

Subgrubbs & Snazzards

An Alternian Roleplaying Game



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==> OPEN BOOK

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Somewhere off in the deepest, darkest reaches of space, there exists a planet.

It is a grey planet, covered mostly by barren wastelands. In its purple sky, two moons rise during the long, bright nights; one neon green, one hot pink. The ocean is dark and ripples against black-sanded beaches in a constant war between land and sea. The daylight burns all whom it touches into radioactive dust. This planet has existed through many realities narratively canonical, fanonical, and every grey-area between. Sometimes, it is destroyed by a universe-altering game; other times, it is crushed by the dance of giant space serpents. In the worst of realities, it continues to exist unchanged. It is ruled by a cruel empire that sends its children off-planet as soon as they reach adulthood to join in a never-ending conquest of the universe. It is home to a culture that segregates you into societal castes based on the colour of your blood; a culture where violence and murder are merely a fact of life; a culture where children must live through dystopia to even get a chance at growing up— and those chances are slim.

Welcome to Alternia.

It fucking sucks here.

In this game, you play as a troll— a grey, candy-horned alien species with multicoloured blood which dictates your position in society— and live through everyday, Alternian life. Trolls spend their childhoods and adolescence in the unloving embrace of this miserable grey rock, fighting to stay alive beneath the crushing culture that exists. Every day is a struggle, though not all struggles are the same; sometimes, you can find a glimmer of hope among the dystopia as you band together with your friends. Play video games, form messy, quadrant-based romantic relationships, go on adventures, and learn to grow into the best version of yourself... if you can survive to maturity, of course.

This Tabletop Roleplaying Game is based on the universe of Homestuck, Hiveswap, and all of their spin-offs. Though you do not need to know anything about Homestuck to play, it certainly helps. Why not put this book down and quickly read a brief webcomic first? Have you done so? Good. Now then...

What will you do?

==> PLAY SUBGRUBS & SNAZZARDS



==> PLAY SUBGRUBS AND SNAZZARDS

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You CAN'T start playing Subgrubs & Snazzards yet, dipshit! You don't know the rules! Christ, let's teach you before you embarrass yourself further.



ROLL RESULTS

Most consequential decisions in Subgrubs & Snazzards are decided by rolling a pair of dice. Fluorite Octets— or, if you prefer, two octahedron dice, or even more simply, 2d8— are the core dice used in this book. Oftentimes, you will be called to roll these dice in order to see the outcomes of certain actions you take. When you're told to roll for something because of a specific move, roll 2d8, add up the roll results you got, and compare them to this chart...

MIN	Oh, wow, your roll was ABYSMAL. A MIN roll happens when you roll two 1's, or get a negative result
BAD	Your result leaves a lot to be desired. A BAD roll is any result of a 7 or below that isn't a MIN roll
OK	Your roll lets you succeed... to a degree. An OK roll is 8-10.
GOOD	Your roll lets you do what you want! A GOOD roll is a 11-13!
GREAT	Your roll gives you what you want, and you do it with STYLE. A GREAT roll is a 14-19!
MAX	Great Googly moogly. This is the best of the best. You cannot do better than this. You get a MAX roll when you roll two 8's, or a result of 20+.





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ATTRIBUTES

Okay, so you have dice-rolling down, but WAIT— there's MORE. Certain rolls are raised or lowered by inherent abilities your troll has: their attributes. You know, like in video games or tabletop roleplaying games?! The stats are as follows:

VIGOR +VIM (HP and Bulk)	Tough guy, aren't you? With Vigor, you become tougher and stronger than ever before! Increase your HP! Make it harder for you to become wounded! Push through the worst of it! Live to fight another day? Maybe so! Your +VIM score is added to 10 to make your base HP!
RASCALITY +RAS (Tricksiness and Humour)	Get a load of this dude! With Rascality you can pull off some tricksy business, causing problems the way only you know how. Maybe while you're at it you can steal somebody's wallet, or maybe even convince that teal blood over there that you know about his business deals under the table.

PULCHRITUDE +PLC (Charisma and Charm)	Smile for the camera! Pulchritude is not just how pretty you are on the outside, but how pretty you are on the inside. Or, well, how well you can fake it at least. Charm your opponents with a smile and convince them to do what you want with your silver tongue! That's Pulchritude!
GRACE +GRA (Speed and Agility)	Sneak and slide wherever you please! With Grace you become a ballerinarsonist, capable of getting out of the stickiest situations smudging your makeup even a little bit.
APPETITE +APP (Healing and Gluttony)	Snack break! Appetite is your staying power; how sturdy are you? How greedy can you get? Not everyone's as good at the medicinal properties of food, or holding onto lots of stuff in your pockets. But if you've got a high enough Appetite... you can vore up just about all the healing you get!



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MANGRIT +GRT (Strength and Toughness)	Grit your teeth! Mangrit is the cumulative power of your muscles! Used for juggling cars, throwing punches or generally being a tough scary guy, Mangrit is what you turn to for raw strength. (Mangrit! It's not just for men!)
HUBRIS +HUB (Luck and Pride)	Check this shit out! Hubris is a measure of, well, your ballsiness. How likely are you to pull off that wildly dangerous thing? Bet you can jump that incredibly dangerous gap? Reckon you're a certified Vriska extraordinaire? Hubris is the stat for you!

PERSPICACITY +PSP (Intelligence and Wisdom)	You're not like other trolls. You're a freak. You have a gift; the power to hear a voice in your brain that analyzes the world around you. To plan... to learn. You call this power "thinking". You know what they say; with great +PSP comes great booksmarts and observational skills, or something!
IMAGINATION +IMG (Magic and Psionics)	The power of Imagination commands reality! Whether you're using an arcane item you found under the sea, dealing with dark horrifying terrors or using your innate psionics, Imagination is what you use to control these forces.

While playing Subgrubs & Snazzards, you are either assigned the role of the Clouder (the storyteller, the game-master, you know the deal) or the Players. Players will make their own troll to play as- and suffer at the hands of their all-knowing, malicious Clouder! Meheheheh!



TAGS

Tags are traits that certain abilities, conditions, or actions have. You can easily tell when something is tagged in this book; it'll have two brackets around it to symbolize that it is a [Tag]. All tags are explained in full detail in the Tags chapter towards the end of the book; if you see something tagged, that means there's a "read more!" attached that explains what exactly the fuck it means when your troll becomes [Floorbound] after being tripped up, or what happens when you're set on fire and become [Ablaze].

TALENTS & INEPTITUDES

All trolls are good at something! Conversely, all trolls are bad at something. [Talents] & [Ineptitudes] are how naturally good or bad a troll is at a certain roll. When you start creating your troll and choosing a caste, you will be told you are talented in one stat, but inept in another; for example, the rust blood caste has +RAS/-GRT, as they are talented at all Rascality rolls (because they're pretty tricksy), but are inept at all Mangrit rolls (because they're not very physically strong). When you roll a stat you are [Talented] in, you don't use 2d8; you use 3d8 instead, and use the highest two results for your roll! Meanwhile, if you do so with something you're [Inept] in, you still use 3d8, this time using the lowest two results for your roll.

Some effects would give you an additional [Talent] or [Ineptitude]; if you become talented in something you're already [Talented] in, you become [Legendary] and use 4d8 to roll, picking the highest two results. If you become inept in something you're [Inept] in, you become [Godawful], and use 4d8 to choose the lowest two results! Even if you roll two 8s on an [Inept] or [Godawful] roll, it's still a MAX. The same isn't true for two 1's on a [Talented] or [Legendary] roll, though (phew).

TIER UP/DOWN

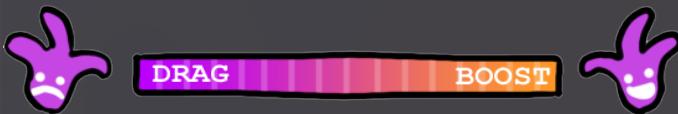
Sometimes, outside effects hamper your luck! When an effect would call for your roll to [Tier Up] or [Tier Down], it means the roll jumps up or down a roll tier— for example, GOOD to GREAT, or vice versa! This never makes a roll into a MIN or MAX, nor does it affect a natural MIN or MAX. You're stuck with those!





BOOST & DRAG

Oftentimes, a move will call for you to gain [Boost] or [Drag], but what are they? Simply put, they're a scale of bullshittery. At the start of every encounter, you have 0 [Boost] or [Drag]. However, as the encounter goes forward, you might gain or lose momentum— and your [Boost] and [Drag] measure this. If you gain [Boost], you can hold it in reserve until you need it most to spike up a roll by an amount equal to the number of [Boost] you have. For example, if someone had 4 [Boost] and rolled an 11, they could use their [Boost] to make their roll a 15, turning it from a GOOD to a GREAT!



[Drag], however, does the opposite; it's the anti-Boost! If you had 3 [Boost], and you gain 1 [Drag], it reduces your [Boost] to 2. If this would bring you down past 0, you've got [Drag], and your opponent can make you bring your rolls down instead. For example, that 11 earlier could get turned into an 8 if you used 3 [Drag]! You never have both [Boost] and [Drag] at the same time; they exist on the same spectrum. There's no limit to how much of each you can get (they stack infinitely upwards and downwards!), but you cannot turn your roll into a MAX or a MIN. When you use [Boost] or [Drag], you use ALL of it, and it resets to 0 afterwards. You use [Boost] or [Drag] after your specific roll has been rolled, but before the consequences play out.

LIFE & DEATH

Let's face it; life and death are a constant on Alternia, and you're going to be seeing a lot of it. However, your troll will be something special—narratively relevant. Your HP equals 10 plus your +VIM stat. When a troll hits 0 HP after taking enough damage, they become [Unconscious], and slump to the floor. It's at this point a decision must be made: was this defeat either JUST or HEROIC, narratively speaking?

If a troll's death would be narratively satisfying, and they either deserved to be killed, or died for a good reason, then they pass on into the Dark Carnival. If they haven't learned their lesson yet, or still have more to gain from life, they can wake up a few hours later—badly injured, possibly dismembered and permanently wounded, maybe even robbed blind by their attacker, but alive. Life and Death are less mechanics, and more narrative tools; you decide when your troll dies, not anybody else.

DEAD.





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LEVELLING UP

Trolls gain levels as they live through important aspects of life. You gain Experience Points through specific actions, divided or multiplied by a fraction of your roll result, and every level goes up or down incrementally based on your previous *OH PSYCHE* you absolutely don't need to do that. There are no experience points in Subgrubs & Snazzards, because nobody at all ever finds tracking experience points interesting. It's what we in the business call "shitty and boring". Subgrubs & Snazzards relies on Milestone Levelling; that is to say, your character levels up when your Clouder says they do. This usually comes after a particularly important confrontation or event.

Levelling up is easy; when you give a troll a level, they can gain a new move. After 6 levels, they gain access to new ones, and at 12th, even more new ones. At 4th, 7th and 9th levels, you get a +1 you can assign to any attribute you like, raising it permanently by 1. The highest you can make any stat is +4. At level 12, you gain a capstone; you get a +2 bonus, or two +1 bonuses. After level 12, your stats don't grow anymore, so make the most of it!

MOVES

Now that we've gotten the core rules out of the way, let's look at the core actions. Moves are special actions or passive buffs that allow you to interact with the world around you in interesting ways. You gain more moves as you level up! You have two actions each turn; you can use your actions to roll two different moves. You can never roll the same move twice on the same turn, unless you are specifically told you can thanks to a move's effect. You also can't use more than one [Strife], [Manipulate] or [Heal] action per turn. Some moves might even need to recharge for a while before you have enough energy to use them again, or might need you to build up a certain momentum before you can use them! +VIM is never used to roll; it's strictly the HP Stat. All other attributes, however, get one basic move that any troll can use. Let's check them out!

==> CHECK OUT THE BASIC MOVES



==> CHECK OUT THE BASIC MOVES

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The following are a list of moves all trolls have access to. They don't need to take them; everyone can do these!

SHENANIGANS

[Physical]

In a world of strife and grief like Alternia, oftentimes the best way out of a sticky situation is for some shenanigans to ensue. Each individual result has the [Recharge: 3] tag. When you want to use your prankster's wit to help you out, roll +RAS.

MIN: You set up an elaborate joke, only for the other person to suckerpunch you in the face. They may make a [Free] [Strife] roll.

BAD: You don't pull a good goof. Loser.

OK: You don't manage to fool the other person, but you do confuse them. They get 1 [Drag].

GOOD: Your foolsmastery works, and you pull a fast one on your opponent! Choose from the GOOD SHENNANIGANS result table.

GREAT: Your japes take it to the next level; perhaps dangerously so?! Choose either two GOOD results, or one from the GREAT SHENNANIGANS result table.

MAX: The mother of all gags. You may use three GOOD effects, two GREAT effects, or two GOOD, one GREAT effect.

GOOD SHENNANIGANS TABLE

BONK: The target is [Stunned] for a turn by a sudden blow to the head, gut, or Oh-No's.

PRANK'D: You do something so dumb and confusing that it really busts their Prankster's Gambit meter! The target is [Inept] at [Mental] rolls for a number of rounds equal to your +RAS score. stacles atop your target, hampering their movement. The target is [Trapped] unless they spend an action to throw these out of the way.

TRAPPED: You toss objects and obstacles atop your target, hampering their movement. The target is [Trapped] unless they spend an action to throw these out of the way.

TRIPPED: You stick out a leg, push over or otherwise cause the target to fall over. They become [Floorbound].

YOINKED: You snag an item from the opponent's Sylladex, inserting it into your own. If you don't have a specific item in mind, choose randomly.

GREAT SEHNNANIGANS TABLE

BURNING: Your target is set alight! They become [Ablaze]!

EATING SHIT: Your target hits a hard surface HARD. They start [Bleeding].

FALLING: Your target tumbles down something, whether it's a flight of stairs or a cliff's edge. They take 2 damage (perhaps more if it's around an established high place!) and then becomes [Floorbound].

PISSED: Your goofs REALLY piss them off! Your target becomes [Enraged].

ZAPPED: Your target is overloaded by energy, perhaps from a power socket or some nuclear waste. They become [Inept] at [Physical] and [Mental] rolls for one round.





WORDPLAY

[Mental] [Manipulate/Strife] [Hook]

Knowing how to deliver a line is particularly important on a planet that wants you dead. Once a [Physical] [Strife] roll has been used in an encounter, you can only use this move to [Manipulate]. When you want to use your words, roll +PLC.

MIN: Ah, shit, you said the WORST possible thing! Now they're [Enraged]! You also take 2 [Non-Lethal] damage as you start kicking yourself.

BAD: Nope. That was nothing. You gain 1 [Drag].

OK: You don't get what you want you're close! You gain 1 [Boost].

GOOD: Aha! That looks like it reached 'em! You either...

- Nag the opponent; they take 1 [Verbal] damage as your words hurt them.
- You ask them to do what you want; if they don't comply, you gain 1 [Boost].

GREAT: Looks like your words hit a soft spot. You either..

• Lacerate the opponent with some cutting words, and do 2 [Verbal] damage.

• Tell them to do what you want. They comply, so long as it is in their best interests to do so.

MAX: Not only does the target listen, they cling to your every word. You either...

• Shatter their feelings with some hard hitting words; they take 3 [Verbal] damage.

• Convince them to do what you say for an extended period of time; they are now your [Minion], until your arrangement falls apart.

ACT FAST

[Physical] [Recharge: 3]

Just a moment of hesitation, and you're grubsauce. Don't let this happen to you! When you move fast to defend yourself, roll +GRA.

MIN: Your slow reflexes put you in a tough spot— you take 3 [Drag].

BAD: Oof! You take 1 [Drag]!

OK: Zilch. Nada. Nothing.

GOOD: Lightning fast! You...

- **ABSCOND:** You turn and run the other way. The encounter ends!

- **AUTOPARRY:** Aha! An opening! You gain 1 [Hold]; this [Hold] can be spent as a [Reaction] when an opponent fails to do damage to you with a [Strife] roll.

- **LAD SCAMPER:** You scurry around and out of the way of an incoming attack! You get 1 hold; you can use the [Hold] as a [Reaction] to lower an incoming [Strife] roll by 2.

- **OH PSYCHE:** You look like you're about to fail— AND YOU DON'T AT THE LAST SECOND! You retroactively make your last roll an OK result. This can only be used after you get a BAD roll with your first action.

- **YOUTH ROLL:** You use your spry form to roll out of sight, avoiding notice. You gain the [Hidden] condition if you weren't already being observed.

GREAT: WOOOOOSH! You move FAST! You get your effect, and the opponent takes 1 [Drag] as they fail to keep up with you.

MAX: You're fast, you're furious, and you're on top of your game! You get your effect, the opponent takes 1 [Drag], and you take 1 [Boost].



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HUNKER DOWN

[Strife] [Physical/Mental]

[Reaction]

One of the first things a troll needs to learn to do if they want to survive is to take a punch, so suck in your gut and grit your teeth! When you want to protect yourself, roll +APP.

MIN: No, your Achilles' heel! The opponent's attack against you is [Tiered Up], and you become [Stunned].

BAD: You leave yourself totally open to incoming hits. You waste this action.

OK: You don't manage to fully protect yourself, but you do throw them off a little. The opponent's next [Strife] roll takes a -1.

GOOD: Nice! You hunker down, raise some arms, and block the incoming attack! The opponent's [Strife] roll result takes a -2.

GREAT: Clench your jaw and your butt, because this block is all but perfect. Your opponent's [Strife] roll becomes [Tiered Down].

MAX: Your opponent hits you solidly in the gut, but you take no damage. Then, they look up at you, trembling and shit, and you drop a cool one-liner and smash them. Your opponent's roll does no harm to you, and you get a [Free] [Strife] roll against them.

GRIEF

[Strife] [Physical]

Sometimes, words fail you. The natural order of things after that is to try to kill the other person really fucking hard. When you get into a physical fight, roll +GRT.

MIN: You fuck up so horribly that you seriously hurt both your body and your pride. You take 2 damage and 1 [Drag].

BAD: You tumble around and, through your buffoonery, you take 1 damage. Nice going, dipshit.

OK: While you missed, you aren't letting up, and you're keeping everyone else on their toes. You gain 1 [WHAM]!

GOOD: You hit 'em! You do 1 damage to the opponent! Nice!

GREAT: Yikes! You hit them, and you hit them HARD. That's 2 damage!

MAX: Through terrifying force or sheer luck, you hit the target so hard that it could be considered a war crime on kinder planets. You do 3 damage.





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SWASHBUCKLE

[Physical]

You're not like the other trolls. You've got aspirations, and power, and your bulge is huge. You've never failed at anything, ever. So why not go the extra mile... and push yourself to the limit? When you want to do something in an extremely risky and stupid way, roll +HUB.

MIN: You trip over and land on your face, you dumb fuck. You take 1 damage and gain the [Floorbound] condition. You're too [Humiliated] to try that effect again for the rest of the encounter, and gain 2 [Drag].

BAD: You waste this action trying to look cool, and gain 1 [Drag].

OK: You almost had it, but just about failed! You're able to Ccatch yourself at the last second.

GOOD: Aha! You pulled it off! Choose an effect from the SWASHBUCKLE table.

GREAT: Oh snap! You do what you set out to do, and you do it so well that you stay in motion while you do! You get 1 [Boost], as well as your chosen SWASHBUCKLE effect.

MAX: With a flourish of style, you do so much better than you intended. You get 1 [Boost], and you choose two SWASHBUCKLE effects instead!



Each individual SWASHBUCKLE result has the [Recharge: 3] tag. Spice it up, and take a new approach each turn!



SWASHBUCKLE TABLE

Effect	Description
ACROBATIC FUCKING PIRHOUETTE:	You jump high in the air while somersaulting. You look really cool doing this, and you receive 1 [WHAM].
CAN'T ABSCOND BRO:	You prevent someone's escape. You can either roll this preemptively or as a [Reaction] when someone tries to ABSCOND; in this case, whoever rolls higher on their respective roll wins, though the ABSCONDEE may attempt again soon.
INTERVENE:	Not so fast, bro! You stomp someone's [Reaction] with your own [Reaction], kicking them in the chest, blocking their course with obstacles or otherwise fucking up whatever they were trying to do! You can only use this [Reaction] if you have more moves left on your turn, unlike other [Reactions] which instead borrow from the next turn if you don't.
FINISHING MOVE:	You prepare to do some massive harm. You get 3 [WHAM], but cannot use any [Strife] roll for 3 turns after spending this [WHAM]. After landing the hit, you also gain 3 [Drag].
PCHOOOOO:	You rocket yourself into the air with a powerful leap, wall jump, or otherwise projectile yourself skyward! You can hit [Flying] targets as if they weren't flying until the end of your turn.





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PROBLEM SLEUTHING

[Strife] [Physical]

You are one of the top Problem Sleuths in the city.

Solicitations for your service are numerous in quantity. Compensation, adequate. It is a balmy summer evening. You are feeling particularly hard boiled tonight. When you roll to figure something or someone out, roll +PSP.

MIN: You dumb piece of shit. You believe you got a MAX roll, and nobody can shake your conviction on that. Literally everything you "discover" is wrong. You become [Inept] at +PSP and +HUB rolls for the encounter as you walk around like a bigshot wanker.

BAD: Hmm. Yeah, you have no idea.

OK: You haven't solved the case yet, but you're getting close. Your next PROBLEM SLEUTHING roll is [Tiered Up].

GOOD: Eureka! You've figured it out! Ask any one question; you'll receive an answer, though it might be vague.

GREAT: You figure out the truth. Ask a question; you get the answers without any bullshit.

MAX: YOU UNDERSTAND ALL. Nothing eludes you. It's almost pitiful how much everyone around you DOESN'T understand. You figure out some great secret involved with your question— a target's history, something they're desperately hiding, or the exact reason something is happening. You get this on top of the answer to your question, which is answered like a GREAT roll; often, the great secret will be related to your question.

You can't ask the same question more than once in an encounter with PROBLEM SLEUTHING. These questions can be given either in character or out of character, as you either demand questions or quietly observe. Discuss with whoever you're asking these questions to when you do this.





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FRAYMOTIF

[Physical] [Mental] [One-Off] [Buildup]:

5]

The power of music and the arcane destiny you were subscribed at hatching by the jades that decided your sign flow through your very soul. You can tap into these energies to boogie it up and get funky. A Fraymotif is a powerful dance move that unleashes the inherent abilities of your aspect, allowing you to boogie to the boss music in style. When you want to dance out your frustrations, roll +IMG.

MIN: You mess it up. An opponent may make a [Free] attempt at rolling FRAYMOTIF to show you up, even if they haven't met the [Buildup] requirement.

BAD: You don't boogie woogie. Take 1 [Drag] as you stumble your dance.

OK: You don't quite get anything going, but you don't fuck up. You can try again in 3 turns.

GOOD: The power of your aspect and your sweet moves flow through your sign and into the battlefield. You gain a powerful bonus from your aspect, which is displayed in following table.

GREAT: Your dance is so sick and flowing that your opponents are a little surprised. You receive the GOOD effects, and they are [Stunned] for a round as they stare in awe.

MAX: You move with supreme grace, and your opponent is dragged up into the dance, whether they like it or not. As well as leaving the opponent [Stunned], you benefit from your aspect AND theirs.

You cannot use [Lengthy] moves without ending the FRAYMOTIF. Should an ally roll FRAYMOTIF, you may spend a [Reaction] to join in, even if you haven't met the [Buildup] criteria yet. If they succeed and receive a GOOD or higher roll, you both benefit from each other's aspects as well as your own. Having an ally fail to join your FRAYMOTIF or being hit by a Max [Strife] roll ends FRAYMOTIF. If an effect would hamper your dance (such as being [Trapped] or set [Ablaze]), you must make another FRAYMOTIF roll as a [Reaction] to keep your dance moving. If you and your ally have the same aspect, your [Talented] rolls become [Legendary] on top of your regular Aspect Bonus.

TIME	You dance a dance that transcends tempo. You become [Quickenened], or your opponents become [Slowed], your choice.
SPACE	You dance with the stars. Your SHENANIGANS rolls are [Tiered Up], and your opponent's are [Tiered Down].





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LIFE	You dance away your pain. You and any allies present restore 1 HP every turn.
DOOM	You dance a dance you know will end eventually. All GREAT rolls become MAX, and all BAD rolls become MIN. Rolling a MAX or a MIN gives you 1 [WHAM].
HOPE	You dance a dance that inspires the masses. You become [Inspired], and gain 1 [Boost] every turn.
RAGE	You dance a dance with heavy stomps and grit teeth. You become [Enraged] and gain 1 [WHAM] every turn.
BLOOD	You dance a disruptive dance that only strengthens your own bonds. The opponent cannot use FRAY-MOTIF for the encounter and if they are currently dancing, their FRAYMOTIF ends.

BREATH	You dance a quick, flowing dance. Any [Reactions] you make are [Free] actions instead, and you can make as many as you like.
VOID	You dance a quiet, quick-moving dance. You become [Hidden]; if you are spotted, all [Strife] rolls to hit you are at a -2 [Nerf] because you're still kinda fuzzy and hard to make out.
LIGHT	You dance a flashy dance that attracts all eyes to it. You gain 3 [Boost], and any time you gain [Boost], double the amount.
HEART	You dance a dance that helps you realize your inner abilities. You become [Talented] at 2 new attributes.
MIND	You dance circles around your opponent, figuring out their next moves before they do. Your foes become [Inept] at all [Mental] rolls as they fail to keep up with you.



==>MAKE A TROLL

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The following is a walkthrough on how to make a perfect character for the world of Alternia. If you already know how to do this, feel free to skip right to making a character sheet; if not, sit down! As you read this, consider getting a nice glass of water, and maybe some nice Homestuck music to listen to. Perhaps some corn chips. I'll wait, I'm a patient man.

Are you done? Excellent! Let's start making a character for you in the wonderful world of Alternia!

COME UP WITH A CONCEPT

Making a concept is the most important part of being a troll! Trolls serve as an excellent way to parody or satirize aspects of our own society. Take a look at the castes, and fiddle with an idea that could work with them. Maybe you could make a Punk who systematically dates and breaks up with dozens of trolls within the spans of weeks to write break-up music albums, or a Livestreamer with a complicated relationship with Stan Chittr. With that in mind, we should...



PICK A CASTE

Alternian society is divided into twelve castes, each based on the colour of your blood. At the very bottom sit the lowbloods, with rusty reds and bronzes, but as the hemospectrum progresses, you carry through all the colours until the apex: the seadwelling nobility, with their violet or fuschia blood. Not all trolls of the same caste experience life the same way, however. Some gold bloods bask in being filthy basement goblins, while some adore dressing up cute. Some teals are righteous and by the book; others super aren't. Each caste has three paths, or trees, which give them exclusive moves based on their relationship to their caste's culture.

The following is a short blurb about each caste, and their cultural trees. Choose a caste and a tree that you would have fun playing! Check the Castes chapter of ACT 2: TROLLS for a more in-depth look at their places in society.



RUST

As the lowest of the low, rust bloods are society's chew toy. The Aries-bound have frail bodies and a tendency to be culled by other, higher castes for fun. Life doesn't really have many bright prospects for a rust. Thankfully, they do have one thing going for them: powerful psionic abilities. Some rusts hone their psychic powers to gain powerful telepathy and telekinesis; the PSYCHIC tree is the master of this art. Other rusts' psionics coalesce with their caste's closeness to death, and lets them gain more occult powers. The HAUNTED tree gives them some seriously spooky abilities! Finally, some rusts have barely any psionics, so they must rely on wits, tricks and maybe a little bit of shoplifting to survive. That's the GUTTERBLOOD tree, through and through!

BRONZE

The Taurus-bound know nothing in life comes easy when you're this low on the societal picking list. Many bronzes live outside of cities, filling the role of farmers and country folk; yeehaw, that's the RANGER tree! Other bronzes busy themselves with crafting and mechanics, befitting their role as future engineers and pilots among the Imperial Fleet. The word we use 'round here for them is MECHANIC trolls. Finally, some bronzes work on a grander scale: the world itself. Why SHOULD we suffer because of the colour of our blood?! These REBEL bronzes fight oppression, no matter how trivial.

GOLD

Nyeheheheh! These Gemini-bound trolls are the coders, gamers and online douchebags of Alternia. Golds are notable for having overwhelmingly powerful psionics which include multicoloured LASER EYES. Golds that master their innate powers for combat are known as BATTERY golds, named because of their looming destinies as batteries powering Imperial Warships. Fun! Other golds live out their duties as BEEKEEPERS, harnessing bugs to build the honeycomb-based computer systems of Alternia. Finally, some golds take their love of the internet to a whole new level, becoming STREAMERS that use charms rather than brains to win over their audiences.

LIMES

Limes are a tricky subject. For one thing, they went extinct thousands of sweeps ago; Cancer-bound trolls were wiped out by the Empire for their powerful empathic abilities. However, every once in a while, limes do show up again. The "how" exactly depends on the lore of the world you are playing in, so be sure to get permission from your Clouder first. Some limes are powerful EMPATHS with emotion-based Psionics. Other limes have can cause weird glitches in the matrix. These MSPA limes have metanarrative powers that busts real life's game engine. Finally, some limes don't really have psionic powers. These CRABBY limes tend to be a little bit more cagey since they have very little to protect them from a world that wants to kill them.



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OLIVES

Olives are really pawsome! These trolls are derived from Leo, and are by far the most common of the castes. Olive bloods are usually cat themed, but they can take on aspects of other creatures; the main connection is that they're all a little animal. The majority of olive bloods are TAMED; they're your nyaverage Joe who takes care of everyday life on the planet and suppresses their kittyness. FERAL olives embrace their wild side, living and hunting in nature like wild beasts. ALLEYCAT olives strike a balance; they live in cities like tamed ones, yet manage to keep a firm grasp on their wild side.

JADES

Jades are the private, all girls school of the castes. These Virgo-bound trolls are exclusively DFAB, though trans Jades do indeed exist. Trans rights! Jades take care of the brooding caverns, the nurseries where troll larvae, or grubs, are born. MOM FRIEND jades are most closely associated with this role, nurturing wiggles like they were their own children. GUARDIAN jades take care of wiggles in their own special way! Specifically, they take up arms and make sure no one causes trouble in the caves. ALTJADES, meanwhile, don't give a goddamn shit. Fuck you, fuck your societal expectations, and fuck your brooding cave; they want more from life than being told to live like a nun! To hell with this— they're breaking curfew to go get pizza again.

TEALS

Simply put, teals are nerds. These Libra trolls are Alternia's bureaucrats in training. The majority of teals are lawyers, and the majority of all defendants are guilty, no trial required. ENFORCER teals hunt down criminals and punish them swiftly. This ain't your mama's Law and Order! The ultimate NERD teals, on the other hand, take care of all the boring jobs: they're accountants, lawmakers, TTRPG rulebook writers— you get the gist. Finally, some teals exploit loopholes in the law for their own benefit. Don't buy insurance from a SHADY teal; trust me.

CERULEANS

Watch out bitches, the Scorpio-bound ceruleans are the coolest AND the cruelest trolls on the block. These guys will just as soon stab you and rob you blind as they would wave at you on the street. It's all about ambition, baby! Many ceruleans are MULTITALENTED, mastering the hobbies of other castes and beating them at their own games. Others thrive in the vibrant cerulean PUNK scene, dressing in leather and flashing sharp smiles and sharp knives. Finally, some rare ceruleans have their own psionic manipulation. These SPIDERS have unusual pupils and can get anything they want. Anything.



INDIGOS

You want to talk about culture? You don't even know the meaning of culture. These aristocratic Sagittarius trolls are rich, snooty, and overwhelmingly strong, with more muscles than a steroid-jacked bodybuilder who's also an ape. The ELITE of their caste are the gatekeepers of culture; they're smart, educated, and very posh. On the flip side, JOCK indigos toss out all that prim and properness in favor of SPORTS!!!! They are wrestlers, Kaijuball players, and athletes through and through. Finally, BOSS indigos prepare for their role as CEOs and general early, taking control of any situation in true boss battle fashion.

PURPLES

Honk :o)! The Capricorn-bound purple bloods are unusual. For one thing, they're all a part of a Juggalo murder cult whether they like it or not. They worship the twin Mirthful Messiahs and treat Faygo like holy water. FAITHFUL clowns love the cult aspect above all, hyping up the religious side of their culture and guzzling soda like there's no tomorrow. SUBJUGULATOR purples, on the other hand, live for violence, going on all-consuming murderous rampages in order to keep lowbloods in their place. Finally, PERFORMER purples aren't necessarily keen on any of the above, but they do like the circus aspect of the culture, and they're dedicated to putting on a good show.

VIOLETS

As the highest of the high, violet bloods are based on Aquarius. They are the finned, seadwelling nobility who rule Alternia from beneath the waves. They are richer than God and way more obnoxious. INFLUENCER violets control society by controlling their social media. They are Instaglub gurus, Spewtube personalities, and verified Bitch streamers. COMMANDER violets build up powerful arsenals and work on their manipulation skills to prepare themselves for the day that they will lead Imperial fleets. Then there's the PRODIGY violets, who aren't really interested in normal violet tasks. Thanks for the untold wealth- sea ya!. They're going to throw all that money at lessons and equipment until they're perfect at what they do, cementing violets as the caste that's best at everything.

FUCHSIA

You are not going to play a fuchsia blood. No hard feelings, it's just that these Pisces-bound trolls only ever exist in pairs: the heiress, sea-dwelling queen of all of Alternia, and Her Imperious Condescension, the adult Empress of the Alternian Empire. As such, fuchsias are not a playable caste. There is no fuchsia culture, because there's only ever one on Alternia at a time. When an heiress graduates, they leave the planet to dual Her Imperious Condescension to the death and take their place as the new Empress. Her Imperious Condescension has never lost one of these duels.



PICK A NAME

Sweet! If you have a troll concept and a caste to match, you officially have a troll ready! For this walkthrough, I've decided to make a troll that loves making Tabletop RPGs. The teal caste fit him best, and I went with the Nerd tree. Now we just need to flesh it out. Let's start with your troll's name. All trolls have a six letter first name and a six letter castename (that is, surname). These names can mean anything, if you want them to- or it can just be random, gibberish sounds. Just don't use actual English names or words. That's incredibly lazy! I've decided to call this troll Dituen Tihrol.

PICK A ZODIAC SIGN

Yes, yes, it's all well and good to be a Libra- but what KIND of Libra are you? On Alternia, there are 288 zodiac signs, and these zodiac signs comprise the following ingredients:

What caste are you?

Aries are rust, Scorpios are cerulean... and for this example, Teals are libra.

What sway are you?

The mythological moons of Derse and Prospit are not the moons above Alternia, but they are said to have an impact on a troll's personality, to an extent. Dersebound trolls are jaded and skeptical, whereas Prospitbound trolls are optimistic and carefree. Dituen here is a little more cautious than most, so we'll say he's Dersebound!

What aspect are you?

Aspects are like the elements of the Homestuck universe; they're metanarrative powers assigned to a troll based on what that troll struggles with or deals with the most in their daily life. To quickly summarize, TIMEBOUND trolls relentlessly pursue goals without rest, while SPACEBOUND trolls stand and watch the world turn without them. LIFEBOUND trolls hide in their own comfort zones to prolong their lives; DOOMBOUND trolls know the end is inevitable, and so simply sit and wait. HOPEBOUND trolls trust in total good versus total evil, but RAGEBOUND trolls know that chaos and anger overcome any shoddy old worldviews.

BLOODBOUND trolls are riddled with responsibility and the duty to those around them whereas BREATHBOUND trolls' lives are characterized by total freedom from either. LIGHTBOUND trolls love relevance and the spotlight; VOIDBOUND trolls shun both, staying total mysteries. Finally, HEARTBOUND trolls embrace emotions and their true self above all else, while MINDBOUND trolls prefer logic and understanding to identity. Out of all of these, Dituen is definitely goal-driven to a fault; he's a classic Timebound troll.

Putting these together, we get the Derse Sway, Teal, Timebound sign of Libries: the Sign of the Executive! You can find more information on all of this with the EXTENDED ZODIAC quiz on Hiveswap.com; take the test and identify what suits your troll best!



WRITE A BLURB

By now, you know your troll's personality, so put a pen to paper, and start expanding on it. Use the Three Point System to figure out stuff you didn't previously know about your troll; make three bullet points, and explain their personality to the best of your abilities. The first point should be something you already knew about your troll— for Dituen, let's start easy.

FREELANCE TTRPG DESIGNER

It's simple, to the point, and it tells you what he does. Now let's make a point that tells you about his personality, and what his mannerisms are...

CONSTANTLY TALKS LIKE HE HAS A STUFFY NOSE

It's descriptive, and adds a layer to his personality. You can tell the kind of person he is just by reading that! Finally, let's put a fun twist— a third point that you wouldn't expect from the troll so far.

BIG FAN OF RANCID MEAT CUISINE

Dituen firmly believes meat ages like wine, and that's all there is to say on the matter. I now have an excellent idea of who Dituen is, and I'm ready to make a blurb based on these 3 points! Explain what each of these points mean in a small paragraph below them.

Dituen is a TTRPG Designer; in fact, he designed Subgrubs & Snazzards himself! He's always pretty tired, thanks to his wack sleep schedule, and his immune system is a little rough because of it, hence him always sounding sickly. Also contributing to the sickness is his love of meat past its prime; the dude really does eat meat he's left out in the open for a month like it's no big deal. Overall, he's a little awkward, and kind of silly, but he's an organized, goal-driven person that knows how to get the job done.

CHOOSE AN AGE

Trolls age in sweeps, not years. A sweep is 2.17 years, meaning a 6 sweep troll is 13 human years old. By 10 sweeps, trolls face the

Ordeals, a set of challenges to see if they're fit to graduate from

Alternia and start sailing the stars, or if they're better off dead. As such, Alternia is populated only by children; your trolls should probably be between 5 and 9 sweeps!



PICK AN ONLINE PERSONA

Trolls spend a lot of time online, so you gotta get yourself two of the most important things a troll might have: a trollHandle and a typing quirk! A trollHandle is your username and usually comprises two words that make a seven syllable phrase put together, stylized out like apocalypseArisen or terminallyCapricious. These are then shortened down to their initials; AA or TC. For Dituen, I'll pick arcaneGeronimo!

Typing quirks are your unique way of spelling online; they're the equivalent of a written voice.

S0m3 Tr0lls r3plac3 sp3cific l3tt3rs with numb3rs; oThers capiTalize cerTain leTTers, // whiile soome doo oother stuuff entiirely//. So long as its consistent and readable, it's all yours!

For Dituen, i'm going do replace my "T's" with "D's", do show dhad he speaks dhe way he does, even in dext.

DESIGN YOUR TROLL

Come up with how your troll looks. There's not much else to say on the matter; trolls tend to wear their caste's colour paired with greys and blacks, with their zodiac sign somewhere on their outfit. If they're in relationships with other trolls, they might incorporate some of their partners' caste colour into small things, like jewelry— or in Dituen's case, his rust-coloured bracelet. Trolls all have grey skin and black hair, though some might add a splash of colour to their hair if they dye a section. If you have trouble drawing, try out FarragoFiction's Dollmaker to whip up a design, or commission a friend! Here's a look at Dituen. Lookin' fresh, Dituen!





FINAL LOOK OVER

Let's take a look at our checklist— if all goes well, you've made a wonderful character and can now start building their character sheet! The big question is the first one:

Does this troll feel like a person?

Trolls are living beings with facets and emotions, not just walking bucket jokes! For example, here's two trolls. One of them really likes spatulas and eating mustard right off the spatula, while the other carries swords and can command skeletons with a penchant for eating souls. The former is wacky, though maybe too much so— make sure they've still got the potential to be more than a walking meme. The other is pretty gritty and dark, has abilities not previously mentioned in canon, and is overall less like a Homestuck character and more like a Bloodborne one. Both of these trolls are workable; they just need to find a balance. If you have a really dark and gritty idea, tuck it away for your troll's Ancestor, the ancient being from whom they're descended from and idolize, and instead goof the current one up, throw in some irony, etc. Remember: parody, don't play straight! Dituen isn't just a TTRPG designer; he's a caricature of one, with all their faults and quirks pulled up to 11, while still being played straight at times!

Is the name a real word?

If yes, try again! Corrupt the word, change a few letters, etc.

Do they fit with the theme of their caste?

If not, either try to lean into it more, or choose a new caste.

Are they suitably neither too memey or too gritty?

Make sure they're not all jokes and not all HEAVY DARK PLOT SHIT either! See question one!

Are they absolutely nothing like a teenager?

Why is your troll an 8'0" serial killer who runs an airforce base? They're 17. Stop that.

Is their typing quirk legible?

1F 17'7H N07, Y0U 5H0ULD R34LLY G0 84CK 4ND CH4NG3 17, 8UDDY

Are they Karkalicious?

Overall, does your troll feel like a Homestuck character? If yes, you did it! You can move on to the next section: filling out your character sheet!

==> MAKE A CHARACTER SHEET



Alright, gang, we're in with the big kids now. We're going to actually make a character sheet. This chapter is, in a way, a grand tour of the rest of the book, so play close attention, and don't wander off— you know I worry. Pull open the character sheet 'cause it might help to do this as we go along. I've included it, but there's a print-friendly sheet at the back of the book. To guide you through, we'll be developing Dituen Tihrol more and making a character sheet for him, which you'll be able to reference at the end. Now, let's begin!



Subgrubs Snazzards⁷

COLLECTIVE CREED

NAME

TROLLHANDLE

AGE

HEIGHT

PRONOUNS

SIGN

CASTE

SWAY

RESPECT

CUSTODIAN

LVL

MOVES

DRAG & BOOST

LIFE & DEATH



+VIM

+RAS

+PLC

+GRA

+APP

+GRT

+HUB

+PSP

+IMG

TALENTS/INERTITUDES

SYLLADEX

CREGARS

NOTES

HIVE UPGRADES

STRIFE-DECK UPGRADES



FILL IN YOUR DETAILS

On the left side of the sheet, we can immediately see some parts that we've already decided on in the last section. Throw your troll's name, trollhandle, their age (in sweeps, not years!), their height, pronouns, and all the details of their sign. Simple! Feel free to put your Typing Quirk in NOTES if you like.

SELECT YOUR STATS

Choosing your character's individual Attributes is an important part of the game. You may select one individual number from the array below, and match each single number to an Attribute. This means you can have one attribute with a +3, two attributes with a +2, two attributes with a +1, and four attributes with a +0. Don't worry about trying to be the best of the best; think about what fits your character, not the ultimate warrior! Stop Min-Maxing!

+3, +2, +2, +1, +1, +0, +0, +0, +0

You can fill out your HP now, too—your max HP is equal to your VIM+10. Throw that into the HP section!

For Dituen, I decided to give him +3 PSP, +2 IMG and PLC, +1 RAS and HUB, and +0 VIM, APP, GRT and GRA. He's smart first and foremost, pretty creative and kind, a little tricksy and proud, and not particularly sturdy, greedy, strong or fast.

PICK YOUR MOVES

This is where the fun begins! Moves are unique actions that only certain trolls can take. You get two moves at Level 1, one of which must be one of your caste's Entry Moves. The other can be any other move you can access at Level 1! Let's hop to the YOUR TROLL chapter and look at the options of move sources we have!

CASTE:

The most common move set; each caste has 24 moves, though your troll can't access them all! There's 3 Entry Moves, each exclusive to one of the caste's trees. There's then 9 Basic Moves, which you can select at Level 1 and up, and 9 Advanced Moves, which you can select at Level 6 and up. Basic Moves represent things any Joe Schmoe of your caste could do, while Advanced Moves take time and practice to perfect. Each tree has a total of 3 exclusive moves spread between Basic and Advanced. Finally, at Level 12, you can access the Ultra Moves for your caste and take one of three super powerful moves which make you a paragon of what your caste does.

SWAY:

Your sway also gives you access to a few moves; you can take the Entry Move at Level 1, and 5 Basic Moves at Level 6. There are no Advanced or Ultra sway moves; they're just Basic Moves, simple and to the point.



ASPECT:

While caste moves deal with your role in society, aspects deal with your inner self. Aspect moves work a little differently; you can only take the Entry Move for your aspect at Level 1, then have to wait until Level 6 to unlock the Basic Moves, which explore your inner struggle with your aspect. At Level 12, you can get the Advanced aspect moves which let you learn and overcome your own weaknesses. Once you get all 11 of these aspect moves, you can take your aspect's Ultra, making you a master of your own self.

PERFECTLY GENERIC MOVES:

The General Movelist is a simple one! It's a few moves that just about any troll can take; there's no Entry, no Advanced, and no Ultra, just a set of Basic Moves anyone can use.

TEMPLATE:

Templates are another set of restricted moves; how each template works is different, but they require an Entry Move to access, which has specific prerequisites. This covers stuff like Mutants, Voidrot Trolls or members of elite organizations!

To make things simple, Dituen will take 2 caste moves: the Nerd Entry Move, AREA OF EXPERTISE, and the OBJECTION Basic Move.

FILL IN YOUR

TALENTS/INEPTITUDES

All trolls are good or bad at something. Castes decide your talent or ineptitudes overall; for example, bronzes have +APP, -GRA. However, some Entry Moves change your talents or ineptitudes, like Altjades and their NONCOMFORMIST move which gives them +HUB and -PLC instead of the other way around. Normally, teals have +PSP, -IMG; they're smart, but not very willing to believe in magic. Dituen's AREA OF EXPERTISE move, however, challenges that; he's an OCCULTIST, and gets +IMG, -APP instead. Dude loves magic items, what can I say?

BUILD YOUR CUSTODIAN

Trolls are not raised by their parents; they don't even have parents! They're spawned as grubs in the brooding caverns, and when they're old enough, they're given a custodian to take care of them. Their custodian is the closest thing they have to family, with the small caveat that custodians are wild animals. These pitch white animals, or lusii, take care of trolls; meanwhile, the troll takes care of them right back, feeding them while their lusus keeps them safe. It's a mutually beneficial relationship which can absolutely be strained at times. Hop on to the LUSUS NATURAE chapter of the ALTERNIA Act, and choose your lusii's Size, Features and Temperament, as mentioned there. Lusii are often blends of multiple creatures.

Dituen's lusus is an Arachnursine, a blend between a spider and a grizzly. Like... like some kinda... bug bear, or something... he's Large, Fat and Oblivious.



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FILL IN YOUR QUADRANTS

Just above the Moves section, you'll see a set of playing card symbols: a heart, a spade, a diamond and a club. These are not merely there for show; rather, they're part of the wonderful world of quadrants, or the 4 troll relationships, which we'll explain IN GREAT DETAIL in the QUADRANTS chapter. For now, be content with the following explanation:

HEART: Matesprits; romantic love. Your partner!

SPADE: Kismesissses; romantic hatred. Your archnemesis!

DIAMOND: Moirails; romantic friendship. Your BFF5EVR!

CLUBS: Auspistices; romantic equilibrium. A relationship, and third person, the mediator, to keep things smooth.

You get certain benefits if you're in a quadrant. Mark off the little checkbox near a quad if you have it— in your quad's caste colour, if you like!

Dituen's boyfriend Aevedo Pralet is a rust blood, so we'll fill in the Heart section in rust!

ADD YOUR CAEGARS

Beneath the move list, there's a place to put your caegars. Caegars, or ⚠, are the currency of Alternia; they're dual-sided coins with the visage of an ancient teal blood's face (probably the dude who invented money or some shit, like, Troll Julius Caesar or fucking whatever) carved into the side. You can use caegars to buy shit during [Downtime], the period between your adventures where you can go do your own thing— like shopping or whatever. For now, don't worry about stuff like Sylladex Items, Hive Upgrades or Strife-Deck Upgrades; leave those blank! Anything mentioned in this paragraph is explained in greater detail in the ECONOMY chapter. Your starting caegars are all you need, and those are on your caste's page under Starting Caegars.

Dituen is a teal, so his starting caegars are ⚠60.

LOOK BACK

Make sure everything is in place! Double-check and see; if you've followed this book right, you should be able to start playing the game, now. Make sure your sheet looks like Dituen's finished sheet here, and get ready to play SUBGRUBS & SNAZZARDS!

Subgrubs Snazzards¹

US220121 (S22)



NAME

Dituen Tihrol

TROLLHANDLE

arcaneGeronimo

AGE

8 Sweeps

HEIGHT

5'10

PRONOUNS

He/ Him

SIGN



TEAL
DERSE
TIME

CASTE
SWAY
RESPECT

CUSTODIAN

Arachursine

A weird, bugbear type spider bear. He's stupid but full of love.

- LARGE
- FAT
- OBLIVIOUS

LVL

1

MOVES

• AREA OF EXPERTISE
(Occultist; buy Rare Items)

• Objection!
+PSP strife move

DRAG & BOOST

10 MAX



0

+VIM

+1

+RAS

+2

+PLC

+0

+GRA

+0

+APP

+0

+GRT

+1

+HUB

+3

+PSP

+2

+IMG

TALENTS/INERTITUDES

+IMG, - APP

SYLLARDEX

CREGARS

€60

HIVE UPGRADES

STRIFE-DECK UPGRADES

NOTES

PLAYER.

IF YOU ARE READING THIS, IT MEANS
YOU HAVE COMPLETED ACT 1: THE TUTORIAL.
YOU ARE FINALLY ABLE TO PLAY
SUBGRUBS & SNAZZARDS.
DO YOUR BEST AND HAVE FUN.
I AM SO, SO PROUD OF YOU.

==>DO YOUR BEST AND HAVE FUN



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CASTES

Troll culture is built on blood.

Alternia's society divides you into one of twelve castes, with Fuchsia as the apex. Every hue down from Fuchsia is a step down the feudal pyramid. From the elite and super rich highbloods with their extravagant Violets, Purples, and Blues, to the Green midbloods, who are forced to take part in a society that they hate, to the pitiful lowbloods, who spatter all shades of Rust, Bronze, and Gold under the feet of their oppressors without even a glimmer of hope on the horizon.

That isn't to say that there are trolls who do not suffer on Alternia! No matter your position on the hemospectrum, you are a victim of oppression. If a highblood does not take part in the culling of lowbloods, or refuses to act in a way that is expected of their caste, they run the risk of being culled themselves. There are no winners when it comes to the hemospectrum. It's just that some losers get to fly hover cars, and some end their lives face down in the sewers.

The following are the exclusive moves available to each caste. They highlight the physical abilities, psionic powers, and cultural touchstones that any troll of their kind would understand. As you grow, you will start to excel in your role, gaining new powers iconic to your blood color. And remember, you don't graduate from Alternia by showing mercy. Do whatever it takes to get to your apex. It's better them than you.





RUST

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Here you are at the absolute bottom of the societal order. You are among the most common of the castes, and definitely the poorest— and it's not hard to see why. According to Imperial Propaganda, your blood is of the lowest quality; most prone to mutation, most likely to be haunted, furthest hue from violet... you're practically walking cullbait! Your life is a constant cycle of subjugation, existential dread, and training for your eventual job as a foot servant, butler or janitor on some highblood's cruiser—and that's if you're VERY lucky. Chances are, you'll just wind up dead. Some rusts do have incredible psychic abilities, from telekinesis to the ability to commune with the dead, but that doesn't matter one bit to the people up top. Like I said: practically walking cullbait.

STEREOTYPE: Walking Cullbait

REALITY: The Working Class

COMMON TRAITS: Resigned, Spooky, Diligent

STARTING CREGERS: ₣10

ALLOWANCE: ₣10

+RAS/-GRT





ENTRY MOVES

[SELECT 1 AT LEVEL 1]

TELEWAVE

[Rust] [Strife] [Psionic] [Unlock: Psychic]

You are a psionic rust; one of the lucky few to be blessed with psychic abilities that can do more than simply bending a spoon. The downside is that while you do have psionic powers, unless you practice them, they're pretty shitty. When you want to give the opponent a bad headache, roll +IMG.

MIN: Nnnnrgh... ah, fuck, you gave yourself a nosebleed! You take 2 damage, and start [Bleeding].

BAD: Nothing happens. Dipshit.

OK: Okay, they're like, kinda brainfoggy, but it really didn't help you out. They get 1 [Drag].

GOOD: You give them an aching pang of pain in their head! They take 1 [Psychic] damage!

GREAT: Your psionics rip through their mind, causing genuine harm! They take 1 [Psychic] damage, and their nose begins [Bleeding].

MAX: You ever stomp on a Go-gurt? Yeah. You cause massive [Psychic] trauma to the opponent, dealing 4 damage off the bat. You definitely over-exert yourself a lot though, and you start [Bleeding] for 3 turns. Seriously, what's with psychic powers and nosebleeds?

WALKING OUIJA

[Rust] [Mental] [Psionics] [Unlock: Haunted]

Rusts are consistently the closest to death out of any caste, and thanks to some of their Necropathic psionics, death can be close to them, too. While you still have [Psionic] power similar to a Psychic rust, they're a little weak. Your main strength is your affinity to speak to the dead. Any answers given follow the rules of a GOOD PROBLEM SLEUTHING roll. When you want to ask the ambient undead for advice, roll +IMG.

MIN: Ah, jeez! You've pissed off a ghost, somehow, with your stupid questions! You take 2 [Psychic] damage and are [Scared] as they haunt you.

BAD: Don't be stupid. There's no such thing as ghosts. Nothing happens.

OK: There might be such a thing as ghosts? You get some spectral inspiration, and gain 1 [Boost].

GOOD: There's such a thing as Ghosts! Ask the spirits a question; they respond, though their response may be cryptic. People who witness you doing this are often a little unnerved; they take 1 [Drag].

GREAT: The whispers of the undead haunt the halls! You can ask two questions instead of one, though their replies remain vague. Non-[Haunted] trolls witnessing this freak out, and take 2 [Drag].

MAX: A CACOPHONY OF HOWLING ANSWERS! The undead scream for you, and you can ask three questions with vague answers. This makes other trolls' skin crawl; Non-[Haunted] trolls in the area take 3 [Drag].



STREET RAT

[Rust] [Passive] [Unlock:
Gutterblood]

Why should you worry? Why should you care? You live in an oppressive regime that treats you as subsapient flesh meant only to serve, but you got that street savoir faire. That means you know how to make the most of your shitty, shitty circumstances when the opportunity presents itself.

Whenever you make a surprise blow against someone— for example, when you roll the first attack in a [Strife], when you come out from being [Hidden], or if the opponent fucks up and gives you a [Free] [Strife] opportunity— you do +1 damage.

BASIC MOVES

[AVAILABLE AT LEVEL 1]

MIXED SUCCESS

[Rust] [Passive]

You're used to messing up. But you've managed to push your failures into kinda decent successes— with a price. When you roll a BAD roll, you can treat it as a Good one, but you also take the Min result.

DEAD STARE

[Rust] [Passive]

You have a stare that just creeps people out, and makes people not want to look at you for too long. 0_0. PROBLEM SLEUTHING rolls directed at you are [Inept].

PLAY DEAD

[Rust] [Reaction]

Anytime you take 3 damage from a single attack, you may immediately feign death, dropping to become [Floorbound], and your enemies believe you are either unconscious or dead. If you spend your next turn completely motionless, you can use this to escape a situation like via ABSCOND, or to get the jump on the target, treating yourself as [Hidden]. If the target succeeds on a PROBLEM SLEUTHING roll before your next turn, they realize you're not fucking dead, asshole.

DIG THROUGH THE DITCHES

[Rust] [Downtime]

You are a scavenger and proud of it. You have found some really neat shit that was just like, left on a dead body somewhere! And it's really good!! Your SCAVENGING rolls are all [Tiered Up].

YOU GOT THAT ASTHMA

[Rust] [Passive]

You have fairly weak stamina— in fact, you might even have full blown asthma! If you use [Physical] moves twice in a row, you become [Inept] at them. Continuing to do this will make you [Godawful], and then doing this again will render you unconscious for the encounter. But, on the plus side, everyone knows asthma fuels mind powers! Doing this makes you [Talented] at [Mental] rolls. If you become unconscious though, you're still fucking unconscious.



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JINX!

[Rust] [Psionic] [Recharge: 1]

[Locked: Psychic]

You have... bad luck, sometimes. But thanks to your psionics, you can spread that bad luck around! When you want to make someone experience misfortune, roll +IMG.

MIN: Ah, fuck! You experience the jinx yourself! Roll a d8, and you experience an effect from the Good table.

BAD: Bad luck... for you. You waste an action.

OK: The misfortune manifests, but not very strongly. Your opponent gets a -1 on their next roll.

GOOD: Aha! Doom and gloom upon you, foe! Roll a d8 from the JINX! table.

GREAT: Luck is truly on your side right now— and certainly not on the opponent's! You roll 2d8 for the Jinx table, giving the target two effects instead of one, and rerolling/stacking repeats, whatever suits best.

MAX: OH, THE HUMANITY. THE MOTHER OF ALL ACCIDENTS. You either roll 4d8 and give the target 4 effects, or 2d8 and do 2 damage to them.

JINX!

1) The target trips and becomes [Floorbound].

2) The target sprains their ankle while walking, and gains -1 [Nerf] to [Physical] rolls.

3) The target bonks their head, and takes a -1 [Nerf] to [Mental] and [Psionic] rolls.

4) The target accidentally hurts themselves, and takes 1 damage.

5) The target's sylladex malfunctions and their items all spit out!

6) The target isn't as good at their usual talents as they think! Their next [Talented] roll is treated as a normal 2d8 one instead.

7) The target farts, and there's not much more to say about that. They're too [Humiliated] to do their last move again for 3 turns.

8) Yowza, talk about bad luck! The target's next roll is [Inept].





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TELEPATHY

[Rust] [Psionic] [Mental] [Locked:
Psychic]

You can read people's thoughts, letting you get to know them without putting the work in! If you spend an action focusing, you can forgo rolling and read a troll's thoughts and figure out some basic surface thoughts, as if you'd rolled a Good PROBLEM SLEUTHING roll.

WEIRDNESS MAGNET

[Rust] [Passive] [Downtime] [Locked:
Haunted]

Whoa... this rock can bleed... that's fucked up. Wherever you go, weird shit follows. Even a task as trivial as rooting through the garbage can bring up weird, - unearthly relics from the ancient past. You can find Cursed or Magic items like normal ones while you use the SCAVENGE [Downtime] move.



AFFRAY

[Rust] [Strife] [Locked:
Gutterblood]

Why play fair? It's not like life is fair to you. Sometimes you need to swallow your pride, and bite someone RIGHT on the bulge-bone. It sucks, but if it wins a fight, it wins a fight. When you want to play dirty, roll +RAS.

MIN: They sidestep your attack completely, and realize what you were going to do. You take 2 damage as you run into something, and the target gains 2 [WHAM].

BAD: You miss, and you scrape yourself up. You take 1 damage. **OK:** You don't quite hurt them, but you do throw them off balance. The target takes 1 [Drag].

GOOD: Success! You sock 'em in the face! You do 1 damage to the opponent.

GREAT: You catch them way off guard with a dirty trick. You do 1 damage to the opponent, and they take a GOOD SHENANIGANS effect.

MAX: OOF! Now talk about an unfair attack! You bonk 'em for 2 damage, and give them either a GOOD or GREAT SHENANIGANS effect.



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ADVANCED MOVES [AVAILABLE AT LEVEL 6]

COUGH COUGH

[Rust] [Advanced] [Mental]
[Manipulate]

Everyone knows those disgusting rust bloods are filthy. They don't bathe. They don't even own soap. They carry diseases, ask any highblood, it's true. Yeah, okay. Might as well weaponize the ignorance. Roll +PLC to convince your opponent that you're carrying a filthy lowblood virus.

MIN: They uh. Believe you. And so do the people who hear your cough nearby, who call the drones to put you down. They'll be here in 3 rounds. Ruh-roh.

BAD: They're not buying what you're selling, patient zero.

OK: They might take a step or two back just to be sure... They take 1 [Drag] trying not to physically touch you, just in case.

GOOD: They believe you. You got the plague. The brain slugs. The screaming meemies. They take 1 [Drag] every time they touch you.

GREAT: NO no no no no back up BACK UP-! They gain [Dread] and take 2 [Drag] if they dare touch you.

MAX: OH GOD YOU TOUCHED THEM! The target [Despairs] as they become convinced they're gonna start losing limbs any second now, and they take the effects of a Good WORDPLAY roll as you cajole them into doing something stupid to safegaurd themself. Even staying in your vicinity is bad enough- they take 3 [Drag] every time they touch you!

BURN THROUGH THE WITCHES

[Rust] [Advanced] [Psionic] [Reaction]
[Recharge: 2]

Your psioniccs are powerful, and you aren't fucking around anymore. Anytime someone uses a [Psionic] move against you, before it takes effect, you can use a [Reaction] to roll +IMG.

MIN: Nah, son. You don't do it. At all. Your nose starts [Bleeding] profusely, and you gain a [Weakness] to [Psychic] damage for the encounter.

BAD: This is gonna suck, huh?

OK: You don't stop the incoming move, but you do treat their roll as [Tiered Down].

GOOD: Countered! You cancel their move completely, stopping them from doing it.

GREAT: You redirect the incoming psionic energy so bad it actually kinda hurts the opponent! You cancel the incoming move, and deal 1 damage.

MAX: Heh... your powers, target-kun. You can't use them, huh? Your opponent loses nerve and becomes [Godawful] at [Psionics] for your +IMG worth of turns, taking 1 harm and having their move cancelled as normal.



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EXISTENTIAL APATHY

[Rust] [Advanced] [Passive]

If you die, you die. You're staring down a mayfly's lifespan filled with nothing but servitude and subjugation. They cannot kill you in any way that matters. You're kinda burned out on all this constant danger thing, so why bother caring? You can choose to feel [Dread] as an action, letting your ennui swim over you. While you have [Dread], all [Mental] effects are [Tiered Down], because like... eh... sure, kill you, you guess..? You cannot be affected by any other [Emotional] conditions while you have [Dread].



REFUSE TO DIE

[Rust] [Advanced] [Reaction]

Most Rusts are easy kills; they're frail, lactose intolerant, and shit themselves constantly. But you've come so close to dying so often that you just kinda... don't? Maybe it's your underdog protagonist syndrome. Whatever the case, when you're below $\frac{1}{4}$ health, roll +APP as a [Reaction] to an opponent's [Strife] roll.

MIN: RIGHT IN THE WEAK SPOT!

You're instantly knocked out, and cannot be revived for the rest of the thread without use of a Swanky healing item.

BAD: You take the hit, and if it knocks you out, it knocks you out.

OK: You take the blow, but you're able to tough it out, if even only a little. You gain 1 [Resistance] for the incoming attack.

GOOD: WEAK! You remain standing and conscious, with 1 [Resistance] to the incoming attack, leaving you at 1 HP at the very least.

GREAT: The same as a good roll, but something about the way the hit lands hurts the opponent, doing 1 damage back to them!

MAX: Oh, jeez. That's kinda freaky. You take no damage from the incoming attack, and your refusal to die surprises them. All foes who see this take 1 [Drag].

Unlike Hunker Down, Weirdly Resilient is NOT a Strife Roll, so you can spam it as often as you like while still rolling Strife in return.



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TELESHOVE

[Rust] [Advanced] [Strife] [Recharge 2] [Locked: Psychic]

Your Psionics have grown strong and powerful. You can lift heavy loads with your mind, and slam shit around with 'em. Roll +IMG.

MIN: NnnnnnnNNNNNNRGH... snnnnzzzzz. You just... collapse onto the floor. Sssh... you're [Unconscious]! Don't wake the baby!

BAD: Well, at least you didn't take a nap.

OK: Again, the fact you didn't just fall unconscious is victory enough. You do gain energy for your next attack, gaining 1 [Boost].

GOOD: You lift up something heavy, and hurl it at the opponent. Do 2 damage!

GREAT: You either pick up multiple things and barrage the opponent, doing 2 damage and rendering them [Trapped], or pick the opponent up with your psionic might and slamdunk them very far away, doing 2 damage and leaving them [Floorbound]. In the latter's case, you do not have to roll ABSCOND if you wish to end the fight— you just throw them very, very far away.

MAX: WHAMMO! You hope that douchebag didn't like having a spine! You do 2 damage, the opponent is [Trapped], and can't use any [Physical] moves for a round, because fuck, that HURT!

COME PLAY WITH US

[Rust] [Advanced] [Strife] [Locked: Haunted]

You use your Necropathic powers to summon the restless dead, and they help you in a fight. Roll +IMG.

MIN: You summon a horde of ghosts! They hate you! A GHOSTLY GAGGLE lusus spawns, and is hostile to all players in the area.

BAD: Newhole, assflash: I ain't afraid of no ghosts. Nothing happens. Your nose starts [Bleeding], though.

OK: The Ghosts swarm around you, and either give you 1 [Boost], or the opponent 1 [Drag].

GOOD: Shadows bend and twist, and the air begins to go cold. You can give yourself 1 [Boost] or the opponent 1 [Drag], and deal 1 damage.

GREAT: The Ghosts start to manifest, trailing ectoplasm as they become partially physical. You either give the opponent 2 [Drag] or yourself 2 [Boost]. You do 2 damage as the spirits envelop them.

MAX: You are the Ghostlord, Lord of the Ghosts. You summon a GHOSTLY GAGGLE lusus and it becomes your [Minion]. Your target is [Scared].



POLTERBLAST

[Rust] [Advanced] [Strife] [Psionic]

[Locked: Haunted]

Boo! Nyeheheheh! Your psychic powers are boosted by your latent spookiness, giving you the haunting ability to slam shit around like you're some... some kind of... weird... german ghost, or something. You use it to stack chairs and scare the shit out of children, fuck with televisions, or more commonly, slam your opponents around! When you want your target to have a haunting experience, roll +IMG.

MIN: You overexert yourself, and your lifeforce flickers, reminding you how thin the line between life and unlife is. You take 2 damage, and gain 1 [Weakness] to [Psychic] attacks as you become slightly ethereal.

BAD: You exert your full psionic strength... and somewhere, somehow, a spoon bends. Nothing else happens.

OK: Your spooky energy fucks with the target's anxiety, but doesn't hurt them; they gain 1 [Drag].

GOOD: BOOOO! HUHUUHUH! Your terrifying presence looms over your target. They either take 1 damage or become [Scared].

GREAT: AAAAAAAAAAAAAAAAAAAAAAAA!! Genuinely terrifying! Your target either takes 2 damage or takes 1 damage and becomes [Scared].

MAX: Your eyes turn white, and you start floating a few feet off the floor, your words repeating backwards. Fucked up! Your target either takes 3 damage, or takes 2 damage and becomes [Terrified].

SERVICE WITH A SMILE

[Rust] [Advanced] [Locked:

Gutterblood]

Serving highbloods? Oh sure, you're a rust blood, you know all about it. Here, here, please choose from these many luxurious service options, sir— and kiss my ass! You gain access to the following SWASHBUCKLE options:

GOOD:

SHUT UP, KAREN: You do what we all wish we could, and you just... you fuckin' slap them. They're [Confused] by your audacity.

CLEANUP ON AISLE FIVE: Whoops! You spilled stuff everywhere! Sorry about the mess, ma'am— you'll get RIGHT to it! The target is [Slowed] next turn.

GREAT:

CUSTOMER SERVICE SMILE: The target is [Charmed], lulled into a false sense of security by the familiar dead-eyed cashier smile.

FIVE MINUTES TO CLOSE: You become [Quicken] for a number of rounds equal to your +HUB as you rush to get this shit over with.

MAX:

I AM THE MANAGER: You drop a dunk so powerful and yet so polite that it shakes the target to the core. No, Sharon, you can't use that voucher! You are fully immune from all [Emotion] tags and [Manipulation] moves for a number of rounds equal to your +HUB.



FIVE FINGER DISCOUNT

[Rust] [Advanced] [Passive] [Locked:
Gutterblood]

Uhhhhh, don't mind if you do! Yoink! You've mastered the art of the pickpocket. It's hard to live on crumbs, after all, and let's be real: you deserve it! Any SHENANIGANS roll you make to get the YOINKED effect is [Tiered Up], and when you go shopping, items are always 25% cheaper as you... make up for what you don't have by "borrowing" from other trolls around you. SHOPPING TRIP gains the following price modifiers for you.

