recharge | Personal

Trigger: You are bloodied or reduced to 0 hp by an enemy's attack.

Effect: You gain a +3 bonus to defenses against the triggering attack. If the attack would now miss, the target grants combat advantage to you and you may take an additional standard action on your next turn.

Aggriement, you must choose between either this power or another from your class (lvl 8):

Sundered Hopes

Standard action - At-will | Ranged 10

Target: 1 creature

Attack: Acu + your level vs. Will

Hit: Until the end of your next turn, the target takes a -3 penalty divided up between your choice of attack, defenses, and saving throws. You must distribute the penalty between at least two of those choices (ie. Examples include -2 to attack and -1 to defenses, or -1 to Attacks, Defenses, and saving throws... but not -3 to saving throws).

Fraymotif (lvl 9), gain the following power:

Twisted Fate

Standard action - Encounter | Ranged 5

Target: One creature

Attack: Acu + your level + 1 vs. Will

Hit: 2d10 + your Acu modifier + your level damage. Whenever the target makes an attack roll, you may roll 2d10 and choose to replace its roll with yours (save ends). In addition, choose an ally within 5 spaces of you. The next time that ally attacks the target before the end of your next turn; you roll 2d10 and can replace the ally's roll with yours.

Miss: The target takes a -2 penalty to it's next attack roll.

Aspect - Heart

Alternative aspects: Courage, Pluck, Spirit

Blah blah fluffy fluff fluff.

Attribute: Pulchritude

Skill bonus: *Heart of Gold* - +4 to Chumming.

Traits (lvl 4): *Shipping Wall* – Allies gain a +3 damage bonus to attacks made while they are flanking with you.

Defiance – After a successful attack roll, you gain +1 to all defenses against the enemy you hit.

Brutal Affront (lvl 6): *By Our Powers Combined* – You and an ally within 5 spaces of you gain temporary HP equal to your level. (*Grave Blunder: You take -2 to all defenses until the end of your next turn*)

Boon (lvl 7), gain the following power:

Into the Fray

Immediate Interrupt - Recharge | Personal

Trigger: You are bloodied or reduced to 0 hp by an enemy's attack.

Effect: You gain an additional Standard action this turn, and until the end of your next turn allies within 5 squares of you gain +2 to all defenses.

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Intercepting Leap

Immediate Interrupt - At-will

Trigger: An enemy attacks an ally within your movement speed

Target: The triggering enemy

Effect: Move adjacent to the target. The triggering attack is now aimed at you. You gain +2 to all defenses against this attack, and a +1 bonus to attack the target until the end of your next turn. You do not get a move action on your next turn.

Special: If you move adjacent to an enemy attacking with a ranged power using this power, you may not make an OA against the target making a ranged attack while in your threatened area.

Fraymotif (lvl 9), gain the following power:

Salvation

Immediate Reaction - Encounter | Close Burst 5

Trigger: An ally within the burst is hit by a melee attack

Target: All allies in burst.

Effect: Each target receives temporary hit points equal to your 5+ your level and Resist 5 to all damage. These effects end and any remaining temporary hit points fade at the end of your next turn.

Aspect - Hope

Alternative aspects: Change, Nobility, Love

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Attribute: Pulchritude

Skill bonus: Clarity of Hope - +4 to Perception.

Traits (lvl 4): Dream of Defiance - Whenever you or an ally within 5 spaces fails a saving throw, the target gets a +2 bonus to saving throws until the end of their next turn.

Raising Spirits - Whenever you or an ally within 5 spaces reduces a non-Minion enemy to 0 HP, they gain temporary HP equal to your Pulchritude modifier + 1.

Brutal Affront (lvl 6): Momentum Shift - The target gains Vulnerable 5 to all attacks until the end of your next turn. (Grave Blunder: You gain Vulnerable 5 until the end of your next turn.)

Boon (lvl 7), gain the following power:

Demand Greatness

Minor action - Recharge	Personal
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Effect: You gain an additional Standard action this turn, and one ally of your choice within 10 spaces may make a Basic Aggrievement as a free action.

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Noble Strike

Standard action - At-will	Melee- or Ranged-kind
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Requirement: You or an ally adjacent to you must be bloodied or dying.

Target: 1 creature

Attack: Pul + your level + your weapon precision vs. Will

Hit: 1[W] + Pul modifier + your level damage, and until the end of your next turn each ally who attacks the target has a +2 power bonus to the attack roll.

Fraymotif (lvl 9), gain the following power:

Never Back Down

Immediate Reaction - Encounter	Close burst 5
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Trigger: You or an ally is reduced to 0 HP by an enemy in the burst

Target: The triggering enemy in burst

Attack: Pul + your level + 1 vs. Will

Hit: 2d10 + your Pul modifier + your level damage, and the target is weakened (save ends).

Effect: You or the ally that triggered this power regains 5 hit points.

Aspect - Life

Alternative aspects: Heart, Pulse, Health

????

Attribute: Pulchritude

Skill bonus: *Life's Advocate* - +4 to Chumming.

Traits (lvl 4): *Pacifying Aura* – Whenever an enemy is adjacent to you, its damage rolls are reduced by an amount equal to your Pulchritude modifier + 2.

Life's Vigilance - For as long as you are not bloodied, you do not grant Combat Advantage.

Brutal Affront (lvl 6): *Vital Surge* – One ally within 10 spaces of you regains hit points equal to twice your level. (*Grave Blunder:* You lose hit points equal to your level, and one ally within 5 spaces gains temporary hit points equal to your level.)

Boon (lvl 7), gain the following power:

Gift of Rejuvenation

Minor Action - Recharge | Personal

Effect: You gain an additional standard action on this turn and 10 temporary hit points. One ally within 10 spaces of you gains Regeneration 5 (save ends).

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Life Transfer

Standard action - At-will | Ranged 5

Target: 1 creature

Attack: Pul + your level + 1 vs. Fortitude

Hit: The target takes damage equal to your Pulchritude modifier, and you or one ally within 5 spaces of you gains temporary hit points equal to 2 + your level.

Fraymotif (lvl 9), gain the following power:

Beacon of Life

Standard action - Encounter | Ranged 10

Target: One unoccupied space

Effect: You create a Beacon of Life in the target space. The Beacon has 10 hit points and defenses identical to yours. Any ally within 2 spaces of the Beacon has Cover and cannot grant Combat Advantage, while any enemies within 2 spaces of the Beacon are weakened. So long as the Beacon remains, you gain the following action.

Minor action – At-will (Once per round only) | Close burst 1 (from the Beacon)

Effect: One ally in the burst regains 5 hit points.

Aspect - Light

Alternative aspects: Radiance, Luck, Fortune

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Attribute: Imagination

Skill bonus: *Bend Light* - +4 to Stealth.

Traits (lvl 4): *Shroud of Light* – You may spend a Move action on your turn to gain Concealment until the start of your next turn instead of moving.

Vision X-fold – You can never be blinded or have a penalty to attack rolls worse than -2.

Brutal Affront (lvl 6): *Overwhelming Light* - The target takes 1d6 extra damage and is blinded until the end of its next turn. (*Grave Blunder: Every target you attack has total concealment from you until the end of your next turn. This penalty bypasses the normal immunities of Vision X-fold.*)

Boon (lvl 7), gain the following power:

Steal Luck

Free action - Recharge	Personal
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Trigger: An enemy within 10 spaces of you rolls Doubles on an attack or skill roll.

Effect: The target takes a -3 penalty to their Brutal Affront roll (if the monster has one). If the monster does not have a Brutal Affront, it instead takes damage equal to your level + your Imagination score. You gain a +3 bonus to your Brutal Affront confirmation until the end of the encounter.

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Retributive Light

Standard Action - At-will	Close burst 10
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Target: One creature in burst.

Requirement: The target must have included you in an attack since the end of your last turn.

Attack: Imagination + your level + 2 vs. Fortitude

Hit: 2d8 + Img modifier + your level damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Fraymotif (lvl 9), gain the following power:

Retina Burn

Standard action - Encounter	Close burst 4
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Target: Each enemy in burst

Attack: Img + your level + 1 vs. Fortitude

Hit: 1d10 + your Img modifier + your level damage, and the target cannot see you (save ends).

Miss: You have concealment from the target until the end of your next turn.

Aspect - Mind

Alternative aspects: Thought, Synapse, Emotion

The choices people make really do matter... and in a system as steeped in paradox consequences and unusual temporal reach-around as Skaia, it can be easy to forget that simple fact. As the player in your session gifted with the powers of the mind it's your job to remind everyone what the powers of their choices can mean. Your enemies are as puppets to your machinations, while allies will come to depend on you to guide them along the path of making the decisions most true to themselves. It is up to you to prove just how much can be changed by one person with the clarity of mind to see past deception and confusion.

Attribute: Imagination

Skill bonus: *Sharp Intuition* - +4 to Insight.

Traits (lvl 4): *Mental Superiority* – You cannot be marked or forced to attack a target against your will. If a power would place a mark on you or dominate you, ignore those effects.

Labyrinthine Mind – You gain a +1 bonus to Will. You also have Resist 5 to any attacks that target your Will defense. The resistance granted by this Aspect Trait stacks with any other resistances that you might have.

Brutal Affront (lvl 6): *Confounding Strike* - The target is stunned until the end of its next turn. (*Grave Blunder: You are stunned until the end of your next turn*)

Boon (lvl 7), gain the following power:

Clarity of Thought

Free action - Recharge | Personal

Effect: You gain another Standard action in this turn and may immediately end any Stunned or Dazed conditions that are affecting yourself and up to one ally within 10 spaces of you.

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Push their Buttons

Standard Action - At-will | Ranged 10

Target: One creature.

Attack: Imagination + your level vs. Will

Hit: The target takes one of the following effects:

- The creature uses a free action to make a Basic Aggrievement against a target of your choice with a +1 bonus to the attack roll.
- You slide the target up to 3 spaces.

Fraymotif (lvl 9), gain the following power:

Contagious Madness

Standard action - Encounter | Ranged 5

Primary Target: One creature

Attack: Img + your level + 2 vs. Will

Hit: The target takes ongoing 15 damage and is dazed and slowed (save ends).

First Aftereffect: One other enemy within 5 squares of the target takes 5 ongoing damage and is dazed (save ends).

Second Aftereffect: One creature within 5 spaces other than the primary target takes 1d10 + Img modifier + your level damage.

Aspect - Rage

Alternative aspects: Wrath, Frenzy, Rampage

Fluff Blah

Attribute: Mangrit

Skill bonus: Sharp Intuition - +4 to Acrobatics.

Traits (lvl 4): **Payback** – After being attacked by an enemy, you gain a +2 bonus to damage on all attacks against that enemy until the end of your next turn.

Rage-fueled Reflexes – You may make an opportunity attack using Mangrit with a -2 penalty to the attack roll when an enemy willingly enters a square threatened by you without shifting. On a hit you deal 1[W] damage + Mgt modifier.

Brutal Affront (lvl 6): Subjuggling – The attack deals an additional 1d12 damage and you add 1d12 + your level damage to the next successful attack that you make before the end of your next turn. (*Grave Blunder: You take 1d12 damage, and take your level additional damage on the next successful attack against you*)

Boon (lvl 7), gain the following power:

Sudden Aggression

Immediate Reaction - Recharge | Personal

Trigger: You are hit by an attack

Effect: You may shift up to your speed and then take a Standard action.

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Building Anger

Standard Action - At-will | Personal

Effect: Until the start of your next turn, you gain Resistance to all damage equal to half of your level (round down). For as long as you have this resistance, record the total amount of damage dealt to you by any attacks (before your Resistance would be applied). During your next turn, you gain a bonus to damage with the first successful attack that you make equal to that number.

Fraymotif (lvl 9), gain the following power:

KNEEL motherfucker Do:

Standard action - Encounter | Melee- or Ranged-kind

Target: One creature

Attack: Mgt + your level + Weapon Precision vs. AC

Hit: 2[W] + Mgt modifier + your level damage, and the target is knocked prone and dazed (save ends).

Aspect - Space

Alternative aspects: Distance, Portals, Travel

Position, dimension, and span are your specialties. As you progress in mastery of your aspect you will begin to regard distances in a more fluid manner than your allies, until many common problems seem almost hilariously quaint by your standards. Your land likely includes the designation of "Frogs," and one of your goals is to breed the Genesis Frog through convoluted ectobiology shenanigans. You may also possess a Forge which must be stoked into life at some point during your session.

Attribute: Imagination

Skill bonus: *Spatial Reasoning* - +4 to Mysteries

Traits (lvl 4): *Translocation* - When you shift as a Move action during your turn, you may end your movement in another creature's space. If you do so with a Medium or smaller being, they are immediately teleported into the space you just left. With a Large or larger creature, slide it one square in a direction of your choosing, so long as it provides an empty space for you to occupy.

Existential Stability - Whenever you are hit by a power that would slide or teleport you against your will, you may choose to make a saving throw. If the saving throw succeeds you are not effected by the slide or teleport.

Brutal Affront (lvl 6): The attack deals 1d10 extra damage, and you can teleport the target 5 spaces into an unoccupied space (you may not teleport them into a hazard or over an empty space). (*Grave Blunder: You take 1d10 damage, and your target teleports you 5 spaces with the same restrictions.*)

Boon (lvl 7), gain the following power:

Twist the Fabric

Minor action - Recharge Personal

Effect: You may teleport up to 6 spaces and gain another Standard action in this turn. Until the end of your next turn you may teleport 1 space as a Free action whenever an enemy enters a space adjacent to you.

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Thinking with Portals

Move action - At-Will Ranged 10

Target: Two unoccupied spaces in burst

Target: One enemy adjacent to one of the selected squares.

Attack: Img + your level +1 vs. Will

Hit: The target is pushed 1 space away from the origin square.

Effect: Until the end of your next turn, you and your allies may choose to treat the two spaces as adjacent for the purposes of movement, line of sight, and line of effect.

Fraymotif (lvl 9), gain the following power:

Singularity

Standard action - Encounter Ranged Burst 3 within 10 spaces

Effect: Each creature in the burst is either pushed or pulled (your choice per individual creature) 2 spaces relative to the origin square.

Target: Each creature within or adjacent to the origin square after the forced movement.

Attack: Img + your level vs. Fortitude

Hit: 2d8 + Img modifier + your level damage, and the target falls prone and cannot stand (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

Aspect - Time

Alternative aspects: Clocks, Gears, Duplication, Moments

At some point early in your adventure, you discover or are granted by your consorts some form of time-travel artifact, often musically themed. Skaia has designated you for the task of custodian of your session's timeline, and it is your job to preserve the alpha timeline and patch up any number of problems that may arise over the course of your game's session. The aspect of Time can be a taxing one, and you will have many difficult decisions to make... do you use a brute force approach, employing legions of 'expendable' clones from doomed paradox timelines, or do you more carefully conserve temporal integrity, attempting to handle all of your problems personally with a single convoluted primary timeline?

Attribute: Acumen

Skill bonus: *Seen it All* - +4 to Skaian Lore.

Traits (lvl 4): *Rewind* - Once per encounter when you make an attack or skill roll and fail, you may choose to use this class ability. If you do so, you cancel all actions you have taken this turn, returning to your starting space if you moved and regaining the use of any powers and actions you have expended. You may start your turn over from the beginning exactly as if nothing you did in the intervening time had ever happened.

Disc Skip - When you shift on your turn as a Move action, you may shift one extra space.

Brutal Affront (lvl 6): Paradox Strike - The attack deals 1d6 extra damage and you may create a *Time Clone* in an unoccupied space within 5 spaces of you as a free action, even if you do not have the Time Clone power. The *Time Clone* acts immediately after your current turn is over. (*Grave Blunder: You take 1d8 damage and are removed from play and unable to take any actions until the end of your next turn. If your space is occupied when you return, you are slid to the nearest unoccupied space of the GM's choice.*)

Boon (lvl 7), gain the following power:

A Helping Hand

Immediate Reaction - Recharge | Personal

Trigger: You would be bloodied or reduced to 0 hp by an enemy's attack.

Effect: You take half damage from the triggering attack and may create a *Time Clone* in an unoccupied space within 5 spaces of you as a free action (even if you do not have the Time Clone power). This *Time Clone* acts immediately after the triggering enemies' turn, and then disappears at the end of your next turn.

Aggrievement, you must choose between either this power or another from your class (lvl 8):

Time Clone

Standard action - At-will | Close burst 5

Target: 1 unoccupied space in burst

Effect: You create a *Time Clone* of yourself in the target space. The *Time Clone* acts in the initiative order directly after you and can take all the actions that you can take, except that it can't use Time aspect powers or Sylladex powers. Its statistics are the same as yours, except that it has only 1 hit point. Your *Time Clone* disappears when it drops to 0 hit points or at the start of your next turn.

Fraymotif (lvl 9), gain the following power:

Me's a Crowd

Standard action - Encounter | Close burst 3

Target: Each enemy in burst

Attack: Acu + your level + 3 vs. AC

Hit: 2d8 + Acu modifier + your level damage.

Effect: The power creates a zone in a close burst 3 that moves with you. The zone grants cover to you and your allies, and any enemy that willingly leaves a space within the zone triggers a Basic Aggrievements from you as an Opportunity Action, even if you normally would not have Reach or Range to the target's space. The zone lasts until the end of your next turn.

Aspect - Void

Alternative aspects: Abyss, Null, Entropy, Silence

Your journey includes lessons in Stoicism and the strength of emptiness... by distancing yourself from pain and desire you are meant to achieve the pinnacle of your personal quest. The Land of the Void player frequently uses the theme of *lack* in some way, oftentimes being nearly empty of tonal pitch, muted in colors, or some other abstract sensory theme. Alternatively your land may be a raucous display of emotion and perception, and your possession of the aspect of Void is defined in opposition to the excessive elements of the Land. At the height of your power, you will be able to command the emptiness within yourself to consume material around you. Due to the self-reflective nature of this aspect, it is also fairly common for the player to be highly proficient in technical abilities as well.

Attribute: Mangrit

Skill bonus: *Analytical Mind-* +4 to Science.

Traits (lvl 4): *This Presents No Challenge to You* – You have resistance 10 to any environmental damage, such as that incurred from inclement weather, natural hazards, extremes of temperature, poisonous environments, and falling.

Endurance through Emptiness – You gain a +2 bonus to all saving throws.

Brutal Affront (lvl 6): *Chaos Strike* - The attack deals 1d8 + your level additional damage to the target, and the target takes a further 1d8 + your level extra damage at the start of its next turn. (*Grave Blunder: You take 1d8 damage, and an additional 1d6 + your level damage at the start of your next turn.*)

Boon (lvl 7), gain the following power:

Master of Void

Minor action - Recharge	Personal
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Effect: You gain an extra Standard action in this turn, and may choose to either flush a Void card from your Sylladex hand *or* gain Resistance 5 to all damage until the start of your next turn.

