

BASIC MECHANICS

The Sburb RPG relies on a pool of six-sided dice as generated by the amount of relevant tags your character has in addition to their stats. You add +2 dice when you have a tag that applies to the situation and subtract -2 dice when a tag is unfavorable or leaves you at a disadvantage. You can use one stat tag, one skill tag, one kid aspect tag, one item tag and one environmental tag per pool.

When you roll, count the amount of dice that show the five or six side. These are called successes. You want as many of these as possible, but often just one is enough. Two or more would be necessary for tasks and trials that require a little more than just basic skill and luck.

If you would re-roll dice, keep in mind, that failing a re-roll only digs the pit of failure deeper. The first failed roll might not be so bad, but the second one is pretty sucky, the third is terrible, and the fourth could mean the life or death of your character!

TAG SYSTEM NOTES

The game is pretty rules-light, and a lot of it relies on the players and the GM coming up with creative BS on the fly. One could make a big database of tags to describe their exact effects, but that would probably be a monstrous undertaking, given that they'd need to catalog just about everything that a player or their character might conceivably have in their house. Tags would be player and GM described, each one doing what they say they do. If it would help or hinder, players and GMs can use any tags that they feel would be reasonable. Here's a summary of the tags you can have. When rolling, you can only have one of each type adding or subtracting to the roll.

The idea behind the item tags is to give you a narrative excuse for what happens if you need a re-roll in addition to giving you bonuses or penalties. Let's say Kyle's trying to do a contest where he needs to climb his land's strange terrain. He makes it halfway up before some strange flying creatures start harassing him, threatening to knock him off. He pulls out the Shocking Development, and starts rapid-firing electrified rods at the beasts and drives them off long enough to climb to the top of the cliff.

Mechanically, Kyle's player failed the roll to climb up the cliff and the GM introduced a likely threat in the form of the bird creatures. Kyle decides to re-roll by spending 5 of his Mythos Points and used the Shocking Development to try and 'put out the eyes' of the bird-things. He re-rolls the climbing roll and finally succeeds, avoiding a harsh injury by falling or getting carried off by the birds.

- * Stats can have tags, which are like specializations of that stat. You could have a Body rating at 1, but still be [strong] to match an average person. You just have a terrible immune system or something.
- * Skill tags are things you're good at, like [Practical Jokes] or [Forest Lore].
- * Kid Aspects tags are things that you have, but aren't skills or relevant to your main stats, like [Filthy Rich] or personality traits.
- * Items are made with tags, so this is easy. You got a gun? It has the [Shoot Shit to Death] tag, which applies when you're shooting something to death. Item tags can add dice to a roll and also give out narrative hints if you re-roll using the item.
- * Environmental tags are things that a GM notes about a scene, such as [Darkness] or [Slippery]. You can use those things to your advantage or have them used against you.

CHARACTER CREATION

Kids are built with three basic stats, Mind, Body, and Finesse as well as tags. You build a character from the ground up using build points. Your total build pool is 45 points to be spent how you see fit. Any leftover points are added to your initial Mythos Point roll, maximum 3.

Cost Chart

<u>Name</u>	<u>Point Cost</u>
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Stats	Varies
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- A Stat at 2	6
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- A Stat at 3	9
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- A Stat at 4	12
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- A Stat at 5	15
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Stat Tags	3
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Skill Tags	2
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Kid Aspect Tags	1
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(Like Always Awake)

Each kid has a custom stat called a MYTHOS TRAIT, created at Character Creation. These personalized stats allow you to gain and hold Mythos Points. There are three places you put down a 1 MP condition, a 3 MP condition and 10 MP condition. 1 Point conditions are easy to satisfy and provide 2-3 points a game while 3 Point conditions show up only rarely, and a 10 Point condition may happen only once in an entire game.

Let's go with Dawn for this example. Her player marks down the following as her personal Mythos Trait: Lass Sass. This gives her player an idea on the 1 Point condition: Creating sick burns. Now this can be a very common thing, but the GM hands out the point, not by simply fulfilling the conditions. 3 Points is decided to be "Going against convention", something her dead mother taught her well, and the 10 Points condition is whenever she manages to best her eternal friend-rival, Jack. This happens once in a blue moon, but its something she can be proud of.

In addition to your self-defined Mythos Trait, you have one that is determined by your choice of Class once you enter the Medium. You gain Mythos Points from this second chart by acting in line with your class, the more in line with the ideals of that class, the more points you gain, similar to the 1, 3, and 10 conditions of your self-defined Mythos Trait. A full chart of the cannon Classes is available in the first appendix.

With Mythos Points, you can buy up dice for a roll, activate Mythos Powers and Fraymotifs, even create callbacks and re-roll a failed dice pool with them. Check this trade chart for details.

<u>Points</u>	<u>Bonus</u>
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1	+1 die to a single roll, decided before the roll, use a Mythos Power.
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3	Buy an automatic success, activate Fraymotifs.
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5	Re-roll a failed dice pool, create a callback, or Make a declaration about a scene.
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You start with a number of Mythos Points equal to the results of a 1d6 + whatever remaining build points you have, up to a maximum of 3.