GOOD: 50% DISCOUNT

GREAT: 90% DISCOUNT

MAX: OH SHIT WHO LEFT THIS FREE CAR HERE WELL IT'S MINE NOW

ULTRA MOVES

[AVAILABLE AT LEVEL 12]

TELEMASTER

[Rust] [Ultra] [Passive] [Psionic]
[Locked: Psychic]

Your telekinesis is all-powerful; with enough practice, you could probably throw a planet at someone! For now, though, you'll have to be content with floating around and smashing people through walls. You become [Legendary] in +IMG, and any time you roll at least a Good on a [Psionic] roll, you begin [Flying] as you levitate off the floor. When you're below half your max HP, your psionics freak out, and all your [Psionic] rolls are also [Tiered Up].

ONE OF US

[Rust] [Ultra] [Passive] [Locked:
Haunted]

Your kinship with the undead reaches unsettling new levels as the dead see you as one of their own. Any [Haunted] move you use is [Tiered Up], and you gain access to the Ghost Template, even if you aren't dead in the traditional sense! It's particularly hard to hurt you, too— you have 1 [Resistance] against all [Physical] attacks as death slides off you like water on rubber.

RAGTAG SURVIVALIST

[Rust] [Ultra] [Passive] [Locked:
Gutterblood]

By all accounts, you shouldn't still be alive. On a planet that hates you for even existing, with no real extraordinary way to keep yourself from dying, you should have been picked off by a drone or something by now. But you refuse to give up! You are [Talented] at all [Strife] rolls. When you get an OK or lower result on any roll, your next roll is [Tiered Up] as you refuse to give up. Additionally, any time you would gain a heightened [Emotion] effect, or after at least 3 rounds of a base [Emotional] effect, roll a flat 2d8. On a GOOD or higher, you don't gain the effect in question; instead, you become [Inspired] as you refuse to back down! You can use [Boost] on this roll.



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BRONZE



Life as a bronze blood is, uh, anxious. You're not quite as oppressed as rust bloods tend to be, but you're also keenly aware that even the slightest shift in Imperial Propaganda could see you thrown under the Omniscuttlecoach. And even then, your life doesn't suck as much as theirs, but it's still not great! Highbloods characterize you as bumbling country

hicks who don't know a darn tootin' thing about the world, even if you visit the city regularly. Many bronze bloods do live in rural areas, acting as farmers and lusus ranchers— but even they don't have a comfortable life, trading the looming threat of drone strikes for bandit attacks. You know that you're likely going to be shafted into being an engineer or a pilot someday, but... deep down, you wish for something better.

STEREOTYPE: Bumbling Country Yokel

REALITY: Hardworking Neighbours

COMMON TRAITS: Determined, Wanderlustful, Anxious

STARTING CÆGERS: ₣15

ALLOWANCE: ₣15

+APP / -GRA





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

COUNTRY FOLK

[Bronze] [Passive] [Unlock:
Ranger]

Yeehaw! Darn tootin'! Pew pew pew! You're a proud rural troll, and you're not the kind to shy away from a good, honest day's work. Or like, maybe you are? Who's to say! The point is you live in the rural areas away from city life, where the threat of government oppression is less high than the threat of wild lusii or bandits. The result is you understand lusii a great deal more than others do; whether it's from being a great friend to all animals, or from a touch of rare bronze psionics, you can understand what lusii are trying to communicate most of the time, more or less. You can use WORDPLAY rolls on lusii, and you can speak to them as if they were trolls. Kinda stupid trolls, but trolls nonetheless.

LOWBLOOD RIGHTS

[Bronze] [Passive] [Unlock:
Rebel]

Your low position on the hemospectrum clashes with your innate stubbornness and gives you valuable insight: hey, why the hell are we being treated this way? There's more of us than there are of them! This sucks! Unfortunately, other trolls rarely share your enthusiasm; the slightest hint of Anti-Alternian sentiment means certain death, and there's no widely organized rebellion around. So for now, you work alone in the shadows, trying to make life for other lowbloods even a little bit more bearable. It's hard work, but it's honest work. GREAT [Manipulate] rolls from any caste from teal and up are [Tiered Down] to GOOD; when you refuse to follow the orders from a GOOD WORDPLAY roll, you gain 2 [Boost] as you stick to your ideals.



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MADE IT MYSELF

[Bronze] [Lengthy] [Craft]

[Unlock: Mechanic]

You're drafted to be an Imperial engineer or some other hands-on type job where you'll be working with machines after you graduate. As such, you're accustomed to engineering and jury rigging, and can always cobble something together in a pinch. You are [Talented] at all [Craft] rolls.

You can also make new items on the fly. When you want to build something quickly, roll +PSP!

MIN: Dag-fucking-nabbit! You waste your time and your supplies. You cannot use this move again for the encounter, and you take 2 damage.

BAD: Ah, nuts! You waste your time. Nothing happens.

OK: You make something... makeshift. It's a [Garbage] quality item that falls apart by the end of the thread.

GOOD: You make something decent! It's a [Garbage] quality item that you can keep if you have space in your sylladex. You can also [Tier Up] an item created from a previous OK roll, turning an OK item into a GOOD item.

GREAT: Hey, you made something pretty neat! It's a [Regular] quality item. Not too shabby! You can also [Tier Up] an item created from a previous OK or GOOD roll.

MAX: Whoa! How the hell did you make a nuclear warhead using just some pebbles and string?! You craft a Swanky item! You can also [Tier Up] an item created from a previous OK, GOOD or GREAT roll, or give a [Swanky] item an extra trait.



BASIC MOVES

[AVAILABLE AT LEVEL 1]

COMMUNE

[Bronze] [Psionic] [One-Off]

All lowbloods have psionics, but bronzes are somewhat of an outlier; for the most part, they only make them more approachable to lusii. You have a rare type of psionics, however, that lets you control them; one that can be used to summon forth a dangerous creature from the sewers, skies or hills to fight for you! When you want to summon a [Minion], roll +IMG.

MIN: YOU DO THE MAX ROLL BUT IT'S NOT UNDER YOUR CONTROL OH GOD. ALSO TAKE 3 [DRAG]

BAD: Ah, shit! You summon a lusus as though you'd rolled a GOOD result, but it's not yours to control! You get the results of a GOOD roll, but it's not your [Minion]. You take 2 [Drag].

OK: You summon a relatively small creature to fight for you, like a fairy bull or a tuchineko. You summon a Level 1 Lusus from the Challenges Chapter. You take 1 [Drag].

GOOD: Go, my minion! To battle! You summon a Level 2 Lusus, like a Purrbeast or a Spleenfowl. You take 2 [Drag].

GREAT: You summon a truly mighty beast, like a Grublord Supreme or a Spidermom. You summon a Level 3 Lusus! You take 3 [Drag].

MAX: Oh my god. You did it, you crazy son of a bitch. It's a fucking Snazzard. You summoned a Snazzard. Holy fuck.

BRONZEBO

[Bronze] [Passive]

How to put this delicately... you're a stupid, sexy hunk. To an extent, you solidify the stereotypes other castes have about bronzes; gifted in the charisma side of things, weaker in the academic side of things. You get a +1 [Buff] to all +PLC rolls and a -1 [Nerf] to all +PSP rolls.

KNUCKLE CRACK

[Bronze] [Physical] [One-Off]

Can you believe the nerve of this fool? Picking a fight with you? Well, you'll show them! As you remove your earrings or roll up your sleeves, maybe even crack your knuckles, you may use an action to become temporarily [Enraged] for two turns.

HOMEKOOKED MEALS

[Bronze] [Physical] [Heal] [Tech] [Downtime]

Yum! You're pretty good at cooking; pies, bread, chargrilled soilworms, you name it! Your empty sylladex slots are always full of food; eating a piece of food heals you 1 HP, and takes a single action. Empty sylladex slots don't refresh until the end of a thread. If you have a Mealblock, your MUNCHQUEST [Downtime] rolls are all [Tiered Up]- see the HIVECRAFTING and DOWNTIME chapters for more information!



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THICK ACCENT

[Bronze] [Passive]

Well howdy, pardnur. Y'all willin' ta help a kind ol' soul ta git this illegal hoedown you're runnin' and head 'em up n'move em out? Ah reckon t'drones' r'on'th'way, so's best ta pony up'n git, else we'll end up'n'th hoosegow, and that's bein' right kind t'yer odds. Y'all'm'st'd've might bite t'big'un. What? What the fuck are you saying? Hello? Your accent can be real hard to decipher, and other people have a hard time figuring you out. PROBLEM SLEUTHING rolls against you are [Inept].



BANDIT BUSTER

[Bronze] [One-Off] [Locked: Ranger]

What in tarnation d'you think yer doin'?! You have some very deep-set morals that you stick to, no matter what. Don't matter if it's a lowly rust or a mighty violet-right is right, and wrong is wrong! When you want to tense up and prepare to whoop someone's butt for doing something you morally disagree with, roll +HUB.

MIN: You snarl, and get ready to ah, fuck, your leg! Cramp! Shit, fuck! Owwww! Ouchy! Oh, your leg... oh, you've got a cramp... uuuuuu... you take 3 [Drag] and 1 Damage.

BAD: You can't help but feel a little nervous... you don't toughen up as much as you'd like. Nothing happens.

OK: You get marginally ready to beat ass, and throw a decent threat out. You gain 1 [Boost].

GOOD: You tell your opponent what's coming, and you prepare yourself on delivering that prediction. You gain 1 [WHAM], and the opponent takes 1 [Drag].

GREAT: You actually look pretty intimidating, pacing around like that and telling them how the pain train is on its way. You gain 2 [WHAM], and the opponent takes 2 [Drag].

MAX: You don't just waste time with threats— you get over there and BEAT THEIR ASS! You get 3 [WHAM], and the opponent takes 3 [Drag]— and as a [Free] action, you rush over and make any one [Strife] move as you slap em silly for their bitchass behaviour!



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GOOD PRAXIS

[Bronze] [Passive] [Locked:
Rebel]

Eat fuck, bourgieblood! You're particularly good at stunting on highbloods, making sure they remember that lowbloods aren't all just weak, subservient wrigglers! Any time you get a GREAT GRIEF roll, you can do 1 less damage and get a GOOD SWASHBUCKLE effect.

UNIONIZE

[Bronze] [Passive] [Locked:
Rebel]

Solidarity is a powerful tool. When the marginalized stick together, they can tough out even the strongest opposition! You recognize other oppressed people when you see them— and you empathize with them deeply. Your [Manipulate] rolls against any caste lower than teal is [Tiered Up]; if they do what you say, they gain the benefits of LOWBLOOD RIGHTS on their next encounter with a highblood as your words stay fresh in their mind.

PRIDE IN YOUR WORK

[Bronze] [Passive] [Locked:
Mechanic]

You might almost refer to your creations as your babies, and care for them like a jade cares for a grub— but not in a weird way! This is normal. Any time you successfully [Craft] something, you gain [Boost] (1 for a GOOD, 2 for a GREAT, 3 for a MAX). If one of your crafts gets broken, you lose it. You can choose to become [Enraged] as you swear vengeance upon your dead chi- uh, your broken toy.

ADVANCED MOVES

[AVAILABLE AT LEVEL 6]

BEAT 'EM UP

[Bronze] [Advanced] [Passive]

You've spent hours training— lifting heavy bags, pulling around crates, etcetera— and you're genuinely a pretty tough cookie at this point. So tough, in fact, that your punches could very nearly floor the opponent! When using your fists instead of weapons, you're [Talented] at GRIEF rolls. Your fists don't have any weapon tags; you're empty handed, after all!



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DO IT YERSELF

[Bronze] [Advanced] [Downtime]

[Craft]

You like being handy with your work; why go to the shops when you can do a bit of crafting around the hive yourself? When you want to refurbish your hive by yourself, roll +PSP.

MIN: YOUR HIVE CATCHES FIRE!!!

FUCK! You lose one of your rooms temporarily as it's burned down badly; hopefully you can fix it up soon. Next time, make sure all your electronics are unplugged!

BAD: You stub your finger with a hammer early on, and you get nothing done.

OK: You don't finish your project, but you build up the materials needed! Your next DO IT YERSELF roll is [Tiered Up].

GOOD: You build yourself a sweet room, with minimal expenses! You spend ⚵30, but the room is [Garbage].

GREAT: You build it REALLY well! You still need to buy a handful of resources, but most of what you got was just lying around. You spend ⚵30 to make a [Regular] room.

MAX: Holy shit! Not only do you already have everything already lying around the hive, you're able to soup up your build site to be something amazing! You still only spend ⚵30, but now it's a [Swanky] room!

SIC EM!

[Bronze] [Advanced] [Manipulate]

You're pretty good at training animals! With a single command, you can urge a lusus fighting on your side to get the opponent's ass; the lusus gains the [Quicken] condition.

STUBBORN

[Bronze] [Advanced] [Passive]

If at first you don't succeed, try and try again. You never give up—never! If you fail your first move, you can roll it again for your second move, even if the move has the [Recharge] tag.

COUNTRY GRIT

[Bronze] [Advanced] [One-Off]

[Locked: Ranger]

You haven't made it this far in life just by playing it safe—sometimes, you need to honk that big bulge energy you got goin' on and try something stupid dangerous! Once per encounter, you can use roll any move with the +HUB stat instead of the regular stat used. If you get a Good or higher, you get the results of a MAX roll; on an OK or lower, you get a MIN roll. Here's hoping your ballsiness pays off!



HIVE ON THE RANGE

[Bronze] [Advanced] [Passive]

[Locked: Ranger]

Yeehaw, motherfucker! You're adept at protecting your home and its environs from thieves and miscreants, and you know the countryside like the back of your hand. While you are on terrain similar to wherever your hive is (usually dry, dusty plains), your [Strife] rolls are [Tiered Up] as you deliver some pretty hefty and vindictive punches! On the other hand, while in urban settings, you tend to be a little suspicious; your PROBLEM SLEUTHING rolls are [Tiered Up] as you're constantly on the lookout for danger.

GUN RUNNER

[Bronze] [Advanced] [Tech]

[Locked: Rebel]

The means of production aren't gonna secure themselves, gang; the revolution is coming, and you're not going to go down without a fight! You collect weapons and firearms, stockpiling them for the day an actual organized rebellion rears its head. But... you occasionally bring out your toys when you need em! You can also construct brand new weapons on the fly; you can put together any weapon with either 3 Kind Abstrata or 1 Kind Abstrata and 1 Rune Abstrata as a [Lengthy] action. You disassemble the weapon at the end of the encounter— can't risk it being caught!

TRUCK FREAK

[Bronze] [Downtime] [Craft]

[Locked: Mechanic]

Out of your friends, which are you? Well, that one's easy: you LOVE scuttlebuggies! You'd be surprised how many usable pieces of scuttlebuggies get left out in junkyards or on the plains. You can spend a day of [Downtime] trying to build a scuttlebuggy. When you want to build a car, roll +PSP.

MIN: You fool! You tried to steal car parts from a buggy that wasn't entirely abandoned! You get into a fight, and you're left pretty hurt; your max HP drops by 2 for a week. This effect stacks with other [Downtime] effects.

BAD: You make absolutely no progress towards building a scuttlebuggy.

OK: You don't make a buggy per se; but you do find enough pieces that it should be a cinch next time. Your next TRUCK FREAK roll is [Tiered Up].

GOOD: You make a scuttlebuggy! It's not good, and honestly, kinda flimsy; it has half the HP of a regular scuttlebuggy.

GREAT: You make a scuttlebuggy and it's honestly pretty great? No drawbacks here, just a good ol' homemade truck!

MAX: WITNESS YOU!!! You make one hell of a scuttlebuggy; it's souped out in weaponry, and covered in spikes and shit! It has an extra +PSP worth of HP, does not take damage from crashing, and has a firearm of some sort that can be used to GRIEF with.



PRACTICAL PROBLEMS

[Bronze] [Advanced] [Lengthy]

[One-Off] [Craft] [Locked:

Mechanic]

Hey, look buddy— you're an engineer. And that means you solve problems. Not problems like, "What is beauty?" because that would fall within the purview of the conundrums of philosophy, but practical problems. You've delved into the world of robotics; though your works are not quite as sophisticated as a drone, nor as electronically advanced as a palmhusk, they do their jobs well. The builds all have 6 HP; you can spend an action repairing them for 1 HP. When you want to build some machine to help you in a fight, roll +PSP.

MIN: You build it to perfection—and then when you turn it on, it explodes! You take 3 damage! Fuck!

BAD: You waste your time and resources. Nothing happens. You waste your resources, but not your time— as soon as you realize your build won't work, you cut your losses, and only lose one action.

GOOD: Clank! Clank! Whirrr! You build a robotic helper. It isn't intelligent, and is more akin to a machine than a robot, but it's helpful! Choose one of the following builds:

SENTRY TURRET: Your build is a gun on a tripod that swivels to attack the opponent. You can spend an action clanking it with your tools to force it to fire; it automatically does 1 damage to everyone around you as it sprays bullets. This has the [Strife] tag.

DISPENSER: You create a porta-medicalizer that automatically gushes medicine on you when you need it. You can spend an action to clank it with your tools to force it to heal you, restoring 1 HP. This has the [Heal] tag.

ARMOUR PACK: You reconfigure your scrap to make a suit of armour! The Armour Pack gives you 1 [Physical] [Resistance], so long as you aren't wearing any other equipped items.

GREAT: You build it—and you build it fast! It takes you only one action.

MAX: You build it fast and you build it HARD. As well as only taking one action, your build is fantastic, and all numbers mentioned increase to 2.



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ULTRA MOVES

[AVAILABLE AT LEVEL 12]

FRONTIER JUSTICE

[Bronze] [Ultra] [Passive]

[Locked: Ranger]

Your sense of right and wrong sticks with you in the long run; and you do what's right in order to protect you and protect your community, no questions asked.

Honestly, you're kind of a badass. Your [WHAM] does not go away if you take damage. Every time you gain [Boost], you can choose to instead gain [WHAM]. Conversely, [WHAM] is reduced by gaining [Drag]. If you enter a fight with someone who's beaten you in a strife, or hurt a friend within the last week, you gain 1 [WHAM] at the start of the encounter. You can choose how much [WHAM] you spend at a time, either going all in or spending it bit by bit.

LOWBLOOD BRIGADE

[Bronze] [Ultra] [Locked: Rebel]

Revolution is coming! Maybe not today... and probably not in your lifetime. But it's going to come eventually, and until then, you need to keep the spark alive. In a way, you've managed to get yourself the position of a rebel organizer, organizing a small crew of like-minded lowbloods who see you as their leader. You know better than to try and openly start anything—the drones could slaughter you all in an instant—but you're able to use these flying columns to your advantage to perform guerilla attacks on your opponents! You are [Talented] in all [Strife] rolls. You have an ANGRY MOB minion; This particular angry mob has two basic moves and one advanced move from any castes lower than teal; Hacker golds and Gutterblood rusts are some of the most common choices. Before their first [Strife] roll in an encounter, your MOB is always [Hidden], and their first [Strife] roll when they come out from being [Hidden] is [Tiered Up]. While with your Mob, you can ask them for advice, [Tiering Up] a PROBLEM SLEUTHING roll. However, your MOB won't help you hurt the oppressed; they'll never [Strife] any gold troll or lower. When you're not with your MOB, your +RAS rolls [Tier Up]; you know you need to be a little tricksier on your own!



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MY LATEST CREATION

[Bronze] [Ultra] [Craft] [Locked:
Mechanic]

You're the fastest wrench in the west! With a quick clanking and some expert welding, you can make anything— ANYTHING— in a matter of moments. You are [Legendary] at all Mechanic moves, and all Mechanic moves with the [Lengthy] tag lose it. Any time you would make a Garbage item, it's instead a Regular one; any time you make a regular item, it's a Swanky one. Finally, you unlock the following PRACTICAL PROBLEMS effects:

GREAT:

AI NODE: You add in some [Tech] to your build to give it more intelligence. You get a Good result, except the machine works automatically and doesn't need clanking to work; it might instead use its action to repair itself if needed.

JET PACK: PSSHHEEEWWWW! You can fly around at breakneck speeds! You are [Flying] and [Quickened].

ROBOT: BEEP BOOP! You summon a ROBOT foe, and it gains the [Minion] trait.

MAX:

MECH SUIT: Get in the robot, Tavros! You decaptchalogue some steel beams, hydraulics, and pistons, and spend a [Lengthy] action making some sickass robot armour. The Mech Suit has 10 HP and 1 [Resistance]; it takes all incoming [Physical] damage you would take. So long as it is intact, all your [Physical] rolls are [Tiered Up].



GOLD

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The highest of the lows. The trolls with the most horns. Apex gutterbloods. Are you ready for some fucking GAMING??? Are you ready for some fucking computers??? Are you ready to have your life become an eternity of torment as you are plugged in as a battery??? Well, okay, it's only an eternity if you're the cream of the crop. Life support aint cheap ya know! While potentially being any of that other rank shit other lowbies are, you're more likely to be designated tech support, the person who does objectives in videogames, and a psionic mule for whoever the fuck, as golds have the BEST psionics, including fucking **LASER EYES!** It's trolls like you that keep the internet up and running, as well as primarily staffed.

Hope you like computers!

STEREOTYPE: Gross Little Basement Goblin

REALITY: Internet Nerd

COMMON TRAITS: Smarmy, Overbearing, Inventive

STARTING CREGARS: ₣25

ALLOWANCE: ₣20

+PSP / -PLC





ENTRY MOVES

[SELECT 1 AT LEVEL 1]

BEEES?

[Gold] [One-Off] [Unlock:
Beekeeper]

Maybe my bees can help! That was a reference to the great comedy sketch show from BBC, Sorry I've Got No Head. Look up the Beekeeper sketch, it's really good. Anyway, you've got bees, those fuzzy little purple and black bugs that live in beehouses and produce Mind Honey when needed. You intend to become a planet-class Beecoder, building mainframes and using apiculture networking to modernize the world with biotechnological science. Right now, though, you just have a jar of bees you keep with you for safe-keeping. When you smash a jar of bees on the floor, roll +HUB.

MIN: This really shouldn't come as a surprise, but you summon a BEE SWARM which immediately attacks you, and you alone.

BAD: The bees are pissed at basically everyone in the vicinity. The BEE SWARM is hostile to all players in the area. It disperses after 3 turns.

OK: Surprisingly enough, the bees DIDN'T try to kill anyone. They just left, clouding you in bugs for a moment and distracting the opponent. The opponent gets a -1 [Nerf] to [Strife] rolls for a turn until the bees disperse.

GOOD: The bees swarm the opponent, stinging angrily! They do 2 damage, and the opponent is [Inept] at [Strife] rolls for a turn as they fend off the Bees. After this, it disperses.

GREAT: The bees owe you a life debt for freeing them from the prison they were trapped in. You summon a BEE SWARM [Minion]; it disperses after 3 turns. Check the FRIENDS & FOES chapter of the ALTERNIA act for more information.

MAX: Buzz Buzz, bitch. The bees barely even notice you; they're so sure the other guy is at fault. You summon a BEE SWARM without the [Minion] trait; instead, it gets two actions each turn which it uses exclusively to harm the opponent. The bees only disperse when the opponent is defeated.



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E-GOLD

[Gold] [Mental] [Unlock:
Streamer]

You're cut from a different cloth to your other, nerdier brethren! For one thing, you bathe. In fact, you have a sample of your bathwater for sale, if anyone is interested... The point is, you've got moxxie! You've got charisma! You're not as bothered about learning stuff like controlling your potential psionic abilities or harvesting bees— not while you have a loyal fandom of online mooks at your disposal! Or, well, you will someday. That's the end goal, though! Whether it's for gaming, commentary or some other form of live streaming, you know to work your charisma rather than overexert yourself. Your stats are +PLC, -APP; you are charismatic, but a little frail thanks to your indoorsy lifestyle. Any time you would deal damage, you can reduce the damage dealt by 1 (to a minimum of 1) to instead gain double the total amount of damage you would have dealt in [Boost]; you know how to build up hype and get people ready for something WAY cooler than that!

EYE BEAMS

[Gold] [Strife] [Psionic]
[Unlock: Battery]

Many golds have sick, multicoloured **LASER EYES** unlike any other caste; trolls with these multicoloured eyes are often other trees, but they don't know how to control their power. You? You fucking RULE at psionics. Your psionics are the strongest of your caste, and one day, you're going to be a FANTASTIC battery. Whether you like it or not. You are [Talented] at [Psionics]. When you want to blast your Eye Beams at the opponent, roll +IMG.

MIN: AH, FUCK! Energy backlashes into you, and it hurts like hell. You take 2 damage and gain 1 [Brainmelt]. Take too much of that, and you'll lose your **LASER EYES** and contract the Voidrot Template!

BAD: Smoke sizzles out from your ears. That hurt a little. You take 1 damage.

OK: Energy arcs through you, but instead of blasting into the opponent, it continues to build up. When this gasket blows, it's probably going to hurt a LOT. You gain 1 [WHAM].

GOOD: Pthew! You pepper the opponent with lasers! You do 1 damage to them.

GREAT: How do you like that, Obama?! You do 2 damage.

MAX: Oh, gosh. That's... that's a lot? Even for you? Lasers erupt from your eyes like they're geysers, frying both you and the opponent. The opponent takes 4 damage, and you gain 2 [WHAM]— but you start [Bleeding], 'cause yikes!



BASIC MOVES

[AVAILABLE AT LEVEL 1]

DUALITY

[Gold] [Passive]

Everything comes in twos. Including you! Your personality is particularly volatile. Your personality is particularly volatile. Sometimes, it's like you're living a double life. Sometimes, it's like you're two different trolls. Choose a second gold entry move. You gain that move, and you gain access to any locked move associated with it; however, any time you take a locked move from this list, your reality shudders; you either gain 1 [Brainmelt] (if one of your trees is Battery) or drop one of your stats by 1 permanently (if you don't have the Battery tree). This happens the first time you take this move, and happens again every time you choose an additional move. If you have the PEAS IN A POD mutation, you ignore the negatives, but only one twin has access to each tree.

GAMEBRO

[Gold] [Downtime]

You're a particularly skilled GAMER. All those other plebs out there better watch out, because you're coming to stomp on their heads and collect their secret rings or something! You gain access to the VIDYAGAMEZ [Downtime] activity without needing to purchase the RUMPUSBLOCK from the Hivecrafting chapter. The VIDYAGAMEZ [Downtime] move works as follows:

When you want to spend time honing your EPIC GAMING powers, roll +HUB.

MIN: Shit! You destroy your game console. You'll need to buy a new console for \$40 on a SHOPPING TRIP before using this roll again.

BAD: God, you really suck at Troll Just Dance, don't you?

OK: Hey, practice makes perfect, right? You gain 1 GAMER POINT.

GOOD: You climb the ranks! You escort the payload! You shoot the plumbers! You gain 2 GAMER POINTS as you gain notoriety in the community.

GREAT: You won a minor tournament! You win a number of Caegars equal to 10 x the amount of GAMER POINTS you have. Your GAMER POINTS reset to 0. If you had no GAMER POINTS, you win \$20.

MAX: OH MY GOD! OH MY GOD! YOU DID IT! YOU BEAT TROLL FLAPPY BIRD! HOLY SHIT! A NEW WORLD RECORD! You're overwhelmed with sponsorships and prize money, and win 50 x the amounts of GAMER POINTS you had accumulated. If you had no GAMER POINTS, you win \$50.



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GROSS . . .

[Gold] [Passive]

You are not a nice person to talk to. In fact, you are quite disgusting, whether through your opinions or your physical hygiene. Anyone who tries to roll WORDPLAY on you has their roll [Tier Down] as they sputter over their words, distracted by your sticky skin or garbage attitude. People who hang out with you often MIGHT get used to you.

SAW 'EM ONLINE

[Gold] [Free] [Passive]

Hey, you know them! They're from that viral video! The blue that ramped a car into a subhorrorterror? Yeah! You've consumed a lot of content online, and you never forget a face. You can take an action to remember vague details about the troll you're up against, and figure out their demeanor and abilities pretty quickly— this gives you the effects of a GOOD PROBLEM SLEUTHING roll. If there'd be no information about 'em online, you're immediately suspicious, and if a fight breaks out, you get 2 [Boost].



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HAXX0R

[Gold] [Tech] [Lengthy]

You're extremely good at manipulating code, the lifeblood of technology, and you know how to use it to your advantage. When you want to fuck someone's technology situation up, roll +PSP.

MIN: Wow. You fucked up. You clicked a virus, you tried to help the fuschia princess who claimed to need your help, you turned off ad blocker— something AWFUL happens. You lose half your caegars, and you get a virus that stops you from using [Tech] moves for the rest of the encounter. You gain the [Dread] condition because HHHHHHH!

BAD: Fuck! You get a callout post. People know about your problematic kins, now. You gain the [Dread] condition as you fight off a panic attack.

OK: You bust down the opponent's firewall! Your next HAXX0R roll is [Tiered Up].

GOOD: I'M IN. You hack the opponent's device, and stuff goes shit. Choose one of these effects from the HAXX0R table.

GREAT: Did this motherfucker even have an antivirus installed? You can choose two effects.

MAX: Words fail to describe the kind of Watchdogs type bullshit you just pulled. You can choose three effects.

HAXX0R TABLE

DDOS: That'll shut 'em up. You fucking blow up their device. This does 2 damage to the opponent, and if they're in a social media thread, you can force them to log out. This effect has the [One Off] tag.

DOXX: You leak details of some problematic dealings of your target, even if they're not necessarily true. You summon an ANGRY MOB foe that targets your opponent— though they won't get here for 3 turns!

IP SCRAMBLE: You preemptively hamper anyone who tries to do anything fucky. Any attempts to use a move that might require an online connection [Tier Down].

NOTIFICATION STORM: BEEP BEEP BEEP BEEP BEEP! Your opponent's tech is flooded with notifications. Your opponent cannot benefit from the [Hidden] condition for 3 rounds, and receive a -2 [Nerf] to [Mental] rolls as they're unable to focus.

SWATTED: Peep peep peep! You call the fucking drones on this douchebag. A squad of two DRONES appear in 2 turns and attack everyone present with little mercy, and might actually cause some people to die.





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HONEYCRAFTING

[Gold] [Lengthy] [Tech] [Locked:

Beekeeper]

Buzz buzz! Your bees are pretty good at building stuff for you on the fly; in fact, whenever you need them, they're right there for you. Any item you make with this has the [Tech] tag for free, and can be used to connect to the internet or do other hacky things. Choosing only to make a [Tech] item with this move with no additional traits causes this move to [Tier Up]. Any item you make with this move falls apart at the end of the encounter. When you want to build something out of honey, honeycomb and bugs, roll +PSP.

MIN: You accidentally zap yourself on the electric current your bees are pulsing through your work, and it really fucking annoys them! You take 1 damage, and summon a BEE SWARM as your workers turn on you. It's hostile to everyone in the area.

BAD: It turns out making a circuitboard with honeycomb is hard.

OK: You make something, but it's exceedingly temporary; it has the Garbage quality, but rolling anything lower than a 4 on using it causes it to fall apart.

GOOD: Sweet! You made a Garbage item! Not bad!

GREAT: Your item is particularly okay. It's a Regular item.

MAX: You make an item which could serve you in the long term— and it's really dang cool, too! You make a Swanky item that doesn't fall apart.

GOLD STANDARD

[Gold] [Passive] [Locked:

Streamer]

You take care of yourself! You wash your hair. You check your Instagrub. You tone. You check your Instagrub. You do fad diets and drink your fit tea and eat gummy hair vitamins by the jar in the name of popularity, because, haha, imagine if you got less hot and in shape! Imagine how quickly the seadwellers you compete with that judge your every move and analyze your every selfie would descend on you to rip you to shreds if they smelled even a SCRAP of weakness! HAHA IMAGINE!!! YOU!!!! CHECK YOUR INSTAGRUB!!!!!! You've learned to take your insecurities and stuff 'em into a little box; your [Boost] and [Drag] do not affect one another. If you had 2 [Boost], and were to gain 1 [Drag], you would just track them separately, meaning you can have [Boost] and [Drag] at the same time, rather than having them subtract and add against each other.



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CANCEL CULTURE

[Gold] [Tech] [Manipulate] [Hook]

[Locked: Streamer]

UM?? Excuse you? Punching you was PROBLEMATIC. And actually, did they just insinuate that you should have a nice night? TOXIC. Did they just steal YOUR air? You know all the buzzwords to get people into a fever pitch, and you can manipulate that with ease. When you want to blackmail someone, roll +PLC.

MIN: They laugh in your face. You're too [Humiliated] to try again, and they kind of intimidate you too. You gain the [Dread] condition.

BAD: They're not buying what you're selling. Your [Manipulate] rolls against them [Tier Down].

OK: They look unimpressed. You look unimpressed with their unimpressedness. You both get +1 [Boost] for your standoff.

GOOD: Wait- y'ain't bluffing? The target either does what you say or gains the [Dread] condition.

GREAT: Your finger hovers over the 'send chitt' button. They back up and shut up, terrified for their online reputations and their government watchlist status. They do what you say AND take the [Dread] condition.

MAX: You send the callout post. Your target falls to their knees and does what you ask, gaining the [Despair] condition and the effects of a MAX WORDPLAY roll to [Manipulate], but it's too late. The deed is done. Everyone in the world knows they kin Troll Ichimatsu, that problematic piece of shit.

POWER UP

[Gold] [Psionics] [Recharge: 3]

[Locked: Battery]

You spend a minute going "HAAAAAAA AAAAAAAAAAAAAAAAH..." as power surges through you, and energy crackles around your body. You know, like in that East Alternian Cartoon, In Which We Follow The Adventures of Troll Goku, Who, Along With His Companions, Defends Alternia Against Villains Ranging From Aliens, Androids And Other Creatures As He Experiences Adulthood, Paralleling The Life Of His Descendent, Troll Gohan, And The Development Of His Kismesis, Troll Vegeta. Your next [Psionic] move is [Tiered Up], and can't be lower than a Good. You gain 1 [Resistance] while Powering Up; this can't be done at the start of your turn, it must be the last move you make before your turn ends.





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ADVANCED MOVES [AVAILABLE AT LEVEL 6]

SCREW GRAVITY

[Gold] [Advanced] [Psionic]

Golds have powerful psionics. Yes, even the ones who never practice them! You've got some sick telekinesis. Using this to hurt someone gives the move the [Strife] tag. When you use your telekinesis, roll +IMG.

MIN: Surprise! It's [Brainmelt] time! If you are not a Battery gold you instead take 2 damage instantly as a migraine washes through you, big time.

BAD: You raise a hand, trying to look cool, and... yeah, nothing happens, champ.

OK: You alter the weight of your target. They get either a +1 [Buff] to [Physical] moves as you make them lighter or a +1 [Nerf] to [Physical] moves as you weigh them down. This effect lasts one round.

GOOD: You give the target the effects of the OK result for a number for your +IMG rounds.

GREAT: You give your target the [Flying] condition, or float em and yeet 'em Team Rocket style, doing 2 damage and leaving them [Floorbound] or end the fight. They also gain the effects of a GOOD.

MAX: Your telekinesis knows no limits. They either becomes [Flying] and [Quickened], or take 2 damage as they are [Trapped] AND [Floorbound] and can't get up for 3 turns. Attempts to ABSCOND immediately succeed.

COUNTERHACK

[Gold] [Advanced] [Tech]

[Reaction]

Enough of these "lasers" and "beams of destruction"; a good fight needs both combatants, head down, hacking back and forth. Any time someone tries to use a [Tech] move that would affect you, roll +PSP as a [Reaction].

MIN: FUCK! YOU SENT THEM YOUR PASSWORD! Their move counts as a MAX roll.

BAD: You somehow managed to make their hack stronger!? The opponent's move is [Tiered Up].

OK: You took too long to do anything. Your fate is in the other hacker's hands, now. You waste your [Reaction].

GOOD: You raised your firewalls, and managed to fuck em over! Their move is [Tiered Down].

GREAT: Denied! Their move doesn't happen, wasting their action.

MAX: They think they've pulled it off- until they realize you rerouted their attack to fuck themselves over!? Their move goes through, but it affects themselves, not you.



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SPEEDRUN HACKS

[Gold] [Advanced] [Tech]

[Passive]

People who see you working often assume you're just keysmashing, but actually, you're just typing at like, a billion wpm. Any move with the [Lengthy] and [Tech] tags lose the [Lengthy] tag for you and can be accomplished in a single action rather than two. Any [Tech] [Reaction] is instead a [Free] action.

SURPRISE OBSOLESCENCE

[Gold] [Advanced] [Strife]

[Psionic] [Recharge: 3]

Bricking phones is so last sweep. Bricking drones is the new craze! Your body acts as a quasi-magnet that can kinda fuck up electronics; when you roll a GREAT GRIEF roll, you can choose to do 1 less damage, and in return, cause your targets electronics to freak the fuck out and glitch all over the place. Targets cannot use [Tech] moves for a number of rounds equal to your +IMG score; robotic foes or trolls with robotic limbs are [Slowed] for that time instead.

BEE-BOX

[Gold] [Advanced] [Locked:
Beekeeper]

You carry your bees with you in a big container; maybe a beehouse strapped to your back, or a belt of jars around your hips. Your Bees? move loses the [One-Off] tag, and gains the [Recharge: 3] tag. Any time someone scores a GREAT [Physical] [Strife] roll against you, they take 1 damage back as the bees in your bee box sting and attack them! If they score a MAX roll against you, the Bee-Box shatters, you can't use your Bees? move again and you summon a BEE SWARM that sweeps down on you both!

MIND HONEY

[Gold] [Advanced] [Locked:
Beekeeper]

Consume as part of a Balanced Diet! You gain exclusive access to the Mind Honey item. You can choose to have all empty Sylladex slots be filled with Mind Honey. Eating it makes you act like an idiot most of the time instead of all the time, and [Tiers Up] your [Mental] rolls for a thread; however, the first time you roll a BAD roll of any sort in an encounter after eating some, you instantly fall [Unconscious]. However, eating Mind Honey can be particularly dangerous for high-psionic trolls. Any troll who has [Psionic] damage moves is [Enraged] as their Psionics go haywire. Golds with multicolored eyes who eat [Mind Honey] gain the EYE BEAMS move and become [Enraged]; if they already had this move, they become [Out of Control].



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MOISTUREWAVE

[Gold] [Advanced] [Locked:
Streamer]

Life is beyond stressful to you. As a gold blood social media guru encroaching on the territory of seadwellers, people are going to have it out for you, but you have your methods of chilling the fuck out; notably, your chill lofi beats to game and study to! When you put on your headphones, you're sent to a much calmer world. You are way too chill to be susceptible to the [Enraged] tag, and way too zen to be [Quickened], but you gain 1 [Resistance] to all damage, because you're just not really feelin' the pain right now.

OVERCLOCKING

[Gold] [Advanced] [Psionic]
[Locked: Battery]

Sometimes, you really don't wanna leave things to chance, so you absolutely give it your all, turning yourself into a living nuke. You can forgo rolling any [Psionic] move and instead receive the MAX result; doing so gives you 1 [Brainmelt], makes you start [Bleeding] and does 3 damage to you. Be careful, bud!

GAMERS RISE UP

[Gold] [Advanced] [Psionic]
[Locked: Battery]

What? You think you're going to walk on the ground? Like some kind of NORMIE? You've harnessed your laserlike energy to hoist you into the air, silhouetting you with crackling power. It's actually quite terrifying! You are able to start [Flying] at will. Any [Psionic] damage you do while flying does +1 damage. Your energy is a detriment to both you and everyone around you; when people touch you while you are flying, you short circuit, blasting both you and them for 3 damage. No touching!





ULTRA MOVES [AVAILABLE AT LEVEL 12]

QUEEN BEE

[Gold] [Ultra] [Psionic] [Locked: Beekeeper]

Or King Bee, or Monarch Bee, it's up to you. Regardless, you are a master of your craft with bees. When you use the BEES? move, the swarm never disperses; instead, it stays, wrecking buzzy, buzzy havoc. On a MAX BEES? Result, the swarm gains 4 extra HP and does 1 extra damage. If you have the BEE BOX move, you can amplify the situation with the addition of yet more bees. When you use BEE BOX to summon more BEES?, you heal the swarm rather than summoning a second one. Roll BEES?; on a GOOD, the Swarm heals 1 HP. On a GREAT, the Swarm heals 2 HP. On a MAX, the Swarm heals 3 HP and gains 3 [Boost]. Meanwhile, if you fail, the new bees attack and kill the other bees! On a BAD, the Swarm takes 1 damage. On a MIN, the Swarm takes 3 damage, and turns on you, because BITCH? Nothing happens on an OK roll- your bee box was empty. BEE BOX does not have the [Recharge] trait anymore. All Beekeeper moves you make are [Tiered Up].

#VERIFIED

[Ultra] [Gold] [Passive] [Locked: Streamer]

You've reached peak fame! You've carefully curtailed your online exposure to go as high as it can go without landing on the most wanted list of every influencer violet out there. While they still might be hostile towards you, you're not in direct competition, so you're able to keep yourself safe. You are [Legendary] in +PLC, and most trolls you meet will know of you vaguely. You gain 1 [Resistance] against all [Non-Lethal] attacks because you have desensitized yourself to attacks that won't kill you. Conversely, you can keep doing [Verbal] damage even after punches have been thrown because you are nothing if not scalding.

ANIIME IIS REAL

[Gold] [Ultra] [Psionic]
[Passive] [Locked: Battery]

You are the hope of the omniverse. You are the lightbulb in the dark. You are the bacon in the meal vault for all those that cry out in hunger. You are the terror that flaps in the night! You are a BATTERY TROLL! And you are a Super Saiyan! You are [Legendary] at [Psionic] rolls. You no longer take damage from a short-circuit when [Flying] from GAMERS RISE UP, plus you're [Quickened] while you fly. Any time you score a MAX roll using EYE BEAMS, your energy overwhelms your brain, cleansing it of filth; you heal 3 [Brainmelt] and gain 3 [Boost] because you feel GREAT!



LIME

68



Lime bloods. The extinct caste; the non-canon. Very little is actually known about limes, considering most of them were hunted to extinction by the Empire millennia ago. However, every once in a while, there's a fluke—one is born. One spawns out of the narrative entropy of the universe to take on the role of hero. One is rescued from subjugation from the Empire. Regardless of the how, limes do still occasionally exist, though they are RARE, and all hunted by the Empire with the fury of a thousand slaughterhounds. As such, they tend to try to blend in, either choosing to present as Hemoanon, or hiding among another low caste. With extreme psionic powers that manipulate emotions or the fabric of reality, one thing is for sure... no other trolls have the same experiences as the Limebloods.

STEREOTYPE: Angelic Target Practice

REALITY: Survivor

COMMON TRAITS: Traumatized, Empathic, Curious

STARTING CREGERS: Variable

ALLOWANCE: Variable

+IMG / -HUB





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

PATHOKINESIS

[Lime] [Psionic] [Hook]

[Recharge: 5] [Unlock: Empath]

Limes tend to have some powerful feelings about feelings, and some have the ability to control said feelings. When you want to change someone's emotions, roll +IMG.

MIN: Shoot, you only changed your own emotions! You gain the effects of one [Emotion] of your opponent's choice.

BAD: You just... kinda make a funny face. Nothing happens, but your [Recharge: 5] tag becomes [Recharge: 2] instead. This returns to [Recharge: 5] afterwards.

OK: They feel a quiet tingling... the target either gains 1 [Boost] or 1 [Drag] and this move loses the [Recharge] tag.

GOOD: How are you feeling, friend? Your target suffers from an [Emotion] effect of your choice for a number of rounds equal to your +IMG.

GREAT: Your psionics might have uncovered a soft spot? Your target gains the [Emotion] effect of your choice for the rest of the encounter.

MAX: Whoa! You uncovered a real landmine of pent-up emotions, huh?! Your target experiences the heightened version of your selected [Emotion] effect for +IMG rounds, before returning to the base version for the rest of the encounter; they also gain 2 [Boost] or 2 [Drag], your choice.

SBURBANITE

[Lime] [Psionic] [Hook] [Unlock: MSPA]

Whether you know it or not, your reality is... slightly left of centre. You and your caste defy what is and isn't canon, and nobody does so more than you— even when you don't mean to. Reality bends around you and to your benefit.

SHENANIGANS rolls against you [Tier Down]. If this would cause the SHENANIGANS roll to fail, your aggressor takes a GOOD SHENANIGANS result on a BAD, and a GREAT SHENANIGANS result on a MIN as reality glitches out around you. This allows BAD results to [Tier Down] to MIN.

KARKALICIOUS

[Lime] [Unlock: Crabby]

You refuse to let other people tell your story. Fuck them! They're not the boss of you! Rather than developing your own innate Psionics, you've steeled your mind to the effects of domination. Your talents are +HUB, -IMG, not vice-versa. Any [Manipulate] moves against you [Tier Down] as you fight off their effects with every ounce of your will-power!

Some trolls have moves that let them override [Emotional] conditions. These don't apply to emotions received from Pathokinesis; they're MAGIC emotions, not real ones!





BASIC MOVES

[AVAILABLE AT LEVEL 1]

CASTE DISGUISE

[Lime] [Passive]

Limes tend to be culled on sight. There are few places where a lime can openly express their caste. As such, many limes prefer to blend in and pretend to be part of a different caste. Your disguise is particularly convincing. Choose a caste: rust, bronze, gold, or olive. You may choose one non-[Psionic], non-[Locked], non-[Advanced] move from this caste. You can take this move up to a total of three times, but only ever from the one caste.

LIKE ME

[Lime] [Passive] [Hook]

To a lime, it's easy to tell when you're in the company of someone who hides their identity. Whether it's an innate psionic sense, or just keen observation of a fellow secret-holder's behaviour, you instantly recognize any other trolls who hide their true identities from society, like other limes, Rainbow Drinkers or mutants, though you don't immediately know what their deal is, just that they're like you. You can easily tell if someone is trustworthy enough to reveal your secret to; when you want to roll PROBLEM SLEUTHING to see if you can trust a troll, you can take an action and forgo rolling, just taking a GOOD result.

LIME LANGUAGE

[Lime] [Passive] [Hook]

It's nigh impossible to have an open conversation about lime business with other trolls in public; as such, many of your caste have mastered the art of non-verbal communication with one another. If only one of you has this move, you can pass on no more than 3 words worth of communication per action without speaking, whether it's through hyper subtle body gestures or vague psionic influence. If both of you have this move, you're able to hold full conversations with one another saying what you mean; combining shrugs, filler words and eye movements into a complex sentence, or just full on reading each other's minds. Doing this under direct scrutiny from a troll rolling to PROBLEM SLEUTH you might uncover that something's fucky. Your FRAYMOTIF rolls with other limes lose the [Buildup: 5] tag and instead gain the [Buildup: 2] tag.

LOW SELF-ESTEEM

[Lime] [Passive] [Hook]

You don't think very highly of yourself. I mean, how could you, with your freaky, nuclear green blood, right? But you cope with your thoughts on yourself by separating your negative thoughts from your positive ones. Your [Boost] and [Drag] do not affect one another- if you had 2 [Boost] and were to gain 1 [Drag], you would just track them separately, meaning you can have [Boost] and [Drag] at the same time without subtracting or adding against each other.



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HEALING THOUGHTS

[Lime] [Psionic] [Mental] [Heal]

[Locked: Empath]

Happy thoughts are a cure-all to the worst wounds. Even bullet wounds! Your empathic powers have a physical effect on people, and can [Heal] both emotions and wounds. This move can affect either you or someone else. When you want to [Heal] someone, roll +IMG.

MIN: You let your doubts and anxiety flow into your target! They enter [Despair].

BAD: Those weren't positive thoughts at all! They become [Anxious].

OK: Alright, you don't [Heal] the target, but you reassure them a little. The target gains 1 [Boost].

GOOD: Your emotions soothe and heal. You either [Heal] 1 damage or remove an [Emotion] effect.

GREAT: Calmness washes over you, and your wounds numb. You [Heal] 2 damage and remove an [Emotion] effect.

MAX: Wooosh! You feel amazing, inside and out! You [Heal] 3 damage and grant immunity to all [Emotion] effects for the encounter!

HOW ARE YOU FEELING?

[Lime] [Psionic] [Passive]

[Locked: Empath]

Some emotions are easy to spot—Anger! Disgust! Terror! But what about that subtle feeling of disappointment when you're getting close to the end of your slice of pizza, and don't want it to be finished yet? Your empathic powers help you pick up on these more niche emotions easily. When asking about someone's emotional state and how to improve it, you do not need to roll PROBLEM SLEUTHING; you instead get a GOOD result as you instinctively know. You still need to spend an action to figure them out.





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METAGAMING

[Lime] [Psionic] [Locked: MSPA]

Your psionics are ever so slightly fuzzed up by narrative metaknowledge; sometimes, you just know things you shouldn't actually know. Sometimes, you don't even know you shouldn't know them!

Life's hard, man. When you want to gain knowledge you should have no way of knowing, roll +IMG.

MIN: Oops! You went too far into the metaverse! You take 2 [Psionic] damage and your opponent gains a piece of metaknowledge of their choice.

BAD: Stupid! You played with fire and you got burned! You take 1 [Psionic].

OK: BEYONCE?! You gain one piece of information about Real Life Pop culture and it is not relevant at all. At least it's kinda cool?

GOOD: You break the fourth wall—just a little bit! You can ask any one question, even if you shouldn't be able to know from mere observation. The answer tends to be mysterious, cryptic or to not give the full context.

GREAT: Take a sledgehammer and knock a hole through the fourth wall, baby, because you DID IT! Ask any one question that you should have no way of knowing; anything from "this character's secret caste" to "the answer to this puzzle" to "stuff the other person has in their pocket".

MAX: Canon opens itself up to you and unfurls into easy to read threads. Gain three pieces of Metaknowledge; if you tell your target what you know, they are [Dumbfounded].

ADORABLOODTHIRSTY

[Lime] [Passive] [Locked: Crabby]

The unfortunate truth of the matter is that you're just not very scary. After you throw yourself into a heated rage, your huff and your pout are simply too cute to handle. After ending the [Enraged] condition during an encounter (for instance, through FRUITY RUMPUS ASSHOLE FACTORY), any [Manipulate] roll you make is [Tiered Up]. You gain 1 [Resistance] 'cause god, you're just so hard to hurt like this!

FRUITY RUMPUS ASSHOLE FACTORY

[Lime] [Passive] [Locked: Crabby]

You don't have a lot of patience. When people waste your time, you tend to flip out a little bit. When someone rolls a BAD or lower [Mental] roll directed at you, or if you roll 2 OKs or lower in a row, you can choose to become [Enraged]. This rage wears off after +IMG rounds. You can still do [Verbal] damage while [Enraged].



ADVANCED MOVES [AVAILABLE AT LEVEL 6]

CASTE INFILTRATOR

[Lime] [Advanced] [Passive]

Your caste disguise is so convincing that you sometimes forget that you are a lime. You may select [Advanced] moves when using CASTE DISGUISE, and gain one automatically when taking this move. You still cannot take [Psionic] or [Locked] moves. Taking this move allows you to take CASTE DISGUISE an additional 3 times when you level up.

SELF-INFLECTION

[Lime] [Advanced]

You know your true self and potential a little better than many other trolls know theirs. You gain one [Advanced] [Aspect] move of your own Aspect, and the level gate for that particular type—be it your aspect or your sway—drops to Level 6, allowing you access now rather than later. You must have the Entry or [Unlock] move for your [Aspect] in order to take this move.

THAT WAS CLOSE!

[Lime] [Advanced] [Reaction]
[One-Off]

Whoa! You really avoided a close call there, huh? Thank goodness! You've gotten good at avoiding extremely close calls. Once per thread, you can give yourself any number of [Boost] on a single roll you just made, pushing it to the desired outcome. That being said, karma has its eye on you; you gain the same number of [Drag] as the [Boost] you just spent in return afterwards as you drop your guard, still in awe of how you managed to pull that one off.

DRONE DODGER

[Lime] [Passive]

You've gotten used to fleeing from the drones at this point. Every once in a while, there's a new scare—they found your home! They cornered you on the street! So on, so forth. Thankfully, you've also realized drones are kind of easy to fool; with some body-temperature masking clothes, some quick disguises and a low profile, you're not one to let a mindless machine be the one to put you in the ground. If you are [Hidden] when a Drone lands in an encounter, you are safe; they will not attack you, nor will they seek you out. If you were the sole reason the drones were called, they're likely pretty cranky at whoever called them!



IDENTITY PROTECTION

[Advanced] [Lime] [Reaction]

Your blood is TOP SECRET!!! You refuse to let anyone know the truth, and you take some serious precautions to keep yourself from spilling the secret. By now, you've gotten pretty good at doing it!

If you start [Bleeding], you can immediately slap a bandage on your wound before the target can see what caste you are, ending the [Bleeding] condition but giving yourself 3 [Drag] instead. If you were to start [Crying], you can force yourself to avoid it, instead gaining the [Despair] condition as you bottle up your feelings and remember that tears could spell certain doom. You can do either of these a number of times equal to your +APP in an encounter- doing it any more than this means you finally slip up, and your terrible secret is revealed.

CORNED !

[Lime] [Advanced] [Passive]

[Locked: Crabby]

When the going gets tough, you get violent. Rather than give up when you're hurt, your determination to come out on top always prevails. When you are below half HP, all your [Strife] moves [Tier Up].

A LESSON IN KINDNESS

[Lime] [Advanced] [Psionic]

[Passive] [Locked: Empath]

The lesson is if they were nice to you, this wouldn't happen. Your psionics form a potent psychic shield around you, deflecting some of all psychic damage and occasionally shooting it back at the opponent. You have 1 [Resistance] against all [Psychic] and [Verbal] damage. If you are targeted by the effects of an [Emotion] effect you can spend a [Reaction] to force them to feel what you feel. This [Reaction] has the [Recharge: 3] tag.

RETCON

[Advanced] [Lime] [Psionic]

[Recharge: 3] [Locked: MSPA]

Oh GOD, you messed up! Oh, this is terrible! Something really, really bad has happened! Luck did not go your way, and everything has gone to hell. If only you could just go back and try again- oh wait! You can! With a wave of the hand, you tell the narrative that THAT shit didn't happen. You force the opponent to reroll their move- but watch out, because if it's better, then you have to live with the timeline you've created!



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ZAP

[Lime] [Advanced] [Psionic]

[Reaction] [Locked: MSPA]

Sometimes, you would rather not be here. Actually, you know what? Fuck this! You poof out of where you are, scrambling through the narrative to somewhere else, whether it's miles away or a few inches to the right. It's kinda hard to choose, actually; you're not that good at teleporting. Each option has the [Recharge: 2] tag. When you want to disappear and reappear elsewhere, roll +IMG.

MIN: You teleport... 15 feet in the air directly over where you were standing. Oof! You start [Falling]. If there was a dangerous spot nearby, you can choose to teleport into it instead and receive a condition- for example, zapping into a furnace and becoming [Ablaze].

BAD: You scrunch up your face real hard, and... nothing.

OK: You teleport slightly, but not far enough. You don't waste time, though- you get another action this turn.

GOOD: Hey, not bad! You teleport like you wanted to! You teleport, and gain an effect from the ZAP table.

GREAT: Your teleportation is on instinct; you gain the effect of your choosing, and it doesn't cost you an action.

MAX: Whoa! You teleport- and then you just can't stop teleporting either? You don't have to move anymore, you just teleport like crazy! You are [Quickend] for the rest of the encounter.

ZAP TABLE

ABSCOND: Fuck this! Adios! You use the ABSCOND effect of ACT FAST as a [Reaction] to being hit; the opponent cannot use CAN'T ABSCOND BRO on you, because you fucking teleported.

SIDESTEP: No! Your opponent's incoming [Strife] roll is 2 lower.

HIDE!!!: You don't want them knowing you're here! In response to being spotted while [Hidden], you teleport elsewhere, and regain the [Hidden] condition again.

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ULTRA MOVES

[AVAILABLE AT LEVEL 12]

FRIENDLEADER

[Lime] [Ultra] [Passive] [Hook]

[Locked: Crabby]

Whether you like it or not, people somehow seem to defer to you as their leader. Protagonist Syndrome plagues you. Regardless, whether it is a girl gang, pirate crew, or a sports team, you have a group of followers who do as you say. You may name these followers, as there are never more than 12 of them. They act as an ANGRY MOB from the Friends & Foes section of the CHALLENGES chapter, and they are your [Minion]. This particular ANGRY MOB has an additional few health points (your +PLC to HP), has two basic moves and one [Advanced] move from any castes, can summon a free item as a [One-Off] per thread, costing no more than 60 caegars. If they are not present when you start the thread, they can be summoned within two rounds. The Mob pulls back and stops attacking once it reaches 2 HP. If the Mob hits 0 HP, at least one NPC dies, and it's very sad. Whenever you're without your crew, you get a little bit more reckless, since you don't need to be a good influence to them; your SWASHBUCKLE rolls [Tier Up].

EMOTIONAL MELTDOWN

[Lime] [Ultra] [Psionic] [Hook]

[Locked: Empath]

Many emotions are a blend of others. Shock is a mixture of fear and disgust, while sadness and anger make betrayal. But what if you... mixed it up a little? Tried to make some brand new emotions? You are [Legendary] in +IMG rolls, and you have some seriously unusual ways of applying your empathic powers. You can give targets multiple [Emotion] effects using PATHOKINESIS; when you use the move on a target who already has an [Emotion] effect, you can stack a second one on top of it. This works even if they're contradicting emotions; enjoy your despair and inspiration, dipshit!



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MAGIC ANON

[Lime] [Ultra] [Psionic]
[Lengthy] [One-Off] [Locked:
MSPA]

Canon is a funny thing; infinite versions of infinite AUs exist, and if you know how to pull the metanarrative strings right, you can shuffle your opponent's reality too. Once per encounter, as a [Lengthy] action, you raise your hand and scramble your opponent's reality. For a number of rounds equal to your +IMG score, your opponent's [Talented]/[Legendary] rolls and their [Inept]/[Godawful] ones swap; [Tiered Up] rolls they make become [Tiered Down], and vice versa, and all [Boost] becomes [Drag], while all [Drag] becomes [Boost]. [WHAM] heals the user rather than hurts the opponent. The opponent's self flickers wildly, rapidly replacing themselves with numerous Alternate Universe versions of themselves- Bloodswap, Guidestuck, Ponystuck, you name it. It's all a bit mixed up! Once this effect ends, the target is [Confused].





OLIVE

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Olive bloods are... okay, but not great. On the one hand, no powers. On the other, no real privileges— you're still an acceptable cull to many highbloods. Lucky you! With an affinity for the feline, olive bloods are the most populous caste; there's just so many of these folks floating around, going about their daily lives. They're kinda the glue sticking Alternia together. Speaking of being the glue, olives also tend to be the placation class, a shoulder to cry on! They know the ins and outs of the struggles of quadrants almost instinctively, and will relish in watching shitty romance movies, writing slashfics, and helping you out with your lovelife. They're low enough to kinda push around but high enough to not throw a table at your face with their mind.

STEREOTYPE: Feral Kitty Kat UwU Baby

REALITY: Nyaverage

COMMON TRAITS: Playful, Wild, Helpful

STARTING CREAMERS: ₣35

ALLOWANCE: ₣25

+GRA / -APP





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

KITTYPET SYNDROME

[Olive] [Passive] [Unlock: Tame]

You just wanna live your life, man. You are the common troll; the Nyaverage Joe, the background character on the street. It's safer to not stick out, after all— even if some other olives might resent you for being "tamed". You get GOOD rolls on a roll of 10-14 instead of an 11-13; you're not prone to greatness, but you don't suck either.

ALLEY CAT

[Olive] [Physical] [Unlock: Stray]

You don't live in the wilds, but your life is not quite a comfortable one either. You've got that wanderlust to kick up highway dust. Gotta strut them city streets. Your home is the Subgrubian Jungle; the streets and the gutters. As such, you've gotten pretty good at hiding; on a successful ACT FAST to YOUTH ROLL, you can choose to become [Hidden] as you dive into the winding streets and obstacles around you and maneuver out of sight with ease, even if you were being observed. You can do this as a [Reaction], just before someone was about to spot you with PROBLEM SLEUTHING roll.

WILD THING

[Olive] [Passive] [Unlock: Feral]

Born on a mountain, raised in a cave, huntin' and gruntin' is all that you crave! You live in the wilderness, hunting with lusii, climbing trees, and purrhaps doing a touch of gardening. Who's to say? One way or another, your refusal to live in a society baffles others. Any troll who doesn't also have the Wild Thing move has [Inept] [Mental] rolls against you.





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BASIC MOVES

[AVAILABLE AT LEVEL 1]

SKIRMISH

[Olive] [Strife]

Living on a planet as dangerous as Alternia brings the risk of meeting all sorts of lethal murderers. Or maybe YOU'RE the lethal murderer, a paid assassin ready to strike at a moment's notice! One way or another, you use a combat style that doesn't need to hit hard, just accurately. When you want to attack someone with deadly precision, roll +GRA.

MIN: Not only do you miss, but you stumble around and lose your momentum too! That's terrible! You take 1 damage and 3 [Drag].

BAD: You whiff your attack completely, and while you avoid hurting yourself, you lose some of your accuracy. You take 2 [Drag].

OK: You don't hurt the opponent much, but you do graze them! Next time, you can hit them in the same place for more damage; you gain 1 [WHAM].

GOOD: THWONK! You do 1 damage to the opponent.

GREAT: You get them right in a weak spot, and it smarts! You do 2 damage, or do 1 damage and receive 1 [WHAM].

MAX: Your weapon strikes your opponent so hard they start looking like they're from a cheesy East-Alternian samurai movie, what with how much blood they're gushing. You do 3 damage, or 2 damage and cause them to start [Bleeding].

GREENBLOOD HAS WARES

[Olive] [Passive]

Whether it's carefully made food, handmade weapons or herbs collected from the darkest parts of the woods, one thing is for sure. If you have coin, greenblood has wares. You always have your wares on you, and can purchase items mid-thread at a 20% discount.

Swanky items get only a 10% discount, because it's harder to get the highblood quality goods. Additionally, you have a caegar cap of 130, as you have absolutely legal methods of collecting caegars over your legal caegar cap. Gotta hoard profit somehow.

LUSUS LOVER

[Olive] [Passive]

You love your lusus! Whether they're there for protection, to help you hunt down your prey, or just there to hang out with you, your lusus is a loyal ally. When you fight alongside your own custodian, you can spend an action to whistle and call it to the hunt; it becomes [Quickened].



ROMANTIC GURU

[Olive] [Mental] [Passive]

You may or may not care to admit it, but... you're a sucker for quadrants! The loving embrace of a good matespritship, the steamy tension of the perfect kismesitude, the calming camaraderie of a healthy moirallegiance and the thrilling character dynamics of a balanced auspisticism... oh, it drives you crazy! The first time people start talking about romance around you in an encounter, your bloodpusher skips a beat and you gain 1 [Boost]. You don't need to roll PROBLEM SLEUTHING to know the answer to a question about a troll's romance situation; you simply spend an action, and act as if you rolled a GOOD result.

COULD BE ANYONE

[Olive] [Passive] [Locked: Tame]

Your normality really helps you hide. When you run, you can blend in with crowds. Dodge into a restaurant, join in with the other 14 olive waiters. Hop into the garage, you're one of the 8 olive mechanics. You're just kinda hard to keep a track of, and when you jump out, you can score some sweet sucker punches! When you become [Hidden], you gain 1 [WHAM]. You gain an additional [WHAM] for every 2 turns you spend [Hidden].

DAY JOB

[Olive] [Passive] [Locked: Tame]

You live in a society. And society demands productivity! Not everyone can be a soldier when they leave Alternia, and you are training for one of the more mundane tasks that keeps the Imperial Status Quo running. Nothing too torturous, nothing too cushy. Choose one basic move that you would use often in your job; all BAD rolls on this move are [Tiered Up] to OK.

KEEN EYES

[Olive] [Mental] [Locked: Stray]

There's always a chance you're gonna get jumped while you're in the subgrubs, and you've learned to adapt to that. Your peripheral vision is always busy, keeping an eye out for people trying to sneak up on you! You do not need to roll PROBLEM SLEUTHING to spot a [Hidden] target; you simply spend an action and do it automatically. Moves which would make it more difficult to spot the opponent require you to roll regardless.



BEASTLY BUSINESS

[Olive] [Passive] [Locked:
Feral]

You love lusii! Maybe you adore your own lusus to a fault, maybe you hunt them, or maybe you're just a big ol' fury. One way or another, you emulate lusii in everything you do. Choose a lusus that inspires you in everything you do; you gain the following effect based on that animal:

BEAR: You stand with your feet planted firmly on the ground. You cannot be knocked [Floorbound], though you might still get it from [Falling].

BIRD: You move with elegance and grace. If an opponent becomes [Quickenened], so do you.

BUG: You unnerve your opponents with freaky aesthetics and odd mannerisms. On a Great [Strife] roll, your opponent becomes [Scared].

CAT: POUNCE on your targets! You can roll [Strife] rolls twice in the same turn, but your second one gives you 1 [Drag].

DOG: Trip your opponents up as you go for the legs and drag them down! On a GREAT [Strife] roll, they become [Floorbound].

FROG: Spend an action to LEAP into the air and continue strifing [Flying] targets as normal for your turn.

REPTILE: Catch the opponent in your clutches! On a GREAT [Strife] roll, they become [Trapped].

TERRAIN TERROR

[Olive] [Passive] [Locked:
Feral]

The streets have not claimed your heart; you live in the wilderness, and you've learned to run wild through it in ways that nobody else can. You have a particular environment that you call your own: swamps, jungles, woods, etc. While in that environment, you do +1 damage on [Strife] rolls, and you are [Quickenened].

ADVANCED MOVES

[AVAILABLE AT LEVEL 6]

BLUESTAR'S SACRIFICE

[Olive] [Advanced] [Reaction]

I've never read Soldier Purrbeasts, but I'm told this one's a great joke. You don't go down without taking others with you; any time you are subject to a SHENANIGANS roll, you can use your reaction to roll SHENANIGANS and bring them down with the exact same effect, even if your result was a GOOD and theirs was a GREAT or MAX. On the flip side, even if you roll a MAX, you get the same effect as them (though you do get a pity [Boost]).



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CATLIKE REFLEXES

[Olive] [Advanced] [Passive]

You always land on your feet! You never miss a beat. And god help someone if they look at you around a corner, and then repeatedly slowly duck behind the wall and then check on you again to see how much you've moved. Every round, you may make one [Reaction] for free, without having to spend a move from your turn and you gain 1 [Boost] for even trying it because it makes you feel kinda good to remember how quick you are. If you're benefitting from the Breath FRAYMOTIF, you gain 1 [Boost] per turn.

LOLCAT

[Olive] [Advanced] [One-Off]

Everyone knows cats have enough hubris to try and kill god, and it's usually hilarious. Once per thread, you may treat a BAD or OK SWASHBUCKLE roll as GREAT, but you will look like an idiot while you do it, and gain 2 [Drag].



LOVE WINS

[Olive] [Advanced] [Reaction]

You're ever so slightly obsessed with romance and shipping. Choose a quadrant you haven't filled that you've been daydreaming about lately— you gain 1 of the effects at the start of every thread. If you have all your quads filled, you start every encounter with 2 [Boost]. If someone flirts with you or someone else in your vicinity, you can change your quad as a [Reaction].

MATESPRITSHIP: When you would be [Charmed], you either keep the effect and gain 3 [Boost] or remove the effect and gain 2 [Drag].

MOIRAILLEGIENCE: You can use WORDPLAY to remove [Emotional] effects from anyone on a GOOD+ roll.

AUSPITICISM: You gain a +1 to WORDPLAY to [Manipulate] (matespritship), SHENANIGANS (moirallegiance) or to inflict [Verbal] damage (kismessitude).

KISMESSITUDE: You swap your [Talented] and [Inept] rolls around.



KITTY-CAT EYES

[Olive] [Advanced] [Manipulate]
You've learned to use a prejudice many other trolls have towards olives to your favour: the pervasive myth that olives are cutesy. You're NOT cutesy! You're fierce! But you do know how to look harmless when needs be. When you act adorable, roll +PLC.

MIN: YOU ACTUALLY LOOK SO TERRIFYING. Your target shrieks and considers attacking you. They gain 2 [WHAM].

BAD: You act cutesy, but it doesn't do shit. You feel stupid.

OK: You catch your opponent off-guard, and they pause for a moment. They are [Stunned].

GOOD: Awww. Surely this little guy wouldn't harm a fly, right? Your opponent is [Charmed], and you gain 1 [WHAM].

