

Homestuck: The RPG

Foreword is forewarned

This is a little piece of work put together by me and a few friends. The entire idea is to make an RPG that can both account for and expand upon all of the myriad things in Andrew Hussie's extremely fine webwhatever, Homestuck. This book has been made with the assumptions that A: You know the general lingo of pen and paper RPGs, and B: You've read some Homestuck, enough to know what the goals are.

We hope you enjoy reading this.

Editor: Ajoxer

Head writer: Yuki Akuma

Balance Specialist: Jefepato

Archive Trawler: Saiai Neko

Table of contents

Chapter 1: Basic system: page 1

Chapter 2: Character Creation: page 4

Chapter 3: Specialness: page 8

Chapter 4: Combat System: page 42

Chapter 5: Alchemitting: page 46

Chapter 6: Geography: Page 56

Chapter 7: Monsters: page 59

Chapter 8: The Echeladder and Experience: page 63

Chapter 1: Basic system

Conflict is determined by rolling a d4 and a d13. Normally, this requires the use of a computer RNG system, since d13s aren't naturally occurring. Your D4 determines degree of success, while D13 determines if you succeed. Roll your d13, and if you roll equal or less than your rating in the appropriate skill for the task, you succeed. If you roll a 13, the failure is due to no fault of your own, but you will always fail, and the GM gets a bit of carte blanche to get mean. Rolling a 1 means an automatic success on your skill roll, though not necessarily succeeding at the task.

Roll your D4, then, and multiply it by your stat, to determine your degree of success. If you should roll a 413, your failure is reversed, and you end up succeeding grandly, but in an entirely accidental manner of the GM's choosing, for which you should receive no credit. This does necessarily allow you to succeed at your task.

It should be noted, of course, that there is one form of random generation that would allow you to play this game without a computer: Get a regulation deck of playing cards. Each number card is worth its face value, Aces are worth one, Jacks are eleven, Queens are twelve, and Kings are thirteen. The suits then determine your D4. Clubs are 1, Diamonds are 2, Hearts are 3, and Spades are 4.

Remove the jokers, don't ever use this system if your GM has been a Las Vegas card dealer, and make sure to shuffle after each draw.

Important Note on Fractions: If you end up, for whatever reason, with a fractional value, for whatever reason, round **up** to the nearest whole number. No matter how low the fraction may seem. We're watching you. Not all the time, just when you're doing fractions.

The D4 roll results determine what sort of tasks you can succeed at.

- 2- Something trivially easy. Walking, hearing a rock band.
- 5- Something of mild difficulty. Lifting a moderate weight, fighting off a cold.
- 10- Something of moderate difficulty. Throwing a shot-put.
- 20- Something of great difficulty. Creating an exceptional painting.
- 30- Something of remarkable difficulty. Getting elected to high office.
- 40- Incredible human feat. Breaking a world record.
- 50- Transhuman feat. Shattering world records, solving Fermat's Last Theorem, engineering faster than light travel.

Glossary

Second: Shortest amount of time.

Turn: A character's turn in an action, consisting of a Standard, Move, and Quick action.

Round: An entire round of combat.

Scene: A scene, like in a movie. You probably know what this is.

Session: The time when your group gets together for a game.

Adventure: The time it takes to achieve your objectives in some sort of quest. These should always take more than one session to resolve.

Rungs: Your character's version of levels, rungs on the Echeladder.

Ranks: Your item's versions of levels.

Levels: Monster's versions of, uh, levels.

Character Information

Stats:

Strength: Anything to do with physical strength, toughness, grit.

Speed: Agility, dexterity, fine motor movements, quick-wittedness etcetera.

Smarts: Intelligence, logical problem solving, reasoning, so forth.

Soul: Inner knowledge, intuition, faith, willpower, luck, etcetera.

Feel free to change the names of these for your game, to make it feel more fitting.

Skills: The maximum value a skill may have is 10, and the maximum is determined by your Echeladder rung, starting at 3, increasing to 4 at rung 3, 5 at rung 6, and eventually hitting 10 at rung 21.