Once these things have been decided, you have a few more decisions to make about the character. Simple ones, but meaningful choices nonetheless.

First, you must decide on your Title. A Title is a combination of a Class and Aspect assigned to you by Sburb as you enter the Medium. It dictates your powers and role within the game. Keep in mind, a Title is something meant to challenge a kid, allow them to grow into someone who can win the game. The Class half of your title grants you a second Mythos Trait relating to what your class does. As you act in line with that class, you gain more Mythos Points.

Your primary Strife Specibus as well as any other ones you might use. These hold your weapons and allow you to equip them, so keep them handy. Weapons can be as simple and straightforward as Swordkind or as strange and esoteric as Mirrorkind. Get creative with these. Each Specibus can only have 8 letters and ends in a -kind suffix.

The Fetch Modus for your Sylladex. The Sylladex is your inventory system that keeps even the largest items stored away in Captchalog cards. You start out with five cards, likely finding or even making more along the way.

Your Guardian is someone who takes care of and keeps an eye on you while you're still within the reality of Earth. You might love them, hate them, be creeped out by them or any number of things. Detail their name and relationship to and with you.

CHARACTER CREATION

Be sure to note which moon of Skaia you dream on, be it either Prospit or Derse. Choose one, keeping in mind that Derse dreamers are people who'd rather get things settled behind the scenes with cunning, stealth, and guile. Prospit dreamers tend to be in-charge, taking the spotlight, and often leading from the front.

Next up, you can detail your land within the Incipisphere. This is a moving planet that you are teleported into once you get the game started. You could choose to detail it in such a way that one facet of the name refers to one of your character's interests and the other somehow relates to the Aspect portion of their Title. Or, you could roll it up on this fancy d100 chart and get both facets!

1 - Frogs	34 - Energy	67 - Coils
2 - Desert	35 - Oil	68 - Frost
3 - Storm	36 - Peace	69 - Castles
4 - Ash	37 - Dust	70 - Divides
5 - Speed	38 - Shade	71 - Ships
6 - Flow	39 - Tyranny	72 - Dungeons
7 - Angels	40 - Lava	73 - Rock
8 - Roads	41 - Wastes	74 - Graves
9 - Dew	42 - Light	75 - Tents
10 - Savagery	43 - Wind	76 - Haze
11 - Revolution	44 - Wrath	77 - Gore
12 - Relic	45 - Rainbows	78 - Towers
13 - Darkness	46 - Sunrise	79 - Thought
14 - Rust	47 - Temples	80 - Heat
15 - Ichor	48 - Glass	81 - Tombs
16 - Rain	49 - Night	82 - Traps
17 - Craters	50 - Mirth	83 - Flotsam
18 - Crystal	51 - Tears	84 - Fire
19 - Frenzy	52 - Mist	85 - Sound
20 - Gathering	53 - Artifice	86 - Silence
21 - Sand	54 - Vaults	87 - Clockwork
22 - Eclipse	55 - Mazes	88 - Caves
23 - Maps	56 - Hordes	89 - Rivers
24 - Stars	57 - Stillness	90 - Passion
25 - Flowers	58 - Roots	91 - Demons
26 - Drift	59 - Sun	92 - Breeze
27 - Ruins	60 - Machines	93 - Ink
28 - Generators	61 - Metal	94 - Parchement
29 - Tar	62 - Mirrors	95 - Trees
30 - Glaciers	63 - Treasure	96 - Branches
31 - Zephyr	64 - Ore	97 - Brains
32 - Tundra	65 - Ivory	98 - Coral
33 - Pulse	66 - Festivity	99 - Fae
	100 - Pumpkins	

Once you have a land, you're going to need an overarching quest inside of it! Check this cool d4 chart for details.

Roll 1d4 for your quest

- 1 - Your quest is to protect your land and consorts from an impending doom, be it an invading horde or a deadly plague.
- 2 - Your quest is to bring back life and energy back into a wasted and broken land. It isn't dark and empty, just missing a vital something.
- 3 - Your quest is to create something your land desperately needs or improve it overall. It can be any type of creation.
- 4 - Your quest is to figure out the rules and systems governing the world and learn to work it towards your advantage.

In addition to the name and quest of your land, detail its inhabitants. These guys, called Consorts, are NPCs out to help you in your quest. Often, these guys are reptiles or amphibians, so choose a species and add a quirk to them.

The Denizen who guards the massive hordes of grist you'll need to complete the Ultimate Alchemy also needs a name. Often times, these names relate to mythological gods and characters from old stories. Not to mention, it also decides what browser you're going to be using on your computer. (Note that browser choice has no real bearing on mechanics, just that you get teased by your fellow players for it.) Once you get to it, your Server GM will give it stats and make the fight suitably epic.

With all that done, you just need to mark down your Health Vial, which holds your ever important Hit Points. You have a number of Hit Points equal to $12 + \text{Body score} \times 6$, with an additional 12 added to the total if you have a stat tag that adds to anything relating to your stamina or vitality.