GREAT: OHHHHHH, LOOK? YOU'VE GOT SUCH A CUTE FACE. PSPSPSPSPSPSPSPS. Your opponent is [Fascinated], and you gain 1 [WHAM].

MAX: They would die for you. Your cutesiness has completely convinced them to do what you say forever. FOREVER! You gain the effects of a MAX WORDPLAY roll, and you gain 2 [WHAM].

SAME OLD, SAME OLD

[Olive] [Advanced] [Passive]
[Locked: Tame]

Let's face it: you're desensitized. The news cycle just throws such wild shit at you every day. Oh, there was an invasion of robot brain snatchers? Neat. An ancient troll lich rose from the grave and resurrected an army of monsters? Why not. Nothing shocks you anymore. This might as well happen. When you first gain a specific [Emotion] effect, you instead just gain 1 [Drag]. Subsequent effects of the same [Emotion] succeed.

SUSPICIOUS

[Olive] [Advanced] [Passive]
[Locked: Stray]

The truth is elusive, and you've learned by now it's better not to trust most things at face value. You've gotten good at figuring out when someone is lying to you, and when you want to roll PROBLEM SLEUTHING to ask that question, you can simply take an action and automatically know the answer. If someone IS lying to you, you immediately gain 1 [WHAM] and 2 [Boost], because AHA! YOU KNEW IT!



CATTEBAYO

[Olive] [Advanced] [Locked:
Stray]

Life on the streets isn't easy, and since you were a wriggler, you've been training yourself to fight. At the height of your skill, you've learned fighting techniques that outpace any challenger. It's your kitty ninja way. You gain the following SHENANIGANS effects:

GOOD:

SMOKE BOMB: You throw down a smoke bomb! You become [Hidden], and attacking does not dispel the [Hidden] effect. This lasts 3 turns.

CHAKRA FLOW: You realign your soul for a moment, and allow yourself to heal. You [Heal] 1 HP, which has the [Heal] tag.

QUICK JAB: You do 1 damage; this does not count as a [Strife] effect.

GREAT:

SEKIRO SLASH: You cut 'em deep! Your target starts [Bleeding].

WIND JUMP: You dash into the air, jumping so high you might as well be [Flying] for a turn!

KI BLOCK: You strike the opponent between the eyes, dazzling their magi- their psionics! The target can't roll [Psionics] for 2 turns.



BEAST MODE

[Olive] [Advanced] [Reaction]
[Heal] [Locked: Feral]

Ring ring! Ring ring! Who's that on your phone? It's the Call of the Wild, and it's telling you that this is complete bullshit! Any time you are hit by a GREAT [Physical] [Strife] roll, you can choose to become [Enraged]. You can use this to become [Out Of Control] if you are hit by a second GREAT roll later, but further GREATs don't do anything. Engaging BEAST MODE heals you for +APP HP.

ULTRA MOVES

[AVAILABLE AT LEVEL 12]

THE EVERYTROLL

[Olive] [Ultra] [Passive]
[Locked: Tame]

You're average. Even now, after all this time, you're a normal troll. Your companions might have reached levels of power that make the gods quake— mind control of the masses, fame and fortune, the ability to blur the line between the living and the undead. But you? You're just a normal person. And you've perfected averageness. All your BAD rolls are [Tiered Up] to OK; if you have the DAY JOB move, you get 1 [Hold] that lets you get a GOOD result on the move you chose for free at the start of every encounter. Lusii, drones and foes never attack you, even if they are [Minions], because they simply don't notice you.



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ALLEYWAY ASSASSIN

[Olive] [Ultra] [Passive]

[Locked: Stray]

It's a dangerous world out there. The streets are filled with monsters more dangerous than any you'd find in the woods, and through practice, skill and your refusal to give up, you've become one of them— or at least, someone strong enough to be one of them. You are [Legendary] in +GRA, and are permanently [Quickened]. Any time you gain [Boost], you gain double the normal amount.

APEX PREDATOR

[Olive] [Ultra] [Passive]

[Locked: Feral]

Hee hee hee! APEX PREDATOR. You are the perfect killing machine! When you would become [Enraged], you can instead choose to become an Apex Predator. You gain the stats of one lusus of your choosing (if you took BEASTLY BUSINESS, it must be one that aligns with your choice from that move) from the FRIENDS & FOES Chapter of the ALTERNIA act, except you retain your HP and your moves on top of everything the lusus has. Your appearance might shift slightly, but you do not grow or lose any major features. For effects you could not possibly have (like a Spleenfowl's flight), you simply use homemade items to give you those effects yourself (like wings made of wood and feathers). You can choose not to use moves during your turn, instead gaining your chosen lusus' Idle effect as a [Lengthy] action. You cannot change your choice in lusii unless you use a Respiteblock during [Downtime] to re-evaluate your choice of animal pals. Your options are as follows...

CHOLERBEAR (BEAR)

SPLEENFOWL (BIRD)

GRUBLORD SUPREME (BUG)

PURRBEAST (CAT)

BARKFIEND (DOG)

MEGATOAD (FROG)

CROCAGECKOR (REPTILE)



JADE

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Ah, the jade blood. The third rarest of the castes tend to be very orderly and loving wiggler-raisers who spend most of their time in the Brooding Caverns. Jade bloods are also basically entirely female, not including their dear trans brothers and siblings, and while the depiction of your caste in the media isn't... unflattering... it's most definitely sexualized. While all Rainbow Drinkers are jade, not all jades are Rainbow Drinkers; Tollywood just.. over represents them. Yeah, you basically need to raise wiggers in a cave, but you can venture out and visit nearby towns in the off time! It's not a nunnery or anything, even if you all do share one big multi-block hive, and absolutely feels like one. Every jade blood knows each other, as they're low in number and all live very close together in the same caves and bunker. Hope you get along with your neighbours!

STEREOTYPE: Lesbian JILF Vampire Girlfriend

REALITY: Your Big Sister

COMMON TRAITS: Goth, Nurturing, Intelligent

STARTING CAGARS: ₣45

ALLOWANCE: ₣30

+PLC / -HUB





ENTRY MOVES

[SELECT 1 AT LEVEL 1]

HOSPITALLER

[Jade] [Passive] [Unlock:

Guardian]

The Jade Caverns are not an easy place to live; there's lusii in cages, vulnerable grubs and wrigglers everywhere, mutants, and most importantly, drones. One slip up, one errant twitch, and the drones will put down any trouble with lethal efficiency. And you'd really like it if that weren't the case?! You've taken on the role of a protector; you make sure nobody in the caves is ever in danger, so as to not rouse the wrath of the drones. Your HUNKER DOWN rolls do not have the [Strife] tag, meaning you can use it in conjunction with attacks in a fight.

MOM'S IN CHARGE

[Jade] [Passive] [Unlock: Mom Friend]

You are an Auxiliatrice, one of the jades who works with tending to grubs in the Brooding Caverns. It is unkind, thankless work; though you present yourself as a loving mother figure, the fact of the matter is you're more like the big sister desperately trying to take care of the other siblings while the neglectful parents ignore you yet again. But none of that now! You're very good at dealing with younger trolls. Any time you want to get a troll younger than you to do what you say, you don't need to roll WORDPLAY; simply act as if you'd rolled a GOOD WORDPLAY result. As with all jade moves, you may reflare the wording here to say Dad or Parent if you need to.

Trans rights!

NONCONFORMIST

[Jade] [Passive] [Unlock:
Altjade]

GAH! You hate wrigglers! You hate caves! Okay, maybe you don't hate wrigglers, but you hate that YOU are expected to take care of them! You don't want to spend your entire life in the caverns. That SUCKS! You rebel against authority, dress up in goth, punk, or some similar style, and generally make a menace of yourself when you can. You're rude! Fuck you! Your talents are +HUB, -PLC, not vice versa. If someone fails a [Manipulate] roll against you, you can choose to become [Enraged], because nobody tells you what to do!

BASIC MOVES

[AVAILABLE AT LEVEL 1]

CHASTISE

[Jade] [Strife] [Mental]
[Physical]

Excuse you? EXCUSE YOU? How dare they! It was SO rude of them to do that! Have at you! You know that a good angry lecture (paired with a few choice blows) . When you want to scold someone mid-fight, roll +PLC (+HUB if you are Altjade). You decide if any damage done is [Verbal] or [Physical].

MIN: Ah, fuck! You slip up and hit the floor, and you bite your tongue hard! You should have been watching where you were going! You take 2 damage, and are [Floorbound] and [Bleeding].

BAD: Your yelling and swinging does nothing at all.

OK: You miss, and that only makes you madder. You gain 1 [WHAM].

GOOD: You slam your strife specibus into the target and scold em hard. You do 1 damage.

GREAT: Oh, they're really in for it now! Your target either takes 2 damage, or takes 1 damage and one of the following effects: [Saddened], [Anxious], [Scared], [Confused] or [Enraged], your choice.

MAX: NAG NAG NAG NAG WHAM! You break the opponent's heart and their ribs. You do 3 damage, and give them one of the following effects: [Crying], [Despair], [Terrified], [Dumbfounded] or [Out of Control], your choice.

DISCIPLINARIAN

[Jade] [Passive]

The fact that other castes get to do whatever they want so often can sometimes get to you. How come they get to mess around and have fun? Haven't they heard of strict rules and discipline? No? Why, you'll have to SHOW them then! Any time you gain more than 1 [Boost] at a time, you can choose to instead gain 1 [WHAM] for every 2 [Boost] you would have gained. This is an all-or-nothing effect; if you were to gain 4 [Boost], you could not exchange that for 1 [WHAM] and 2 [Boost]. In the case of odd numbers, you gain the highest amount of [WHAM] with 1 additional [Boost] leftover; 3 [Boost] becomes 1 [WHAM] and 1 [Boost], 5 [Boost] becomes 2 [WHAM] and 1 [Boost], etc.





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GIRLS & GIRLS & GIRLS

[Jade] [Passive]

Here's the thing; you grew up around mostly girls, attended what is essentially an all-girls' private school, and if you're not a girl yourself, you were probably raised as one for at least a sweep or two. The Jade Caverns tend to be very female centric- and as such, you've learned to easily navigate the complexities of a woman's mind. Conversely, you have no fucking patience for men. Your [Manipulate] rolls against female trolls are [Tiered Up], and your [Strife] rolls against male trolls gain a +2 [Buff]. Nonbinary and other gender non-conforming trolls are cool in your books- you can decide which effect you would like to use on them as a case by case basis, depending on how nice they are to you.

GOFFIK

[Jade] [Passive]

Jades are unfairly stereotyped as being Rainbow Drinker crazy in the media. It's a little unflattering; while all Rainbow Drinkers are jade, the opposite is not true! Even if you really, really wish it was. Okay, fine, you admit it. You love Rainbow Drinkers, and wish you could be one. You gain access to one move from the Rainbow Drinker list, even though you are not one; you just like to roleplay sometimes, and you've got a tonne of cosplay and combat materials that would let you replicate these moves!

CAVERN GOSSIP

[Jade] [Passive] [Hook]

The caverns are small, with only around a hundred jades living in the one communal hiveblock. As such, word gets around VERY fast down here. If you are interacting with a troll who interacted with a jade within the last week, you have a vague knowledge of what happened. Additionally, you can forgo PROBLEM SLEUTHING other jades; just spend an action and get a GOOD roll.

SOOTHING VOICE

[Jade] [Passive] [Locked: Mom Friend]

Hey, shhh, it's alright, dear. It's okay. Your mannerisms and soothing attitude are excellent for helping others remain calm, even in dire situations. Your WORDPLAY rolls can remove [Emotion] effects from targets, even if you're not their moirail. If you have a moirail, you can give them basic, positive [Emotion] effects (like [Joyful] or [Hopeful]) with WORDPLAY, too.



LAY ON BAND AID

[Jade] [Physical] [Heal]

[Hook] [Recharge: 2] [Locked:
Guardian]

Aw, jeez! You've learned to quickly try and stop any bloodshed you come across— your own, your friends, your enemies, doesn't matter! Just slap some bandages onto the wound, and hope for the best. When you want to [Heal] anyone, yourself included, roll +PLC.

MIN: Ah, jeez, you're out of band aids! You can't roll this for the rest of the encounter.

BAD: Your band aid just kinda slides off. Nothing happens.

OK: It doesn't help, but it's the thought that counts. You or the target gain 1 [Boost].

GOOD: That helps, at the very least. Your target [Heals] 2 HP.

GREAT: You bandage your target up, [Healing] 2 HP, removing the [Bleeding] condition, and give them either the [Charmed] or [Hopeful] condition.

MAX: You break out the big guns: the Salutations Meowbeast novelty band aid. You [Heal] the target for 3 HP, end any physical condition the target was suffering from (Like [Ablaze] or [Floorbound]), and either make them [Fascinated] or [Inspired] condition.

SOOTHING VOICE

[Jade] [Passive] [Locked: Mom
Friend]

Hey, shhh, it's alright, dear. It's okay. Your mannerisms and soothing attitude are excellent for helping others remain calm, even in dire situations. Your WORDPLAY rolls can remove [Emotion] effects from targets, even if you're not their moirail. If you have a moirail, you can give them basic, positive [Emotion] effects (like [Joyful] or [Hopeful]) with WORDPLAY, too.

MALLBAT

[Jade] [Passive] [Locked:
Altjade]

You're not going to pretend to be something you're not; you like shopping. The thrill of being in a busy mall, the adrenaline from scoring a good deal, and the terror you feel watching a drone mow down a shoplifter— it makes you feel more alive than any musty cave. You have 2 extra sylladex slots. If a sylladex slot is empty, you can buy items on the fly and say that you "bought them on your last mall trip". Doing so puts the item in your sylladex without spending an action, but you still need to spend an action to take it out! If you use your downtime activity to go for a SHOPPING TRIP, your rolls are [Tiered Up], because you're REALLY good at shopping, dude.



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BREAKING & EXITING

[Jade] [Passive] [Locked:
Altjade]

The caves are strict, that much is for sure. Sometimes, the rules mean you can't go hang out outside of the caves when you're "on duty" or whatever. Good thing you've gotten pretty good at escaping unnoticed when you need to! When you want to make a quick escape, roll +RAS.

MIN: You're ready to make a daring escape, when— you step on a clown horn! What the fuck? How the hell did this get here!? Everyone sees you, and you take 3 [Drag]. Stupid!

BAD: Oh, this escape is... this escape is actually a lot harder than you thought it would be. Hmmm.

OK: You don't manage to get out quite yet, but... you're almost there! You gain 1 [Boost].

GOOD: Gotcha! You benefit from one of the effects on the BREAKING & EXITING table.

GREAT: That's an escape for the history books! You gain 2 effects at once, or 1 effect and 1 [Boost].

MAX: Whoa! That's some heist movie bullshit! You gain 3 effects, 2 effects and 1 [Boost], or 1 effect and 3 [Boost].

DECOY JADE: You rabble some scenery together and make it look like you're still there; this gives the move the [Lengthy] tag, but your target doesn't realize you're gone until the end of their next turn or they physically interact with the decoy.

DUCK OUT OF SIGHT: You become [Hidden].

ESCAPE ARTIST: You remove the [Trapped] condition.

HIGHTAIL IT OUT: You ABSCOND in a way that does not trigger CAN'T ABSCOND BRO.

SHAKE A LEG: You remove the [Slowed] condition.

WINDOW BREAK: You smash a window, and force change the scene to a public or private one as you jump through.

ADVANCED MOVES

[AVAILABLE AT LEVEL 6]

CONDESCENDING JAB

[Jade] [Advanced] [Mental]
[Reaction]

You can't help it; sometimes, you're just a little bit petty. You'd like to imagine that your pettiness is justified. After all, you live such a hard life. Sometimes it's nice to just be a little bit of a bitch. When someone gains [Drag], you can throw in a seething jab or a condescending remark. Any [Drag] they would gain doubles.



LOVELORN

[Jade] [Advanced] [Passive]
The romance life of a jade is inherently tragic. 90% of the time, you will never see your quadrants again after graduation, seeing as you'll be sent off to a shitty rock in space. As a result, many jades feel an intensified longing compared to other trolls. Romantic crushes give you the relevant quadrant move that affects you as if you were in a relationship. For a crush to count as romantic, you must harbour it for at least a week. The target of your crush does not receive the benefits of your move.

MACABRE OBSESSION

[Jade] [Advanced] [Mental]
You're a big fan of gothic horror. Rainbow Drinkers, Grimbarks, Daywalkers— you've read countless novellas about them, many of which may or may not have been romance. That's not important. What's important is that you don't need to roll PROBLEM SLEUTHING to identify any troll with a supernatural origin such as Rainbowdrinkers, Ghosts, Grimbarks, Grimdark or Shadowdroppers. You instantly get a gut feeling that you know what they are as a [Free] action, but you can't prove it beyond it being a hunch.

SUN TOUCHED

[Jade] [Advanced] [Passive]
You spend a lot of time in the sun, since you were lucky enough to be born into the only caste that can do so. The caress of the Alternian sun has given you some unusual resistances; you gain 1 [Resistance] against weapons like lasers, fire or radiation; on top of that, you are immune to the [Ablaze] condition, and when you would be set [Ablaze], you are instead [Quickened] for 3 rounds, which is absolutely fucking terrifying.

FIGHTING STANCE

**[Jade] [Advanced] [Strife]
[Locked: Guardian]**

Parry! Parry! Parry! THRUST! You've studied the art of taking hits well, and on the flip side, of dealing heavy hits too. When you are fighting, you can spend an action to enter an offensive or defensive stance (this counts as a [Strife] action). With the offensive stance, you move fast and hit hard; you are [Quickened], and you deal +1 damage on all attacks, but you have 1 [Weakness] on all types of damage. On the flip side, your defensive stance gives you 1 [Resistance] against all types of damage, but you do -1 damage on all attacks (minimum 1). Swapping stances takes another single action with the [Strife] tag.



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LAST TROLL STANDING

[Jade] [Advanced] [One-Off]

[Locked: Guardian]

You can't lose now! There's so many people depending on you! When you're about to be defeated, you think about everyone who relies on you— and you keep going, even if only for a moment. When you would be reduced to 0 HP in a fight, you can instead be left at 1 HP, and keep going for a little bit longer. Make it count, junior!

ATLAS PERSONALITY

[Jade] [Advanced] [Mental]

[Reaction] [Locked: Mom Friend]

Show weakness? No, no, no, you could never! You need to serve as a role model for the other jades! Ahahaha! You're perfectly okay, please, PLEASE don't look into it— so long as everyone else is fine, you are fine. You can ignore any effect that happens to you, be it [Physical] like becoming [Floorbound] or [Emotional] like being [Scared], gaining 2 [Drag] instead. As a [Reaction], you can gain 2 [Resistance] to an incoming attack, gaining 2 [Drag] again. When someone makes you use [Drag] you gained from this move, you feel [Dread]; if you use it again and they make you use [Drag] again, you gain [Despair]. You cannot use this move to ignore these conditions.

CAREFUL PLANNER

[Jade] [Advanced] [Passive]

[Locked: Mom Friend]

Taking care of grubs has made you an excellent planner. You keep an itenarary, you fill that diary, and you have a routine you stick the fuck to. Nothing can ever go wrong if you have a plan! Nothing! In an encounter, you can take an action to plan your next 3 moves. You lock yourself into rolling these moves in the order you chose; succeeding on these rolls gives you 1 [Boost] for each success (GOOD, GREAT or MAX results), and if you succeed at all three, you get an extra [Boost] at the end. However, if you try a move that wasn't in your plan, or you fail a move, you gain [Drag] instead. Intentionally breaking away from the plan also removes all [Boost] gained and gives this move the [Recharge: 5] tag.





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THREATENING DEMAND

[Jade] [Advanced] [Mental]

[Manipulate] [Locked: Altjade]

Listen here, bulge-breath- do what I say or I'm gonna kick your ass, okay?! Whether or not you're that rude about it, you've learned that politeness isn't the only way to make someone listen to you and do what you say. Sometimes, you gotta grab 'em by the necktie and yank 'em close so you can thread a vague (or not so vague) threat in there! When you want to make a demand of someone, roll +HUB.

MIN: They just laugh in your face. It's kind of embarrassing! Your +HUB and +PLC switch talents and ineptitude back to normal for 2 rounds, you're that caught off guard. Maybe being nice would help...

BAD: They don't pick up what you're laying down. Nothing happens.

OK: They stumble and make excuses, and it just annoys you more! You gain 1 [WHAM].

GOOD: Your threat breaks through! Make a demand of your opponent; they can either listen to it, or take 1 [Non-Lethal] damage as your grip tightens and your face sours, giving you 2 [WHAM].

GREAT: They listen, and apologize for upsetting you. The target does as you say, and becomes [Scared].

MAX: You straight up lift them off the floor, and you look so goddamn intimidating that they can't help but blubber and do what you want. The target becomes your [Minion], and is too [Scared] to actively disobey you, even if your request is dangerous for them.

ULTRA MOVES

[AVAILABLE AT LEVEL 12]

A TRUE HERO

[Jade] [Ultra] [One-Off] [Locked: Guardian]

They're gonna have to try a little harder than THAT. You've trained yourself to be an undying force against insurmountable opposition- and you won't let anyone stop you from protecting those who need protecting! You're [Talented] at all [Strife] rolls. When you drop under $\frac{1}{2}$ your max HP, you become [Inspired], though you don't heal, and your [Strife] moves are all [Tiered Up]. If you have the LAST TROLL STANDING move, you become an almost invincible threat when you're on your last legs- on top of being left at 1 HP, you gain +APP [Resistance] for the next 3 turns, but you are [Slowed]; any roll that isn't [Strife] is [Tiered Down]. After the 3 turns are up, you hit 0 HP.



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Matriarchal Instincts

[Jade] [Ultra] [Reaction]

[Locked: Mom Friend]

Your behaviour as a matriarchal figure comes almost second nature to you. You can use MOM'S IN CHARGE on any troll, not just ones younger than you. However, you still have an edge against younger trolls; if they refuse to do what you say, they gain the [Dread] condition. You can also make opponents who dare strike you [Dread] as well; the first time someone scores a GREAT [Physical] [Strife] roll against you in an encounter, your eyes narrow and your gaze becomes unbearably piercing. The target gains the [Dread] condition. If they were already suffering from an [Emotion] effect, [Dread] does not override it; they gain both conditions together. You do +1 damage on any troll with the [Dread] condition.

Darling Delinquent

[Jade] [Ultra] [Passive] [Locked: Altjade]

Fuck this stupid Alternia! You're sick of constantly dealing with people's shit; fuck the caverns, fuck the wrigglers, and most of all, fuck you! Nobody can control you, and nobody can slow you down. You are [Legendary] at +HUB rolls, and on top of that, you become immune to the effects of [Drag]. You can still gain [Drag], but only in order to lower your [Boost]; rather than going from 0 [Boost] to 1 [Drag] if you gain [Drag], you instead end up at -1 [Boost]. This simply means people can't make you use [Drag] to lower your rolls; you need to gain enough [Boost] to bring it back into the positives in order to use your [Boost] as normal.



TEAL

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Alternia has a system of laws. Said laws need to be followed and upheld. Negotiated with in courts of law! Drafted and memorized! ...weaseled through... It's a thankless job being teal. You're a nerd; while some of your caste are accountants, researchers or similar, the most famous of your kind are lawyers, and it's a lawyer's job to seek out lawbreakers and have them KILLED. Most trolls don't have a right to a trial, but for intra-highblood disputes (or your friends!), you sure as hell are needed to press charges. While many highbloods hate your pedantic guts, there's little they can do about it, other than mercilessly harass you on public transport- you're too important to society to cull! Those guys can die mad about it though, you're needed at the Bookhive for some heavy reading.

STEREOTYPE: Untrustworthy Midblood Weasel

REALITY: The Backbone of Society

COMMON TRAITS: Know-It-All, Bookish, Practical

STARTING CÆGARS: ₣60

ALLOWANCE: ₣40

+PSP / -IMG





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

AREA OF EXPERTISE

[Teal] [Passive] [Locked: Nerd]

Teals don't have "jobs". However, they often bully each other into doing tasks around officeblocks under the pretense of training for graduation. There's no actual enforcement to do it; it's not required by the Empire at all. But if you don't take part in this terrible office culture, you're putting yourself at a disadvantage, because everyone else is gaining an advantage by doing it— but it's an advantage that nobody would need if they all collectively stopped raising the bars for themselves. But hey, the plus side is that teals tend to have some pretty niche interests and abilities! Choose an area of expertise, and gain the associated benefits.

ACCOUNTING: Money makes the world go round! You automatically know how much money a troll has, and do +1 damage on trolls with more money than their starting amount.

ADMINISTRATOR: You take care of online forums, web administration and meme laws. You gain the gold HAXX0R move.

LAWMAKER: Order! Order! No more backflips! If the opposing troll has [Boost], they lose a point of it every time they roll an OK or lower result.

LAWYER: You love arguing, and when you succeed on WORDPLAY rolls, you are thrilled. On a GOOD, you gain 1 [Boost]. On a GREAT, you gain 2 [Boost]. On a MAX, you gain 3

[Boost].

LIBRARIAN: You categorize knowledge, and you spit it out like it's nothing. If you fail a PROBLEM SLEUTHING roll, you can try to ask the same question again a second time.

OCCULTIST: You're a scholar of the esoteric. Instead of the normal teal talents, you're [Talented] at +IMG, and [Inept] at +APP, because you're a shrewd, freaky collector of supernatural artefacts. You can buy [Rare] items as normal ones.

OFFICE WORKER: You just do boring jobs around the office, like filing stuff, taking calls, checking licenses, etc. You get GOOD rolls on a roll of 10-14 instead of an 11-13.

SUAVE SWINDLER

[Teal] [Passive] [Unlock: Shady]

You know the laws. You know them very well, actually. It just so happens that you also know... gaps in the law. Loopholes, if you will. And since Alternian Law is so perfect, then these loopholes exist for a reason— to be exploited, certainly! You're a fraudster, a scammer, or some other blend of shady lawyer who benefits from twisting the law, be it through bogus insurance claims, tax evasion, or even just "helping" mutants. You are [Talented] at WORDPLAY, thanks to your healthy experience in twisting the truth to fit you.



99

TAKE THE CASE

[Teal] [Passive] [Unlock:
Enforcer]

You are a Legislacerator in training; not bound by books or by procedure, your job is to hunt down those who perform, sympathize with or even THINK about criminal actions and bring them to justice. Or maybe that's just how you like to imagine yourself; you might just be a beat cop, prowling the streets but not really getting much badass mercenary lawyer action. Either way, you can take an action to use this move to establish a case you're going to pursue— an intense investigation into a single physical subject (typically a single troll, item, or location). When you've selected a subject, you get a +1 [Buff] on all [Strife] rolls, and your PROBLEM SLEUTHING rolls against them are [Tiered Up]. Changing your target is a [Lengthy] action.

BASIC MOVES

[AVAILABLE AT LEVEL 1]

SNITCH

[Teal] [Tech]

You're a spineless whelp, and you have no shame. Fuck you. Bulgelicker. Bootsucker. Nook. Stinky. ATAB. You can call the drones and have them wreak havoc on the people you're ratting out, you pathetic little weasel. You call for some Drones from the FRIENDS & FOES chapter of the ALTERNIA Act, and they arrive in 3 rounds.

OBJECTION

[Teal] [Strife] [Mental]
[Physical] [Verbal]

OBJECTION! HOLD IT! TAKE THAT! You blur sharp words and sharper weapons into a deadly cocktail of damage. When you want to cut someone's lies and limbs to pieces, roll +PSP.

MIN: Your argument is bogus, and you fucking fall all over your weapons. Dumbass. You take 1 damage and 2 [Drag].

BAD: You don't deliver a satisfactory blow, verbal or physical. You take 1 [Drag].
OK: You don't hit the opponent, but your scathing words rattle them. They take 1 [Drag].

GOOD: Ouch! Your words can strike a sore spot, but your blades can leave one too! You do 1 damage OR deal 2 [Drag].

GREAT: Your foe's body and confidence are wounded! You do 2 damage, and the target takes 2 [Drag].

MAX: You call out one of your target's best hidden secrets, as if you rolled a MAX PROBLEM SLEUTHING roll. You do 3 damage, and the target takes 3 [Drag] as they crack under pressure.



100

TEALS TALK

[Teal] [Hook] [Mental]

Teals live in tight-knit communities, and as such, rumours and gossip spread fast. If you are interacting with a troll who interacted with a Teal within the last week, you have a vague knowledge of what happened. Additionally, you can forgo PROBLEM SLEUTHING other Teals; just take an action and act as if you'd gotten a GOOD roll. This doesn't count as a GOOD or a PROBLEM SLEUTHING roll for triggers which might allow you to get bonuses from them.

ALL OUT OF VACATION DAYS

[Teal] [Passive]

You've heard it all before. Every threat, every insult, every vaguely terrifying clown flirt. You've had to deal with some pretty cranky people while doing your job, and it doesn't really impress you anymore. When you would be affected by an [Emotion] effect, you can choose to gain 1 [Drag] instead. If you are affected by a heightened emotion though, good luck.

JARGONOGRAPHY

[Teal] [Passive]

Your use of long, long words makes it hard to pinpoint your goals sometimes. All PROBLEM SLEUTHING rolls made against you are [Inept].

OW! MY SCAPULA!

[Teal] [Passive] [Locked: Nerd]

It's not that you don't try. You do! You're just... kind of pathetic sometimes? Not in a bad way, it's just really funny to see you wheeze and clutch your knee and blubber when you eat shit on the floor. So much so that opponents often question... is it okay to punch a teal with glasses? Whenever you become [Floorbound] or [Trapped], you wriggle and moan like a grub, and your opponent's [Strife] rolls [Tier Down] for a number of rounds equal to your +PSP.





101

GET TECHNICAL

[Teal] [Reaction] [Locked: Nerd]

Let's face it: you're a desk jockey. You're a bureaucrat. You're a lawyer, or an accountant, or an administrator— whatever the case is, you're not the type of teal to actively seek out fun and excitement. You've got colour-coded binders and that makes you excited. That's the kind of teal YOU are. Your intelligence does put you at an advantage, however; when someone fails a [Mental] roll around you, you can go on a long well actually speech about the definitely interesting technicalities of what they were trying to do. Roll +PSP.

MIN: I mean, it's pretty obvious, right? The reason is... wait... no, was that... hmm... you're... not actually sure? You become [Confused]!

BAD: You try to go off on a tangent and explain to them in great detail about some archaic law that's barely related. They really don't give a shit. Nothing happens.

OK: Jegus, you can drone on, huh? Your target takes 1 [Drag].

GOOD: They make the mistake of listening to you. The target becomes [Stunned].

GREAT: Oh, gog, they not only listen, they try to understand you. The Target is [Stunned] and [Confused].

MAX: They really, reeeeeally try to understand you. And it doesn't work. The target is [Dumbfounded] and [Slowed].

COUNTERFEIT GOODS

[Teal] [Locked: Shady]

You have some EXCELLENT products to sell, gang! And not only that, they're dirt cheap, so you can safely say nobody will ever regret buying from you, ever. You always have your wares on you, and can purchase items mid-thread at a 50% discount. Swanky items get only a 30% discount, because it's harder to get the higblood quality goods. When you use these items, roll 1d8 every time you do use them— on a 1, the item falls apart. If it was a disposable item, it's of particularly shitty quality; roll the d8 when you use it, and on a 1, it does nothing when used as well as falling apart.

MYSTERY SOLVER

[Teal] [Mental] [Lengthy]

[Locked: Enforcer]

Sniff sniff. You drop to one knee, and pick up a piece of evidence. You lick it. Ah, of course. This answers everything. If you TAKE THE CASE about a scene or an object, you can forgo rolling PROBLEM SLEUTHING; instead, you can use a [Lengthy] action to act as if you got a GREAT roll, answering one question in a clear and concise manner that doesn't hide what's going on. This does not count as getting a GREAT roll for triggers which might allow you to get bonuses from a GREAT.



102

ADVANCED MOVES [AVAILABLE AT LEVEL 6]

NOT GUILTY

[Teal] [Advanced] [Passive]
Wait, hold on! It's all good! Look, you're a lawyer! You'll handle it from here! No reason to get all... shooty about it! Don't worry about it, you've got this. You know how to talk drones out of their murder-sprees— a rare feat indeed. You can roll [Manipulate] WORDPLAY rolls against Drones and control them. Drones will never attack you once you make it clear you're a lawyer.

VERITY'S LAW

[Teal] [Advanced] [Passive]
Highblood privilege? You don't think so! Named after the legendary metermaid who gave the ACTUAL FUCKING HERIESS a scuttlebuggy ticket, you've followed in the footsteps of giants. You gain 1 [Resistance] to blue, indigo, purple and violet [Strife] moves, as you've dealt with enough uppity coldbloods to take their childish tantrums and shrug it off.

YOU THINK THAT'S FUNNY?

[Teal] [Advanced] [Passive]
NO FUN ALLOWED! Maybe you have an incredibly underdeveloped sense of humor. Maybe you're just too tired to deal with it. Maybe you kin Troll Captain Raymond Holt. Either way, you're not going to fall for any stupid shenanigans, and SHENANIGANS rolls against you [Tier Down].

SEETHING SMILE

[Teal] [Advanced] [Passive]
After however many sweeps of dealing with your idiot coworkers, you don't get enraged anymore. You just fume. Whenever you become [Enraged], you maintain the benefits of being in such a state without the downsides, because you're still in control. If you become [Out of Control], you're on your own. You can choose to become [Enraged] when someone rolls a BAD result on any [Manipulation] roll.

I ALREADY KNEW THAT

[Teal] [Advanced] [Hook]
[Recharge: 3] [Locked: Nerd]
Your studies have given you an approximate knowledge of many things and often, when you sleuth, you recall things you already knew. When you roll PROBLEM SLEUTHING, you can declare you "already knew that", even if you out-of-character did not, and ask a second question based on the question. For example, after asking about the feeding habits of a particular lusus, you might state your troll already knew they ate exclusively bugs; as a [Free] action, you could roll again and see if you know anything about where to procure said bugs.



103

ULTRA MOVES

[SELECT 1 AT LEVEL 12]

WORKAHOLIC

[Teal] [Ultra] [Passive] [Locked:
Nerd]

You love your job. You love your job. You love your job. Coffee drools down your face as you repeat this to yourself, over and over. You're a star in your field. All other teals at least vaguely know you and are aware of your accomplishments. You are [Legendary] in PROBLEM SLEUTHING. You gain the following benefit, depending on your department:

ACCOUNTING: Freeze those assets! You send a signal into your palmhusk and stop the target from using items, jamming their sylladex. You can roll SHENANIGANS using +PSP specifically to gain the YOINKED effect with the frozen assets in question. You do not gain other effects; gaining more effects simply yoinks more items. This has the [Tech] tag. Opponents cannot use their Sylladex or retrieve any items from it for the encounter.

ADMINISTRATOR: Your mastery of tech knows no bounds! You gain one [Tech] move from any other list, even ones you couldn't access. You can take more of these moves in the future as level up moves.

LAWMAKER: Enough! The law specifically prevents sweet ramps through the air on a skateboard in your presence! On a successful WORDPLAY roll, you can prevent targets from rolling +HUB or +RAS moves for a number of rounds equal to your +PSP.

LAWYER: You never lose an argument. Never. You can't be knocked out by [Non-Lethal] damage easily; you survive being KO'd a number of times equal to your +PSP modifier per encounter as you just... keep arguing. Any [Non-Lethal] damage you do is increased by +1, and you can continue dealing [Verbal] damage after a punch is thrown.

LIBRARIAN: Thinking is but a reflex to you; any PROBLEM SLEUTHING roll you make is [Free].

OCCULTIST: STAY BACK! YOU KNOW ARCANE SPELLS! MAGIC IS REAL! You gain the TELESHOVE rust move, and can take any non-advanced [Psionic] moves from any other caste as you cast wicked magic spells.

OFFICE WORKER: You're just absurdly good at run-of-the-mill tasks. You draw perfect circles in one try, and can carry stacks of books as tall as a person with ease. Any OK roll you make counts as a GOOD roll.



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TOTALLY TRUSTWORTHY [Teal] [Ultra] [Manipulation] [Passive] [Locked: Shady]

You never lie, it's just that the truth is subjective. You have learned to weave it to fit any narrative that fits you. You are [Legendary] in WORDPLAY. When someone rolls a GOOD or GREAT while PROBLEM SLEUTHING against you, you can choose to give them false information. This must still be worded cryptically on a GOOD, and clearly on a GREAT, except that the information just simply isn't true. A MAX still susses you out. You don't declare when you use this move— and make sure not to use it too often! Be sneaky; the best lies are mixed in with the truth.

JUDGE, JURY, EXECUTIONER [Teal] [Ultra] [Passive] [Locked: Enforcer]

Here's the thing about law on Alternia: every trial is a showtrial. The verdict is foregone, and the verdict is always GUILTY. When you select a target with TAKE THE CASE, you take it upon yourself to end this fool's whole career— and also, coincidentally, their life. Your [Strife] rolls are [Legendary]. When you gain [WHAM], it remains until used, unless you make a MIN or BAD [Physical] roll. You gain 1 [WHAM] every time the target rolls a MIN or BAD roll.



CERULEAN

105



Everyone better watch the fuck out because you got their number, all of their numbers, fuck them for trying to keep their precious numerals away from you! Everything everyone else has? It's yours. Every opportunity? Yours. All the money and bitches? Why would you look at that, YOURS!!!!!!!

The life of a cerulean blood is a volatile one- they are the future spymasters, mercenaries and thieves of the Empire. As the lowest of the highbloods, they find their lives in a pretty sweet spot- high enough to get away with anything, low enough to do what they want. And they do both in spades. Chaotic, ambitious and dangerous, if there's one thing any troll of any caste can agree on, it's that you do NOT mess with a cerulean blood.

You are the spiderbitch, it's you.

STEREOTYPE: Vriska

REALITY: Vriska

COMMON TRAITS: Ambitious, Chaotic, Insecure

STARTING CREGARS: ₣80

ALLOWANCE: ₣50

+HUB / -APP





106

ENTRY MOVES

[SELECT 1 AT LEVEL 1]

FREAKY EYE

[Cerulean] [Lengthy] [Manipulate]

[Hook] [Unlock: Spider]

One or both of your eyes has an irregular amount of pupils and it gives you the ability to control minds with your [Psionic] power! When you want to Manipul8 someone, roll +IMG.

MIN: Ah, fuck. They know what you just tried to pull, and they're not happy. They can choose to become [Enraged].

BAD: The sheer lack of a response is beyond embarrassing. You are too [Humiliated] to try again.

OK: It doesn't QUITE work, but...your [Manipulate] rolls against this specific troll are [Tiered Up] until they take damage.

GOOD: Got them! You can make any one request from this troll. This can be anything, no matter how dangerous—give me your money! Get out of here! Jump off that cliff! The other troll will remember what you did once they snap out of it once they complete the request..

GREAT: Not only do you gain the benefits of a Good roll, but all future attempts to control them again are [Tiered Up]— even if it's not this encounter. This lasts until you fail a FREAKY EYE roll against them.

MAX: They bend to your superior will. Maybe even forever! The target becomes your [Minion], and you get the effects of a Great roll. But watch out— if they take any more than 4 damage, or your concentration lapses, they wake up, and you're TOAST.

JACK OF ALL TRADES

[Cerulean] [Passive] [Unlock: Multitalented]

Watch out, watch out, watch out! Not only are you good at things which would usually be expected for your caste... you've put extra special effort into honing your skills elsewhere, too! Of course, this might have made you neglect your needs elsewhere... You become permanently [Talented] in another stat, as though it were from your caste, but you also become [Inept] in another. If you choose to become [Inept] at +VIM, your max HP drops by 3.

SPIDERPUNK

[Cerulean] [Unlock: Punk]

You? You're the REASON ceruleans have the reputation as the badass punk caste. You're a rough tough spiderbitch and it's just better for everyone if people don't get in your way whether your goal is sold-out tickets to the latest concert or revenge on some asswipe who thought they'd get cute with you. All [Manipulation] rolls made against you are [Inept]. Additionally, whenever you are inflicted with a status condition, like being [Inept] or [Ablaze], roll 1d8. On an 8, you completely shrug off the effect, and gain 1 [Drag] instead.

Moves that would hamper your [Manipulation] do not affect this move: can't say no to your psychic powers!



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BASIC MOVES

[AVAILABLE AT LEVEL 1]

SCOURGE

[Cerulean] [Strife] [Passive]

[Hook]

Trolls think they and their muscles and mangrit are hot shit, huh? Yeah? Well, guess what, you can dance circles around those losers! When you want to cut someone up, roll +HUB.

MIN: Ow, FUCK! You accidentally hit yourself as you swing and miss wildly! You take 2 damage and start [Bleeding].

BAD: Nope. Nice try. You miss, and your momentum carries you into harm's way. You take 1 damage!

OK: You didn't hit them, but you're definitely outpacing them. You get an extra action this turn.

GOOD: Wham! You do 1 damage to your opponent.

GREAT: You hit them in JUST the right spot. And by the looks of it, that's gonna leave a mark. You do you 1 damage, and the opponent starts [Bleeding].

MAX: Now THAT'S a critical hit! Whether it's a nasty artery slash or a wholeass severed limb, you seriously wound the target. You do you 3 damage, and the opponent starts [Bleeding].

BURST OF SKILL

[Cerulean] [Passive]

You focus on doing something REALLY well, consequences be damned. Your next move is [Tiered Up], but the move after is [Tiered Down]. If used in conjunction with SUPEREGO and you receive a MAX roll, your next roll is [Inept] and [Tiered Down].

FLIP THE FUCK OUT

[Cerulean] [One-Off]

Things ALWAYS go your way— and when they don't, you lose your actual shit. On a MIN or BAD roll, you can become [Enraged].

DANGER SENSE

[Cerulean] [Passive]

You have an innate sense of danger. Like... like some kind of spider... Whenever you would normally be caught unaware by something, you instead can react to it as if you knew of it ahead of time! The first time you would get a [Reaction] on a turn, it is instead an [Free] action. If you are benefitting from the BREATH FRAYMOTIF, your [Reactions] are all [Tiered Up].



108

BRING ME MY SHIT

[Cerulean] [Psionic] [Hook]

[Locked: Spider]

Why would you get anything for yourself when there's all this weak-willed help walking around? You can spend an action to mind control some gutterblood into bringing you any Regular quality item, like a [Medicine] item in combat or a [Tool] item in a regular thread. It takes 1d3 full rounds for the item to arrive.

DIVERSE INTERESTS

[Cerulean] [Passive] [Locked: Multitalented]

Most other castes are LOCKED into their STUPID and BORING lives! Not you! You're an exception! For sure! Here, let me prove it: you have interests usually associated only with other castes! If that's not proof that you're immune to the oppressive society of Alternia, I don't know what is! You can gain one move from any other caste, so long as it isn't [Locked], [Advanced] or [Psionic]. This move may be taken more than once, up to a total of three times, but only ever from the same caste.

STREET SKIRMISHER

[Cerulean] [Passive] [Locked: Punk]

You're a veteran of the streets. Alley fights, bar fights, mosh pits, you've seen it all and conquered it too. Any BAD or OK SHENANIGANS rolls you make are [Tiered Up], and any OK SHENANIGANS rolls against you [Tier Down] to BAD; you'll need to pull something new if you want to surprise this old dog.





BULLY LA BULLY

[Cerulean] [Mental] [Manipulate]
[Hook] [Locked: Punk]

You know how to make people do what you want, and sometimes, by flexing off some physical intimidation, like grabbing 'em by the shirt or leaning in real close, you're more likely to get it. When you want to roll to coerce someone, roll +GRT.

MIN: Ha! Everyone, take a look at this loser! People start mocking you, and it's really hurtful? Now the Bully has become the Bullied! You get a -1 [Nerf] to +HUB rolls, and you're too [Humiliated] to do this again.

BAD: They just shrug off your threats! What's the big idea?! Nothing happens.

OK: It starts dawning on your opponent that you might want something. Your next [Manipulate] roll against this fool is [Tiered Up].

GOOD: You strongarm your way into getting what you want. You can make a request of the target, and if they refuse, they become [Scared] as they quiver in anxiety against you.

GREAT: You intimidate the fuck out of this douche! They do what you say, and can't cause you to take damage unless you damage them first. The target is [Scared].

MAX: Check this chump out! They're on their knees, begging you not to hurt 'em, or something! You get the effects of a Great roll, and they either give you $\frac{1}{4}$ of their caegars or one of their sylladex items as an offering.

ADVANCED MOVES

[AVAILABLE AT LEVEL 6]

ANYTHING YOU CAN DO

[Cerulean] [Advanced] [One-off]

Oh, you think your little trick makes you special? Puh-lease. Once per encounter following an opponent's move, you can use that move too, regardless of caste, class, or aspect, so long as it's not [Psionic]. If it requires a roll, you are [Talented] at this roll, because, duh. You're better.

QU'EST-CE QUE QU'EST

[Cerulean] [Advanced]

You're a real Psycho Killer! Better run, run, run, run, run away! You know the ins and outs of inflicting torturous pain on people. Maybe you've practiced. Maybe you're just a natural! Regardless, while using a [Strife] roll, your roll result tiers are lowered; you only receive a BAD result on a 6 or below, an OK result on a 7-9, a GOOD result on an 10-12, a GREAT result on a 13-18 and a MAX result on 2 8's or a 19+, making it easier to get better results.



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WAY COOLER THAN YOU

[Cerulean] [Advanced]

You never slow down. You never lose. You're on top of your game, and you don't let anyone's mistakes slow you down— not even your own. When someone calls on you to use [Drag] you have built up, you can instead convert it to damage you take instead, taking 1 damage for every 2 points of [Drag] you have rounded up, reducing your [Drag] to 0 and leaving your roll unscathed. Phew!

HELP ME HELP YOU (HELP ME)

[Cerulean] [Advanced]

[Manipulate] [One-off]

Manipulation is such a dirty word. You prefer the term tactical encouragement. And sometimes, that encouragement can be in their favour! Sometimes! When you encourage someone to do their best, through veiled threats, blackmail—or, y'know, genuine friendliness?—roll +PLC.

MIN: ARGH! STUPID DUMB PIECE OF-NRGH! Some people REALLY don't understand subtext, do they? Your words don't go through, and it pisses you off irrationally. You become [Enraged].

BAD: They just kinda blink at you. Maybe you should... clarify? Try again?

OK: They frown at you a little, or maybe, smile? Either way, they're not impressed enough to do anything GREAT, but... their next [Talented] roll is [Tiered Up].

GOOD: There we go, we made some progress! That wasn't so hard, was it? Your target's [Talented] rolls become [Legendary] for 3 rounds.

GREAT: Ah, they listened VERY closely, it seems! Your target's [Talented] rolls become [Legendary] for the whole encounter.

MAX: Oh, wow. I... I guess you said something that really resonated with them? Like, they're either pissing themselves in fear of disappointing you, or having a heroic revelation through your kind words. You're kind of confused by it. Your target's [Talented] rolls are [Legendary] AND [Tiered Up] for the whole encounter.



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PSYCHIC DOUBLE

REACHAROUND

[Cerulean] [Advanced] [Psionic]

[Manipulate] [Hook] [Locked:
Spider]

Your psionics are so strong, you don't even need to be near your target for them to work. So long as you have spoken one on one to a target before, you can use your FREAKY EYE move from any range. You can also roll +IMG to control the crowd and seek out to use a psionic troll's abilities for yourself, like anime supervillain Aranea Serket.

MIN: Oh god, you pissed EVERYONE off! You summon an ANGRY MOB from the FRIENDS & FOES chapter of the ALTERNIA Act, and they're coming for you.

BAD: Aw jeez! Your mind control flickers away, and you piss off a Level 1 NPC! You get the results of a GOOD, but they aren't listening to you- in fact, they're hostile to you! Dammit!

OK: Nothing happens. Which is better than getting mobbed, at least.

GOOD: YOURS! You gain a Lowblood [Minion] that lasts until they take 2 damage, after which point they wake up and run. Better try again afterwards! Roll 1d8 from the PSYCHIC DOUBLE REACHAROUND Table.

GREAT: You seize a tough one! The NPC lasts until it dies, and has an extra [Advanced] [Caste] move.

MAX: Whoa! You don't just summon a single troll- you summon a whole gaggle of them! You summon an ANGRY MOB, and they're your [Minion]. The ANGRY MOB has +2 HP, and +1 higher to all stats.

PSYCHIC DOUBLE REACHAROUND

1-3) **RUST:** You control a lowly rust psionic. You summon a RUST NPC.

4-5) **BRONZE:** That bronze over there? Yours. You summon a BRONZE NPC. This NPC has the Bronze COMMUNE move.

6-8) **GOLD:** You embrace Christian Dad Society and subjugate the Gamers. You summon a GOLD NPC.

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TELL ME

[Cerulean] [Advanced] [Strife] [Manipulate]
[Psionic] [Hook] [Locked: Spider]

Secrets schmecrets! You can pull the information people don't want you to know directly from your target. It is NOT a pleasant experience, but hey, who gives a shit, right? When you want to invade someone's privacy completely, roll +IMG.

MIN: Your psionics short-circuit, and you accidentally use your powers on yourself! You spill secrets and give the opponent a free PROBLEM SLEUTHING answer of their choosing. You take 2 damage.

BAD: Your opponent realizes what you're pulling, and they shrug you off! You take a -1 [Nerf] to +IMG rolls for the encounter.

OK: You fail, and you're pretty annoyed by that, frankly! You gain 1 [WHAM] as you start getting kinda mad.

GOOD: Whoop! Your opponent "gladly" "offers" you their secrets. The opponent is forced to speak out loud, and you get 1 PROBLEM SLEUTHING result, and they take 1 damage. They know what just happened.

GREAT: WHOOOP! Your opponent "accidentally" "overshares" to you, and has a pretty bad "headache". You get 2 PROBLEM SLEUTHING results, and they take 2 damage as they clutch their head and tell you everything.

MAX: Your target tells you their whole life-story. You know ALL their darkest secrets, and they're under the effects of a Max FREAKY EYE Roll— but if they take more than 2 damage, they're free.

AMBISCORPIO

[Cerulean] [Advanced] [Locked:
Multitalented]

Scorpio Sun. Scorpio Moon. Rising Scorpio. With you, it's Scorpio all the way down, baby. You don't give a squeakfiend's ass about optimism or pessimism, preferring to stick to a strange blend of the two. To you, the glass is both full and empty, but not with water— with SPIDERS. And YOU put them all there. All of them. You may take one ability from the opposite moon. (Derse if Prospit, and vice versa). You can take this move up to 3 times.

GESTALT PLAYER

[Cerulean] [Advanced] [Locked:
Multitalented]

Pfft! Playing by one set of rules? No way! You're a social chameleon, and your personality can often bleed over multiple archetypes from the Extended Zodiac. Choose one Aspect you do not belong to. You take one move from this Aspect. You can take this move three times, but only ever from one aspect, and only ever [Basic] moves.



FEELING LUCKY, PUNK?

[Cerulean] [Advanced] [Locked: Punk]

Oh? So you're approaching me? You're going to walk up to a stone-cold punk legend like me and try and start something? Try it. If you deal the first damage in an encounter, you can choose to do +1 damage and [Stun] the opponent as you hit them with a hard suckerpunch to the jaw! If you miss your first attack, or the opponent strikes first, adrenaline kicks in, and you are [Quickened] for 2 turns.

ULTRA MOVES

[AVAILABLE AT LEVEL 12]

WEB OF ASSOCIATES

[Cerulean] [Ultra] [Manipulate] [Psionic] [Locked: Spider]

Your psionics are beyond the grasp of the plebs beneath you. Where others struggle to control lone trolls, you can amass a posse of obedient sheep. Calling forward a web is a [Lengthy] activity as you shoot out your psionic powers into a nearby lowblood, and use them like a blockchain to weave in other lowbloods. Your [Psionic] rolls are [Tiered Up], and your [Manipulation] checks against ANGRY MOBS are not [Tiered Down]. When you wish to organize a gang to do your bidding, roll +IMG.

MIN: Your posse breaks free of your control! You summon an [Angry Mob] and they're trying to get your ass! FUCK!

BAD: Your gang is breaking out of your grasp. You must spend an

additional action, either now or from your next turn, to strengthen your grip on their minds, or you take the effects of the Min roll.

OK: You have a moderate influence on their minds. Take 1 [Hold].

GOOD: You command their being quite competently. Take 2 [Hold].

GREAT: Your control over these plebs is incredible! Not only do you take 2 [Hold], but you gain 1 [Boost] as you spread your spiderweb.

MAX: ALL THE TROLLS BELONG TO YOU! ALL OF THEM! You assume direct control. You gain 3 [Hold], 3 [Boost] and probably look really cool as you command your army. [Hold]s may be spent to do the following actions. Spending a [Hold] takes 1 action, or a [Reaction] in the case of BODY SHIELD.

SING YOUR PRAISES: You gain 2 [Boost] as people cheer you on.

SWARM: You deal +1 damage on your next [Strife] roll as your opponent is held in place.

WEB UP: Your opponent takes 2 [Drag].

BODY SHIELD: You gain 1 [Resistance] to an incoming [Strife] roll.

CHEER: You [Heal] 1 damage as the crowd lifts your spirits, giving this the [Heal] tag.

SHOVE: You duplicate a GOOD SHENANIGANS effect.

RESTRAINT: You [Stun] the opponent; this effect has the [Recharge: 2] tag.

TROLLISH PYRAMID: This gives you the effects of [Flying] for 3 turns as you walk atop their bodies.



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MASTER OF ALL

[Cerulean] [Ultra] [Passive]

[Locked: Multitalented]

Hahahahahaha. AHAHAHAHAHAHAAHHA.
AHAHAHAHAHAHAHAAH! YOU ARE, QUITE SIMPLY, BETTER AT EVERYTHING THAN ANYONE, EVER! PERIOD! That thing other people can do? PATHETIC! Doesn't hold a CANDLE to you! Your skills are unlimited, and your bulge is HUGE. Any move you've stolen from another caste/aspect/class/sway that can be [Tiered Up] is, and anything you are [Inept] at is instead merely at a -1 [Nerf].

LOCAL LEGEND

[Cerulean] [Ultra] [Passive]

[Locked: Punk]

Everyone knows not to mess with you. Whether you're the most notorious fighter in the bad blue neighborhood, the most ruthless spiderbitch in town, or the toughest barfly in the local scene, you're just not the troll to challenge. You become [Legendary] in ALL +HUB rolls. You get 1 [Boost] at the start of your turn, and another [Boost] every 3 turns afterwards. You can also take a [Reaction] to convert all your [Boost] to [WHAM], and vice versa. You can't convert only some; it's all or nothing, gang.



INDIGO

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Oh, so you think you know about the greatest caste? The purveyors of fine taste and civility in a galaxy of ruffians and nuvo riché upstarts? No, allow me to inform you, as I know far better. Indigo bloods ARE culture, full stop, and as the culture they obviously need to keep it out of the hands of foolish lowbies and other, less fancy highbloods. As heads of organizations, owners of businesses, STRONG arms of gentrification, and patrons of the arts, indigos are the boss. They're renowned for their WEALTH and POWER, but also their STRENGTH; the most famous athletes on the planet are indigos, and they perform in Muscular Theatre, Kaijuball and other sweaty sports like it's NOTHING. You should listen to them. You kind of have to. They'll call your manager if you don't. Or the drones.

STEREOTYPE: Muscular, Snooty, Terrifying Bourgeoise Milk Lovers

REALITY: All of the above

COMMON TRAITS: Autocratic, Stern, STRONG

STARTING CREGARS: ⚠100

ALLOWANCE: ⚠80

+GRT / -RAS





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

AUTHORITY FIGURE

[Indigo] [Passive] [Unlock:
Boss]

As is correct per your stance of the most upstanding and proper of highbloods, you're in charge. At all times. With a clear of the throat and a few choice words, things always go the way you want them. Whether you are a military leader in the making, a future CEO, or perhaps even a would-be dungeon boss, one thing is for sure— you do not tolerate silliness. +RAS rolls targeted at you are [Inept] as your very gaze is enough to make someone-second guess if they want to do this.

COMPETITIVE

[Indigo] [Passive] [Unlock:
Jock]

You are a fan of the competitive arts: Muscle Theatre. Kaijuball. Golf Without Limits. You are STRONG, you are ENTHUSIASTIC and you get REAL MAD when your team loses, and like to flip cars in such an event. You can't just let other people beat you, you gotta WIN!!! Any time you roll the same move as an opponent directly after them, you gain 1 [Boost], because you just have to show them you're the better one here! Moves with the [Strife] tag always count as GRIEF for this purpose; for example, if someone rolls SCOURGE on their turn you may still take your bonus if you roll GRIEF on your turn.

CRÈME DE LA PHLEGM

[Indigo] [Passive] [Unlock:
Elite]

You are the apex, the best of the best. Other castes shudder before you and your noble training. While other trolls are simply schoolfed as wrigglers, you are different, and thanks to some rather expensive learning institutions, you've undergone some advanced learning techniques. Education is the great privilege of aristocracy, after all! You can choose to be [Talented] in +PSP instead of +GRT (even if you're still quite beefy). Additionally, choose a base move like GRIEF or SHENANIGANS. You may choose to roll this move using your +PSP stat instead of its usual stat as you deftly calculate how to react rather than do it on instinct— but you don't use your [Talented] status, if you have it.





BASIC MOVES

[AVAILABLE AT LEVEL 1]

EMOTIONAL CLUMSINESS

[Indigo] [Passive]

Your think pan is geared much more to logical understanding than it is to emotional maturity. To tell the truth, you sometimes have difficulty understanding or expressing emotions, full stop. It's not your fault exactly— you were raised to view yourself as better, after all. Whenever you would gain an [Emotion] effect, you can choose to ignore it; you instead take 1 [Drag].

GOT MILK?

[Indigo] [Passive]

Lusus Milk is the secret to your caste's strength, or so you like to tell yourself. It's a cultural icon to your people; you drink milk, you shower in milk, you crush milk bottles into shards and let it drip all over you before a fight... god, you just like milk a lot. Your empty Sylladex inventory slots are always full of Milk Bottles; you can consume this milk and help strengthen your bones and muscles! You gain 1 [Resistance] for a number of rounds equal to your +APP stat. Consuming or discarding this milk frees up an empty inventory slot which only replenishes with more milk when the encounter ends.

NEUTRAL FACE OF DISPLEASURE

[Indigo] [Mental] [Reaction]
[Recharge: 3]

When someone upsets you, you don't need to do much to make it clear. Your flat, unimpressed expression is plenty. When someone forces you to bring out the Neutral Face of Displeasure, (usually from failing a roll that would benefit you or succeeding on a roll that wouldn't), roll +PLC.

MIN: Ha! They relish in your displeasure! Their roll is [Tiered Up/Down] in a way that doesn't favour you!

BAD: If anything, your expression only fuels them. Their roll is +1 higher/lower in a way that doesn't favour you.

OK: They didn't actually see you make the face. You waste your [Reaction].

GOOD: Your dissatisfied face throws the opponent off balance. If their roll was GOOD or GREAT, it's [Tiered Up/Down] in a way that favours you.

GREAT: Oh no! Guilt crushes them, whether they realize it or not! Their roll is automatically GREAT/BAD.

MAX: tt he yd iddnt mean t o
upse t y you? P le ase gont be
a,nrgy;,,, Their roll becomes a
MIN/MAX roll.



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PARTICULARLY INTENSE

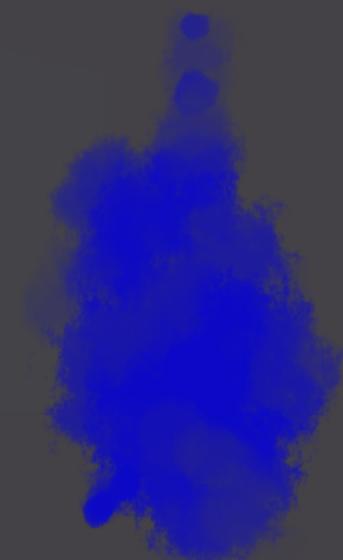
[Indigo] [Passive] [Hook]

Your oblivious attitude to interpersonal relationships can make people very uncomfortable, whether intentional or not. Whether it's mentioning your fixation on muscles, making accidentally rude comments, or having a poor concept of boundaries, you're the best at making people squirm. When you roll +PLC, you can spend an extra action to make your move [Lengthy], but give the target [Drag] (1 on a MAX-OK, 2 on a BAD and 3 on a MIN).

WRECK AND ROLL

[Indigo] [Passive]

You destroy your surroundings in a fight with ease, making every battlefield a tricky one to navigate. When you get a GREAT GRIEF roll, you can do 1 damage less than normal (min 1) and use the [Trapped] or [Floorbound] effect as you smash someone into a wall or smack them down to the ground. On a MAX, you can do both options.



HULKING PRESENCE

[Indigo] [Manipulate] [One-Off]

[Locked: Boss]

You know when you're playing a board game, and the GM says "make a fear save" or something? Yeah. Whether it's in the way you hold yourself or the stern look in your eyes, people know better than to cross you. Do you really want to throw hands with someone this imposing?! When an opponent tries to fuck with you, you can take an action to loom. The opponent must roll +APP as a [Free] action.

MIN: They basically shit themselves in fear. Oh, oh god, you're WAY stronger than they are. They are [Terrified].

BAD: Oh, this was a mistake, wasn't it? The target becomes [Scared].

OK: Your size and command of the situation is unnerving, but not debilitating. They take 1 [Drag].

GOOD: The target keeps their cool, and nothing happens.

GREAT: Oh yeah, tough guy? I'm not scared of you! The target gains 1 [Boost].

MAX: The target refuses to back down, even in the face of adversity! They gain 3 [Boost] and become [Hopeful].

COMEBACK KID

[Indigo] [Passive] [Locked: Jock]

Sure, just putting your opponent right in the dirt is flashy for a while, but everyone loves a late-game comeback, and you know how to put on a show. When you fall below half health (rounded down), the spirit of the classic underdog story seizes you. You gain an automatic one [WHAM] at the start of every turn so long as you remain under half-health.



SUPLEX CITY

[Indigo] [Physical] [Lengthy]

[One-Off] [Locked: Jock]

BAM! There's no greater feeling to you than a good suplex! When you hit someone with a GRIEF Roll, you can turn it into a [Lengthy] action and slam them onto the floor. Doing so frazzles them- they're dizzy and get a -2 [Nerf] to all rolls for a number of turns equal to your +GRT stat. On a MAX, this lasts for the entire encounter.

BALLROOM BLITZ

[Indigo] [Passive] [Locked:

Elite]

You have spent a truly unfortunate number of hours with books stacked on your head, learning to dance for the obligatory military cotillions and lawnring parties and everything else that comes with the Season. But as with all duties of your caste, elegance and sophistication make you superior in more than one way. FRAYMOTIF rolls lose the [One-Off] tag for you and any allies present, and gain the [Recharge: 3] tag instead. Your sweeps of dance lessons are NOT about to be wasted over some trivial setbacks such as failure!

BASIC MOVES

[AVAILABLE AT LEVEL 1]

DUST ONESELF OFF

[Indigo] [Advanced] [Physical]

[Heal] [Recharge: 3]

Hmmmm. You're completely in control of the situation. On fire? Submerged in acid? Bleeding to death? No, no, that won't do. Just take a moment and dust your shoulders off, before getting back to rocking and rolling. When you want to gather your bearings, roll +APP.

MIN: YOU SLAP YOURSELF IN THE FACE BY ACCIDENT. You take 1 damage.

BAD: The problem is a little too much for a light dusting to fix. Nothing happens.

OK: Just a scrape, surely. You [Heal] 1 HP.

GOOD: Dust off one shoulder, then the next, straighten your shirt— and it's go time. Either [Heal] 2 HP, or remove a physical condition that's bothering you, such as [Ablaze] or [Floorbound].

GREAT: Ha! You're in top form! Nothing slows you down. You either [Heal] 3 HP, remove all physical conditions that are bothering you, or [Heal] 2 HP and remove one physical condition.

MAX: You look exactly like one of those douchebags who walks away from explosions and doesn't flinch. You either [Heal] 4 HP, [Heal] 3 HP and remove all physical conditions bothering you, or remove one condition bothering you and do 2 [Psychic] damage to your opponents as they shit their pants a little.



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GRAND MANSION

[Advanced] [Indigo] [Downtime]

You fancy yourself something of an architect, not to brag- and your own hive is your canvas. You have a vision for the perfect dream hive; and you're making that dream a reality. But not by doing it yourself, no no no- you're a job creator, and you're going to pay a tonne of children to do it for you! When you purchase new rooms from the HIVECRAFTING chapter, a Swanky room costs the same as a Regular room as you pay lowbloods to build it for you rather than drones. Less money spent on building your hive, more money spent on building your fortune!



PATHEtic.

[Indigo] [Advanced] [Mental] [Reaction]

Those who fail in your proximity are in for a treat. It's only natural they should embarrass themselves; after all, you're quite a bit better than they are, both in terms of this encounter and in general pedigree. When an opponent receives a MIN or BAD roll, or becomes [Floorbound] in your presence, roll +HUB as you loom over them and denounce their skills.

MIN: Your lording over them gives them a burst of motivation. You've only made them stronger! They gain 2 [Boost] and 1 [WHAM].

BAD: Your antics only waste time, they don't react.

OK: Ow, dude. That kinda hurt my feelings? They takes 1 [Drag].

GOOD: Yowch! Your opponent takes 1 [Psychic] damage. If they failed a roll, they take a -1 [Nerf] to that roll for the encounter. If they are [Floorbound], they take 1 [Drag].

GREAT: Your powerplay makes them feel really shit. Your opponent takes 2 [Psychic] damage. If they failed a roll, all rolls of that kind are [Inept] for the rest of the encounter. If they're [Floorbound], they take 2 [Drag].

MAX: You rip their hair from their scalp in a process you've come to refer to as "dewigging" your opponent. They take 2 [Psychic] damage. If they failed a roll, they're too [Humiliated] to try that roll again for the rest of the encounter. If they're [Floorbound], they are [Slowed].



STRONGJUMP

[Indigo] [Advanced] [Physical]
When people said they had friends in high places, they might have meant it rather literally! You engage in POWERFUL LEAPS, and lunge to FANTASTIC HEIGHTS in order to pursue foes. When you STRONGJUMP, you gain the [Flying] condition until the end of your next move as you lunge through the air with muscular legs. If you successfully GRIEF an airborne opponent after a STRONGJUMP, they are knocked out of the air and take the FALLING SHENANIGANS result. If you use GRIEF on a landbound opponent after a STRONGJUMP, your roll is [Tiered Up], but has the [Recharge: 3] tag. Getting a MIN GRIEF roll on either means you land terribly, and cannot use STRONGJUMP again for this encounter on top of your usual MIN effects.

TACTICAL MANEUVERING

[Advanced] [Indigo] [Mental]

[Locked: Boss]

As a commanding figure, you know that trolls are not the only pieces on the chessboard you need to worry about; the environment is very important. Your discerning eye reveals a lot of options on the combat field, even ones that usually wouldn't seem to be at all relevant. When you want to use your perception to reveal potential battlefield advantages, roll +PSP.

MIN: You hum and haw loudly, and your opponent sees an opening. They can make a [Free] [Strife] or SHENANIGANS roll which isn't affected by any nerfs you may have applied.

BAD: You furrow your brow as you try to spot something useful, but alas, there's nothing.

OK: While you don't quite find anything, you don't waste time either. You don't spend an action.

GOOD: Ah, an advantage, over there! Perhaps a dangling curtain, or a weak floorboard.. you receive 2 [Hold], which you can spend on a GOOD SHENANIGANS result. [Hold] take one action to spend, but don't require rolling.

GREAT: Ohoho! Your opponent is in for quite the nasty surprise! You gain 2 [Hold], but you can spend these [Hold] on GREAT rolls too.

MAX: OHOOHOHO! PERHAPS IF YOU'D COME PREPARED, YOU WOULDN'T BE IN THIS SPOT! You can immediately use a GREAT SHENANIGANS roll, and you get 3 GREAT [Hold].



MEGAPUNCH

[Indigo] [Advanced] [Strife]

[Recharge: 2] [Locked: Boss]

You did not get to where you are today by being nice. You got here by being EXTREMELY good at destroying any opposition to your command. You've mastered the art of the boss battle, and have learned the perfect boss punch. When you want to punch someone into next week, roll +HUB.