Aggriement, you must choose between either this power or another from your class (lvl 8):

Encroaching Entropy

Immediate Reaction - At-will	Close burst 2
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Trigger: A creature in the burst hits you with an attack and deals damage.

Target: The triggering enemy.

Attack: Mangrit + your level vs. Fortitude

Hit: The target gains ongoing damage equal to your level and takes a -1 penalty to all defenses (save ends).

Effect: You lose your Standard action on your next turn.

Fraymotif (lvl 9), gain the following power:

Sphere of Dissolution

Standard action - Encounter	Close burst 2
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Target: Each creature and object in burst

Attack: Mgt + your level vs. Reflex

Hit: 3d8 + Mgt modifier + your level damage. The attack deals 1d10 extra damage to unattended objects.

Effect: The power's area creates a zone of difficult terrain for any creature besides you. This zone lasts until the end of the encounter.

Templates

There are two different categories of templates. First are Exclusive templates, which represent major archetypes or racial features. Any player may only ever have one Exclusive template at a time, for they represent major modifications to the balance of defenses and statistics that make up your character sheet. For example, nearly every troll has the Troll template, unless they are actually more of a Robot or a Ghost, in which case the latter template will take precedent. It can be quite common for a ‘session’ of SBURB to consist of players who share a single Exclusive template... an all Troll group of players, or all Human or all Bestial. Exceptions will be major ones, like the one robot player out of a group who uses the Construct template rather than the Exclusive template employed by the rest of the cast.

The second category of templates that exists consists of Common templates, although some of these are anything but ‘common’. They represent less major alterations in power that can be utilized in conjunction with an Exclusive template, or even combined with other Common templates to form some sort of weird pastiche like a telekinetic flying zombie. As a general rule of thumb, if you are applying more than two common templates on top of your Exclusive template, then you might well be trying a little bit too hard with your character concept. If you have more than three Common templates **and** an Exclusive template that differs from the rest of your group, then you probably have a serious case of special snowflake syndrome on your hands. However it is ultimately up to the GM to set limits on the usage of templates within your game. If your setting is one wherein it is *normal* to have cybernetic ghost people with bonus metal appendages, well... Who am I to try to stop you?

Exclusive templates

Human

- Your statistics are the baseline for the Homestuck RPG and this template grants no particular major changes to your abilities.
- Choose one skill of your choice at character creation. You gain a +1 bonus to that skill.

Troll

- Your tough skin grants you Resistance 1 to all damage. At 4th level this improves to Resist 2, and at 8th level to Resist 3.
- Whenever you are below 0 hit points but still not dead, you do not fall unconscious until you have failed your first saving throw. While in this state you may only take up to one action on your turn, may not make immediate actions, and grant combat advantage to all attackers (in every way as if you were Dazed). If you receive healing while in this state you recover hit points from 0 as normal for a Dying character.
- Strife is a way of life on Alternia. You gain a +2 bonus to Initiative rolls.
- While your interior structure is tougher than the weak calcium-based bones of some other species, your rigidly chitinous internal biology makes it less easy to bounce back from severe wounds. When you use a Second Wind, the hit points you regain are only 1/2 of your Bloodied value + your level.
- If you have any skill bonuses to Chumming at the end of character creation, you may choose to exchange the skill bonus for equivalent bonuses to Trolling instead.



Bestial

- Depending on your exact genetic makeup, you have sharpened animalistic instincts or increased physical talents above the human norm. You may choose to apply a +2 to your choice of Acrobatics, Athletics, or Perception. You take a -2 penalty to Science.
- You gain a +1 bonus to Reflex, but a -1 penalty to Will. Your speed increases by +1.

-Unfortunately, the esoteric 'science' behind Skaia's alchemy-based item creation system just comes across as completely befuddling to you. At each level, you gain half of a point fewer Alchemization points then you normally would. Therefore you'll have only .5 of an alchemy point at 2nd level, 1.5 at 3rd level, etc.

-If you wish you may exchange one of your Class's starting Aggrievements for Natural Weapons.

Natural Weapons	
Standard action - At-will	Melee 1
Target: One creature	
Attack: Mgt or Acu + your level vs. Reflex. Make the attack two times.	
Hit (one attack): 1d6 + twice your level damage.	
Hit (both attacks): 2d6 + twice your level damage.	
Effect: If you hit with both attacks and you used Mangrit as the ability score for this attack, then you may push the target 1 space and slow it until the end of your next turn. If you used Acumen as the ability score for this attack, then you instead give the target a -1 penalty to attack rolls until the end of its next turn.	

Construct / Robot

- You no longer need to eat, drink, or breathe. You also gain a +1 bonus to Fortitude.
- Depending on your form and design purpose, you may be either coldly intimidating, easily capable of strenuous physical labor, or have advanced built-in cogitator arrays. You may choose to apply a +2 bonus to your choice of Trolling, Athletics, or Science. You take a -2 penalty to Chumming.
- You gain Resistance 2 to all damage. At 4th level this changes to Resist 3, at 6th level to Resist 4, and at 9th level to Resist 5.
- You can never gain the benefits of a Second Wind or any other forms of Hit Point restoration in battle, although you may still benefit from temporary hit points and may auto-repair yourself to full HP at the end of hostilities just as other characters do. While dying, you may always choose to take the better of your rolled death saving throw or an automatic '5' on the d10 roll.
- If you 'die' and your remains can be recovered, a competent ally may restore you to life (assuming they possess the proper tools and resources) with a hard Science check (or a series of lesser checks and more time spent at the task).

-If you wish you may exchange one of your Class's starting Aggrievements for Vice Grip.

Vice Grip	
Standard action - At-will	Melee 1
Target: One creature	
Attack: Mgt or Acu + your level vs. Reflex	
Hit: 1d10 + twice your level damage, and the target is immobilized and grants combat advantage until the end of your next turn. If you leave a space adjacent to the target the effect immediately ends.	

Cyborg

- Your advanced computerized mind allows you to process some specific type of data input more quickly than others, but you are a bit too detached to easily analyze emotions. You may choose to apply a +2 to your choice of Perception, Science, or Mysteries. You take a -2 penalty to Insight.
- Because of your integrated body/machine nature and ability to disassociate mental tasks from one another, you do not automatically grant combat advantage while dazed, and your multiple active subroutines allow you to take one Move or Minor action on your turn while you are stunned.
- When damaged your body requires special care to recover, and the complex nature of your internals makes it harder for you to simply "dig deep" and fight through blood loss and organ trauma like more organic beings. You must spend a Standard action, rather than a Minor action, to take your Second Wind.

Incorporeal

- You gain 1/2 your normal hit points at first level, and 1/2 of the hit points you normally would every time you level up (round down fractions).

- Your carrying weight is only 1/5 of what is normal for your Mangrit score.
- You have the Insubstantial property.
- You take no penalties for squeezing into tight spaces that can contain at least a Tiny creature.
- Your base speed is unchanged, but you may also hover above the ground as you move.
- If you wish you may exchange one of your Class's starting Aggrievements for Phasing Strike.

Phasing Strike

Standard action - At-will	Melee- or Ranged-kind
Effect: Both before and after the attack, you may move 2 spaces. You may ignore any barriers or enemies in your path as if you had Phasing during this movement, but you provoke Opportunity Actions as normal.	
Target: One creature	
Attack: Mangrit/Acumen/Pulchritude/Imagination + your level + weapon precision vs. AC	
Hit: 1(W) + your level damage.	
Special: The ability score used for attack and damage is determined by the Kind Abstratus in use.	

Insectoid/Carapace

- You gain a +1 bonus to AC and +1 Fortitude and Will.
- You have 4 fewer hit points than normal at first level. At 4th level this changes to 8 fewer hit points, and to 12 fewer hit points at level 9.

Plant

- Your base speed decreases by -1, and you take a -2 penalty to Initiative rolls.
- Whenever you are pushed or pulled, you may reduce the distance of the effect by 1. This means that you can choose to completely ignore any push or pull effects of only 1 space.
- Whenever an attack would knock you prone, you may make an immediate saving throw. If the saving throw succeeds you may remain standing.

Common Templates

Flyer

- While on the ground you are just a little bit awkward, as your wings throw off your center of gravity a touch. You have -1 AC and Reflex unless you are flying.
- You gain a Fly speed of 8. If you have moved less than 4 spaces from your starting square, you may hover between turns for one round. You must always land at the end of a turn that you began while in flight, and cannot spend another turn hovering until you have spent one full combat round on the ground. If you begin a turn in the air and do not have enough movement to reach a flat surface, you fall at the end of your turn.
- Whenever you move with your fly speed or begin a turn in flight, you take a -2 penalty to attack rolls until the end of your turn.
- If you wear heavy armor, your Fly speed decreases to 6.

Lucid Dreamself

- Once per encounter, you may re-roll a failed Mystery or Skaian Lore check. If you do so and still fail, you fall asleep immediately and may no longer act in the encounter for 1d8 minutes.
- Your dreamself is awake, which may entail many other story effects.

Empathic Connection

- Whenever an ally who also has this template takes damage equal to your level + 5 or more, you take damage equal to your level that cannot be reduced by any means.

- Whenever an ally who also has this template receives healing or temporary hit points, you regain health or temporary hit points equal to your level (divided by) 2, rounded up.
- Whenever an ally who also has this template scores a Brutal Affront, you gain a +1 racial bonus to skill and attack rolls until the end of your next turn.
- Whenever an ally who also has this template rolls a Grave Blunder, you gain a -1 racial penalty to skill and attack rolls until the end of your next turn.

Extra Appendages

- For whatever reason you have more useful arms than most sorts of people. Once on your turn, you may switch between weapons or retrieve an item as a free action. You may still only change your weapons once per turn.
- Your multitude of appendages offer you additional combat options, but when hemmed in during close combat it can be difficult to properly defend your whole body from glancing attacks as your many extended limbs make for easy targets. When enemies gain combat advantage from flanking you, they receive an additional +1 bonus to attacks.
- If you wish you may exchange one of your Class's starting Aggrievements with Flailing Limbs.

Flailing Limbs

Minor action - Encounter Melee 1

Target: One, two, or three creatures

Attack: Mangrit or Acumen + your level + 3 vs. AC

Hit: 1d8 + your level damage. You gain a bonus to the damage roll equal to the number of targets.

Physically Challenged

- Your base speed is reduced to 4 and may not be improved or modified by any other template or class trait *OR* you may only ever wield one-handed Strife Specibi and cannot hold anything in your off-hand (you may never wield Randomkind or gain an *Auto-Parry* defense bonus).
- You may distribute +1 bonus to any two skills of your choice besides Athletics and Acrobatics. You take a -2 penalty to both Athletics and Acrobatics.

Savant

- Alchemy comes easily to you, and you can come up with item combinations that others might not have considered. At each level, you gain one half of a point more Alchemization points than you normally would. Therefore you'll have 1.5 alchemy points at 2nd level, 2.5 at 3rd level, etc.
- Gain a +1 bonus to your choice of Perception, Science, or Chumming.
- An open mind can be a dangerous thing. You take a -1 penalty to Will. Whenever you are dazed, you take a -2 penalty to attack and skill rolls for as long as the effect lasts.

Telekinetic

- Because of your heightened mental sensitivity, you take a -1 penalty to Will. You also have Vulnerability equal to your level to attacks that target Will, which overrides any Resistances you may have.
- You can manipulate unattended objects from up to 5 spaces away from you as if you were holding them in your hand. For example, you can open a door as a minor action or push a boulder as a standard action. You take a -2 penalty to the attack rolls of attacks you make using this trait.
- You can shield yourself with a flickering field of mental energy, or perhaps a cloud of hovering detritus that blocks attacks. When you use your Second Wind, you gain an additional +1 bonus to your AC and Reflex defenses in addition to the normal defense bonuses.
- If you wish you may exchange one of your Class's starting Aggrievements with TK Crush. If your character has chosen to completely ignore a standard Strife Deck in favor of telekinetic attacks solely, you could represent this through a representative Kind Abstratus such as Heavy Rangedkind or something similar. Otherwise you may use this power alongside any other Abstratus of your choice to represent more of a 'dabbling' in mental powers.

TK Crush

Standard action - At-will Ranged 5

Target: One creature

Attack: Imagination or Acumen + your level vs. Reflex

Hit: 2d8 + twice your level damage, and you may push the target up to 3 spaces.

Telepathic

- Because of your heightened mental sensitivity, you take a -1 penalty to Will. You also have Vulnerability equal to your level to attacks that target Will, which overrides any Resistances you may have.

- You gain a +1 bonus to Insight and your choice of either Chumming or Trolling.
- While you are conscious, you can mentally communicate with each ally within 10 spaces of you.
- If you wish you may exchange one of your Class's starting Aggrievements with Psyche Lance. If your character has chosen to completely ignore a standard Strife Deck in favor of telepathic attacks solely, you could represent this through a representative Kind Abstratus such as Light Rangedkind or something similar. Otherwise you may use this power alongside any other Abstratus of your choice to represent more of a 'dabbling' in mental powers.

Psyche Lance

Standard action - At-will Ranged 10

Target: One creature

Attack: Imagination or Pulchritude + your level vs. Will

Hit: 2d6 + your level damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Undead

- You are slow to react to danger. Take a -2 penalty to all Initiative rolls and a -1 penalty to Reflex.
- At the start of any turn in which you are conscious, you may regain lost hit points equal to your level.
- Mmmmm... Brains. You may replace one of your starting Aggrievements with Life Drain:

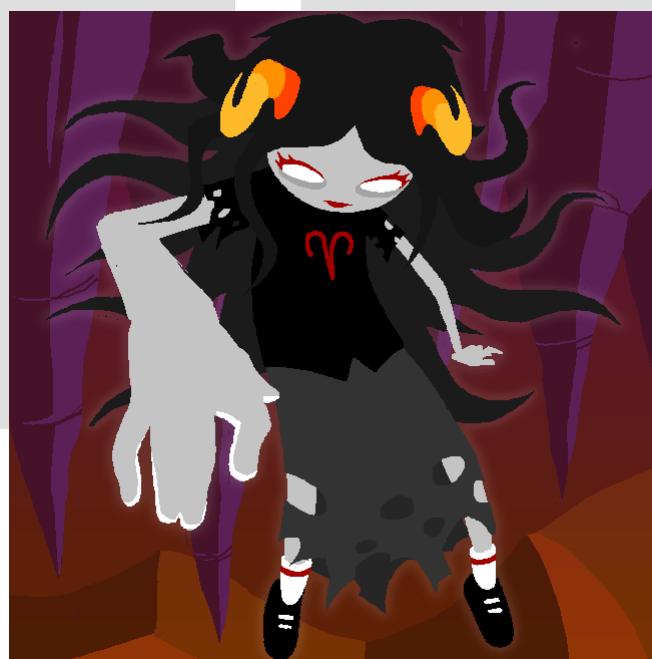
Life Drain

Standard action - At-will Melee 1

Target: One creature

Attack: Mangrit or Acumen + your level vs. Reflex

Hit: 1d12 + Mgt or Acu modifier + your level damage, and you gain temporary hit points equal to 4 + your level.



Server Player Combat

As a server player operating to help your client player, most of the time your tasks will involve the construction of ever-higher building construction on your client's house, an activity that will most often be a somewhat leisurely secondary task attended to whenever you have a spare moment near a computer. However when push comes to shove there is nothing stopping you from using the tools of SBURB's reality interaction software as an offensive weapon to help your Client player survive!

If you are a Server Player for a Client who has just entered the Medium or is in the vicinity of their house, you can help them fight enemies as well. Rather than actually fighting alongside the player as your normal character, you temporarily don the guise of the "Server Cursor" in order to help out. Don't forget any Communication abilities or Traits you might have, which can also help from a long distance!

Cursor's statistics

Hit Points If a single attack deals damage to the Cursor equal to $6 + \text{your level}$, the Cursor suffers a server time-out connection failure and temporarily disappears. You must spend a Standard action to resummon the Cursor, and it always appears in a square of your choice within 5 spaces of your Client player.

Defenses The Cursor has an Armor Class of $15 + \text{your level}$, and Fortitude, Reflex, and Will of $12 + \text{your level}$.

Size The Cursor occupies its space just as a Medium-sized creature does. It can flank with your allies.

Movement The Cursor has a movement speed of 8 with Flying. It sure can zoom around! It triggers opportunity attacks as normal however, so be careful.

Skills, etc. Since the Cursor is merely an extension of the Server player's will, it cannot have any skill modifiers or an inherent initiative score. Simply use the Server player's values for these traits if they are found necessary.

Cursor Affront! Whenever a Cursor scores a Brutal Affront, the target takes an additional $1d10$ damage and is immobilized until the end of its next turn. (*Grave Blunder: The Cursor disappears.*)

Play-style Not everyone has the same aptitude for Server combat. The first time you begin a combat as a Server player, choose one of the three following play-styles to represent your particular inclinations towards being a Server Player. Each Playstyle grants a Cursor Boon and an At-will power.

- **Competent** – You have pinpoint control of your cursor and use it to effectively jab and harm enemies whose guard is down. Any ally adjacent to your cursor or flanking with it gains a bonus to damage rolls equal to your level + 1. You gain the Sharp Retort power.

Sharp Retort

Opportunity action - At-will	Melee 1
------------------------------	---------

Trigger: An enemy leaves a space adjacent to your cursor without shifting.

Target: The triggering enemy

Attack: Your highest ability score + your level vs. Reflex

Hit: $1d12 + \text{your level}$ damage.

- **Bumbling** – You can't seem to figure out this Server thing too well, and the confused antics of your cursor are both indirectly humorous to allies and confounding to enemies. Allies adjacent to your cursor gain a +2 bonus to Saving Throws, and you are so used to suffering from connection drops that you can summon your cursor as a Minor action on your turn instead of a Standard action. You gain the Distracting Server Crash power.

Distracting Server Crash

Standard action - At-will	Melee 1
---------------------------	---------

Target: One enemy

Effect: Your cursor disappears, and one ally within 5 spaces of the target enemy may make a basic attack with a +1 power bonus to attack and a power bonus to damage equal to your level.

- **Antagonistic** – Your cursor is a constant nuisance, drawing maximum attention possible to it and away from your Client ally. Any ally who provokes an opportunity attack by entering or leaving a space adjacent to your cursor gains a +3 bonus to defenses against the Opportunity attack. You gain the Cursor Pester power.

Cursor Pester	
Standard action - At-will	Melee 1
Target: The triggering enemy	
Attack: Your highest ability score + your level vs. Will	
Hit: 1d10 + your level damage, and one ally within 2 spaces of your cursor can shift 2 spaces as a free action.	
Effect: The target is marked by your cursor until the end of its next turn. Any attacks that it makes that do not include the cursor take a -2 penalty to the attack roll.	