You start off on the first rung of your Echeladder, often referred to as the Greentyke rung. As you go along the game of Sburb, you'll gain Mythos Powers: Cool abilities that factor in both your Class and your Aspect and channel them to high unique effects. With all this done, you're ready to play. Go out there and have some fun. There's no way any of you can die. Well, not yet, at least.

ECHELADDERS AND MYTHOS POWERS

Your Echeladder is one of the more important things in the game. First off, it denotes your rank and how powerful you are in-game. As you climb the rungs, you get more powerful. Very simple. What's hard is determining how high the ladder goes, what to call each rung, and the bonuses you get for reaching the next level. This section is a simple guide to just that.

The maximum height of an Echeladder is easily determined by multiplying the number of players by three. Have four players? Then you have twelve Echeladder rungs. You've got a full party of twelve? I hope you like having to climb up a whole thirty-six rungs, because you're going to be here a while. When you get to the top, there's always somewhere higher to go. That somewhere involves facing the mysterious God Tiers, though.

Naming a rung should be a personal experience. In essence, hitting the next rung should give the GM ideas about what you, the player, wants out the game. If I have a rung called Heir-Sans-Parents, then the GM should get the idea that my Guardian is going to bite it some time soon and I'm going to have to deal with the emotional consequences and maybe grow up a little. In the pre-session, be sure to hammer out roughly half your ladder as plot points you want to occur and leave the rest blank and fill them in when it strikes your fancy.

Each rung you climb gives you rewards! Often times, you get some more build grist and boondollars to help fund your little projects and such. With that in mind, you can expect at least your $(\text{new rank} \times 10) + (1d6 \times 10)$ in Boondollars and a similar amount in bonus build grist. Not to mention, each new rung you climb adds an additional six to your maximum Health Vial score. Eat it, stupid in-game enemies!

Similar to your Echeladder rungs, you the player make up just what the hell your Mythos Abilities do. All they have to do is utilize Class and how it channels your Aspect to what end. A Knight player almost always uses their Aspect as a weapon to defend their fellow players, while a Seer looks into the future and sees how their Aspect would affect their team and guide them that way. For a somewhat more detailed description of the Classes and Aspects, see the appendix.

At every even rung, you gain a new Mythos Ability. Each power has an [x] variable in it, with [x] being the amount of successes that you score on the activation roll. Activation rolls are typically one of your Stats + your Echeladder rungs in rolled dice.

Say one is detailing a Witch of Blood. Witches are a class that deals with gross manipulation of their Aspect, and the Blood Aspect can be about relationships, alliances, or even literal blood. A sample Mythos Ability for a Witch of Blood would be Cardiac Arrest, which immobilizes an enemy by holding them in place with their own blood for [x] rounds. Our Witch would roll Mind + Echeladder rungs to determine the duration of the spell.

Your average game of Sburb would have roughly six Mythos Abilities you could acquire over the course of play. Give some thought to this as you go along and jot down ideas for things that just sound cool or are pretty sweet. Your fellow players could even help with names.

CHARACTER ADVANCEMENT

So, now you're wondering. I've got all this cool stuff. But how do I get any better at it? Simple. Experience points. At the end of each in-game session, your GM hands out a number of experience points. You can spend these to do a number of things, like increasing your stats or altering the tags of your characters. Here's a little chart to help you out with figuring out those purchases.

Experience Cost Chart

<u>Action</u>	<u>Experience Cost</u>
- Increase a stat by 1	New Rank x5
- Alter a tag	3
- Add a tag	5
- Subtract a tag	5

Altering a tag is common as your character grows. You could go from having a poor sense of humor, to lightening the fuck up over the course of your journey. Adding new tags and getting rid of older ones are just that.

Another thing you might wonder is, How do I climb my Echeladder? Well, simply put, your Echeladder is based on your in game achievements, which can range from anything from defeating your first Ogre enemy, to forging your ultimate weapon. Each time you perform one of these crowning achievements, you go up a rung on your Echeladder. It might sound easy, but ultimately, the choice to go up another rung lies within what your GM decides is climbing worthy. Don't forget, every even rung, you get an additional Mythos Power as well as an additional six maximum HP to your Health Vial.

GOD TIERS

God Tier. It's big, it's bad, and possible if things go cosmic. Becoming God Tier involves you dying at some point, facing your own mortality and proving to yourself that if you can stare down death in the face, you've got what it takes to win the game and go on to make a brand new universe.

In order to become a God Tier character, several things must happen first. You must first be at the top rung of your Echeladder and second, you must die. Once you've died and been placed on one of your two Quest Beds and then you reawaken as your God Tier self. In sweet ass pajamas too.

Back to the Quest Bed thing, you've got two Quest Beds, one in your moon and one on your planet. If you or your dreamself dies on one of them, both combine into a being of god-like power. As a benefit, you get the following:

- * An automatic +2 to all your stats.
- * Results of 4, 5, and 6 now count as successes for you,
- * Conditional and biological immortality. This means that as long as your death isn't a heroic or just (according to your culture) death, you'll eventually re-spawn and you'll never die of old age.