MIN: You throw ALL your weight into this single blow, and when you miss, that weight SLAMS your fist into a wall! A single tear goes down your face, and you take 3 damage and 2 [Drag].

BAD: You punch the wall, but in a kinda badass way? You do 1 damage to yourself.

OK: You barely miss, and it's enough to make the target shit themselves a little. They take 1 [Drag].

GOOD: You sock 'em GOOD, and it HURTS! The target takes 2 damage and 2 [Drag]. You take 1 [Drag] yourself as you overexert yourself.

GREAT: A devastating blow! You SLAM your target in the gut, and it makes them wheeze in pain. They take 3 damage, 2 [Drag], and are [Stunned]. You take 2 [Drag] as you take a second to breathe.

MAX: That Finishing Zoom from Ultra Thrash Hatchmates happens in real life; there's a spark, a sound effect, and a slow-mo zoom before your punch WHOLLOPS the target flying. You might have broken something, frankly? Your target takes 4 damage, 3 [Drag] and is [Slowed]. You take 3 [Drag] too, because that shit isn't easy!

WHAT THE JOCK'S COOKIN'

[Indigo] [Advanced] [Physical]

[Locked: Jock]

You have an in-depth understanding of Muscle Theatre. Their ancient fighting styles will serve you well when the time comes. When you want to show off your moves, roll +HUB.

MIN: CRAMP!!! You take 3 [Drag].

BAD: You fail to pull your target into your grasp, and waste your time trying.

OK: You don't do your cool trick, but you DO flex really hard, and you look great. You get 1 [Boost].

GOOD: WHOLLOP! You pull off a sick move! Choose one of the following...

PILEDRIVER: You pick them up and fucking piledrive them. They take 1 damage.

GIRL LOOK AT THAT BODY: You give them your signature wink and a subtle flex, maybe even a 'kachow'. They are [Charmed].

BOO: You something up and hurl it at your opponent. They take 2 [Drag] as you bean them in the head.

GREAT: This ain't that fake wrestling shit! Choose 2 of the above or...

GIVE HIM THE CHAIR: You pull a folding chair out of nowhere and beat them over the head with it. They take 2 damage.

ON THE ROPES: You pick them up and tangle them in something, like telephone wires or vines. They are [Floorbound] and [Trapped].

LOW BLOW: You deck the guy in the bone bulge. You do 1 damage, and the target is [Stunned].

MAX: Whoa, man, take it easy? You may use the effect below, 3 GOOD effects, two GREAT effects, or 2 GOOD, 1 GREAT effect.

PEOPLE'S ELBOW: You drop down and slam your elbow into them, doing 3 damage and leaving them [Stunned] and [Floorbound].



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NOBLESSE OBLIGE

[Indigo] [Advanced] [Locked:
Elite]

As an elite member of society and appreciator of the arts, you have more than enough resources and knowledge. When the time comes to share, it's only right for you to be generous. You may designate a troll as your protégé as a [Free] action, once per thread. You can only do [Non-Lethal] damage to your protégé as you test out their limits. Your [Manipulate] rolls against them [Tier Up], and their [Talented] rolls [Tier Up] as you show them their caste's strengths. However, if your protégé acts out and loses your respect, you can whoop their ass for their insolence, and all your [Strife] rolls against them are [Tiered Up]. Know your place, whelp!

TRAPPED!!

[Indigo] [Advanced] [Passive]
[Locked: Elite]

...by societal convention, that is. Sit down, boy! We're in a restaurant, you can't start a fight here! And for god's sake, you've got your fancy forks backwards. People who try to roll [Physical] rolls against you while you're in a public setting (at a park, a restaurant or a street corner) are [Tiered Down], and lose their [Talented] status to rolls which involve them if applicable- even if there aren't any other people present.

ULTRA MOVES

[SELECT 1 AT LEVEL 12]

BIG BAD BOSS

[Indigo] [Ultra] [Passive] [One-Off] [Locked: Boss]

You are a force to be reckoned with, certainly- but what boss is complete without the faceless mooks who will die at their command? Whether they're soldiers in training, future employees or pop idols, your loyal subjects do as your command; they even die! You can summon an ANGRY MOB as an action, and they arrive immediately (they're never really far behind, after all). While with the Mob, your HUNKER DOWN rolls [Tier Up] as you use your goons as body shields.

If you're alone, though, you're still a force to be reckoned with; your [Strife] rolls [Tier Up] as you get ready to wreck shop against the fool who dared try to oppose a BBEG without a party to back them up!



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HERCULEAN ACT

[Indigo] [Ultra] [Physical] [One-Off] [Locked: Jock]

The Impossible. Things that physically cannot be done. Feats of strength, of power, of invincibility. You can do these things- either because you have trained your whole life to do so, or because you've become so obsessed with sports that your body has ascended to new planes of power that let YOU join ranks with the best of the best. Once per encounter, you can attempt a Herculean Act. Doing so immediately treats one of your [Physical] rolls as a MAX roll as you perform some insane feat of strength, but it gives you 2 [Drag] once you've accomplished it, because wow, that was tiring, even for you.

GATEKEEPER

[Indigo] [Ultra] [Mental]
[Lengthy] [One-Off] [Locked: Elite]

Your knowledge of Alternian culture is so vast, so inarguably correct, that you can write into existence new aspects of the culture on a whim. You are [Legendary] at either +GRT or +PSP, depending on your choice at creation. When you are facing an opponent, you can spend an action explaining to them that they are not entitled to be good at their talents, for some longass bullshit reason. You neutralize their [Talent] altogether and turn [Legendary] rolls into merely [Talented] ones. You can also choose to do the opposite- to remind a troll of their talents, and tell them to stick to that exclusively. You give your target the [Talented] condition to their already [Talented] rolls, bringing them up to [Legendary]- but giving them a -2 [Nerf] to all other rolls for the encounter.



PURPLE

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Pure motherfucking magic right? This shit will blow your motherfucking mind. All purple bloods are members of the Clown Church, a mystic cult of Juggalos who worship the Mirthful Messiahs, and they aint CLOWNIN AROUND MOTHERFUCKER! Well, maybe sometimes :o) honk. Purple bloods' culture and fine art revolves around ULTRAVIOLENCE and MIRACLES. WOOP WOOP! Though not all clowns necessarily enjoy either, they need to learn to get silly with it; if you don't wear juggalo makeup and clown around at the mandatory church meetings, you're immediately excommunicated and that means INSTANT DEATH at the hands of your peers! Purples already rule the land, and if it weren't for the seadwelling Violets, would also rule the world- and when you figure out how to wipe out their undersea cities, the planet will BOW to you.

STEREOTYPE: Stoned Crazy Motherfucking
Murderclown Cultists

REALITY: Honk :o)

COMMON TRAITS: Vicious, Stoned, Scary

STARTING CAGARS: ₣150

ALLOWANCE: ₣100

+GRT / -PSP





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

CLOWN PRAYER

[Purple] [Psionic] [Unlock:
Faithful]

All other purples are of Clown Church—but THEY DON'T LOVE THE GODS THE WAY YOU DO, HONK HONK. When you give yourself a quick blessing on behalf of the Mirthful Messiahs, roll +IMG.

MIN: Ah, Crisis of Faith! You take 2 [Psychic] damage, 2 [Drag] and fall to your knees, blubbering and crying.

BAD: The Gods can't hear you! You're not BELIEVING hard enough! Try again!

OK: You feel some divine energy entering you... you gain 1 [Boost].

GOOD: The Messiahs are on your side! You gain a boon from those wicked clowns in the carousel in the sky.

HOLY POWER: You gain 1 [WHAM].

DIVINE INSIGHT: You get 1 [Free] PROBLEM SLEUTHING question.

STRENGTH TO GO ON: Gain 1 [Boost].

LOURDES BUT AWESEOME: 1 negative condition affecting you ends.

MIRACULOUS RECOVERY: [Heal] 1 HP.

GREAT: DIVINE INTERCESSION smites the non-believer. Choose 1 GREAT Effect, or double a GOOD.

LIGHTNING STRIKE: Your opponent takes 1 damage and is set [Ablaze].

BAD LUCK: They become [Floorbound].

HOLY CASCADE: They're [Stunned] by a physical show of actual holy magicks.

GUSHER: Your opponent takes 1 damage and spontaneously starts [Bleeding].

MAX: IT'S THE RAPTURE, BABY! You receive either 2 GREAT effects, 1 GREAT and a doubled GOOD effect or a tripled GOOD effect.

ULTRAVIOLENCE

[Purple] [Recharge: 3] [Passive]

[Unlock: Subjuggulator]

WHOOP WHOOP! Society is a ladder, and you're at the tippy top, and everyone best be remembering that, motherfuckers! Didn't remember it? Bet you'll remember these BROKEN KNEECAPS, brother!

Whenever you roll a GOOD or above [Strife] move, you can choose one of the following effects.

BATTERED: You deal 1 extra damage.

BRUISED: Your opponent takes 1 [Drag].

HAMPERED: Your opponent takes a -1 [Nerf] to [Physical] Rolls for 3 turns.

SHAKEN: Your opponent takes a -1 [Nerf] to [Mental] Rolls for 3 turns.





CIRCUS FREAK

[Purple] [Physical/Mental]

[Unlock: Performer]

You love performing! You don't necessarily care all that much about the Church (though you still, of course, go to Mandatory Messiah Mass), but gosh dang do you just LOVE putting on a show! Whether it's singing, playing with puppets, or doing sweet backflips, you've got a performance and you know how to use it to wow the crowds.

You gain the following exclusive SHENANIGANS effects:

GOOD:

DISTRACTING: Your performance is FLASHY! In fact, it demands all their attention— the target can't use any [Reaction] for 2 rounds. Great for making a getaway, or landing a sucker punch!

ENDEARING: Oh... maybe you're not so bad? That was kinda cute... your opponent can't strife you on your next turn unless you do damage to them before then. This effect is [One-Off], and can end a fight if you choose (in which case, it has the [Hook] tag).

PHYSICAL: Your opponent is somehow swept into your performance, and they don't come out unharmed. They take 1 damage!

GREAT:

BIZARRE: Your performance really weirds the target out! Their next [Mental] roll is [Tiered Down].

STARTLING: Agh! Your performance shocked them! The opponent's next [Physical] roll is [Tiered Down].

PAINFUL: Ow!!! Your performance was a convoluted series of painful tricks! The opponent takes 2 damage!

BASIC MOVES

[AVAILABLE AT LEVEL 1]

CHUCKLEVOODOO

[Purple] [Reaction] [Psionic]

Your strange clown magic allows you to keep the lower castes in check. When someone uses a [Psionic] ability around you, you can attempt to counter it with your own MAGIC abilities— they're different from psionics.

MIN: UH-OH! Looks like you made em STRONGER! The opponent's roll is a MAX roll now, you clowny motherfucker!

BAD: Howowowowonk... their roll is [Tiered Up]. :o(

OK: You didn't do it right! Nothing happens.

GOOD: Honk Honk Honk! You [Tier Down] the opponent's [Psionic] roll.

GREAT: Dark shadows flit around your target's peripheral visions, and they hear some weird honking. Their roll is [Tiered Down] AND [Inept].

MAX: Your target is sent, even for just a moment, to Clown Hell, and experiences horrific visions like some kind of bad LSD trip, full of clowns and terrible, terrible religious imagery. Their roll is a MIN.



COULROPHOBIA WARNING

[Purple] [Passive]

There's just something about you that makes other people quake in fear a little bit. Y'know, that special something that automatically keeps people on their toes and want to make sure you're not angry and want to hurt them? Coincidentally, this sometimes makes it harder for people to focus around you. Kind of funny, isn't it, how that works out? Whenever you succeed on a WORDPLAY roll, you can choose to make the opponent [Scared] instead of using a [Manipulate] effect.

HUH? WHAT?

[Purple] [Reaction] [Mental]

SORRY, WHAT? WHAT WAS THAT? SAY THAT ONE MORE TIME? When a troll tries to roll WORDPLAY against you, you may roll WORDPLAY as well. If your roll is equal to or higher than theirs, they must do what YOU say instead. Because :o). However, if your roll is less than theirs, you're [Humiliated], sadly do what you're told, and you cannot attempt this move for the rest of the thread. Because :o(

HONK

[Purple] [Physical] [Reaction]

[One-Off]

Your body is potentially not made of flesh, but rubber. A punch to the gut mightn't sometimes just launches you away in a stupid as fuck manner and when you hit the floor you land in a pile of limbs and stupid smiles. Once per encounter, you can choose to totally negate one single piece of damage by instead making a funnyboy tumble and bounce away against other surfaces, honking as you go. You are [Floorbound] by the end of your bouncing adventure.

SOPOR STATE

[Purple] [Passive]

You indulge yourself on the calming effects of Sopor from the ITEMS chapter of the Alternia Act. When you get stoned on that sweet green slime, your unbridled rage against the world quietens. You're immune to [Enraged], and any [Psionic] effects against you [Tier Down]. Meanwhile, any +IMG rolls you make [Tier Up] as you witness ALL them motherfuckin' miracles out there.

TURN IT OFF

[Purple] [Mental]

Like a lightswitch! Just go click-it's a cool little Clown Church trick. You do it all the time! As with many other members of institutionalized religion and trauma, you know how to stuff your feelings down VERY VERY VERY far. It's fun, and healthy! You can take an action to overcome any [Emotion] condition you are suffering from. You gain 2 [Drag] instead.



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HOLY FAYGO

[Purple] [Physical] [Strife]
[Heal] [Lengthy] [Recharge: 3]
[Locked: Faithful]

Ah, Faygo, that sweet motherfuckin' nectar what's milked right outta the godly teats of the motherfuckin' Mirthful Messiahs themselves. Skin covered in that familiar grody stickiness is the greatest motherfuckin' treasure of all, even if other castes don't recognize it. When you want to spray some fucking soda, roll +RAS.

MIN: IT GOT IN YOUR EYE! FUCK!
OW! You take 2 damage, and are [Stunned].

BAD: Aw, it was flat. The Faygo just kinda drips onto the floor.
OK: It doesn't spray very far, but it's enough to excite you. You get 1 [WHAM] as you get excited about clown gods.

GOOD: Streams of soda! You deal 1 damage to all non-clowns present, and [Heal] any purple bloods for 1 HP- including yourself.

GREAT: Oh, this one's a real popper! You blast concentrated Faygo around, catching everyone around you hard! All non-clowns present take 2 damage, and all clowns (again including yourself) restore 2 HP.

MAX: The Faygo can ROCKETS out of your hand, leaving a sickly sweet stream of destruction in its wake. All non-purple foes take 2 damage except one, who takes 3 damage and is knocked [Floorbound]. This target is randomly determined. All purples take their +APP worth of healing or 2 HP, whichever is higher.

PROPERTY DAMAGE

[Purple] [Physical] [Strife]
[Locked: Subjuggulator]

Have you ever just been so fucking done with some stranger's shit that you wanted to pick up the nearest object and break it over their heads? Yeah, well, now you can. You're doing that right now, in fact. You are picking up the park bench and smacking it with them posthaste. You can spend an action to use a random object in your sylladex- or one just lying around, if you succeed on a SHENANIGANS roll to YOINK one from nearby- and make a [Tiered Up] GRIEF roll to break it over their head. Or back. Or arm. Or wherever. The item is immediately destroyed in the process. Aaaa, go crazy, aaaa go stupid-





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EMOTIONAL RESPONSE

[Purple] [Physical] [Mental]

[Locked: Performer]

You're able to spin your performances into stories or narratives that can induce certain emotions in your targets. You gain the following GOOD SHENANIGANS effects:

SCARY: Your performance is frightening! The target is [Scared].

DISHEARTENING: Your performance is depressing. The target feels [Dread].

TRAGIC: Your performance is really sad... the target feels [Sad].

FUNNY: Hoho! Your performance cheers them up! The target feels [Joy].

CUTE: Aw. Your performance is adorable! The target is [Charmed].

UPLIFTING: Hey! Your performance made them feel optimistic! The target is [Hopeful].

ADVANCED MOVES

[AVAILABLE AT LEVEL 6]

CHUCKLEVISION

[Purple] [Advanced] [Psionic]

[Manipulate] [Hook]

Chu-chu-chucklevision! Your swirling eyes overload your opponent with vintage Troll British Messianic Propaganda tunes, and can force the weak to comply! You can override the minds of those who dare look into your eyes. Roll +IMG.

MIN: You see your reflection in your opponent's eyes, and hypnotize yourself for a moment. You are [Slowed] for 3 turns, and you take 1 [Psychic] damage.

BAD: Your opponent simply looks away. They don't see you trying to rip their agency from their fingers.

OK: Your gaze shakes them, but their will overcomes it. They gain 1 [Drag].

GOOD: Chu-chu-chucklevision! You force the opponent to use a move of your choice as a [Reaction], choosing to make them receive a BAD roll if you prefer.

GREAT: CHU-CHUCKLEVISION! CHU-CHU-CHUCKLEVISION! You decide both moves the opponent makes on their next turn, choosing to make them both BAD rolls if you prefer.

MAX: ChU-ChU-ChUckleViSiOn! ChU-ChUckleViSiOn! ChU-ChU-ChUckleViSiOn! You implant a goal in your opponent's mind; they believe it is their own. They will actively try to complete said goal, even to their own detriment. As soon as they complete the goal, they snap out of it, and they hear Chucklevision's theme song really loudly and realize this was your doing. Curse you, Chucklevision!



CHUCKLEVANQUISH

[Purple] [Advanced] [Psionic]
[Strife]

WELCOME TO MY TWISTED MIND ;o) You have the ability to make people see illusions in their mind. As an action, you can make your eyes flash purple and focus on one target, hunting their secret fears and making them see visions that scar their mind. When you wish to scare the opponent, roll +IMG.

MIN: Ah, fuck, your voodoos went haywire and lashed back at you! You take 1 [Psychic] damage and a -2 [Nerf] to your next roll as you try to shake the visions.

BAD: Something isn't working right and you give yourself a headache trying. You take 1 [Psychic] damage.

OK: You focus for a moment, and your opponent is unnerved. They become [Scared].

GOOD: You make your opponent start seeing visions in their mind that they can't shake for a moment. You deal 1 [Psychic] damage to your opponent and leave them [Scared].

GREAT: Your wicked illusions plague their mind, dealing 2 [Psychic] damage and leaving them [Terrified].

MAX: Oooh, you manage to target something real bad for them. Their worst fear, maybe? Your opponent becomes [Floorbound], takes 2 [Psychic] damage and becomes [Terrified].

JUGGALO HOMIES

[Purple] [Advanced] [Passive]

Most castes? Wack! Lack of loyalty? Wack! But you? You and your siblings are tight as fuck. Clowns tend to be close allies of one another, but you have garnered a reputation for yourself. Allied purples do not need to roll to join in when they FRAYMOTIF; they can automatically take a GOOD result for [Free]. You can also call up a clown car of brothers to come lay waste to some foes; you summon 3 Level 1 Purple NPCs from the FRIENDS & FOES chapter of the ALTERNIA Act, who will be here in 2 turns to align themselves with you.

THE MESSIAHS LOVE ME

[Purple] [Advanced] [Passive]

[Recharge: 3] [Locked: Faithful]

Yes they do! Deep in your bloodpusher, you KNOW that the Messiahs love you (glory to their wicked souls) because you love them! When you take a bit of time to utter a prayer to the Messiahs (glory to their eternally changing whimsies), you may forgo rolling normally for any one roll; instead, roll a d8. The roll results are as follows:

1	MIN
2	BAD
3	BAD
4	BAD
5	GREAT
6	GREAT
7	GREAT
8	MAX



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DONATE BLOOD

[Purple] [Advanced] [Passive]

[Locked: Faithful]

Donate it to the CHURCH, of course. Every good clown knows that the Messiahs wish for the world to be painted in glorious, sanguineous color! It's basically a staple of how you worship them. This involves finding (un)willing trolls to donate to such a cause! Whenever you roll a GRIEF result of GREAT or MAX, you also give your opponent the [Bleeding] effect, as you aim to paint for the Messiahs with utmost dedication. Splashing a Blood Bag item all over the place as an action gives you 2 [Boost] for lowblood, 4 [Boost] for midblood and 6 [Boost] for highblood.

HOLD STILL

[Purple] [Advanced] [Psionic]

[Locked: Subjuggulator]

You've mastered the art of using your voodoos mid-strife in order to get the advantage against your opponent. Roll +IMG.

MIN: Duhhhh... you voodoo yourself. You are [Slowed] for 2 rounds!

BAD: Nothing happens. Your voodoos just ain't workin' right now, sibling!

OK: You manage to slow them down, but not stop them. The opponent takes 1 [Drag].

GOOD: HALT! They slow down, and take 1 [Drag]. They're also [Trapped].

GREAT: Got 'em! Their body seizes up, giving them 2 [Drag] and rendering them [Stunned] and [Trapped].

MAX: Your opponent can barely move! They gain 3 [Drag] and become [Slowed] for 3 turns as well as [Dumbfounded] and [Trapped]!

LAUGHSASSIN TRAINING

[Purple] [Advanced] [Reaction]

[Locked: Subjuggulator]

Failure is punishable by a good whooping, brother! You've studied those sweet ninja tactics used by the legendary Laughsassins and know how to open your Faygo can of whoopass in the blink of an eye. When someone fails to give you their all by rolling an OK or lower, roll +GRA.

MIN: YOU SLIP ON A BANANA PEEL!

How'd this get here!? You're [Floorbound] :o(.

BAD: Nothing but air! You miss.

OK: Your suckerpunch barely misses their face! That's fucked up! Your opponent takes 1 [Drag] as they reel back in shock.

GOOD: Right in the gut! You do 1 damage.

GREAT: RIGHT IN THE FACE! HONK HONK HONK! You do 2 damage.

MAX: I regret to say this, but you kick them RIGHT in the bulge bone. And you get them HARD. The target is [Stunned] as they keel over, blinking away tears, and you do 3 damage.



DRAMATIQUE

[Purple] [Advanced] [Passive]

[Locked: Performer]

You're a little bit of a diva! You've a penchant for the dramatic that extends to your performances; when you make someone feel something, you don't do it in half-measures! Any time you would give someone an [Emotion] effect, you give them the heightened version (for example, [Enraged] becomes [Out Of Control], or [Scared] becomes [Terrified]).

SUPERSTAR

[Purple] [Advanced] [Passive]

[Locked: Performer]

Your talent in performing has attracted wide renown! Every troll you meet knows who you are, and knows vaguely of your accomplishments. Your natural charisma means that all trolls you meet are either [Charmed] by you or [Scared] of you, depending on your reputation. These effects are not boosted by DRAMATIQUE, and can be dispelled by a successful PROBLEM SLEUTHING roll to learn more about you. Once a troll has done this, they're immune to your reputation forever.

ULTRA MOVES

[SELECT 1 AT LEVEL 12]

MIRACLE WORKER

[Purple] [Ultra] [Passive]

[Locked: Faithful]

Your connection with the Mirthful Messiahs is so great that you can sometimes act as a divine conduit to their powers, allowing them to possess you and use you to spread the good word. Or at least, you're very good at conning people into thinking that's the case! Your CLOWN PRAYER rolls [Tier Up]. When you drop to half HP rounded down, you enter MIRACLEMODE as the Messiahs enter you and keep you alive. You start [Flying], and anyone who damages you automatically takes 1 [Psychic] damage as the weird magic which surrounds you lashes out.

DETERMINATOR

[Purple] [Ultra] [Passive]

[Locked: Subjuggulator]

Oh my messiahs. You're like some kind of... non... giving up... clown guy! You are set on your quarry, and like a runaway train, you CANNOT be slowed down. You are [Legendary] in +GRT rolls, and you are immune to all [Physical] conditions; they may visibly affect you, but they don't actually do anything. This immunity lasts for +APP number of turns; deal with it before then, or it gets too hard to ignore. HONK. honk. HONK. honk. HONK... honk.



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OPPA DERRY STYLE

[Purple] [Ultra] [Passive]

[Locked: Performer]

Does anyone hear boss music playing?! Your performance transcends reality. Your FRAYMOTIF rolls all [Tier Up], and when you perform, the world cannot help but watch. Your FRAYMOTIF cannot be ended by other people, and you lose the [One-Off] tag in favour of the [Recharge: 3] tag in the event you end it yourself. You can switch which aspect's benefit you are using with an action. When the performance begins, you are always benefiting from your own aspect.





VIOLET

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Yeah that's right, you're the highest up the hemospectrum you can go! Every seadweller is at best a shitty, bossy, needy tantrum fiend and at worst outright genocidal. Really, violet bloods can do whatever the fuck they want. You have funds to invest as much as you want into any hobby, access to... well... everything. The only one who can tell you what to do is the empress and perhaps the heiress, and that one's a bit of a stretch. Some land-dwelling highbloods might try to cramp your style, but fuck those guys! Oh, you gonna honk your clown horn at me, you frickin' loser? Whatever, I'm going to roast you online for clout! Many violets are social media influencers and celebrities, as they have the biggest audience and easiest time starting up in the world. You are the star. The star is you.

STEREOTYPE: Narfishus (Get it? Get it?)

REALITY: The Top .01%

COMMON TRAITS: Self-centered, Vicious, RRRRICH

STARTING CREGARS: ₣200

ALLOWANCE: ₣150

+HUB/ -PSP





ENTRY MOVES

[SELECT 1 AT LEVEL 1]

NAUTICAL NIGHTMARE

[Violet] [Unlock: Commander]
Quiver, disgusting landdwellers! You are a future captain of space armadas, bringer of terror, and overall big fucking douchebag. You peddle weapons, death, and maybe some other stuff on your online stores; who knows, dude. The emphasis is on your military training— and your LOVE of weapons! You have an infinite armoury of weapon parts. You have your signature weapon: old reliable, your favourite weapon to destroy lives with. You can have two Rune Abstrata of any kind on your starting weapon, and you start off with one for free! However, you can also construct brand new weapons on the fly; simply pull out your Infinite Armoury app, flick together a weapon like a build-a-bear, and put together a new weapon with any two Kind Abstrata you like as a single action. God have mercy on the lowbloods you're about to ruin.

with any troll of a lower caste than you, and rather than gaining [Boost] from OK or GOOD rolls, you can choose to give the target [Drag] instead as your face sours, scaring them a little.

SELF-MADE VIRTUOSO

[Violet] [Unlock: Prodigy]

Not many people have the kinds of opportunities you have. You aren't oppressed! You aren't constantly in danger of being killed! And you're RICH! All of this, plus the fact you're not really all that bothered about the military or social media fame, means that you can just throw money at- uh, spend time perfecting your talent at your interests. Choose one of the Basic moves everyone has access to; you become [Talented] on rolls involving this move as you pay for the best classes in training a related hobby. Choosing SWASHBUCKLE does not make you [Legendary]. Instead, you get a new SWASHBUCKLE effect: BONK, which does 1 damage and has the [Strife] tag. If you roll a GREAT SWASHBUCKLE roll, BONK lets you do 2 harm in place of receiving [Boost].

INSTAGLUBBER

[Violet] [Passive] [Unlock: Influencer]

You are the star! The star is you! The culture of Alternia throws all the spotlight on you, and you LOVE it. You are able to use your fame and status to get free shit, break any rule you like, and most importantly, get everyone in the world to bend to your will! You are [Talented] in WORDPLAY rolls

BASIC MOVES

[AVAILABLE AT LEVEL 1]

HIGHESTBLOOD

[Violet] [Passive]

You are difficult to fully influence with psionics - how else would you keep the silly landdwellers in check, after all? All [Psionic] rolls against you [Tier Down].



ANYWAY STAN TORICK

[Violet] [Manipulate]

And you're done. Whatever you're doing CLEARLY wasn't worth your time. NO you're not surrendering. This absolutely counts as a win. When you decide a fight is over, it's OVER, and the other party can't do shit about it. If the thread continues, you cannot fight them again, nor can either of you harm one another at all. All WORDPLAY rolls against you [Tier Down] when this move is in effect because you're just not listening. Trolls with effects that counter [Manipulate] checks are not affected by this move, since they just can't take a hint- you gain 1 [Boost] for every time they continue trying to pester you with more [Manipulation].

CALL THE DRONES

[Violet] [Lengthy] [Tech]

Defying you is basically high treason, and you know the best way to deal with treason is to call the cops. NO it's not a scumbag move, it's very cool and legal, thanks. You summon an IMPERIAL DRONE from the FRIENDS & FOES chapter of the ALTERNIA Act, and it will mercilessly assault everyone present. Except you! Yay! The drone arrives in 1 turn if you're in an urban environment, 3 if you're a little more out in the wilds- but they'll be here, and then it's over for you bitches.

DANCE GLUBBER DANCE

[Violet]

Whether or not you're having the time of your life, young, sweet, only 7 sweeps, you still know your way around a dance floor as a general rule. The real title of "dancing empress" belongs to Her Imperious Condescension herself, but every seadweller is taught at least the basics. FRAYMOTIF loses the [One-Off] tag for you and your allies, and gains the [Recharge: 3] tag instead.

VAST RICHES

[Violet] [Passive]

Money makes the world go round, and you have an OBSCENE amount of the shit. You always seem to have just the right stuff lying around! If you have an empty slot in your sylladex, you can add a new item to it of your specification on the fly for the normal price. This means you do not need to buy the item in advance; you just had it on your person due to your incredible wealth! However, when you do go to the shops, your prestigious status gets you into exclusive stores that sell... mysterious goods. You can purchase [Rare] items from stores.



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SEXY PRIVILEGES

[Violet] [One-off]

You look GREAT, and you know it. Confidence is sexy, and society disproportionately rewards sexy people! Here, have some bonuses, you sexy fish you. Once per encounter, you take an action to pull a cool pose as you take a second to rebalance yourself, and you gain one of the following bonuses:

YOGA: You can just [Heal] 2 damage, giving this the [Heal] tag! Because you're hot!

SUPERSONIC: You become [Quickened] for two turns. Because you're hot!

HAIR FLIP: You gain 3 [Boost]. Because you're hot!

UNBURDENED: You can remove any 1 debuff! Because you're hot!

VOGUE: You receive 1 [WHAM]. Because you're hot!



RIPOSTE

[Violet] [Reaction] [Recharge: 3] [Locked: Commander]

You've studied your opponents moves. This specific opponent. You hired people to film them fighting people, and studied them. Or maybe you're just good at predicting incoming blows and countering them, who knows? When someone rolls a [Physical] [Strife] move against you, you can move to counter their attack by rolling +HUB.

MIS: You accidentally stab yourself a little bit and end up taking 1 more damage than they even attacked you for, you fucking idiot. You take 1 [Drag] from sheer embarrassment.

BAD: You take the damage as normal because you couldn't get your shit together in time.

OK: You manage to block half of their damage (rounded up), but hey, at least you managed not to take all of it!

GOOD: You block all the damage from their incoming attack and you look so fucking sexy doing it.

GREAT: Not only do you manage to totally block the incoming damage, but you also deal half of it (rounded up) back to them! You flip your hair a little. Take that.

MAX: Uno reverse card. You pull the sexiest fucking shit ever and totally block the incoming damage, instead dealing ALL of it back to the attacker! En garde, idiot!



MARINA TRENCH DIAMONDS

[Violet] [Flair] [Reaction] [One-Off] [Locked: Influencer]

You are so sparkly. Whether it's from your flawless complexion, the jewelry you're covered in, bioluminescent tattoos, or 100 caegar per ounce sparkling rainbow drinker serum highlighter, you are dazzling. Once per encounter, as a [Reaction], you may roll +PLC to try and use your flashiness to distract your opponent and stop them from completing their move.

MIN: You blind them in exactly the wrong way, and they scramble blindly to complete their action, hurting you more in the process. Whatever effect you would have taken, double it.

BAD: Oh god oh for fucks sake- you flash light in your own eyes instead. You spend an action to do this instead of just your [Reaction] as you blink spots from your eyes.

OK: Ooh, shiny. They wobble, but recover. They gain 1 [Drag].

GOOD: Oooh.... shiny... Their action is successfully deflected as your distraction works.

GREAT: Ohhhhhh, SHINY. Their action is deflected, and they gain 1 [Drag].

MAX: Can't look away... shiny fish so beautiful... Their action is deflected, and they lose their next action as well as they're too busy staring at and/or being blinded by your royal magnificence.

SUBTLE FLEX

[Violet] [Locked: Prodigy]

Wowwww. You're like, just so naturally good at this. It's crazy, right? Your talent often makes others feel insecure. When you want to make a show of your talents, roll something you're [Talented] or [Legendary] in.

MIN: Whoa! Even rich people can be unbelievably shit at things, too?! That's so inspiring! Your target's rolls on that move [Tier Up] for the encounter.

BAD: Hey, that makes me feel a little better about myself. Thank you, rich dude! Your target's rolls on that move receive a +1 [Buff] for the encounter.

OK: It doesn't register with your opponent that you're flexing on them. Nothing happens.

GOOD: Ah, jeez. This makes me feel inept! Your opponent receives a -1 [Nerf] on rolls for that move for the encounter.

GREAT: Incredible! Now I'm completely miserable. Your opponent's rolls on that move [Tier Down] for the encounter.

MAX: Well fuck. The opponent is so blown away by how good you are, they consider just giving up and never trying again. Extreme disillusionment, baby! They're too [Humiliated] to roll that move for the entire encounter.



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ADVANCED MOVES [AVAILABLE AT LEVEL 6]

BITCHSLAP

[Violet] [Advanced] [Strife]

You've mastered the art of the backhand, and it's time. It's time to fucking smack some sense into these idiots. When you roll a GRIEF roll, you can choose one of the GOOD options:

SNAP: Snap out of it, goddammit! Your firm slap immediately returns a target to their senses, whether they were [Enraged], under [Psionic] influences or otherwise not themselves.

CRACKLE: Snap YOURSELF out of it! Slap yourself in the face! You're better than this. You remove a non-[Physical] condition that was affecting you. You still deal harm to yourself.

POP: You've accumulated all these fucking rings for a reason. If this is the first [Strife] roll of the encounter, [Tier Up] your roll as you get em in the face

SHARK SKIN

[Violet] [Advanced] [Passive]

All violets are renowned for their tough skin which makes them practically unkillable. Through training, growth, or the classic "throw money at it until it works" approach, your resilience is uncanny. Choose one non-[Emotional] condition, like [Slowed], [Ablaze], [Bleeding], etc. You are immune to that effect, whether from SHENANIGANS, an Abstrata, or a special item—unless it was applied by a natural crit. You cannot be immune to [Stunned] or [Trapped].

UNPREDICTABLE

[Violet] [Advanced] [Passive]

What's it gonna be today, gang? All consuming fury that rivals the wrath of a storm? Or a funky fresh attitude towards life? Nobody ever knows when it comes to you! Whenever someone rolls SHENANIGANS against you, you're so hard to predict that their roll is [Tiered Down].

BLOOD IN THE WATER

[Violet] [Advanced] [Passive]

[Locked: Commander]

You have this fight on lockdown. You can see your opponent's weak points, and not only that— you can take advantage of them. Put more pressure on them. Make them really pay for ever daring to try and take you on to begin with. When an opponent has the [Bleeding] condition or gets to 5 HP or lower, your [Strife] rolls against them [Tier Up].



DO AS I COMMAND

[Violet] [Advanced] [Manipulate]

[Locked: Commander]

You stand up a little straighter and put on your best "I am not fucking around right now" face as you tell someone else exactly what they're going to do. Maybe for fear of death otherwise— who knows! Roll +HUB.

MIN: You don't quite manage the tone you were going for, and your opponent has that look on their face like they're trying not to laugh. You're [Humiliated] and take 3 [Drag] in shame as your opponent takes 3 [Boost] from watching you make yourself look like an idiot. Schadenfreude!

BAD: They aren't listening to you, dude. You take 1 [Drag].

OK: They'll do what you say, but they don't seem very happy about it and they might tell someone later.

GOOD: That seems to do the trick. They're listening to you now and will do what you told them to.

GREAT: A tiny flash of apprehension comes to their face. They will do what you tell them to do and they will make it snappy. Right away, sorry for the wait. Any roll to do anything opposed to what you tell them to do takes 1 [Drag].

MAX: A visible look of fear comes to their eyes as they realize who they're dealing with and they quickly move to do what you told them to do. Yes, sir/madam/great entity of immense power. They get a +1 [Boost] to doing what you told them to do and you can even tell them what to do for another turn. Any roll to do otherwise is [Tiered Down].

DIG UP THE RECEIPTS

[Violet] [Advanced] [Tech]

[Locked: Influencer]

Oh, what's this? Is this your gaiasonline profile from when you were 6? Is this a piece of bad fanfic you wrote two sweeps ago? They say the internet remembers everything. To search for mortifying secrets about your opponent, roll +PLC.

MIN: Oh dear god no you accidentally swiped too far and showed them YOUR embarrassing secrets instead! You take 2 [Psychic] damage, and are WAY too [Humiliated] to try again.

BAD: Nothing turns up, and you waste both your actions trying to find something. The move is a [Lengthy] action.

OK: You turn something up, but honestly it's pretty tame? They take 1 [Drag] while they shake it off.

GOOD: Oh now here's something! Look at this everyone! You flash up something embarrassing, and they take 1 [Psychic] damage and 1 [Drag] from the horror.

GREAT: Holy shit, you found something JUICY. They take 2 [Psychic] damage and 1 [Drag] as they gaze at their bad fanfic or racy chatlog.

MAX:Dude. This is... dude. They take 2 [Psychic] damage, a -1 [Nerf] to mental rolls, and become [Floorbound] as they lay on the ground in existential horror.



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FLOWGANG

[Violet] [Advanced] [Locked:
Influencer]

You're a real Shoalcial Influencer! You gain the use of a POSSE, a small gathering of lowbloods to follow you around and do what you tell them. They have no personality, and cannot be interacted with, aside from throwing compliments at you. If your Posse is not with you when you enter an encounter, never fear—sending out a quick Chittr post with your location as a [Lengthy], [Tech] activity summons them! When you want to put your fanbase to action, roll +PLC.

MIN: CANCELLED. What?! I can't believe my favourite SpewTuber would DO this! Your fans scatter, rendering you unable to use this move again for the rest of the encounter, and you gain the [Dread] tag.

BAD: The Posse doesn't respond. You didn't throw in enough hashtags or catchphrases to alert them you needed them, or something?

OK: They cheer for you, and it makes you feel nice. You get 1 [Boost].

GOOD: A few brave Posse members do exactly as you wanted! Choose an effect from the FLOWGANG table.

GREAT: Damn! These are some loyal fans! Either take 2 results from above, or increase the effects to a 2— giving 2 [Drag], doing 2 damage, etc.

MAX: Your Posse willingly sacrifices their lives for you. Lowblood guts splatter your face. You are alive. So, so alive. Increase the effects to a 3, or take 3 results from above.

FLOWGANG TABLE	
CHEER:	You gain 1 [BOOST] as they shout your name.
SWARM:	Your Posse does 1 damage to your opponent, giving this move the [Strife] tag.
BOO:	Your Posse starts shouting insults at your opponent, giving them 1 [Drag].
BODY SHIELD:	As a [Reaction], your Posse can throw themselves in front of you, giving a -1 [Nerf] to any one [Strife]

WORLD CLASS

[Violet] [Advanced] [Locked:
Prodigy]

You are known across the lands for your totally innate talent for what you do. You were just born this good at it. You become [Talented] at all rolls associated with the stat used to roll the move you chose with SELF-MADE VIRTUOSO. (+GRT for GRIEF, +PSP for PROBLEM SLEUTHING, etc.) If an effect would [Tier Up] your VIRTUOSO move from GREAT to MAX, it does so.



UNUSUAL APPLICATION

[Violet] [Advanced] [Locked:
Prodigy]

You've had the time (and money) to go over theory books, and you've found some new ways of approaching your abilities that others could never dream of. The move you selected from SELF-MADE VIRTUOSO gains the following upgrade...

ACT FAST: You ALWAYS go first in a fight. Always.

FRAYMOTIF: FRAYMOTIF loses the [One-Off] tag, and gains the [Recharge: 3] tag; if it already had this, it loses the tag entirely. FRAYMOTIF can't be stopped by opponent BLOOD FRAYMOTIFS. Your allies don't need to roll to join you, they just need to spend an action to dance along.

GRIEF: You can use two different [Strife] rolls in the same turn, though you gain 2 [Drag] upon using a second one.

HUNKER DOWN: You gain 1 [Resistance] against all [Physical] attacks.

PROBLEM SLEUTHING: You can instinctively tell when someone's lying to you, and don't need to roll to find out.

SHENANIGANS: Your tricks are sometimes dangerous; GREAT SHENANIGANS results do +1 damage.

SWASHBUCKLE: A GREAT or MAX SWASHBUCKLE roll gives you a third action to use on the turn you use it.

WORDPLAY: Your target doesn't get the option to say "no" to you on a GOOD roll, and you never [Enrage] anyone.

ULTRA MOVES

[SELECT 1 AT LEVEL 12]

WATERY WARLORD

[Violet] [Ultra] [Locked:
Commander]

You've studied the blade. You've studied the gun. You've studied the kamikaze airship tactic. The point is, by now, you've learned the ins and outs of war so hard that even Troll Sun Tzu would peek into your notes, and you're about to open a can of whoopass on him with all your knowledge of how to, as the wrigglers say, "throw down." You are so fucking good at fighting at this point, it's basically second nature. Whenever one of your GREAT rolls would tier up to MAX, it does. You also become [Talented] at GRIEF rolls, or [Legendary] when BLOOD IN THE WATER is active. Drones act as [Minions] to you, and always arrive at the end of your turn once you put the call out for them; they never attack you, and you can command Drones summoned by other people too. The Doomsday Device item from the ITEMS Chapter costs only ⚵1000 to you.



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DEATH BY GLAMOUR

[Violet] [Ultra] [Passive]

[Locked: Influencer]

You did it. You've moved past being just some online fraudster to the real deal. You've reached the end goal: CELEBRITY STATUS. Maybe you have your own TV-Show. Maybe you've got a video game series. Your autobiographies litter the shelves. The point is, the Empire has chosen YOU to represent it on propaganda across the planet, and you are THRIVING under this status. You are [Legendary] at WORDPLAY rolls. Every troll you meet knows who you are, and knows vaguely of your accomplishments. They also take 1 [Drag] every time they do [Physical] damage to you as they feel like they're doing something... bad for their reputation.

GENUINE GENIUS

[Violet] [Ultra] [Passive]

[Locked: Prodigy]

Okay. So maybe this started as you throwing your money at a hobby until you became good at it. But after steady practice, research and experimentation... you're actually one of the best there is out there. You become [Legendary] with the stat associated with your VIRTUOSO move. You can take any non-[Psionic], non-[Locked] moves from other castes that require rolls of this type; for example, if your Genius bonus applies to +PSP, you could learn HAXX0R from golds, or OBJECTION from teals.





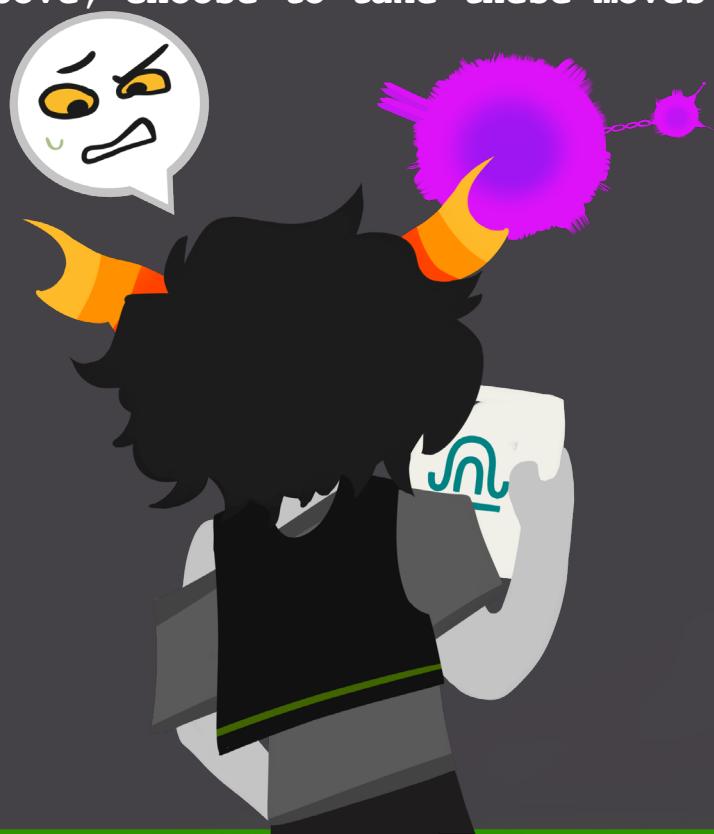
SWAY

145

Ancient legends tell the tale of two moons: the purple moon of Derse and its cynical, jaded populous versus the light hearted and carefree people of the gold moon of Prospit. Their story is long, powerful, and 100% fake as shit. While the tales of Derse and Prospit are completely fictional, their impact on the literary movements of Alternia, and more importantly, the astrological movements of Alternia, are profound. Trolls hatched under certain star signs are said to be influenced by Derse or Prospit, with Dersebound being more pessimistic, and Prospitbound being more optimistic.

While the following exclusive moves can add flavor and utility to your troll, they have the irritating side effect of vindicating astrologists everywhere.

Considering the above, choose to take these moves at your own risk.





PROSPIT

146



"Marked by a flexible optimism, the personalities of Prospit Dreamers are reactive and intuitive. They naturally exist in the present, rather than look to the future or obsess over the past. When making decisions Prospit Dreamers tend to rely on gut instinct and whatever emotions they are experiencing at the moment. This makes them quick to act and reliable in a crisis, but it also can make them capricious. They have trouble thinking things through, and their feelings toward specific situations and decisions can change from day to day. They solve problems with creativity rather than cold logic, often seeing multiple options with ease and clarity. Because they generally take things as they come, Prospit Dreamers are less rebellious than they are adaptable-instead of struggling against authority, they will find a way to coexist with it. Possibly because they are so instinctual and flexible, they like having a defined set of rules-a safety net for their passionate lives. Naturally trusting, they have trouble with deception or hiding their true selves, and will often worry about what others think of them. The self they project into the world is often not under their control."





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

GLASS HALF-FULL

[Sway] [Passive] [Unlock:

Prosprit]

You always look on the bright side of life! Things aren't so bad, and it's okay to smile, even in the darkest situations. So be happy and don't worry! When you use [Boost], you can choose how much of it you use; if you have 4 [Boost], you can choose to only spend 2 of it, keeping another 2 in reserve, just in case!

BASIC MOVES

[AVAILABLE AT LEVEL 1]

ANOTHER WAY

[Sway] [Passive] [Locked:

Prosprit]

All problems have multiple solutions; the most obvious one isn't always the right one! When you roll PROBLEM SLEUTHING to find the most obvious fix to a problem, and then do something else entirely, you gain 3 [Boost].

CHIN UP!

[Sway] [Passive] [Locked:
Prosprit]

You don't let stuff drag you down for too long. After all, things WILL get better, one way or another— you just need to have faith in yourself! If you have [Drag], you lose 1 point of [Drag] every 3 turns as your past mistakes slowly fade away. This move stops when you hit 0 [Drag]; the counter only resets once you have again accumulated [Drag].

FOLLOW YOUR HEART

[Sway] [Passive] [Locked:
Prosprit]

You tend not to overthink things you do; to you, it's better to follow your instincts and do what feels natural. Any time you use a [Reaction], you gain 1 [Boost] as doing something without thinking about it and having it pay off makes you feel accomplished. You don't even need to succeed at the reaction!





148

NATURALLY TRUSTING

[Sway] [Passive] [Locked:
Prosprit]

But you're my friend! Sometimes, you don't want to fight someone who's clearly trying to fight you. You thought they were nicer than this... when you tell an opponent they're your friend, your [Strife] rolls against them [Tier Down], but you gain 1 [Resistance] against them as you try to figure out a way to stop the fight without hurting them. You can dismiss this effect when you decide that they've betrayed your trust enough; doing so gives you 1 [WHAM].

YOU GOT IT

[Sway] [Passive] [Locked:
Prosprit]

The world is scary, and you'd love to see changes to it, sure... but you're also content with living a normal life. Instead of struggling with authority, you often find ways to co-exist with it. If an authority figure gives you an order using a [Manipulate] roll, but fails, you can choose to appear to comply, even if you're only saying what they want to hear with no intention of doing it. Doing this lets the other person believe they succeeded, and won't prompt further aggression. You gain 2 [Boost] for tricking them.





DERSE

149



"Derse Dreamers have personalities marked by a distinct and restless skepticism. Whatever their waking circumstances, chances are they will live in a state of dissatisfaction. Rebellion is in their blood, manifesting whether they are fighting back against a fascist dictatorship, or the most recent trend in casual footwear. Derse Dreamers are cerebral and self-aware; they have a far better grasp on the landscape of their own minds than on the world around them, which they can find alienating and confusing. But as so much of their identity is built on control, they will do their utmost to hide any insecurities, often with false humility or self-deprecating humor. They may be inflexible and pessimistic, but they are also great problem solvers, facing conflicts head-on with shrewd, calculating minds. They see one true path among an infinite snarl of wrong ones. They tend to be introverted, but if you win their trust Derse Dreamers are extremely powerful allies. However, they find sincere vulnerability difficult and will often keep people at arm's length. Letting go and living in the moment is hard for a Derse Dreamer; they constantly look toward the future and analyze the past."





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

GLASS HALF-EMPTY

[Sway] [Passive] [Unlock: Derse]
You're more of a skeptic than some of your peers. How can you be certain that things are going to be okay? You prefer to show a little bit of caution, always suspicious of a worst case scenario; at worst, you're well-prepared, and at best, you're pleasantly surprised. When you make someone use [Drag], you can choose how much of it they use; for example, if they have 4 [Drag], you can choose to only make them spend 2 of it, keeping another 2 in reserve. Just in case.

BASIC MOVES

[AVAILABLE AT LEVEL 1]

CLOAKED VULNERABILITY

[Sway] [Passive] [Locked: Derse]
You don't like highlighting your weakness very much. In fact, you don't like looking weak, full-stop. Whenever you would take a condition, you can choose to tough it out, acting like it isn't affecting you half as much as it is. Oh, you're on fire? No big deal. You've dealt with worse. Being on fire still hurts like hell, but your ability to pretend stuff doesn't phase you has led to stuff... not always phasing you, on the small scale. Any time you gain [Drag], you only gain half the incoming [Drag] (min 1).

CLOSE ANALYSIS

[Sway] [Passive] [Locked: Derse]
You've a pretty critical eye, and you're a dedicated problem solver. It's easy to figure out the solution when you're as cerebral as you! Whenever you succeed at PROBLEM SLEUTHING, you gain [Boost] (1 for a GOOD, 2 for a GREAT, 3 for a MAX).

HIGHLY OPINIONATED

[Sway] [Reaction] [Locked: Derse]

You're always rebelling against something. Fuck the highbloods! Fuck modern movie trends! Fuck itchy labels! You campaign relentlessly against stuff you dislike, no matter how cosmically important or incomprehensibly trivial that might be. Choose a topic that infuriates you— the government, mismatched socks, the latest installment in your favourite series that really failed to live up to your expectations, whatever! The first time it's brought up in conversation, you start ranting! Your [Verbal] damage increases by 1, and you gain 2 [Boost] immediately.





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GET REAL

[Sway] [Passive] [Locked: Derse]
People are too happy-go-lucky and saccharine, sometimes. Get real! Grow up! Your pessimistic nature hampers people's enthusiasm; if they have [Boost], they lose 1 point of [Boost] every 3 turns as their enthusiasm slowly saps away. This move stops when they hit 0 [Boost], meaning that the counter only starts again once they have gained [Boost].

ROUTINE

[Sway] [Passive] [Locked: Derse]
You like having a pre-decided routine for how you spend your wipes. You jot 'em into a planner and choose the time, the place, the outfit you'll wear, the people you'll see, the joke you'll make at EXACTLY this time... okay, maybe not THAT in detail, but yes, you like to have a routine planned out. At the start of the week, you can plan this week out; choose at least 3 days. On each day, assign a [Downtime] activity that you will do on that day. So long as you stick to your routine and don't miss a day or do something else instead, all rolls you make on those [Downtime] activities [Tier Up]. Abandoning your routine [Tiers Down] these moves instead.



ASPECTS

152



There are countless stars above the sky on Alternia, and with these stars come infinite more zodiac signs. Those spawned under certain stars are said to have personalities linked to particular mythological elements; these are the aspects. For the most part, aspects tell a story of what you struggle with most in your life. To some, the idea of sitting and waiting for good things to come to them is all but torturous. Others try desperately to be optimistic, but fail in an almost laughable manner every time. Some just have all the luck. All of it. The journey of the aspects is a deeply personal one. While your growth amongst others of your caste is one that sees your relationship with society, to grow with your aspect, you must do some tough self actualization.

You're going to have to come to terms with ugly parts of who you are. but once you've done this, you're going to be able to grow and perfect yourself to become the truest version of yourself possible. Progress is not always linear, and you might need to make some ugly realizations even after making much nicer ones, but the end result is the same. Once you have taken the Entry Move and all Basic and Advanced aspect moves for your particular aspect, you will unlock a powerful Ultra which truly marks the end in your journey to understand who you are. It won't be easy.

But it will be worth it.





SPACE

153



"Those bound to the aspect of Space are, as the name suggests, concerned with the big picture. They are patient, masters of the art of 'wait-and-see', and are inclined to take things as they come. That isn't to say that they're pushovers or willing to let injustice lie—they just choose their battles wisely, understanding that sometimes you have to let something burn to the ground in order to build it back better and stronger than before.

To this effect, they tend to be innovators, concerned with creation and redemption. Catch them recycling the old to make the new, the fresh, and the beautiful. For the Space-bound, the journey is as, if not more, important than the destination; how they do something is as important as what they do. At their best, they are steady, impartial, and creative.

At their worst, they can be detached, apathetic, and vague."



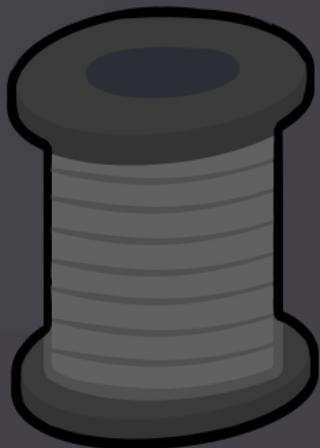


ENTRY MOVES (SELECT 1 AT LEVEL 1)

SPACE CASE

[Aspect] [Passive] [Unlock: Space]

You're an astronaut! And you spend all your time exploring the deep, vast expanses of the endless space that lies... in your mind. To call you detached from reality would be unfair; you're just more of a dreamer, enjoying life without any real direction in mind. Why not just float here for a while...? What's the rush? When someone successfully [Manipulates] you, you can choose to misinterpret their meaning as something more literal or something more abstract; you are compelled to do this, rather than what they might have specifically meant. Oh, you wanted me to get out of your way? Must be because you're trying to get somewhere fast... here, I'll stick by you, and clear other obstacles from your path, being careful to stay hidden so I'm not in your way either.



BASIC MOVES (AVAILABLE AT LEVEL 6)

ABSENT AGENCY

[Aspect] [Locked: Space] [Free]

Space is vast. That's a tautology, or something— you're just repeating the same thing twice. But it's not just that space is vast, it's that you are very, very small. To call you lonely might be an understatement... your whole life you've had a lack of agency as fate seems to ignore you and deprive you of important experiences. The world seems to move on without you, sometimes. You can choose to become [Slowed] and give the opponent the [Quickened] condition; when this happens, it's the opponent's own actions that undo them, not yours. The opponent rolls all their moves with 4d8; two of them use their normal results, but you choose one move to instead be [Godawful]. You get to decide after seeing their roll results. You can choose to gain or remove the [Slowed] condition for [Free], but you must be [Slowed] for at least 3 rounds before taking it off.

DISTANT

[Aspect] [Passive] [Locked: Space]

It can be hard to reach you sometimes. Alternia to Spacebound? Hello? You gain 1 [Resistance] against all [Verbal] damage as people's words don't really hit you. You might even agree with them, to an extent...



INDECISIVE DECISION

[Aspect] [Locked: Space]

You have a hard time picking out decisions... choice paralysis is a common foe of yours, because you're so often overwhelmed by the sheer infinity of choices you could make. When you want to step back and see what happens, roll 1d8. You get a GOOD result on the move you roll as you don't actively use it yourself; it just kind of happens. Ignore all tags that would prevent you from using the relevant move. If you get a HUNKER DOWN, you receive a [Hold] that lets you get a GOOD HUNKER DOWN [Reaction] whenever you choose.

- 1: ACT FAST
- 2: FRAYMOTIF
- 3: GRIEF
- 4: HUNKER DOWN
- 5: PROBLEM SLEUTHING
- 6: SHENANIGANS
- 7: SWASHBUCKLE
- 8: WORDPLAY

NO RUSH

[Aspect] [Locked: Space]

When it comes to the journey versus the destination... you much prefer the journey! Why would you want to get to the destination, if the destination means it all ends..? You'd rather just float aimlessly and let worlds pass you by. When a strife begins, you can choose to go last; if you do this, you get a [Free] PROBLEM SLEUTHING roll against all other combatants as you take a moment to carefully observe what's going on before you act.

VAGUE WORDS

[Aspect] [Passive] [Locked: Space]

You can sometimes be... a little hard to pin down. It's not that you mean to be or anything- you just happen to be a little... mmm... it's not that you can't pinpoint a decision at times, you're just... ahhh... could you be called mysterious? It might not be that simple... your inner dialogue often overcomes your outer dialogue. It's very hard to actually figure out what your intentions are since most of your conversations take place inside your head. Plus... making decisions is hard! PROBLEM SLEUTHING rolls against you are [Inept].





ADVANCED MOVES (AVAILABLE AT LEVEL 12)

A NEW OUTLOOK

[Aspect] [Advanced] [Locked: Space]

Forget this! Taking your time doesn't mean being aimless— it just means you have more time to appreciate the small things in life that nobody else has time to properly enjoy. Why rush through everything? Take time to focus on the little things, and better yourself because of it. Choose a stat that you are [Inept] at; you stop being [Inept] as you take up a form of creative output involving your weaknesses, like a rust taking up swordplay, or a jade trying out Excessive Bodily Force Poetry. Instead, you have a -1 to it. If you are not [Inept] at anything, you can choose to instead become [Talented] at a new stat as you hone your abilities somewhere new.

BE PATIENT!

[Aspect] [Advanced] [Passive]
[Locked: Space]

All good things come with time, and bad stuff isn't forever. You know that better than anyone else! There's no point in forcing change; after all, it IS inevitable! All negative conditions affecting you can be shrugged off for [Free] after 3 turns, if you so choose them to be.

GET CREATIVE

[Aspect] [Advanced] [Locked: Space]

Why stick to the traditional? Try something new! Instead of fighting through pure force, you might try to silly it up! Instead of setting up goofs for the sake of goofs, try wrestling your opponents into tight spots! Choose two moves, like SHENANIGANS and GRIEF— or moves you have from other sources— that use two different stats to roll, and swap their stats. This is a permanent change as you let your art forms swap up the way you face the world!

JUDGE OF CHARACTER

[Aspect] [Advanced] [One-Off]
[Locked: Space]

Being distant doesn't mean you're cold. Sometimes, your impartiality lets you get a take on situations— and people!— that others might overlook. You can take a single action to scope a troll out; you get a good read on them and see whether or not they're trustworthy. If they're not, you immediately get 1 [WHAM], and you're not about to drop your guard. You can usually only use this on a troll once ever; however, you can reuse it on them if they suggest or offer you something that might require a new reading.





SLOW AND STEADY

[Aspect] [Passive] [Advanced]

[Locked: Space]

You've found that you produce your best works when you work reliably rather than quickly. There really is no rush—so why torture yourself about it? Do it well, and do it right. Whenever you are [Slowed], all your rolls [Tier Up]. If you use INDECISIVE DECISION while [Slowed], your results are GREAT.



ULTRA MOVE

(AVAILABLE UPON COMPLETION)

MY REALITY

[Aspect] [Ultra] [Locked: Space]

For the longest time, you were lonely and afraid— you didn't seem to matter to anyone or anything, just an infinitesimal troll in an infinite universe. But that's okay! Everyone is infinitesimal, and everyone experiences the world at their own pace. You don't need to wait for reality to grant you permission to do what you want—you can just do it!

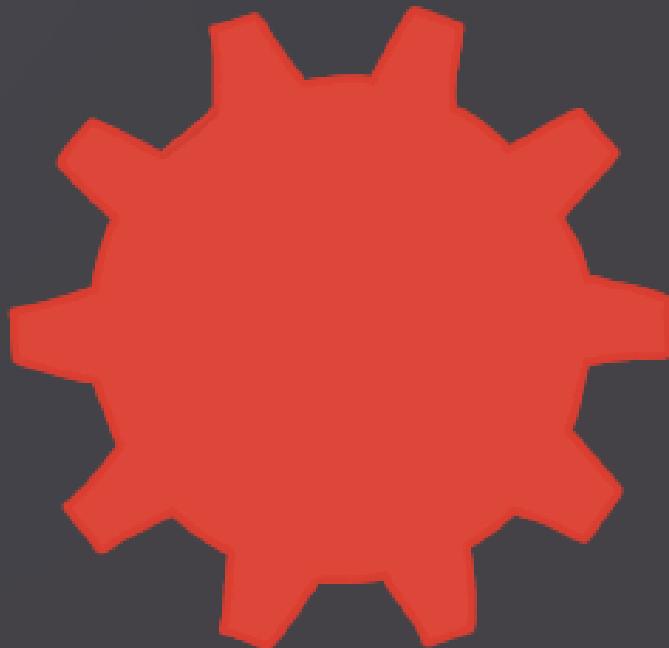
Every move you have can be made as a [Reaction]; you can interrupt someone mid-WHAM buildup to roll GRIEF on them, you can use WORDPLAY to convince someone to turn around and look over their shoulder just before they try to PROBLEM SLEUTH you—turn order, schmurn order. Entropy reigns supreme in a world where everything eventually changes, no matter how far away it is!

If you use a move that would ruin the flow of the opponent's move—like the aforementioned “what's that behind you!” WORDPLAY before a PROBLEM SLEUTHING—the opponent's roll is [Tiered Down]. Additionally, when you are [Slowed], you get 1 [Free] action you can use as a [Reaction] anyway. You can use moves that would normally have tags that prevent you from using them (such as FRAYMOTIF with [Buildup], or multiple [Strife] or [Manipulation] moves in a round).



TIME

158



"Those bound to the aspect of Time are fighters, full stop. Their lives are often marked by struggle, not so much because fate has it in for them, but because they are fundamentally incapable of just accepting things as they come. They value action over passive acceptance, even if that may not be the wisest or safest choice. Don't try to tell a Time-bound to sit still and look pretty. They are very goal-focused, and tend to value the destination over the journey, and you won't find them making that journey in any traditional sort of way. To quote cheesy posters found on many a guidance counselor's wall—"impossible is just a word". If you need a miracle, they are who you call. At their best, the Time-bound are empathetic and relentless problem-solvers. At their worst they are ruthless, defensive, and impulsive."





ENTRY MOVES

[SELECT 1 AT LEVEL 1]

NO TIME TO LOSE

[Aspect] [Passive] [Unlock:

Time]

You're not the kind of person to sit back and let things happen; you're a goal driven, action-seeking person. Whoever said the journey is more important than the goal is full of shit- it doesn't matter how much you suffer or enjoy yourself in the process. The finished project is all that matters. When you enter a fight, you are always [Quickenened] on your first turn as you rush to get to action. If you were already [Quickenened], you gain an extra action anyway.

BASIC MOVES

[AVAILABLE AT LEVEL 6]

FAST FORWARD

[Aspect] [Buildup: 3] [Locked:
Time]

You don't have all day here, guy. Whether the encounter you're in is a waste of time, or whether you're just trying to get to the end and quick, you know how to fight quickly and without hesitation. To hell with the consequences- you're getting through this, and you're getting through it fast, whether you win or not. When you use this move, everyone on the field does 1 extra damage on attacks and gains an extra action for the rest of the encounter. This effect stacks with [Quickenened].

LAW OF RETALIATION

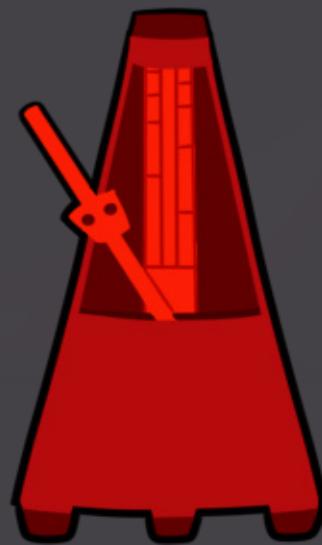
[Aspect] [Passive] [Locked:
Time]

An eye for an eye, a horn for a horn. What goes around comes around. You're a big believer in karma; and when someone hurts you, you definitely don't let that sit. Any time you deal damage using [WHAM], you heal 1 [HP] as you feel like justice has been served.

MAKE HER PAY

[Aspect] [Free] [One-Off] [Locked:
Time]

Or him. Or them. Honestly, make someone pay. You do what you have to do without any hesitation, but when someone who's already hurt you gets in the way... well, let's just call it collateral, shall we? Revenge is sweet, after all. If you enter a fight with someone who's previously won a fight against you or a loved one, you can choose to become [Out Of Control] for [Free] and wipe the floor with their ass. The condition ends as soon as your target is defeated.



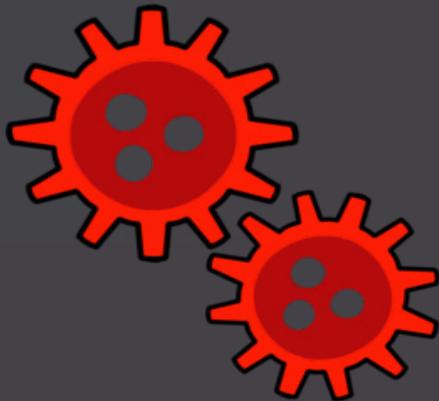


NONSTOP

[Aspect] [Passive] [Locked: Time]
You don't ever drop your guard, and you don't ever wait for other people to get the drop on you. You always go first in a fight— always. Even if there's no way you should be able to, like when a [Hidden] target is about to jump out at you and you're unaware of their presence... you just get this urge to move, to do something about it. If you have a move which would already let you go first no matter what in an encounter, you gain 1 [WHAM] at the start of a fight.

TOUCHY

[Aspect] [Locked: Time] [Free]
[Reaction]
You're a little fast to guess that people are assuming the worst of you. It's not that you're defensive-defensive? Who said that? You're NOT defensive. What the hell is that supposed to mean? Are you trying to start something, buddy?! Go to hell! Whenever someone rolls to [Manipulate] or do [Verbal] damage against you, you can go on the defensive; your [Strife] rolls [Tier Up] and their [Manipulate] rolls [Tier Down]. This effect lasts until they apologize and rescind, which gives you 3 [Boost] instead.



ADVANCED MOVES

[AVAILABLE AT LEVEL 12]

MERCY

[Aspect] [Advanced] [One-Off]

[Locked: Time]

Sometimes, you can tell a fight isn't worth fighting anymore. Your target is clearly distressed about something, and you're not a monster. When you get the sense you should stop whooping your opponent's ass, you can lower your weapon and offer to listen to their problems. They can either accept, and give you the benefits of a MAX PROBLEM SLEUTHING roll as they spill their feelings and hardships to you and finish the fight there, or they can refuse to give up. If they refuse, you gain 3 [WHAM], and you can choose for all your damage to be [Non-Lethal] for the rest of the encounter as you resolve to make this quick, and put them down. Maybe you'll offer them a gummy worm or something when they're a little calmer.

RELENTLESS

[Aspect] [Advanced] [Passive]

[Locked: Time]

They can't stop what's coming! You never give up, no matter what! Whenever you take [Drag], you gain an equal amount of [WHAM]. If you are [Stunned], you gain 2 [WHAM], and if you are [Slowed], you gain an additional point of [WHAM] at the start of every turn you are [Slowed].