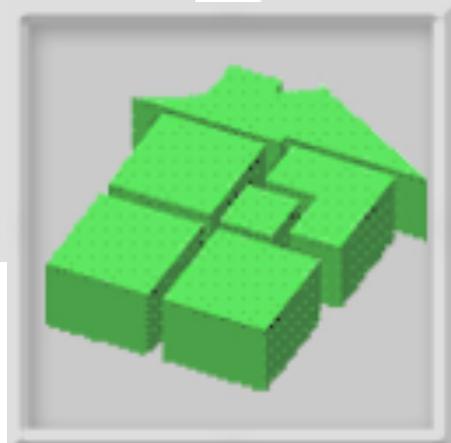
Aggrievements, At level 1, all Server Players regardless of their Play-style have the following powers:

"Clean Up"	
Minor action - At-will	Ranged 5
Target: One space (must be within 10 spaces of your Client player)	
Effect: The space becomes difficult terrain until the end of the encounter.	

Revise Room	
Move action - Encounter	Close Burst 2
Target: One creature	
Attack: Your highest Attribute score + your level vs. Reflex	
Effect: Any areas of difficult or impassible terrain in the area of the power are turned into normal terrain. Any walls in the area of the power are removed... line of sight and line of effect, as well as movement may be freely traced through them now. These effects last until the end of the encounter, perhaps permanently if your Client is happy with your creative redesigns.	

Distracting Poke	
Standard action - At-will	Melee 1
Target: The triggering enemy	
Attack: Your highest ability score + your level vs. Fortitude	
Hit: The target either grants combat advantage or is slowed until the end of its next turn (Your choice).	
Drop the Load Gaper	
Standard action - Encounter	Close Burst 1
Target: Each enemy in burst	
Attack: Your highest Attribute score + your level vs. Reflex	
Hit: 1d12 + your level damage, and the target is pushed 2 spaces away from the origin space.	
Miss: The target is pushed 1 space away from the origin square.	

As you level up and your group of players find themselves adventuring together through the Medium more often, you may find the Server Cursor to be increasingly less utilized except in those rarer battles that take place near the ever-growing house in your Land. If you still find yourself wishing to upgrade the capabilities of Server Cursor combat then be on the lookout for supplemental sylladex cards in the Common Deck Builder such as the Intellibeam Laserstation and the line of Server Application Add-ons.



The Sprite

Each player who enters the Medium is granted (or more accurately, somewhat unwittingly creates) a cryptic companion known as a Sprite. The Sprite begins life as a Kernelsprite, which is a silent sphere (or possibly two-dimensional circle) that flashes with an inner elemental light and is released when the Cruxtruder is first opened. The Kernelsprite will hover about expectantly and spew tones in an irritating binary drawl until a suitable object has been selected for Prototyping and offered to it, at which point the Kernelsprite may reject or accept the prototyping on the terms of its own baffling logic. Once the Kernelsprite is prototyped it changes to display an abstract representational image of the prototyping and begins to spout slightly more complicated babble, but is otherwise impossible to make comprehensible until the Medium has been entered. Once in the Medium, the Sprite acts as a guide to the player, describing game terms and explaining details, usually with an air of mystifying vagueness. If you wish to learn information from your Sprite, your GM may request a Skaian Lore or Insight check to discern the seeds of truth from the riddles that your Sprite is programmed to tell you.

Aside from acting as a perplexing mentor to the game, the Sprite also has rather strong powers intended for use to protect new players from succumbing to the dangers of Skaia too early into the game. Whenever a player is at the table but unable to directly participate in a combat due to distance, your GM may give them the opportunity to take control of a Sprite and fight alongside the other players. Don't forget to use your Communication-keyword Class powers and Traits to help as well!

Sprite's statistics

Hit Points The Sprite has hit points equal to (your level \times 6) + 20. When a Sprite drops to 0 hit points, it is banished until the end of the encounter. A Sprite can benefit from temporary hit points and health granted by powers as normal, but it does not have a Second Wind.

Defenses The Sprite has an Armor Class of 16 + your level, and Fortitude, Reflex, and Will of 13 + your level.

Skills A Sprite has a skill modifier in either Trolling or Chumming equal to its level + 6. A Sprite has training in Skaian Lore, but no set skill modifier. The extent of its knowledge (or perhaps more precisely, its willingness to reveal what it knows in a clear fashion) is set by the GM.

Initiative A Sprite has an initiative modifier of 3 + its level.

Size The Sprite occupies its space just as a Medium-sized creature does. It can flank with allies.

Movement The Sprite has a movement speed of 6 with Flying. A Sprite may not leave the area of its Player's House until level 3.



Sprite Affront! When a Sprite successfully confirms a Brutal Affront, the target takes an additional +1d8 damage and grants combat advantage to the Sprite's associated Player (save ends). (*Grave Blunder: The Sprite grants Combat Advantage to all attackers [save ends].*)

Sprite Archetype Depending on what they were prototyped with, Sprites may tend towards a few different behavior patterns. If none of the following types works perfectly to describe the nature of your sprite, just pick one close to what you want to achieve and re-flavor it to your taste.

- Trickster – Once per encounter as a free action, a Trickster can extend one of the effects it gives to an enemy to end at the end of the next turn, rather than its current turn. A Trickster Sprite also gains an extra +1 bonus to attacks with Sprite Blast.
- Guardian – Whenever a Guardian Sprite attacks an enemy with a Melee attack, the Guardian Sprite marks that target until the end of the Sprite's next turn.
- Caring – Once per encounter as a minor action, the Caring Sprite can allow an ally within 5 spaces to regain hit points equal to their bloodied value.
- Malevolent – The Malevolent Sprite deals 1d10 extra damage to enemies that it hits when it has Combat Advantage against them.
-

The Sprite has the following powers.

Sprite Strike	
Standard action - At-will	Melee 1
Target: One enemy	
Attack: 7 + your level vs. AC	
Hit: 1d12 + your level damage.	
Special: This power is a Melee Basic attack, and may be used as an Opportunity Attack, with a Charge, or anywhere else a Melee Basic may be used.	

Sprite Blast	
Standard action – At-will	Close Blast 3 or Ranged 10 (choose every time you make this attack)
Target: Each enemy in blast / One enemy in range	
Attack: 4 + your level vs. Fortitude	
Hit: 1d8 + your level damage, and the target is either slowed or takes a -1 penalty to attacks until the end of your next turn (your choice which).	

Cryptic Communication	
Immediate Interrupt - Encounter	Close burst 5
Trigger: An ally in the burst is hit by an attack.	
Target: The triggering ally	
Effect: The ally gains a +2 bonus to defense against the attack.	

Strike the Weakness	
Standard Action - Encounter	Melee 1 or Ranged 5 (choose every time you make this attack)
Target: One enemy	
Attack: 7 + your level vs. AC	
Hit: 2d6 + twice your level damage, and the enemy takes a -1 penalty to all defenses until the end of your next turn.	

At Level 3, your Sprite gains the boon of a Summoning Artifact and increased freedom to adventure along with you. It should still only see use as an actor in Strife encounters in circumstances where the full player party is not gathered together all in one place. If you find yourself relying on your Sprite often, be sure to look for the Summoning Pendant and similar common card in the Common Sylladex deck builder in order to gain further boons related to your Sprite.

Skills

d10	Skill	Key ability	Class - Aspect granting bonus
1	Acrobatics	Acumen	Page - Zen
2	Athletics	Mangrit	Knight - Breath
3	Chumming	Pulchritude	Witch - Life
4	Insight	Pulchritude	Heir - Mind
5	Mysteries	Acumen	/ - Keys, Space
6	Perception	Imagination	Thief - Hope
7	Science	Imagination	Mage - Void
8	Skaian Lore	Imagination	Sylph - Time
9	Stealth	Acumen	Seer - Light
10	Trolling	Pulchritude	/ - Blood, Doom

At the end of character creation, you will have 3 trained skills. One is granted by your Class, one comes from your Aspect, and one that is randomly determined by rolling a d10 and comparing to the table above. You gain +4 to a skill from training. If you gain training in the same skill from multiple sources, these bonuses stack. (If you are the Knight of Breath, you gain +8 to Athletics, for example) If your random skill is a skill you already have trained once or even twice from your Title, your GM might allow you to reroll your third skill. Whenever you make a skill check, your total roll is determined by this formula:

$$(2d10) + \text{Level} + \text{Key Ability Modifier} + \text{Training} + \text{Template bonuses/penalties}$$

Acrobatics (Acu): Acrobatics is the skill for feats of agility. If it's a physical activity and it's based more on dexterity than brute strength, it's probably Acrobatics.

Examples: Escape restraints (Difficulty varies, move action), Move at half speed across a narrow or unstable surface without falling (Moderate), Ignore an area of Difficult or Dangerous Terrain while moving (Difficulty varies on type of terrain, not all difficult terrain can be averted)

Athletics (Mgt): Athletics is the skill for feats of strength. If it's a physical activity that relies mainly on the power of your muscles or endurance, it's probably Athletics.

Examples: Jump! (DC 5 per 5 feet covered, part of move action), Climb! (Difficulty varies, move action), Swim! (Medium in rough waters, move action)

Chumming(Plc): Chumming is the skill for friendly interaction. You can't get anywhere without friends, after all.

Examples: Befriend the nice girl next door (Easy), Befriend the troll who hates you (Moderate), Befriend the guy trying to stab you in the face right now (Hard)

Insight (Plc): Insight is the skill for reading others. If this is high enough, they might as well not even try lying. Your *"Passive"* **Insight** score is equal to your total modifier to the skill + 10, and may be referenced by your GM to occasionally offer you clues about a character's intentions or hidden meanings without your having to explicitly declare you are attempting this skill check.

Examples: See through a lie (DC depends on liar's Trolling check), Read another's emotional state (Moderate), Discern clues about the game from useless rambling in the wildly-meandering speech of a highly talkative Consort (Hard)

Mysteries (Acu): Mysteries is the skill for "practical" knowledge and applied learning about the game world. It includes both intuitive guesses about riddles and practical problems as well as

puzzle-solving or lockpicking ability.

Examples: Open a sealed Boonbuck chest (Difficulty varies), Determine where a specific portal leads (Moderate), (Difficulty varies)

Perception (Img): Perception is the skill for noticing things. You can make a Perception check when you could first notice something, or attempt it again later as a minor action.

Examples: Find a hiding person (DC depends on hiding person's Stealth check), Find an obvious clue (Easy), Find a well-hidden object (Moderate), Follow a set of faint tracks across metal(Hard)

Science (Img): Science is the skill for, well, science and engineering... Both general knowledge of it and its applications.

Example: Write computer programs (Moderate), Defuse a bomb (Hard), Hack into a secure computer(Hard)

Skaian Lore (Img): Skaian Lore is the skill for knowing about how this game really works.

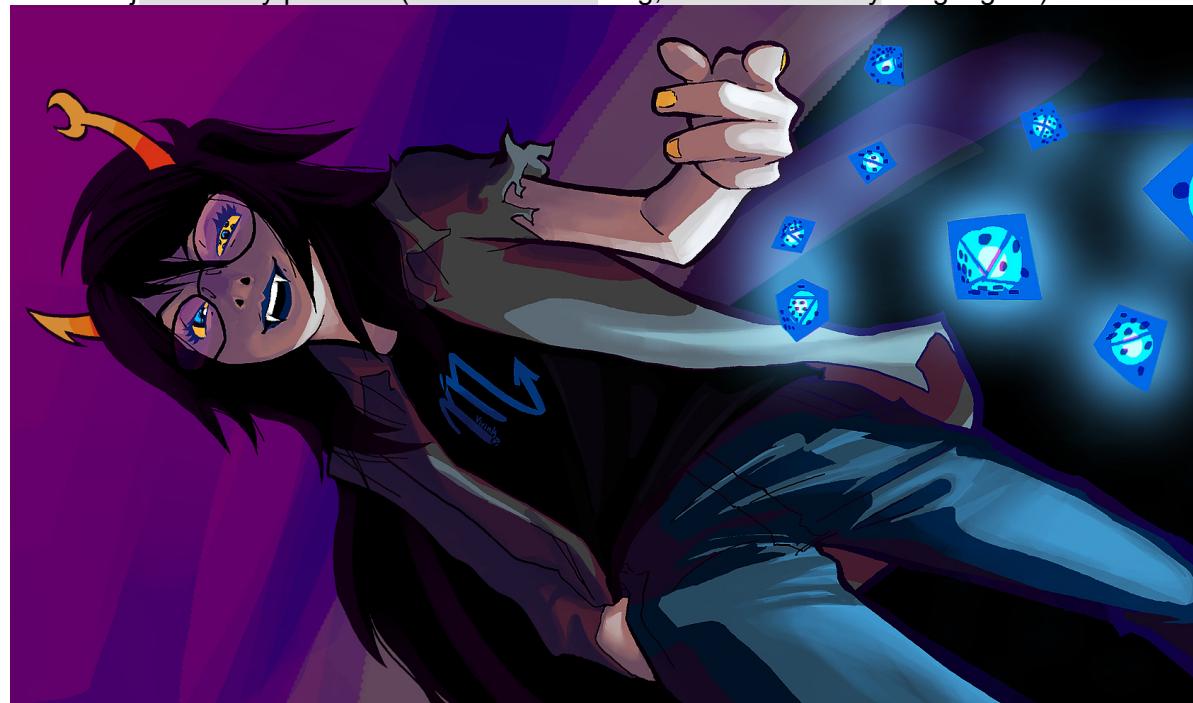
Example: What's with all these gates? (Easy), What exactly is an "Agent"? (Moderate), Who is this "Lord English" fellow I keep hearing about? (Hard)

Stealth (Acu): Stealth is the skill for, well, acting stealthy. Moving around and not being seen while you do it.

Examples: Hide (Make a Stealth check at the end of your move action, DC is observer's Perception check, requires cover or concealment), Remaining hidden while moving faster then 2 spaces (Make another Stealth check at -5 as a part of the move action)

Trolling (Plc): TROLLING IS THE SKILL FOR ANTAGONISTIC INTERACTION. LYING, CHEATING, REGULAR OLD INSULTS AND AGGRESSIVE VERBAL SPARRING, DOESN'T MATTER. GOT IT, FUCKASS?

Examples: Lie (DC is listener's Insight check), Intimidate Imps (Moderate), Befriend someone in the most jerkish way possible (As with Chumming, but one difficulty rung higher)



Gear

Choosing the Kind Abstratus you wish to make a permanent feature of your Strife Deck is a pretty momentous step in the life of any SBURBian, which is why you should probably base the decision on what you think will make you look most awesome when you strike a team pose. Or you suppose that you could look at the chart on the next page and decide what will give you the best benefit for your fighting style...

There are several Kinds of Strife Abstrata listed below, at first level you must choose ONE to be the primary tool of aggression for your budding player. Note that each Abstrata has two 'Modes' that you may swap between as a Minor action (you may only do this up to **once** per round however). You may only exchange a one-handed attack modus for a two-handed one if the other hand is currently free! An Abstratus' statline tells you which of your attributes you may use to perform a Basic Aggression with, the bonus you add to attacks with the weapon (precision), and how much damage the weapon deals on a hit. See the example for a Basic Agress after the Abstratus charts in order to see how these apply.

Auto-Parry: Whenever a Player is wielding a weapon one-handed and has nothing in their spare hand, their Armor Class is raised by +1 to indicate the ease with which they may defend themselves as compensation for the lost attack power. If you wish to make this a permanent feature of your character concept by envisioning them as a shield-bearing warrior (or for that matter with a dedicated parrying dagger or any other similar concept), then go right ahead. While this may seem limiting at first, there is a potential benefit down the road: a dedicated Shield is a valid alchemization point for Defensive Alchemy, and in fact this is the only way to benefit from TWO Defensive Alchemy collectibles at one time. More on that later.

***Finesse Meleekind** - Agile weapons that fit well in the palm of the hand and lend themselves to a pinpoint attack style. Drown your opponent in a flurry of accurate jabs, and pair them up one to a hand for even more extreme jabbery. Finesse melee-kind weapons are special because they can either do pathetic pinpricks or on occasion more powerful spikes of damage, depending on the skill and luck of the wielder at successfully hitting an opponent's weak spots. When you successfully hit with a Finesse weapon, note whether your final attack roll came up Odds or Evens. If the final roll result is Odds, use the first (lower) damage value. If Evens, use the italicized second (higher) damage value to resolve your attack. Examples of Finesse weapons include small knives, clawed gloves, nunchaku, and knitting needles (the kind you poke things with).

Bladed Meleekind - A step above Finesse in terms of dependable power, these include many sorts of reasonably large abstratii, such as sickles, hatchets, gladius, longswords and hands-and-a-half, cheap piece-of-shit katanas, and the like. These weapons lend themselves most to an artful two-handed fighting style, although if you happen to be lacking an arm due to an unfortunate prototyping incident (or because you desire to defend yourself with your off-hand) you might well find this style to your liking nonetheless.

Crushing Meleekind - It'll take some hefting and more then a little Grit (or perhaps a dashing devil-may-care insouciance born of your overpowering Pulchritude) to wield these mighty weapons, but the effects are generally worth it. Or so you believe, though the occasional catastrophic miss might convince your allies otherwise. This category extends to many kinds of hammers, flails, warpicks, power gauntlets, chainsaws lipstick tubes, long-handled executioner's axes, claymores, zweihanders, and other unwieldy tools of destruction.

*Finesse Melee-kind			
One-handed	Precision: +3	Damage: 1d6 / 2d4	Acu or Img
Dual-wielding	Precision: +3	Damage: 2d4 / 2d6	Acu or Img
Bladed Melee-kind			
One-handed	Precision: +3	Damage: 1d8	Acu or Plc
Two-handed	Precision: +3	Damage: 1d12	Acu or Plc
Crushing Melee-kind			
One-handed	Precision: +2	Damage: 1d10	Mgt or Plc
Two-handed	Precision: +2	Damage: 2d8	Mgt or Plc
‡Fist-kind			
Jab	Precision: +3	Damage: 1d6	Mgt
Smash	Precision: +2	Damage: 2d6	Mgt
~Reaching Melee-kind			
Defensive Haft	Precision: +2	Damage: 1d10	Img or Mgt or Plc
Long Prod	Precision: +2	Damage: 1d12	Img or Mgt or Plc

‡Fistkind - sometimes the simplest really is the best, assuming that you've got what it takes to handle this most gritty of Kind Abstratii. Fistkind is a unique category and benefits from a couple rules not covered above. First of all it's easy to see that while it is flexible and can be either powerful or accurate, Fistkind is still a bit behind the others in damage curve. Fear not though, for you gain some handy side-benefits as remuneration. First, Fistkind users are equally proficient at using their heads, knees, elbows, found items, and horns (?) for attack, and thus suffer no penalty for holding items in both hands when they wish to exact a quick Jab or even a mighty Smash upon the unwary. However, you will still need to have placed yourself in the *Jab* one-handed attack modus if you wish to benefit from *Auto-Parry*. Finally, it's pretty hard to catch a Fistkind user in a situation where they don't have their weapons available to them.