Your God Tier has a sort of Echeladder of its own, called God Tiers. The God Tiers have a number of ranks equal to half your original Echeladder rungs. Each tier adds an additional die to your activation rolls for Mythos Abilities. Once you reach your half way point on your godly tiers, you gain an automatic success for all of your Mythos Abilities and you gain a second automatic success on Mythos Power activations once you complete your God Tiers.

ALCHEMIZATION

Over the course of your game, you are going to need to create a bunch of items, using up your grist reserves and building more capable and powerful items. Doing this requires Alchemization.

You have the basic || and && combinations. The || (Called OR) combination takes the shape of one of the component items and the function of the other. && (AND) combinations take a sort of fusion of both items in shape and functions.

Our sample character, Kyle, has an old Airsoft handgun laying around, and his chum Dawn sends over the Captcha code for a bunch of needles she has for some strange reason. Combining the gun and needles in a || combo results in the Plunger gun, which he can use to suck and inject fluids and it looks like a gun with a syringe for a barrel. If Kyle uses it in a && function, he gets a Pointed Question, which works like a needle-shooting device that may or may not be the Medic's needle gun from TF2.

Mechanically, items have aspect tags and a shape tag. The air gun has the [Shoots out Air and Eyes] aspect and the [Handgun] shape. The needles have the [Dosage Delivery] aspect and the [Syringe] shape. Uing the || combination makes it so that you have to choose one of the aspects and one shape. The Plunger has the [Dosage Delivery] aspect and the [Handgun] shape. Uning the && combination would give it both aspect tags and either shape but is more expensive on your grist reserves.

Impressed with this new weapon, but worried for Dawn and her possible drug habit, Kyle goes off hunting imps for Grist to make newer, better weapons.

The Item Tier System

Each item has an upgrade tier. Tier 1 stuff is some single combo || and && stuff. Tier two and higher involves more combinations in that formula. Back to Kyle, who's upgrading his Pointed Question. As a tier 1 object, the cost realted to a tier 1 build. As he adds more and more crap to it, the grist cost gets higher and higher. He adds in a car battery to the combo, making it look like this: Pointed Question && Car Battery.

He keeps the shape of the Pointed Question, and adds in the batteries [High Voltage] aspect. Once he's done, he has a tier two weapon called the Shocking Development, which fires out electrified metal bolts at things. If you combine two items that are above tier 1, you add their tiers together to get their final tier. Two Tier 2 items make a Tier 4 item, while a Tier 3 and a Tier 4 make a Tier 7 item.

Grist Costs

Depending on what you're making and how you're making, you have a multiplier. && combinations have no modifier. || combos have a 25% reduction in price, as it's cheaper to change around either the form or the function, but adding more functions is expensive.

Weapons have no cost modifier, clothing and armor 25% decrease, and general gizmos and gadgets a 50% decrease. A gizmo or gadget is something that isn't a weapon, but has cool uses. Gizmos and gadgets can be used as weapons, but its highly unlikely that they'll do anything in terms of damage.

You do the math for the && or || part first, getting a subtotal, and then do the math for the item's intended use next for the sub-subtotal with possibly a little more math for some modifiers that should be cooked up soon.

Initial Item Tier Build Grist Costs:

Tier 1 - 10	Tier 6 - 1,000,000
Tier 2 - 100	Tier 7 - 10,000,000
Tier 3 - 1,000	Tier 8 - 100,000,000
Tier 4 - 10,000	Tier 9 - 1,000,000,000
Tier 5 - 100,000	Tier 10 - 10,000,000,000

ALCHEMIZATION

You can add on certain Quality tags that reduce or increase the prices of items by a certain percentage, with a few examples here:

- * [Polymorphical] - Allows an item have two form tags, allowing you to switch between them. It can only be used with && combinations and allows to switch between both forms. (10% increase)
- * [Duedly] - If you would deal minimum damage with a weapon, you do 2, rather than 1. (20% increase)
- * [Anathematical] - Your item is detrimental to things of a certain type. When you create the item, designate a creature or theme. When you use it against something that you've specified, you receive +2 dice. (20% price increase)
- * [Magic] - The item has innate powers that are beyond mortal comprehension. This results in a free re-roll with the item that can be used once per session. (50% increase)
- * [Hardened] - The armor or clothes are reinforced, protecting you against damage. Enemies do one less damage to you. (25% increase)
- * [Incredibly Shitty] - This item sucks hardcore. If you use it even once, it breaks afterwards. Cannot be applied to one use items. (90% price reduction)

As an example, Jack is combining an old streetlight formerly used by an Ogre with his Uncle's trusty pimp cane. It's going to be a Tier 1 item and a gadget, so the base cost is 10 and the gadget modifier takes half off, so he's at 5. He takes the || route and gets the [Light up the Night] tag from the light and the [Cane of Pimps] shape, decreases the costs by 25 percent, down to 4 grist (rounding up). However, Jack has next to zero grist to his name after Kyle used it all up to make the Pointed Question and then the Shocking Development. He adds the Incredibly Shitty modifier to it reducing the thing to a final cost of 1 grist at the expense of it breaking the first time he decides to use it.

