

The Homestuck RPG

Stats and Interests

You have four stats with 220 points to assign: Fortitude, Alacrity, Trenchancy, Pulchritude.

You gain starting points to spend on Interests in each Stat equal to the Stat. New Interests begin at a 10% score for 10 points, and no Interest can have a score higher than its Stat.

You gain the following Interests for free:

- **Fortitude** (Body)
 - Athletics 15%
 - Endurance 15%
 - Strong Strife 15%
- **Alacrity** (Speed)
 - Dodge 15%
 - Running 15%
 - Agile Strife 15%
 - **Initiative** (one-half your Alacrity)
- **Trenchancy** (Mind)
 - Conceal 15%
 - Notice 15%
 - Intelligent Debate 15%
 - **Gumption** (one-half your Trenchancy)
- **Pulchritude** (Soul)
 - Charm 15%
 - Lying 15%
 - Charismatic Debate 15%

You also gain the **Title** Interest, starting at 10%.

You have **Hit Points** equal to your Fortitude score plus your Title score, and **Will Points** equal to your Pulchritude score plus your Title score.

Obsessive Interest: Choose one of your Interests. Whenever you make a roll with that Interest, you can flip-flop the roll.

Echeladder

For every 1 rung you climb your Echeladder, you gain a 1% shift to your Title. For every 10 rungs you climb your Echeladder, you gain 5 points to assign to your Stats.

Sylladex

An item in your Sylladex has a Rank and an associated Interest it grants a bonus to. You begin with a Sylladex of items totaling 15 Rank.

You have six item slots: Head, Chest, Back, Right Hand, Left Hand, and Feet. Items equipped to these slots provide a passive bonus to their associated Interest equal to its Rank, even if you're not actively using them.

For every 10 Rank an item has, add a d10 to the result of any Matched Success.

Alchemy

You can duplicate or combine items in your Sylladex with Grist, the currency of Alchemy. Alchemy is the primary way to upgrade your Interests by creating new items with higher Ranks.

Whenever you combine two items with Alchemy, make a roll against the sum of the items' Ranks. If the result is below, you create a useless item of Rank 0 with a random associated Interest. If the result is above, the product has a Rank equal to the sum of the two items' Ranks, but only provides a bonus to one associated Interest.

The new or duplicated item costs Grist equal to its Rank.

Strife

At the start of Strife you can choose to roll your Alacrity, or take your Initiative score and automatically succeed. Initiative goes from highest success to lowest success, followed by highest failure to lowest failure.

Weapon Speed

One-Handed Weapon Attack: 1 Action.

Two One-Handed Weapon Attack: 2 Actions.

Two-Handed Weapon Attack: 2 Actions. Your attacks deal double damage.

You can take two Actions each turn.

Some abilities call for taking Delays; when you take a Delay, you receive one fewer Action on our next turn. You cannot take more Delays than you will have Actions on your next turn.

- **Strife (Weapon Speed).** Roll Strong Strife or Agile Strife, depending on your Strife Specibus. If you succeed, you deal damage to the target's Hit Points equal to the sum of the roll plus the Rank of any applicable Item.
- **Dodge (2 Actions).** Roll Dodge. Whenever an enemy attacks you, if your roll is between your opponent's attack roll and your Dodge skill, you take no damage. If not, an attack roll lower than your Dodge skill still only deals half damage.
 - At 85% Dodge, dodging doesn't cost an action.
- **Feint (2 Actions).** Roll Lying. If you succeed, on your next turn if you Strife the same target, roll only one die and treat the roll as a Match.
- **Title.** Your Title also has special abilities that can be used with an action. Check your Title for details.

Debate

At the start of Debate you can choose to roll your Trenchancy, or take your Gumption score and automatically succeed. Gumption goes from highest success to lowest success, followed by highest failure to lowest failure.