~Reaching Meleekind - Poke them from afar before they get close, utilizing a long-handled culling instrument, spear, glaive or naganata, grasping stick-mounted pincers, or flexible segmented canes. When using Reaching Meleekind in two hands, you may make a melee attack from as far away as two spaces rather than directly adjacent as normal. The mode of 'Defensive Haft' is for all intents and purposes the exact same as fighting one-handed with any other weapon in order to gain *Auto-Parry*, and may not be used to attack with Reach.

Light Rangedkind - Here are organized your sundry pistols, crossbows, pocket ballistae, throwing darts, shuriken, javelins, .22 rifles, pin-point energy rays, slings, arrows, and outrageous fortunes.

****Heavy Rangedkind* - All manner of heavy artillery, this category encompasses psychic eye beams, mighty rifles, harpoon guns, harpoon guns which are mysteriously somehow also mighty rifles, the telekinetic use of bladed objects or rocks as giant hurled weapons, the *physical* use of bladed objects or rocks as giant etc. etc., and of course knitting needles (the kind that you cast fearsome eldritch spells with). Because they are generally either ponderous or distracting to use, any opportunity attacks that you provoke by use of Heavy Ranged-kind grant the attacker a +1 attack bonus against you, so be wary!

*****Randomkind* - You'd have to be some kind of lunatic or gambling junky to seriously want to make this Abstratus work, but here it is. Randomkind works well to represent the bizarre attacks of an unstable energy cannon, pleas to a capricious Higher Power that is somehow responsible for your every offensive action, the spontaneous conjuration of unpredictable forces,

or the fickle caress of the deadly Dicekind Abstratus. Randomkind is a ranged power. Every time you prepare to attack with Randomkind, roll 1d4 first to determine the power, precision, and range of your attack. If you find yourself out of range to make your attack, your action is lost as your attack fails immediately! Also note, you may never gain an *Auto-Parry* bonus when you wield Randomkind (it is effectively always two-handed). Nobody said putting your trust in Luck was going to be a fair deal!

Light Ranged-kind				
One-handed	Precision: +3	Damage: 1d8	Acu or Img or Plc	Range: 5
Two-handed	Precision: +3	Damage: 1d12	Acu or Img or Plc	Range: 10
Heavy Ranged-kind***				
One-handed	Precision: +2	Damage: 1d10	Acu or Img or Mgt	Range: 10
Two-handed	Precision: +2	Damage: 2d8	Acu or Img or Mgt	Range: 15
Random-kind****				
1d4 => 1	Precision: +1	Damage: 2d10	Acu or Img	Range: 5
1d4 => 2	Precision: +2	Damage: 1d12	Acu or Img	Range: 10
1d4 => 3	Precision: +3	Damage: 1d8	Acu or Img	Range: 10
1d4 => 4	Precision: +4	Damage: 1d6	Acu or Img	Range: 15

Whenever you just want to perform a simple whack/slice/shot/etc. using the weapon in your strife deck against an Imp or other unruly underling without any strange frill on the attack from your class, you are performing a Basic Aggriement.

Basic Aggriement	
Standard action - At-Will	Melee- or Ranged-kind
Target: One creature	
Attack: Mgt/Acu/Plc/Img + your level + weapon precision vs. AC	
Hit: 1(W) + Mgt/Acu/Plc/Img modifier+ your level damage.	
Special: The ability score used for attack and damage is determined by the Kind Abstratus in use.	

Probably the first thing you'll want to do after getting a working Alchemiter is to alchemize yourself some slick new duds. That is obviously the most important thing you could possibly be doing right then. Fortunately, this actually really does help defend you from the injustices and privations of a cruel SBURBan world, above and beyond the obvious self-esteem boost.

Armor type	Bonus
Light Armor (Plush Robes, Long-sleeve Shirt and Jeans, etc.)	+3 to Armor Class, add Img or Acu modifier to AC
Heavy Armor (Suit and Tie, Lab Coat, Elaborately Frilled Dress, similar)	+7 to Armor Class, -1 to Speed



The statistics for weapons and armor listed above represent the most basic forms of their categories. As you progress in the game and proceed to alchemize ever more advanced/ridiculous combinations of items, it is likely that you will end up *Collecting* and then using more advanced weapons and armor that enhance the statistics of the above items. In almost every case you will find that alchemized items which you Collect modify one or another statistic, but are otherwise equivalent to a category. For example, the mighty hammer Fear No Anvil is identified as a Two-Handed Crushing Meleekind weapon. Therefore aside from exceptions where noted on the Alchemy card for Fear No Anvil, it can be safely assumed that Fear No Anvil could be used in a Basic Aggriement with either Mangrit or Pulchritude as the attacking statistic for it, would grant a +2 precision bonus, could not be used to gain the Auto-Parry bonus whenever it is being wielded, etc.



Sylladex

Story Items and what the Sylladex Really Means

By now you might have noticed that even at level 10, the most cards that you will have in a Sylladex hand are 5. But where are all of the other cards in my Sylladex? Surely I can carry around more than a random few items at a time, as this Sylladex system seems to imply? The answer is simply *Yes*. You can carry a theoretically infinite number of towels, plot-important paperweights, pillows and other useful things trapped in your Sylladex by useless junk. The Sylladex system below represents an abstracted form of the various luck- or skill-based Sylladex draw systems that exist... they are simply too diverse to attempt to model in all of their different varieties. And even if one were to do so it would simply create a game balance nightmare. Instead we rely on the system below to simplify the problem down to easier-to-manage card draws. If you dislike your Sylladex card draw, remember that you can flush the hand after any encounter and simply try again for something that you like.

But what about stone frog puzzle pieces, SBURB game discs, priceless heirloom stuffed bunnies, and other plot-important items, do they have to suffer from the trial-and-error method of card draws to gain and use? These are special Story Items as determined by your GM, and the answer to the above question is an emphatic *No*. The Sylladex system in the Homestuck RPG is intended to be a source of power where you draw humorous items and powerful alchemized gadgets to add to your combat strength and skill abilities. If you have any items that the plot hinges around your being able to use, then they are most likely not Sylladex cards at all in the first place. Simply note the item down on your character sheet in a separate section and use it when you need to use it, assuming that your character has the presence of mind to carefully arrange such important items such that they will be (relatively) easy to retrieve from your Sylladex in a pinch.

The worlds in which SBURB is introduced are universally in possession of a strange and powerful method of personal item storage: the Sylladex. Unfortunately, this amazing tool is crippled by painful sub-systems of card management that tend to turn even the most mundane activities into a nightmare of tangled logic parsing. Rather than delve directly into that nightmare, the Homestuck RPG utilizes a slightly less migraine-inducing alternative. Or at least, now everyone suffers equally.

- 1.) **Draw a Sylladex 'hand':** At 1st level, at the start of every session your GM should allow each of the players to draw one Sylladex card from the Common deck. As you progress in level, you will rapidly gain the ability to draw more Sylladex cards at a time. Eventually, your sylladex will form a 'hand' of up to 5 cards, any number of which may be utilized in a given encounter. Until a Sylladex card is used or flushed from your hand, it remains at the ready by your character sheet.

If you have a personal deck of Alchemy cards (once you are level 2 and higher), you may attempt to draw one of your own Alchemy cards. Roll a d10. If the result is a 6 or better, you may draw the top card from your personal Alchemy deck instead of the Common pool. At level 5 this changes to a 5 or better, at level 7 to a 4 or better, and at level 9 to a 3 or better on the d10.

- 2.) **Using Sylladex cards:** You can use each Sylladex card once per encounter. Every Sylladex card requires some kind of action to activate so that you can gain its benefit. Some of them will then proceed to provide a bonus for the entire rest of the Strife or Scrutiny you are involved in, while others will provide a one-time bonus or allow a single

special attack. When you use the power on a Sylladex card, turn it FLIPWAYS in front of your character sheet to remind yourself that it has been used.

3.) At the end of the Encounter, clean up your Hand: First, resolve what has happened to used cards. Each Sylladex card belongs to one of three major categories: Common, Uncommon, or Rare.

- a. **Common (Green or Yellow):** At the end of an encounter, you may choose to either keep or discard any Common cards that you have used. If you discard a Common card, put it into a pile next to the Common deck and take a new card to replace it (you may roll for an Alchemy card if you prefer). Shuffle this discard pile into the Common deck whenever there are no more cards in the Common deck. If you decide to keep a green common, just put it back in your 'hand' face up by your character sheet. Yellow Common cards cannot be kept and always go into the Discard pile once they have been used.
- b. **Uncommon (Red):** If you wish to keep any Uncommon cards, roll a 1d10 to determine their fate. On a roll of a 5-10, you may keep the card and put it back in your hand, ready to use again in an ensuing encounter. On a roll of 1-4, the card must return to the bottom of your personal Alchemy deck and you may draw a new card to replace it (you must roll to see if you may replace it with another Alchemy card).
- c. **Rare (Blue):** These mighty artifacts push the limits of power that can be contained in a humble Sylladex card, and such is their pride that they leave behind an echo of power when they depart on wings of fire for the great Omni Modus in the Sky(aia). When you use a Rare card, it does not return to the deck at the end of the encounter. Instead, flip it UPSIDE-DOWN in front of you to represent the hollow Void it leaves behind in your Sylladex. You may not draw another card to replace it! Your hand size has in fact decreased by 1 temporarily until you find a way to flush the Void card out of your hand.

Any cards that were unused in the encounter simply remain in your hand in front of you at this time.

4.) Record the effects of any Collected items. Some Sylladex cards include the Collectible keyword. If this keyword is featured on a card that you are discarding, you may note the benefits of the card in the Collectible entry under your permanent equipment. While you may not benefit from the mighty Sylladex power listed on the card (until such a time as you draw it again!), you will still have gained a boon of enhanced abilities that will remain with you as long as you choose to keep it. Often this will be a slightly more powerful version of existing armor or weapons, a skill bonus of some type, or in the case of alchemized components a combined effect of various useful benefits in one package.

5.) Choose to discard up to one card from your hand: If at this point you cannot fathom how you will ever benefit from one of the cards in your hand, you may choose to flush it back out of your hand and re-draw a card to replace it up to your hand limit (minus any Voids created by Rare cards). If you are in possession of one or more Rare (blue) Sylladex cards then beware: they do not take to this treatment well. Any Rare cards, in the event of a discard, immediately flip into Void cards. Any Void cards in your hand cannot be discarded in this method, as they require special means to be removed.

Building your own Alchemy Cards

Similar to the Sylladex which offers astounding possibilities of item transportation and ease of use, all Homestuck characters have access to a wellspring of nearly limitless creative potential: Alchemization. Designing all manner of highly exotic combinatorial items through advanced high science is really simple too; all you have to do is follow these concise instructions! First, take some captchatalogue cards for items found around your house or in your Land. Put one of these cards (or just a blank card, really) into the Punch Designix. Enter the code for the card into the Designix and it will punch a series of holes in the card to generate a unique code for the Totem Lathe to read. Enter the card into the Totem Lathe, then use some Cruxite you've extracted from the Cruxtruder in the Lathe to generate a carved Totem. Take the totem to the... you know what, we think you get it. For the purposes of the Homestuck RPG, here is how you alchemize.



At various breaks in the action following entry into the Medium your characters may find themselves with the opportunity to fool around with their Alchemiters. When this happens, it's time to build some Alchemy cards! Some alchemizations are simple and obvious (Gun + another Gun = MORE Gun), others are much less so. You can use any kind of explanation you want to explain the effects you create for your alchemy, whether you alchemized found items in your house, were given captchatalogue card codes from another player, acquired the item from a Quest and then reverse-alchemized it, your future-self stole it from your Denizen and gave it to you through timeline shenanigans... whatever! The results are ultimately the same. There are three distinct categories of Alchemization possible... *Weapon Creation*, *Suit Creation*, and *Item Creation*.

Creation

Alchemy is powered by various raw materials left behind by the game whenever certain enemies (such as Underlings) die. These various types of "Grist" are a gaming abstraction that mysteriously disappears as soon as you touch it and is magically whisked away to an invisible Grist Repository. The expenditure of these materials as well as your imaginative ability are the raw components that determine the limits to what you can alchemize.

In the Homestuck RPG, this convoluted process is abstracted further for sanities' sake. Every time you level up, the number of points that you have to spend on Creation Alchemy is equal to the value of your level -1 (so at level 2 you will have gained 1 point, therefore it is the first level you can make any Creation alchemy cards). You can create as many cards as you have points

for. Of course, it hardly needs to be said that the GM has final authority on the legality of any card created. Any vetoed cards must be rebuilt until a compromise is reached.

Alchemy Points gained at level up = [(Your new level) – 1]

At first when you alchemize the most sensible thing to do will be to create one item at a time. From levels 2 through 5, any time that you create a new weapon, item, or suit you are creating an **Uncommon** card regardless of how many points are spent on the card. Once you reach level 6 however, the rules change a bit. If you spend more than [(your level) – 2] points on any individual Alchemized card at that point forward, then you are creating a **Rare** card. Now your choice has become a bit more complex... spend your full allotment of points on incredibly powerful items that will cause complications with your Sylladex hand, or build up a larger collection of weaker cards that will flow through your deck well?

Rare cards [at level 6+ only] = any Alchemy card that has a total Alchemy Point cost of [(your level) – 2] or greater at the time that you create the card.

Most of the charts that display points costs for Alchemy include at least a few options that are a negative points value. As you might expect these are negative traits that reduce the innate abilities of the item in question and grant you a refund in Alchemy points for their purchase, but note that it is impossible to create a Card with a cost of 0 or less. You **must** spend at least half of a point on every card you create, and any refunds you gain from negative alchemy traits may only be spent back on the card they were gained from, never transferred to another card you create simultaneously.

Finally, it is not possible to buy multiples of the same Alchemy trait on a single card. However some traits have scaling costs that let you buy them at greater or lesser power. In those cases the cost will display as “ 1 (2) [3]” and the effects of the trait will make it clear what the higher point expenditures change on the card.

There are 3 different kinds of Alchemy cards. **Weapons, Armor, and Items.**

Weapon Cards: A weapon card always consists of two parts: First is the Encounter power that you gain access to when you have the weapon card in your Sylladex hand. The second component is the Collectible item that grants a set of permanent bonuses to your attacks with a particular Strife mode (ie. One-Handed Crushingkind, or Two-handed Heavy Rangedkind) after the first time you draw the weapon in combat. You may only ever benefit from a single Collectible weapon’s benefits at a time.

Collectible Items Example: John has three different hammers collected in his Strife deck (Crushing Melee-kind): the Pogo Hammer and the Wrinklefucker, both one-handed weapons, and Fear No Anvil, a two-handed weapon. Whenever he wields his Crushing melee-kind abstratus two-handed, he may gain all of the permanent benefits from Fear No Anvil automatically. He must *choose* between the passive benefits of either the Pogo Hammer or the Wrinklefucker whenever he switches to one-handed Crushing Meleekind.

Note that you cannot benefit from a weapon sylladex card that is not of the Kind Abstratus that you chose to wield at first level... *normally*. If you want to diversify your Strife Deck, perhaps earning a Ranged weapon to balance out your melee options or vice versa, buy the Strife Portfolio collectible upgrade.

The chart below outlines the *Collectible* traits that may be purchased for your Weapon cards.

Points	Trait	Offensive Alchemy [Collectible traits]
-1.5	Unreliable	The weapon has a -1 penalty to attack precision.
-1	Weakened	The weapon causes -2 damage on any damage rolls (minimum 1 damage).
-1	Linked	This weapon feeds its power off of a specific piece of armor, or cannot be wielded without some sort of assisting item. Choose one Armor card or Item card that you possess when you create this card. This weapon MAY NOT be equipped as a Collectible or have its Encounter Power used unless you have the chosen Item or Armor Card in your Sylladex hand.
.5	Upgrade/ Duplicate	You may receive this trait refund when you build a Weapon card that includes at least all of the same traits as a card you have earlier Alchemized. You do not remove the old card from your Sylladex.
.5	Unbalanced	When you miss with the weapon, you are immobilized until the end of your next turn.
.5 (1)	Skillful	Gain a +2 (+4) item bonus to a skill of your choice. You may only benefit from the skill bonus of a single weapon during the course of any individual Strife or Scrutiny, and only while wielding the weapon.
.5 (1)	Warning	Gain a +2 (+4) bonus to Initiative while wielding the weapon.
.5 (1)	Longshot	+2 (+5) to ranged weapon's range.
1	Swift	Increase your base ground movement speed by 1.
1	Strife Portfolio Upgrade	Choose a Kind Abstratus other than the one you normally wield and a Modus (one-handed or two-handed). The weapon you are crafting is now of that type rather than the Kind you normally wield, and you may wield it without penalty. Note that you need only buy this upgrade once per 'expansion' to your Strife Portfolio that you wish to make: you can now Alchemize and wield weapons of the type you have selected without any further complication.
1	Evasive	Gain a +1 bonus to defense against OA's triggered by wielding this ranged weapon.
1 (2) [3]	Elemental Infusion	Add +1 (+2) [+3] points to any damage rolls made with this weapon.
1.5	Slowing	A successful hit with this weapon slows the target until the end of its next turn, in addition to any other effects.
1.5	Fazing	A successful hit with this weapon causes the target to take a -1 penalty to attack until the end of its next turn, in addition to any other effects.
1.5 (3.5)	Hardened Edge	Increase the weapon's damage die one position up the damage track: 1d6=>1d8=>1d10 or 2d4 => 1d12 => 2d6 => 2d8 => 2d10 => 2d12 Buying the second cost advances the weapon <i>two</i> positions up the damage track. Note: Randomkind and Finesse Meleekind apply the purchase of this trait to each of their damage values on an individual basis.
1.5 (3)	Inescapable	Deals 2 (5) damage on a miss, unless the attack already has a miss effect. This effect cannot kill minions.
2 (4)	Spreading	A successful hit with this weapon causes each enemy adjacent to the target to take damage equal to half your level (damage equal to your level). Any individual enemy can only take Spreading damage once per attack.
2	Learning	Whenever you miss an attack with this weapon, you gain a +2 item bonus to attack rolls against one target you missed against until the end of your next turn.
3	Accurate	Gain a +1 item bonus to all attack with this weapon.
3	Legendary	Gain a +2 bonus to Brutal Affront confirmation with weapon.
3.5	Mighty	A successful hit with this weapon knocks the target prone, in addition to any other attack effects.
4	Entropic	A successful hit with this weapon causes ongoing damage 5 (save ends), in addition to any other attack effects.