Build Grist

Similar to item tiers, build grist units have tiers of their own, up to five tiers in fact. Once a player enters the game, enemies begin to drop grist types that are unique to that player. So, the sample party of Cori, Dawn, Jack, and Kyle spawn in the unique tier 1 units of Sap, Mercury, Concrete, and Gypsum, respectively. As they progress further, they unlock more unique types, such as Dawn adding in the Silver and Platinum grist to the pool in addition to the multiple generic types of grist.

Each unit of grist has its own tier with varying worth. Tier 1 units are worth 1, tier 2 worth 10, tier 3 worth 100, tier 4 worth 1,000, and tier 5 worth 10,000. A recipe doesn't call for things that the item is made out of. Instead you have to supply some of your personal materials (such as the Gypsum units for Kyle) and, depending, an amount of generic build grist like steel. If someone else hands you the recipe via captcha code, you'd need some of their special grist (Dawn's Mercury units since she supplied the needles in the Point Question example). Some tiers of alchemized items would require certain tiers of materials, at the least, as well.

Here's a list of generic build grist units to get started:

TIER 1 MATERIALS [1 grist]

Copper, Brass, Iron, Tin, Lead, Concrete, Oak, Maple, Beech, Glass

TIER 2 MATERIALS [10 grist]

Bronze, Steel, Mahogany, Aluminium, Hematite, Ash (wood), Lodestone, Horn, Marble, Quartz, Granite

TIER 3 MATERIALS [100 grist]

Quicksilver, Cinnabar, Ebony, Obsidian, Amber, Silver

TIER 4 MATERIALS [1,000 grist]

Emerald, Amethyst, Star-Steel, Gold, Electrum, Corundum, Platinum

TIER 5 MATERIALS [10,000 grist]

Adamant, Diamond, Mithril, Amazonium, Orichalcum

STRIFE

When you get right down to things, sometimes, you just have to fight. And when you fight, you Strife. Strife itself is composed of rounds where you and an enemy go back and forth until one of you is knocked out or dies. Each round has several components to it that define the round, those parts being Initiative, Combat, and Clean-up.

Initiative is only done when the Strife begins, and determines the order of who's going first, second, third, and so on. To determine the initiative order, each participant rolls their Finesse stat plus whatever relevant tags and adds the number of successes to their finesse stat to determine Initiative. You only roll for initiative on the first round of combat.

Combat is when everyone goes through their actions and either does damage or does some tactical maneuvers. Once everyone has had a turn, the Clean-up Phase begins.

Clean-Up is the last phase of a round and it's when effects that last till the end of a round end, you determine effects, and other miscellaneous crap that could come up. Once the Clean-Up Phase ends, you go right back to the start of the Combat phase until everyone has had a turn and repeat the process until either one side is dead, or you've found a way to make peace with each other's existence.

When in the Combat phase and it's your turn, you can choose to take several actions. Each action has unique effect on how the combat is handled.

- AGGRESS is when you use an attack to wound an enemy. When attacking, note what sort of weapon you're using. Melee weapons use the Body stat to attack and ranged weapons use the Finesse stat. Certain magical items use Mind to attack an enemy. While Aggressing, you roll the attack stat related to your weapon plus any relevant tags you would have. You must roll a number of successes above your target's base Finesse score. Any successes scored on the attack are dealt as damage to the enemy plus the damage modifier on your weapon.

- ABJURE is when you're on the defensive and are attempting to avoid the attacks of others. Abjuring takes up your action in combat and if you happen to be hit, you ignore an amount of damage equal to your Body score plus any relevant tags.

- ABSCOND is when you're retreating from an enemy. Both you and each enemy roll your Finesse pools, plus any relevant tags. If you'd get the most successes, you then safely retreat and live to fight another day. If your enemies win, they get the upper hand and you do not retreat.

Each weapon has a damage modifier which is the base amount of damage in addition to the number of successes that you roll on your attack. Each one ranges from 0-3, depending on how lethal the attack is. A basic knife is going to have a damage rating of 1 while a large zweihander is going to have a damage rating of 3. An airsoft weapon would have a damage modifier of 0 while most machine guns and rifles have a modifier of 3.

If you'd happen to be attacking someone that cannot defend themselves, the attack automatically succeeds and deals your damage modifier + 1 + whatever successes you have on the attacking roll.

If you or your opponent's HP is lowered to 0, then you are considered to be Knocked Out. While in this state, you can't take any actions and may shift over to your dreamself. You recover lost HP at a rate of your body stat per hour. If you so wish, you may take an action to finish off someone that's knocked out, as they're helpless, like a small baby. If you do, then they're dead.

Players that would die would happen to awake on their planet in full control of their dreamself. The dreamself is similar to an extra life, just in case something happens. But be wary, for your dreamself could die before your real self and you'd be left without that all important revive. Also, you need to figure out a way to get back to a computer or your planet to continue your quest. Tough luck, really.

Enemies can have two special types: Mooks and Bosses. Mook characters have only a single HP and are often encountered in groups. They're quick and dispensable. All you really need to kill them is a single success on your attack roll. Boss characters often faced with a Mook or two, and often designated as bosses if it's your first time encountering them. Conquering a Boss character is often a reason for climbing your Echeladder.