Thus, at level 1 you may have a max of 3, at 3, a max of 4, 6, a max of 5, etcetera, all the way to 21, which is a max of 10. Each skill comes with a specialty that gives it a +2 to tasks using that specialty. No matter how high your effective skill might be, however, a 13 is always a failure. Skills, with the exception of Strife, are linked with two stats to be rolled when you use it. Which one you use is chosen at character creation, and cannot normally be changed.

Alchemitting, the skill of creative endeavors, most notably alchemitting stuff. Potential specialties include: Paintings, SBAHJ, Bathroom Accoutrements. Linked stats: Smarts/Soul

Enigmas, the skill of understanding Weird Puzzle Shit and being able to deal with it. Potential specialties include: Riddles, Wise Bastard Mentors, Wild Guesses. Linked stats: Smarts/Soul

Friendship, the skill of cooperating with your friends. Potential specialties include: Coordinating in Battle, Coordinating while Picking up Chicks, KRILLIIIIIN! Linked stats: Soul/Strength

Gaming, the skill of playing video games. Most notably fucking sburb. Potential specialties include: Twitchgaming, Nailing Imps with Kitchen Appliances, Not Tearing Your Player's House Apart (Only with special GM permission) Linked stats: Speed/Smarts

Larceny, the skill of being a sneaky bastard. Potential specialties include: Sneaking, Stealing, Lock Picking. Linked stats: Speed/Strength

Lore, the skill of knowing things. Potential specialties include: Awful romantic comedies, Things The Players Don't Know, Fashion. Linked stats: Smart/Soul

Movement, the skill of, uh, moving. Also endurance. Potential specialties include: Youthrolling, Muscleeaping, Pshoooes. Linked stats: Speed/Strength

Pestering, the skill of positive social interaction. Potential specialties include: Seduction, Inspiration, Banter. Linked Stats: Speed/Soul

Programming, the skill of dealing with computer programs. Potential specialties include: ~.ath, Hacking, Fucking Bastard Hard Captchalogues. Linked stats: Smarts/Speed

Shenanigans, the skill of applied knowledge both enigmatic and loreiffic. Potential specialties include: Screwing with ancient Sburbian technology, Harlequin-esque jokery, Food and Magic Inconveniently Mixed. Linked stats: Strength/Speed

Specialness, the skill of using special powers. Potential specialties include: Your Title Power, Magic Eight Ball Divination, Wizardly Crap. Linked stats: Strength/Soul

Strife, the skill of using your Strife Specibus to inflict whupass. Potential specialties include: Hammerkind, Riflekind, Bunnykind. Linked Stats: All

Trolling, the skill of negative social interaction. Potential specialties include: Rabblerrousing, Intimidation, Smacktalking. Linked Stats: Smarts/Strength

Again, if you want to change the names of these skills, go for it.

Chapter 2: Character Creation

First, the creation of your race.

You start with 0 race points, and must acquire them through taking on disadvantages before you can start spending them on advantages. Of course, if your GM is in the mood for a higher powered species for the game, that is entirely within his rights. It'll make him feel better about throwing in horrific enemies. More than 4 race points is probably going to lead to jokes about Krypton, though.

The average race's attributes have a minimum of 2, an average of 5, and a maximum of 8. It should be noted that the racial average is for adults, while characters tend towards being children.

Increasing all three of these numbers, minimum, average, and maximum, by one for a single attribute costs one Race Point. Decreasing them by one gives you a reward of the same. Your Maximum cannot be increased past 13, and your minimum cannot be decreased past 1- If spending a race point on the attribute would violate this rule, you cannot.

In general, if you wish to create your own racial abilities, feel free, with the following knowledge: The guiding principle behind racial benefits is that they should, if converted into character point terms, have an exchange rate somewhere between 2 to 4 character points per player, to one Race Point, and that any penalties or bonuses should be of the kind that are eventually overshadowed by the player's natural talent. God made species tall and small, but the Echeladder makes them all equal at the top.