You can take two actions every turn:

- **Debate (1 Action).** Roll Intelligent Debate or Charismatic Debate. If you succeed, you deal damage to the target's Will Points equal to the sum of the roll plus the Rank of any applicable Item.
- **Filibuster (2 Actions).** You and at least one ally can Filibuster. Each ally that joins the Filibuster takes 2 Delay. Roll one die plus an additional die for each ally that joins the Filibuster, and assemble a two-digit number from the result. If the result is under your Endurance, you deal damage to the target's Will Points equal to the sum of the roll plus the Rank of any applicable Item.
- **Observe (2 Actions).** Roll Notice. If you succeed, on your next turn if you Debate the same target, roll only one die and treat the roll as a Match.
- **Title.** Your Title also has special abilities that can be used with an action. Check your Title for details.

When in Strife or Debate, a Matched Success deals damage equal to the roll plus the Rank of any applicable item, while a Matched Failure deals damage to you equal to the Rank of each applicable Item.

Class

You have a Title and an Element, chosen from the following lists. Each Title has a Duty that can increase your Echeladder, an Ability, and a list of Actions that can be used during Strife or Debate. Each Element has associated Buffs and Debuffs that can be granted by Actions.

You also gain the following General Abilities.

General Abilities

Echeladder: Once per session, you climb one rung of your Echeladder just for showing up.

Minor Buff Spell (1 Action): You grant a player one of your Minor Buffs for 3 Rounds.

Minor Debuff Spell (1 Action): You grant an enemy one of your Minor Debuffs for 3 Rounds.

Major Buff Spell (2 Actions) (1 Plot Point): You grant a player your Major Buff for 8 Rounds.

Major Debuff Spell (2 Actions) (1 Plot Point): You grant an your Major Debuff for 8 Rounds.

Titles

Bard

Duty: Once per session, you climb one rung of your Echeladder whenever you make another player smile or laugh.

Ability: You gain Charm as a second Obsessive Interest.

2 Actions: You grant each player in the Scene one of your Minor Buffs for 3 Rounds.

2 Actions: You grant each enemy in the Scene one of your Minor Debuffs for 3 Rounds.

1 Action (1 Plot Point): You empower a player until the end of the Scene. While empowered, you can spend 2 Actions to grant that player your Major Buff for 2 Rounds.

Heir

Duty: Once per session, you climb one rung of your Echeladder whenever you receive an item from another character.

Ability: Whenever you Alchemize an item you own, you can choose to increase or decrease the resulting item's Rank by 1.

2 Actions: You empower a weapon you touch until the end of the Scene. While empowered, its wielder can spend 1 Action to gain both of your Minor Buffs for 3 Rounds.

1 Action: You empower an item you touch, increasing its Rank by an amount equal to the tens place of your Title score for 3 Rounds.

2 Actions (1 Plot Point): You empower a weapon you touch until the end of the Scene. While empowered, its wielder can spend 2 Actions to gain your Major Buff for 2 Rounds.

Knight

Duty: Once per session, you climb one rung of your Echeladder whenever you defend a character.

Ability: At the beginning of each Strife, you gain Temporary Hit Points equal to twice the tens place of your Title score.

1 Delay: When a player takes damage, you reduce that damage by an amount equal to the tens place of your Title score.

2 Actions: You defend a player until the end of the Scene. While defended, whenever that player takes damage from an enemy, that enemy gains one of your Minor Debuffs for 3 Rounds.

1 Action (1 Plot Point): You empower a player until the end of the Scene. While empowered, whenever you hit an enemy with an attack, that player gains your Major Buff for a number of Rounds equal to twice your Weapon Speed.

Mage

Duty: Once per session, you climb one rung of your Echeladder whenever you explain a complicated idea or plan.

Ability: You gain an extra free +15% Interest.

2 Actions: You empower a player's attacks until the end of the Scene. While empowered, whenever that player hits an enemy with an attack, that player gains one of your Minor Buffs for 3 Rounds.

1 Action: You make a blast attack. Roll three dice and assemble a two-digit number. If the result is under your Title, it deals damage equal to the sum of the roll.

1 Action (1 Plot Point): You curse an enemy until the end of the Scene. While cursed, whenever that enemy hits a player with an attack, that player gains your Major Buff for a number of Rounds equal to twice that enemy's Weapon Speed.