ENEMIES

Enemies have basic forms and stats, each one getting modified the more people prototype and such. This is handled by adding additional tags as people enter the game and adding additional stats.

Back to the sample characters, Kyle and Dawn are part of a four player session and set up the server -> player chain like this:

Dawn -> Kyle -> Jack -> Cori -> Dawn

Kyle starts out by prototyping his pet chameleon, Percival Prometheus III, Esquire. He gives the GM the go-ahead to use the chameleon's [Triple Horns] and [Grabby Tongue] tags. Now the imps and ogres have horns, and long tongues they can shoot out. Jack prototypes a baseball. Everyone calls him a retard and but he keeps going with it. The GM adds in a [Thick, Stitched Hide] to the enemies. Cori's a lot smarter than Jack, and she adds in a Venus Flytrap. The enemies then get [Large Mouths] with which to bite things. Dawn's the last player in, so she decides to prototype her recently dead mother's ashes. Mom was a pretty talented artist when she was around, so the GM decides to add to the enemies a [Colorful Palette] which lets them vomit acidic rainbows everywhere.

Upon death, enemies drop not only more build grist, but Vitality Gel. The gel heals you for 6 HP per piece of gel you acquire.

Included are three sample enemies.

Imp
HP: 24
[Small]
Mind: 1
Body: 3
Finesse: 5
Rewards: 3 Units of 1 Type / 1 Unit of 3 Types Each, 1 Vitality Gel.

Dersite/Prospitian Foot Soldier
HP: 30
[Medium]
Mind: 3
Body: 3
Finesse: 3
Rewards: 3 Units of 1 Type / 1 Unit of 3 Types Each, 1 Vitality Gel.

Ogre
HP: 72
[Large]
Mind: 1
Body: 8
Finesse: 2
Rewards: 27 Units of 1 Type / 9 Units of 3 Types Each, 3 Vitality Gel.

GAME MASTERING

I've been hammering out a style of GM-less play that involves each player GMing for another in a Server Host-Player chain. The player's server host sets the scene for the player and the player works towards the goal for the scene. Then the player part of the chain then becomes the GM for the next player. It' look a little like this, really:

Player 1 GMs for Player 2 who GMs for Player 3 who GMs for Player 1.

When the loop completes and player one finishes their scene, the loop continues. Scenes would likely be mostly concurrent, so all the player's actions are happening somewhat at once with Pesterchum chatter in between.

If some or all don't feel up to the challenge of game mastery, a GM can go around the group, starting with the player with the most Mythos Points and begin the loop and creation of scenes. Once the last player goes, things go back around and more scenes are created, as one would do with the server-player GM method.

At the end of a session, the GM assigns the players two to four experience points. Whenever someone completes one of their goals or completes a challenge, they go up a rank on their Echeladder.

There's probably going to be more going in here.

STATUS CONDITIONS

Occasionally, someone is going to come under the effects of an unusual status condition. Here is a basic list of status conditions that one may encounter. Rolls made to resist the status conditions are done on the Clean Up stage of a combat round.

* [Confusion] - Mind to resist, 3 round duration, failure incurs a roll on the confusion chart.

1: Use an Item on a target of your choice

2: Use an ability, GMs choice

3: Use an item, GMs choice

4: Attack an ally, GMs choice

5: Do nothing this round

6: Attack an enemy of your choice

* [Bound] - This condition binds your fraymotifs, magic, psionics and other abilities making them unable to be used. Mind to resist, can only be removed via an item or a player's recovery abilities.

* [Blind][Deaf][Scentless] - You use Body to resist this. -4 penalty to related rolls. There'd be a 3 round duration and the tag would be either [Blind], [Deaf], or [Scentless] whichever would screw with the character in question more.

* [Cursed] - -2 to a specific subset of rolls, mind to resist, can be removed by a Light player, or a Doom player that can do buffs, or you have to get a potion or blessing or whatever to throw this off.

* [Sleep] - Where you slumber with Mind saves to wake up until you get attacked or until you hit your Mind Save.

* [Poison] - Poison eats up 1d6 HP until you're conked out per round until you beat it. Body Rolls to defeat the poison.

APPENDIX

CLASS AND ASPECT

When approaching the problem of Class and Aspect, it's a matter of looking at it from a view that puts a class into a simple statement of what it does and breaks the Aspect down into three rather specific domains. With this, you get a pretty nice idea of how to construct a class and its Mythos Abilities. Here's a rundown of what the twelve canon classes do:

<u>Seer</u>	"I provide knowledge of the future as channeled by my Aspect."
<u>Knight</u>	"I defend others by using my Aspect as a weapon."
<u>Rogue</u>	"I steal my Aspect to benefit my allies."
<u>Thief</u>	"I steal my Aspect from my enemies to benefit myself."
<u>Bard</u>	"I allow my aspect to be destroyed or invite destruction via my Aspect."
<u>Prince</u>	"I destroy my Aspect or destroy with my Aspect."
<u>Sylph</u>	"I heal others by way of my Aspect."
<u>Maid</u>	"I provide my Aspect to others."
<u>Witch</u>	"I change and manipulate my Aspect directly."
<u>Page</u>	"I allow my Aspect to support others."
<u>Mage</u>	"I create my Aspect."
<u>Heir</u>	"I inherit my Aspect."