BULLET TIME

[Aspect] [Advanced] [Reaction]

[One-Off] [Locked: Time]

You've spent your whole life rushing, trying to accomplish things, trying to get stuff done— but you've recently learned to take a step back and reflect. Pausing in your constant march forward has helped you realize that hey, maybe there's smarter ways of accomplishing what you need to do? When you're about to be subject to an incoming [Strife] roll, you can feel time slow down a little as you figure out the best way to overcome the situation. When you take a moment in slow mo to think things through, roll +PSP.

MIN: Oh, fuck this. You slink back into your old habits and just try to go in for the kill— and instead, you take the full force of the incoming attack. The opponent's attack is [Tiered Up].

BAD: Instead of reflecting, you just hesitate— and that's all that needs to happen for the incoming attack to land.

OK: You don't dodge the attack, but you have a moment of realization; you get a [Free] GOOD PROBLEM SLEUTHING roll against the target.

GOOD: You manage to parry the incoming attack, if even only a little as you suss 'em out a little. Their attack is [Tiered Down], and you get a [Free] GOOD PROBLEM SLEUTHING roll against the target.

GREAT: You read their attack coming from a mile away, and you dodge it entirely— and you get a [Free] GOOD PROBLEM SLEUTHING roll against them! Surprise!

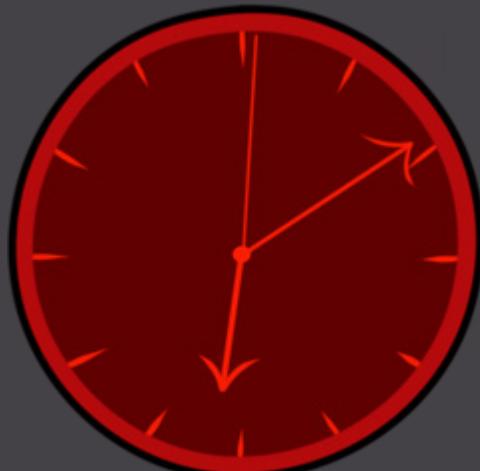
MAX: Whoa. Time almost slows down to a complete halt, and you take a moment to totally psychoanalyze them before kicking their ass.

You get a [Free] GOOD GRIEF roll against the target, dodge their attack completely, and get a [Free] MAX PROBLEM SLEUTHING roll against them.

FOR GREAT JUSTICE

[Aspect] [Advanced] [Locked: Time] [Free]

You're very familiar with wanting revenge... but you know that it's hard to keep level headed when you're fighting to retaliate evil deeds that happened to you. But when someone else steps in and fairly, swiftly and level-headedly punishes evil-doers for their wicked ways... THAT's justice. When you encounter someone who has hurt a friend before, and you know it, you can choose to become [Enraged] as you deliver sweet justice right to their front door. You do not gain the drawbacks associated with being [Enraged] in this state; only the positives.





PROBLEM SOLVER

[Aspect] [Advanced] [Passive]

[Locked: Time]

You understand by now that problems aren't always solved by charging right in; sometimes, figuring out all angles of the issue can really open up some doors. Any time you learn a fact using PROBLEM SLEUTHING, you gain a [Hold]; a GOOD Hold when you get a GOOD SLEUTHING, a GREAT for a GREAT and a MAX for a MAX. You can use this [Hold] on a single roll that relies on information gleaned from the PROBLEM SLEUTHING (I know their weak point, so I'll strife em hard! I know their morals, so I'll appeal to them! I know what they have in their pocket, I'll snag it!)



ULTRA MOVE

[AVAILABLE UPON COMPLETION]

TIMEHOPPER

[Aspect] [Ultra] [Recharge: 4]

[Locked: Time]

For a long time you've considered life a direct, single line from start to end, and when you die, you die. But you've learned things aren't that simple! Time splits into a trillion tributaries, each telling incrementally different stories, each of them different and beautiful. You are [Talented] at all [Strife] rolls as you've learned to stay in pace with the eternal battle against time; if you were already [Legendary], you add an extra D8 anyway, rolling 5d8 on all [Strife] rolls and picking the best from there. You can declare you're going to peer into the future and see how the actions of those around you might shake out. Ask the opponent to choose two different paths, choosing two sets of two moves they might do as their next turn, none of which can be the same. After seeing the move options, you choose which set you want them to use, and your character tilts the timeline in your favour; their rolls are [Inept].



LIFE

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"Those bound to the aspect of Life are the universe's healers. They are concerned with the betterment of themselves and those around them, as well as the onward march of positive progress. Deeply empathetic, they have an intuitive understanding of other's suffering and the best way of righting those wrongs. If you're poisoned, chances are the Life-bound have something for what ails ya. This applies to both physical and mental suffering, though it might not be a cure you'll like. They also have the tendency to put other's needs before their own, which never ends well for anyone, because the Life-bound can grow bitter if they feel their own self-care has had to be shunted aside. At their best, they are great listeners, caretakers, and nurturers. At their worst, the Life-bound are passive aggressive, and pushy-they're certain they know best."





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ENTRY MOVES

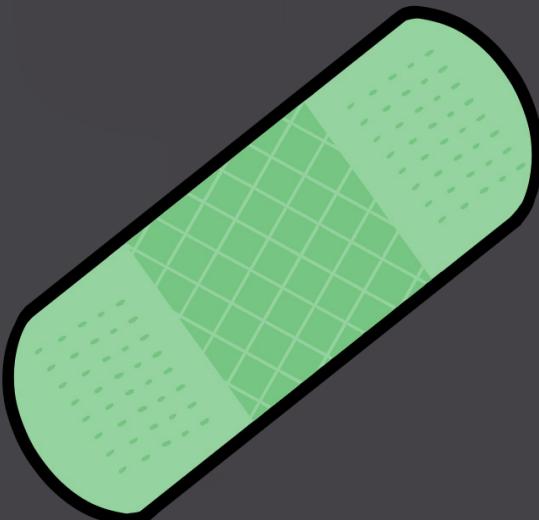
[SELECT 1 AT LEVEL 1]

MOLLYCODDLE

[Aspect] [Unlock: Life]

Don't hurt yourself! Play it safe! There's no point in getting yourself hurt if you can avoid it. You know that the best way to avoid danger is to not put yourself in danger in the first place; this goes for you, and it goes for others, too! When you use [Drag], instead of lowering your target's roll result, you can lower their damage. Their damage is reduced by 1 for every 2 points of [Drag] they had (min 1) as you duck out of dangerous positions; meanwhile, when you use [Boost], you can heal 1 point of HP for every 2 points of [Boost] you had instead of boosting your roll as you forfeit any advantages you'd gained to refocus

rather than push on the offensive.



BASIC MOVES

[AVAILABLE AT LEVEL 6]

BOSSYBOOTS

[Aspect] [Passive] [Locked: Life]

Whether it's through anxiously given and insistent advice or a self-assured knowledge that you know better than anyone else, you can be a little pushy with your opinions! You can roll multiple WORDPLAY rolls in a round. When you fail a WORDPLAY roll, you can try a second WORDPLAY roll with your next action; this WORDPLAY roll is [Tiered Up]. If you fail this second WORDPLAY roll, your next WORDPLAY roll is [Tiered Up] twice, bringing OK Rolls to GREAT rolls. This chain of consistent WORDPLAY can continue stacking until you either roll something else or succeed.

COMFORT ZONE

[Aspect] [Locked: Life]

You don't like being out of your comfort zone; why should you? It's your comfort zone because you like it there. Choose an environment you can call your comfort zone— most often, choices would be "indoors", "underwater", "in the jungle", or similar, though other options exist!— and declare it when taking this move. While in your comfort zone, any time you gain [Boost], you instead gain double the amount. When you're out of your comfort zone, you tend to be a bit more on edge; you are [Quickened] on the first turn in a [Strife].



HEALBOT

[Aspect] [Heal] [Recharge: 3]

[Locked: Life]

Don't worry, guys! This is the move everyone wants from you, haha! You got this, everyone! You're great at healing people and curing what ails 'em, though in your darker moments you worry that that's the only reason people put up with you— that they don't actually care about you at all. When you want to heal someone with kind words and some metanarrative power that works simply because it does, spend an action to roll +IMG.

MIN: It doesn't work, and before you're able to process it, you feel [Despair] wash over you— everyone's going to abandon you because of this, surely.

BAD: Your power merely peters out, and you don't restore any wounds.

OK: You only heal a scratch, nothing more. You [Heal] the target for 1 HP.

GOOD: Your touch heals their wounds; you [Heal] the target for 2 HP.

GREAT: The inherent life-force in your target recovers; you [Heal] the target for 3 HP.

MAX: Sweet baby Jesus— healing energy overflows from you, bolstering life forces to unprecedented heights. You [Heal] the target for 4 HP, and every 3 turns after this, they [Heal] for another 1 HP.

EVER THE MARTYR

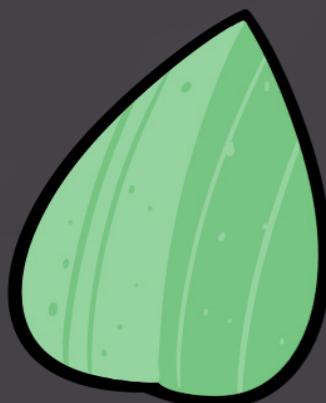
[Aspect] [Locked: Life]

You put others before yourself, even when you shouldn't necessarily. Other people's healing comes before your own, after all! You can sacrifice your own energy to give others the boosts they need; you can give away your [Boost], your HP or your beneficial conditions to allies as an action as you give them a pep talk that reminds them of the strengths and talents they have— ones you don't have, which pains you to think about. You can only give one away per action.

SHOULDER TO CRY ON

[Aspect] [Locked: Life]

You're very good at letting people vent out their problems to you; in fact, you're so good at it that people seem to naturally gravitate to you to do it. Does this cause you stress? A little, sometimes. But if it helps your friends out..! You can remove [Emotional] conditions with a [Lengthy] action as you invite them to talk about it. This works even if you're not their moirail; however, if you do it for someone who isn't your moirail, you take 2 [Drag], because listening to other people's problems can drain you a little. If you're working with your moirail, calming them down is a [Free] action.





ADVANCED MOVES [AVAILABLE AT LEVEL 12]

PUT YOURSELF FIRST

[Aspect] [Advanced] [Locked:
Life]

You've learned it's no good constantly putting others' needs before your own, and you've been taking baby steps in getting your own needs taken care of before anyone else's. Sorry, you can't help, you're practicing self-care! Any time someone tries to use WORDPLAY to [Manipulate] you, you can choose to say no; when you say no, you gain no negative effects, and you are [Quickened] for 2 rounds as you are a little exhilarated by your assertiveness!

HEAL THYSELF

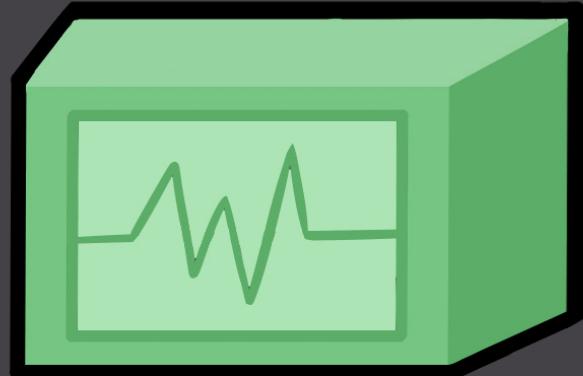
[Aspect] [Advanced] [Locked:
Life]

Hey, Physician, you big nerd! Maybe you should practice some self care! You've learned that anything you give to others, you should make sure you give to yourself as well. It's important not to be left in the dust, after all! Any time you heal a target or give them [Boost], you siphon some of the latent life-force energy that flows through everything into yourself. You recover half the total you gave the target back to yourself, rounded up. Always make sure you're getting the care you need before you give it to others!

REALITY CHECK

[Aspect] [Advanced] [One-Off]
[Locked: Life]

You hate to say it but... sometimes, you just need to stop sugarcoating things! Sure, it's okay to worry about how people will take your advice, but the right thing to do is know when to be nice, and when to lay people's faults out in a way that's constructive, not critical. When you roll WORDPLAY to [Strife], you can give the target a Reality Check; you still do damage as you lay out some seriously important life advice. The target can then make a choice; agree to follow said Reality Check, and lose all conditions that were affecting them and heal any damage they just took, or refuse, and take an additional 3 [Drag].





SHOW OF KINDNESS

[Aspect] [Advanced] [One-Off]

[Locked: Life]

You've learned that the best way to get someone to work with you is to genuinely listen, rather than order them around. You can invite someone to talk about their problems to you, which costs them a [Lengthy] action; they can either accept or deny. Doing this gives you 3 [Free] GOOD PROBLEM SLEUTHING questions as you listen closely to their grievances and figure out how to help them. Doing this gives the target 5 [Boost].

TRY SOMETHING NEW

[Aspect] [Advanced] [Locked:

Life]

You've spent so long cooping yourself up and refusing to take a risk. Wouldn't it be nice to try something new? At the beginning of an encounter, choose any move you have, including caste moves or other moves you chose through levelling up, that you are not [Talented] in. You get a +2 [Buff] to all rolls involving that move; if you were [Inept], you instead lose the [Inept] condition. The move you used can't benefit from TRY SOMETHING NEW until you use three other moves for it.

ULTRA MOVE

[AVAILABLE UPON COMPLETION]

CHARACTER GROWTH

[Aspect] [Ultra] [Locked: Life]

You've come a long way, all in all. By now, you've changed so much—and honestly, for the better. You understand that it's good to help people, yes, but not to your own detriment! You need to put yourself first; after all, how can you expect to help anyone even a little if you're miserable? You cannot pour from an empty cup. Embrace who you are and continue blossoming into the best version of yourself that you can be. You can permanently change the skills you're [Talented] at and [Inept] at to be any stats you like, shuffling to reflect who you are as a person rather than what society has expected of you. Meanwhile, your life-force is genuinely growing nonstop; you gain a powerful heal-factor that [Heal]s you for 1 HP every turn; this stacks with the LIFE FRAYMOTIF effect.





DOOM

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"Those bound to the aspect of Doom are fate's chosen sufferers. It may not sound like an overly pleasant aspect to be aligned with, but it does come along with great wisdom and empathy. The Doom-bound understand that misery loves company, and they are ready and willing to provide said company. The Doom-bound won't fix you; they aren't healers. They are commiserators, aware that sometimes the only thing you can do for a person is let them know that they are not alone in their suffering. They are not the advice friend—they're the friend you go to when you need to vent about a rough day at work. They are not necessarily noble martyrs, either—the Doom-bound can become quite irate about their lot. At their best they are wise, kind, and non-judgemental. At their worst, bitter, resentful, and fatalistic."





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

DOOM & GLOOM

[Aspect] [Passive] [Unlock:

Doom]

Uuuuuurgh. What's the point of even caring at this point? Every day on this miserable planet is the same; you wake up, you see suffering, you go back to sleep. Honestly, you've kind of been immunized to it at this point. Why should today's despair make you any more shocked than tomorrow's? You become immune to the [Dread], [Despair] and [Crying] conditions because like... dude. You know. That's just tuesday for you, you know how to keep a lid on it in public. Any time someone would give you these effects, they gain the [Dread] condition as they realize how deep you already are in the doomzone. You also become immune to [Inspired], however.



BASIC MOVES

[AVAILABLE AT LEVEL 6]

A CURSE UPON YOUR HIVE

[Aspect] [Reaction] [Locked: Doom]

Your resentful words stick with people after they best you. Surely you didn't mean what you said at the end of the fight, right? Surely you didn't mean it when you said bad things were coming? Surely. When you're knocked out, you can spend a [Reaction] to babble out some bitter promises about how bad things are coming to your opponent before going down. Whether it's your opponent low-key panicking and obsessing about what you said, or it's an actual fucking hex you cast upon them, they have trouble with their [Downtime] activities. Their next [Downtime] roll is [Tiered Down], or their next purchase is 30% more expensive, whichever comes first.

NO EXCEPTIONS

[Aspect] [Locked: Doom]

[Reaction]

Break the rules? No. When your opponent activates an ability that would allow them to circumvent a nerf, buff, or emotion... it doesn't work. You can't just decide you're not affected, that's not how the world works.



BAD LUCK

[Aspect] [One-Off] [Locked: Doom]

Luck doesn't exist. People don't have happy endings, and fate doesn't pave a way to victory for you— if these things seem to happen, it's just coincidence. Why can't anyone but you seem to accept that? Once per encounter, on a non-MAX roll, you can force your opponent to reroll what they just got; they take the lower roll result. If someone has an ability which would allow them to reroll something, you can choose to cancel it out.

IRATE ATTITUDE

[Aspect] [Locked: Doom]

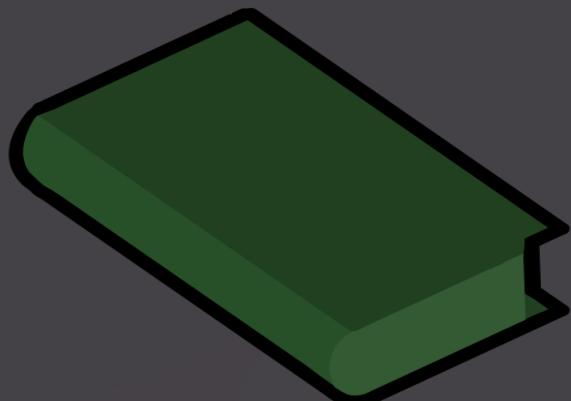
Seeing other people succeed can really piss you off. Why should other people be able to do well when you just can't? Why should other people be happy? It infuriates you! When a target rolls 3 successful rolls in a row without rolling an OK or lower between them, or if they gain the [Hopeful] or [Joyful] conditions, you can choose to become [Enraged] for [Free].

UNFORTUNATE EVENTS

[Aspect] [Recharge: 5] [Locked:

Doom]

Bad things happen to good people. And bad people. And people just hanging out on the sidelines. The point is bad things happen— and you know perfectly well that there's nothing you can do about it except watch. As an action, you can forgo rolling SHENANIGANS, instead just watching on as it happens. The odds of your opponent just slipping on a banana peel and tripping at this exact moment were so low, and yet... Anyway, this comes at a cost: you know your own luck is running out, too. It costs 3 [Drag] for a GOOD SHENANIGANS roll, and 6 [Drag] for a GREAT one.





ADVANCED MOVES [AVAILABLE AT LEVEL 12]

A TIRED SMILE

[Aspect] [Advanced] [Locked: Doom]
Did you just crack a joke? Was that a bit of optimism!? You've learned to accept that while you might believe that sure, maybe nothing matters- if everyone dies anyway, why obsess over it? Take some time to relax for once. When you use [Boost] in an encounter, you manage to break out of the fatalistic loop you've locked yourself into; instead of raising your roll result, you can spend an additional 2 [Boost] to give yourself the [Joy] condition. If someone attempts to heighten [Joy] to [Laughter], you can instead choose to lose [Joy] because hey, let's not push it, okay? You're still a grumpy person, guys! Jeez...

TRY THIS AGAIN

[Aspect] [Advanced] [One-Off]
[Lengthy] [Locked: Doom]
You know that when you tunnel vision on your goals, you can get a little heated, and so can your opponents. When things are looking rough, you can just... reset things and do it over with a fresh outlook. You can invite a fog to pass over you and your targets, resetting every troll in the encounter back to baseline. No emotions, no effects, no statuses, no buffs, no nerfs, no wham. This includes YOUR buffs and boost. HP remains the same. Both sides [Strife] rolls are [Tiered Down] for a round. Maybe this will be a good time to try holding out an olive branch?

WITH GREAT SUFFERING...

[Aspect] [Advanced] [Hook]

[Locked: Doom]

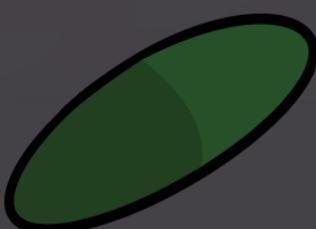
...comes great empathy. C'mere, bud. You need a hug? It's gonna be okay. You've had the highs and the lows, you get it. You can be the shoulder to cry on and the steady rock amidst all the despair because of it. Anything your target is going through... the chances are, you've gone through it too. You can offer the target respite- if they accept, their emotion tags are cleared and they heal 4 HP, and they give you 1 [Hold] which acts as a GREAT WORDPLAY roll to [Manipulate]. This [Hold] lasts forever, and only goes away once it's spent.

KEEP GOING

[Aspect] [Advanced] [Passive]

[Locked: Doom]

You've learned that giving up early gets you nowhere; Sometimes you need to see things through to the very end, even if you don't want to. You stay up and conscious all the way until -5 HP. You may still fight as normal, all the way to -5, but for each hitpoint below 0 you receive a -1 [Nerf] to all rolls. -3 HP and rolling something with a +2 bonus? You roll 2d8-1, etc.





VISION TWOFOLD

[Aspect] [Advanced] [Recharge: 3] [Locked: Doom]

You can see the worst outcomes everywhere you look. Conversely, though... you manage to see the best outcomes too. You've been training yourself to look on the bright side every once in a while instead of letting your fascination with the worst overwhelm you. You can declare you're going to peer into the future and see how your actions and their consequences might shake out. Roll any one move, and see what the short-term consequences are. You can continue on this path, gaining 1 [Boost]; or you can rewind, and state that roll was merely a vision your troll had, and roll a completely different move, branching the paths and trying something else. Doing this gives you 1 [Drag], since it hurts to think about bad situations like that.



ULTRA MOVE

[AVAILABLE UPON COMPLETION]

FINAL DESTINATION

[Aspect] [Ultra] [Locked: Doom]

You finally understand the Doom aspect of your personality; you're not destined to suffer. If you were, you wouldn't have the friends you have now, would you? While it's true that you're a cynic, and you know bad things happen just as often as good, you don't need to let the bad rule your life. The truth is... fortune and misfortune are kind of the same thing? What's unlucky for one person is lucky for someone else. By understanding that everything is balanced, not simply stacked against you, you've finally realized your place in the world. All your BAD rolls are [Tiered Down] to MIN, and all your GREAT rolls are [Tiered Up] to MAX. The same is true of your opponents in any given encounter. This effect has the [Recharge: 3] tag for both of you; after you gain a MIN or a MAX in this way, the effect is suppressed for 3 rounds. Whenever you get a MIN roll, you gain a [Hold] that lets you forgo rolling a move and receive a MAX result; whenever the opponent gains a MAX roll, you gain a Hold that lets you turn one of their rolls into a MIN result. You can stockpile as many of these [Holds] as you like, but using them does deal 2 damage to you as reality whiplashes against your prodding.



HOPE

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"Those bound to the aspect of Hope are driven first and foremost by their convictions. They do right for right's sake, and are quick to come to the aid of anyone they deem to be experiencing injustice. That said, their views of the world can be quite black and white, so what they see as the "right" thing may not always be the universally accepted view. They put great value in the power of the imagination, the ability to dream up a better and more beautiful future. If anyone could dream a better world into existence, it would be one of the Hope-bound. They may sound like all sunshine and rainbows, but they aren't adverse to a little destruction, especially if they think they can replace it with something better and more just. At their best, Hope-bound are positive, caring, and warm. At their worst they can be narrow-minded and selfish."





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

STRONG CONVICTIONS

[Aspect] [Passive] [Unlock: Hope]

When you believe in something, you believe in it hard. Whether it's your friends, your morals, or the existence of wizards, you are a hard troll to change the mind of. [Manipulate] rolls that are meant to change your mind or lie to you all [Tier Down]. This stacks with other moves that would also [Tier Down] these effects.

BASIC MOVES

[AVAILABLE AT LEVEL 6]

GOOD VS. EVIL

[Aspect] [Locked: Hope]

The world is black and white. There are no middle grounds, and you more than anyone else are keenly aware of that. You can take an action to tell whether or not a target would sooner identify as a hero or villain- someone who agrees with your morals or not. If they are like you, you trust them completely, no questions asked. Their [Manipulate] rolls against you [Tier Up], and you gain 2 [Boost] now and at the start of every encounter with them. If they are not like you, they cannot be trusted! Their [Manipulate] rolls against you [Tier Down], and you gain 1 [WHAM] now and at the start of every encounter with them. This effect lasts until extraordinary proof to the contrary. You can manually assign a target as "like you", even if they'd choose to count themselves as "unlike" you as you completely overlook their flaws. Not the other way, though; your friends can do no wrong.

OBLIVIOUS

[Aspect] [Passive] [Locked: Hope]

To put this delicately... you are a dreamer. To you, the world is perfect- or at least, is pretty close to it, so long as your friends are on your side! As such, you tend to... avoid reading between the lines, whether you realize it or not, in order to keep your illusions intact. You gain 1 [Resistance] against all [Verbal] damage as you take insults at face value and refuse to analyze them.

OL' RELIABLE

[Aspect] [Locked: Hope]

If it ain't broke, why fix it? You have learned to stick to the methods that you know work and are likely to succeed. While leaving things up to chance has the possibility of doing amazing, it also has the possibility of failure, and that's not a possibility you're willing to risk. Choose a move that you are [Talented] at. You can forego rolling this move and simply spend an action to get a GOOD result.





PROTAGONIST SYNDROME

[Aspect] [Locked: Hope]

The world revolves around you. That's not you being proud, or narcissistic— whether you like it or not, you genuinely believe that you are the main character of your story. Therefore, it's on you to do the hard jobs no one else can take. No, this doesn't weigh you down! Ever! You can voluntarily choose to [Tier Up] any of your rolls by one tier, but you gain an amount of [Drag] equal to how much higher the next tier would have been. For example, if you rolled a 13, you can make it a 14 and therefore a GREAT for 1 [Drag]. However, if you had rolled an 11, you would gain 3 [Drag] to make it a 14. Your opponents can't make you use this [Drag] until your next turn.

TURN A BLIND EYE

[Aspect] [Locked: Hope]

Hold people accountable? Why, you could never! Your friends are perfect beings, after all. There's no reason to believe they'd ever willingly do wrong. When your allies are doing something you don't necessarily agree with (like breaking a window to get in somewhere, stealing something, or talking shit about wizards), you can announce that you are turning a blind eye and make a show of how you totally aren't seeing this happen. Oh, your shoelaces, they're untied! You can voluntarily give a target as much [Boost] as you like with a single action as you don't actively aid them, but don't stop them either; you take this amount back in [Drag].

ADVANCED MOVES [AVAILABLE AT LEVEL 12]

PEP TALK

[Aspect] [Advanced] [Heal]

[Locked:Hope]

Sometimes, people just need a little pick-me-up. You know how to make people understand that things will be okay, and that you care—and this kind of thing can really soothe the nerves. Sometimes, you'll even give yourself a good pep talk and remind yourself that things are gonna be okay! When you want to show that you care, spend an action and roll +PLC.

MIN: You stumble over your words and call them a slur, or something. That isn't nice at all! They start [Crying].

BAD: Your reassurance rings hollow; nothing happens.

OK: You mildly reassure them. The target loses 1 [Drag] or gains 1 HP, your choice. Losing this [Drag] does not give the target [Boost]; it merely reduces the drag they had.

GOOD: Hey, chin up! You're doing amazing. The target heals 2 HP or loses 2 [Drag]. This effect allows you to gain negative [Drag]; consider this a shield over your [Boost], which must be reduced to 0 before [Drag] starts reducing your [Boost].

GREAT: Your words strike true; your target gains both effects of a GOOD.

MAX: Your words truly inspire your target to never give up! They heal 3 HP, lose 3 [Drag] and gain 3 [Boost] as they strive to do the very best they can!



ACTIONS HAVE CONSEQUENCES

[Aspect] [Advanced] [Locked: Hope]

Your friends, while still your friends, are capable of making mistakes— and pretending they can't just makes things worse! When you want to take an action and tell someone that what they're doing is wrong, roll +PLC.

MIN: N-now, wait just a moment, buster! You- you, ah... well... keep up the good work! Oh, no, what did you just say!? You encouraged them! The target gains 3 [Boost].

BAD: You stumble over your words awkwardly, and get nowhere. Nothing happens.

OK: Hold up, buster! You spout some stuff at them, and it makes them hesitate— but more out of confusion than guilt. The target takes 1 [Drag].

GOOD: You tell your target that what they're doing isn't right. Their [Boost] is reset to 0; if they had no [Boost], they instead gain 2 [Drag].

GREAT: You rail a litany of truths against your target— and your target can't help but listen, transfixed to the spot as if through some supernatural force. Any [Boost] the target has is turned to [Drag] immediately, and they gain the [Dread] condition as guilt weighs them down. If they had no [Boost], they instead gain 3 [Drag].

MAX: You unravel the fundamentals of truth and goodness to your target, and they experience the true consequences of their actions as they peer into the infinite deluge of hope that is your heart. Your target gains the effects of a GREAT, but takes the [Despair] condition and 2 [Non-Lethal] damage.

BRAIN GHOST

[Aspect] [Advanced] [Locked: Hope]

You can never forget the people you're fighting for; your friends. No, really— you can't. You develop a Brain Ghost of one of your friends: an imaginary(?) friend who reflects the best in your companions, but helps you stay grounded. Whether this manifests as you imagining their voices nagging you, or a full-bodied apparition who appears when you need it most depends on you; either way, when you're in a tough spot, your friend's voice guides you. Whenever you get an OK or lower [Mental] roll, you can reroll it with another action as your Brain Ghost tells you how it's done. You use the stats and talents of your friend in this second roll rather than your own. You can't change this BRAIN GHOST without using a Regular RESPITEBLOCK from the HIVECRAFTING chapter of the ALTERNIA act.

STAND TALL

[Aspect] [Advanced] [Passive]
[Locked: Hope]

You don't give into fear easily! Once upon a time, people might have tried to drag you down by preying on what your morals held dear to you, but that time is long gone. Any time you would gain the [Dread] condition from someone else, you refuse to give into your anxiety; you can choose to gain 2 [Boost] instead as you stand defiant of those who would drag you down.



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WHOA NELLY

[Aspect] [Advanced] [Passive]

[Locked: Hope]

You never let anger get the better of you. It is better to create and repair than it is to destroy, and you never let your own personal convictions get the better of that. Whenever you would become [Enraged], you can choose to instead become [Hopeful]. Similarly, if you would become [Out of Control], you can become [Inspired].



ULTRA MOVE

[AVAILABLE UPON COMPLETION]

HOPESPLOSION

[Aspect] [Ultra] [One-Off]

[Locked: Hope]

You understand the true meaning of hope. It is not a solitary figure vs. the darkness, nor is it a group of friends surviving against the darkness that surrounds them. Hope is inspiring the darkness to be light. It is reaching a hand out to anyone who will take it. Good or bad— none of that matters. All that matters is that we build a better world, together. And what's a better way to make people understand that than nuking everyone's emotions? You let out a scream of inspiration that bubbles and overloads the hope of everyone present. Your opponents take 1 damage for every point of [Drag] they had; if they had no [Drag], you siphon all their [Boost] into you, and you heal 1 point of HP for every [Boost] they had. They are [Blinded] for 3 turns, because ow, man, what the fuck was that? Oh, god, your heart- They're also [Stunned]! One way or another, their [Boost] and [Drag] are reset to 0, and they gain the [Hopeful] condition; even people who aren't on your side deserve inspiration, after all.

[Drag].



RAGE

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"Those bound to the aspect of Rage are bringers of chaos. They possess great contempt for lies or false ideas, including the stability that false ideas can impart. To them, the true is far more important than the good; they would tear down a system just to destabilize it if, by their reckoning, it is built on faulty premises. Often the Rage-bound prefer anarchy to any of the alternate forms of civilization, which they believe to be riddled with lies and foolishness and obedient masses. They are bringers of confusion and doubt, and they can be frustratingly difficult to convince otherwise when they have attached themselves to an idea. If they sound dangerous, they are. The Rage-bound tend to be most volatile and unpredictable of the aspects. At their best they are original, revolutionary, and fearless. At their worst they are cruel, uncompromising, and vicious."





ENTRY MOVES

[SELECT 1 AT LEVEL 1]

BAD TEMPER

[Aspect] [Passive] [Unlock:
Rage]

You've struggled your entire life with your short fuse. Whether over something serious like your long term plans being shattered, or something minor like being jostled in line, you're often quick to give into anger to solve your problems. If you ever accumulate more than 3 [Drag], you can choose to become [Enraged] and eliminate said [Drag].

BASIC MOVES

[AVAILABLE AT LEVEL 6]

BLIND FURY

[Aspect] [Passive] [Locked:
Rage]

You have a problem with tunnel vision when you're angry; all you care about is destruction. If you like, your eyes permanently slide to an orange hue, and when you are angry, they glow a furious red. While [Enraged], you gain the [Permablind] condition; not out of actual blindness, but more out of seriously entering a fury state.

NO COMPROMISE

[Aspect] [Locked: Rage] [Free]
It's your way or no way, got it?! When someone rolls to [Manipulate] you, you can give a conditional BUT ONLY IF... to your manipulator. This counts as a GOOD WORDPLAY roll to [Manipulate] right back at the target. If the target refuses to do as you say, their [Manipulate] roll also fails, and they gain no associated benefits from a successful [Manipulate] roll. You, in turn, gain 1 [WHAM] and 1 [Boost] as you revel in righteous disdain.

SMASH YOUR TOYS

[Aspect] [Passive] [Locked:
Rage]

You don't really give that much of a shit about the collateral when you go on your rage sprees; in fact, it's honestly pretty gratifying to destroy. You get a kick out of breaking stuff, to the point that it's borderline cruel at times. Any time you destroy an item, you gain [Boost] for it; 1 [Boost] for a Garbage item, 2 [Boost] for a Regular item and 3 [Boost] for a Swanky item.



RANT RANT RANT

[Aspect] [Locked: Rage]

You don't need to be smart or eloquent about your words; you just need to say them with enough force that they stick. You can use your +HUB to use WORDPLAY rolls to [Strife], if you so choose; when you use WORDPLAY like this, you can choose to do 1 less damage against the target on a GREAT roll to give them the [Dread] condition as they feel overwhelmed by your angry lecturing. If someone throws a punch during a WORDPLAY duel, you can immediately become [Enraged].

VICIOUS VINDICATION

[Aspect] [Locked: Rage]

BLAMMO! You love nothing more than a sweet, sweet punch to the gut. After all, you crave destruction, whether you realize it or not. Any time you gain [WHAM], you gain double the amount you would have.



ADVANCED MOVES

[AVAILABLE AT LEVEL 12]

ANGER MANAGEMENT

[Aspect] [Advanced] [Passive]

[Locked: Rage]

You've started to realize that your anger can hurt people— I mean, duh, but people you care about. You hope to try to control yourself and avoid going ham as often as you used to in order to protect people a little better. That's not to say that you can't choose to go ham; it's when others make you do it that it's a problem. When someone else would use an effect that would turn you [Enraged], you instead gain 3 [Boost] as you stomach it and grit your teeth.

FEARLESS

[Aspect] [Advanced] [Locked:

Rage]

You aren't an easy one to scare; you're so dead-set on your goals that fear is alien to you! You become immune to the [Scared] and [Dread] conditions altogether; when you would feel them, you can instead choose to be [Hopeful] as you clutch to your determination and refuse to back down from your convictions.



ONE OF A KIND

[Aspect] [Advanced] [Locked:
Rage]

You take some pride in your originality; your refusal to conform to well-accepted methods and ways of doing things has actually unearthed some more experimental approaches to everyday life. Choose two basic moves that are both either [Physical] or [Mental]; you can swap the stats associated with them (for example, rolling +RAS to GRIEF as you play dirty and +GRT to SHENANIGANS as you force your effects through). If you were [Inept] at either of these moves, you simply roll them at a -1 instead.

SEE THROUGH THEIR LIES

[Aspect] [Advanced] [Locked:
Rage]

You've developed an almost unnatural way of telling when people are lying to you, almost like psionic telepathy, but not quite. You do not need to roll PROBLEM SLEUTHING to know when someone is lying to you; you can simply spend an action and get the results of a GOOD roll to know simply if their statement is true or not. If you have a move with similar effects from another source, your result becomes a GREAT roll as you suss out the truth immediately. Your first [Strife] roll after a target lied to you is [Tiered Up] and does +1 damage.

VIVE LA REVOLUTION!

[Aspect] [Locked: Rage]

To you, hope and anger are identical; both are a form of commitment to a goal you stick to no matter what. When you would become [Inspired] or [Out of Control], you can choose to gain the [Enraged] or [Hopeful] conditions instead. You can be both [Enraged] and [Hopeful] at the same time, regardless of the sources of the effects. If you would gain something that would heighten either condition while benefiting from both, you instead gain 2 [Boost].





ULTRA MOVE [AVAILABLE UPON COMPLETION]

RIGHTEOUS FURY

[Aspect] [Ultra] [Strife] [One-Off] [Locked: Rage]

You've learned to accept your anger and control it. You understand now that while wanton destruction and fury for the sake of fury is bad, constructive anger is actually really beneficial; you use it to push your causes forward, not just destroy other people's progress.

Your fury is a tool, and it's one you can use to build with instead of destroying with. You are permanently under the effects of being [Enraged], except you do not gain the downsides of being [Enraged] or [Out Of Control], only the benefits; you only show signs of external anger when you choose to. If you gain any other condition, you can shrug it off after 3 of turns and return to your passionate state of revolutionary determination. Once per encounter, you can let out a bellowing roar that shakes the foundations of buildings and creaks the roots of trees. Roll +GRT.

MIN: You roar and scream, and your self-control slips. You become [Out Of Control], including the downsides.

BAD: Your howl of fury simply strains your own voice, causing you frustration. You gain 2 [Drag].

OK: Your roar fails to uproot opponents, but it does intimidate them; they gain 2 [Drag].

GOOD: The force of your roar knocks the targets back and causes them stress; they take 2 damage and 2 [Drag]. Allies gain 2 [Boost] as your impressive display inspires them!

GREAT: Your screams blast the targets from where they stand, terrifying them! You deal 3 damage and either 3 [Drag] or the [Scared] condition. Allies gain either 3 [Boost] or the [Hopeful] condition.

MAX: Your voice seems to rip through reality; dark clouds swirl, and your targets see visions of their sins blasting through their minds. They are [Floorbound], take 4 damage and either 4 [Drag] or the [Terrified] condition. Allies gain either 4 [Boost] or the [Inspired] condition as they see visions of a brighter tomorrow unfurling.





BLOOD

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"Those bound to the aspect of Blood draw their strength from bonds, from the trust and camaraderie that blooms among a group of people who all share a single vision. Blood-bound are absolutely leaders, but they inhabit more of an inspirational role than a commanding one. They are prophets, rather than generals, giving others the strength and motivation to keep fighting. The Blood-bound can dispense excellent advice even when their own lives and interpersonal relationships are disasters. They can be very "do as I say, not as I do" types. A Blood-bound can often be found on a sinking ship, forcing an endeavor forward with sheer stubborn force of will. No matter how bad things go, a Blood-bound can always count on friends and allies. At their best, they are charismatic, uplifting, and magnetic. At their worst they can be sullen, unkind, and set-in-their-ways."





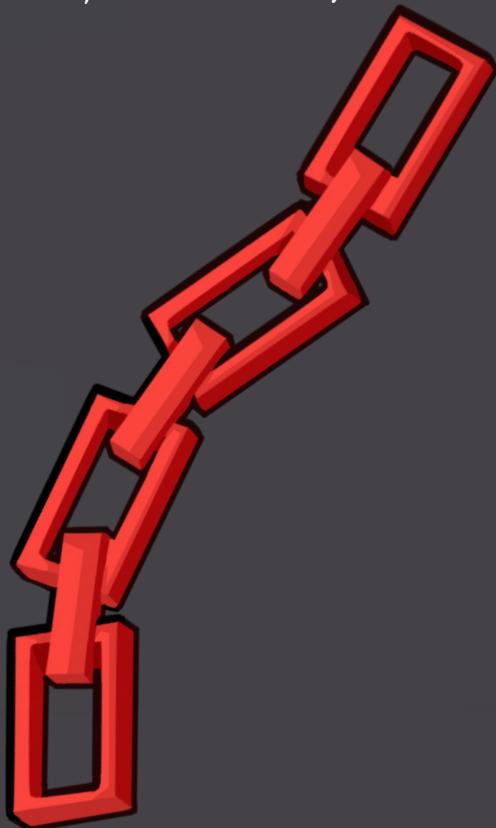
ENTRY MOVES

(SELECT 1 AT LEVEL 1)

COMMANDING PERSONALITY

[Aspect] [Passive] [Unlock:
Blood]

Whichever way you look at it, everyone around you is stupid and makes poor decisions. There's only one troll around who can make the right choices going forward to unite you all and keep everyone safe: YOU! So everyone better listen up and do what you say, already! Any time you roll to [Manipulate] someone, your roll is [Tiered Up]; if you have a similar effect from a different source, you gain [Boost] on any successful [Manipulation] roll (1 for a GOOD, 2 for a GREAT, 3 for a MAX).



BASIC MOVES

(AVAILABLE AT LEVEL 6)

IMMOVABLE OBJECT

[Aspect] [Locked: Blood] [Free]

You are VERY set in your ways, and you don't like being told to change. When someone rolls to [Manipulate] you, you can give a conditional BUT WE'RE DOING IT MY WAY! to your manipulator. This counts as a GOOD or GREAT WORDPLAY roll to [Manipulate] right back at the target. If the target refuses to do as you say, their [Manipulate] roll also fails, and they gain no associated benefits from a successful [Manipulate] roll. If you reject someone's WORDPLAY roll either from them rolling poorly or you rejecting a GOOD roll, you gain 2 [Boost], because heh, take that.

NOT AS I DO

[Aspect] [Locked: Blood]

You're pretty solid at giving advice, which would rule if you could follow it yourself and fix your absolute trainwreck of a life. You can voluntarily fuck up a roll in order to absolutely eat shit and set a bad example for others, [Tiering Down] your result; anyone present who witnesses it can do the same roll on their next move, [Tiered Up] as they learn from your mistakes. However, if they roll anything else, their result is also [Tiered Down] as they're overwhelmed by pity for your terrible situation.



RUDE!

[Aspect] [Passive] [Locked: Blood]

Hey, shit-idiot, shut the fuck up! Are you gonna do what you're meant to do, or are you gonna keep standing there like a quivering barfgulcher and shit your pants some more, huh?! You're kind of a jerk when it comes to your words, sometimes. You do +1 [Verbal] damage and you can use WORDPLAY to [Strife] even after a punch is thrown.

STUBBORN AS HELL

[Aspect] [Locked: Blood]

Even when it's clear you should probably give up, you have difficulty throwing in the towel. You KNOW you can persevere! Just... keep pushing through! When you would be knocked down to 0 HP, you can stay standing, fighting on; however, for every round you stay up, you gain 1 [Drag]. The first time you fail a roll after hitting 0 HP, you go down hard and drop [Unconscious]; you start every encounter for a week with 2 [Drag].

SULLEN SULK

[Aspect] [Passive] [Locked: Blood]

When you fuck up, you get moody. It didn't work, because... because something else got in the way! (Why didn't it work? Goddammit... C'mon, you're starting to look like a real chump here...) Whenever you fail a roll, your next roll is [Tiered Up].

ADVANCED MOVES

[AVAILABLE AT LEVEL 12]

BROTHERS IN ARMS

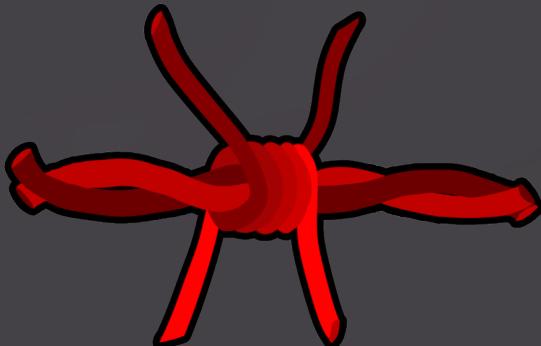
[Aspect] [Advanced] [Passive] [Locked: Blood]

You've come to remember that the best way to lead isn't just to throw orders down and expect people to follow them; you need to inspire people to be the best versions of themselves. Whenever you're in an encounter with an ally, any [Boost] gained by either party is given to both of you.

FORCE OF PERSONALITY

[Aspect] [Advanced] [Locked: Blood]

Despite your flaws... you're a very likeable person. Maybe, to an extent, it's because of your flaws; maybe the worst parts in you help bring out the parts of you that really count! Your [Manipulate] rolls cannot be negatively affected by others' moves (such as to [Tier Down] or make them [Inept]). Additionally, when a troll chooses to listen to you when you get a GOOD WORDPLAY roll, they gain 5 [Boost], or reset their [Drag] to 0, whichever is higher.

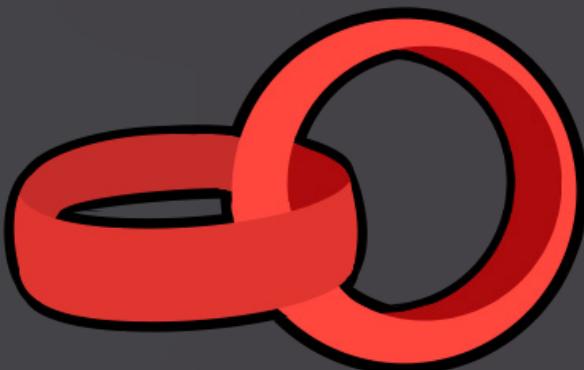




GOOD LISTENER

[Aspect] [Advanced] [Locked:
Blood]

You know that despite your own life being difficult... you really ARE a great person to talk to about your problems. Like, sure, bluh bluh look at you, you can't take your own advice, but... sometimes you don't need to take your own advice, or give any out. Sometimes, you just need to talk to someone and let them tell you what needs to be told. Here, let's sit backwards in a chair to communicate that your presence in the conversation is humble and nonthreatening, and yet frank and attentive. You can take an action to invite someone to talk about their problems to you, which costs them a [Lengthy] action; they can either accept or deny. Accepting gives you 3 free GOOD PROBLEM SLEUTHING questions as you listen closely to their grievances and figure out how to help them; the target gets 5 [Boost].



TALK IT OVER

[Aspect] [Advanced] [Locked:
Blood]

Not all fights need to end with someone about to get completely ass-wiped. It's okay to call it sometimes; it's better to live to fight another day, after all. When you want to ask someone to stop fighting, whether it's to surrender or to show mercy, you can spend an action to offer them a way out. They can either choose to give in, and you both heal all negative status effects, or to keep going, upon which you become [Quickened] for 3 rounds and gain 1 [WHAM] as you tense and try to survive the final showdown!

SUFFERING SACRIFICE

[Aspect] [Advanced] [Locked:
Blood]

Your friends mean the world to you, and if you can take the pain for them, you will. When your allies are hurt, you can spend an action to siphon your own HP into them, losing 1 HP for each HP you heal them, or taking their [Drag] away and giving it to you. When you do this, it's an almost supernatural effect as you hold your target close, embracing them as you slowly swap wounds. If you have the STUBBORN TO A FAULT move, you only go down after all your allies go down; every time you fail a move after the first time, you gain an additional 1 [Drag] for all the encounters you have in a week.



ULTRA MOVE

(AVAILABLE UPON COMPLETION)

SERMON OF THE BLOODY

[Aspect] [Ultra] [One-Off]

[Locked: Blood]

Leadership isn't about being the best or most important person in a group; being selfish is not being a good leader. To lead, you need to inspire, to be one of the many—why rule from a mountain above the others when you could be on the ground, helping every last one of your companions climb the mountain together? You can scream out for aid, gathering the attention of sympathetic strangers who are oddly motivated to help you, though never to stay when the fight is done. Even if you are somewhere no-one else should be, your cry brings them to you immediately, somehow. You can use effects that rely on having allies with this move. When you cry out for aid, roll +IMG.



MIN: Your cry goes unheard and merely enrages your opponent. They gain 2 [WHAM].

BAD: You call out... but nobody comes.

OK: You yell out, and... people hear, but they don't come yet. You can use this move again next turn, and it's [Tiered Up].

GOOD: Your howls garner attention—and someone comes to your aid. They're alone, but they're willing to help you. You summon an NPC from the FRIENDS & FOES Chapter of the ALTERNIA Ac. This NPC is of any castehas one of the following traits...

2 Advanced moves

+2 HP

Their Talents are [Legendary].

GREAT: Your bellows for aid either bring you a group of people who are willing to risk their lives to help a stranger, or summons a particularly powerful, single ally. You either summon an ANGRY MOB or a single NPC with 3 Advanced moves, +3 HP, and [Legendary] talents.

MAX: Like a preacher giving bloody gospel to the crowds, your cries bring forth the masses in your aid. You either summon an ANGRY MOB with 3 Advanced moves from any caste, +3 HP, and 2 [Legendary] talents, or a single extraordinary NPC with 3 Advanced moves, an Ultra move, +4 HP and [Legendary] talents.



BREATH

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"Those bound to the aspect of Breath are, above all, expansive. Flexible and driven, they leave an impact wherever they go. Like the breeze itself, they are able to sweep others up to carry along in their wake, but also like the breeze, they can be difficult to catch hold of or tie down. Although Breath-bound do make very good leaders, breath tends to be a very personal aspect. Often, heroism comes along as an offshoot of them pursuing their own personal stories. They lead by example, and will routinely be surprised that others look up to or feel inspired by them. They have a tendency to underestimate themselves, and not always out of poor self-esteem. They were just doing their own thing. At their best Breath-bound are motivated, adaptable, and forward thinking, but at their worst they can be volatile, avoidant, and gullible."





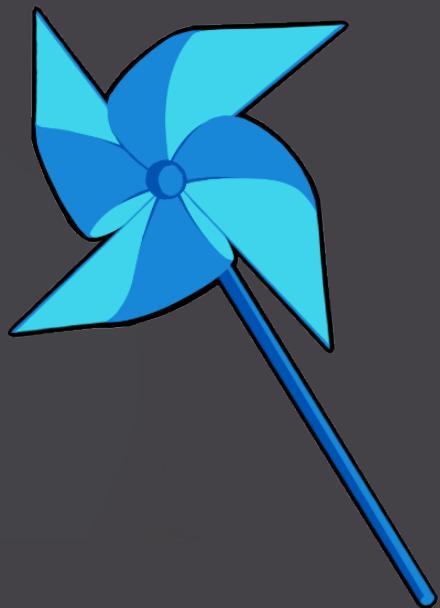
ENTRY MOVES

[SELECT 1 AT LEVEL 1]

EASY BREEZY

[Aspect] [Passive] [Unlock:
Breath]

Like a rustle in the wind, you're a pretty calm and relaxed person. Whether it's because you're actually laidback and chill, or desperately trying to look like it through these trying times, others probably know you well for your carefree attitude. Things that would slow you down just kinda slide off you! You gain 1 [Resistance] against all [Drag]; if you would gain 3 [Drag] from a move, you instead only gain 2. Unlike most [Resistance], this can reduce 1 [Drag] to 0 [Drag]. Whenever you're made to use [Drag], you bounce right back, gaining an equal amount of [Boost].



BASIC MOVES

[AVAILABLE AT LEVEL 6]

AVOIDANT

[Aspect] [Passive] [Locked:
Breath]

You don't mind conflict! You just don't really want to have anything to do with it— ever! Ahaha! Why not just... ignore the problem, and hope it goes away? Talk things over nicely? Things don't need a resolution, they just need to be avoided. Your ABSCOND rolls always [Tier Up], counting the minimum result (8 for OK, 11 for GOOD, etc.) of the next tier as your roll in order to compare it to an opponent's CAN'T ABSCOND BRO roll. If you make a WORDPLAY roll to try to ask someone nicely to stop fighting, your roll is [Tiered Up]. People's PROBLEM SLEUTHING rolls to find you while you are [Hidden] are [Tiered Down].

SOLD SHORT

[Aspect] [Recharge: 8] [Locked:
Breath]

You? Oh, no, you could never accomplish something like that. You're too... you to do it. And that doesn't bother you much! You have a habit of underestimating your own potential, seeing yourself as a totally ordinary person. Every once in a while, you can deprecate yourself and second guess your skills for [Free], only for your next roll to [Tier Up]. You react in mild surprise, and then sum it up as a huge fluke instead of giving yourself any credit.



PENT-UP

[Aspect] [Passive] [Locked: Breath]
Just... just shut UP for once, okay?! All that keeping yourself polite and carefree and approachable can really wind you up hard sometimes— and when you're wound up too much, you can kind of lose it at people, lashing out and acting in a volatile way as you just trounce everyone around you. Maybe you should try expressing your emotions more often before it comes to this...? Any time you gain the [Enraged] condition, you can choose to become [Out Of Control], except you can also use WORDPLAY to [Strife]. You act as if you were only kinda peeved, but your anger is a lot deeper than that.

WOOSH

[Aspect] [Passive] [Locked: Breath]
You're a little oblivious sometimes, bless your heart. The rude things people say to you just kinda float through one ear and out the other. It makes it a little hard for you to pick up on when someone is trying to be rude to you, so sometimes you'll just stay in bad situations because you haven't realized there's even a problem yet. You gain 1 [Resistance] against all [Verbal] damage.

YOU MEAN IT?

[Aspect] [Locked: Breath]
It totally says gullible up on the ceiling! Your friend told you, so it must be true! When someone tells you a lie, you can choose to take it at face value, spending an action to ask them if they're serious. If they affirm that yes, they're definitely serious, they take 4 [Drag] for lying to you, and if you ever find out they were lying to you, you can choose to become [Enraged]— because, like, hey! That really isn't cool, they shouldn't take advantage of people like that! It's dishonest! If they tell you they were lying, they must tell you the truth, the whole truth and nothing but the truth, or give you another chance to use this move.

ADVANCED MOVES

[AVAILABLE AT LEVEL 12]

ADAPTABLE ASSESSMENT

[Aspect] [Advanced] [Locked: Breath]

You have to accept it: life isn't always perfect! And you can't always just expect to be able to outrun your problems. Sometimes, you need to stand your ground and face them, instead of just turning a blind eye to everything going on around you. When that moment comes, you need to be prepared for anything! At the start of an encounter, you can spend an action to change your [Talents] and [Ineptitudes] to be other stats that better fit the situation at hand!



EUREKA

[Aspect] [Advanced] [Locked: Breath]

Your forward thinking can really surprise people sometimes! Who knew you had such amazing insight into the problems around you, huh? When you assess a situation with PROBLEM SLEUTHING, you can gain insight into something that nobody has noticed yet; decide what nobody has realized yet, and say that it's there. Hey, maybe there's a piece of rope nearby that would help you swing from point A to point B! Maybe there's a weak point in what you're looking at! You can forgo rolling your next roll after PROBLEM SLEUTHING, instead getting the same roll result on a different move as you incorporate what you've noticed into your actions (like punching the weak point with a GRIEF, or tying someone with the rope with SHENANIGANS).

FREE AS THE WIND

[Aspect] [Advanced] [Passive] [Locked: Breath]

There are no shackles on you! You're a free spirit, through and through, and nothing can slow you down. Any time you would gain the [Slowed], [Dazed], [Trapped], or [Floorbound] conditions, you instead catch yourself and keep going, gaining 2 [Drag] which ignore the effects of EASY BREEZY. [Psionic] rolls that would influence your mind are [Tiered Down].

THINK OF TOMORROW

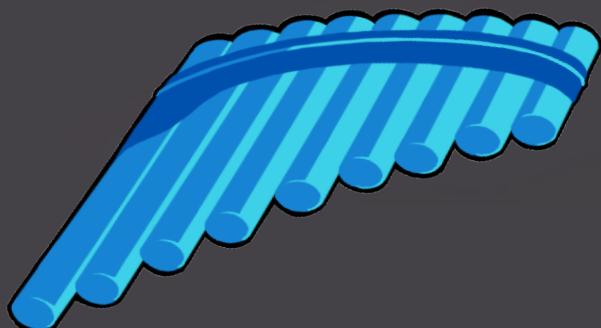
[Aspect] [Advanced] [Passive] [Locked: Breath]

Tomorrow always comes; that's something you can be certain of. So why should you let your problems stick with you? Eventually, there'll be a tomorrow where you don't have the problem you're facing! That little bit of hope you have keeps you going no matter what. All negative conditions you have end after 3 turns.

YOU CAN'T GIVE UP NOW!

[Aspect] [Advanced] [Passive] [Locked: Breath]

The going is tough, but that's not an excuse to give up! You know you can do this! You know you can push through, and win despite the odds! You've spent so long running, but this... this is the time you stand and fight! When you first drop below a quarter of your HP (rounded down), you immediately gain 5 [Boost] as you get ready for the final push. If you land at 1 HP exactly, you immediately become [Quickened] until you're knocked out or heal as the winds almost seem to blow in your favour no matter where you move.





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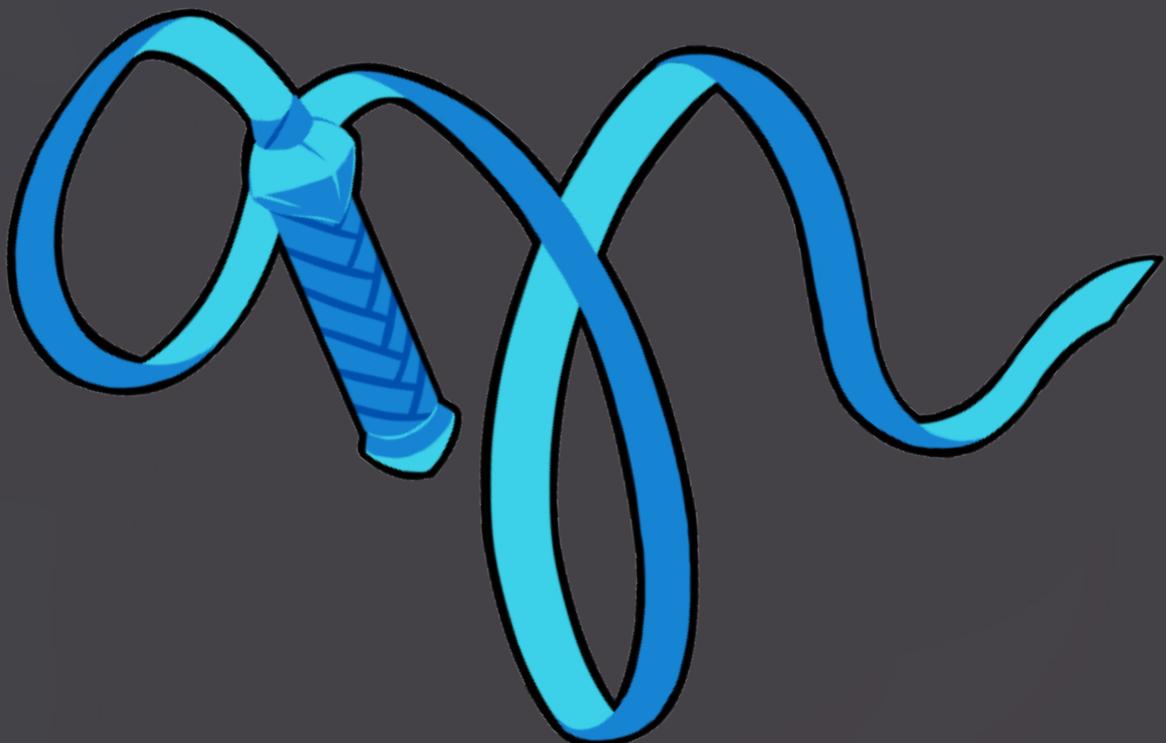
ULTRA MOVE

(AVAILABLE UPON COMPLETION)

THE WINDY THING

[Aspect] [Ultra] [Passive] [Locked: Breath]

Life might be more convenient if you ignore all the issues around you and stay carefree and inactive, lost in your own little world— but convenient doesn't always mean better! Eventually, you need to put your foot down and stand up for what's right, or else you won't have the option of being carefree ever again! Any move you have with the [One-Off] tag gains the [Recharge: 3] tag instead, as the winds seem to blow another opportunity your way. You're always [Quickened]. Finally, you gain 1 [Boost] at the start of every turn as you build up a heroic, final act to save the world with!





VOID

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"Those bound to the aspect of Void are the universe's secret-keepers. The unknown doesn't scare them—where others might see emptiness, they see potential. A blank page, an empty canvas, that's what the Void-bound live for. They value mystery and the unexplained, and are not particularly bothered by not having all the answers. Where others might be compelled to go out and seek answers, the Void-bound lean more toward casting doubt on what is already considered fully understood. They don't take much on faith and would rather live in a state of confusion than believe something that might be untrue or bow to intellectual authority. After all, in order for something new to be built, the old, rotting foundation must often be razed. At their best, Void-bound are wise, intuitive, and vibrant. At their worst they can be dismissive, indecisive, and apathetic."





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

TERRIBLY LONELY

[Aspect] [Unlock: Void]

Even though you might have a perfectly fine life, you're constantly filled with a sense of irrelevancy— like nothing you do matters in the long run. It's like homesickness even while you're perfectly at home. As a result, it's hard to get you much more slowed down than you already are; after all, you're a little numb to things that do matter. You start all encounters with 2 [Drag]; you can never have more than 2 [Drag]. Any [Drag] you would gain beyond this limit is simply lost.

BASIC MOVES

[AVAILABLE AT LEVEL 6]

THAT'S INCORRECT

[Aspect] [Locked: Void]

Wrong. Wrong. Wroooong. You can't help yourself— when people make an incorrect guess or statement, you jump in and let them know they're not correct. While this might be done with good intentions... it sometimes makes people feel like you're dragging them into the void with you. Any time someone fails a PROBLEM SLEUTHING roll, you can make one for [Free]; if you succeed on your roll and let the other person know, you gain 1 [Boost], and they gain 1 [Drag].

FADE AWAY

[Aspect] [Passive] [Locked: Void]

Sometimes, it feels like nobody cares enough to come looking for you when you're missing. You feel like a stranger even among friends, and if you vanished... would anyone realize? People's PROBLEM SLEUTHING rolls to spot you when you're [Hidden] gain the following effects instead of the usual ones.

GOOD: They get the sense you might be nearby, but aren't sure. They gain 1 [Boost].

GREAT: They don't see you, but get a sense of your general whereabouts. They can use [Physical] rolls on you, but they're all [Tiered Down].

MAX: Oh, finally! There you are. They dispel the [Hidden] condition.





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FAR APART

[Aspect] [Passive] [Locked:
Void]

Sometimes, it's like there's... a wall between you and everyone else around you that keeps them distant from you. Whether it's one you've built yourself with your habits and mannerisms, or one you simply have to live with like your place in society, you're a naturally distant person, and sometimes it's very hard to know what to make of you. All PROBLEM SLEUTHING rolls against you are [Inept].

NAH

[Aspect] [Reaction] [Locked:
Void]

No. As a [Reaction], you can counteract the effects of a [Passive] move that would interfere with something for a round; an effect that makes the opponent's move [Tier Up] or [Talented], or that would make you [Tier Down] or [Inept], etc.



ADVANCED MOVES

[AVAILABLE AT LEVEL 12]

WHATEVER...

[Aspect] [Passive] [Locked:
Void]

You hope this doesn't come off as rude or anything, but... you have a really hard time caring, sometimes. Why should you, when it feels like nobody else really cares about you? [Manipulate] rolls against you are [Inept].

BE KNOWN

[Aspect] [Advanced] [Locked:
Void]

You've spent a lot of your life putting up barriers and hiding yourself from everyone around you, lamenting your lack of relevance in the world— but by isolating yourself, you're all but ensuring that you'll never be able to do all the things you want to! You're finally ready to talk to other people, and experience the mortifying ordeal of being known. Any time someone rolls PROBLEM SLEUTHING against you, you can choose to make their roll a GOOD result; if this would raise their result, this gives you 2 [Boost].



HIDE AND SEEK

[Aspect] [Advanced] [Locked: Void]

You've spent a lot of your time hiding, both from other people and yourself. But hiding can't solve everything! You've made the mistake of internalizing all your troubles, and you don't want to see other people do the same. As such, you've gotten pretty good at spotting when people are hiding things from you. Your PROBLEM SLEUTHING rolls to find [Hidden] targets [Tier Up], and when you want to see if someone's hiding something from you, you don't need to roll PROBLEM SLEUTHING; instead, just spend an action to receive a GOOD result. This does not activate IT'S A MYSTERY.

IT'S A MYSTERY

[Aspect] [Advanced] [Locked: Void]

Mystery solving is your forte! You don't mind not being presented with the full facts when you ask a question— actually, you get much more out of solving vague answers than you do getting them handed to you! Any time you get a GOOD PROBLEM SLEUTHING roll, you get particularly excited at the prospect of the unsolved, and gain 1 [Boost]; when you get a GREAT roll, you can instead choose to get 2 GOOD results (including 1 [Boost] per answer) and a MAX can give you 3 GOOD results (still including 1 [Boost] per answer).

OUTSIDE PERSPECTIVE

[Aspect] [Advanced] [Locked: Void]

You're pretty good at giving sweet advice on situations you're not necessarily a part of. You can take an action to invite someone to talk about their problems to you, which costs them a [Lengthy] action; they can either accept or deny. Doing this gives you 3 free GOOD PROBLEM SLEUTHING questions as you listen closely to their grievances and figure out how to help them. Doing this gives the target 5 [Boost]. This does not activate IT'S A MYSTERY.

WHAT VOIDBOUND

[Aspect] [Advanced] [Recharge: 3] [Locked: Void]

The notion that there was ever a Voidbound troll here is frankly ridiculous. You understand that you don't need to hide all the time, but at the same time, it has its benefits! You shouldn't avoid hiding when you need to— it's part of your nature all the same. Any move that would make you [Hidden] is a [Free] action that you can use to hide, even if you are being observed. Poof!





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ULTRA MOVES

(AVAILABLE UPON COMPLETION)

ETERNAL ENIGMA

[Aspect] [Ultra] [Locked: Void]

You've hidden yourself from the world for so long, but now you're finally learning to open up and talk to other people. That doesn't mean you can't still have an air of mystery to you! To pretend that you're an open book is incorrect... while you're happy to finally accept that maybe you don't need to isolate, you also don't need to let everyone know everything about you, nor everything you know! You begin every encounter [Hidden], even if people think they can see you— attacking you might prove you weren't actually where they thought you were, and you can duck for cover elsewhere. Your ability to hide is so great, that even [Permablind] trolls have difficulty spotting you, and don't gain their usual benefits against [Hidden] trolls. People's PROBLEM SLEUTHING rolls against you are [Godawful]; if they would already be, they also [Tier Down]. Coming out of hiding exhilarates you; when you are not [Hidden], you gain 1 [Boost] at the start of every turn. Finally, when you decide to duck back into the shadows and become [Hidden] again, you heal 1 HP.





LIGHT

198



"Those bound to the aspect of Light are the universe's knowledge-seekers. They are, above all, driven to learn and understand. They are great alchemists, able to take multiple sources of information and synthesize them into something useful. They are scholars and researchers, absolutely dedicated to knowledge for knowledge's sake. They are the ultimate students, and although that might conjure up the image of people sitting around peacefully waiting for knowledge to be brought to them, that couldn't be further from the truth. The Light-bound will go after knowledge with a fierce intensity that others may find distasteful. They aren't overly concerned with laws or norms, either. They often take rules as simple suggestions, instead searching for loopholes or work-arounds. At their best, the Light-bound are resourceful and driven. At their worst they can be fussy, pedantic, and insensitive."





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

SHINE BRIGHT

[Aspect] [Passive] [Unlock: Light]

You're very good at stuff that matters. Some might say it's because you're a pretty bright person with a firm grasp on science, history and academia; others might just call you lucky, untouchable by fate. You like to boil it down to a combination of the two, and call it destiny— and you're destined for BIG things. You start every encounter with 3 [Boost]; every time you get a GREAT roll, you gain an additional [Boost].

BASIC MOVES

[AVAILABLE AT LEVEL 6]

ALL THE LUCK

[Aspect] [One-Off] [Locked: Light]

Let's face it: life wants you to win, and it tends to prefer other people not get in your way. So suck it, bulgebreath, roll that again! Once per encounter, you can force someone to reroll a roll they just made, and go with the lower result. Seems you just weren't meant to be the victor!

EVERY LAST DETAIL

[Aspect] [Locked: Light]

Rule systems and minor details delight you, even if they frustrate others. Perhaps particularly if they frustrate others? Your pedantic approach to the pursuit of knowledge can put you at odds with people, but it helps you immensely. When you roll PROBLEM SLEUTHING, you can turn the action into a [Lengthy] one as you make sure to take in even the smallest details, putting others at unease. Your PROBLEM SLEUTHING roll is [Tiered Up], and the target gains [Drag] if you succeed (1 for GOOD, 2 for GREAT, 3 for MAX).