Maid

Duty: Once per session, you climb one rung of your Echeladder whenever you fix a mistake made by another player.

Ability: Once per Scene, you can subtract an amount equal to the tens place of your Title score to one roll.

2 Delays: When a player fails a roll, you apply one of your Minor Buffs to that player for 2 Rounds and immediately apply it to the roll.

2 Actions: You extend the duration of one Minor Buff affecting a player to the end of the Scene.

2 Delays (1 Plot Point): When a player rolls a Failure or Matched Failure, you count that roll as a Matched Success of the same result.

Page

Duty: Once per session, you climb one rung of your Echeladder whenever you support a player in an argument.

Ability: Once per Scene, you can subtract an amount from one roll equal to the tens place of your Title score.

1 Action: You remove one Minor Debuff affecting a player.

2 Actions: You rally a player until the end of the Scene. While rallied, whenever that player takes damage from an enemy, that player gains one of your Minor Buffs for 3 Rounds.

1 Action (1 Plot Point): You empower a player until the end of the Scene. While empowered, whenever that player hits an enemy with an attack, that player gains your Major Buff for a number of ticks equal to twice their Weapon Speed.

Prince

Duty: Once per session, you climb one rung of your Echeladder whenever you convince another player of your opinion.

Ability: You gain Persuade as a second Obsessive Interest.

1 Action: You grant each player in the Scene one of that player's Minor Buffs for 3 Rounds.

1 Action: You grant a player a positive shift to that player's highest Interest equal to twice the tens place of your Title score for 3 Rounds.

1 Action (1 Plot Point): You link yourself to a player until the end of the Scene. While linked, whenever that player hits an enemy with an attack, you gain that player's Major Buff for a number of Rounds equal to twice their Weapon Speed.

Rogue

Duty: Once per session, you climb one rung of your Echeladder whenever you disobey an order or break a promise.

Ability: You gain Lying as a second Obsessive Interest.

1 Delay: When an enemy fails a roll, it takes damage equal to the tens place of your Title score.

2 Actions: You curse an enemy until the end of the Scene. While cursed, whenever that enemy hits a player with an attack, that enemy gains one of your Minor Debuffs for 3 Rounds.

2 Actions (1 Plot Point): You are opportunistic until the end of the Scene. While opportunistic, whenever an enemy fails a roll, you can spend a number of Delays equal to your Weapon Speed to attack that enemy.

Seer

Duty: Once per session, you climb one rung of your Echeladder whenever you investigate an idea, character, or mechanic.

Ability: You gain Notice as a second Obsessive Interest.

2 Delays: When an enemy succeeds on a roll, you apply one of your Minor Debuffs to that enemy for 2 Rounds and immediately apply it to the roll.

2 Actions: You extend the duration of one Minor Debuff affecting an enemy to the end of the Scene.

2 Delays (1 Plot Point): When an enemy rolls a Success or Matched Success, you count that roll as a Matched Failure of the same result.

Sylph

Duty: Once per session, you climb one rung of your Echeladder whenever you assist another player in performing their Duty.

Ability: At the beginning of each Scene, a player gains one of your Minor Buffs for 6 ticks.

1 Delay: When an ally fails a roll, it gains a positive shift to its next roll equal to twice the tens place of your Title score.

2 Actions: You curse an enemy until the end of the Scene. While cursed, whenever that enemy hits a player with an attack, that player gains one of their Minor Buffs for 3 Rounds.

1 Action (1 Plot Point): You curse an enemy until the end of the Scene. While cursed, whenever that enemy hits a player with an attack, that player gains their Major Buff for a number of Rounds equal to that enemy's Weapon Speed.

Thief

Duty: Once per session, you climb one rung of your Echeladder whenever you steal an item or successfully take credit for another's actions.

Ability: You gain Conceal as a second Obsessive Interest.