Racial Benefits

Unstable DNA. 1 point.

All mutations cost 1 character point less, to a minimum of 1.

Magically Apt. 1 point.

All magical spells cost 1 character point less, to a minimum of 1.

Psionically sensitive. 1 point.

All psychic powers cost 1 point less, to a minimum of 1.

Favored Power. 1 point

This gives each character 4 points worth of mutations, spells, or powers at character creation. The abilities given are the same for everyone in the species.

Naturally Talented. (# of players)/4 points.

Each player starts with two extra character points.

Racial Memories, 1 point

Choose a skill when purchasing this Racial Benefit. This skill can be bought one higher than it would normally be able to at your given Echeladder rung. The absolute maximum for a skill, however, is still 10. As a side-effect, your race's equivalent to blackjack attempts to reach a score of 18, with far-reaching consequences.

Racial handicaps

Radiation-proof skin. 1 point.

All mutations cost 1 character point more.

Magically inept. 1 point.

All magical spells cost 1 character point more.

Psionically dull. 1 point.

All psionic powers cost 1 point more.

Nonversatile. (#of players)/4 points.

Each player starts with two fewer character points.

Racial Ineptitude, 1 point.

Choose a skill when purchasing this racial benefit. This skill is bought one lower than it would normally be able to at your given Echeladder rung. It may still reach a maximum of 10 at Echeladder rung 24, however. As a side-effect, your race's equivalent to blackjack attempts to reach a score of 24, with far-reaching consequences.

Individual Character Creation

Before anything else, choose your title, consisting of your class, and element. Two things to be aware of: Every session must have a <Blank> of Space and a <Blank> of Time, and there can only be one of each class and element, so this should be discussed with everyone beforehand.

Each player starts with their racial minimum in each attribute, and 1 in each skill. You receive 8 points to increase your attributes- no one attribute can have more than 4 points put into it at character creation. You also receive ten points to place in skills, and to reiterate, the max value for a skill at character creation is 3, unless you're starting above rung 1 for some deviant reason. Finally, you receive 15 character points to give your character unusual abilities. You may feel free to change this; however, the number of character points awarded corresponds to the number of balls in a regulation game of 8-ball billiards. If you get too generous, the game may become substantially more unfair for stripes. Similarly, get too stingy and Solids will suffer a serious blow. If you hand out less than 8 the game will likely be dealt a death-blow. You may only take 5 points of defects, usually. Defects grant character points for character creation, and if they hinder you during gameplay, grant experience. This is, of course, up to the GM's judgment, so don't try to be cute. We've still got our eyes on you for that whole fractions thing.

As a note, character points may be occasionally granted during the game to purchase things when it's not intended that purchasing them should increase your Echeladder rung.

Your HP total starts at Strength+Smarts.

Advantages

Skilled, 1 point

You gain two additional skill points to spend during character creation.

Able, 1 point

You gain one additional attribute point to spend during character creation.

Mutation, Minor, 2 points

You may take one Minor Mutation.

Mutation, Moderate, 4 points

You may take one Moderate Mutation.

Mutation, Major, 6 points.

You may take one Major Mutation.

Mutation, Freakish 8 points

You may take one Freakish Mutation.

Spell, Minor, 2 points

You may take one Minor Spell.

Spell, Moderate, 4 points

You may take one Moderate Spell

Spell, Major, 6 points.

You may take one Major spell.

Spell, Word 8 points

You may take one Word spell.

Power, Minor, 2 points.

You may take one Minor Power.

Power, Moderate, 4 points.

You may take one Moderate Power.

Power, Major, 6 points.

You may take one Major power.

Power, Ethereal, 8 points

You may take one Ethereal power.

Extra Dreamself, 5 points

You have a dream self in both Derse and Prospit.

Defects

Unskilled, 1 point

You lose two skill points to spend during character creation.

Unable, 1 point.

You lose one attribute point to spend during character creation.

Crippled, 2 points.