OHOHOHO

[Aspect] [Free] [Locked: Light]

You can't help but gloat when someone isn't doing as well as they'd thought they would. You might not mean it in a vindictive way, but it can certainly come across as that if you're not careful. When someone would take [Drag], you can let out a dry and derisive remark, a witty jab or an anime villain laugh as you watch destiny forsake them. Any [Drag] they were going to gain is doubled.





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PRECISE TO A FAULT

[Aspect] [Locked: Light]

You seek lore, history, arcana, science, whatever— you seek it ALL! You don't like vague details one bit, and are willing to give up any momentum you had to find out more. Drop everything; you NEED to solve this. When you ask a question with PROBLEM SLEUTHING, you can spend 2 [Boost] to press for more details, acting as a second, [Free] GOOD PROBLEM SLEUTHING result.

WHATEVER IT TAKES

[Aspect] [Locked: Light]

When you want something, you get it. It doesn't matter what the cost is, even if it's yourself! You can boost yourself up big-time on a single roll, giving yourself as much [Boost] as you like at once. However, this comes at a big cost to yourself— you take 1 point of [Non-Lethal] damage for every 2 points of [Boost] you artificially gave yourself.

ADVANCED MOVES

[AVAILABLE AT LEVEL 12]

DRIVEN TO SUCCESS

[Aspect] [Advanced] [Passive]

[Locked: Light]

Your role as destiny's favourite does not make you a hero; it's what you do with your role that does that. You need to push on and keep going no matter what in search of your goals. While strifing, you only go down if you don't have any [Boost] left; the moment you hit 0 [Boost] and 0 HP, you're out. This stacks with other moves that would keep you going.

ALL THE IRONS IN THE FIRE

[Aspect] [Advanced] [Locked: Light]

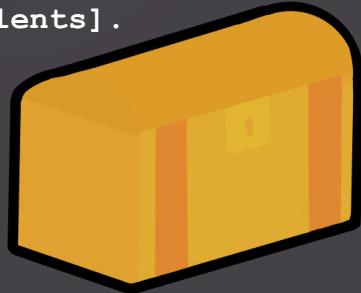
You've come to realize that being vindictive isn't going to make you any more important and relevant; it's just going to make you look like a bluh bluh huge bitch. Your success does not need to stem from the failures of others. Instead, it can stem from your own successes. You can use the reroll bonus from ALL THE LUCK to reroll one of your own rolls, taking the better ones, instead of putting down an opponent's roll. You must have ALL THE LUCK before taking this move.

FIND A WORKAROUND

[Aspect] [Advanced] [Lengthy]

[Locked: Light]

There's always more than one path to the correct solution to any problem, and you're able to follow those paths and adapt your usual techniques when needs be. You can spend a [Lengthy] action to shuffle your [Talents] and [Ineptitudes] to different stats. For each new stat you make [Talented], a different one becomes [Inept]. You cannot use this to make yourself [Legendary] or [Godawful] at anything. Making a [Talent] [Inept] does not neutralize like normal; it just swaps your [Talents].





LORE SEEKER

[Aspect] [Advanced] [Locked: Light]

Information is what makes the world go round. It doesn't matter whether you got it logically or not; all that matters is that the more you know, the more complete you feel. Plus, that lore should be shared with others! You can forgo rolling PROBLEM SLEUTHING and, for an action, get a GOOD result; if you have a move with a similar effect, you can choose to instead get two GOOD results. Whenever you share your findings with someone, you get 1 [Boost] per PROBLEM SLEUTHING result revealed.

PLAN OF ACTION

[Aspect] [Advanced] [Lengthy]

[Recharge: 2] [Locked: Light]

You're excellent at coming up with plans, and with the information you've gleaned, the plans you make can help solve any problem! You can spend a [Lengthy] action thinking out an elaborate plan to undo the opponent. Choose 4 moves and string together a plan using them (for example, "I'll knock them down using SHENNANIGANS, then do a sweet flip in the air using SWASHBUCKLE, then land right on their chest with GRIEF and then duck out of sight while they're down using ACT FAST".) This planning gives you a [Hold]; when you decide to set your plan into action, you trade in your [Hold] and use all 4 of the actions you planned. Using this [Hold] takes your full turn. Recharge for this move kicks in after you use your [Hold]; until you do, you cannot use this move again.

ULTRA MOVE

[AVAILABLE UPON COMPLETION]

DESTINED FOR GREATNESS

[Aspect] [Ultra] [Locked: Light]

You've done the studying, and you've used your luck— now fate has rewarded you for it. You didn't get this far just by being brash or rude, though; you've learned that with great power comes— get this, guys— great responsibility. Your role isn't to outshine everyone in the world. Your role is to help everyone else reach their destiny too, whether it's good or bad. Any time you roll a [Talented] or [Legendary] roll, you don't need to choose the two highest roll results; you get all of them (for example, rolling 4d8 on a legendary roll and getting 6, 1, 3 and 8 means instead of 8+6, your roll result is 6+1+3+8; getting an 18 instead of a 14!). MAX results apply as normal.





HEART

202



"Those bound to the aspect of Heart are very concerned with their favorite subject: themselves. It wouldn't be a stretch to call them 'self-obsessed', but not necessarily in a negative way. They simply want to understand the one thing we all are stuck with for our entire lives, i.e. our own minds. Forging an identity is extremely important to the Heart-bound, and every decision and action goes toward building a coherent narrative of their own story. That isn't to say Heart-bound don't care deeply for their friends and allies; they just have a tendency to assume that everyone is as concerned with identity as they are. They are excellent at putting on and taking off masks as the situation calls for them. At their best, they are competent, imaginative, and steady. At their worst they can be overbearing, inflexible, and cold."





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

MASK OF YOUR OWN FACE

[Aspect] [Unlock: Heart]

Identity is very important to you, and you're very particular about how you portray yourself to other people. Whether it's as a furry roleplayer, a megavillain, or an online memelord, you work hard at cultivating a specific identity for yourself. Choose a new [Talent] based on your identity. You also get a new [Ineptitude] that goes hand in hand with it. You get both of these on top of your original [Talent] and [Ineptitude], and they cannot be stats that you are already [Talented] or [Inept] in.

BASIC MOVES

[AVAILABLE AT LEVEL 6]

I'M ME

[Aspect] [Passive] [Locked: Heart]

You're you! You're not willing to change that; you have this fiercely independent self-image that won't just change because of other people's influence. Any [Manipulate] roll against you is [Inept], because nobody really knows how to convince you to do anything any way but your own. It's a little draining at times...

LOVE'S LABOURS

[Aspect] [Passive] [Locked: Heart]

Your approach to relationships is... a little awkward. You don't know how to deal with other trolls the way you would deal with yourself—after all, other trolls are not you! Maybe you don't even WANT to deal with other trolls, and have no interest in ever forming relationships, full stop. If you are not in a relationship, you deal with a lot of frustration in your daily life, whether from trolls forcing romance down your throat or from berating your own awkwardness. Any time you are made to use [Drag], your roll is only lowered by half your [Drag], rounded up. When you do get with someone, you embrace it wholly. You lose the previous effect and can instead choose to gain one move from your quadmates when you first get together, even if you could not usually access it. This replaces the normal quadrant bonus. This cannot be an [Advanced], [Psionic] or [Ultra] move. You lose the move if you ever break up with the other troll.





SPLINTERS

[Aspect] [Locked: Heart]

You sometimes can't help but spread your sense of self into the world around you. You might write novels with characters eerily similar to you, or play FLARP as a character that mirrors you in an uncanny way, or even create robotic versions of yourself that eventually overwhelm you with your own flaws. In a way, it's hard for even you to escape yourself. Your splinters stick into your friends; you can allow another troll you are close to to gain a move you have when they level up. This move cannot be an [Advanced], [Psionic], [Ultra] or [Heart] move. If they do this, your splinter sticks into them, and they gain a few of your mannerisms. Depending on your own image of yourself, this might set you at unease. In return, you can forgo rolling any [Manipulate] rolls against this troll, and instead simply spend an action to get a GOOD result; you're friends, and you know them almost as well as yourself! Almost. If your target has the BRAIN GHOST Hope move, the image of you in their mind is startlingly real; you can appear in any encounter they're in, only interacting with them.

TOO MUCH TOO FAST

[Aspect] [Lengthy] [Locked: Heart]

You have very intense interests and an equally intense personality. Sometimes, you are prone to kinda go off, infodumping about your interests hard. This can leave other trolls a little overwhelmed since you have difficulty remembering their limits are different to yours. You can drop a high brow lecture on personality, rant about anime, or give a heroic monologue as a [Lengthy] action. This makes the target [Confused].

TRY IT!

[Aspect] [Locked: Heart]

You're pretty good at haranguing people to join in with your interests. Hey, hey, come do this mural with me, c'mon, c'mon! Your overboard insistence that they come along and do what you like instead of what they like gets to be kinda overwhelming, sometimes... you can take an action to pester the target into doing something you like (take over the world with me! Talk about your issues with me! Write a novel with me!). If they refuse, they receive 3 [Drag] as you continue to pester them about it. If they agree and do what you ask, you get 3 [Boost] as you excitedly get to work; they receive one of the following benefits (their choice):

ASSISTANCE: Take 3 [Hold] you can use to [Tier Up] rolls having to do with the Heartbound's interest.

MERRIMENT: [Heal] 2 HP as you relax and play along.

EXCITEMENT: Take 2 [Boost] as you psych yourself up to deal with the Heartbound's request.

GRATITUDE: Take 1 [Hold] you can use to later bribe the Heartbound with for an automatic GOOD [Manipulate] roll.





ADVANCED MOVES [AVAILABLE AT LEVEL 12]

A LOOK BENEATH THE MASK

[Aspect] [Advanced] [Locked: Heart]

You don't need to always put on your act around everyone. People won't think of you as lesser, or strange, or annoying- you're still you, mask on or mask off. You can choose another [Talent] and another [Ineptitude], based on aspects of yourself you don't show to the world; if you were some kinda Troll Carl Jung fangirl, you'd say that you're peeling away the Persona (the part of your of your personality you show the world) and glimpsing at the Shadow (the parts of yourself you deny to the world). You can't use this to boost stats you're already [Talented] or [Inept] in.

SELF-ASSURED

[Aspect] [Passive] [Advanced]
[Locked: Heart]

You know that shoving your identity in the face of others can drag them down, so you don't do it too much- but that isn't to say that you've forgotten your crystal clear view of yourself and how much it matters to you. You gain 1 [Resistance] against [Verbal] attacks, and you don't gain any negative effects from basic [Emotion] effects. You still have the emotion, though, and it counts towards heightening it if you gain it from another source.

ACT COMPETENT

[Aspect] [Advanced] [Locked: Heart] [Free] [One-Off]

You know to put your interests and your identity aside when you need to so you can focus your whole self on completing the task at hand. At the start of an encounter, you can shuffle your [Talents] and [Ineptitudes] to different stats. For each new stat you make [Talented], a different one becomes [Inept]. You cannot use this to make yourself [Legendary] or [Godawful] at anything. Making a [Talent] [Inept] does not neutralize like normal; it just swaps your [Talents]. For example: if you are [Talented] in RAS and [Inept] in GRA, you cannot bring both of those to baseline. You can only swap them, so that you are [Inept] in RAS and [Talented] in GRA. You cannot stack these effects to become [Legendary] or [Godawful].

CONFIDENCE IS KEY

[Aspect] [Advanced] [Passive]
[Locked: Heart]

You never give up! You don't let your mistakes drag you down, no matter what. So long as you believe in yourself, the whole world will believe too! Any time you're made to use [Drag], you bounce right back, and gain an amount of [Boost] equal to half the [Drag] you had, rounded up.



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THE POWER OF FRIENDSHIP

[Aspect] [Advanced] [Locked: Heart]

You've learned that you aren't the most important person in the world, or the most interesting, or the most talented. It's not that you're not any of those things (you rule!); it's that everyone around you is just as great too. Where would you be without your friends, after all? You are able to gain a similar effect to the SPLINTERS move, except it affects you rather than them, meaning you can take moves from your friends. You can take this move up to 5 times, but you only need to take it once for Completion of your aspect. You can only gain one move per person; you can't go back for more as you'd be taking another person's whole personality. You must have the SPLINTERS move to take this move, and follows the same restrictions as that move.

ULTRA MOVE

[AVAILABLE UPON COMPLETION]

THE TRUE SELF

[Aspect] [Ultra] [Passive]
[Locked: Heart]

Behind the Persona, the mask you show the world, is the Shadow, the mask you hide from everyone else. But the Shadow is in itself a mask; it hides the Self. The Self is YOU, in all your perfect flaws and flawed perfections; good, bad, beloved, hated. And now that you've gotten in touch with yourself, you're able to show the world what you're made of! All your [Talents] become [Legendary].





MIND

207



"Those bound to the aspect of Mind are—you guessed it—the universe's great thinkers. But don't for a second think that means that they have all the answers. They are very concerned with remaining rational, and they have such a firm hold on the constant conjunction of their thinking that it's easy for them to see the multitudes of the choices laid out before them, which often leaves them frozen and unable to act. That said, when a Mind-bound finally launches into action, they can execute a plan with unbelievable grace and precision. Their identity is fluid—it can change from day-to-day, from thought-to-thought, from interaction-to-interaction. Remaining logical is more important to them than building up a solid foundation of "self." At their best they are great innovators, architects, and creators. At their worst they can be nasty, inflexible, and indecisive."





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ENTRY MOVES

[SELECT 1 AT LEVEL 1]

SIMPLE DEDUCTION

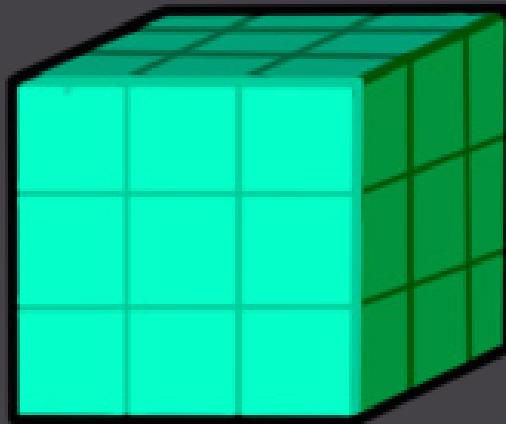
[Aspect] [Unlock: Mind]

The world around you can easily be broken down into simple pieces, like a jigsaw puzzle; with some careful thought, you're able to put these pieces together. Any time you make a GREAT PROBLEM SLEUTHING roll, you can gain one of the following effects of your choosing:

1 [WHAM] as you act fast to shut the problem down.

1 [Boost] as you push past your boundaries to work on the solution.

1 [Drag] and 1 extra action as you panic and act fast.



BASIC MOVES

[AVAILABLE AT LEVEL 6]

DERISIVE WORDS

[Aspect] [Passive] [Locked: Mind]

Whether you mean it or not, you can be a little sharp-tongued at times. Your focus on logic over emotions means that the things you say can be pretty hurtful— maybe even borderline cruel— because you don't put thought into how your words could hurt someone on a personal level. It's just the truth, in your eyes. Whenever you do [Verbal] damage, you gain 1 [Boost]. You ignore any [Resistances] trolls might have that would lower this.

HIGHLY LOGICAL

[Aspect] [Manipulate] [Recharge: 5] [Locked: Mind] [Free]

Some trolls act according to their heart, not their brain, and you don't care for that shit at all. Here— let you tell them the only sensible way forward. This might come off as inflexible to others, but you know you're just on the right path, and they're not. When you advise someone on the correct path forward by telling them the next move they should roll, and they use the move you advised, their next roll becomes [Tiered Up]; any other move is [Tiered Down].



ONE LITTLE LIE

[Aspect] [Passive] [Locked: Mind]

For whatever reason, you have to compensate sometimes by stretching the truth. Maybe you put up a persona in your day to day life that's comically obvious; maybe you hide the fact that you're the kismesis of a garbage man clown. Either way, choose to be either an excellent liar or a terrible one. If you are an excellent liar, any PROBLEM SLEUTHING roll to figure out if you are lying is [Inept]; meanwhile, if you are a terrible liar, the first time in an encounter someone tries to roll PROBLEM SLEUTHING on you, they merely note that you're definitely lying about something irrelevant and obvious, even if that's not what they were asking. Like, no shit you don't actually need those glasses, you only wear them when you're trying to look smart!

HABITUAL GLOATER

[Aspect] [Locked: Mind]

Nyahahah! Maybe if they were as SMART as you, this wouldn't happen! Your intelligence brings with it some misplaced pride, and it's grating to everyone. Any time you use a +PSP roll, you can spend an action cackling and gloating to gain a number of [Boost]; 2 for a GOOD, 3 for a GREAT and 4 for a MAX. Doing so gives everyone who witnessed this happen 1 [Drag].

RUN THE CALCULATIONS

[Aspect] [Locked: Mind]

You sometimes take a while to figure out the best path forward. Some might chalk it up to indecisiveness, but really, you just need to be totally sure this is the smartest choice for you to make. You can spend a whole turn doing nothing, trying to rule out all choices in a decision you're about to make; on your next turn, all moves you make are [Tiered Up]. This stacks with other [Tier Up] effects, and can push GREAT rolls into MAX.

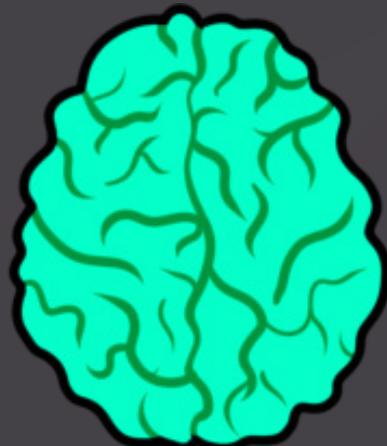
ADVANCED MOVES

[AVAILABLE AT LEVEL 12]

WHAT WENT WRONG

[Aspect] [Advanced] [Locked: Mind]

Alright, that didn't work. Let's identify your mistakes and avoid them in the future! You're particularly good at correcting yourself based on findings from past errors; any time you get an OK or lower result on a roll, your next roll of that type is [Tiered Up].





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ASK FOR HELP

[Aspect] [Advanced] [Locked:
Mind]

You've realised that just because you might be smarter than others, it doesn't make you better than them. People are all intelligent in their own ways, and emotional maturity is just as valuable as your booksmarts. When you ask someone for advice on an emotional matter, you can allow them to get a GOOD WORDPLAY roll on you for [Free]. If you accept this advice, you get 2 [Hold]; these [Holds] can be used to make any two rolls GREAT this encounter.

THINK FAST

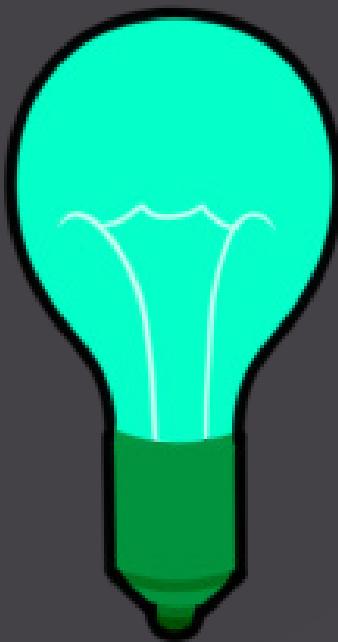
[Aspect] [Advanced] [Passive]
[Locked: Mind]

Not everything has to be planned to perfection; a margin for error is absolutely fine in cases where you don't have time to waste— like when you're about to get pummeled! When you are below $\frac{1}{4}$ health (rounded down), your uses of RUN THE CALCULATIONS only take 1 action rather than 2; this action must be the last on your turn. However, rather than [Tiering Up] all moves on your next turn, they are instead [Talented]. Still a chance you'll mess up— but that's worth the risk right now! You must have RUN THE CALCULATIONS to take this move.

STAY STEADY

[Aspect] [Advanced] [Passive]
[Locked: Mind]

You're not so easily swayed by hurtful words or emotional manipulation! You're confident enough in your stability to stave off the worst people can throw at you. You gain 1 [Resistance] against [Verbal] attacks, and you don't gain any negative effects from basic [Emotion] effects. You still have the emotion, though, and it counts towards heightening it if you gain it from another source.





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INNOVATOR

EXTRAORDINAIRE

[Aspect] [Advanced] [Locked:
Mind]

Let you just step right in— you've got things to invent! You're an innovator, baby, changing the world! You have a vision for a better world, either on the small-scale or on the big scale, and you want to work on bringing around change with the things you create. Choose something you want to innovate; rulebooks, palmhusks, jetpacks, whatever your heart chooses! You can invent new ways of using these items with your own take on them. You always have an item of the type you are innovating on hand; you get an extra sylladex slot specifically for this item, and it always has another item trait of your choosing. This trait can change by going out and buying new resources with a SHOPPING TRIP at a 50% discount.

Changing the item needs some self-inflection in a Regular RESPITEBLOCK from the HIVEBUILDING chapter of the ALTERNIA Act.



ULTRA MOVE

[AVAILABLE UPON COMPLETION]

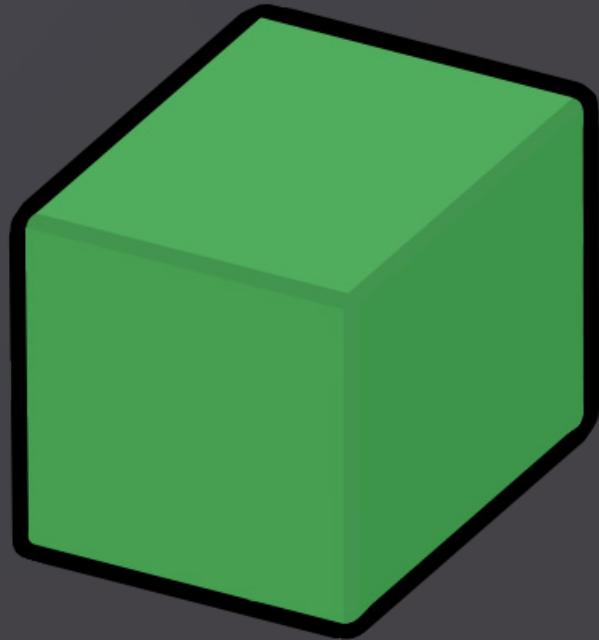
GALAXY BRAIN

[Aspect] [Ultra] [Locked: Mind]
You've accepted that intelligence comes from many different places; the academics, the empaths, the crafters, the instinctual— all forms of intelligence are equal to one another in different ways. And while perfection is wonderful, it's also difficult to obtain, so being willing to let things not work perfectly is a big step to making it perfect in the long run. You're able to wind up a perfect plan while you're multitasking; you can spend the last action of your turn to gain 1 [Hold]. This [Hold] acts as a special kind of [Boost] that acts as a [Tier Up]; one [Hold] spent alone [Tiers Up] once, two [Hold] [Tiers Up] twice, three [Hold] [Tiers Up] three times, etc. You can stack these [Holds] up as much as you like, even pushing into Max rolls; however, just like [Boost], you must spend it all at once. An opponent can choose to reduce your [Holds] by 1 by making you use your [Drag]; this takes an action to do, can't be done when you trade in your [Hold] for [Tier Ups], working at an exchange rate of 2 [Drag] : 1 [Hold].



PERFECTLY GENERIC MOVES

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Perfectly generic moves are well, perfectly generic. Moves in this list are easily achievable by anyone. They're all accessible at level 1, there are no advanced or ultra moves, very few prerequisites if any, and overall, just let you pick a handful of extra, fun options.





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PERFECTLY GENERIC MOVES [AVAILABLE AT LEVEL 1]

CASTE LOYALTY

[Passive]

You have a strong sense of devotion to the caste you belong to and it's members. When in the presence of a member of your own caste, gain a +1 to the stat your caste is [Talented] in as your bloodpusher swells in pride.

DARK MAGICKS

[Psionic] [Lengthy]

Some would consider the gifts you have to be... unnatural. You have studied some spooky fucking magic (which may or may not be fake as shit) and your powers are... unnerving. When you want to do some spooky shit, roll +IMG.

MIN: YOUR FUCKING LEG!! The power of the dark side rips one of your limbs away as punishment for messing with the natural order of things. You take 3 damage and start [Bleeding].

BAD: ARGH! You are overwhelmed by evil magic. You start [Bleeding].

OK: You draw a big fucking magic circle on the ground, and then realize you didn't need to fucking do that.

GOOD: IA! IA! FLUTHULU FT'GHAN! You gain an effect from the DARK MAGICKS table.

GREAT: Eek! You gain your effect, and the opponent gains the [Scared] tag!

MAX: AAAAAAAAAAAAAAAAAAAAAAAA!!! You gain your effect and 3 [Boost], and your opponent gains the [Terrified] tag!

CHANNEL: You let a spirit harbour your body. It's fun! You gain a new [Talent], but your [Ineptitude] becomes [Godawful].

COMMUNE: Gain the effects of two Good PROBLEM SLEUTHING rolls as you contact some higher power.

LEVITATE: You start floating in the air, and begin [Flying].

NECROMANCY: You raise the dead; you can either gain a SHADOWDROPPER Minion, or return a troll to life; they gain the HALF-DEAD Move.

SUMMON: You summon a Level 2 Entity (or 3 on a GREAT, 4 on a MAX) from the FRIENDS & FOES chapter of the ALTERNIA Act; this can be accomplished through using the Monstrous Modifications section to turn a normal NPC into an Entity (like a Grimdark or Ghost).

UMBRAKINESIS: You use shadow magic to fuck up your opponents; your weapon gains the Ectoplasmic trait, and does [Psychic] damage instead of [Physical] damage.

You must have [Psionic] powers, a Focuskind weapon or a Cursed/Magic item in order to gain this move.

SHSL

Pick one hobby your troll excels at (like playing an instrument, riding a skateboard, art). Any roll to perform this skill receives a conditional +2 [Buff] when you're trying to show off. You can't use this in combat. Fuck you.



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DID NOTHING WRONG

[Reaction]

It's hard to stay mad at you, you scamp! Through sweet talking, feigned innocence or the traditional Spewtube Apology Format, you're able to weasle yourself out of any blame. When you would need to face the music for your bad behaviour (for example, after a Min [Manipulation] roll, a freed Mind Control victim, facing an Enraged Troll or even looking down the barrell of a Drone), you may make a Wordplay check to diffuse the situation for [Free].



DOCTERROR LICENSE

[Hook] [Recharge: 2]

Ah, the Docterror. A fine job that, unlike many other roles, can be caste agnostic. From the lowliest slavesurgeon rust to the mighteous grand mediculler violet, anyone can be a Docterror if they put in enough training. And you're training to become one yourself! You haven't actually... learned much yet, but you're getting there, setting out early framework. With a little practice, you'll be healing the healthy and culling the weak in no time! When you want to practice medicine, roll +PSP.

MIN: Waaaaait a moment. This is a troll you're healing, not a hoofbeast. You used your veterinary nursing tutorials by accident! You knock the target out. Any of their allies in the vicinity are [ENRAGED] and make an immediate strife roll against your quack ass. You get the [Dread] tag.

BAD: You fucked up. Oh god you fucked up so bad. They take 2 harm and receive the [Slowed] tag.

OK: Okay, sure. You didn't cut the wrong tube and the stitches are.... Well, they aren't harmful. But they're not beneficial either. Nothing happens.

GOOD: Huh. You actually paid attention in your online CPR seminar. They heal one damage OR have a status removed.

GREAT: They heal two damage, OR have a condition removed.

MAX: You are the greatest amateur docterror to ever live. They are healed by 20% of their max health (rounded down), and any statuses and [NERFS] are removed.



GONE GRIMDARK

[Passive] [Hook]

Something really traumatic has happened to you in the past. Something even more so than usual- your quadrants killed each other, you witnessed a genuine atrocity or were forced to do something truly horrific. But in your lowest moment, the horrorterrors chose you to join them. You're now alive and well, but you're just a vat of negative emotions. You can enter Heinousmode as a single action; this gives you all the classic Grimdark traits, including dark grey skin, glowing white hair and eyes, and words that just come out all *dgpplu smf dvtusmfdjy, upi lmpse ejay o zram n*. While in Heinousmode, you have the [Despair] tag, as does everyone else around you, even if they'd normally be able to shrug off the condition. Any time you gain [Drag], you heal 1 HP; you can choose to give yourself [Boost] as well, but this costs you 1 HP for every 2 [Boost] you gain. If shown enough love and compassion by your friends, you can be healed, and retrain out of this move. You cannot have the Ghost or Rainbow Drinker template with this move, nor can you get the GRRR BARK BARK BARK or HALF DEAD moves.

GRRR BARK BARK BARK

[Hook]

Half troll, half beast, not quite either- the life of a Grimbark is one constantly plagued by an overwhelming hunger and urge to kill. So hey, not that different from regular trolls, it seems! Under the light of the twin moons, you transform into a horrible, lupine monster that preys on the flesh of the innocent. Your wolf-like nature leaves you at odds with most of troll-kind, but you manage to blend in... at least, until the big bad wolf gets out. When you choose to wolf out, you gain the following effects...

- You are [Out Of Control].
- You automatically succeed on checks to ABSCOND.
- You gain 1 [Physical] [Resistance].
- You gain 3 [Psychic] [Weakness].
- People who see you are immediately [Scared].

You cannot have the Ghost or Rainbow Drinker template with this move, nor can you get the GONE GRIMDARK or HALF DEAD moves.

MASKED MARAUDER

[Hook] [Lengthy]

You can stand for the injustices of Alternia no longer! Or... perhaps you LOVE the injustices of Alternia almost as much as you like breaking through skylights to steal the famous diamonds within! One way or another, you have a secret identity that you hide from the world. You can choose to make a second statblock that you only use while you're in disguise; PROBLEM SLEUTHING rolls to discover your identity always fail. You can change into your persona as a [Lengthy] action- but be sure to do it while nobody sees you!



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HALF-DEAD

[Passive]

Braaaaains... braaaaaaaaaains... Your body is wracked with the curse of Shadowdropper Syndrome. Nobody's entirely sure of the source of your plight- weird magic? A virus? Something else? Who knows! One way or another, you're a zombie now, and you're very hard to actually kill. Unless an opponent sets you [Ablaze], you cannot be killed, and continue being conscious until you hit -5 HP, after which point your body is mangled beyond recognition and needs to slowly crawl together over a couple days. You're also immune to [Bleeding]- all you have is a weird black goop. No blood here! You're immune to the DAYTIME [Hazard]. On the flipside, you're [Slowed] when you hit 0 HP as you shuffle along at a slow and menacing gait. You cannot have the Ghost or Rainbow Drinker template with this move, nor can you get the GRRR BARK BARK or GONE GRIMDARK moves.



HEMOANON

[Passive]

You don't want to wear your caste on your sleeve, literally and figuratively. It's private! Everyone can go point their probing busybody sniffnodes up their own impertinent seed flaps. You hide your caste, preferring to simply use a Lime Sign in grey as a subtle form of protest. Everyone around you just thinks you're super lame and/or insecure, and probably INCREDIBLY curious to know what your actual blood is. Taking the [Hemoanon] move means you are not tied to a particular caste or tree; you can take moves from any caste, so long as you would physically be able to take them. You cannot, however, take [Locked] moves, or their corresponding [Unlock] moves, including the [Ultra] moves. If you choose to go Hemoanon after already gaining these moves, you can retrain all of them and swap them for other moves you would be eligible for. If you decide to eschew your hemoanonymity and accept your position on the spectrum, you retrain all moves not from your caste. You can gain this move instead of your caste Entry Move.

PLAYING A FANKID



Sometimes, an alien winds up on Alternia. And that alien is you! Fankids use the same rules as Hemoanon trolls, except that they run the same risks of capture as a mutant, and have the drawbacks of a Subcaste Mutant from the TEMPLATES chapter. Basic Aspect Moves are available at level 1, and Advanced at level 6.





HIGHBLOOD RAGE

[Hook]

Prequisite: Must be a Blue or higher.

As a highblood, you have a temper. A real bad one. It gets worse the higher in caste you are, but all highbloods can draw upon the innate rage that being so good gives them. When things push you too far, you can snap. Your eyes turn orange and you become Feral. You can become [ENRAGED] on command, and if you already are when you activate the move, you become [OUT OF CONTROL].

LOWBLOOD OVERLOAD

[Psionic] [Hook]

Prequisite: Must be a Limeblood or lower.

Sometimes, you just really want to lay on the hurt, no matter the cost. When rolling a psionic move, you can forgo rolling and receive a MAX, creating extremely easy to detect effects (massive sound burst, light, shaking ground, etc). After you use this move, you gain the [Despair] tag for the rest of the encounter, except the effect is not an emotion one- it is [Physical]. Should you be defeated in combat, you will automatically come back as a Ghost later.

REDDEST GLARE

[Passive]

Your eyes are fucked. Maybe you were born with it; maybe you stared into the sun like some kinda chump. One way or another, though, you have learned to cope with your lack of sight; you're [Permablind].

ORPHAN

[Passive]

YOUR LUSII WERE KIIIIILLED! You live a life sans lusus; it's a risky one, and technically could get you in some hot water if you were found out (Trolls without lusii are often considered cullbait, and hunted as such); but you've learned to cope. Decide how you've coped by selecting one of the effects below:

CLOSED OFF: You don't trust anyone. [Manipulate] rolls against you are [Inept].

PITY POINTS: Boo-hoo-hoo! Your life sucks, and everyone should be nice to you because of it. People who would usually have benefits that counter [Manipulation] don't get them against you.

TRICKSY: Life isn't easy- and you've learned to do your best no matter what. Any time you roll a +RAS move, you gain 1 [Boost] on a GOOD, GREAT or MAX.

THE CONSUMPTION

[UH OH]

You are infected with the Tuberculosis Virus. This has no benefits. However, during dramatic moments, you can cough up blood into your handkerchief, look worried, and stuff it away, hoping that nobody has noticed.

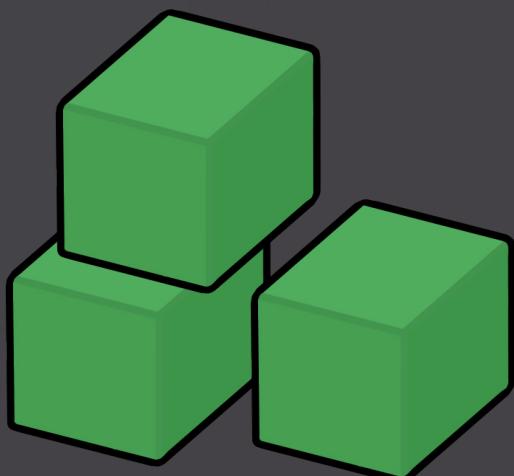


MAKE A MOVE

#Sometimes, even the most perfectly generic don't fit your hyper-specific niche move requirements! "Damn it!" you scowl, tossing your fedora to the ground in disgust. There is no move that lets my soda troll get jacked up on sugar and go into a crazy sugar rush! Subgrubs and Snazzards sucks! I hate Derry Luttrell! My answer to that is: Hey, fuck you buddy, YOU make the Homestuck RPG system next time. Dipshit. Here's how you make a custom move:

HAVE A CONCEPT

This should go without saying. To make a move, you have to have a move idea. If you don't have one, go fuck yourself. If you do, think about whether or not this would be a move that is constantly active on you, something you would have to put effort into doing, etc. Make sure this isn't too powerful a concept, and that it narratively makes sense. Don't give your level 3 rust a psionic God Mode, what the fuck man?



START WRITING THE MOVE

Once you have an idea for a concept, you need to start putting down the fundamentals. First off, is this a move you would roll, or is it passive? Passive moves are always active, but tend to be less extravagant in effect, or they might be flavorful upgrades to existing moves. Meanwhile, moves that you roll for are always either physical or mental, and while they have much more powerful effects, they can also have much more powerful drawbacks. Try to keep your moves in line with other moves of its type, such as advanced or basic. Look at moves that do similar things, and edit what they do. Strong conditions should not be easy to get, and a MIN result should be as terrible as a MAX result is great.

PUTTING THE MOVE TOGETHER

By now you have an idea for the mechanics, so just put it down on paper! Give it a short, snappy name, any tags, such as [PASSIVE], [PHYSICAL], [PSIONIC], or [REACTION], give it a dollop of flavor, the triggers for when you would use this kind of move, and the mechanical effects! It's better to have moves feel a little weaker than a little too strong. Nobody likes a person who comes to the table with their homebrewed death ray that just wipes out the competition. Roleplay is all about stakes after all!

Your character can have a maximum of 2 custom moves at a time. Make sure your Clouder is okay with the move, and please, God, don't use it to minmax, or I'll manifest in your home.



TEMPLATES

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Templates are, in short, the Perfectly Generic Equivalent to trees. You can only ever gain 1 Template, though you don't need to; these Templates are essentially mechanics to mini-trees that don't fit anywhere else. Don't feel like you have to take them— they're there as an answer to questions like "what if I wanna be a Ghost?" or "what if I wanna be a secret agent?". Whether it's either of these questions, or a series of homebrewed moves together in a tree given to you by your Clouder, Templates are a great way to bring some more mechanical benefits to your troll's flavour.





VOIDROT

220



Ah, jeez. This sucks! Once, you would have been among the best and brightest in the world of future imperial batteries. Your psionics were fantastic and your power was immense, but your hubris brought you too close to the sun. You used up way too much of your psionics and your unpredictable *LASER EYES* – aw, it isn't even in red and blue anymore— and now all you have are two dark, blind pits and a shoddy internal battery. You're weak, frail, and constantly dying, so much so that you don't know how you can even stay alive. You're able to stave off death by gobbling up energy from other sources, but... you're not even sure how long that'll last for. Oh well— guess you've got to continue pretending you're not dying, and hope against hope you'll pass the Ordeals. Hopefully. Maybe..?





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ENTRY MOVES

[AVAILABLE AT LEVEL 1]

ABSOLUTELY FILTHY

[Template] [Passive] [Lock: Voidrot]

You're really bad at maintaining your voidrot. Maybe you just don't have the mental energy to practice self care anymore, or you're just prone to playing in mud for some god damn reason. Either way, your voidrot is so potent that you've learned to benefit from sapping up the opponent's energy from a mere touch. Every [Strife] roll you succeed at restores you by your +APP to HP (min 1), but in exchange, trolls who fight you now treat their BAD [Strife] rolls as OK rolls, since you're often too lethargic to actually dodge. You must be a GOLD troll to take this move, and you cannot ever have the BATTERY tree.



BASIC MOVES

[AVAILABLE AT LEVEL 1]

BATTERY DRAIN

[Template] [Advanced] [Psionic]

[Reaction] [Locked: Voidrot]

You've lost the ability to retain energy, but that also makes you an excellent psionic sapper. When an opposing troll tries to use a [Psionic] move, you can roll +APP as a [Reaction] to steal their energy.

MIN: Talk about indigestion! You take 2 damage and are [Stunned] from the overwhelming psionics you just tried munch.

BAD: The psionics are too much for your body to contain; you take 1 damage.

OK: Their psionics sputter as you sap up the energy. Their roll takes a -2 [Nerf].

GOOD: You fuck shit up. Their roll is [Tiered Down] to BAD.

GREAT: You not only reduce their roll to BAD, but you heal your +APP worth of HP (min 1) from sapping the energy!

MAX: You totally sap their psionic ability! As well as the effects of a GREAT roll, you leave them [Inept] at all [Psionic] rolls for the thread. If they were already [Inept], they become [Godawful], and if they were already [Godawful], they drop [Unconscious]. You heal HP equal to their +IMG stat.



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ADVANCED MOVES

[AVAILABLE AT LEVEL 6]

SHOULDN'T BE ALIVE

[Template] [Ultra] [Passive] [Hook]

[Locked: Voidrot]

Your voidrot has come to what should be terminal stages, and yet somehow, you just won't die. One of your eyes is now a ghostly white, while the other remains pitch black. You have 1 [Resistance] against all damage, and you gain an improved version of the HALF-DEAD general move, even if you aren't dead in the traditional sense! The effects of this version of Half-Dead are as follows:

Unless an opponent sets you [Ablaze], you cannot be killed, and continue being conscious until you hit -5 HP, after which point you actually do die. Still, you'll probably be back after since death doesn't seem to want you. You're also immune to [Bleeding]; all you have is a weird black goop. Is that liquid voidrot? People who touch this goop take 1 [Brainmelt], even if they couldn't usually do so. Accumulating 12 [Brainmelt] if you're not a Battery gold gives you the HALF-DEAD Perfectly Generic Move, and turns you into a zombie! This goop is poisonous to Rainbow Drinkers and gives them 3 [Brainmelt] if they drink it; drink too much, and they gain the HALF-DEAD move too, even if they can't normally do so! You can store your ichor in empty Bloodbag items, and throw them at people in a [Strife]. If you do so, your max HP is reduced by 2 for every bag you fill, and you do 1 [Brainmelt] per damage from your [Strife] roll. You regain this HP after a week. You're [Slowed] when you hit 0 HP as you shuffle along at a slow and menacing gait.

VOIDROT INC

[Template] [Advanced] [Passive]

[Locked: Voidrot]

Your disease flickers through you like... like some kind of disease, or something... and you're the carrier! Any time a gold blood gets a BAD or OK on a [Strife] roll against you, whether [Physical] or [Psionic], they receive 1 [Brainmelt]; on a MIN, they receive 2. Any other caste that does this instead takes 1 damage as a static illness creeps through them.



RAINBOW DRINKERS

223



While all jades are spooky, none are more so than the legendary Rainbow Drinkers. They're graced with poise, posture and an unquenchable thirst for blood of any and all flavours. With glowing white skin to ward off intruders from the caverns, Rainbowd Drinkers are a force to be reckoned with—unless you're a lesbian, in which case fuck it, invite 'em in.





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ENTRY MOVES [AVAILABLE AT LEVEL 1]

VESTAL VAMPYR

[Template] [Unlock: Rainbow Drinker]

You have died once in the past, and it unlocked your darkest (brightest?) secret: you are a vampire. Your skin glows painfully bright, and you have a pair of long, sharp fangs. When you get a GREAT [Strife] roll using your fangs, you may plunge your teeth into your opponent and, in exchange for doing 1 less damage, heal 1 HP. Additionally, your skin always glows a bright white. Legends say this was a way of dazzling foes who would prey on grubs, or maybe it was just to daze them in order to get that sweet sweet rainbow juice inside them. Once in a thread you may let out a burst of light and stun your opponent, giving them the [Blinded] effect. Your condition is not without downsides; any time you see blood in a fight, whether it's from a friend or a foe, you fly into a shrieking hysteria as you try to drink it up. You enter Bloodhysteria mode, which counts as a combination of [Out-Of-Control] and [Quickened] and only ends when you've had your fill, having healed at least 6 HP. All trolls who see you enter Bloodhysteria know what you are, and freak the fuck out as you glow and hiss like a fucking lunatic. You are immune to the DAYTIME [Hazard].

BASIC MOVES [AVAILABLE AT LEVEL 6]

HIIIIIIISSSSSSSSSSS

[Template] [One-Off] [Locked: Rainbow Drinker]

You're like, actually super scary. With glowing yellow eyes, pure white skin, long fangs and nails, you're the LAST troll anyone wants to piss off- and when you jump on your prey and hiss, you scare the shit out of them. You can hiss and activate Bloodhysteria of your own accord, making the opponent [Terrified] and giving them 3 [Drag], because, like, holy shit. Your damage increases by 1 when you're in a self-imposed Bloodhysteria.

JUICELORD

[Template] [Passive] [Locked: Rainbow Drinker]

You've become so well accustomed to drinking the blood of others that you've begun to take on certain natural advantages (or disadvantages) resembling the caste you last drank from. Based on the moves their caste are [Talented] and [Inept] at, you take a [Tiered Up] or [Tiered Down] result respectively to the same moves while you have the JUICELORD bonus (for example, drinking an Indigo's blood [Tiers Up] your GRIEF rolls). This only works for the basic moves.



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HYPNOTIC GAZE

[Template] [Manipulate] [Hook]

[Locked: Rainbow Drinker]

Some Rainbow Drinkers are known to have hypnotic powers which work well on people who would be attracted to them. The most famous example is sapphic drinkers luring the gays back home for an honestly chill wine party and maybe some light consensual drinking, but it works on anyone who looks into your eyes. When you want to hypnotize, roll +IMG.

MIN: They suddenly realize what you are and you have to scramble to cover up. What? Rainbow Drinker? Who, you? What are you talking about? You gain the [Dread] condition.

BAD: They aren't looking into your eyes, dumbfuck!

OK: They still aren't looking into your eyes, but a few sweet words are buttering them up. Your [Manipulate] rolls against your target [Tier Up] unless they realize what you are.

GOOD: Ahh... my sweet... just relax. Breathe in... breathe out. Your target will do any request you ask, no matter how dangerous; if it's too extreme, however, they'll remember afterwards and realize what you are.

GREAT: Yessss... come with you... you're going to have some sick wine and some cheese and grubbiscuits you bought at Wholegrubs... your target does whatever you say, giving you the benefits of a GOOD roll, and when they're relinquished, they don't remember anything clearly. Was that a dream..?

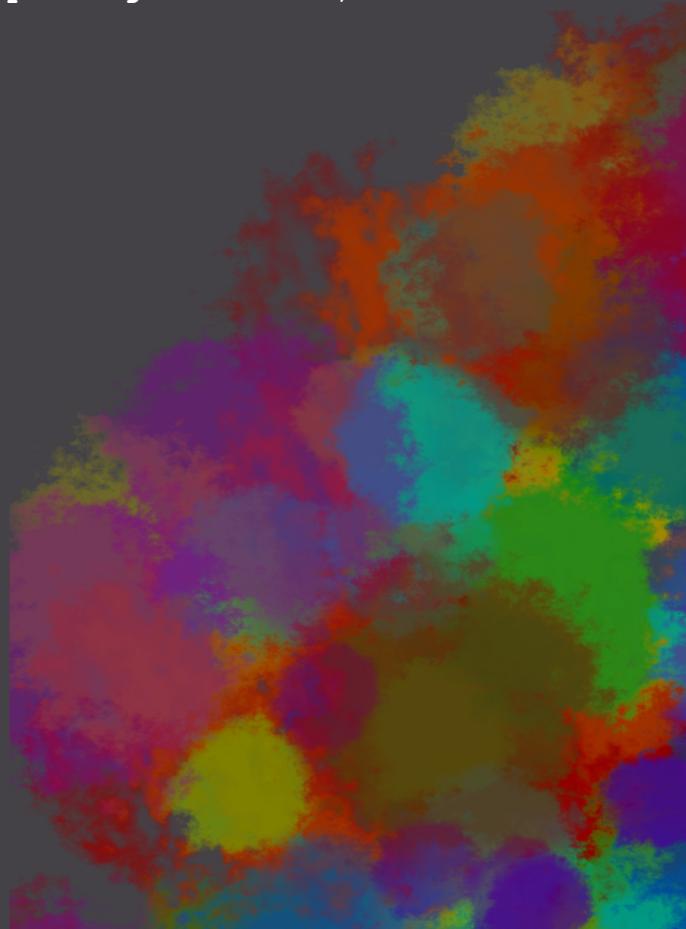
MAX: The target unknowingly becomes your thrall. Any time you want to use WORDPLAY on them, you don't need to roll; you simply get a GOOD result. They'll willingly let you drink your blood, and never think this is weird!

VEGAN OPTION

[Template] [Passive] [Rainbow

Drinker]

You don't need to drink blood. You're a nice vampire, and all you do is drink p- wait, you what. You drink paint? That's... I mean, okay?? I guess? You, uh, you're a nice vampire, and, all you do, is drink, paint. You do not enter Bloodhysteria mode unless you choose to; any time you would be [Enraged], you can choose to instead gain 3 [WHAM] as you stave off your violent instincts. Your diet has left you particularly hungry, and your sense of smell keenly seeks out the blood of the living that you abstain from; you can find [Hidden] opponents by spending an action, without





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STEALTHLING

[Template] [Physical] [Locked:

Rainbow Drinker]

You've mastered the art of shutting the damn lights off, and you know how to slip into a crowd and be undetected. You don't glow unless you choose to, and can slip away totally unnoticed when you need, even in plain sight. When you want to duck away from view, roll +GRA.

MIN: Ouch! You stub your toe, and— oh, fuck, you just turned the lights on. Everyone around knows what you are, and if you are in a crowded area, an ANGRY MOB appears and tries to get you! Run!

BAD: Putting a lampshade over your head and standing very still is not good hiding.

OK: You dip out of sight... for a moment. You're [Hidden] until the start of your next turn.

GOOD: Woosh... you are [Hidden].

GREAT: WOOOOOOOSH... you are VERY [Hidden]. Any PROBLEM SLEUTHING roll to find you is [Inept], because you're so damn hard to pick out right now.

MAX: You stealth so well that your target believes you just straight up absconded. They throw their hat on the floor in disgust, and move on with their night... while you stalk them quietly. Your moves against this troll are [Tiered Up] until you reveal yourself. The other troll cannot look for you; what rainbow drinker?



HOST

227



The worst thing that can happen to you is dying. It sucks! Usually it means you're out of the game forever, but that's not always so for psionic trolls. Sometimes, when they die, their latent psychic powers manifest their memories as a phantom. This is quite an honour, because it means you're not out of the game. However, literally everyone is terrified of you and there's a chance you're going to get hunted and killed by some amateur Ghostbusters, so that's nice. Boo! Nyeheheh!





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ENTRY MOVES

[AVAILABLE AT LEVEL 1]

SPOOKY...

[Template] [Unlock: Ghost]
You have died. Damn. However, while your body may no longer be with us, your spirit sure as hell still is. You look similar to a regular troll, except perhaps more withered and scruffy with blank white eyes. You also tend to float instead of walk, and you can be ever so slightly see-through. You're a LOT less emotional than you were in life, using O's instead of o's in your typing quirk. You're able to start [Flying] at will, and you're immune to all [Physical] damage. However, on the flip side, you have 2 [Weakness] against [Psionic] damage, which rips at your very existence. Watch out! If you didn't already, you gain access to the POLTERBLAST rust move. You must be a rust, bronze, gold, lime, cerulean or purple to become a ghost.



BASIC MOVES

[AVAILABLE AT LEVEL 6]

BOO!

[Template] [Locked: Ghost]
AAAAAAAAAAAAAAAAAAAAAAA!!! You're EXTREMELY scary! You can take an action to go WOOGA WOOGA WOOGA at someone, scaring the absolute shit out of them. They gain the [Scared] condition. Any time someone is [Terrified] around you, you gain some serious delight; what's better than a nice, steaming meatbag of fear? You gain 2 [Boost], and an additional 2 [Boost] every time an additional [Scared] tag is stacked onto them.

CAN'T KILL WHAT YOU CAN'T SEE AND IS ALSO ALREADY DEAD

[Template] [Recharge: 3]
[Locked: Ghost]
You gain the ability to go invisible at will! As an action, you become [Hidden]. You cannot be detected by any means, except by using magic or something. You are unable to use any rolls except SHENANIGANS as you stack a tonne of chairs to frighten someone, or some shit. If you are damaged by a [Psionic] attack, your invisibility immediately ends, and the [Recharge: 3] tag kicks in. Good luck hiding now!



ECTOPLASMIC FORM

[Template] [Strife] [Locked: Ghost]

Your body is a weapon- literally! Your very being hisses at the touch of life. Anyone who touches you takes 1 damage as their hand passes through your slimy body. You can rush into the target to roll a [Physical] [Strife] move and do +2 extra damage, but you take the damage you dealt right back as your body is disrupted.

WHAT WALL

[Template] [Locked: Ghost]

Walls? More like, uh, gay. You can poof through walls with ease, as if they weren't there at all. When you ABSCOND, nobody can roll CAN'T ABSCOND BRO on you, because like, you just floated through a wall. Simple as. You can also choose to hide inside the wall, not ABSCONDING yet but letting the opponent think you have. While your opponent is unaware of your presence, you are [Hidden], and all your moves are [Tiered Up]; however, any [Physical] move or use of your voice reveals you.



POSSESSION

[Template] [Psionic] [Hook] [Locked: Ghost]

You miss being corporeal, sometimes! Nice body you got goin' on... mind if you... snatch it? You can possess an NPC troll or Level 1 lusus for free, gaining their body and their measly stats and moves. You cannot use any of your own moves in this form, other than [Ghost] moves. When you want to possess another player and gain much greater power, roll +IMG.

MIN: You possess them, and... they stay in control!? They gain all your [Ghost] moves for the rest of the encounter, or at least until they forcibly eject you. You are trapped inside them until then.

BAD: They don't let you possess them!

OK: You possess them, but briefly. You can make them do any one action before they forcefully expel you.

GOOD: You're in! You gain control of the opponent, and they're trapped inside their own mind. They can communicate with you, and roll against you, but cannot control themselves.

[Psionic] damage instantly expels you. People who know your target recognize something is wrong; maybe you should stop spinning your head 360 degrees?

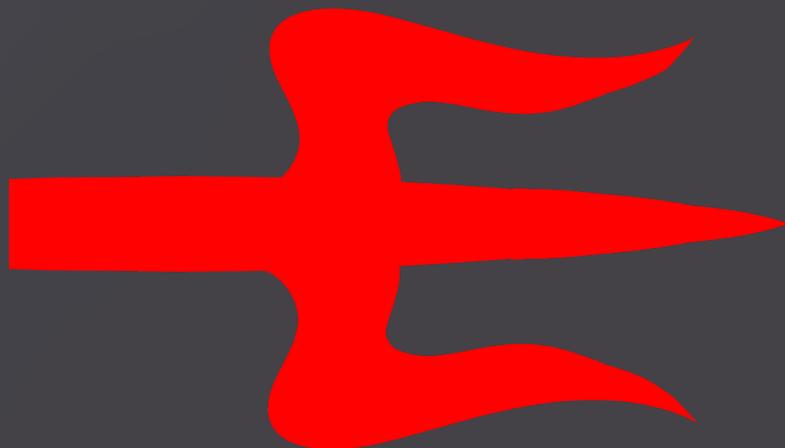
GREAT: #HAUNTED! You must take 3 [Psionic] damage to be expelled, and people who know your troll only don't realize what's wrong exactly.

MAX: Your haunting is so perfect, it'll take a while for anyone to realize something is terribly wrong. You get the effects of a GOOD roll, except nobody has any inkling you're different (and might like the new you even more), and you're only expelled when you're defeated by [Psionic] damage. Your target's moves in your headspace are all [Tiered Down].



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ORGANIZATIONS



Organizations are the multitude of Imperially sanctioned or run clubs, jobs and hang outs that give those presiding within an inordinate amount of authority to bully the plebs who aren't as big of bootlickers as they are. These range from the imperial watchdog Junior Commissionary of Interplanetary Security (the JR. CIS) to the illustrious seadwelling Orphaners, feeding the ever hungry Gl'bolyb to keep her from destroying all troll life in the universe. There's a wide variety of organizations a troll can join, usually restricted by caste.





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ENTRY MOVES [AVAILABLE AT LEVEL 1]

IMPERIAL COLOR GUARD

[Template] [Passive] [Unlock:
Organization]

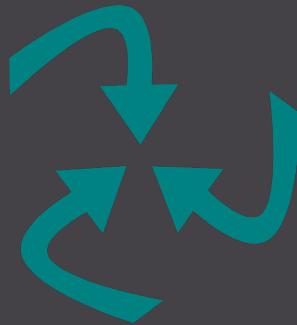
Well, lookie here. You're one of the Empire's most devoted fans. Whatever your reasoning, you're a member of one of the various organizations the Empire sanctions. Membership in these organizations is not quite elite nor illustrious, and nobody actually thinks you're cool or hot for it. In fact, most people probably think you're super lame. But hey, you get benefits for it, so fuck those guys! In addition to the effects below, you get a free Imperial item and may acquire another if you lose your first one through [Downtime].



JR. CIS: As a member of the Junior Division of the Commissary of Interplanetary Security, you can spy on peoples' private conversations and Goregle searches online. Thanks to this, you know bitches. If you figure out your opponent's online persona, your PROBLEM SLEUTHING rolls [Tier Up] when you use their online history to help figure out your questioning. Jade exclusive.



JR. HET: As the Junior Division of the Heretic Eradication Taskforce, you make propaganda. From Kaijuball infomercials and Spewtube ads that you can't skip, to posters on the walls and standing outside someone's hive to wave a "YOU LOVE THE HEIRESS" sign until they cry, you have plenty of practice in making people cooperate. People cannot say "no" to your GOOD WORDPLAY rolls; they must find a compromise if they don't agree. Cerulean exclusive.



JR. SCP (RESEARCH DIVISION): The Society of Clown Polterbusters Research's Junior Division researches the extraordinary, to secure, clown, pro--... Wait, no, that's not what you do. You just kind of fuck spookies up for fun. Hey! It's taught you a lot. You know the telltale signs of spookiness. You don't need to roll PROBLEM SLEUTHING to identify any Rainbow Drinkers, Ghosts, Shadowdroppers, Grimdark, or Grimbarks; you can just take an action and get a GOOD result. Teal exclusive.



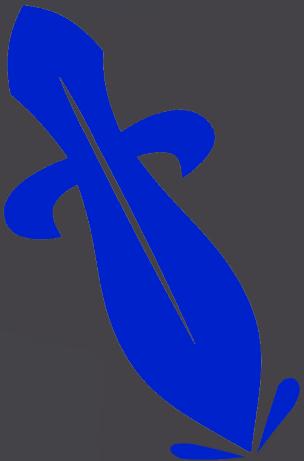
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JR SCP (BUSTIN' DIVISION) :
Ghostbusters! You smash stuff.
That's what you do. Smash ghosts,
smash goblins, smash ghouls...
whatever! Any [Strife] roll against
a troll you know is a Rainbow
Drinker, Ghost, Shadowdropper,
Grimdark, or Grimbark is [Tiered
Up]. This may may your roll a MAX,
because you know how to murder
these freaks. Purple exclusive.



ORPHANER: You hunt vigilantly
to feed good 'ole Glub Glub her
twenty six meals a night. It's hard
work, everyone hates you, and you
probably can't remember the last
time anyone let you near their
lusus, but... you got a fucking cool
badge, right? Your [Strife] rolls
against lusii [tiered up]. Violet
Exclusive.



CULLSCOUTS: You hunt socially
unacceptable trolls for badges and
sport! Mutants, rebels, anyone that
looks at you funny; crush them with
your hooves, horse fury! When you
roll [Strife] against a mutant,
lime, or any troll that's said
something anti-empire, you gain +1
[Boost]. Indigo exclusive.

BASIC MOVES

[AVAILABLE AT LEVEL 1]

TATTLE-TALE

[Template] [Tech] [Locked:
Organization]

Waaaaahhh! Waaaaaaaaah! Mommy!
The mean lowbloods called me a
porkbluster! Send some drones to
get their asses! You can summon
drones to come kick your opponent's
ass; if you're in an urban area,
they arrive in one turn, but if
you're a little out of the way,
they arrive in three. If you
already had a move that let you do
this, they arrive immediately. The
drones are not under your control,
so if you're a Teal, you might be
in trouble once they start mowing
everyone beneath cerulean down.
Snitch.



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LICENSE TO HACK

[Template] [Tech] [Lengthy] [Locked:
Organization]

Hacking: it's not just for lowbloods! As an official Junior Imperial agent, you need to be prepared for anything. That's why you watched a SpewTube tutorial on hacking! You gain access to the gold HAXX0R move. When you want to hack, roll +PSP.

MIN: Wow. You fucked up. You clicked a virus, you tried to help the fuschia princess who claimed to need your help, you turned off ad blocker— something AWFUL happens. You lose half your caegars, and you get a virus that stops you from using [Tech] moves for the rest of the encounter. You gain the [Dread] condition because HHHHHHHH!

BAD: Fuck! You get a callout post. People know about your problematic kins, now. You gain the [Dread] condition as you fight off a panic attack.

OK: You bust down the opponent's firewall! Your next HAXX0R roll is [Tiered Up].

GOOD: I'M IN. You hack the opponent's device, and stuff goes shit. Choose one of these effects.

GREAT: Did this motherfucker even have an antivirus installed? You can choose two effects.

MAX: Words fail to describe the kind of Watchdog type bullshit you just pulled. You can choose three effects.

HAXX0R TABLE	
DDOS:	That'll shut 'em up. You fucking blow up their device. This does 2 damage to the opponent, and if they're in a social media thread, you can force them to log out. This effect has the [One Off] tag.
DOXX:	You leak details of some problematic dealings of your target, even if they're not necessarily true. You summon an ANGRY MOB foe that targets your opponent— though they won't get here for 3 turns!
IP SCRAMBLE:	You preemptively hamper anyone who tries to do anything fucky. Any attempts to use a move that might require an online connection [Tier Down].
NOTIFICATION STORM:	BEEP BEEP BEEP BEEP! Your opponent's tech is flooded with notifications. Your opponent cannot benefit from the [Hidden] condition for 3 rounds, and receive a -2 [Nerf] to [Mental] rolls as they're unable to focus.
SWATTED:	Peep peep peep! You call the fucking drones on this douchebag. A squad of two DRONES appear in 2 turns and attack everyone present with little mercy, and might actually cause some people to die.



I'M CALLING MY MOM ON YOU!

[Template] [Manipulate] [One-Off]

[Locked: Organization]

You have the palmhusk number of your Organization's leader. See? See? On your palmhusk. It's in your contacts. Ooooonnnneeee press of your finger away from calling them, jackass!!! I'll call them!!! When you want to intimidate someone with your power, roll +HUB.

MIN: Oh god. You accidentally actually called them. You get an immediate panic attack and gain the [Despair] condition.

BAD: You nearly, nearly, call them. You're left a little shaken and gain the [Dread] condition.

OK: Your opponent is lowkey shook. They gain 1 [Drag] as they figure out if you're bluffing.

GOOD: They're actually scared! The target either does what you say or gains the [Scared] condition.

GREAT: Your target REALLY doesn't want you to do that! They either do what you say or gain the [Terrified] tag.

MAX: FUCK. Not only do you call, but for some reason they're on your side?! Your target MUST do what you say, and an adult tears into them through the palmhusk. The target becomes [Terrified] and starts [Crying].

DOUBLE OH OH SEVEN

[Template] [Passive] [Locked:

Organization]

You're a not-so-secret agent, and that puts you firmly into the stereotypical 'hot secret agent' box. This can be useful sometimes! When you try to flirt with someone, roll WORDPLAY. On a GOOD or higher, you can give them the [Charmed] condition instead of requesting something from them.

SECRET FILES

[Template] [Mental] [Hook] [Tech]

[Locked: Organization]

Hoochoohoo... being a secret agent means you're also privy to hidden files- like all your friends' passwords, or their deepest, darkest secrets! When you want to dig up someone's secrets, roll +PSP.

MIN: IT'S THE WRONG FILE! You get the person in front of you confused with someone else- you gain 3 pieces of false information that you wholeheartedly believe. When it becomes clear you're wrong, you are [Humiliated], you stupid prick.

BAD: Uhhhhhhh... UHHHHH... no, you don't know this person.

OK: You gain... something. Their favourite colour? Their height? Not exactly helpful, but... your next SECRET FILES roll is [Tiered Up].

GOOD: Ohohoho! Says here, that... hmm! You gain access to some piece of information you wouldn't be able to tell with a glance. Where were they last night? Who are their friends? Have they had contact with a particular person? Anything that might be a matter of public record, you can perceive.

GREAT: What the fuck? How... HOW did you know that? You find files on the person that detail some really private stuff- their true caste, their darkest secret, even what they have in their pocket. Anything that wouldn't be in the public record, you can get. Telling the other person this gives them the [Dread] tag.

MAX: You've got them cornered now. You gain the target's in-depth life story, including any public or private record questions you might want to access (max 3). Telling the target gives them the [Despair] tag, and your next [Manipulate] roll against them is [Tiered Up].



MUTANT

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Mutants are not a caste of their own right; they are, just as the name implies, horrible mistakes that avoided being culled as wiggler and somehow, despite it all, had lusii organized for them. They are trolls of their own caste with some defects, usually ones that would get them culled on the spot if their secret was figured out. This puts them actually lower on the hierarchy than rust bloods, even if normally they would be considered a highblood— though mutations in highbloods are phenomenally rare and are much more common in lowbloods due to their inherently shittier genetic makeup. As such, even if you're a mutant cerulean, you likely do not live in cerulean neighbourhoods, instead staying somewhere where people are less likely to uncover you.

Though they aren't a caste, as mentioned, treat them as a new caste which is about on level with lowbloods. Your mutant probably cannot be in a position to benefit from their caste's place on the hemospectrum. Ask your Clouder if you want to challenge this for your troll!





MAKING A MUTANT

Choose a base. This is the caste from which you are mutated. Most mutants tend to be lowbloods, with anything over an olive mutant being particularly rare, and anything over a teal being practically non-existent, thanks to the superior genetic coding of hightbloods. You choose a tree from your caste, but rather than choosing your second move from your caste or an entry move for sway or aspect, you choose your mutation instead.

Pick a mutation. The following list has a few ideas for mutations. If you have a specific mutation not listed in mind, ask your GM— they may allow you to create your own, but if it's not a particularly game altering one, no moves may be necessary. Each mutation has a disadvantage, to even out some of these particularly powerful choices.

NATURAL WEAPONS

[Mutant] [Passive]

You have powerful weapons built into your body, anything from particularly deadly fangs to crab claw fists. While fighting with your Natural Weapons, you can attack fast and hard; you spend a [Lengthy] action using a physical [Strife] as you slash like crazy, +1 damage.

DISADVANTAGE: You will need to take great care to hide them; if people see you with them in the open, they'll know what you are. If someone sees you and reacts badly, you get the [Dread] condition. You're also a little clumsy; you take a -1 [NERF] to +GRA rolls.

BUG WINGS

[Mutant] [Passive]

From your back unfold a massive pair of insectoid wings. You can use these as an action to begin [Flying]. You are [Talented] on [Strife] rolls when your wings are out (if you were already [Legendary], roll 5d8), and +1 [Resistance] to [Physical] damage. You can also ABSCOND for [Free], and your opponent cannot use CAN'T ABSCOND BRO unless they are also [Flying] or otherwise could stop you in flight.

DISADVANTAGE: While your wings are hidden, you are particularly uncomfortable, and you are [Inept] at [Strife] rolls and +1 [Weakness] to all damage. If someone sees your wings, the jig is up.



SUBCASTE

[Mutant] [Passive]

You have an intense and alien blood colour like ice blue, black, candy red, etc. You're not even sure what caste you should originally have been! Choose three caste bases instead of one, using any caste on the spectrum except violets. You can gain their moves as you level up, except for any [Psionic] abilities or ones which rely on social standing. You can gain one tree from these castes— for the others, you must rely on open moves. To give an example, if you were to build famed Anime Character Karkat Vantas from Sugoi Quest for Kokoro with his candy red blood, you would take lime and the Crabby tree as one base, and then gold (for his niche interest in hacking) and rust (for his destitution and poverty) to fill him out.

DISADVANTAGE: You're a little frailer than most trolls; you have 2 less max HP. Additionally, the idea of other trolls seeing your blood terrifies you; if you start [Bleeding] or [Crying], you immediately gain the [Dread] condition. If the target reacts poorly to seeing your blood, you gain the [Despair] condition.

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FUNKY EYES

[Mutant] [Passive]

You have weird and unnatural eyes; whether it's an abnormal amount (more than three), weird appearance (insectlike), etc, you can do weird shit with them. Choose two caste bases which have access to [Psionic] moves. You can use any non-[Advanced] [Psionic] abilities these castes have.

DISADVANTAGE: Your psionics are unnatural; rolls for these moves are always [Tiered Down] and can [Tier Down] to a MIN.

ADDITIONAL EXTREMITIES

[Mutant] [Passive]

You have at least one extra limb, whether it's a tail, more arms, tentacles, etc. You get a +1 [Buff] to [Strife] rolls and SHENNANIGANS, and you can hold an extra item per limb. Unless it's a foot, in which case, like, cool mutation?

DISADVANTAGE: It's nearly impossible to hide these extremities well; you take a -1 [Nerf] to WORDPLAY rolls for each extra limb you have. If someone sees your limbs, you're in trouble, and you gain the [Dread] condition.