1 Action: You remove one Minor Buff affecting an enemy.

1 Action: You grant an enemy one of your Minor Debuffs for 3 Rounds, and you gain one of your Minor Buffs for 3 Rounds.

1 Action (1 Plot Point): You grant an enemy your Major Debuff for 8 Rounds, and you gain your Major Buff for 8 Rounds.

Witch

Duty: Once per session, you climb one rung of your Echeladder whenever you break a pattern or expectation.

Ability: Once per Scene, you can add an amount from one roll equal to the tens place of your Title score.

1 Delay: When an enemy fails a roll, it gains a negative shift to its next roll equal to twice the tens place of your Title score.

2 Actions: You curse a player's attacks until the end of the Scene. While cursed, whenever an attack hits an enemy, that enemy gains one of your Minor Debuffs for 3 Rounds.

1 Action (1 Plot Point): You curse an enemy until the end of the Scene. While cursed, you can spend 2 Actions to grant that enemy your Major Debuff for 2 Rounds.

Elements

Blood

Minor Buff: The target gains a +15% shift to Fortitude-based rolls.

Minor Buff: Whenever the target takes damage, it takes 10% less damage (rounded up).

Minor Debuff: The target suffers a -15% shift to Fortitude-based rolls.

Minor Debuff: Whenever the target takes damage, it takes 10% additional damage (rounded up).

Major Buff: Whenever the target deals damage, it regains Hit Points equal to one-half the damage dealt.

Major Debuff: Whenever the target deals damage, it takes damage equal to one-half the damage dealt.

Breath

Minor Buff: Whenever the target regains Hit Points, it regains an additional 10% Hit Points (rounded up).

Minor Buff: The target gains a +15% shift to Alacrity-based rolls.

Minor Debuff: Whenever the target regains Hit Points, it takes damage equal to 10% of the Hit Points regained (rounded up).

Minor Debuff: The target suffers a -15% shift to Alacrity-based rolls.

Major Buff: The target gains a positive shift to Alacrity-based rolls equal to its Alacrity score score.

Major Debuff: The target gains a negative shift to Alacrity-based rolls equal to one-half its Alacrity score.

Doom

- Minor Buff:** Whenever the target succeeds on a roll, the result is increased by up to 5.
- Minor Buff:** Whenever the target rolls, the target can flip-flop the result.
- Minor Debuff:** Whenever the target fails a roll, it takes damage equal to the tens place of your Title score.
- Minor Debuff:** Whenever the target rolls, it must flip-flop the result if the new result would be higher.
- Major Buff:** Whenever the target deals damage, it deals twice as much damage.
- Major Debuff:** The target's Failures become Matched Failures.

Heart

- Minor Buff:** Enemies suffer a -15% shift to Charismatic Dispute rolls against the target.
- Minor Buff:** The target gains a +15% shift to Pulchritude-based rolls.
- Minor Debuff:** Enemies gain a +15% shift to Charismatic Dispute rolls against the target.
- Minor Debuff:** The target suffers a -15% shift to Pulchritude-based rolls.
- Major Buff:** The target gains a positive shift to Pulchritude-based rolls equal to its Pulchritude score.
- Major Debuff:** On the target's turn, the target has a 50% chance of being unable to attack.

Hope

- Minor Buff:** Whenever the target succeeds on a roll, it gains a +10% shift to its next roll.
- Minor Buff:** The target gains a +10% shift to Trenchancy- and Pulchritude-based rolls.
- Minor Debuff:** Whenever the target fails a roll, it suffers a -10% shift to its next roll.
- Minor Debuff:** The target suffers a -10% shift to Trenchancy- and Pulchritude-based rolls.
- Major Buff:** The target's negative shifts become positive.
- Major Debuff:** The target's positive shifts become negative.

Light

- Minor Buff:** One positive shift is increased by +10%.
- Minor Buff:** The target gains a +5% shift to all rolls.
- Minor Debuff:** One negative shift is decreased by -10%.
- Minor Debuff:** The target suffers a -5% shift to all rolls.
- Major Buff:** One positive shift is doubled.
- Major Debuff:** One negative shift is doubled.