So long as you spend at least half of an Alchemy point on the passive benefits of your weapon from the table above, you also gain a generic Encounter power on the weapon card. The beginning template for the Encounter power starts out looking like this:

Weapon Sylladex Power	
Standard action - Encounter	Melee- or Ranged-kind
Target: One creature	
Attack: Mgt/Acu/Plc/Img + your level + weapon precision vs. AC	
Hit: 2(W) + Mgt/Acu/Plc/Img modifier + your level damage.	
Effect: If you are not already using the collectible traits of this weapon card, you immediately switch to them.	

You determine the ability score used for attack and damage, but it must be one of the primary ability scores for the Kind Abstratus and Mode you are basing the Weapon card on. Any collectible traits purchased that modify the weapon's attacks automatically apply to this Power... don't forget to factor them in! Further effects to the power are bought on the chart below.

Points	Trait	Offensive Alchemy [Power traits]
-.5 (-1)	Accuracy decrease	The power's attack bonus drops by -1 (-2).
-.5	Damage decrease	The power's damage drops to 1[W] + normal modifiers.
.5	Misc. minor effect	Any minor effect that is not a standard condition, penalty to the target, or numerical bonus to yourself or allies that would apply during this combat. (example: free Skaian Lore check on hit target, changing appearance to match the target if the attack defeats it, etc.)
.5	Prankster's Gambit	Target may not make an opportunity attack for the first square you leave on your turn after hitting with this weapon.
.5	Slowing	Hit: Target is slowed (until end of its next turn).
.5	Extra Damage	Change damage modifier to "...+ twice your level" instead of "+ your level"
.5 (+.5)	Movement effect	Shift self 2 / Jump or Fly self 4 / slide the target up to 1 on hit / push the target 2 on hit / Move self up to your Speed, and similar effects (*may be bought multiple for different movement effects, or to increase a current effect by 2x distance)
1	Shattering	Hit: Deals a -2 penalty to defenses (end of targets next turn).
1	Auto-Effect	Change one effect you have bought for this power that is "Hit:" to "Effect:"
1	Uncertainty	Target may not make opportunity attacks (until end of its next turn).
1	Dazing	Hit: target is Dazed (until end of its next turn).
1	Immobilizing	Hit: Target is immobilized by this attack. (until end of its next turn).
1	Major Damage	Gain +1[W] on the attack.
1	Parrying	Effect: Gain a +1 bonus to AC against melee attacks until the end of your next turn.
1 (1.5)	Accuracy boost	Gain +1 (+2) accuracy on the attack.
1.5	Effect Duration	Change one effect you have bought for this power that is normally (until the end of targets/your next turn) to (Save Ends).
1.5 [2.5]	Multi-attack	Make 2 [3] attacks against the same target, damage is reduced to 1(W) + normal modifiers. You may not buy this with the Damage Decrease trait.
1.5	Area attack	Changes attack from Melee-kind to "Close Burst 1", and from Ranged-kind to "Burst 1 within Range." The attack targets each creature in the area.
1.5	Defense modification	The attack targets a defense of your choice other than Armor Class, either Fortitude, Reflex, or Will.
2	Vampiric	Hit: Regain hit points equal to the [W] dice damage this attack rolls (don't count any other modifiers).
2	Stunning Attack	Hit: Target is Stunned (until end of its next turn).
2	Defense-breaker	Hit: Target gains Vulnerable 5 to all attacks (until end of your next turn.)

2 [4]	Multi-target	Attack up to 2 [3] different targets in range.
2	Esoteric Attack	Any unusual custom status conditions that the GM will allow (until end of target's next turn).
3	Legendary Attack	Gain +1[W] to the attack damage, +2 to the attack roll, and do half damage on Miss.

Armor Cards: Much like weapon cards, defensive alchemy is composed of two parts. One part is a broad Collectible benefit that is gained from collecting the item and wearing it regardless of its presence in your Sylladex hand, the other is a Power that can be used only as a card in your Sylladex hand. You may only wear one Defensive alchemy card at a time... unless you buy the Shield trait for the item, making it a Collectible that you can hold in an off-hand. Switching between the Collectible traits of suits or shields that you own is a Minor action.

Points	Trait	Defensive Alchemy [Collectible traits]
-1	Flimsy	The armor's AC bonus drops by 1 point.
-.5 (-1)	Burdensome	The armor imposes a -1 (-2) penalty to speed when worn.
.5	Skill bonus	You gain a +2 item bonus to a skill of your choice when you wear this armor. You may only benefit from the skill bonus of a single item of armor during the course of any individual Strife or Scrutiny, and only while wearing it.
.5	Shield	This article is not clothing, but rather a Shield or Parrying item that you can wield in an off-hand whenever you are in a One-handed Kind Abstratus. When held in one hand it grants the Collectible effects even when you wear another Collectible defensive item. Choose either Heavy or Light: this item counts as that type of armor for the purposes of what other traits you may purchase for it.
.5 (1)	Aggressive	You gain a +2 (+4) bonus to Initiative checks (Light only).
1	Reflexive	For the purposes of calculating AC only, your Acumen modifier is considered to be a +4 (Light only).
1	Custom-tailored	This armor does not penalize your Speed when worn (Heavy only).
1 (2)	Esoteric Defense Boost	Choose one defense other than Armor Class (Fortitude, Reflex, or Will). You gain a +1 (+2) bonus to that defense while wearing this armor.
1.5 (3)	Fortifying	You gain Resist 2 (Resist 5) to Blast or Burst attacks (Heavy only)
1.5 (3)	Dodging	You gain a +1 (+2) bonus to all defenses against Blast or Burst attacks (Light only)
2.5	Kinetic	Whenever an enemy hits you with an attack, you gain +1 speed and +1 AC until the end of your next turn.
2 (3) [4]	Elemental Aura	Any enemy that ends its turn adjacent to you takes 2 (4) [6] damage (Heavy armor only).
3	Tough	The armor grants an extra +1 bonus to AC.

The primary difference between Defensive and Weapon alchemy comes in the power. The Power created by Defensive alchemy has no set template, as nearly every component is subject to change, however it will always be set to an **ENCOUNTER** usage. For the specific case of Defensive Alchemy, any point refunds that you gain from taking negative power traits must only be spent on the Power itself and not the Collectible chart, in order to prevent abuse of the system to get better Collectibles at the expense of the power. There are two categories that the Defensive power must be built around: the Activation and the Effect. You *must* buy one trait from each chart. You *cannot* buy two or more Activation traits.

As soon as you activate the Sylladex Power of an Armor card, you automatically switch to wearing that armor and now have all of the Collectible traits of that armor. If you switch Collectible traits to another set of armor while you still have any ongoing Armor Power effects, those effects immediately end.

Points	Trait	Defensive Alchemy [Power Activation]
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-1.5	Standard	The power is activated with a Standard action.
-.5	Move	The power is activated with a Move action.
.5	Minor	The power is activated with a Minor action.
1	Immediate Reaction	The power is activated with an Immediate Reaction. You must also buy a Trigger.
1.5	Immediate Interrupt	The power is activated with an Immediate Interrupt. You must also buy a Trigger.
2.5	Free action	The power is activated with a Free action.
0	Trigger: Bloodied	The Reaction or Interrupt of this power may be triggered when you are bloodied by an attack.
.5	Trigger: Melee Hit	The Reaction or Interrupt of this power may be triggered when you are hit by any melee attack.
1	Trigger: Hit	The Reaction or Interrupt of this power may be triggered when you are hit by any attack.

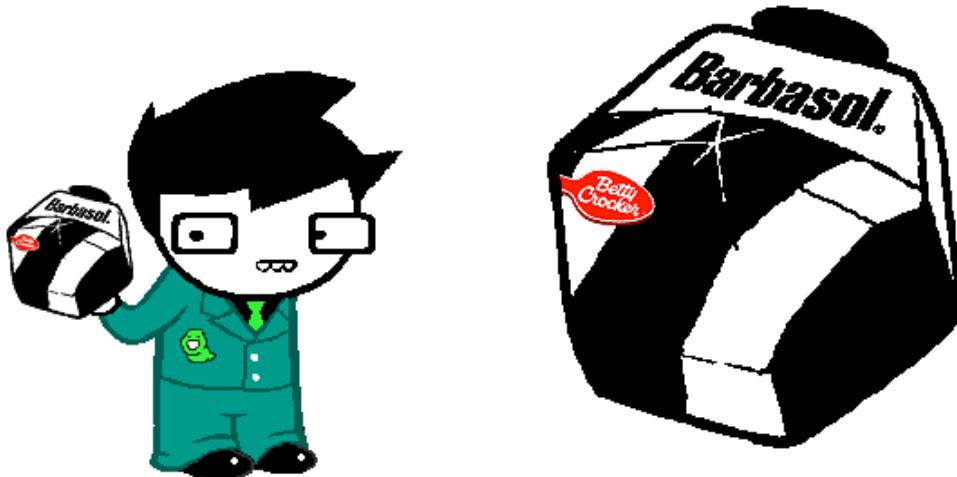
Points	Trait	Defensive Alchemy [Power Effect]
-2	Overwhelming	You are dazed until the end of your next turn when using this power.
-1	Armor Lock	You are immobilized until the end of your next turn when using this power.
.5 (1.5)	Barrier	You gain temporary hit points equal to your level (twice your level).
.5 (2)	Escaping	You may shift up to half your speed. (You must spend the second points cost if this ability is bought along with the Immediate Interrupt or Free Action triggers)
1	Dazing	The attacker is dazed until the end of its next turn (Immediate triggers only).
1	Soaring	You may fly with a speed of 8 (Standard or Move Activation only)
1 (2)	Sudden Defense	You gain a +2 (+4) bonus to all defenses against the triggering attack.
1.5 (3)	Defense UP	You gain a +2 (+4) bonus to all defenses until the end of your next turn. This trait may not be combined with Sudden Defense.
1.5 (2) [3]	Elemental Burst	Until the end of your next turn, any enemy that ends its turn adjacent to you takes 3 (5) [8] damage.
2 (3)	Retribution	If the triggering attack is from an adjacent enemy, deal 1d6 + your level damage to the target (1d12 + twice your level).
2.5 (3.5)	Ranged Retribution	As Retribution above, but this power is not limited by distance to the target.

Item Cards: Item cards are miscellaneous effects, such as healing Gel Viscosity pills, Plush Monsters that distract or distract your opponents, or jetpacks that help you flyyyyyyy, Pupa! Items do not have a Collectible component and are instead Sylladex cards composed only of an **Encounter Power**, making them a cheap and very flexible way to enhance your abilities compared to the generally pricier and more specific effects of Weapon and Defensive cards. Somewhat similar to the powers of Defensive Alchemy, Item alchemy is comprised of two components: the Activation action and the Effect.

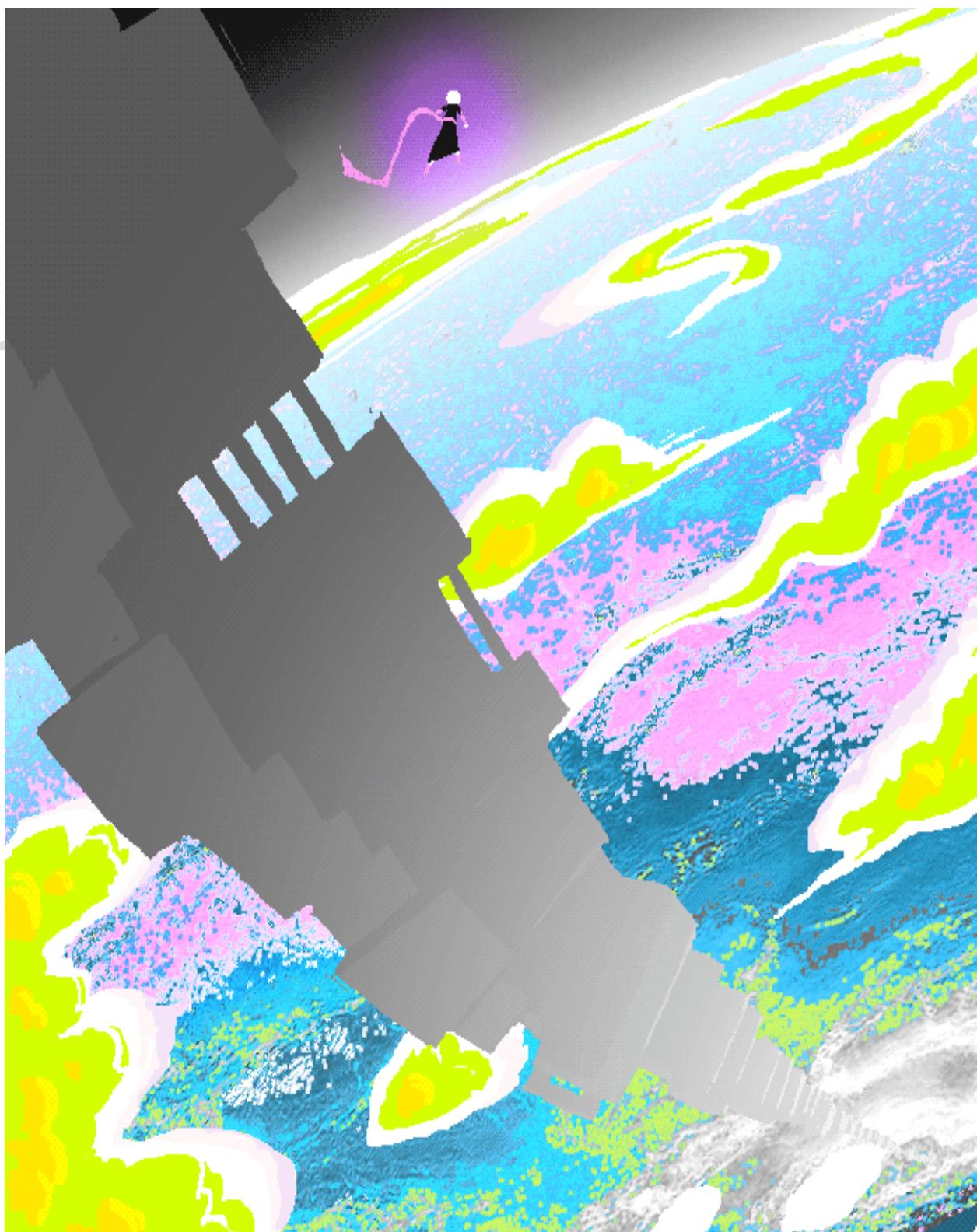
Points	Trait	Item Alchemy [Power Activation]
-1.5	Standard	The power is activated with a Standard action.
-1	Move	The power is activated with a Move action.
-.5	Minor	The power is activated with a Minor action.
.5	Immediate Reaction	The power is activated with an Immediate Reaction.
1	Immediate Interrupt	The power is activated with an Immediate Interrupt.
1.5	Free action	The power is activated with a Free action.

Points	Trait	Item Alchemy [Power Effect]
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1 (2)	Healing	You regain hit points equal to half of your bloodied value (your bloodied value).
2	Flying	You gain a Fly Speed of 8 (Hover). You must purchase a Duration as well.
.5	Skillful	Upon activation, you gain a +3 (+5) item bonus to one skill chosen at the time this item is crafted. You must also buy a Duration trait.
1.5	Frightening	Make an attack against a creature in line of sight. Attack: Level + 6 vs. Will. Hit: The target is dazed and immobilized until the end of its next turn.
1	Movement	You may shift up to your speed, or ignore difficult terrain, or any similar effect. You must also buy a Duration trait.
3	Grenade	This item is deadly! Make an attack on every creature in a Ranged Burst 1 within 10 spaces. Attack: Level + 6 vs. Reflex. Hit: 2d6 + your level damage.
??	Miscellaneous!	Do something wacky that your GM will allow. Buy Duration if necessary.
1	Sensory	This item prevents you from being Surprised by sneaking enemies, alerts you automatically when in the presence of Cheese Doodles, or something similar. Choose a Duration if your GM deems it necessary.
1.5 (3)	Shielding	You gain Resist 5 (Resist 10). You must also buy a Duration trait.
1.5 (2.5)	Impervious	You gain a +2 (+3) bonus to a defense of your choice when you activate this item. You must also buy a Duration trait. You may buy this trait multiple times, each time it applies to a different defense (AC, Fortitude, Reflex, Will)
2	Void Flush	When used, this item allows you to flush a Void card out of your Sylladex hand.
2	Recharge	When used, this item allows you to recharge a power that has the Recharge keyword.
3 (4)	Omega Boost!	When used, this item allows you to either regain the use of a power that has the Recharge keyword, or flush a Void card out of your hand. (Do both!)
-.5	Duration: Short	The traits gained last only for as long as the action you used to activate them.
0	Duration: Normal	The traits gained last until the end of your current turn (no use with Immediate or Free actions).
1	Duration: Long	The traits gained last until the end of your next turn.
2	Duration: Encounter	The traits gained last until the end of the encounter.



Game-Master's Material



Running the Game

The Homestuck RPG is a game of wacky shenanigans, “kids and fun”, the absurd circumstances of a life-changing virtual reality game and a coming of age story. If you are planning on running a game of Homestuck for a group of friends, then first of all: don’t worry! The setting is one that encourages humor and fun above serious threats and dramatic tension, although the options are certainly there for deadly legitimate threats if you think that’s a direction that you want your storyline to go.

The job of the GM of the game is neither completely adversarial nor exactly totally chummy: you should mediate the actions of the players and help them develop the worlds they travel through. You may use quirky plot twists and deadly challenges to keep them on their toes but ultimately you are a facilitator of the storyline in which your players’ characters are the main actors. There are a great many rules in this book as well as ideas that you can plunder from other role-playing games and supplements, but flexibility for the sake of everyone’s enjoyment should be your principle concern. A rule in this book or from 4th edition that does not do positive service to the goals of your table is a rule that may be safely ignored!

A game of Homestuck can seem like an intimidating thing to create and run, between the many variables of the Chess Playing Field, the player’s individual Worlds, having various Exiles and Agents moving about as well as the predictable monster Underlings, etc. But the challenge is deceptive. If you need to, simply boil down the various components of the game to the ultimate goal of creating puzzles and challenges for the players to handle from one session to the next. Be receptive to player input. When you feel ready, present a few simple “variables” in the game, such as a potential ally with open-ended motives, a timed World quest that will take a string of smaller steps to complete, or a dangerous and scheming adversary. Build on those based on how the players react to them. In the end, you will discover that your Session builds itself out of the smallest steps!

Creating and Running Combat Encounters

Eventually, your players are going to have to engage in STRIFE. If your party is new to the rules of 4th edition, try testing them out on a sample battle with the Guardian statblock found in the monsters section in order to help them work out the rules of the game’s combat. The Guardian is effectively immune to the damage a level 1 player can cause, and will introduce some of the principles of combat in as harmless a manner as possible.