With that out of the way, one can look at each of the twelve canon Aspects in the light of three specific domains. This creates 144 different combinations of Class and Aspect, all of which have unique approaches to the game of Sburb.

<u>Blood</u>	Allegiance, connection, literal blood
<u>Breath</u>	Wind, Animation, Movement
<u>Doom</u>	Death, Doomed Timelines, Bad Luck
<u>Heart</u>	Souls, The Self, Sacrifice
<u>Hope</u>	Hope, Divinity, Success
<u>Life</u>	Life Force, Nature, Creation
<u>Light</u>	Fortune, Knowledge, Literal Light
<u>Mind</u>	Thoughts, Decisions, Communication
<u>Rage</u>	Anger, Strength, Madness
<u>Space</u>	Size, Location, Mass
<u>Time</u>	Duration, Causation, Paradox
<u>Void</u>	Nothingness, Obfuscation, the Void

So, you can't find the right Class or Aspect for your character? Well, then you can just make your own by following this little guide.

Before you get to making your own name for a Class, first start off with coming what it does. This is as simple as coming up with its Verb. A class simply uses and channels an Aspect in some way. A Prince Destroys, a Knight Defends, and a Maid Serves. This gives one a idea of what a Class does in terms of its abilities. One can add on to it some more to get more specific modifiers, such as the Knight who Defends by using their Aspect as a weapon.

With that down, determine if a Class is Active or Passive. A Passive Class is one that assists the team, often delegated supportive roles, such as healer or the one who buffs everyone and debuffs the monsters, to borrow some MMO jargon. Example Passive Classes are the Seer, Bard, and Sylph. An Active Class is often one that is more direct and too the point, often being in it just for themselves. Active Classes are often the warriors, thieves, and others who benefit only themselves based on their Aspects. Example Active Classes include Prince, Thief, and Witch.

Next up, consider the Classes exclusivity. Would the Class go with just males, just females, a preference toward one gender over the other, or a preference to neither gender. This influences its name more than what the Class does.

Finally, you name the Class. This name is evocative of some fantasy archetype, like the Mage or the Seer. Such names are often one syllable and not very indicative of what the class does.

Additional Aspects are little less tricky. First, you need to decide what an Aspect covers, as an Aspect is representative of forces of the universe. Pick three thematic elements which can be as out there and esoteric or as concrete as you like, they only need to be linked together somehow. Once you've got that, you can name the Aspect, though sometimes the name is misleading. For example, Say I'm working on an Aspect that covers Illusions, Trickery, and Transformation. I decide to go with the name Moon, due to the connections of similar themes. Heroes of Moon are often clever and tricky, often wearing the the symbol of the phases of the moon on their grey, black, and silver god tier clothes.

CLASS AND ASPECT

Sometimes there's a little concern of the power levels of Time players. Going forward or backwards in time requires some more concrete rules to keep things from getting too silly.

Heroes of time do require objects that enable such things, usually a quest item and something related to music. This quest is completed mid-echeladder and is a side quest from their main one. You take the item and Alchemize it with something that can keep a beat or is music related (Ex. the music boxes or the turntables). This new item allows you to go backwards or forwards in time.

Now, time travel is tricky. Sburb doesn't like it when people deviate from the Alpha Time Line and if you do it without creating a time loop, you make a doomed timeline that will eventually kill you. To make a time loop, you need to do a little work. The point you leave the Alpha Time Line is called Point A. For every action you desire, you create even more Points and you can only have a number of Points equal to your Echeladder rank plus 1.

Eventually, you have to get back to Point A. Say our Echeladder Rank 4 Hero of Time decides to do a little item duping with this. He travels back to Point B, where he found the item and places his own down, making two. He then repeats his actions a third, fourth, and fifth time for five of that thing, each drop off creating more and more of that item. He can do it a sixth time, but doing it would create a doomed time line and eventually kill our Hero of Time and everyone else in that time line. But, instead of doing it a sixth time, he just loops it back to point A where he has acquired 32 instances of the item. Not a bad haul for a little duping

CLASS AND ASPECT

Once you've got a Class nailed down, you can look at the classes Mythos Chart and copy that down. Here is the canon 12.

Seer

- +1 MP: Every time you provide information or knowledge to your fellow players.
- +3 MP: When your foreknowledge of the game benefits you or your fellow players.
- +10 MP: When your knowledge and expertise wins the day or your warnings of doom go unheeded to the detriment of others.

Knight

- +1 MP: Defending one of your fellow players.
- +3 MP: Taking the killing blow meant for one of your unconscious teammates.
- +10 MP: Death by taking the hit meant for one or all of your fellow players or having a player die when you could have prevented.

Rogue

- +1 MP: Each time you weaken someone by stealing your Aspect from them.
- +3 MP: When you share your stolen Aspect with others.
- +10 MP: When you would share all of the stolen Aspect with someone else using none yourself or, going so far as to give until you're sharing your own personal reserve of the Aspect.