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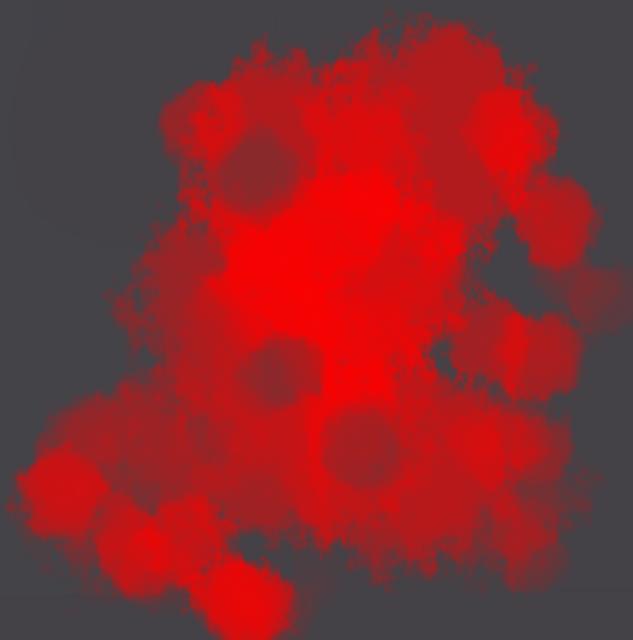


UNNATURAL INNARDS

[Mutant] [Passive]

Your anatomy does not match that of a regular troll. New organs, missing ones, misplaced ones— you're just a big old mess of a creature, and you probably don't look super hot either. You're resistant to things that would kill many normal trolls; any MAX rolls from enemy [Strife] rolls are tiered down, and you can't be killed via drowning, suffocation, poison, fire, etc. You also likely have one other mutation for free.

DISADVANTAGE: You're much frailler in general, and lose 2 max HP. If you have another mutation, you get its flaws as well as its benefits, but your appearance shifts too. You are constantly under the effects of [Dread].



CULLBAIT SAVANT

[Mutant] [Passive]

While nothing seems to be outwardly wrong with you... something is wrong with you. Something about your organs or your bones or your blood just isn't quite right. You get winded after walking the length of your nutritionblock. You couldn't put on muscle if you did nothing but free weights and p90x for a year. You're frail and squishy and you look like a strong wind would knock you over— and honestly it might. You have 2 less max HP thanks to your kidneys being the wrong shape or something, and your max +GRT is lowered by 1. Lucky for you, that's basically impossible to tell at hatch, and you slipped through and somehow managed to complete the Ordeals. However! Sickly as you may be, you are really really good at something else. Scary good. Who needs all four pumpbiscuit chambers when you're a genius, right? You become [Talented] in an extra stat which is not +GRT; if you were already [Talented] in this stat, it becomes [Legendary] and you roll 5d8 instead of the usual 4d8.



PSIMATES

[Mutant] [Psionic] [Passive]

You aren't a single troll; you are a pair of identical bodies which, thanks to your psionics, share the same mind and soul. The two of you still count as a single troll slot and have the same moves; you share a character sheet and everything on it. You can only choose one tree from your caste together, but they may have different signs, granting each psimate access to their own sway and aspect moves. These psimates share a move economy, meaning they do not gain any special ability to use moves outside of the rules (they can't use the same type of move twice in a turn, etc.), but they are permanently [Quickened], giving the two of them a total of 3 actions per turn. Additionally, psimates are [Talented] in +IMG; if they were already [Talented], they become [Legendary] and roll 5d8 instead of the normal 4d8, thanks to their incredibly powerful psionics which split them into two bodies in the first place. Psimates can still benefit from their caste as they are a legal mutation. You can only access this mutation if you are of a psionic caste.

DISADVANTAGE: Your HP is split evenly between your two bodies. Buffing your HP results in the buff being split between them—though if it's an uneven number, you must choose a psimate to have more HP. If one psimates gains an [Emotional] condition, the other also has it. Additionally, psimates do not like to be apart, so you must thread with both nearby each other at all times. You can take this further, having triplets with HP split between the three of them, but be careful!

HATCHMATES

[Mutant] [Passive]

You know, like, siblings? Hatchmates are a pair of twins which do not share a soul or mind, but are in fact regular trolls from the same caste who happened to hatch from a single egg like freaks. Hatchmates can be identical or fraternal and can be born of any caste, but highblood twins are still incredibly rare. Hatchmates can be played by one or two players; in the case of two, each player creates one troll and spends levels to upgrade them as you would any other troll. Hatchmates can take any moves a normal troll would be able to, spending levels for each move, with the addition that each twin may take one non-[Advanced], non-[Psionic], non-[Locked] move that the other has access to, thanks to their being together so much. These twins can separate without discomfort and still benefit from their caste as it is a legal mutation.

DISADVANTAGE: Thanks to having shared an egg before hatching, hatchmates are physically stunted; both twins lose 2 HP from their max and their max and current +GRT drop by 1. Triplet hatchmates do not exist as they do not receive enough nutrients from their egg to hatch.



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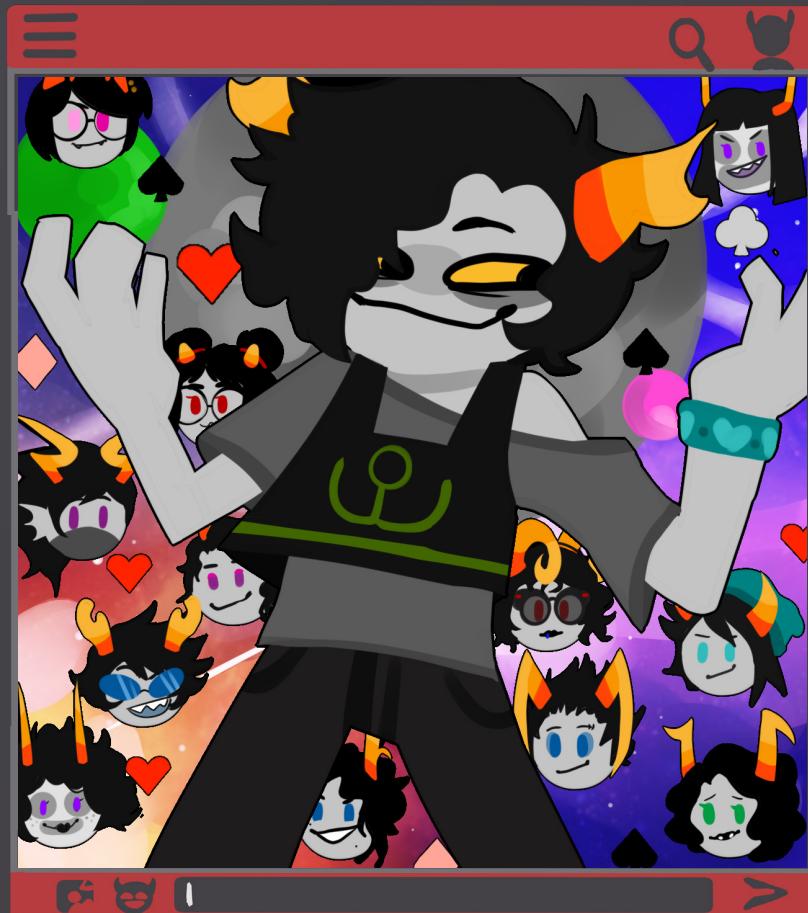
ACT 3 ALTERNIA





QUADRANTS

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Of all things trolls have to take pride in, their wonderful relationship system is the zenith of their accomplishments. Trolls have 4 separate romances, of which they are expected to each fill when possible and the first of which, Matespritship, most closely resembles romantic love in human terms. Kismesissitude is hate-love, an archrivalry with someone you wish to best. Moirallegiance is like a quasiplatonic love which goes beyond being best friends. And finally, Auspisticism is a relationship not with a troll, but with the relationship between two other trolls, mending and healing it so that the trolls in it can flourish. Consider it the ultimate wingman quad!

The following are bonuses your trolls get for being in relationships. You don't get moves, just flat bonuses that help you have a reason to hook up, fake-date, or break up in the wonderful, messy world of quads.





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MATESPRITSHIP

Matespritship; the closest troll equivalent to human romantic love, and one of the two quadrants a troll MUST have by exile along with kismesissitude. For trolls, love and pity oft go hand in hand— seeing the vulnerabilities in another troll, accepting them, and standing by their side regardless with nothing but love in your pumpbiscuit. Finding love while living in an oppressive dystopian nightmare isn't easy, especially when you have no choice but to do so by the time you reach ten sweeps! That being said, many trolls can find happiness in a flushed partner whom they care deeply for. A flushed partner is someone who makes your bloodpusher light up when they walk in the block; someone who you want to share your happiest moments with; someone who makes you want to be the best version of yourself— not just to survive, or to prove a point, but because they deserve that much from you. Whether a matespritship is a tumult of fiery passion or a quiet companionship, one can find satisfaction by cultivating a loving relationship with someone that makes them happy. This quadrant is marked by infatuation, adoration, and passion.

MATESPRITIC ADMIRATION

[Passive] [Quadrant]

Oh, my darling angel, my sweet, my little honey bunny. You mean the world to me. You love your matesprit enormously, and only have eyes for them. You are immune to the [Charmed] condition while you are in a healthy matespritship.





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MOIRAILLEGIENCE

Moirallegiance; the quadrant that heals. Though in many aspects a moirail is one's best friend, they're also so much more. A moirail is the troll that you trust with every aspect of yourself, down to every flaw and fear. When a bond of trust has been forged with a moirail, you are trusting that troll to be with you at your worst—not just to accept you, but to help you. A moirail is the one who can calm you when your anger threatens to overtake you. A moirail is the one you can call when you threaten to fall to despair. A moirail is the one who can stand with you against your fears, your worries, and offer you a hand to hold until you reach the other side. Typical pale romance is often expressed through feelings jams; heartfelt sharings of emotions while nestled in a pile of comfort items. That being said, no two moirallegiances truly look alike. This quadrant often comes with the most flexibility, as it requires each party to bend to meet the other's needs. Whether this means having a once-a-wipe feelings jam, being up for those late-day panic calls, or going out to break things as stress relief— a loving moirail will do what it takes to be your light through the darkest times. This quadrant is marked by trust, compassion, and tenderness.

MOIRAILLEGIENT ADVICE

[Passive] [Quadrant]

Your moirail is your best friend in the whole world, and you know that their advice is solid and has your best interests at heart. A moirail can pap you into submission if you are targeted by an [Emotion] condition, like [Enraged] or [Scared], as a [Lengthy] action.





KISMESISSTITUDE

Kismesisstitude; a romantic relationship rooted in hatred, and one of the two quadrants one MUST have to survive exile alongside matespritship. This isn't to say that kismesissses don't like each other. That's a common misconception— that kismesissses hate everything about one another and fight with the intent to harm or tear down their pitch partner, but that couldn't be further from the truth. Kismesisstitude is an aspect of romance, and one's kismesis is as much their life partner as their matesprit or their moirail. Oftentimes, you will acknowledge many qualities about your kismesis that you like, respect, and perhaps even admire. At the same time, there's something about them that you just can't STAND. Maybe their personality leaves a lot to be desired, and you enjoy goading them into verbal arguments for the thrill. Maybe you think they're squandering their talents, and you want to challenge them to make them improve. Maybe the two of you are in a direct rivalry, constantly competing and trying to get an edge on one another. Maybe you just love to annoy this bitch and watch them blow up! Whatever the case, your kismesis is someone that you enjoy the company of and enjoy to fight with even more. Pitch feelings are rooted in the thrill of challenge, the triumph of winning, and the trust it takes to leave yourself open to attack and know you will not be killed— because when it comes down to it, healthy kismesissses never attempt to destroy one another. They would even fight to protect one another from outside harm or death. After all, what kind of life would one live devoid of the troll who makes you feel alive enough to fight? This quadrant is marked by challenge, intensity, and loyalty.

KISMESISSTIC RIVALRY

[Passive] [Quadrant]

Fuck this dumb stupid asshole! You hate them so much, and want to spend all your time with them, outperforming them! You get 1 [Hold] at the start of an encounter; when you use this [Hold], you switch your [Talented] and [Inept] scores to mirror your kismesis, becoming [Talented] at something they're [Inept] in and [Inept] at something they're [Talented] in. You temporarily lose your normal [Talented] and [Inept] rolls. This cannot make you [Legendary] or [Godawful] at something, and instead gives you 1 [Boost] or 1 [Drag] respectively if it would. You also do +1 [Verbal] damage to your kismesis.





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AUSPITICISM

Ah, Auspisticism. The grit teeth and sharp inhale of the quadrants. How do you explain this one? It's so alien to the human understanding of relationships, that it's practically... well, an alien relationship! The long and short of it is sometimes two trolls and their relationship get too intense. Maybe one party is too clingy; maybe you're both extremely anxious when you're apart. Maybe you just won't stop trying to unironically kill one another! It's times like these that the relationship needs its own partner; the Mediator. When you Mediate a relationship, you're not quite dating either parties. You're more... dating the concept of their relationship. This can actually be really gratifying! You get to be a part of both troll's lives, and see a part of them usually only reserved for each other. It helps others immensely; but more importantly, it helps you, too.

AUSPITICIZED CAMRADERIE

[Passive] [Quadrant]

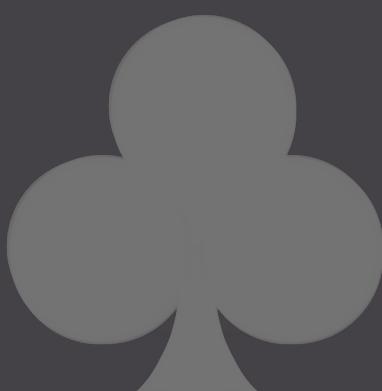
Auspisticisms can be complicated, but all in all, they're there to help all parties be their best selves. [Manipulation] rolls by an auspistice's mediator are [Talented] against the other members of the relationship; meanwhile, the other members benefit from the following effects, depending on their own relationship with each other...

MATESPRITS: Their love grows more stable; they get a +1 [Buff] on +PLC rolls.

MOIRAILS: Their friendship evens out; they get a +1 [Buff] on +RAS rolls.

KISMESISSES: They fight much stronger; they get a +1 [Buff] on +GRT rolls.

VACILLATION: Their relationship becomes clearer; they benefit from all applicable relationship bonuses with each other.





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THE MESSY BITS

Because of course, relationships aren't always perfect. One could go so far as to say that quadrant drama is the backbone of entertainment in troll society! Haha!

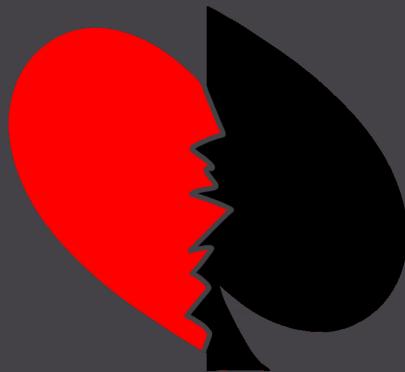
VACILLATION

When trolls have feelings that shift between different quadrants, this is known as vacillation. Trolls can vacillate in many ways—red-pale, red-pitch, pale-pitch, and so on. Vacillation is NOT an ideal situation to be in. Given how important quadrants are, both socially and, in the case of matespritship and kismesissitude, for surviving exile, one does not want their relationships to be in flux for an extended period of time. Sometimes, a vacillating quadrant can find a way to settle into a relationship that crosses boundaries of multiple quadrants, and can do so comfortably. But other times, the relationship remains volatile and prone to flipping quadrants. This can be stressful, and it can prevent one from settling into other quadrants that they need. Ultimately, vacillation should be resolved—but messy things happen, and while you're still in that mess...

VACILLATING UNCERTAINTY

[Passive] [Quadrant]

Your feelings for the other troll lie in a midpoint between some other quadrants, and you're never quite sure how to behave towards them as a result. At the start of a thread, choose one half of the quadrant to benefit from; you gain its benefits, but you do not gain the other side's benefit.





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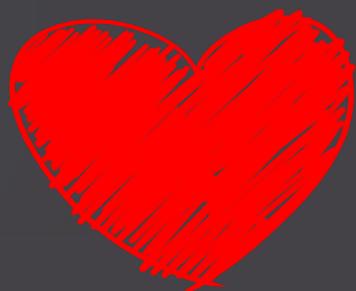
FAKE DATING

What! Sometimes you just need to pretend to be in a relationship—whether it's to spurn an ex-lover, or to just have a partner to pass through exile, or to get internet clout. Fake dating is one of Alternia's favourite tropes; because who knows how long it'll take before the fake relationship begins to blossom into a real one? And what if the quadrants that bloom from it aren't the ones they're pretending to be? WHAT IF THERE'S ONLY ONE RECUPRACOON?! The possibilities are endless!

FICTITIOUS FEELINGS

[Passive] [Quadrant]

FAKE DATING! It serves a multitude of purposes. You can choose to benefit from a quadrant with another troll you are not dating, with their consent, gaining it around anyone who believes your relationship to be sincere. However, a successful PROBLEM SLEUTHING roll might identify your lie; if your lie is uncovered, both you and your "partner" take 2 [Boost] as you panic!



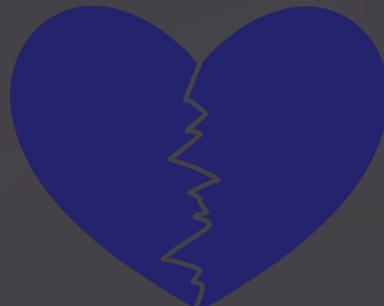
BREAKING UP

Breakups happen; it's part of life. You fall for someone, you date, you break up and stare down the inevitability of certain death if you can't find a romantic partner by adulthood... it's rough, buddy. Here, have a debuff to go with your broken heart or spade or diamond or whatever. The possibility always arises that perhaps you might be able to enter a different quadrant with them, but... alas. Maybe you don't even want that.

BREAKUP BLUES

[Passive] [Quadrant] [Hook]

Sometimes, relationships just don't work out. This is especially true when messy quadrants are involved. When interacting with a troll you've broken up with, if the wound is still fresh and you haven't recovered, your +PLC moves towards them [Tier Down]. Any negative emotion effect you would gain from your ex is heightened.





DOWNTIME

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Not every night on Alternia is one worth talking about. Sometimes, your troll merely takes time off to go shopping, play video games, or even go scrounging through the garbage to find something worthwhile. This is called [Downtime]; things you can do between your adventures. The following is a list of [Downtime] activities every troll can use, and their effects on your troll for the rest of the week. [Downtime] effects do not stack; if you use a second activity with a lasting effect after the first, the first effect ends. You can gain access to extra [Downtime] activities by purchasing specific items or rooms for your hive.

You can do any [Downtime] activities alone or with a friend. If the activity doesn't already explain how a friend must roll, assume you find the average of your two rolls and [Tier Up] the final result, because teamwork makes the dreamwork! If either of you rolls a MIN or a MAX, the person who rolled the MIN or MAX instead gains that effect instead.





BONDING TIME

[Downtime]

You spend some time with a loved one— or a hated one, who knows? Choose a troll you're in a quadrant with, a close friend, a lusus, or someone else you might bond with, and drag them out on some bonding time. When you want to spend quality time with your loved ones, roll +PLC. Anyone present rolls this together, and you find the average of your results; getting a MIN [Tiers Down] the final result, and getting a MAX [Tiers Up] the final result. Rolling both gives you the effects of a MAX as you save a disastrous bonding time from certain doom!

MIN: Some disaster strikes! It rains on your beach walk! A drone kicks your door in for inspection! The brunch catches fire! Either way, you're wracked with guilt over your particularly shitty bonding time, with everyone convinced that it's their own fault. You gain the [Dread] condition at the start of your next encounter; this effect wears off after the encounter ends.

BAD: Nothing really noteworthy happens... it's kind of boring.

OK: You have a fun time! You get 2 [Boost] at the start of your next encounter.

GOOD: The bonding time went really well! A grand time was had by all. You gain 2 [Boost] at the start of your next encounter, and you have the [Charmed] condition for the same encounter.

GREAT: What an EXCELLENT day! You feel great, and so loved! You gain the effects of a GOOD, but you keep the results for every encounter for a week.

MAX: You realize how much the other party matters to you. You're not sure your life would be as good without them. They mean everything to you. Holy shit. You gain the effects of a GREAT, except you have 3 [Boost] and are [Fascinated].

FLARP

[Downtime]

Role-play is a stupid hobby for idiot nerds, but hey, at least you're doing it via some live action combat with holocreations instead of, you know, playing it on a Vriscord or some shit. THAT would be lame and pathetic. When you want to play with friends, roll +IMG. Gather a party of players, and have everyone roll; find the average result you all make. Getting a MIN [Tiers Down] the final result, while getting a MAX [Tiers Up] the final result; in this case, [Tiering Up] lets you push a GREAT to a MAX.

MIN: THERE'S BEEN A HORRIBLE ACCIDENT! One of the party members is actually very badly wounded through some serious bullshittery. Randomly determine a party member; their [Physical] rolls [Tier Down] for a week. Everyone else is wracked with guilt, and has the [Dread] condition for a week too. You can also decide, for [Hook] reasons, that perhaps another troll was responsible for the accident; they do not gain the [Dread] condition, but might be in hot water if others find out.

BAD: Technical difficulties mean you can't actually summon any holocreations... so you just kinda sit there and sigh in full costume. You look like freaks.

OK: You play, and it's a pretty okay session! Maybe a little rushed or sloppy at times, but it still makes you feel good. You gain 2 [Boost] at the start of your next encounter.

GOOD: You indulge yourself in some serious fantasy! You gain 2 [Boost] at the start of your next encounter, and you are [Hopeful] as you ride the high of that great session.

GREAT: What an amazing session! You gain the effects of a GOOD roll, and you all get 1 [Regular] item from the treasure you uncovered on your journey!

MAX: HOLY SHIT! That was THE best session you've ever had! You love role-playing games! You gain the effects of a GOOD roll, except you are [Inspired], and you get 1 Swanky item each— potentially with Rare item tags!



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HIT THE BOOKS

[Downtime]

Alright, no more fucking around. It's time to do some fucking READING. Some fucking LEARNING. It's STUDY TIME, gang. You spend time researching online, reading articles, opening up actual paper books (gross!) and filling up your thinkpan with words. When you want to do some reading, roll +PSP.

MIN: Hrrnnnnhhnhnnhhh books hard... hhrhhrrhrhrhh... you're particularly drowsy. If you roll a BAD roll during your next [Encounter], ignore the regular effects; you just fall [Unconscious].

BAD: This shit makes NO sense, no matter how hard you try! You learn nothing.

OK: You... might have learned something? Maybe? You gain 1 [Hold] that lasts a week; you can use this [Hold] to give yourself a +1 [Buff] to any one PROBLEM SLEUTHING roll.

GOOD: You've prepared yourself well. Academia! Yay! You gain 1 [Hold] that lasts a week; you can use this [Hold] to make a PROBLEM SLEUTHING roll GOOD.

GREAT: Intense study! You little mathlete, you! You gain 1 [Hold] that lasts a week; you can use this [Hold] to make a PROBLEM SLEUTHING roll GREAT.

MAX: I THINK THEREFORE I AM THEREFORE I THINK THEREFORE I AM THEREFORE E I PI EQUALS NEGATIVE FOUR A SQUARED PLUS B SQUARED EQUALS C SQUARED FOURTEEN-NINETY-TWO FIVE-NINETY-FOUR TEN-SIXTY-SIX BECAUSE I COULD STOP FOR DEATH HE KINDLY STOPPED FOR ME. You gain 1 [Hold] that lasts a week; you can use this [Hold] to— you guessed it— make a PROBLEM SLEUTHING roll MAX.

MUNCHQUEST

[Downtime]

Sometimes, you don't WANNA eat what's in the fridge. You wanna eat out, get something greasy and yummy! Thank goodness for chains like McMiracles and their ominously purple and green slimeburgers!

Using Munchquest costs 10 caegars; going somewhere CLASSY like Oliveblood Gardens costs 30 caegars, but gives you a [Tiered Up] result that can be pushed into MAX. When you wanna munch, roll +APP.

MIN: Huuuuu... your poor tummy... you ate too much... if you roll a BAD roll during your next encounter, ignore the regular results; instead, you become [Poisoned] as your meal comes back to haunt you.

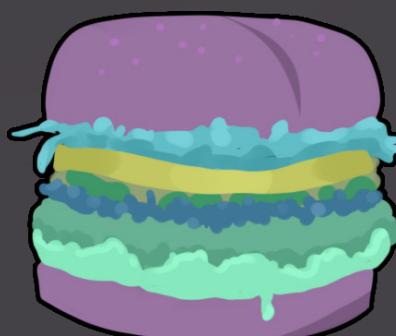
BAD: This meal sucked. It's not worth talking about.

OK: Yum! It wasn't filling, but it was nice! You gain 1 extra HP during your next encounter.

GOOD: Deeeeelicious! You gain +2 HP during your next encounter.

GREAT: That was absolutely WONDERFUL! 10/10 meal. 5 stars! You gain +2 HP for the next week.

MAX: You know that scene from Ratatouille with the food guy eating the rat food? That's you, eating this slimeburger. You gain your +4 HP for the next week.





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SCAVENGE

[Downtime]

You head down to the local junkyard, the pier, the back alleys of streets, hoping to find something good. Be careful not to stick your hand into the dumpsters; those have built in laser incineration technology! When you want to find something you can take home for yourself, roll +RAS.

MIN: Fuck fuck fuck! You were caught trespassing during your scavenging, and the drones laid some pain into you! While you managed to escape with your life, and probably had time to heal your wounds, you're on their shit list- Drone [Strife] rolls against you [Tier Up] for a week. This stacks with other [Downtime] effects.

BAD: You find... nothing. A wasted day.

OK: You don't find any goods, but you did find a lucky caegar every once in a while! You get 10 caegars.

GOOD: Aha! You found an item! It's not very good, is of Garbage quality, and it breaks on rolling a 1-3 instead of just a 1. But it's something!

GREAT: You found a decidedly choice piece of garbage! You find a [Garbage] item of your choosing.

MAX: You manage to find something freshly thrown out- and it's really good?! Like, holy shit, did they MEAN to throw this out?! You find a Swanky item! For FREE! This rules!

SHOPPING TRIP

[Downtime]

Get in loser, we're going shopping! You pick up your stuff and get ready to spend some fucking caegars, baby! The act of shopping is a dangerous one; who knows what lies behind the corner of every aisle, and what deals hide at the bottom of the bargain blitzer? While you can shop any time you like without using your [Downtime] activity for it, or without rolling a SHOPPING TRIP check, you only ever get OK results, and miss out on the juicy deals you could get by teaming up with your friends to go shopping. Check out the Economy Chapter for more notes. When you want to hunt down an excellent deal, roll +HUB.

MIN: You get mugged! What the fuck, why did the Homestuck Tabletop game make my character get mugged?! Either way, you either lose 30 caegars or an item from your sylladex.

BAD: Urgh... they had the item you wanted on sale, but it was in high demand. You're able to find the item you like, but... it's 20 caegars more expensive than normal.

OK: You find the item you were looking for. But no sweet deals...

GOOD: Nice! You find the item you're looking for, and it's at a 30% discount.

GREAT: Now THAT'S a steal! You find the item you're looking for on sale! The item is 50% cheaper than normal!

MAX: HOLY SHIT! REDUCED TO CLEARANCE?! This is the ULTIMATE deal! You find the item you were looking for... for 90% off!!



The fauna of Alternia are known as lusii and come in every shape and size you can imagine. That means your troll's lusus can be whatever you want it to be! The most successful lusii are ones that complement their troll, with strengths to cover their weaknesses. Build your own lusus by choosing a size, features and traits.

SIZE: How big is your lusus? This determines the lusus' HP, and how easy it is to hit them.

FEATURES: What is your lusus like, physically? This determines their abilities and [Talents].

TEMPERAMENT: What is your lusus like, personality-wise? This determines their [Idle], what they do when you don't give them a command in a fight. Lusii start with a +1 to all stats, except the ones your caste are [Talented] at; these are a +2. All lusii have the [Minion] tag, and can be commanded to act by their troll, gaining 1 action for each action the troll spends commanding them. If they are given no commands, they use their [Idle].





FEATURES

SIZE

SIZE	DESCRIPTION
Tiny	From a bug to a mouse (3HP, all [Strife] rolls against it are [Tiered Down]).
Small	From a bird to a house cat (5 HP, all [Strife] rolls against it are at a -2 [Nerf]).
Medium	From a large dog to a pony (7 HP)
Large	From a horse to a moose (10 HP, all [Strife] rolls against it are at a +2 [BUFF])
Giant	From an elephant to a whale (14 HP, all [Strife] rolls against it are [Tiered Up]).

Burrowing: A burrowing lusus can move, undetected, through walls and the floor! Whether this is via digging holes, or through more mysterious manners, you may dismiss or summon the lusus into combat whenever it is near. While dismissed, it cannot take any damage at all. Digging and resummoning takes an action. +APP [Talent].

Camouflaged: This lusus has natural camouflage, and can become [Hidden] for [Free]. +GRA [Talent].

Constricting: Your lusus is wreathed in tentacles, or maybe it has a serpentine shape. Regardless, it can be used to harry the movement of others. When it rolls to [Strife], it can do 1 less damage on a GREAT roll in order to render the opponent [Slowed] and [Trapped] until the lusus takes damage. +HUB [Talent].

Mimic: A lusus with this trait has a vague grasp on Alternian language, and spits back phrases every once in a while. It can carry messages given to it by other trolls, and understand exactly what trolls mean. +PSP [Talent].

Aquatic: It's a water lusus! It gets a +2 [BUFF] on all rolls when acting in water against another non-aquatic lusus or troll. All purple and violet lusii automatically have this tag alongside your choice of feature. +GRT [Talent].



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Psionic: These lusii are markedly dangerous, and often particularly intelligent. It can use one [Basic] [Psionic] move from any caste. +IMG [Talent].

Ugly: This lusus is an ugly sumbitch I tell you what. Its low self-esteem means it never gains [Boost] or [Drag]. This lusus sees through your empty flattery, you liar. +PLC [Talent].

Ravenous: This lusus would very much like to consume your tasty tasty flesh as nourishment. Better stop it from doing that, huh? It takes +1 [Buff] to [Strife]. +GRT [Talent].

Flying: Your lusus has the power of the skies on its side! It can start [Flying]! +GRA.

Fluffy: Your lusus is astoundingly fuzzy! It is [Legendary] at +PLC. +PLC [Legendary].

Armored: Your lusus has natural armor, be it a shell to hide in or especially thick skin. It has 1 [Resistance] to all [Physical] damage. +GRT [Talent].

Fat: Round. Lorge. The most absolute of units. Oh lawd it's comin. It has +2 HP cause like. You gotta penetrate the fat layer. +APP [Talent].

Slimy: It's slippery. It's slimy. Dear gog, is it oozing on the floor? Eeeeeew. It's a [Lengthy] action to [Physically] [Strife] it. +APP [Talent].

Speedy: Oh fuck its so fast! Holy shit. Oh my god what is this, Predator? This lusus is [Quickened], and gets 1 extra action when you command it. +GRA [Talent].

Eldritch: Trolls near this lusus automatically become [Scared] because something is just... wrong with it. What color is that? Is its skin writhing?! +IMG [Talent].

Featureless: Nothing special about this lusus! It gains no extra benefits.





TEMPERAMENT

Clingy: Your lusus is almost always with you, to the point that you both can get a little upset when it isn't. Idle: It mollycoddles you, giving you 1 [Resistance]. If you didn't take damage on your last turn, it doesn't act.

Kind: Your lusus loves you very much, and makes sure you know this! Idle: It heals 1 [Drag], if you have any.

Asshole: Your lusus is a bluh bluh huge bitch. Idle: It rolls to Grief! Its target is random, albeit never you— but it might just be an ally!

Nurturing: Wow, your lusus said you could have coping skills? Idle: It croons over you, healing you 1 HP. If it did this last turn, it doesn't act.

Secretive: Sneaky lusus is sneaky. Maybe it hides things. Maybe it knows things. Idle: Even just being near this thing makes you feel it's got juicy secrets. Opponents cannot roll PROBLEM SLEUTHING on anything but your lusus.

Strict: Your lusus does not subscribe to the school of permissive parenting. Idle: If someone hits you on a turn you aren't commanding your lusus, it hisses loudly. They gain 1 [Drag]. **Feral:** This lusus is not exactly tame. Idle: It attacks your foes! It prioritizes other lusii over trolls, however.

Oblivious: Your lusus is just... it's doing its best but it's a miracle you made it to pupation. Your momma never quite was much help with schoolfeeding. Idle: Your lusus just sits there, bro. It takes 1 point of damage from attacks directed at you.

Magic: The power of belief resides within you! Idle: Its magic fairy dust sprinkles on you, and you gain 1 [Boost] every 2 turns it idles. **Cryptid:** There's something... just a little bit off about this one, and it's kind of unsettling. Idle: Your lusus looms, or flicks around in the background, or does something creepy. Your target gains 1 [Drag].





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Noble: Your lusus is righteous and caring- a real hero! Idle: If someone attacks you with a [Physical] roll, it does 1 damage back to them.

Pedigree: Well la-dee-dah! You got a fancy pedigree lusus, you snob. Idle: It waits at your side, ready to aid you in your prestigious efforts. Your FRAYMOTIF rolls get a +1 [Buff].

Neutral: This lusus... doesn't do much, honestly! Idle: It does fuck all!

Loyal: Your lusus will never leave your side, and is always ready to do exactly as you ask! Idle: It patiently sits, awaiting a command; when you next command it, it is [Quickened] for a turn.

Stinky: Not just physically- in personality, too! Your lusus does nothing but get in the way. Bastardly... Idle: Tada! It gets in the way! It makes your target's first roll on their turn [Inept]. But next time you don't command it... it does it to you instead! This cycle repeats.

Negligent: Your troll really doesn't give a shit whether you live or die, apparently. Idle: Oh, it... it left. You can call it back for [Free], and it'll show up and work as it was, but it's... not here. It can't take damage right now.

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FRIENDS & FOES

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Trolls are not the only dangerous creatures to live on Alternia; monsters, beasts and robots all prowl the surface of the blighted world, ready to sink their claws into you— or worse. The following are a list of friends you might summon to your aid or monsters which might try to rip you to shreds in your everyday life here on Alternia. Monsters are divided by levels based on their HP; the more HP a monster has, the more dangerous it is, and the more tools it has to kill you. Unlike trolls or custodians, Friends & Foes die at 0 HP. The levels are as follows:

Level 1: 5> HP (Weak, mostly an annoyance rather than a combat force).
Level 2: 6-8 HP (Able to hold its own in a fight pretty well; has tools that give it a pretty nifty punch).

Level 3: 10-12 HP (Huge and tanky; able to wreck shop even without special tools).

Level 4: 13< HP (Boss Monster. Running away is usually the smartest option, because fighting one of these things WILL result in Just or Heroic Deaths. It always guards rare, powerful treasure, and has devastating tools to defend them).





IMPORTANT!

Unless otherwise specified, all friends & foes have +1 to every stat. Idle effects take place if the target is your minion, and you don't give them an action on your turn. You can't use FRAYMOTIF with an NPC; they simply aren't protagonistic enough!

MONSTROUS MODIFICATIONS

Sometimes, you want to customize a friend or foe a little. These can make weak friends and foes stronger, and add some sick flavour to the encounter. Also, you might kill people! Yay! When you add one of these moves to a monster, you give it +4 HP and usually make it go up a level as a result.

RAINBOW DRINKER

[NPC; MUST BE JADE]

Hissssss!! When this troll sees blood, it enters Bloodhysteria, becoming [Quickened] and [Out-Of-Control]. It will attempt to bite you, and if it does so, on a GREAT it can do 1 less damage to [Heal] itself by 1 HP. It can glow bright white to [Blind] you for 3 rounds as an action, and hiss loudly as an action in order to [Terrify] you. It is immune to the DAYTIME Hazard.

SHADOWDROPPER

[NPC, LUSUS; GAINS ENTITY TRAIT INSTEAD OF ORIGINAL TRAIT]

Grooooooaaan... this thing isn't alive anymore, and has partially rotted in places. Shadowdroppers do not die at 0 HP; they become [Slowed], and keep fighting until they hit -5 HP, unless they are set [Ablaze]. They are immune to the DAYTIME Hazard.

GRIMDARK

[NPC; GAINS ENTITY TRAIT INSTEAD OF ORIGINAL TRAIT]

dqpllu smf dvstu smf djoy, upi lmpe ejsy o zrsm ntp. This troll has become touched by the dreadpowers of the Horrorterrors. It, and everyone around it, gains the [Despair] condition. Any [Drag] gained by its opponents is doubled.

GRIMBARK

[NPC; GAINS LUSUS TRAIT WHEN IN BEAST FORM]

This troll is part barkfiend! It can take an action to wolf out; when it does so, it gains the AROOOOOO Barkfiend move, and becomes permanently [Out Of Control]. It has 1 [Resistance] against all [Physical] damage.

BLAZING

[NPC, LUSUS, ROBOT; GAINS ENTITY TRAIT ALONGSIDE ORIGINAL TRAIT]

This creature is wreathed in flames! It gains an [Immunity] to [Blazekind] weapons and the [Ablaze] condition, though anyone it touches is set [Ablaze] too. As a [Lengthy] action, it can cause the FIRE! Hazard.

IMMENSE

[LUSUS, ROBOT, ENTITY]

This thing is IMMENSE! Like, 10 feet taller than normal! It gets a +1 extra to all stats, and gains 1 [WHAM] at the start of each its every turn.



HOST

[NPC, LUSUS; GAINS ENTITY TRAIT INSTEAD OF ORIGINAL TRAIT]
Spooky! This creature is not alive; it's merely an emotional imprint on the world made of [Psionic] energy! It has 2 [Resistance] against [Physical] damage, but it has 3 [Weakness] against [Psychic] damage. It cannot use any [Physical] moves, nor interact with any physical entities; however it can use SHENANIGANS to like, stack chairs and shit, and it can do 1 damage using SHENANIGANS on a GOOD, 2 on a GREAT and 3 on a MAX in addition to the usual effects.

ROBOT

[NPC, LUSUS; GAINS ROBOT TRAIT INSTEAD OF ORIGINAL TRAIT]
FEAR NOT, ALTERNIAN CITIZENS, FOR I HAVE BEEN RE-EDUCATED. This creature is not made of flesh and bone, but of steel and screws. A robot has the [Tech] tag. Electric attacks, such as from Zapkind Rune Abstrata, do +1 damage to a robot. They are immune to all non-[Physical] damage, and have 1 [Resistance] against [Physical] attacks. Robots are built in with powerful weaponry; it gains one RUNE ABSTRATA from the Strife Deck section of the Economy Chapter.

LET THE GAMES BEGIN

Until the rest of this chapter, you will be presented with Stat Blocks of multiple creatures, NPCs and everything between. For ease of access, we've put the Level 1 NPCs at the start of the chapter, and colour-coded them according to caste; however, after that, we put all other monsters in level of order, colour-coded by their type. Lusii have Green tags, Robots have Red Tags, Entities have Black Tags and NPCs have Violet tags.

Now... let's have some fun!



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NPCs (LEVEL 1)

RUST

LVL 1 NPC

3 HP

TALENTS: +RAS, -GRT

STATS: VIM: +0, RAS: +2, PLC: +0, GRA: +0, APP: +1, GRT: +0, HUB: +2, PSP: +1, IMG: +3

This frail rust looks like a stiff breeze could knock them over... as they float up several rocks around them, eyes glowing with psychic power, you wonder if a stiff boulder could knock you over, too.

PLAY DEAD

[Rust] [Reaction]

Anytime you take 3 damage from a single attack, you may immediately feign death, dropping to become [Floorbound], and your enemies believe you are either unconscious or dead. If you spend your next turn completely motionless, you can use this to escape a situation like via ABSCOND, or to get the jump on the target, treating yourself as [Hidden]. If the target succeeds on a PROBLEM SLEUTHING roll before your next turn, they realize you're not fucking dead, asshole.

MIXED SUCCESS

[Passive]

When you roll a BAD roll, you can treat it as a GOOD one, but you also take the MIN result.

TELEWAVE

[Strife] [Psionic]

NNnnnnngh... Rust Bloods can use +IMG to [Strife], and they can hit [Flying] foes with their powers.

IDLE: The Rust skittles out of the way, and helps you if possible; you gain 1 [Boost].

BRONZE

LVL 1 NPC

3 HP

TALENTS: +APP, -GRA

STATS: VIM: +0, RAS: +2, PLC: +1, GRA: +0, APP: +2, GRT: +3, HUB: +1, PSP: +0, IMG: +0

Buckle up, pardner- this Bronze troll looks like they're not too fond of highblood superiority, and they're ready to kick some real fishy tail if they need to!

KNUCKLE CRACK

[Physical] [One-Off]

When a bronze blood NPC enters a fight, they may use an action to become temporarily [Enraged] for two turns.

GOOD PRAXIS

[Passive]

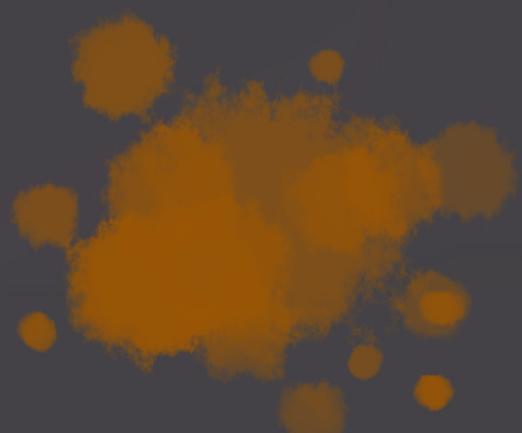
Any time you get a GREAT GRIEF roll, you can do 1 less damage and get a GOOD SWASHBUCKLE effect.

BEAT 'EM UP

[Passive]

When using your fists instead of weapons, you're [Talented] at GRIEF rolls. Your fists don't have any weapon tags; you're empty handed, after all!

IDLE: Grumble, grumble... the Bronze gains 1 [WHAM].





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GOLD

LVL 1 NPC

3 HP

TALENTS: +PSP, -PLC

STATS: VIM: +0, RAS: +2, PLC: +0, GRA: +0, APP: +0, GRT: +1, HUB: +1, PSP: +2, IMG: +3

Checking their palmhusk through multicoloured eyes, this gold raises their gaze to meet yours, pockets their phone, and starts to crackle with psionic energy.

EYE BEAMS

[Strife] [Psionic] [Laser]

Pchew! Gold blood NPCs can use +IMG to [Strife], and can hit [Flying] targets like this.

HAXX0R

[Tech] [Lengthy]

Gold NPCs have access to the Gold move, HAXX0R. It's very long, so we can't reproduce it here. please don't be mad. please

POWER UP

[Psionics] [Recharge: 3]

You spend a minute going "HAAAAA AAAAAAAAAAAAAAAAAAAAH..." as power surges through you. Your next EYE BEAMS roll is [Tiered Up], and can't be lower than a GOOD. You gain 1 [Resistance] while Powering Up; this can't be done at the start of your turn, it must be the last move you make before your turn ends.

IDLE: The Gold mutters about how stupid it is that it's out here instead of at home. You gain 1 [Drag], but they make a [Verbal] Strife roll using +PLC at the opponent.

OLIVE

LVL 1 NPC

4 HP

TALENTS: +GRA, -APP

STATS: VIM: +0, RAS: +2, PLC: +1, GRA: +3, APP: +0, GRT: +0, HUB: +2, PSP: +1, IMG: +0

You know, like, nya? This cat's lived on the street their whole life, and they're not about to let some poser get in the way of the hunt!

ALLEY CAT

[Physical]

On a successful ACT FAST to YOUTH ROLL, you can choose to become [Hidden] as you dive into the winding streets and obstacles around you and maneuver out of sight with ease, even if you were being observed. You can do this as a [Reaction], just before someone was about to spot you with PROBLEM SLEUTHING roll.

SKIRMISH

[Strife]

Scracthscratchscratchscratch! Olive blood NPCs can use +GRA to [Strife]. On a GREAT, they do 1 less damage, but the opponent starts [Bleeding].

BLUESTAR'S SACRIFICE

[Reaction]

Any time you are subject to a SHENANIGANS roll, you can use your reaction to roll SHENANIGANS and bring them down with the exact same effect, even if your result was a GOOD and theirs was a GREAT or MAX. On the flip side, even if you roll a MAX, you get the same effect as them (though you do get a pity [Boost]).

IDLE: Duck for cover! The Olive becomes [Hidden] if a fight starts; otherwise, they just kinda laze about.



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JADE

LVL 1 NPC

4 HP

TALENTS: +PLC, -HUB

STATS: VIM: +0, RAS: +1, PLC: +3, GRA: +2, APP: +2, GRT: +0, HUB: +0, PSP: +1, IMG: +0

Mom's here, and she says it's time for you to go to bed! Whenever you need someone to give a sweet scolding, who better to call than a jade?

MOM'S IN CHARGE

[Passive]

Any time you want to get a troll younger than you to do what you say, you don't need to roll WORDPLAY; simply act as if you'd rolled a GOOD WORDPLAY result.

CHASTISE

[Strife] [Mental] [Physical]

Scold! Scold Scold! A jade blood NPC uses +PLC to [Strife]. You decide if any damage done is [Verbal] or [Physical].

GIRLS & GIRLS & GIRLS

[Jade] [Passive]

Your [Manipulate] rolls against female trolls are [Tiered Up], and your [Strife] rolls against male trolls gain a +2 [Buff]. You get to choose for nonbinary trolls or other GNC trolls.

IDLE: If the Jade sees someone being rude, they're sure as hell going to nag them! The rude person gains 1 [Drag]. This means you, too.

CERULEAN

LVL 1 NPC

4 HP

TALENTS: +HUB, -APP

STATS: VIM: +0, RAS: +2, PLC: +1, GRA: +0, APP: +0, GRT: +0, HUB: +3, PSP: +1, IMG: +2

Watch the fuck out, this troll's got you on lock, the whole situation on lock, and they're ready to dismember any bitches who get in their way!!!!!!

SCOURGE

[Strife]

Slash slash slash! Cerulean blood NPCs can use +HUB to [Strife]. On a GREAT, they do 1 less damage, but the target starts [Bleeding].

FLIP THE FUCK OUT

[One-Off]

Things ALWAYS go your way— and when they don't, you lose your actual shit. On a MIN or BAD roll, you can become [Enraged] for [Free].

STREET SKIRMISHER

[Passive]

You're a veteran of the streets. Alley fights, bar fights, mosh pits, you've seen it all and conquered it too. Any BAD or OK SHENANIGANS rolls you make are [Tiered Up], and any OK SHENANIGANS rolls against you [Tier Down] to BAD.

IDLE: Hey hey fuck you, you think not being told what to do will stop this guy?! They keep doing their own thing, but you take 1 [Drag]!



INDIGO

LVL 1 NPC

5 HP

TALENTS: +GRT, -RAS

STATS: VIM: +0, RAS: +0, PLC: +0, GRA: +2, APP: +1, GRT: +3, HUB: +1, PSP: +2, IMG: +0

This snooty highblood is brimming with muscles that threaten to rip through their very expensive outfit. A single backhand from them could potentially break your jaw.

AUTHORITY FIGURE

[Passive]

+RAS rolls targeted at you are [Inept] as your very gaze is enough to make someone-second guess if they want to do this.

NEUTRAL FACE OF DISPLEASURE

[Mental] [Reaction] [Recharge: 3]

When someone upsets you, you don't need to do much to make it clear. Your flat, unimpressed expression is plenty. When someone forces you to bring out the Neutral Face of Displeasure, (usually from failing a roll that would benefit you or succeeding on a roll that wouldn't), roll +PLC. Find the effects in the Indigo doc, if you dare! It's too long to print here, sorry gamer gang.

WRECK AND ROLL

[Indigo] [Passive]

When you get a GREAT GRIEF roll, you can do 1 damage less than normal (min 1) and use the [Trapped] or [Floorbound] effect as you smash someone into a wall or smack them down to the ground. On a MAX, you can do both options.

IDLE: The Indigo begins to flex, and gains 1 [WHAM].

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PURPLE

LVL 1 NPC

5 HP

TALENTS: +GRT, -PSP

STATS: VIM: +0, RAS: +2, PLC: +0, GRA: +0, APP: +1, GRT: +3, HUB: +2, PSP: +0, IMG: +1

Honk honk honk! Now you fucked up! The clowns are here, and with their Faygo stained carnival pants and juggling bats caked in dried blood of every colour, it looks like you're about to witness some real life slapstick- with consequences!

ULTRAVIOLENCE

[Passive] [Recharge: 3]

Whenever you roll a GOOD or above [Strife] move, you can choose one of the following effects.

BATTERED: You deal 1 extra damage.

BRUISED: Your opponent takes 1 [Drag].

HAMPERED: Your opponent takes a -1 [Nerf] to [Physical] Rolls for 3 turns.

SHAKEN: Your opponent takes a -1 [Nerf] to [Mental] Rolls for 3 turns.

HONK

[Physical] [Reaction] [One-Off]

Once per encounter, you can choose to totally negate one single piece of damage by instead making a funnyboy tumble and get yeeted away, bouncing against other surfaces and honking as you go. You are [Floorbound] by the end of your bouncing adventure.

TURN IT OFF

[Mental]

You can take an action to overcome any [Emotion] condition you are suffering from. You gain 2 [Drag] instead.

IDLE: Whoop whoop! The Juggalo is an obnoxious piece of shit to everyone. Anyone present, other than other purple bloods, takes 1 [Drag].



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VIOLET

LVL 1 NPC

5 HP

TALENTS: +HUB, -PSP

STATS: VIM: +0, RAS: +1, PLC: +3, GRA: +2, APP: +0, GRT: +1, HUB: +2, PSP: +0, IMG: +0

A violet blood is here to help you... or maybe harm you... oh my god, you think you've seen their Instaglub account, actually? Holy shit? They've got more followers than you have caegars!

DANCE GLUBBER DANCE

[Passive]

FRAYMOTIF loses the [One-Off] tag for you and your allies, and gains the [Recharge: 3] tag instead. The violet does not join the Fraymotif themselves; it simply allows others to do it more than once.

SEXY PRIVILEGES

[One-off]

Once per encounter, you take an action to pull a cool pose as you take a second to rebalance yourself, and you gain one of the following bonuses:

YOGA: You can just heal 2 damage! Because you're hot!

SUPERSONIC: You become [Quickened] for two turns. Because you're hot!

HAIRFLIP: You gain 3 [Boost]. Because you're hot!

UNBURDENED: You can remove any 1 debuff! Because you're hot!

VOGUE: You receive 1 [WHAM]. Because you're hot!

HIGHESTBLOOD

You are difficult to fully influence with psionics - how else would you keep the silly landdwellers in check, after all? All [Psionic] rolls against you [Tier Down].

IDLE: The violet blood watches closely. If shit hits the fan, fuck this, they're calling the fucking drones. A drone will arrive in 3 rounds!





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LEVEL 1

FAIRY BULL

LVL 1 LUSUS

4 HP

TALENTS: +IMG, +RAS, -GRT

STATS: -1 APP, -1 GRT

This tiny little fairy bull flits around, sprinkling glitter in its trail. It's... it's kind of pathetic.

ACHOO!

The Tinkerbull sneezes; when it rolls SHENANIGANS, it can sneeze Special Stardust in the opponent's face to [Blind] them.

FLIT FLIT**[Physical]**

The Tinkerbull flies around erratically. [Physical] [Strife] moves against it are [Tiered Down].

PATHETIC SQUEAL**[Sad]**

WHY DID YOU KILL IT? When you kill a Fairy Bull, it lets out a dying gasp, and you feel so shitty. You take 10 [Drag]. What the fuck, man?

IDLE: FLIT FLIT FLIT! It just kinda chills, hoping to be helpful. It is not.

PIGEON

LVL 1 ANIMAL FROM REAL LIFE

4 HP

TALENTS: -

STATS: +2 PSP

It's a fucking pigeon. You make the Homestuck Tabletop Game next time. Fuck off, get off my back.

COO**[One-Off]**

It coos in the middle of your opponent's turn, and it's a little distracting. As a [Reaction], it makes the opponent's roll [Inept].

FLAP FLAP FLAP**[Physical]**

Did you know pigeons can [Fly]?

NASTY SURPRISE**[Physical] [One-Off]**

Oh- oh goddammit, it shit on you! Motherfucker! The pigeon gives your target 5 [Drag].

IDLE: It fucking flies away. I don't give a shit anymore. I'm unkillable.





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TSUCHINEKO

LVL 1 LUSUS

4 HP

TALENTS: ++PLC

STATS: +4 PLC

From your understanding, Tsuchineko Real. It is a small serpent creature with a particularly fat body which it uses for locomotion; however, on its head, it has two little cat ears, and some cute whiskers around its nose.

IRRESISTIBLE

[Passive]

You CANNOT say no to Tsuchineko; it is too perfect, too wonderful. All of its [Manipulation] checks [Tier Up], because it's just so wonderful and amazing. You can just kinda understand what it wants, even if it can't speak.

BOING

[Passive]

If you hurt a Tsuchineko, it just kinda bounces. It's adorable, and you feel guilty. You take 3 [Drag] every time you hurt a Tsuchineko.

STUPID

[Passive]

It's just such a fucking idiot. It is immune to all [Mental] effects.

IDLE: You wouldn't stop giving attention to dear Tsuchineko, would you? If Tsuchineko is your [Minion], you can't ignore it, and must give it a command every turn. It does not have an idle, because you cannot peel yourself away from Tsuchineko.

LEVEL 2

ANGRY MOB

LVL 2 NPC

8 HP

TALENTS: +GRT, -PLC

STATS: +2 GRT, +2 HUB, -1 PSP, -1 PLC

A crowd of trolls forms, yelling and demanding retribution. Their eyes settle on the source of their anger, and they get ready to kick some ass. Your ass! AAAAA!

MOB MENTALITY

[Passive]

It's particularly hard to influence a group of people. They are immune to [Verbal] damage, and [Manipulate] rolls against them [Tier Down].

THERE THEY ARE!

[Passive]

When their target jumps out of sight, the mob searches relentlessly for their target. If the target is [Hidden], the Mob's PROBLEM SLEUTHING rolls to find their target are [Tiered Up].

GET THEIR ASS

[Passive]

The mob pulls their foe under when they wail on their ass! If the Mob lands an attack on a foe, the target is [Trapped].

CROWD

[Passive]

There's a whole lot of these guys, so area of effect attacks hurt a lot. They have 1 [Weakness] to Boomkind weapons.

IDLE: RABBLE RABBLE RABBLE! The Mob either tries to use GRIEF on their target, or uses PROBLEM SLEUTHING to find someone they're looking for.



BARKFIEND

LVL 2 LUSUS

8 HP

TALENTS: +GRT, +HUB

STATS: +3 GRT, +2 HUB, +2 PSP

This wolflike creature has two sets of fanged mouths built into its snout; one for huffing and puffing, one for howling, and both for laying waste into people who would get in their way.

AROOOOOO

The howl of a Barkfiend is an upsetting ordeal; it lets off tones our ears can't hear, but our brains can definitely feel, and it absolutely kills any notion of hope you might have had. A Barkfiend can take an action to howl; any of its foes gain the [Dread] condition.

HUFF PUFF

[Physical]

The Barkfiend inhales sharply, and then BLOWS your shit down! On a GOOD or higher SWASHBUCKLE roll, it can knock you over with a firm gust of sticky, hot breath (it's actually gasoline particles!) and knock you [Floorbound]. You gain 1 [Weakness] to Fire effects unless you spend an action washing yourself before you're hit by one; if you don't do this in time, the weakness stays for the whole encounter. If you were already [Ablaze], this does 3 damage to both you and the Barkfiend.

HELLFANGS

[Strife]

The Barkfiend's twin maws light up, and flames gush from its teeth. On a GREAT GRIEF roll, it can do 1 less damage and give you the [Ablaze] condition.

IDLE: Snff snff... the Barkfiend gets a good whiff of you, and figures out your deepest fears. It gains 1 [WHAM].

BEE SWARM

LVL 2 LUSUS

6 HP

TALENTS: +HUB, +RAS

STATS: +2 HUB, +2 RAS

This swarm of purple insects buzzes angrily. You appear to have fucked up massively, as they're about to get your whole ass.

BZZZZZZZZ

[Passive]

Your bees buzz loudly; all [Mental] rolls around the Bee Swarm are [Inept], allies and foes alike.

MINDLESS

[Passive]

Bees cannot roll [Mental] rolls and cannot be affected by [Mental] or [Manipulate] rolls.

STING! STING! STING!

[Physical] [Strife]

Bee Swarms do not need to roll to [Strife]; they merely do 1 damage to their target on their turn as a single action.

SWARM

[Passive]

The Bee Swarm has 2 [Resistance] against [Physical] damage; however, it does not have this against Boomkind and Spraykind Strife Specibus, the Blazekind and Zapkind Rune Specibus, [Psychic] and [Laser] damage, and the [Ablaze] condition. Instead, it has 2 [Weakness] against these effects.

IDLE: ARGH! The Bees use their STING! STING! STING! move on their target!



CROCAGECKOR

LVL 2 LUSUS

8 HP

TALENTS: ++GRT, +GRA, -HUB

STATS: +2 GRT, +2 GRA, -1 HUB

One third crocodilian, one third gecko, another third a slightly different kind of crocodilian, crocageckors have the one tool most crocodiles could only dream of: the ability to walk on walls.

CRUNCH

[Strife] [Physical]

Crocageckors have POWERFUL jaws that pierce down hard into their opponents. On a GREAT [Strife] roll, they can choose to do one less damage; instead, the target starts [Bleeding], and is [Floorbound] in its jaws. You can't spend an action to get out; you must succeed on a GREAT [Physical] [Strife] roll to bonk it on its nose and force it to open its mouth. It can't attack anyone else while you're in its jaws.

WALLCLIMB

[Physical]

The Crocageckor scales walls like its nothing; it can start "[Flying]" at will as it crawls up and down walls like a slimy little BITCH. It cannot attack you while it's up there, because it's too darn far away; it must choose to stop climbing to bite you! Unless it has some kind of like, radioactive ray attack.

LASER BREATH

[Strife] [Psionic] [Laser]

Ah! I forgot to mention their laser breath. Classic mistake! It super does have a radioactive ray attack. Crocageckors can stream radioactive breath from their lungs, razing trees and foes alike. This can hit [Flying] targets, or be used while it's WALLCLIMBING. It rolls GRIEF using +IMG; on a GOOD, you take no damage but are set [Ablaze] in green flames, on a GREAT, you are also [Stunned], and on a [MAX], the flames can't be put out unless you're the subject of a [Heal] effect.

Idle: The Crocageckor slithers away, climbing a wall; it gains the [Flying] condition.

GHOSTLY GAGGLE

LVL 2 ENTITY

8 HP

TALENTS: +IMG, +RAS

STATS: +2 IMG, +2 RAS

One Ghost is bad enough— but a whole pile of them? That goes beyond challenging; that's goddamn spooky.

ABSOLUTELY FUCKING TERRIFYING

[Passive]

The Ghostly Gaggle is SUPER scary! It immediately [Terrifies] anyone except Haunted Rusts, Shadowdroppers, Rainbow Drinkers, Grimbarks, Grimdark and Ghosts.

ETHEREAL

[Passive]

The Ghostly Gaggle has 2 [Resistance] against [Physical] damage, but it has 3 [Weakness] against [Psychic] damage. They cannot use any [Physical] moves, nor interact with any physical entities.

POLTERGISM

While the Ghostly Gaggle cannot physically interact with anything around them, they can use their telekinetic abilities to do all sorts of scary shit, like stacking chairs. Or throwing chairs at you! When they use SHENANIGANS, they can do 1 damage as a GOOD effect, 2 damage as a GREAT and 3 damage on a MAX on top of normal effects.

IDLE: BOO! The Gaggle starts slamming shit around and haunting the shit out of the area. All opponents are [Trapped].



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GOBBLEBEASTS

LVL 2 LUSUS

6 HP

TALENTS: ++IMG

STATS: +2 IMG, +2 HUB, +2 APP

This awful, awful creature resembles a turkey, but it is not one. A fiend filled with graceless rage, it has NOTHING to be thankful for... not even its own country.

WHOMST SHALL I KILL

[Strife] [Psionic] [Laser]

The Gobblebeast blasts lasers out of its eyes! It uses the Gold EYE BEAMS move to strife.

GLAGUGLAGUGLA

AH, SHIT, IT GOBBLERED AT YOU! You are [Scared]. This costs an action.

HARD TO KILL

[Passive]

This thing just won't learn its lesson, will it? A Gobblebeast stays fighting past 0 HP, and only dies when it first gets a BAD roll after it hits 0 HP; it gains 1 [Drag] every turn it continues fighting after 0 HP.

IDLE: WHY DID YOU LET YOUR GUARD DOWN! IT ATTACKS YOU! YOU CAN'T TRUST A CREATURE THAT HATES THE CONCEPT OF GRATITUDE!

PURRBEAST

LVL 2 LUSUS

8 HP

TALENTS: +GRA, +GRT

STATS: +3 GRA, +2 GRT, +2 RAS

Heeheehee! APEX PREDATOR! Purrbeasts are feared for their quick reflexes, sharp claws, and even sharper fangs.

POUNCE

[Passive]

When a Purrbeast leaps out from its hiding spot and loses the [Hidden] condition, it moves quickly to tear through its opponents! If it removes the [Hidden] condition by jumping out and attacking someone, its GRIEF roll gives the [Bleeding] condition if it does damage.

STEALTHY STALKER

[Physical]

Purrbeasts are exceptionally good at hiding; they can use ACT FAST to become [Hidden], even if they were being observed. [Permablind] trolls cannot sniff out the location of a [Hidden] Purrbeast.

TOP OF THE FOOD CHAIN

[Passive]

Purrbeasts are particularly skilled at taking down other lusii; they always do 1 extra damage towards lusii.

IDLE: Into the shadows it goes! The Purrbeast becomes [Hidden].



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SPLEENFOWL

LVL 2 LUSUS

6 HP

TALENTS: +GRA, +HUB

STATS: +2 GRA, +2 HUB, +2 PLC

As beautiful, powerful creatures the size of a car, Spleenfowls make excellent mounts— once you get past their moody temperament, at least.

LIFT-OFF

[Physical]

Spleenfowls are adept fliers; if you are an ally of the Spleenfowl, you can ride on its back and gain the effects of a [Flying] Scuttlebuggy. If your bulge is huge, you can grab an unfriendly Spleenfowl in a headlock and try to ride it with a GOOD or higher SWASHBUCKLE roll; however, all your Scuttlebuggy rolls on its back are [Tiered Down] because it hates you.

HATE YOU

Do not FUCKING touch me! Spleenfowls are not fans of being touched; touching one [Quickens] it for a round and gives it 1 [WHAM].

FEATHER DANCE

[Physical]

Ah, it likes you! Spleenfowls know how to dance to potential buds for purely platonic reasons, and it's kinda hard to look away. On a GOOD WORDPLAY roll, they can [Charm] you; on a GREAT WORDPLAY roll, they can [Fascinate] you. On a MAX, it [Fascinates] you and it becomes [Quickened].

IDLE: The Spleenfowl does a sweet dance, giving itself 1 [Boost].

LEVEL 3

BICLOPS

LVL 3 LUSUS

12 HP

TALENTS: +GRT, +IMG, --PSP

STATS: +2 GRT, +2 IMG, +2 APP, -2 PSP

This massive, giant creature has two heads, with one eye on each head; one a glowing red, one a glowing blue.

LASER EYES

[Strife] [Psionic] [Laser]

The Biclops can use the gold EYE BEAMS move to strife.

FUCKING IDIOT

[Passive]

This thing is unbelievably stupid, and is immune to all [Mental] effects.

GRABBER

[Physical]

On a GREAT GRIEF roll, a Biclops can choose to do 1 less damage, and leave the opponent [Floorbound] in its grasp, picked up off the floor. Further [Strife] rolls by the Biclops against this target are [Tiered Up]; roll a GREAT ACT FAST to try and slither out!

IDLE: The Biclops acts like an idiot in the background and knocks shit over. Roll to see what random SHENANIGANS effect it triggers, such as accidentally knocking an item out of your dex for YOINKED.



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CHOLERBEAR

LVL 3 LUSUS

10 HP

TALENTS: +GRT, +APP, --PSP

STATS: +2 GRT, +2 APP, -2 PSP

These immense, six-armed bears are the size of a van, and they're a little sluggish and stupid, but get on their bad side, and those six arms of justice will rip yours from your sockets.

WADDLER

[Passive]

Cholerbears are usually docile; they start all encounters [Slowed].

SUDDENLY BEARS

When a Cholerbear takes [Physical] damage, they enter a rage state; they become [Quicken], bringing them to 3 actions; become [Out-Of-Control]; and gain [WHAM] every time you deal damage to them.

STUPID

[Passive]

Cholerbears are immune to all [Verbal] and other non-[Physical] damage, because they simply do not understand that they're being hurt.

IDLE: If the Cholerbear is relaxed, it sits there, gaining 1 [Boost]. If it is in a rage state, it GRIEFS its target furiously!

DRONE

LVL 3 ROBOT

12 HP

TALENTS: +GRT, +HUB

STATS: +2 GRT, +2 APP, +2 HUB

The footsoldiers of the Alternian Army, Imperial Drones are ruthless, dangerous robotic opponents who have no idea what the meaning of mercy is. Don't get on their bad side; they always shoot first, and never ask questions.

MACHINE

[Passive]

A drone is a mechanical being; it has the [Tech] tag. Electric attacks, such as from Zapkind Rune Abstrata, do +1 damage to a Drone. They are immune to all non-[Physical] damage.

PULVERIZE

[Passive]

People don't tend to come out of drone fights unharmed; Drones gain 1 [WHAM] at the start of each turn. They always use this [WHAM] immediately.

ON CALL

Drones can sometimes be called by trolls to deal with petty crimes.

These petty crimes are solved with first degree murder, but they won't harm the person who called them if they're cerulean or up.

HEAVY ARMOUR

[Passive]

Drone plating is heavy; they have 1 [Resistance] towards all [Physical] damage.

SHOOT FIRST

Drones can use both actions to use GRIEF. They do not see the difference between enemy and friend— they only see would-be corpses. Drones are always hostile to all opponents on the field unless ON CALL; they also do not hit violet bloods.

IDLE: You think this thing gives up? It continues to attack everyone around you.



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GRUBLORD SUPREME

LVL 3 LUSUS

10 HP

TALENTS: ++APP, --PSP

STATS: +2 GRT, +2 APP, +2 RAS

This immense, grublike creature is the size of a tank, with scurrying legs and claws, bulbous, jello eyes, and a lamprey-like mouth filled with swirling layers of teeth. Fuck!

OH SWEET JEGUS

[Passive]

Grublord Supreme are particularly terrifying to even look at; you immediately gain 3 [Drag] when you first see a Grublord Supreme in an encounter.

GOTTA MUNCH

[Physical] [Strife]

NOW YOU'RE THE GRUBLOAF. HOW DOES IT FEEL? Grublord Supremes can eat you alive; they use their +APP to roll [Grief]. On a GREAT, they can choose to do 1 less damage and instead cause you to start [Bleeding].

BLOATED FORM

[Passive]

These things are fat as hell; they have 1 [Resistance], and when they die, they explode in a burst of viscera, doing 2 damage to everyone around them.

IDLE: Nomnomnom! The Grublord supreme eats something around it, regaining 1 HP.

MEGATOAD

LVL 3 LUSUS

10 HP

TALENTS: +GRA, +APP

STATS: +2 GRA, +2 GRT

An immense, fanged toad clammers around, roaring loudly. Hey, you know this guy! He's from the cover of Subgrubs & Snazzards! Oh god, he's about to eat you, fuck!

MEGAMOUTH

[Strife] [Physical]

The Megatoad's Megamouth megamunches you! On a GREAT [Strife] roll, it catches you in its mouth; you are [Floorbound], but you can't get up, and must roll to ABSCOND to get out of there. It does 1 damage per round while you're in its mouth and can continue GRIEFING other targets while it's eating.

MEGATONGUE

Nyem! The Megatoad's Megatongue megaslaps into you! It can [Strife] [Flying] targets; the flying target must make a GOOD ACT FAST roll to avoid being subject to its MEGAMOUTH. The Megatongue has [Recharge: 3].