When your players enter the Medium through their planets, they will almost certainly still be level 1 and alone (save for the attentions of their Server player and a Sprite they have just prototyped). If you have a 3rd character waiting on the sidelines for their part in the story, you can give control of the Sprite to them so that they can help the other players. Likewise if you have a fourth or fifth player on hand, you might like to give them control of the Imps for the first encounter or two! Don’t forget to remind players of the bonuses they can grant from long distances via Communication as well. Take a map of the player’s home and place some Imps (between 3 and 6 is a decent number) around the map, with no more than 2 grouped in a single location (such as the Yard or the living room). Allow the character that has just entered the game a chance to run around and smash the offensive ruffians. Imps are not particularly smart and are more inclined to creative mischief than rushing to the defense of their allies, so don’t gang up on your player. It is not completely necessary to even give the starting Imps a Prototyping template (except in cosmetic details, perhaps) as it may take a while for the Underlings to fully comprehend the opportunities given to them through the Prototyping process. Don’t forget to have the player draw new Sylladex cards whenever they finish a battle with an empty hand, and let them take as many short rests as they need, perhaps adding a few more Imps to the area whenever they stop for any great length of time if you feel it’s warranted.

Once that first combat and exploration has been finished, you might like to move the story to the other players as they enter their Lands as well, giving them a similar time in the spotlight to battle some Imps and explore around their house. Grant the experience (that is to say, Boondollars) gained from battles as if everyone had participated, so that nobody ends up left behind in level.

Optional Rule – Monster Brutal Affronts: Aside from some exceptions with Elite and Solo monsters, the majority of creatures in the Monster chapter don't have any effects listed for Brutal Affronts they might roll.

You have two choices here: either ignore any doubles rolled by those creatures and treat them identically to any other attack roll, or give them a Brutal Affront effect (and corresponding mirrored Grave Blunder!) just as the players have. Beware as the latter option can make encounters much "swingier" with wilder damage results on the players and monsters taking themselves out of the fight early through Blunders.

Monster Brutal Affront - +1d8 damage to the target. If level 6 or higher, +2d8 damage to the target instead.

anticipate will participate in the battle (including those who have control of Sprites or are acting as Server Players) with the Boondollar value of a single standard monster of the encounter's chosen level. A 2nd-level encounter for 4 players would be 50000 Boondollars. This value is the "budget" of experience you should use to build the encounter. Spend points from the budget on monsters and traps. The chart below shows Boondollar experience values for creatures at all the various levels.

Next, spend the budget on monsters from the following pages. If your encounter includes Underlings (most encounters will until their adventures take your players away from their Lands in the Medium) you will notice that the monsters there are relatively simplistic for their level. This is intentional because those creatures are awaiting Prototyping with traits from whatever the players have placed in their Kernelsprite through either choice or poor luck! Prototyping is the spice to the creatures in your encounters; it grants them abilities of a little more complexity and distinguishes them from their basic template by changing the way they fight and interact. Generally speaking at least one template should be used on each Underling you use, in order to raise them to average difficulty for a creature of their level. For a little greater difficulty consider having the player's Kernelsprite accept a prototyping of the "Tier 2" or "Tier 3" class. However you need not stop there as the modular nature of the Prototyping templates means two or more can be easily stacked, either to create a memorably harder encounter or up the ante for a party that has been powering through all of your encounters so far. If no prototyping fits perfectly for what the players have prototyped, simply choose one that works "close enough" for mechanical purposes and change the description. Stacking templates in a completely literal fashion may result in excessively complex or contradictory abilities however, so use some discretion. For example you may wish to give only a single Encounter power out of two different templates while keeping all of the other traits from both.

Monster level	Standard	Minion	Elite	Solo
1	10000	2500	20000	50000
2	12500	3100	25000	62500
3	15000	3800	30000	75000
4	17500	4400	35000	87500
5	20000	5000	40000	100000
6	25000	6300	50000	125000
7	30000	7500	60000	150000
8	35000	8800	70000	175000
9	40000	10000	80000	200000
10	50000	12500	100000	250000

As a general rule, when placing the starting positions of combatants on a map, a distance of 10 squares between the Players and the Underlings should be the rule of thumb. In a particularly enclosed battlefield such as a player's

When you build combat encounters after the first few, use the following guidelines. First, decide how challenging you want the encounters to be.

Encounter Difficulty:

Easy – warm-up battle, a chance to teach the rules or practice, a battle against poorly prepared enemies. Level = Characters -1 or -2.

Standard – the average encounter. Level = Characters +0 or +1.

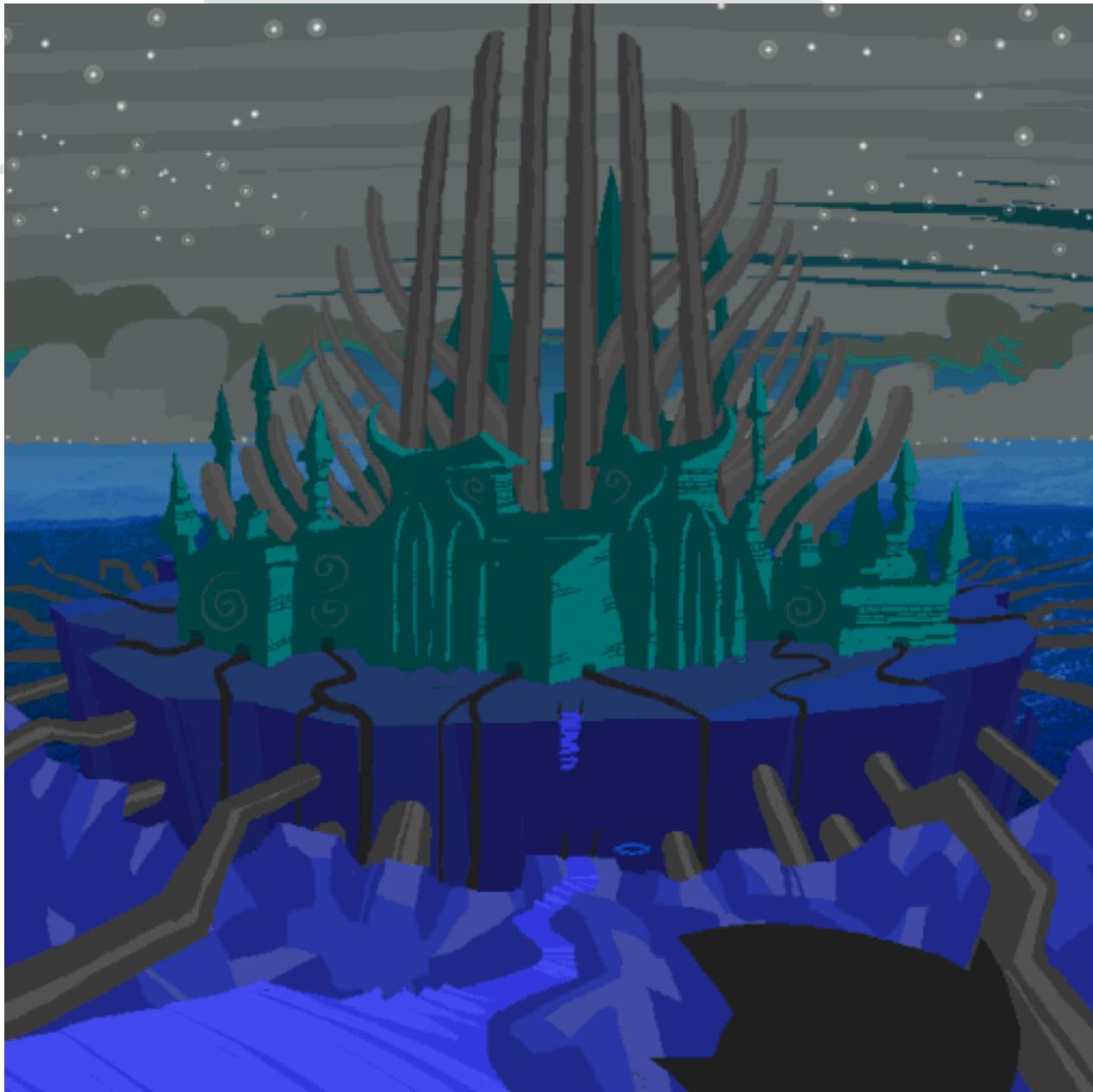
Hard – a climactic final battle, fighting your way across the Battlefield in the middle of the Chess War, the culminating fight of a quest arc. Level = Characters +2 or +4.

Multiply the number of Players in the group that you

house or a mystical ruin on their World, this can be lowered to 5 spaces. In a wide-open field on a flat sweeping plains World, this might be increased to as much as 20 spaces.

If some of the monsters have a sneaky Prototyping, or the players are feeling particularly tricky, one side or the other might choose to attempt to surprise the other. Have the group that is attempting to Stealth make a Stealth check (paying close attention to the lowest Stealth result). If none of the Stealth checks are beaten by the opposing sides highest passive Perception ($10 + \text{Perception check modifier}$) then the opposing group is **Surprised** for the first round of the encounter, and the sneaking group may be able to start in a better map position at your discretion. Check the list of conditions in the 4e quick start rules to see all that Surprise entails.

Once starting positions are determined have the players and the Underlings roll Initiative!



Running Skill Encounters

Skill usage (and more broadly *Scrutiny* of the world of Skaia, its inhabitants, and its challenges) is more free-form than combat encounters. Skills are the rules medium that allows the game to flow smoothly outside of combat. Whenever a player wants to do something where the outcome of their action is in reasonable doubt through a test of natural ability, luck, or learning, a Skill or Ability check is the way to resolve it.

Either pick one of the ten skills described in the Skill chapter, or if no skill applies instead choose an ability score. An example of an Athletics skill use is swiftly climbing a rock wall... having a high Mangrit score helps, but training and aptitude also are a factor. An example of an ability check is dead-lifting a boulder... ultimately strength alone is what you are dependent on. Generally speaking ability checks should be easier than skill checks.

Next pick a difficulty for the check. As the GM, it's between you and your players to determine the "tone" of your campaign, and the general level skill difficulties that you select can certainly play a part in setting the mood for the story you want to tell.

Don't be afraid to combine skill challenges and combat in the same encounter, once you think your players are comfortable with their abilities in both. Mixing elements and giving the players multiple goals to attain can create a memorable encounter. For example, fighting against time to defend against an endless horde of Imps while at the same time attempting to seal off a portal to the Outer Ring before all of the players are driven insane!

Character Level	Easy DC	Moderate DC	Hard DC	Epic DC
1	9	13	17	20
2	10	14	18	21
3	11	15	19	22
4	12	16	20	23
5	13	17	21	24
6	14	18	22	25
7	15	19	23	26
8	16	20	24	27
9	17	21	25	28
10	18	22	26	29



Exploring the Game of Sburb

The short version: Sburb is a video game through which several players create a new universe by sacrificing their planet.

The long version: Each player of Sburb receives two disks, Server and Client. Installing the Client disk allows a player to begin playing immediately, while installing the Server disk gives the player power over the area around another given player who has installed the Client disk. Ideally, all players will have installed both disks eventually, acting as Server for one player and Client for another.

Once a Server and Client have connected, the Client player's home will be essentially at the mercy of their Server player. The Server player's job is to deploy the tools necessary for the Client to escape into the Medium (see below) before their house is obliterated by asteroids, as well as modifying their Client's house as necessary to make their escape as convenient as possible. A device deployable by the Server known as the Cruxtruder provides two important objects: an infinite number of colored cylinders called Cruxite Dowels and a single flashing ball of energy called a Kernelsprite. The Cruxite Dowel is then carved on a Totem Lathe and scanned by an Alchemiter (both likewise deployable by the Server player), producing a Cruxite Artifact, some sort of mundane item formed from colored Cruxite, from an apple to a piñata. This occurs on a countdown which is displayed on the Cruxtruder as soon as it has been first opened. It is the Client's job to find a way to damage the Artifact in some way before the countdown ends, as the countdown heralds the coming of a meteor that will destroy the Client's house utterly.

Meanwhile, the Kernelsprite must be prototyped, a process as simple as picking some object and throwing it into the Kernelsprite. The Kernelsprite may arbitrarily decide an object is unsuitable and reject it. Most successful items tend to be either a living being, the remains of a living being, or something resembling a living being. Whether any given item will work or not is ultimately up to the GM, who should encourage creativity. The item prototyped caused the Kernelsprite to change, taking on attributes of the prototyped item. It also causes the enemies the player will face to take on the same attributes, so use caution—you probably shouldn't prototype that awesome Superman figurine unless you're prepared to fight flying Imps with heat-vision. Failing to prototype your Kernelsprite is a very bad idea: doing so prevents Skaia from changing form, rendering the game unwinnable. Once prototyped, the Sprite acts as a sort of exposition machine for the player, cryptically providing hints and nudges in the right direction and yielding background knowledge of Skaia.

Once the Client player's Artifact has been shattered or interacted with in the unique manner required, the player and their house are transported to a planet in the Medium, a solar system of sorts revolving around Skaia. Each player's planet is named according to a pattern: Land of [noun] and [noun]. The nouns can be as simple as "rocks" or as abstract as "thought" or "fear," though each land is tailored to its player, usually reflecting some aspect of the player's Title and/or personality. After entering the Medium, the player's Sprite can be prototyped a second time. This second prototyping does not affect the enemies in any way.

From here, it gets a lot more open-ended.

Each player must progress through seven gates, the first located high above their house and each one located progressively closer to Skaia. The first portal will take the player to another location on their planet, the second will take them to their Server player's house, the third will take them to another location on the Server player's planet, the fourth will take them to *that* player's Server player's house, and so on. For this reason, it is of great importance that each player either alchemize themselves some means of flight in order to reach the higher gates, or have the Server players continually build their Clients' houses upward in defiance of all sane physics for the same reason. Each player's journey will culminate in an encounter with their Denizen, the "boss" of their planet.



Over the course of their journey, the players will learn that they have stumbled into an eternal stalemate between Prospit and Derse, two warring kingdoms. The players' intrusions will upset the balance, and unless they interfere directly, Derse will attack Prospit and win, taking control of Skaia. After progressing through their worlds, the players will end up on Skaia itself, a planet covered in a chessboard pattern, representing the ultimate potential. Unless the players are able to stop the Black King from acquiring the White King's scepter, however, Skaia won't last long—the Black King will use the power of both his and the White King's scepters to set in motion the Reckoning, which will send hundreds of meteors hurtling towards Skaia. Skaia defends itself by opening up portals that catch the meteors and redirect them to the players' planet, but its defenses won't last forever. Ideally, the players will confront the Black King and defeat him, allowing Skaia to fulfill its infinite potential by creating a new universe from the minds of the players, a paradise for them to live the rest of their lives in.

Defeating the Black King is made extraordinarily difficult by the fact that all the prototypings that affected the common enemies also affect the Kings and Queens of Prospit and Derse (the Kings through their scepters, the Queens through their rings). Any Prospitian or Dersite (and only a Prospitian or Dersite) who comes into possession of one of these rings or scepters can gain the power granted by the players' prototypings as well. In the case that one of the players has prototyped something particularly powerful, getting a Propitan or Dersite with a ring or scepter on their side may be the only hope for victory. Of course, this is all assuming weird time dickery isn't involved. Anything can happen when you mess with paradox space. Happy playing!

Character Death

The Homestuck setting is a completely closed system. If one of the player characters dies permanently you can't just head down to the tavern after a quick funeral to recruit a replacement. Thus resurrection of some sort becomes a necessity to allow the player of the deceased to actually do anything. If circumstances are right the whole process of a resurrection quest may be curtailed with the kiss of life. As all the players are considered a prince or princess of Prospt or Derse respectively they may awaken a dreamself, allowing them to replace the fallen. Given that wounds propagate at a delay this is only an option if they are on the same body as the deceased or are close enough to the appropriate gate to be able to rush through and kiss the boy or girl. Otherwise it is up to the GM to come up with a way to get the character brought back. Depending on the abilities of the player character various options are available.

Depending on the physiology of the species selected there may be another easy out. Perhaps death is simply part of "puberty" for the species. Getting mortally wounded results in the body undergoing a metamorphosis and acquiring a template, such as for instance growing a pair of wings and developing a more slender body structure. Such an option obviously only works once.

Assuming a player possesses the appropriate scientific knowledge a soulbot may be constructed. Such a quest should involve gathering a specific type of grist or a specific object. Perhaps uranium grist for their reactor, something material required to interact with their departed soul, perhaps a specific crystal or something from their Land. Upon completion of the soulbot they gain the robotic template. Their dreamself is still dead. They must redraw a new sylladex and lose all collectibles until they can return to their body. If the character should fall again after that it is usually a matter of repair instead.

A somewhat looser interpretation of canon allows for another sort of quest that allows for revival through the science of ectobiology. An ectoresurrection station is an unusual variant of the typical one responsible for the existence of the players and possibly their guardians. Instead of generating an infant it recreates the living body of a player. Awkwardness ensues as they are brought back with only the bare minimum required for modesty. They must redraw a new sylladex and lose all collectibles until they can return to their body.

However seeking out an ectoresurrection station is no trivial task. First one must travel to the appropriate location of it. Then one must defeat the guardians. Finally repair is usually necessary to get it in working condition. It often appears someplace "outside" of the Lands such as on Skaia itself or an asteroid in the furthest rings.

If the Title of Time exists in that session and is still alive it is possible to declare that the timeline has become doomed. This may or may not involve some preparation to save them with time travel. It could be as simple as telling them not to jetpack to their denizen this early or complicated as saving them from a powerful enemy pursuing them.

Sprites make an excellent temporary character for the deceased. While engaged in a resurrection quest simply grant the player control of a sprite as warranted to keep them engaged in the game and assisting their allies.

Adversaries

Underlings

Vile creatures commissioned by the Denizens of the Land in order to slow the progress of the Heroes, Underlings compose the most common types of monsters encountered in the Medium. They are a diverse group of malcontents, including various types of beings apparently taken from obscure mythology. Underlings all share one trait however: the Prototyping that the players give to the Kernelsprites prior to entering the medium alters every single one of them.

Whenever you place a creature with the Prototypable keyword into an encounter, you should choose at least one Prototyping template and apply it to the creature to represent the powers it has gained from the Prototyping. Even the seemingly silly can be perverted into a potential weapon!

By a vast margin the most numerous of Underlings, Imps are commonly one of the first things to greet new Players entering their Land. At the beginning of the journey Imps will pose a credible threat to most players but a few levels up the Echeladder should see the average player dispatching these creatures with ease. Basic imps are slippery and cunning little devils that will try to gang up on players in melee but are easily frightened off by high-level adversaries, although the effects of prototyping can grant them any number of diverse abilities.