Thief

- +1 MP: Each time you weaken someone by stealing your Aspect from them.
- +3 MP: Using the stolen Aspect against the one you stole it from.
- +10 MP: Stealing your Aspect from fellow players when they need it most.

Bard

- +1 MP: Allowing your Aspect to destroy something.
- +3 MP: Destroying your Aspect in a roundabout fashion.
- +10 MP: Inviting the destruction of your Aspect in such a way that it changes the very nature of your session, for better or worse.

Sylph

- +1 MP: By helping others heal by way of your Aspect.
- +3 MP: Healing someone from an incapacitated state.
- +10 MP: Whenever you can heal someone from near death or someone dies while in your care.

Prince

- +1 MP: Destroying something that is linked to your Aspect.
- +3 MP: Channeling your Aspect in such a way that it destroys something.
- +10 MP: Destroying something that is linked to your Aspect in such a way that it changes the future of your session, for better or worse.

Witch

- +1 MP: Changing or manipulating your Aspect.
- +3 MP: Changing or manipulating your Aspect in such a way that causes you to win the day.
- +10 MP: Changing or manipulating your Aspect on such a grand scale that it changes the nature of your game, for better or worse.

Maid

- +1 MP: Providing your Aspect to others.
- +3 MP: Providing your Aspect to others in such a way that it allows them to win a struggle thanks to your support.
- +10 MP: Whenever your assistance, or lack thereof, is bound to be game changing in its scope.

Page

- +1 MP: When you use your Aspect to support others.
- +3 MP: When you use your Aspect to support others in such a way, they profit from your support.
- +10 MP: When your support would allow others to live or die because of your action or inaction.

Mage

- +1 MP: Whenever you're able to assess the presence of your Aspect and its nature.
- +3 MP: Whenever you're able to protect yourself from your Aspect by manipulating it.
- +10 MP: Whenever you'd be able to avoid death that would somehow be related to your Aspect or die in a way related to your Aspect.

Heir

- +1 MP: Manipulating your Aspect directly and causing it to visibly manifest.
- +3 MP: When you would be able to solve some problem by applying your Aspect directly.
- +10 MP: When you manifest your Aspect to solve a problem of epic proportions and it either works or is the death of you.

GLITCHES

Sometimes, the Sburb data is flawed. Games never run as straight as you want them too, despite them being thousands of years old via weird time shit. Here's a d66 list of things that may just go wrong during a session of Sburb using the flawed data. No more than three rolls on this table, otherwise you could end up with a completely unplayable, unwinnable session.

1: Coding Errors

- 1: Player receives Class of the wrong gender.
- 2: Echeladder lacks an upper limit and no top rung. God Tier is technically impossible.
- 3: All puzzles are somehow rendered unsolvable.
- 4: One player receives minimal build grist for some reason.
- 5: Void Session. Scratching is necessary.
- 6: One player is left without a Land.

2: Land Issues

- 1: Player receives a land with three name components, creating the Land of x, y, and z.
- 2: Terrain is otherwise hazardous to the player's existence.
- 3: Two or more players are assigned the same land.
- 4: Denizen is already defeated and gone, as is their horde. Or more than one Denizen to a planet.
- 5: Second portal is unreachable, actually out in the Incipisphere.
- 6: All NPCs are automatically hostile to players.

3: Player Error

- 1: Accidentally trigger an in game event much too early.
- 2: NPCs are bugged due to a scratch on the disk, gold-fish like memories for all.
- 3: One player is playing on max difficulty by mistake. Enemies are jacked to the max, yo.
- 4: Find guide to the game. Guide is sometimes malicious, other times useful.
- 5: One player is taken under the tutelage of some strange entity.
- 6: One player is spliced into another groups session.

4: Malicious Influence

- 1: Players are subject to a ~ath programming curse.
- 2: Player finds a device that allows them to communicate with an otherwise malicious entity.
- 3: Dersite agents, up to and including the Queen, begin to act independently of the Black King.
- 4: Horrorterrors begin to take an interest in the struggle on the Battlefield. Their support tilts one side to assured victory.
- 5: Role Reversal. Prospit is the evil side while Derse are the plucky rebels.
- 6: Denizen is under the control of something much, much worse and empowered by it.

5: Inevitable Events

- 1: One player will somehow lose all the grist.
- 2: Ectocloning accident.
- 3: Tier Two prototyping goes hideously awry.
- 4: One player suffers a mostly-permanent death due to the folly of another.
- 5: Someone breaks the game, and not in a good way.
- 6: Dead parents all around.

6: Cosmic Accidents

- 1: A player gets caught up in a dream bubble storm.
- 2: Your universe has cancer and time is ticking.
- 3: Earth's First Guardian has gone rogue.
- 4: Aliens from a different session somehow arrive, steals all the screen time and everyone's hearts.
- 5: Horrorterrors from the Furthest Ring arrive on Skaia.
- 6: Usurper. Someone has stolen the Derse royalty's prototyping rings. Instead of the Black King, players now face the Usurper.