MEGALEAP

[Physical]

Sproing! The Megatoad leaps HIGH into the air, [Flying] until the start of its next turn.

Idle: Crooooak! The Megatoad lets out a megacroak, making all [Mental] rolls [Inept].



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SEAGOAT

LVL 3 LUSUS

12 HP

TALENTS: +GRT, ++HUB

STATS: +2 GRT, +2 HUB

Mmmmbaaaa! MMMMMMBAAAAA! Like a massive sea serpent with the forelimbs and head of a goat, the fangs of a shark, and the rage of a juggalo, Seagoats are a huge threat, both on land and water.

STUNNING SPEED

[Passive]

These things are fast! Seagoats move like some sort of giant frisky seal that is very hungry and angry. They slither through both land and water at breakneck speeds, and are always [Quickened].

AQUATIC

Seagoats tend to live in the sea, though they do venture onto land; a favourite tactic of theirs is to pull an opponent into the water as a GOOD SWASHBUCKLE effect, and force them to suffer through the Drowning as outlined in the Hazards chapter. It uses CAN'T ABSCOND BRO on any attempt to swim to the surface.

UNSTOPPABLE

Seagoats can't be slowed down; they are immune to [Slowed], [Stunned] and all [Emotion] effects.

IDLE: It doesn't stop, asshole. It continues trying to kill, no matter what.

SPIDERMOM

LVL 3 LUSUS

12 HP

TALENTS: +IMG, +APP

STATS: +2 GRT, +2 IMG

This ferocious, house-sized spider has a head, thorax, and abdomen, unlike a regular spider; also unlike a regular spider, its voice echoes through your head, demanding that you feed it corpses.

PSIONIC VOICE

[Manipulate] [Psionic]

Spidermoms can communicate in the troll language using their psionic powers; they can use +IMG to use WORDPLAY. As this is a [Psionic] effect, it can upon successfully rolling compel you to do things you wouldn't usually, like kill your friend and bring it to her.

LONG LASTING RELATIONSHIP

[Passive]

Spidermoms don't need to be near you to use PSIONIC VOICE; if you've met even once, she can reach out and compel you to do her bidding wherever you are.

SNACKS

Every time a Spidermom eats a troll, even an NPC, its power grows; its talents become [Legendary] for a week, and it gains two additional HP, permanently.

IDLE: BRING ME FOOD, YOU WORTHLESS WHELP. It tries to use its PSIONIC VOICE to convince you to bring her live prey. If there's potential prey around, it uses PSIONIC VOICE to convince them to come a little closer... yes, right here, into its mouth...



LEVEL 4

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IMPERIAL SHOCKDRONE

LVL 4 ROBOT

20 HP

TALENTS: ++GRT, ++HUB, +ALL

STATS: +4 GRT, +4 APP, +4 HUB, +2 ALL

If you see one of these, chances are you're already dead. Imperial Shockdrones are practically invincible; towering as tall as a building and armed to the teeth with gatling guns for hands, Shockdrones are made to kill and nothing else.

MACHINE

[Passive]

A Shockdrone is a mechanical being; it has the [Tech] tag. Electric attacks, such as from Zapkind Rune Abstrata, do +1 damage to a Shockdrone. They are immune to all non-[Physical] damage.

ALWAYS JUST

[Passive]

Trolls knocked to -3 HP by an Imperial Shockdrone always die a Just death immediately; there are no exceptions, nor survivors.

BRAKABRABRAKA

Shockdrone Gatling Guns are not just for show; they execute their targets with brutal efficiency. Drones gain 1 [WHAM] at the start of their turns and can hit [Flying] targets with their attacks. Targets hit by a drone's attack start [Bleeding].

HEAVY ARMOUR

[Passive]

Drone plating is heavy; they have 2 [Resistance] against [Physical] attacks.

SHOOT FIRST

Shockdrones can use both actions to use GRIEF. They do not see the difference between enemy and friend— they only see would-be corpses. Shockdrones are always hostile to all opponents on the field.

BOMBING RUN

[Physical]

As a [Lengthy] action, a [Flying] Shockdrone can start bombing a neighbourhood. Doing so immediately causes the FIRE! and ROCKS FALL Hazards to take place.

LEGENDARY REWARDS

Some say Imperial Shockdrones have some EXTREMELY rare loot in their confiscation bins... killing a Shockdrone earns you a legendary [Rare] item.

IDLE: THIS THING IS NOT YOUR FRIEND. YOU CANNOT MAKE IT YOUR MINION. IT HAS NO IDLE. IT MERELY KILLS.



SNAZZARD

LVL 4 LUSUS

20 HP

TALENTS: ++GRT, ++IMG, ++HUB, +ALL

STATS: +4 GRT, +4 IMG, +3 HUB, +2 ALL

One of the rarest and most powerful lusii, these white dragons have crimson red eyes, powerful wings, and sharp, sharp fangs. Its psionic voice booms inside your mind, speaking in the language of the trolls. To come across one of these majestic creatures is a stroke of unbelievable luck; to survive an encounter with one, even more unbelievable.

POWERFUL WINGS

[Physical]

Snazzards are able to [Fly] for [Free]; when they do so, they are [Quicken], but cannot make [Physical] [Strife] rolls. If it chooses to allow it, a troll can ride on its back like the Snazzard is a Scuttlebuggy.

DRAGON'S BREATH

[Strife]

The Snazzard inhales and lets out a blast of scalding fire! All targets within the encounter must make an ACT FAST check to YOUTH ROLL to safety; failure to do so incurs 6 damage and sets them [Ablaze]!

SCION OF JUSTICE

Those who do not treat a Snazzard with respect are in danger of dying a JUST death, even if they did not consent to it— the choice remains in the Snazzard's claws.

GLARESPLOSION

[Strife] [Psionic]

The glowing red eyes of a Snazzard can cause solid matter to crack and break apart; the Snazzard can use +IMG to [Grief], giving it the [Psionic] tags as it does [Psychic] damage.

UNSTOPPABLE

[Passive]

Snazzards can't be slowed down; they are immune to [Slowed], [Stunned] and all [Emotion] effects.

PSIONIC WORDS

[Psionic]

A Snazzard can choose to use +IMG for any rolls it would use +PLC for.

SWEET LOOT

Killing a Snazzard is particularly rare; if you do, you'll surely find ancient treasure it has been guarding for aeons— most likely some legendary [Rare] item!

IDLE: The Snazzard is your partner, not your servant; it does as it chooses if you do not order it, but you gain 2 [Drag] as you question what would happen if you stopped trying to contribute.



HAZARDS

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Alternia is a dangerous place. Sometimes you run into things like acid rain, the blistering heat of the sun, particularly carnivorous and/or dangerous flora, wild beasts, drones... y'know, the works! When something terribly wrong goes down, these rules help add a dynamic challenge to your encounter to make the whole thing all the more exhilarating— or dangerous. Like, you might die, dude. But whatever! Worth it for the bloopusherpumping action! Usually, a GREAT ACT FAST roll to ABSCOND is enough to get out of this kind of sticky situation, though something else might keep you where you are.





DAYTIME

It's hot out here. It's not just you. It's the daytime and you are in for a world of pain if you don't get inside or under shelter soon! Rainbow Drinkers, Shadowdroppers and trolls with the SUN TOUCHED jade move are immune to the effects of The Sun.

FIRST ROUND: Ouch—OUCH! You're [Blinded]! It's hard to see.. Better get running for cover! This effect wears off if you find shelter.

SECOND ROUND: Oh, god, you're starting to bake alive. You take 1 damage; if you're a seadweller, you take 2.

THIRD ROUND: Gahhhh! Every consecutive turn you spend in the sunlight, your skin starts to crack and you take 2 damage because you are, quite literally, baking under this intense heat! You become [Permablind] forever.

ROCKS FALL

You die. Okay, maybe not yet, but rocks falling is never a good thing! Maybe it's a cave-in, maybe it's a landslide, maybe it's the building you're in collapsing—no matter what, you want to get out of there, fast!

FIRST ROUND: You hear a loud rumble, and your stomach drops. Ah, shit. You're [Scared], and you take 1 [Drag].

SECOND ROUND: Everything starts collapsing around you! You need to try to ABSCOND, but the building is going to roll CAN'T ABSCOND BRO as obstacles fall in your way. It's [Talented], and has a +2 modifier.

THIRD ROUND: Rocks fall, you die. You take 4 damage, are [Trapped], can't use [Physical] rolls, and start [Bleeding]. You're also [Hidden]; your friends (if there are any there) must roll PROBLEM SLEUTHING to find you, and get at least a GREAT GRIEF roll to shove the rocks off you.

RAINSTORM

Uh oh... you didn't pay enough attention to the weather and you got caught out in the rain without your industrial strength umbrella! The rain of Alternia is highly acidic, and standing out in it for too long starts to burn your skin. That's going to sting! The longer you spend out in the rain, the worse it's going to feel.

FIRST ROUND: You take a 2 [Drag] because... that stinging sensation is really getting to you.

SECOND ROUND: Ouch! Ouch, you say! You take 4 [Drag], and your [Mental] rolls are [Inept], since you can't really concentrate right now.

THIRD ROUND: You take 2 damage. You're really starting to feel it! Your [Mental] rolls are [Godawful], because holy fuck, it hurts. Every turn after this point, you continue taking 1 damage until you find shelter. If this goes on for 5 rounds, you gain a permanent 1 [Weakness] to acid. Once you get out of the rain, you stop taking damage per turn, but the [Ineptitude] or [Godawfulness] stays until you find a way to clean it off! Because it still stings and you're covered in acid!





FIRE!

Aaaaaargh! Fire, fire! Maybe it's a forest fire— maybe your home is ablaze! One way or another, you're dealing with fire! FIRE, GODDAMMIT! As you stay in the fire, shit starts to go horribly bad.

FIRST ROUND: Cough, cough! The smoke in here is thick— you take 2 [Drag]! Your PROBLEM SLEUTHING rolls are [Inept]; it's hard to see anything with all of it.

SECOND ROUND: Oh, god, it's really hot... and hazy... cough, cough... you take 2 [Drag], 1 damage and your PROBLEM SLEUTHING rolls are [Godawful].

THIRD ROUND: OH GOD, NOW YOU'RE ON FIRE! YOU'RE VERY MUCH SO AWAKE NOW! AAAAAA! FUUUUCK! You're [Ablaze], and can't be put out until you're out of the fire. The damage you take from being [Ablaze] increases by 1 each turn; spend more than 5 rounds like this, and you're probably going to get some permanent scarring and 1 [Weakness] against fire. Spend more than 7 rounds in the fire, and you pass out from the smoke inhalation, becoming [Unconscious].



SNOWSTORM

This effect is a double whammy. For one thing, it's fucking COLD. For another, the snow on Alternia is ALSO acidic. Yaaay! Though the acid is not quite as potent as in the rain, the cold could be the end of you if you're not careful.

FIRST ROUND: Nooksludge, it's fucking cold! You should have worn some warmer clothes! You take 2 [Drag] as you shiver.

SECOND ROUND: Brr... brrrrr... You take another 2 [Drag], and you are [Slowed]. Must... get... to safety...

THIRD ROUND: The snow cakes into you, and it begins to burn! You take 1 damage and 2 [Drag] now, and another 1 damage and 2 [Drag] for every turn you stay in the snow. If more than 5 turns pass, you fall [Unconscious]. If somehow you survive this, you'll have a permanent 2 [Weakness] to the cold.

UNDERWATER

Consider, if you will, being a landdweller... who wants to go swimming. The only problem is that... you can't maneuver so well underwater, nor can you breathe! Oh- oh god, you're drowning! Aglubglubglubglub... seadwellers are immune to this effect. Obviously.

FIRST ROUND: Oh god, can you swim? Let's hope you can! You take 2 [Drag] as you hold your breath. You can spend an action swimming for the surface, so long as nothing's holding you down- the [Trapped] condition here could spell doom for you.

SECOND ROUND: Aglubglubglubglub! You start to drown! You take 2 damage and 2 [Drag] as everything starts to go dark... you really need to get to the surface.

THIRD ROUND: Oh gosh. Yeah, you've ingested too much water. You become [Unconscious], and don't wake up until someone smacks you awake on land. You take 2 damage now, and another 2 for every turn you stay in the water. If this doesn't kill you, you become terrified of the water, and are [Scared] any time you're near it.



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==> THE ECONOMY

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Y'all, the economy is important as shit. Who doesn't love money? Who doesn't love material wealth? Fuck your neighbour, get richer than them! And remember, if you're a lowblood, you belong at the very bottom! The economy allows you to purchase goods and services using caegars (₵), buying anything from textbooks to flaming shotguns to mancaves. At the start of every week, you can collect a payment—called the Allowance—from the Empire, because apparently socialist policies are a thing on evil hell planets. However, don't get too excited; your Allowance depends on your caste, since the Caste Taxation Act of 3451 stops lowbloods from getting too cozy. You cannot back-collect your allowance for weeks you missed; they're not THAT socialist. Every troll's beginning caegars and Allowance is marked on their caste page, but reproduced here for reference.



Caste	Starting Caegars	Allowance
Hemoanon	₵10	₵10
Rust	₵10	₵10
Bronze	₵15	₵15
Gold	₵25	₵20
Olive	₵35	₵25
Jade	₵45	₵30
Teal	₵60	₵40
Cerulean	₵80	₵50
Indigo	₵100	₵80
Purple	₵150	₵100
Violet	₵200	₵150

There are plenty of different ways to spend your hard-saved caegars: Items, Strife Decks, and Hive-crafting.





SYLLADEX

Your Sylladex is a handy little extradimensional space in your pocket which allows you to pull an item thin air. Many of these items would not be able to fit in your pocket normally, but thanks to the powerful science of CAPTCHALOGUING, you can turn these items into easily stored cards. Throw in a hammock! A sweet hat! A corpse, maybe?! Adding a new item to your sylladex while your pockets are full immediately spits a random item out directly in front of you; if someone else was in the way, they take 1 damage. If you were alone, it smashes against the wall and—depending on its HP—potentially breaks!

CAPTCHALOGUE CARDS

All items you can get are easily captchalogued into sweet little trading cards that go into your 'dex. You can buy items to store here using the SHOPPING TRIP [Down-time] activity, or go scavenging through the trash and find one for free using the SCAVENGING [Down-time] activity. All items have a quality trait, which tells you how good the item actually is (and its price!), and an item trait, which tells you what the item actually does. Some items are [Rare]; you can't buy these normally! You'd need to find it on a MAX SCAVENGING roll, or get it through some other means—like going on adventures and getting it as a reward!

CREATE-A-CARD

Here are the rules for making a custom item; these will be the most commonly used rules for when you want to make stuff! Items aren't always meant to make you stronger. They're there to help tell a story. You can accomplish things without using items, but if you use a card with the right attributes in a niche situation, you could get a fun bonus from it!

QUALITY TAGS

Garbage: This item is trash-tier! Literally! Any time you use it, roll 1d8; on a 1, the item breaks into pieces. A Garbage item costs ⚡5.

Regular: Yup... this is an item, alright! A Regular item costs ⚡15.

Swanky: Oooo, creme de la creme! This item is deluxe, and has extra built in features; it has two item tags! A Swanky item costs ⚡40.





ITEM TAGS

ACCESSORY

If you were an action figure, this item would always come with you! An Accessory is a signature item you're well known for using; a rockstar's guitar, a skater's board, a builder's hard hat; items like these are essential to your craft! Using the item gives you a +2 on any roll that involves the item— like a helmet letting you HUNKER DOWN better, or a guitar letting you serenade someone with a WORDPLAY roll. You cannot use this move to get a bonus on any [Strife] roll other than HUNKER DOWN, jack-ass. (Microphone, Cleaning Supplies, Art Kit)

BOOK

Always handy to have one of these on-hand! You can flick through a book you have with you and get a +2 bonus on a single PROBLEM SLEUTHING roll as you check for answers!

CURSED

This item possesses a malicious intellect! Maybe it's haunted, maybe it's just an intelligent item— either way, it freaks you out! It can speak and loves to throw out insults, screams, or otherwise unnerving statements. Any time you are wielding this item, all [Drag] people gain is doubled— both yours and your opponents! This is a [Rare] item. (Gnarly Branch, Hoot-ape's Paw, Freaky Book)

GAME

An item meant to help you enjoy leisure! Just sit back, relax, and have fun— and maybe share that fun with a friend! When you play, roll +IMG. You can share this item with a friend and see who does better! (Deck of cards, video game, tabletop guide)

MIN: Oh no! You played too hard, and you caused an accident! The item is destroyed.

BAD: You do very poorly! You take 1 [Drag].

OK: You don't do amazing... but you don't do poorly, either. Nothing happens.

GOOD: Hey, you do pretty sweet! You take 1 [Boost].

GREAT: Dang! Is it luck or talent? You take 2 [Boost].

MAX: Whoa! You do amazing! You gain 1 [Hold] that can make any one roll this encounter a MAX roll.

FASHION

Whoa! You're styling! This is an item you can wear; it doesn't take up a sylladex slot or a hand to use. On its own, a Fashion item gives you a +1 on WORDPLAY Rolls. Swanky Fashion items can give you the bonus of their second item tag as well!



IMPERIAL

You got your documentation right here, jerk! You have an official Imperial Badge, lanyard, or other sign of office; drones never attack you, and you can brandish it to give you a +2 on one [Manipulate] roll per encounter. This is a [Rare] item. (Badge, Lanyard, Hat)

MAGIC

A Magic item allows you to do the impossible, and use some sick fucking spells to your benefit— or at least, it would, if magic weren't totally fake as shit. A Magic item lets you use any one [Psionic] move from any caste list; this move can't be [Advanced]. This is a [Rare] item. (Spellbook, Wand, Talisman)

MEDICINE

This'll patch you up! Using an item like this can [Heal] you for 1 HP as an action. (Band-Aid, Pocket Medicinalizer, A Delicious Snack)

SEARCH

You could use this to help you find better stuff when you're out and about, looking for treasure! Or, uh, a half-broken palmhusk in the highblood's trash. Or maybe you can use it to help you find someone you're looking for... choose whether this item helps you find people or items. If it's to find people, your PROBLEM SLEUTHING rolls to find someone are [Tiered Up]; if you're looking for an item, your SCAVENGING rolls are [Tiered Up]. (Night Vision Goggles, Metal Detector, Map)

TECH

You're an amateur tech-wiz! You gain access to the gold HAXX0R move while holding this item, but your rolls with it are [Tiered Down], since you'll never be as good at hacking as a god. If you already have the HAXX0R move, you get a +1 on all [Tech] moves!

TOOL

A nifty tool you can use to help you quickly fix a situation. Unlock that door quickly! Fix that phone! Choose something your tool would help you with; you get 2 [Boost] any time you can use the tool to help you solve a problem. (Screwdriver, Rope, Soap, etc)

TRINKET

Ooo, shiny... you can't explain why, but you want this item! And you could probably offer it to others as a bargaining chip... offering to give away an item like this [Tiers Up] any one [Manipulate] roll. (Jewelry, Action Figure, Curio)





Some items don't need to be custom made; after all, they already exist out in the world! These Ready-Made items have their own prices, unique bonuses, and other things which don't combine with the Custom Item system.

ARMS

Regular: ₩5

You already GOT arms, shit for brains! Ah, but the importance of a fake pair of arms cannot be overstated. Who knows what kind of situation you might need arms for! Whenever someone tries to use the YOINKED option for SHENANIGANS on you, they automatically retrieve arms instead.

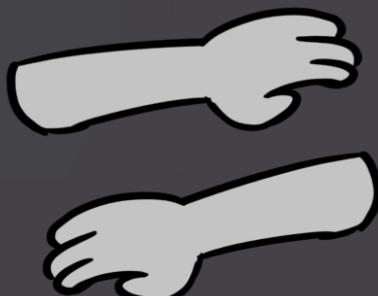
ARMOR

Garbage: ₩15; breaks after a MAX [Strife] roll

Regular: ₩60

Swanky: ₩120; +GRA is only at a -1 [Nerf].

This heavy plate sweet armor helps you block incoming damage, but reduces your speed and dexterity. You get 1 [Resistance], but your +GRA is [Inept] while wearing it.



BATTERYBUG

Regular: ₩60

This green, cuboid-looking caterpillar thing looks a lot like a certain lightning-grub type Fidusspawn. It is highly sought after by Laser golds, who can use it to clear their mind of residual rot. A Laser gold can spend a day of [Downtime] allowing the Batterybug to clamp onto their head and siphon off [Brainmelt]; one day worth of [Downtime] removes one [Brainmelt]. It does, however, leave you a little dazzled. Golds gain 2 [Drag] every time they use a [Psionic] move for the first encounter they have after using a Batterybug.

BLOODBAG

Garbage: ₩20 (Lowblood Blood)

Regular: ₩40 (Midblood Blood)

Swanky: ₩100 (Highblood Blood)

You never know when you might need some blood! Maybe it's to disguise a crime scene. Maybe it's to paint a beautiful picture. Maybe it's to slurp up and satisfy the Bloodhysteria of a Rainbow Drinker. One way or another, Bloodbags tend to have the same mechanics as the [Tool] item tag, except Rainbow Drinkers can down some blood for various effects. You can also use it to [Tier Down] someone's PROBLEM SLEUTHING vis a vis a crime scene you've interfered in. The world's your oyster!



CAPTCHALOGUE CARDS

Regular: ⚡30

Aha! A new, blank card! You can add this to your Sylladex in order to increase your storage space. You can purchase up to +APP more Captchatalogue Cards, plus an extra 2 if you're [Talented] at +APP.

CLEVER DISGUISE

GARBAGE: ⚡10; your costume is super shitty. Your roll is [Inept].

REGULAR: ⚡25

SWANKY: ⚡50; this costume is HIGH quality! Your roll is [Talented]. Sometimes, you need to inconspicuously pretend to be someone you're not. Thankfully, you have this EXCELLENT fucking disguise kit. A sweet Beaglepuss, a Pipe and a Bowler hat- hoho! Nobody shall know it's you! Use it to prank your friends, or get away in a sticky situation! When you want to trick someone about your appearance, roll +PLC.

MIN: YO THAT'S THE FUCKING GUY! Your target knows it's you, and you're so shocked that they saw right through you that you're [Stunned] for a moment.

BAD: Yeah, this isn't fooling anyone. At all. The target sees through your disguise.

OK: HmmmMMmmmm. The target strokes their chin and squints at you. Reroll this move, and see if your costume holds up to further inspection.

GOOD: It works! Your target notices you, but doesn't recognize you.

GREAT: Your target is particularly fooled by your sweet disguise; they don't even notice you! You are [Hidden].

MAX: THE ULTIMATE DISGUISE! You get away scott free! Even if you attack, your target doesn't realize who you are, and you can return to being [Hidden] as an action. You can do this until they spot you with PROBLEM SLEUTHING.





DOOMSDAY DEVICE

Regular: \$2000

Muahahaha... after all this time...

finally. The perfect weapon. You have purchased the most devastating weapon known to Alternia: a Doomsday Device. This box-shaped device has two tesla coils zapping energy into one another, a few meters and wires, and a big, red button that leads to a miniature nuke. Detonation immediately does 15 damage to everyone present, topples buildings, ruins held items, destroys scuttlebuggies— you name it. The only problem is you have to hold it to activate it, and there's no countdown or anything, so it just kinda... goes off with you in the radius (about 200 ft). A minor oversight in the design process, perhaps— but it still acts as an EXCELLENT bargaining chip. When you threaten to blow everyone to kingdom come if they don't do what you say, roll +HUB.

MIN: YOU ACCIDENTALLY PRESS THE BUTTON

BAD: You try to intentionally press the button, but it doesn't work.

Fucking— shit! Your threat is flat, and you can't try to bluff (or try to blow everyone up) again for the encounter.

OK: Negotiations are at a stalemate. You consider activating the weapon.

GOOD: Your opponent realizes you mean business, and anxiously complies with one request. Further requests require further convincing.

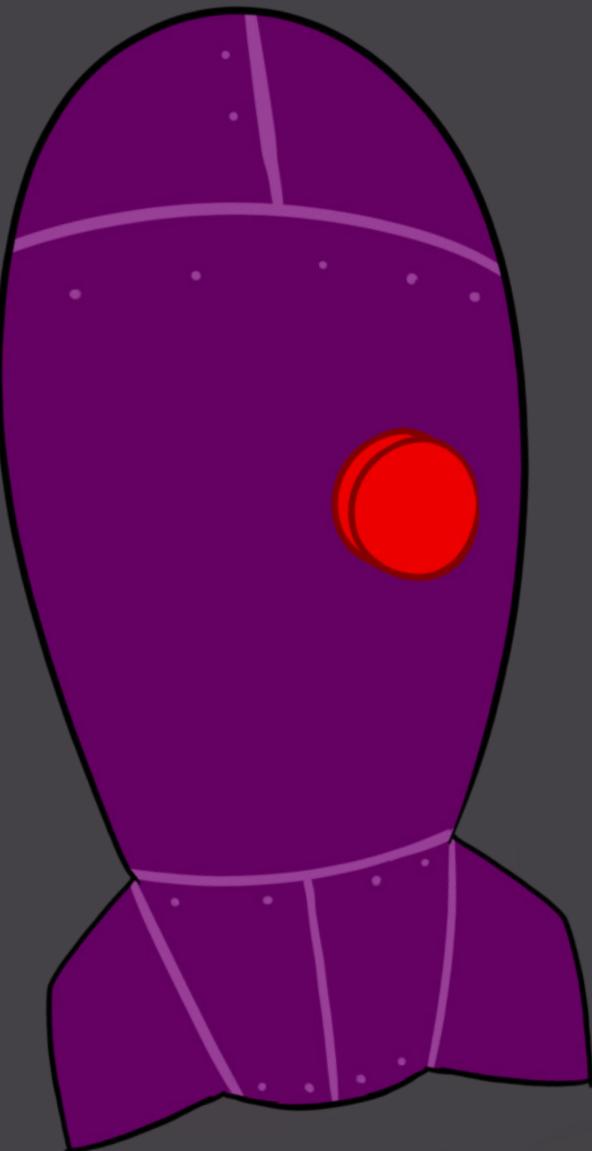
GREAT: Oh, oh god, please don't blow me and everyone up! You can make up to 3 requests that they need to comply with before you need to try again.

MAX: You convince the opponent to do EXACTLY what you say. As long as you have your bomb on you and they're in the blast radius, they have to listen to you.

HAZARD GEAR

Regular: \$50

Whether it's an umbrella, a perilous amount of sunscreen, or a scuba kit, you're ready for the worst! Choose one Hazard from the Hazards chapter of the Alternia Act; you are immune to this Hazard.





MECHANICAL LIMBS

Sometimes, you fuck up. Maybe the water you reached into was a lot more acidic than you thought. Maybe your legs didn't love that long fall off a building you made. Maybe you fucked with the wrong Magic 8-Ball. Worry not; cybernetics are the answer! With cybernetics, you can replace parts of your flimsy body with cool and groovy machine parts and gain fun powers from it! Swanky limbs have the [Tech] tag. You can purchase the following options:

ARM: You have a metal arm that's way better at murder than a boring flesh arm! It's kinda tricky to hold a pencil, though...

Garbage: ⚡20; you are [Talented] at +GRT rolls, but [Godawful] at +GRA rolls. This won't make you [Legendary] at anything; if it would, you instead gain a +1 [Buff] to +GRT rolls.

Regular: ⚡50; you are [Talented] at +GRT rolls, but [Inept] at +GRA rolls. This won't make you [Legendary] at anything; if it would, you instead gain a +1 [Buff] to +GRT rolls.

Swanky: ⚡150: Your arm has some sick built-in utilities; you either get rocket fists that swing out and can attack [Flying] opponents with a GRIEF roll, or a Multitool function that allows you to produce any Tool item from your hand as an action. You are [Talented] at +GRT rolls. This can make you [Legendary] in certain rolls.

LEG: You're faster than you were before, and can net some sick air time when needed.

Garbage: ⚡20; you sprint fast, and can be [Quickened] for short bursts; this lasts 2 rounds and has the [Recharge: 5] and [Free] tag. However, being knocked over is a hassle! It's a [Lengthy] action to get up after being [Floorbound].

Regular: ⚡70; you can be [Quickened] for short bursts; this lasts 2 rounds and has the [Recharge: 4] and [Free] tags.

Swanky: ⚡150; you're always [Quickened], and have jetpack boots; you can start [Flying] as an action.

MEDICALIZERS

Garbage: ⚡10; heals only 1 HP.

Regular: ⚡20

Swanky: ⚡40; removes all other conditions.

Ah, the Medicalizer. In a world where people get jumped on the street on the reg, it makes sense that an invention with the sole purpose of healing wounds would quickly evolve. Medicalizers are cylindrical devices with some sweet healing devices built into them; they're mainly meant to stick a limb into in order to advance the healing process, but you could probably squeeze another body part in with enough effort. Medicalizers cannot regrow severed limbs, but they can heal broken bones. Using a Medicalizer can [Heal] you 2 HP as a [Lengthy] action, and has the [Recharge: 5] tag.



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SCALEMATES

Regular: ⚵35

Your best friends in the world, now available in plushy form!

Scalemates are dragon dolls that you can tell all your secrets to, and they'll never make fun of you for it! They have delightful names such as Pucefoot, Berrybreath, or Pumpkinsniffle, and are totally capable of committing terrible crimes that you must hang them for. You can toss a Scalemate onto the field to take incoming attacks; something about those corrupt, lecherous scumbags just makes your opponents want to attack them before they attack you.

Scalemates have 3 HP and immunity to [Non-Lethal] damage; after they lose all their HP, they're slain. Scalemates can't take any actions as they are, in fact, dragon teddies. Your opponents MUST destroy the Scalemate before they attack you— but watch out, because losing a Scalemate is actually pretty upsetting, and you become [Saddened] if you let one of them get destroyed on your watch.



ROBOTICS KIT

Garbage: ₣30; all robots made have the Garbage item tag.

Regular: ₣60

Swanky: ₣120; all rolls [Tier Up], and you can build Soulbots.

Beep boop! You can create a little robot pal to help you do stuff! Robots made with a robotics kit are not sentient; they're simply machines that do certain tasks. You can build a robot as a [Lengthy] action, though it autodisassembles at the end of the night and returns into your kit, satisfied that it's completed its purpose. If you have the Swanky version, you can build a Soulbot; a machine which can be crafted to house a ghost, or the remains of an almost murdered troll. Building a troll a Soulbot returns them to life, with the additional upgrades you made—though their attitude is likely much harsher and more critical, with their typing quirk modified to use 1's and 0's instead of L's/I's or O's. Any item built has the [Tech] tag. When you want to build a robot, roll +PSP.

MIN: OHHH, THE IRONY! THE ROBOT RISES UP AGAINST YOU! You build a robot with the stats of a Drone, except with half the HP of a normal drone; it is hostile to everyone in the area.

BAD: Now where did you put that last screw... oh, hell... you spend your actions doing fucking nothing.

OK: You build up traction, but you're not there yet. You can do another ROBOTICS KIT roll next turn which is [Tiered Up] and only takes 1 action.

GOOD: Nice! You build a little robot dude! It has 6 HP, the [Tech] tag and the [Minion] tag, a +1 in +GRT, +HUB, +RAS and +APP, and cannot roll [Mental] moves. It gets one of the following upgrades:

WEAPONBOUND: It has a Strife Deck with one Kind Abstrata.

STURDY: It has +2 HP.

JETPACK: It can start [Flying] as an action.

TANKY: It has +1 [Resistance] against [Physical] damage.

HEALBOT: It can [Heal] any organic life by 1 HP as an action.

GREAT: Your robot is particularly sophisticated! It has two tags.

MAX: Holy shit! This thing's from like, the future, or whatever! It has 3 tags.

SENSIBLE HAT

Regular: ₣25

A sensible, mature looking fedora, particularly popular among detectives and indigos. When you get a BAD or MIN result on any roll while wearing your Sensible Hat, you can choose to toss your hat to the floor in disgust and gain 10 [Boost]. It's VERY cathartic to get this shit off your head.





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SCUTTLEBUGGY

Garbage: \$40, all moves [Tier Down], 6 HP.

Regular: \$80, 12 HP.

Swanky: \$150, 16 HP, extra trait. Beep beep! Bzzzt! You're an obnoxious teenager, and you know what that means; it's time you get your first ride! Scuttlebuggies function as cars, with the exception of being organic and having insectoid legs instead of wheels. While driving your scuttlebuggy, you cannot roll any [Physical] moves yourself; instead, you can drive dangerously, and see if you can score some SWEET STUNTS— or, you know, die horribly in a motor accident! Swanky scuttlebuggies can choose from one of the following traits:

CLOWN CAR: It has 5 independent Sylladex Slots.

LIMO: It has lots of legs; rolls are not [Inept] while ACCELERATING.

TANK: It can hit [Flying] targets.

AIRSHIP: It is HUGE; it has an extra 10 HP, is always [Slowed], can hit [Flying] targets, and is \$50 more expensive.

When you want to drive recklessly, roll +HUB.

MIN: You crash your Scuttlebuggy directly into an obstacle!!! Your buggy is destroyed instantly, you take 3 damage and are [Ablaze]. That's what you get, asshole!

BAD: Your reckless driving has consequences; you collide with an obstacle, and it definitely leaves a dent. Your car takes 3 damage.

OK: WHEW! Close one! You swerve at the last second, and avoid a seriously bad accident. You're still in control, no worries!

GOOD: Sweet tricks! You pull something off, and you live to tell the tale! Choose one of the following effects:

ACCELERATE: RRRRRREVVVV! You speed up! You're [Quickened], but any rolls you make are [Inept].

BRAKE: SKKKRRRT! You stop the scuttlebuggy for a moment! You're [Slowed], but any rolls you make with the Scuttlebuggy are [Talented].

RAM: You drive the fuck into the other person! Fuck you, dumbass! You do 1 damage!

SHOW OFF: You do some Figure 8's, tearing up tarmac and looking cool. You get 2 [Boost].

GREAT: HONK HONK HONK! Your stunts are off the charts, dude! Choose two GOOD results (not ACCELERATE/BRAKE) or one GREAT effect.

RUN 'EM OVER: You slam right into your target, and keep going! You do 1 damage, and your target is [Floorbound].

SICK AIR: You ramp your buggy off the ground, and collide with some fucker! You do 2 damage.

SKID: You feint out of the way of an incoming attack! Your scuttlebuggy gets 1 [Hold] that can give you 2 [Resistance] as a [Reaction] to another attack.

MAX: DEJA VU! YOU HAVE SEEN THIS PLACE BEFORE! You get 3 GOOD Results, 2 GREAT results, or 2 GOOD, 1 GREAT result.



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SHADES

Regular: \$25

Any troll can have sick moonglasses, but these? These are HIGH quality. You are immune to the [Blinded] condition while wearing them, but if you're [Permablind], you get a +1 [Buff] to PROBLEM SLEUTHING as you sniff out crimes using the handy dandy sniffalizers attached! You don't need free hands to use this.

SOPOR SLIME

Regular: \$25

Ah... the good shit. That sweet green slime; it goes in your beds, it goes in your sofas, and it keeps you calm and stops you from KILLING EVERYONE AROUND YOU— and, hey, if you're going to be bad and treat yourself... maybe it goes in pie? Maybe? This sweet green slime is definitely not made for consumption, and usually you just kinda rub it into your face to treat minor wounds and [Heal] yourself for 2 HP; but... but what if you... what if you just... ate it...? Ingesting Sopor Slime can [Heal] you 4 HP, clears all [Emotion] effects, and leaves you [Dumbfounded] for the rest of the encounter, because hnngfdnhgnnnn mmmir a cles. [Psionic] [Manipulate] rolls against you are [Tiered Up] while you're in this weak minded state. When you use Sopor, it's gone for good. You used it up, jackass.

SPECIAL STARDUST

Regular: \$30

Wow! This is how you KNOW you've got some magical shit about to go down! You can sprinkle this stardust in your face, and after a few moments of coughing and spluttering, it'll make you exceptionally good at magic and shit; any +IMG rolls you make are [Talented] (if you were not already [Talented] in +IMG) for the next 4 turns. You can also, like, spray it in someone's face using a GOOD SHENANIGANS to [Blind] them for 3 turns, if you're a fucking asshole. A bag of Special Stardust contains 4 doses; when all the doses are used up, it's gone.





=> STRIFE DECK

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Strife Abstrata are your ticket to more advanced fighting options! While most trolls have a weapon, these weapons are not tied to any specific mechanics until they're upgraded into Strife Abstrata. Below is a list of Kind Abstrata. These are basic upgrades to weapons based on their properties. Each basic Kind Abstrata costs ⚭20, and your Strife Specibus can have a max of three Kind Abstrata attached to it. Here, [Strife] references physical [Strife] moves. The list is as follow:

BLUDGEONKIND: On a GREAT [Strife] roll, you can do 1 less damage in order to knock the target [Floorbound].

BONKKIND: Your weapon does not kill, merely thwacks you out. All damage you deal is [Non-Lethal].
BOOMKIND: Your weapon hits multiple targets at once, doing 1 less damage (min 0) to everyone around but the main target.

FOCUSKIND: Like a bent spoon, or something! This weapon serves as a focus for your [Psionic] powers, and you can spend an action focusing on it to make your next [Psionic] [Strife] roll [Tier Up]; this gives you 2 [Drag].

JOKEKIND: Is... is your weapon a Fancy Santa statue? When you hit someone with a MAX roll using this weapon, you can choose to only gain the effects of a GREAT, and [Confuse] them.

MULTIPRPSKIND: Your weapon is also an everyday item. It gains the effects of the [Tool] item tag.

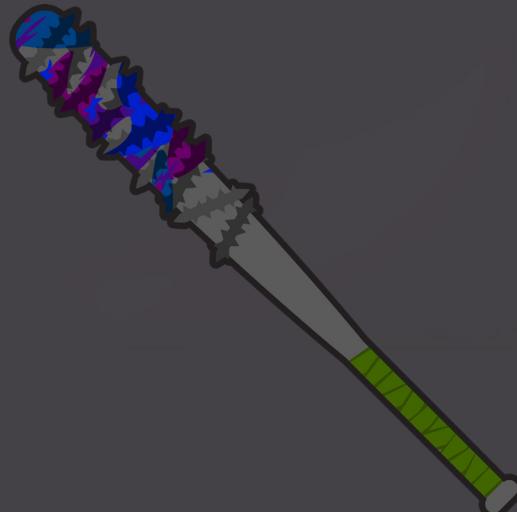
PUNCTUREKIND: Your weapon stabs into your target, ignoring [Physical] resistance.

RANGEDKIND: Your weapon can shoot projectiles. It can hit [Flying] targets.

SHIELDKIND: Your weapon is designed to block damage, not deal it. Every turn which you don't [Strife] on, you gain 1 [Resistance].

SLICEKIND: Your weapon cuts through your target's body. On a GREAT [Strife] roll, you can choose to do no damage and instead cause [Bleeding]; if your attack would already do this, the attack does +1 damage instead.

SPRAYKIND: Your weapon gets the target in the eyes; on a GREAT [Strife] roll, you can do 1 less damage and [Blind] the target for 2 rounds.





Rune Abstrata are upgrades you can give your strife specibus that go beyond the physical form of the weapon. They're not magic, since magic is fake as hell, but their abilities are pretty incredible. Your strife specibus can only have one Rune Abstrata attached. A Rune Abstrata is pricey; it costs €100! Yeesh! You pay for the quality, you suppose.

AUTOMATAKIND: Your weapon practically steers itself, no physical abilities needed! Rather than using your own rolls, it rolls itself, with a +3 [Talented] modifier- though it still takes one of your actions to use it.

BLAZEKIND: Your weapon has flaming traits going on! On a Great [Strife] roll, you can choose to do no damage and instead inflict the [Ablaze] condition. This can also be flavoured as Acidkind.

DRAINKIND: Your weapon drains the target's power! Any damage you do can instead be converted to [Drag].

ECTOPLASMKIND: Fuck ghosts! Your weapon deals [Psychic] damage rather than [Physical] damage.

FROSTKIND: Brrr... your weapon is coated in frost. On a GREAT [Strife] roll, you can choose to do 1 less damage and instead inflict the [Slowed] condition for 3 rounds.

ZAPKIND: ZAP! You arc electricity into your target. On a GREAT [Strife] roll, you can do 1 less damage and [Stun] the target.





HIVECRAFTING

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Sometimes, you just wanna build a new room in your hive, or something. The room might have already existed, but when you buy the right Hivecrafting materials, you can turn your room from good to great, and unlock new [Downtime] activities just for you!





ABLUTION CAVERN

Garbage: ⚵30; your SPA DAY rolls are [Inept].

Regular: ⚵70

Swanky: ⚵120; your SPA DAY rolls are [Talented].

This room is where you go to clean up, wash your hair, or otherwise refresh yourself. Complete with an Ablutiontrap, a Loadgaper, and some BEAUTIFUL tiled floors, your Ablution Cavern is perfect for making you feel like less of a fucking slob. When you spend a day of [Downtime] cleaning and washing in your Ablution Cavern, you look absolutely flawless. You gain access to the SPA DAY [Downtime] move.

SPA DAY

[Downtime]

When you want to clean up and make yourself look gorgeous, roll +PLC.

MIN: You look like a fucking idiot, and you don't even realize it. All your +PLC rolls [Tier Down] for your next encounter.

BAD: It doesn't look great, but at least you catch yourself before you go out in public like this.

OK: You're... cute. That's all there is to say on the matter. You gain 1 [Hold] for your next encounter; you can use this [Hold] to give yourself a +1 [Buff] to any one +PLC roll.

GOOD: You take real good care of your skin! You gain 1 [Hold] that lasts a week; you can use this [Hold] to make a +PLC roll GOOD before rolling.

GREAT: Is that Rainbow Drinker Serum? Daaamn, expensive tastes, baby! You gain 1 [Hold] that lasts a week; you can use this [Hold] to make a +PLC roll GREAT before rolling.

MAX: Oh, holy shit, you used the whole Rainbow Drinker Serum bottle. Like, the whole thing. You're literally glowing, you're that gorgeous. What the fuck. I have to bow, I'm literally bowing as I type this. You gain 1 [Hold] that lasts a week; you can use this [Hold] to make a +PLC roll MAX.

BOOK-HIVE

Garbage: ⚵50; On a success, you gain a second [Hold], but it's [Tiered Down] from your first [Hold].

Regular: ⚵80; On a success, you gain a second [Hold] of the same result.

Swanky: ⚵140; On a success, you gain three [Hold] of the same result.

You have an impressive array of books at your disposal in your very own home, making research easy as pie! When you use the HIT THE BOOKS [Downtime] activity, you get an extra bonus.

CRAFTBLOCK

Garbage: ⚵40; No benefit.

Regular: ⚵70; Your roll is [Tiered Up].

Swanky: ⚵130; [Tiered Up], can tier up from MIN and up to MAX; the lowest you can roll is an OK result.

Ah, a room for building stuff! Whether it's a garage, a science lab, or something else, your Craftblock is perfect for, well, crafting! You can use any [Craft] move or a Robotics Kit as a [Downtime] activity, and the activity gets a bonus. If you succeed on this move, you receive its benefits, and can either add it to your [Sylladex] or benefit from it at the start of your next encounter.



BUSINESSFRONT

Garbage: ⚡50; Your Work From Hive rolls are [Inept].

Regular: ⚡120

Swanky: ⚡200; Your Work From Hive rolls are [Talented].

Trolls don't NEED to work; after all, they're just kids! But some trolls run their own small businesses from their hive in an effort to gain more cash. You gain access to the WORK FROM HIVE [Downtime] activity, which works as follows:

WORK FROM HIVE

[Downtime]

When you want to make some money in exchange for providing goods and services, roll the stat that best suits your business' needs (for example, +PSP for some law stuff, +PLC for haircuts, etc).

MIN: Ah, shit! Your business is broken into, and you've been robbed! You lose half your total caegars!

BAD: Slow business day... nothing happens.

OK: You make a smattering of money. You gain an eighth of your allowance check.

GOOD: You holla holla, make some dolla! You gain a quarter of your allowance check.

GREAT: Ooo, not bad! You gain half your allowance check.

MAX: Damn! You have a REALLY exciting day making cash! Did the Heiress drop by, or something? You gain your full allowance check!

RESPITEBLOCK

Garbage: ⚡30; Can retrain basic moves

Regular: ⚡50; Can retrain basic moves and advanced moves.

Swanky: ⚡120; Can retrain entry moves, basic moves, advanced moves and ultra moves.

Everyone has a bedroom, obviously, but yours? Yours is the HEIGHT of relaxation. Your recuperacoon bubbles enticingly... you've got some sweet, premium posters up... yeah, nobody else's respiteblock even comes close to yours. This is your pillar of who you are, the ultimate place to be you— and sometimes, you need to rediscover yourself. Maybe you weren't as into the cerulean punk scene as you thought. Maybe you thought it'd be cool to try and wrangle lusii, but it's actually pretty dull. By spending a day of [Downtime] in your Respiteblock, reflecting on who you are, you can change your very fundamentals and put a new you out to the world. The Swanky option lets you completely rediscover yourself without needing to retcon your character; they've gone through a new phase, found they're a different aspect, a different tree, a different sway, etc. You can retrain as many moves as you like; however, to do it again, you need to buy some new supplies to prepare yourself for your new you again, and this costs half the price of the base room.



HAXXPAD

Regular: ⚡80

You know, you're something of a hacker yourself. You are able to use the Gold move, HAXX0R, as a [Downtime] ability; however, since you're only an amateur hacker, your rolls are [Inept]- unless you already have the move, in which case you're [Talented] with it. The HAXX0R move works as follows...

HAXX0R

[Tech] [Lengthy]

When you want to fuck someone's technology situation up, roll +PSP.

MIN: Wow. You fucked up. You clicked a virus, you tried to help the fuschia princess who claimed to need your help, you turned off adblocker- something AWFUL happens. You lose half your caegars, and you get a virus that stops you from using [Tech] moves for the rest of the encounter. You gain the [Dread] condition at the start of your next encounter because HHHHHHH!

BAD: Fuck! You get a callout post. People know about your problematic kins, now. You gain the [Dread] condition at the start of your next encounter as you fight off a panic attack.

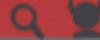
OK: You bust down the opponent's firewall! Your next HAXX0R roll is [Tiered Up].

GOOD: I'M IN. You hack the opponent's device, and stuff goes shit. Choose one of the effects from the HAXX0R table.

GREAT: Did this motherfucker even have an antivirus installed? You can choose two effects.

MAX: Words fail to describe the kind of Watchdogs type bullshit you just pulled. You can choose three effects.

HAXX0R TABLE



DDOS: That'll shut 'em up.

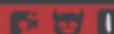
You fucking blow up their device. This does 2 damage to the opponent, and if they're in a social media thread, you can force them to log out. This effect has the [One Off] tag.

DOXX: You leak details of some problematic dealings of your target, even if they're not necessarily true. You summon an ANGRY MOB foe that targets your opponent- though they won't get here for 3 turns!

IP SCRAMBLE: You preemptively hamper anyone who tries to do anything fucky. Any attempts to use a move that might require an online connection [Tier Down].

NOTIFICATION STORM: BEEP BEEP BEEP BEEP BEEP! Your opponent's tech is flooded with notifications. Your opponent cannot benefit from the [Hidden] condition for 3 rounds, and receive a -2 [Nerf] to [Mental] rolls as they're unable to focus.

SWATTED: Peep peep peep! You call the fucking drones on this douchebag. A squad of two DRONES appear in 2 turns and attack everyone present with little mercy, and might actually cause some people to die.





HIVE GYM

Garbage: ⚡50; On a success, you gain a second [Hold], but it's [Tiered Down] from your first [Hold].

Regular: ⚡80; On a success, you gain a second [Hold] of the same result.

Swanky: ⚡140; On a success, you gain three [Hold] of the same result.

WEIGHTS. PUNCHING BAGS. SQUATS. GET SWOOOOLE FROM THE COMFORT OF YOUR OWN HIVE. You have your own little gym, and you've custom fit it to fit your own workout routine. When you use the GET RIIIIIIIPED [Downtime] activity, you get an extra bonus.

MEALBLOCK

Garbage: ⚡40; Your MUNCHQUEST rolls are [Inept].

Regular: ⚡70

Swanky: ⚡140; Your MUNCHQUEST rolls [Tier Up].

Take out? Fuck that! You're here for some good, home cooked meals! You no longer need to pay to use the MUNCHQUEST [Downtime] activity.

PANIC CHAMBER

Regular: ⚡80

AAAAAAAAAAAAAAAAAAAAAAA!!! When shit gets scary, it's good to have a Panic Chamber! It's filled with guides on "HOW TO SURVIVE THE END OF THE WORLD" or "THE GREMLINS ARE COMING: ALIEN SURVIVAL GUIDE", so it's safe to say you're prepared for the worst. The first time in a week you would roll a MIN roll on a [Downtime] event, you start screaming and run hive so you can dive into your Panic Chamber. Phew! Crisis averted! You only get a BAD result instead.

SLITHER BASIN

Regular: ⚡100

Aw, sweet, you've got a pool! You can spend a day splishing and splashing around the pool, appropriating seadweller culture and looking like a huge tool! The water used in a Slither Basin is particularly... adhesive, making it hard to actually dry off. The next time you are set [Ablaze] after using [Downtime] to use your pool, you immediately shrug off the effects!

STORAGEPIT

Garbage: ⚡20; has 5 Slots

Regular: ⚡40; has 10 Slots

Swanky: ⚡100; has 20 Slots

Sometimes, you just need a good ol' fashioned hole to store shit in. It might be fancy, with different categories for different items, or robot arms to retrieve stuff for you— or it might just be an actual hole covered by a trapdoor in the corner of your respiteblock. Either way, you can store items in here; you can use [Downtime] to swap out items from your Sylladex and your Storagepit.

SOFACAVERN

Regular: ⚡70

Ah... a nice, relaxing living room to chill out in, maybe watch some TV, hang out with a loved one... Who knows? Your sofa is so plush and so wonderful. Life is good! When you spend [Downtime] in your Sofacavern, you gain 1 [Hold]; this [Hold] can be used to reset your [Drag] to 0 in an encounter over the next week without actually using the [Drag] on your roll.



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RUMPUSBLOCK

Garbage: ₩40; Your VIDYAGAMEZ rolls are [Inept].

Regular: ₩70

Swanky: ₩140; Your VIDYAGAMEZ rolls are [Talented].

Alright bros, are you ready? It's time for the one, the only, GameBro! He's coming to your screen straight from the magazine. The mix meister of Master Swords and mushrooms. Are you sure you're ready for this? Well come on, get ready, get set, and here we go! You've converted a room into a Gamecave, just for you! One way or another, this is the perfect way to put in some hard earned GAME TIME climbing the ranks. You gain the VIDYAGAMEZ [Downtime] activity, which works as follows:

VIDYAGAMEZ

[Downtime]

When you want to spend time honing your EPIC GAMING powers, roll +HUB.

MIN: You destroy your game console. You'll need to buy a new console on a SHOPPING TRIP before using this roll again. This costs half the price of your Gamecave.

BAD: God, you really suck at Troll Just Dance, don't you?

OK: Practice makes perfect. You gain 1 GAMER POINT.

GOOD: Awww yeah! Epic Gamer Moment! You climb the ranks! You escort the payload! You shoot the plumbers! You get some REAL wins today, and gain 2 GAMER POINTS as you gain notoriety in the community.

GREAT: Damn, bitch! You won a minor tournament! You win a number of caegars equal to $10 \times$ the amount of GAMER POINTS you have accumulated. Your GAMER POINTS reset to 0. If you have no GAMER POINTS, you win ₩20; it wasn't that big a tournament.

MAX: A NEW WORLD RECORD! You're overwhelmed with sponsorships and prize money, and win $50 \times$ the amounts of GAMER POINTS you had accumulated caegars. If you had no GAMER POINTS, you win ₩50.





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**Ablaze:**

A condition where you take 2 extra damage per turn at the start of your own turn unless you take an action to stop, drop and roll! Targets you attack while Ablaze also gain the Ablaze condition.

Boost:

A numerical bonus you add to your rolls alongside your stat modifier. Once you gain Boost, you can hold onto it indefinitely, and it stacks, but once you use it to raise any one of your rolls, it's gone. You need to use ALL your Boost at once; you can't hold onto some of it.

Boost gained from one move can be used anywhere else, and stacks with Boost gained from any other move. You can either add Boost to a roll before or after the dice are rolled. You can't use Boost to undo a MIN Roll. [Drag] cancels out [Boost], 1 point at a time, before taking effect only after you have 0 Boost left.

Bleeding:

A condition where you start to bleed. You take 1 harm at the start of your turn for every turn until you are the subject of a healing effect. Bleeding reveals your caste, if it was hidden.

Blinded:

A condition where you can't see! Everything is [Hidden] from you, and if you find them with a PROBLEM SLEUTHING roll, or they reveal themselves to you, they resume being [Hidden] after a turn. Effects which require visual stimuli do not affect you. If you are permanently Blinded, you have the [Permablind] condition. If your condition lasts more than 3 turns, you can take an action to rub your eyes and remove the condition.

Buildup:

It takes a little bit to get to build up momentum to the point where you can begin using this move. Buildup always has a value; you must succeed (i.e. getting a GOOD roll or up) on that many rolls during combat specifically before you can use this move. Moves used before combat do not count towards your Buildup efforts.

Buff:

A bonus boosting your troll for an entire encounter. You get a +X to certain rolls with it, which can be neutralized by a [Nerf] of the same type.

Brainmelt:

Brainmelt is a permanent condition that can affect gold psionics. You cannot get rid of Brainmelt under ordinary circumstances; upon accumulating 12 points of Brainmelt, you lose your [Psionic] moves permanently, and gain the VOID ROT move. Levels you spent investing into [Psionic] Moves can be reinvested elsewhere.

Charmed:

Aww! An [Emotional] condition where you've taken a shine to someone. They've definitely got you hooked in, and absolutely won't use that to their advantage. You cannot [Strife] the target, and all [Manipulate] rolls they make against you are [Talented]. If a trigger would render you Charmed while you already are, you become [Fascinated].

**Confused:**

...eh? Wait, huh? An [Emotional] condition where you're... kind of unsure as to what's going on. Any time you get a BAD or lower result from rolling, you are [Stunned], because god, what? If a trigger would render you Confused while you already are, you become [Dumbfounded].

Craft:

A type of move where you build or create an item.

Crying:

Waaaahhh! Tears roll down your face, and the dams burst— you're crying your eyes out. An [Emotional] condition and the heightened version of [Saddened]. Your [Physical] rolls are [Inept], and you are [Slowed] as you wipe your eyes and wheeze in sadness— AND you are immune to WORDPLAY. If a trigger would render you [Saddened] while you are Crying, you gain 2 [Drag].

Despair:

An [Emotional] condition where nothing even matters anymore. The end of times has come. It's the Heightened Version of [Dread], or whatever. Why are you even reading this? What's the point? You cannot benefit from [Talent], [Boost] or [Tiered Up] results. If a trigger would give you [Dread] while you are in Despair, you gain 2 [Drag].

Drag:

A penalty to your rolls you hold onto for your opponent to spend later. When your opponent calls for you to expend your Drag, you add all your Drag to a penalty on your roll after it's been rolled. Drag stacks; you keep building Drag

indefinitely, but once you use it, it's gone. You use ALL your Drag at once, when your opponent chooses for you to do so. Drag gained from one move can be used anywhere else, and stacks with Drag gained from any other move. Drag cancels out [Boost], 1 point at a time, before taking effect only after you have 0 [Boost] left.

Dread:

An [Emotional] condition where you're sure something bad is coming, on an existential level. You lose your [Talented] status to all rolls. If a trigger would give you Dread while you already have it, you feel [Despair].

Dumbfounded:

What in the whole fuck. Huh??? Wait, what?????? Can someone PLEASE tell you what's going on?! An [Emotional] condition and the heightened version of [Confused]. You're [Slowed], and every time you get a BAD or lower result from rolling, you gain 2 [Drag]. If a trigger would render you [Confused] while you are Dumbfounded, it resents the length you are Dumbfounded.

Emotion:

A group of conditions that change how your troll feels, and how they behave because of it. Each emotion has a heightened version, which can be dangerous to experience. The emotions are [Enraged] and [Out Of Control], [Scared] and [Terrified], [Saddened] and [Crying], [Joy] and [Laughing], [Charmed] and [Infatuated], [Anxiety] and [Despair], [Confused] and [Dumbfounded] and finally [Hopeful] and [Inspired].

**Encounter:**

A situation your troll finds themselves in, be it social or combat. Lasts until parties split ways.

Enraged:

An [Emotional] condition where a troll's [Strife] Rolls are [Tiered Up], but [Mental] rolls are [Tiered Down]. If a trigger would render you Enraged while you already are, you become [Out Of Control].

Fascinated:

You simply cannot look away. An [Emotional] condition and the heightened version of [Charmed]. You really think this person is your whole world! You cannot [Strife] your target, will actively seek out to hurt people who would [Strife] them, and they do not need to roll to [Manipulate] you; they simply take an action and act as if they'd rolled a GOOD result. Failing to do what they ask gives you 2 [Drag]. Other trolls [Manipulate] rolls against you [Tier Down]. If a trigger would render you [Charmed] while you are Fascinated, you gain 1 [Boost].

Free:

A type of action you can take immediately upon certain triggers, and doesn't count as using any of your actions.

Floorbound:

A condition where you are lying on the floor like a big dumb wriggler. You are prone, and you need to spend an action to stand up, or become [Inept] at all [Physical] rolls.

Flying:

A condition where you begin hovering or flying in the air.

[Physical] rolls against you are [Tiered Down], and you can ABSCOND without needing to roll to SWASHBUCKLE.

Garbage:

A trash-tier item—literally! Any time you use it, roll 1d8; on a 1, the item breaks into pieces. Certain Garbage items instead have different effects. A Garbage item is worse than a Regular item, and even worse than a Swanky item; see the Economy chapter for more details.

Godawful:

A more extreme version of [Inept]; rather than 3d8, you roll 4d8, and choose the lowest two. If a trigger would render you [Talented] on a Godawful roll, you become [Inept]. If a trigger would render you [Inept] on a Godawful roll, you instead gain 3 [Drag].

Hazard:

A natural disaster or challenge that trolls might have to overcome or suffer from, such as sunlight or acid rain; see the Hazard section of the CHALLENGES chapter for more details.





Hidden:

A condition where you are not being directly observed by your target. They cannot roll any [Physical] moves against you, and must find you with a PROBLEM SLEUTHING roll first. A GOOD PROBLEM SLEUTHING roll discovers your basic whereabouts, but doesn't spot you directly; the target's [Physical] moves against you are [Tiered Down]. A GREAT roll spots you, and removes the Hidden effect. A MAX roll sees you so well, that you cannot benefit from being Hidden for the next 5 rounds. You are revealed as soon as you choose to be or roll a [Strife] move against them.

Hook:

Moves with this tag have a potential for a story hook. If all involved parties agree, you can choose to ignore rolling and instead choose a roll result and act from there. Effects from a Hook can be permanent, until fixed through roleplay methods rather than mechanical ones.

Hopeful:

An [Emotional] condition where you're sure you can't lose! You lose all your [Inept] stats, and cannot gain [Drag]. If a trigger would render you Hopeful while you already are, you become [Inspired].

Humiliated:

A condition where you cannot roll the specified move again for a time specified by the move which gives the condition, usually because you're a dumb fucking idiot.

Inept:

A condition that leaves you piss poor at certain rolls. When you roll something you are Inept in, you roll 3d8 rather than 2d8, and use the two lowest numbers you receive. This can be temporary (as a result of a move) or permanent (as a result of a caste choice). If a trigger would render you Inept at a certain roll you were already Inept at, it becomes [Godawful]. If a trigger would render you [Talented] in an Inept roll, your Ineptitude is cancelled out.

Inspired:

Anime... IS REAL! You WILL win, and you'll save the day! You gain the effects of [Hopeful], except any [Drag] you would gain instead turns into [Boost], and you heal 3 HP when you first gain this condition. If a trigger would render you [Hopeful] while you are Inspired, you gain 1 [WHAM].

Joy:

Oh, wow! An [Emotional] condition where you actually feel... REALLY great! Everything's turning up your way, even if just for the moment. Any time you get a GREAT or MAX roll, you get 1 or 2 [Boost]. If a trigger would give you Joy while you already have it, you start [Laughing].

Laser:

A specific type of psionics exclusive to golds that deals with blasts of psionic energy. While it is [Psionic], it does not deal [Psychic] damage, and instead does [Physical].

**Laughing:**

WAHAHAHAHAHA! Oh, oh man, it's actually really hard to stop laughing right now! Who knew too much [Joy] was a bad thing?! This is an [Emotional] condition and the heightened version of [Joy]. You cannot perform any [Lengthy] actions, and your [Physical] rolls take a -2 [Nerf]— but any time you gain [Boost] from Joyful, you get 1 extra! Laughing lasts 3 turns; if a trigger would give you [Joy] while you are Laughing, you add another 3 turns to your Laughing condition.

Lengthy:

This move takes a little while to use. It takes 2 actions to accomplish this, rather than one.

Legendary:

A more extreme version of [Talented]; rather than 3d8, you roll 4d8, and choose the highest two. If a trigger would render you [Inept] in a Legendary roll, you become [Talented]. If a trigger would render you [Talented] in a Legendary Roll, you instead gain 3 [Boost].

Lock:

You cannot take this move unless you have taken the corresponding [Unlock] move.

Manipulate:

A move that allows you to change the attitudes of another troll.

Mental:

A type of move that requires you to be able to think.

Minion:

A troll or lusus with this trait can be commanded by you. You can spend 1 action to give your Minion 1 action instead. Not using your action will cause it to idle, doing something normal to its nature, as specified in either the Lusus statblock or the effect which granted you a minion.

Move:

What you do! These are the actions you take in combat. When your turn comes, you can choose any move you know and use it. You get two moves per [Turn]; choose wisely!

Nerf:

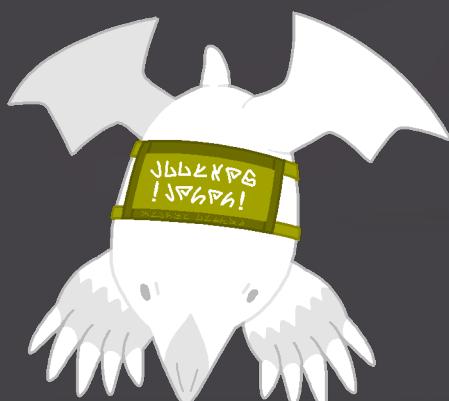
A setback afflicting your troll for an entire encounter. You get a -X to certain rolls with it, which can be neutralized by a [Buff] of the same type.

Non-Lethal:

A type of move with this tag will never kill the opponent with the damage it deals; merely make them lose the ability to fight. You don't track lethal and non-lethal damage separately; the only one that matters is the finishing blow that knocks the opponent below 0 HP.

One-Off:

A move with this tag can only be done once per encounter.



**Out of Control:**

An [Emotional] condition and the heightened version of [Enraged]. An out of control troll cannot control their fury. Your [Physical] Rolls are [Tiered Up] and do +1 damage, but you can ONLY use [Physical] [Strife] Rolls and ACT FAST rolls. This effect lasts until you're unconscious (often as a result of being murdered by drones) or papped into calmness. If a trigger would render you [Enraged] while you are Out Of Control, you gain 1 [WHAM].

Passive:

A type of move that doesn't require an action to use; it is an upgrade to an existing move or rule that buffs your troll.

Permablind:

A condition where you are blind forever. This isn't as sucky as you'd think! Your other senses heighten, allowing you to hear, smell or even taste your opponents. Nobody ever benefits from the [Hidden] condition against you, though effects which require visual stimuli still don't affect you.

Physical:

This type of thing requires physical movement or effort! If it is a move, it requires you to be able to move. If it's damage, it's the result of a physical move.

Poisoned:

A condition where you have become sickened by something. Starting on your first turn after you are Poisoned, you begin taking [Drag]; you gain 1 [Drag] on that first turn, then 2 [Drag] on your next turn, 3 [Drag] on your next turn, continuing in increments of one until you are the subject of a healing effect.

Psionic:

A type of move that requires psychic powers. Often hidden behind a [Lock] trait!

Psychic:

A damage type that affects the mind.

Quickened:

A condition where you have one extra action on your turn. You can get this up to twice per encounter, giving you an absolute maximum of 4 actions per turn— but you can't gain it from the same ability twice.

Rare:

A type of item you cannot usually find in shops; you can only discover it from adventures or from particularly good SCAVENGING rolls.

Reaction:

A type of move you use outside of your turn, such as during an opponent's; when you use a Reaction, you give up one of your moves from your turn.

Recharge:

You can't manage to repeat this move too often before it wears you down. Recharge always has a value; after using a move with Recharge, you must wait that many turns before rerolling this move.

Regular:

Yup... this is an item, alright! A Regular item is better than a Garbage item, but not as good as a Swanky item. See the Economy chapter for more details.

Resistance:

A condition where you take X amount less damage from certain damage types. This cannot reduce the damage you take to 0; the minimum is always 1. This effect stacks from multiple sources.

**Round:**

However long it takes for everyone in combat to take a turn. A round ends when everyone has gone based on the established turn order.

Saddened:

An [Emotional] condition where you're just kinda bummed out, man. Your [Strife] rolls are [Inept], because your heart just isn't in it. WORDPLAY rolls against you while you are like this are [Tiered Down]. If a trigger would render you Saddened while you already are, you start [Crying].

Scared:

An [Emotional] condition where you're on edge and afraid that something spooky's gonna happen. All your [Mental] rolls are [Tiered Down]. If a trigger would render you Scared again, you become [Terrified].

Slowed:

A condition where you have one less action on your turn. You cannot have less than one action per turn.

Strife:

Any move which is primarily meant to do damage. You can only use one Strife move per turn.

Stunned:

A condition where you receive one less action on your next turn.

Swanky:

Oooo, creme de la creme! This item is deluxe, and has extra built in features; it has two item tags! A Swanky item is better than a Regular item, and much better than a Garbage item. See the Economy chapter for more details.

Talented:

A condition that makes you pretty damn good at certain rolls. When

you roll something you are Talented at, you roll 3d8 rather than 2d8, and use the two highest numbers you receive. This can be temporary (as a result of a move) or permanent (as a result of a caste choice.)

If a trigger would render you Talented at a certain roll you were already Talented at, it becomes [Legendary.] If a trigger would render you [Inept] in a Talented roll, your Talent is cancelled out.

Tech:

A type of move that requires you to have technology on hand.

Terrified:

AAAAAAAAAAAAAAAAAAAAAAA!!!!!!

An [Emotional] condition and the heightened version of [Scared]. Your [Mental] rolls are [Tiered Down], but your [Act Fast] rolls are [Talented]; if you were already [Talented], you become [Legendary]. If a trigger would render you [Scared] while you are Terrified, you gain 2 [Drag].

Tiered Down:

A condition where certain moves' roll results will be one tier lower than normal; for example, an OK becomes a BAD or a GREAT becomes a GOOD. This cannot make BAD rolls MIN.

Tiered Up:

A condition where certain moves roll results will be one tier higher than normal; for example, a BAD roll becomes an OK, while a GOOD roll becomes a GREAT. This cannot make GREAT rolls MAX.

Trapped:

A condition where the target cannot benefit from the ABSCOND or CAN'T ABSCOND BRO.



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Turn:

Your time to shine in combat!
During a Turn, you get two moves.
Use them wisely! When everyone
has used their Turn, a new round
begins.

Unconscious:

A condition where you cannot take
any actions until awoken, usually
by a loud noise or being roused.
You are [Floorbound] when you fall
Unconscious.

Unlock:

A type of move that allows you to
use other moves which require this
one as a prerequisite. Unlock moves
open up an entire [Tree] of moves-
they're your gateway to exclusive
moves!

Verbal:

A type of damage you do with your
words and insults. Verbal damage
is always [Non-Lethal], and cannot
kill you; knocking someone below 0
HP with Verbal attacks simply drops
them to the floor as their emotions
take over and they can't fight, just
blubber about your insults.

Weakness:

A condition where you take 1 extra
damage from certain damage types.

WHAM:

WHAM! A type of boost to your
damage. WHAM stacks in the same
way as [Boost], except using it
increases your damage, not your
roll. WHAM dissipates when you use
it or when you take damage.





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SERVER STUCK

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