Life

- Minor Buff:** Every Round, the target regains 1 Hit Point for every 20 Title score you possess.
- Minor Buff:** The target gains a +10% shift to Fortitude- and Alacrity-based rolls.
- Minor Debuff:** The target cannot gain temporary hit points or regain hit points.
- Minor Debuff:** The target suffers a -10% shift to Fortitude- and Alacrity-based rolls.
- Major Buff:** Whenever the target gains Health Regeneration, the target also regains Hit Points equal to the tens place of your Title score.
- Major Debuff:** The target gains a negative shift to Fortitude-based rolls equal to one-half its Fortitude score.

Mind

- Minor Buff:** The target gains a +15% shift to Trenchancy-based rolls.
- Minor Buff:** Enemies suffer a -15% shift to Intelligent Dispute rolls against the target.
- Minor Debuff:** The target suffers a -15% shift to Trenchancy-based rolls.
- Minor Debuff:** Enemies gain a +15% shift to Intelligent Dispute rolls against the target.
- Major Buff:** The target gains a positive shift to Trenchancy-based rolls equal to its Trenchancy score.
- Major Debuff:** On the target's turn, the target has a 25% chance of attacking itself instead of its intended target.

Rage

Minor Buff: Whenever the target deals damage, it deals an additional 10% damage (rounded up).

Minor Buff: The target gains a +15% shift to Strength Strife rolls.

Minor Debuff: Whenever the target deals damage, it deals 10% less damage (rounded up).

Minor Debuff: The target gains a -15% shift to Strength Strife rolls.

Major Buff: The target's takes a number of Delays equal to its current Weapon Speed. Then, the target's action speeds are doubled. Whenever the target deals damage, it deals four times as much damage.

Major Debuff: The target gains a negative shift to Strength Strife rolls equal to one-half its Strength Strife score.

Space

Minor Buff: Enemies suffer a -10% shift to Strife rolls against the target.

Minor Buff: The target gains a +10% shift to Alacrity-based rolls, and its current Initiative score is increased by 10%.

Minor Debuff: Enemies gain a +10% shift to Strife rolls against the target.

Minor Debuff: The target suffers a -10% shift to Alacrity-based rolls, and its current initiative score is reduced by 10%.

Major Buff: Enemies suffer a negative shift to Strife rolls against the target equal to one-half its Strife score.

Major Debuff: Whenever the target attacks, it attacks a random character in the Scene, including itself, instead of its intended target.

Time

Minor Buff: The target gains a +15% shift to Agile Strife rolls.

Minor Buff: The target's current Initiative score is increased by 15%.

Minor Debuff: The target suffers a -15% shift to Agile Strife rolls.

Minor Debuff: The target's current Initiative score is decreased by 15%.

Major Buff: Whenever the target takes an action on its turn, the target can take one additional action at the end of its turn.

Major Debuff: The target can only take one action per turn.

Void

Minor Buff: One negative shift is increased by +10%.

Minor Buff: The target's Matched Failures become Failures.

Minor Debuff: One positive shift is decreased by -10%.

Minor Debuff: The target's Matched Successes become Successes.

Major Buff: Whenever the target takes damage, it takes one-half of the normal amount.

Major Debuff: Whenever the target deals damage, it deals one-half of the normal amount.

Adam Stevens

Rogue of Breath

- **Fortitude:** 45 (Little League)
 - Athletics 35%
 - Baseball 25%
 - Endurance 15%
 - Strong Strife 15%
- **Alacrity:** 65 (Dodgeball Champ)
 - Agile Strife 40%
 - Dodge 45%
 - Running 25%
- **Trenchancy:** 50 (Smart Kid)
 - Conceal 15%
 - Intelligent Debate 25%
 - Notice 35%
 - Science 20%
- **Pulchritude:** 60 (Smartass, Too)
 - Charismatic Debate 35%
 - Charm 25%
 - Lying 45%

Hit Points: 45

Will Points: 60

Initiative: 33

Gumption: 25

Inventory:

- Inhaler (Endurance +5)
- Junior Science Kit (Science +5)
- Laptop
- Lucky Baseball (Baseball +5)
- Shitty Cell Phone