Imp Scrabbler, Small level 2 Skirmisher [Prototypable] (12500 Boondollars)

32 HP (bloodied 16)

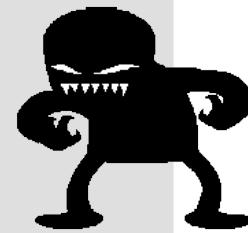
AC 16 Fort 13 Reflex 15 Will 13

Speed 6, Initiative +5, Perception +3, low-light vision

Clawkind - (Standard action - At-will, Basic attack) +7 vs. AC. Hit: 1d6+3 damage, or 1d6+6 damage if the Imp has combat advantage against the target.

Shifty (Minor action - At-will) - The Imp shifts one space.

Mgt 11 Acu 17 Img 14 Plc 8



Imp Mook, Small level 4 Minion [Prototypable] (*use four of these in place of a regular monster of it's level* – 4400 Boondollars each)

1 HP (a missed attack usually never kills a minion; Prototyping never changes the Imp Mook's HP)

AC 18 Fort 15 Reflex 17 Will 15

Speed 6, Initiative +7, Perception +5, low-light vision

Clawkind - (Standard - At-will, Basic attack) +9 vs. AC. Hit: 5 damage.

Shifty (Minor - At-will) - The Imp shifts one space.

Prototyping Powers: Don't give the Imp Mook any Encounter powers from prototyping. If the Imp Mook receives a bonus to it's Basic attack damage or an additional At-Will attack type, change the Damage of that ability to 7 total.

Imp Mobber, Small level 6 Minion [Prototypable] (*use four of these in place of a regular monster of it's level* – 6300 Boondollars each)

1 HP (a missed usually attack never kills a minion; Prototyping never changes the Imp Mobber's HP)

AC 20 Fort 17 Reflex 19 Will 17

Speed 6, Initiative +9, Perception +7, low-light vision

Clawkind - (Standard - At-will, Basic attack) +11 vs. AC. Hit: 6 damage.

Shifty (Minor - At-will) - The Imp shifts one space.



Prototyping Powers: Don't give the Imp Mobber any Encounter powers from prototyping. If the Imp Mobber would receive a bonus to its Basic attack damage or gets an additional At-Will attack type, change the Damage of that ability to 8 total.



Ogres are much larger and more imposing creatures than the puny Imps and will rarely hesitate to attack, unlike their easily frightened smaller brethren. While Ogres most often seem to be granted the more brutish and melee-focused Prototypings when possible, they can still benefit from any of the abilities granted. Ogres flinging balls of fire from afar or sneaking about like ninja may seem comical to you, but get into a punching match with them and you may not be getting the last laugh.

Ogre Juggernaut, Large level 2 Elite Brute [Prototypable] (*One of these is equivalent to two regular monsters of its level – 25000 Boondollars*)

HP 110 (bloodied 55)

AC 15 Fort 15 Reflex 13 Will 13

+2 bonus to Saving Throws

Speed 6, Initiative +2, Perception +1

Smashingkind - (Standard action - At-will, Basic attack) +6 vs. AC. Hit: 2d6+6 damage.

Tremor Stomp - (Standard action – Recharge |6|) - Close Burst 2, Target: Each enemy in burst. +4 vs. Fortitude. Hit: 1d6+5 damage, and the target is knocked prone.

Elite Action - (Free action - Encounter) - Effect: The Ogre Juggernaut gets an additional Standard action this turn and may choose to recharge either *Tremor Stomp* or an Encounter power that it gained through Prototyping.

Prototyping Powers: If the Ogre Juggernaut gains an attack power through prototyping, increase the damage by either +1 rolled damage die, or +2 bonus to a static damage value.

Mgt 20 Acu 9 Img 8 Plc 10

Ogre Aggressor, Large level 4 Brute [Prototypable] (17500 Boondollars)

HP 75 (bloodied 37)

AC 16 Fort 16 Reflex 15 Will 15

Speed 6, Initiative +3, Perception +2

Smashingkind - (Standard action - At-will, Basic attack) +8 vs. AC. Hit: 2d8+4 damage.



The Basilisks of myth could breathe clouds of poison and freeze the unwary with but a sharp glance. This basilisk, on the other hand, just likes to grin obscenely and glare at people. The effect can actually be rather similar, but often as not the creature just ends up launching into the attack with whatever absurd characteristics prototyping have granted it.

Basilisk Gazer, Large level 5 Controller [**Prototypable**] (20000 Boondollars)

HP 70 (bloodied 35)

AC 19 Fort 17 Reflex 18 Will 17

Speed 8, Initiative +4, Perception +2

Bitingkind - (Standard action - At-will, Basic attack) +10 vs. AC. Hit: 1d10+5 damage, and the target is slowed until the end of its next turn.

Disconcerting Ogle - (Standard action - Encounter) Ranged 10. +9 vs. Will. Hit: 2d6+4 damage, and the target is immobilized until the end of its next turn.

Mgt 15 Acu 18 Img 9 Plc 12



Liches are fearsome monsters possessed of deadly draining attacks. They are not inherently very cunning, but can reach a higher potential when they are prototyped with a sneaky prototyping that allows them some combat mobility or stealth skill. However they will not hesitate to employ any prototyping given them in an effort to find the advantage needed to weaken their foe and make for an easier kill.

Lich Underlord, Medium level 6 Lurker [**Prototypable**] (25000 Boondollars)

HP 75 (bloodied 37)

AC 20 Fort 18 Reflex 18 Will 19

Speed 6, Initiative +10, Perception +8

Draining Touch - (Standard action - At-will, Basic attack) +11 vs. AC. Hit: 1d10+4 damage, and if the target was granting combat advantage for the attack then it is now weakened until the end of the Lich's next turn.

Ray of Dissolution - (Standard action - Encounter) Ranged 10. +9 vs. Reflex. Hit: 2d6+6 damage, and the target gains ongoing damage 5 (save ends).

Mgt 14 Acu 15 Img 20 Plc 16



Giclops Devastator, Huge level 6 Elite Controller [Prototypable] (*One of these is equivalent to two regular monsters of it's level – 50000 Boondollars*)

HP 185 (bloodied 92)

AC 19 Fort 20 Reflex 18 Will 19

+2 bonus to Saving Throws

Speed 6, Initiative +10, Perception +8

Punch – (Standard action – At-will; Basic attack) Melee; +12 vs. AC. Hit: 2d12 + 5 damage.

Crush - (Standard action – Recharge [5][6]) Close Burst 3; The Giclops selects a space within the burst. Target: Any creature in the origin space or adjacent to the origin space. +10 vs. AC. Hit: 1d12+8 damage and the target is dazed until the end of the Giclops' next turn.

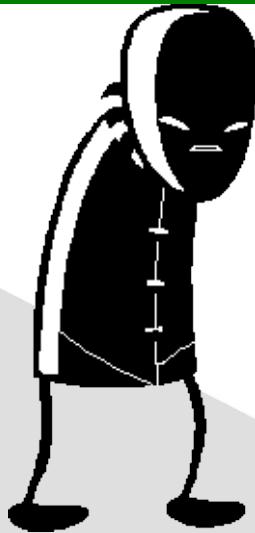
Mighty Sweep - (Move action – At-Will) The Giclops designates a zone in a Close Blast 5. At the start of its following turn as a free action, every creature in the zone selected is subject to this attack (if the Giclops has moved before the start of its following turn, the zone moves with it).

Attack: +10 vs. Reflex. Hit: 2d6+6 damage, and the target is pushed 3 spaces and knocked prone.

Elite Action - (Free action - Encounter) - Effect: The Giclops Devastator gets an additional Standard action this turn.

Mgt 24 Acu 8 Img 7 Plc 15

Agents



"Those terrible guys? They are a bunch of mean fellows who like to push people around. They are called Agents. They aren't usually a problem but they sure did put a spring in their step when the Heir showed up."

The average Agent of Dersé is a craven and rancorous individual, thirsty for advancement but unwilling to risk himself in the dangerous political climate of his homeworld. They are each of them cogs in a bureaucracy that has as one of its foremost goals the maintaining of a state of oppression on the various planets of the Medium. It is the hope of the Dersite nobles and their Agents that if the Players can be delayed on their planets that there will be a minimum of interference in their grand Chess Battle against the beleaguered forces of Prospit.

To this end, Agents deliver communications and treaties between Dersé and the Denizens of each planet, fomenting chaos among the Consorts and raising the banner of tyranny wherever possible. They are the behind-the-scenes puppet masters who are responsible, whether directly or indirectly, for the vast majority of the hardships that the Players must endure early in the game. Unlike the mostly-mindless Underlings that they direct, the Agents have a great deal of cunning and imaginative capacity for mayhem, and may be uncovered at any number of clever schemes intended to halt the player's progress through Skaia. If an Agent is happened upon, they will take poorly to the disturbance in their normally undercover activities and may be aggravated enough to take a more direct hand in eliminating the threat of the Players. If the battle should turn against them however it is a rare Agent who will not leave the Underlings to their fate and seek to reenact his wicked schemes elsewhere.

Dersite Agent, Medium level 5 Lurker (Leader) (20000 Boondollars)

HP 70 (bloodied 35)

AC 19 **Fort** 16 **Reflex** 19 **Will** 18

Speed 6, **Initiative** +14, **Perception** +8, **Stealth** +12, **Trolling** +10

Low Blow - (Standard action - At-will, Basic attack) Melee. +10 vs. AC. Hit: 1d8+4 damage. If the attack hits an enemy granting combat advantage, the target is knocked prone.

...And Stay Down, Kid - (Minor action - At-will) Target: one adjacent prone target. Attack: +8 vs. Fortitude. Hit: 1d8+4 damage and the target may not stand up until the end of the Dersite Agent's next turn. This power may not be used on a target already suffering from its hit effect.

Take Him Instead - (Immediate Interrupt - At-will; Trigger: The Dersite Agent is hit by a melee or ranged attack while bloodied) Effect: The target of the attack is now an adjacent Underling or other ally of the Agent's choosing.

Disappear in the Crowd - A Dersite Agent may make a Stealth check to hide whenever he has cover from Underlings or other creatures.

Mgt 13 Acu 20 Img 14 Plc 16

Jack Noir, level 7 Solo Lurker

HP 256 (bloodied 128)

AC 21 Fort 20 Reflex 22 Will 20

+5 bonus to Saving Throws

Speed 6, Initiative +16, Perception +10, Stealth +14, Trolling +12, Skaian Lore +10

Slow Stab (Standard action – At-will, Basic attack) Melee. +12 vs. AC. 2d8+5 damage. When Jack Noir has combat advantage against the target, the attack deals additional 1d8 damage.

Quick Stab (Minor action, 1/round) Melee. +12 vs. AC. 1d8+5 damage.

Block and Parry (Immediate Reaction – At-will) Trigger: An adjacent enemy misses Jack Noir with a melee or close attack. Effect: Jack Noir uses *Quick Stab* on the target and can shift 4 spaces.

Bleed to Death Slowly (Standard action - Encounter) Melee. +10 vs. Reflex, make the attack three times.

Hit: 2d8+3 damage per hit, and the target takes ongoing 10 damage (save ends) if at least one attack hit it.

Hate to Cut and R-- (Move action – Recharge 15||6l) Requirement: Jack must have hit a target with *Quick Stab* earlier in this turn. Effect: Jack Noir shifts his speed and may make a Stealth check if he has any cover or concealment at the end of the movement.

I've had it up to Here, kid (Immediate Reaction – Encounter) Trigger: Jack Noir is bloodied. Effect: Jack Noir recharges *Solo Action* and *Bleed to Death Slowly*, and uses the latter power immediately if there is an adjacent target. He now also deals +5 damage with all attacks.

Solo Action (Free action, Encounter) Effect: Jack Noir gains another Standard action on his turn.

Mgt 18 Acu 23 Img 17 Plc 19

Draconian Dignitary, level 6 Solo Soldier

HP 224 (bloodied 112)

AC 22 Fort 19 Reflex 20 Will 19

+5 bonus to Saving Throws

Speed 6, Initiative +13, Perception +12, Mysteries +10, Insight +12

Deadly Reach Aura 2. The Dignitary may make opportunity attacks on any target within the aura.

Diamond Spear / Cuestick (Standard action – At-will, Basic attack) Melee, Reach 2. Attack: +13 vs. AC. Hit: 1d10+4 damage, and the target is marked by the Dignitary until the end of its next turn.

Don't Bleed on the Suits (Standard action – Recharge 16l) Melee. Attack: +11 vs. Fortitude. Hit: 2d6+4 damage, and the target is unconscious (save ends).

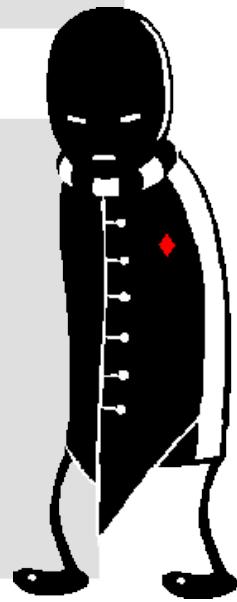
Paint the Town Red (Standard action - Encounter) Close blast 5. Target: Each creature in blast. Attack: +11 vs. Reflex. Hit: 3d8+4 damage. Miss: The target falls prone.

Silent Frustration (Immediate Reaction – Encounter) Trigger: The Draconian Dignitary is bloodied. Effect: The Dignitary recharges *Solo Action* and *Paint the Town Red* and uses the latter power immediately. He now may shift an additional space every time he Shifts on his turn.

Discerning Glare (Minor action, 1/round) The Dignitary gains combat advantage against an adjacent target.

Solo Action (Free action, Encounter) Effect: Draconian Dignitary gains another Standard action on his turn.

Mgt 17 Acu 21 Img 20 Plc 16



Hegemonic Brute, level 5 Elite Brute (Leader)

The Homestuck RPG

HP 180 (bloodied 90)

AC 17 **Fort** 19 **Reflex** 16 **Will** 18

+2 bonus to **Saving Throws**

Speed 6, **Initiative** +7, **Insight** +9, **Trolling** +9

Pummel (Standard action – At-will, Basic attack) Melee 1. Attack: +8 vs. AC. Hit: 2d8+4 damage and the target is pushed 1 space and slowed until the end of its next turn.

Hurl Safe Door (Standard action – Recharge 15||6) Ranged 10. Attack: +6 vs. Reflex. Hit: 3d10+4 damage, and the target is knocked prone and cannot stand up (save ends).

Eat Eyeballs, Deliver Stern Lecture to Empty Sockets (Standard action - Encounter) Melee 1. Attack: +6 vs. Fortitude. Hit: 3d8+4 damage and the target is blinded (save ends).

Fight Harder, Ya Runts! (Minor action, Recharge 13||4||5||6) Close burst 5. Target: One ally in burst. Effect: The target gains a +1 bonus to attack until the end of its next turn and 5 temporary hit points.

Elite Action (Free action, Encounter) Effect: Hegemonic Brute gains another Standard action on his turn.

Mgt 20 **Acu** 15 **Img** 14 **Plc** 18



Courtyard Droll, level 4 Elite Controller (Leader)

Sovereign Slayer, level 10 solo Skirmisher
Bec Noir, level 14 solo Controller

Chess Pieces

Chess Pawn, level 5 Minion (soldier)
Chess Pawn Rifleman, level 4 artillery
Chess Rook, level 6 Brute

Chess Bishop, level 6 Elite Controller
Chess Knight, level 8 Elite Skirmisher
*Black Queen, level 10 Solo Skirmisher (Leader)
*Black King, level 11 Solo Brute (Leader)

Denizens



Prototyping

Pretty Princess (Leader Prototyping)

On second thought, this was a terrible idea. Every group of Imps seems to be led by at least one that is wearing an absurd dress and posturing vainly while its allies attack with the blind fervor of love-struck Princes Charming. We hope you're happy with yourself.

Defense modifiers - Take -1 from the Underling's AC. Add +2 to Will.

Fanatical Devotion - (aura 5) Any Underling allies within the aura that are reduced to 0 HP may make a Basic attack as a free action before they die.

Dance for me, my Courtiers - (Minor; At-will) Ranged 5. Target: One underling ally. Effect: The target may shift 2 spaces.

Behold Dress!? - (Standard; At-will) Ranged 10. One target in range. Attack: Level + 4 vs. Will. Hit: The target grants combat advantage to this Underling's allies (save ends).

Distinguished Gentleman (Leader Prototyping)

With a pipe in mouth and a serviceable hat at the ready, these dashing Liches look passable enough to make the muster at any country club gathering. Their opinion of themselves has certainly improved enough for it, anyway.

Defense modifier – Take -1 from the Underling's AC. Add +2 to Will.

I Do Say! - (aura 10) Any enemy that hits this Underling while within the aura takes a -1 penalty to all defenses until the end of this Underlings next turn.

Strike down that Ruffian - (At-Will, Standard) Ranged 5. Target: One Underling ally in range. Effect: The target makes a Basic attack as a free action with a +2 power bonus to the attack roll.

Ultra Fighting Teenage Mega Battlers (Leader Prototyping)

It's strange enough when the Underlings take a pause from kicking your ass just to strike a team pose in their retarded multi-chromatic jumpsuits, but why do the Basilisks always have to try to join in? It just gets creepy looking.

Defense modifier – Add +1 to Reflex.

Team Strike – This ability modifies a Basic attack that the Underling already possesses. Whenever the Underling hits with this attack on its turn, up to one other adjacent Underling may make a Basic attack as a free action.

Delta Attack Formation – (Standard, Encounter) Requirement: At least 2 other Underlings must be adjacent to this one. Target: This Underling, and one other adjacent ally of its choice.

Effect: Each target gains a +1 power bonus to attack rolls until the end of their next turn, as well as Temporary Hit Points equal to their level + 5.

Combat Android (Brute Prototyping)

A transforming alien robot eighteen-wheeler with a gruff yet fatherly voice would make for a great Sprite Guide, you figured. Well, it also makes for some lousy-tough heavy metal Ogres, unfortunately.

Defense modifiers - Add +2 to Fortitude and subtract -1 from AC and Reflex.

Hit Points - The Underling gets +4 HP, as well as +2 additional HP for each level it has.

Smashing Fists - This ability modifies a Basic attack that the Underling already possesses. The attack deals 1d6 extra damage and the target is knocked prone on a hit. The Underling has a -1 penalty to the attack roll, however.

Laser-eyes - (Standard; At-will) Ranged 5. Target: One creature in range. Attack: Level + 2 vs. Reflex. Hit: 2d10 + level damage.

Medieval Warrior (Brute Prototyping)

All of those Roman Legionnaires and Brick-block Knights you had lying around, you never thought 'Gee it would be fun to have to fight all of these for real some day'. Well that's not exactly what is happening, but getting mauled in the head by a Knight Ogre with a giant mace is just about as close as you're going to get.

Defense modifiers - Add +2 to Fortitude and subtract -1 from AC and Will.

Hit Points - The Underling gets +4 HP, as well as +2 additional HP for each level it has.

Medieval-kind - This ability modifies a Basic attack that the Underling already possesses. In addition to its normal effects, on a hit the attack deals 1d8 extra damage and the target is pushed 1 space. The Underling has a -1 penalty to the attack roll, however.

Warrior's Charge – (Encounter; Standard) Effect: This underling charges a target with a +2 bonus to speed and then makes a normal melee attack, albeit modified as normal by the effects of Medieval-kind above. If the attack hits the target is also dazed until the end of this Underlings next turn.

Army Men (Soldier Prototyping)

You gave the Imps a Prototyping of loyalty and discipline, along with actual weapons to use against you. How considerate! Well, at the very least they now have a curious tendency to want to stand in neat little rows.

Defense modifiers - Add +1 to AC.

Entrenching Equipment - The Underling gains a skill modifier equal to its Level + 6 to Athletics.

Squad Formation - If at least two Underling allies are adjacent to it, this Underling gains +1 to all defenses.

Plastic Carbine - (Standard; At-will) Ranged 15, one target in range. Attack: Level + 6 vs. AC. Hit: 1d10 + level damage, and the target is marked by this Underling until the end of its next turn.

Weapon Master (Soldier Prototyping)

A cheap piece of shit katana or bo staff is a legitimate upgrade in the fighting power of the Underlings. Weirdly though, every single Imp you fight now thinks that it is a wizened Asian Master fresh off the mountain, somehow.

Defense modifier - Add +1 to AC.

Harsh Tutelage - This ability modifies a Basic attack that the Underling already possesses. The attack may now be used as an Immediate Interrupt, triggered when an enemy shifts out of a space adjacent to the Underling. It also gains a +1 bonus to all attack rolls with this Basic attack.

Divine Masterstroke - (Standard; Encounter) Melee 1. Target: One adjacent enemy. Attack: Level + 7 vs. AC. Hit: 2d6 + Level damage, and the target is marked by the Underling until the end of its next turn.

Metamind (Artillery Prototyping)

Basilisks with oversized craniums and bioelectric sparks shooting out of their eyes sounds like a great idea, and you should congratulate whoever came up with it. Right after you manage to not die fighting these psionically-gifted freaks off that is.

Defense modifiers - Subtract -1 from AC, gain +1 Reflex and Will.

Hit Points - The Underling loses 2 HP, as well as having -2 fewer HP per level.

Mental Assault - (At-will, Standard action) Ranged 10. Target: One creature in range. Attack: Level + 5 vs. Will. Hit: 1d12 + level + 2 damage.

Psionic Shield - (Encounter; Immediate Interrupt) Trigger: The Underling is hit by an attack. The Underling gains a +2 bonus to defenses against the triggering attack.

Elemental Form (Artillery Prototyping)

A prototyping that grants the Underlings access to a dangerously volatile harnessed element can't be all bad, right? Wrong.

Defense modifiers - Subtract -1 from AC, gain +1 Reflex and Fortitude.

Hit Points - The Underling loses 2 HP, as well as having -2 fewer HP per level.

Elemental Aura - (Aura 1) Any creature that is not another Underling that starts its turn within the aura takes damage equal to this Underling's level + 1.

Elemental Blast - (At-Will, Standard action) Ranged 15, Burst 1 within range. Target: Each creature in burst. Attack: Level + 2 vs. Reflex. Hit: 1d8 + level + 2 damage.

Masked Avenger (Lurker Prototyping)

They are Justice. They are Fear. They are the Night... They are Imps! Also, they are a royal pain in the ass to fight.

Defense modifier - +1 to Reflex and Will. Subtract -2 from Fortitude.

Hit Points - The Underling loses 2 HP, as well as having -2 fewer HP per level.

Skill bonus - The Underlings gain skill modifiers equal to their Level + 6 to Acrobatics, Athletics, and Stealth.

From the Shadows - This ability modifies a basic attack that the Underling already possesses. Whenever they hit a target granting combat advantage to them with this attack, the target takes 1d10 extra damage and the Underling may shift 3 spaces for free.

Utility Belt Malfunction - (Standard, Encounter) Close Burst 1. Target: Each creature in burst. Attack: Level + 2 vs. Fortitude. Hit: The target is blinded until the end of its next turn. Effect: The Underling may shift 4 spaces and make a Stealth check if it has cover or concealment.

Men in Black (Lurker Prototyping)

Dark sunglasses and black suits and trench coats really tie together the Underlings into an ominous-looking force clearly devoted to protecting the oblivious citizenry from things they aren't yet ready to know. Unfortunately these Ogres don't seem to have internalized 'the public good' as part of their agenda just yet, and simply use the fancy devices to terrorize.

Defense modifier - +1 to Reflex and Will. Subtract -2 from Fortitude.

Hit Points - The Underling loses 2 HP, as well as having -2 fewer HP per level.

Stealth Field - The Underling gains skill modifiers equal to its Level + 6 to Stealth. It may make a Stealth check even in areas of normal concealment and cover, so long as they are adjacent to a wall or other solid obstruction.

Teleportey Ball-Thingy – As a move action, the Underling may teleport 1d6 spaces. Roll every time an Underling tries to move with this method. If the dice result comes up as a one, then the Underling is instead transported 6 spaces, but in a random direction.

Laser Amnesia Gizmo – (At-will; Standard) Melee 1. Attack: Level + 4 vs. Reflex. Hit: The target is dazed and blinded until the end of the Underlings next turn.

Ninja Assassin (Lurker Prototyping)

The only thing that is totally sweeter then being completely owned by a real Ninja is having your face ripped off by, like, a sly Ninja Lich, man. Radical.

Defense modifier - +1 to Reflex and Will. Subtract -2 from Fortitude.

Hit Points - The Underling loses 2 HP, as well as having -2 fewer HP per level.

Skill bonus - The Underlings gain skill modifiers equal to their Level + 6 to Acrobatics, Athletics, and Stealth.

Ninja Skillz - This ability modifies a basic attack that the Underling already possesses. Whenever they hit a target granting combat advantage to them with this attack, the target takes 1d10 extra damage and the Underling is invisible to them until the end of there next turn.

Shuriken Toss - (At-Will, Standard) Ranged 5, Target: One creature in range. Attack: Level + 6 vs. AC. Hit: 1d6 + level damage and the Underling may shift 3 spaces and make a Stealth check if it has cover or concealment.

Artificial Intelligence (Controller Prototyping)

Ever since that iPhone got prototyped it's been a constant struggle just to play the game! Every Basilisk has a touch-screen displaying a cackling pixelated visage for a face and an uncanny ability to wage counter-warfare on your Server player.

Defense modifier - +1 to Will.

Comm Disruption – While on the battlefield during Strife, this Underling has a 25% chance of denying any Communication-range powers used by players not present in the fight.

Server Static – (At-will – Standard) Target: A single server player. Attack: Level + 4 vs. Will. Hit: The server player is dazed and has a -1 to attacks until the end of their next turn. Special: Only one Underling may make this attack per turn of combat, regardless of how many are present in the battle that have this prototyping.

Flickering Screens – (Encounter – Close Blast 3) Attack: Level +3 vs. Reflex, every creature in blast. Hit: The target is immobilized (save ends).

Prankster's Gambit (Controller Prototyping)

Prototyping the Kernelsprite with a silly item or cartoon animal may have seemed like a good idea, but after a few battles you may regret the fact that the Imps always seem to come away with the better Prankster's Exchange in any encounter.

Defense modifiers - +1 to Reflex.

Slippery - (Immediate Reaction; Trigger: An attack targeting this creature misses): The Underling may shift one space.

Gag Weapon - This ability modifies a Basic attack that the Underling already possesses. In addition to its normal effects, on a Hit the target is unable to make opportunity attacks until the end of this Underling's next turn.

Hat Trick - (Standard; Encounter) Burst 1 within 5 spaces. Targets all enemies in burst.

Attack: Level + 2 vs. Reflex. Hit: The target is dazed (save ends).

Squiddles (Controller Prototyping)

Sweet dreams, you poor fools.

Defense modifier - +1 to Will.

Tangle! - This ability modifies a Basic attack that the Underling already possesses. In addition to it's normal effects, on a Hit the target is immobilized until the end of this Underlings next turn.

Don't you Want to be my Buddy? - (At-will, Minor) Close burst 4, Target: One creature in burst. Attack: Level + 3 vs. Will. Hit: Pull the target up to 2 spaces.

Let the Squiddles Sleep - (Encounter, Standard) Close burst 3, Target: Each creature in burst. Attack: Level + 2 vs. Will. Hit: The target falls unconscious (save ends). Effect: The Underling that used this power falls unconscious (save ends). Whenever a creature affected by this power takes damage, it may make an immediate saving throw against this effect.

Pop Idol (Controller Prototyping)

You think that if you have to listen to this teenybopper Best Hits radio rock piece of garbage one more time, you're going to claw your ears out.

Defense modifier - +1 to Will.

Stage Lasers – (At-will, Standard) Ranged 10. Target: One creature. Attack: Level + 4 vs. Reflex. Hit: The target is blinded until the end of its next turn.

Can't Get This Song Out of My Head! – (Encounter, Standard) Burst 2 within 5 spaces, Target: Each enemy in burst. Attack: Level + 2 vs. Will. Hit: The target can't make opportunity attacks or shift (save ends).

Woodland Critter (Skirmisher Prototyping)

Your Tiny Pony friends (or your pet cat) don't seem quite as friendly when they have the upper body of a cackling Basilisk. Best to lay your feelings aside and put these mutant freaks out of their misery as speedily as possible.

Defense modifier - +1 Reflex.

Movement bonus - +2 Speed.

Critter Scamper - This ability modifies a Basic attack that the Underling already possesses. The attack gains the Effect: You may shift half of your speed and make this attack at any point during the shift.

How could you? - (Encounter, Free action) Trigger: when reduced to 0 HP. Target: The triggering enemy. Attack: Level + 3 vs. Will. Hit: The target is immobilized until the end of its next turn.

Brainless Feathery Assholes (Skirmisher Prototyping)

This prototyping was clearly for the Birds. Ok, that joke was lame. I have to write rather a lot of these, you see. Not every line can be Shakespeare, ok? I mean, come on.

Defense modifier - +1 Reflex.

Movement bonus - The Underling gains a Fly speed (with Hover) equal to their base Speed.

PSHWOOP - This ability modifies a Basic attack that the Underling already possesses. Whenever this Underling lands after flying at least half of its speed on its turn, then for the rest of its turn this attack gains a +1 bonus to the attack roll and may push the target 1 space on a successful hit.

he's escaping from above!!? - (Encounter, Immediate Reaction) - Trigger: An enemy hits this Underling with an attack. Effect: The Underling flies its speed, ignoring opportunity attacks during the movement.

Super Saiyan (Brute Prototyping, Tier 2)

You went and actually prototyped one of 'the animes' with the Kernelsprite, didn't you? We were all joking about that one, actually...

Defense modifiers - +2 to Fortitude and -1 from AC.

Hit Points - The Underling gets +4 HP, as well as +2 more HP for each level it has.

Burning Fists – This ability modifies a basic attack that the Underling possesses. The attack deals 1d8 extra damage, and a hit target takes ongoing 5 damage (save ends).

Ki Fireball - (At-Will, Standard) Ranged 5. Target: One creature in range. Attack: Level + 2 vs. Reflex. Hit: 2d8 + level damage, and the target is knocked prone.

Increase Power Level - (Encounter, Standard action). Effect: The Underling gains Resist 10 until the end of its next turn. The next attack that it makes gains a +1d8 bonus to damage, and dazes the target on a hit.

Ghostly (Skirmisher Prototyping, Tier 2)

Oh yes, perfect. Imps flying through walls and giggling to themselves like they think they are some kind of tricky Slimer. This can only end well.

Defense modifiers - +1 to Reflex and Fortitude.

Movement bonus – the Underling gains Phasing with all movement.

Ectoplasmic Phasing – This ability modifies a basic attack that the Underling already possesses. On a hit, the Underling shifts 4 spaces and may shift through enemy spaces and walls during the movement (It effectively gains Phasing).

Skill bonus – The Underling gains a modifier to Stealth equal to it's level + 6.

Phase Out – (Encounter – Immediate Reaction) Trigger: The Underling is hit by an attack. Effect: The attack is ignored and the Underling gains the insubstantial property until the end of it's next turn.

Wytch-Majyk Spellecraft (Artillery Prototyping, Tier 2)

Your meddling with fictional magic items, such as fortune telling balls, shitty wands, and/or magician statues, has produced Underlings that actually wield defictionalized magical energy (and wear colorful robes as well, naturally). Call their implements 'Science Wands' all you want, but prepare for a painful introduction to the ways of the Arcane as punishment for your Kernelsprite tinkering.

Defense modifiers - Subtract -1 from AC, gain +1 Reflex and Will.

Hit Points - The Underling loses 2 HP, as well as having -2 more HP per level.

Movement bonus - The Underling may Hover above the ground as it moves. It has a fly speed of 4, but must end its movement over a flat surface or it falls.

Esotera of Annihilation - (At-will; Standard) Ranged 20, Burst 1. Target: Each creature in burst. Attack: Level + 4 vs. Reflex. Hit: 2d6 + level + 2 damage.

Dread Word of Unraveling - (Encounter; Standard) Ranged 20. Target: One creature in range. Attack: Level + 5 vs. Fortitude. Hit: The target takes ongoing 10 damage and is dazed (save ends both). Miss: The target takes ongoing 5 damage and is slowed (save ends both).

Self-Prototyping (Soldier Prototyping, Tier 2)

Through some sort of ill-advised time shenanigans you have managed to get your own visage, or that of a close loved one, on the prototyped Underlings. This would be just weird and not so inherently bad, were it not for the fact that now all of the creatures seem to be able to predict your every move with uncanny ability...

Attack and Defense modifiers – When adjacent to the designated prototyped player, this Underling gets +1 to all attacks and all defenses.

Denying Attack – This ability modifies a basic attack that the Underling already possesses. On a hit, the target of the attack may be incapable of using an At-Will Aggrivement of the GM's choice until the end of their next turn.

Can't Run From Myself – (At-will, Immediate Reaction) Trigger: The adjacent designated prototyped player shifts, teleports, moves, slides, or flies. Effect: This Underling immediately duplicates the movement mode and speed of the player and must end this movement adjacent to the triggering player.

Predatorial Alien Monster (Lurker Prototyping, Tier 2)

Why on earth you would prototype the Kernelsprite with a ravenous alien brood creature from fiction is anyone's guess, and the results are predictably horrifying. Watch your back...

Defense modifiers - +1 to Reflex and Fortitude, and -1 from Will.

Movement bonus - The Underling gains +1 Speed and a Climb Speed equal to its Level.

Skill bonus - The Underling gains skill modifiers equal to their Level + 7 to Acrobatics, Athletics, and Stealth.

Health Siphon - Whenever an attack of this Underlings hits a bloodied target or bloodies a target, it regains Hit Points equal to twice its level.

Rip and Tear - This ability modifies a Basic attack that the Underling already possesses. Whenever it hits an enemy granting it combat advantage, the attack deals 1d10 extra damage and the target is dazed until the end of its next turn.

Implant Attack - (Standard; Encounter) Ranged 5. Target: One creature in range. Attack: Level + 5 vs. AC. Hit: 2d6 + level damage and the target is stunned until the end of its next turn.

Heavy Metal (Brute Prototyping, Tier 2)

For whatever ridiculous reason, somebody thought it would be clever to put a copy of the latest Iron Warrior album into one of the Kernelsprites. Now your Underlings, while admittedly a whole lot more kick-ass than before, are beginning to get to you with their constant boozing and horrendously loud music.

Defense modifiers - +2 to Fortitude and -1 from AC.

Hit Points - The Underling gets +4 HP, as well as +2 more HP for each level it has.

Axekind - This ability modifies a Basic attack that the Underling already possesses. The attack deals 1d6 extra damage when it hits, and the target is also dazed and deafened until the end of its next turn. Remember, a target that is deafened cannot gain the benefits of Communication with any of its allies!

Mosh Pit - Whenever a chain of at least 3 Underlings with this template are adjacent to each other, they all gain the benefits of an Aura 1 centered on each of them. Any enemy that shifts into or out of the aura takes Damage equal to the Underlings Level + 1 (only triggers once per move).

Pyrotechnics - (Free action, Encounter) Trigger: when reduced to 0 HP. Close burst 1. Target: Each enemy in burst. Attack: Level + 2 vs. Fortitude. Hit: The target is blinded until the end of its next turn.

Psychological Horror (Controller Prototyping, Tier 2)

Whether a former beloved pet that was preserved all wrong, a creepy Horror Movie poster, the fully realized form of a Horror-Terror or just some disturbing doll visage, this prototyping is terrifying to behold when it is translated onto the forms of the Underlings. Just your luck.

Defense modifier - +2 to Will.

Skill modifier - The Underling gains a skill modifier equal to their level + 7 to Stealth.

Mind-Rending - This ability modifies a Basic attack that the Underling already possesses. Whenever the attack hits, the target receives a -2 penalty to all attack and skill rolls until the end of this Underlings next turn.

Fear Itself - (Encounter, Standard) Close blast 3. Target: each enemy in blast.

Attack: Level + 3 vs. Will. Hit: The target is stunned (save ends).

First Guardian (Controller Prototyping, Tier 3)

This Imp crackles with green lighting and seems to flicker between this reality and an infinite Other. As you ready yourself for the coming Strife, you begin to wonder just what could have gone so wrong for Fate to curse you so.

Defense modifier - +1 to AC, Reflex, Fortitude, and Will.

Quantum Strike - This ability modifies a Basic attack that the Underling already possesses. The attack now targets Fortitude defense, and on a hit the target takes an additional 1d10 + level damage and is teleported 2 spaces in a direction of the Underlings choosing.

Unstable Gate - The Underling gains a movement mode of Teleport 4. Whenever it teleports, it may choose one ally and teleport it 2 spaces as well.

Warping Defense - (At-will; Immediate Interrupt) Trigger: An attack hits or misses this Underling. Effect: The Underling gains +2 to all defenses against the attack. If the attack is a miss after the defense bonus, then both the Underling and the triggering attacker are teleported 5 spaces in a direction of the Underling's choice.

-- umbralAeronaut [UA] began pestering you! --

UA: hey~
UA: good luck out there.
UA: if things get too hot to handle don't be afraid to ask for help~
UA: you can find us at our pesterchum memo~ #HomestuckRPG.
UA: or come by the mspaforums.com in Fan Projects and look for the Homestuck tabletop RPG thread~
UA: alright~ gotta run now. I'll see you on the other side!