Subtract one from the minimum of one attribute. This affects your starting attributes, so it will cost an attribute point to keep your rating in this attribute stable. As a long-term defect, each time you take Crippled, skill rolls associated with the attribute receive a 1 penalty to their effective skill level. If this causes you to fail notably, you may be eligible for XP.

Limited Potential, 1 point.

Subtract one from the maximum of one attribute.

Inept, 1 point.

Choose one skill. You lose both your sole point in the skill, and, more crippling, your (already declared) specialty. You can put skill points into this skill from here on in; however, until you buy off this defect, you will never have a specialty. This is remedied when you DO buy off this defect. As a long-term defect, if you would've succeeded on an important roll if you had your specialty, but you fail, then you may be eligible for XP.

Narcolepsy, 1 point

Whenever you roll a 13, if you roll a 1 on your d4, you fall asleep. As a long-term defect, if this happens at a particularly inopportune moment, you may be eligible for XP.

Chapter 3: Specialness

Generic Duration Chart, good for all sorts of things

- 0: 1 round
- 1: One minute, 6 rounds
- 2: One hour
- 3: Six hours
- 4: Half a day
- 5: One day
- 6: Five days
- 7: Fifteen days
- 8: One month
- 9: One year
- 10: One generation (20 years)
- 11: One century
- 12: Eternity

Mutations

To make your own mutations, this is the general design: Mutations should build off of the attribute they are linked to, and should enhance the use of that attribute. Attack-based mutations must be used with a Strife attack of the same attribute- You can't use After-image attack to bludgeon someone with your brutal strength or such. The more powerful a mutation's basic abilities, the higher its level. Something that lets you hold your breath for longer is a Minor Mutation; something that lets you take more damage is a Major mutation. And remember to include effects for each level of the related mutation, since the magnitude of the mutation should generally grow stronger. There should not, however, be a significant change in the quality of effect- a minor mutation shouldn't suddenly give you an incredible advantage unrelated to previous enhancements at the Freakish level. Remember, naturally, that the different levels do not stack- You only use the bonus linked with your highest result.

Minor Mutations

Minor Mutation of <Attribute>

Prerequisite: <Attribute> at Racial minimum

Whenever you roll your d4 for the linked attribute, add 2 to the final result.

Strongjump

Prerequisite: Minor Mutation of Strength

Minor level: Multiply your final result on a d4 to jump by 2. IE, if you have Strength 4, and Minor Mutation of Strength, and roll a 4, you end up with a result of $4 \times 4 + 2$, or 18 feet. With Minor Strongjump, this is then increased to 36.

Moderate level: Multiply your final result on a D4 to jump by 5.

Major level: Multiply your final result on a d4 to jump by 10.

Freakish level: Multiply your final result on a d4 to jump by 20.

Sea Dweller

Prerequisite: Minor Mutation of Strength

Minor: You can breathe under water

Moderate: You can breathe any non-toxic, non-damaging liquid, e.g. blood, or milk (What the hell freaky planet did you design) and your effective strength is increased by 2 for resisting liquid pressure.

Major: You can breathe any toxic or non-toxic liquid (Say, oil), your effective strength is two higher for resisting toxins, and 4 higher for resisting liquid pressure.

Freakish: You can breathe absolutely any liquid, up to and including molten metal (The damage is your problem, though.) Your Strength is effectively 4 higher for resisting toxins, and 6 higher for resisting liquid pressure.

Fast Runner/Swimmer/Flier

Prerequisite: Minor Mutation of Speed, the ability to already use the form of movement you're improving.

Minor: Your speed in the chosen medium- land, liquid, or air- is doubled.

Moderate: Your speed in the chosen medium is quadrupled, and your DV is increased by 1.

Major: Your speed in the chosen medium is multiplied by 6, and your DV is increased by 1.

Freakish: Your speed in the chosen medium is multiplied by 10, and your DV is increased by 2.

Schismatic Brain

Prerequisite: Minor Mutation of Smarts

Minor: All Mind Control attempts on you, from any source, have a penalty of 1 to the appropriate skill.

Moderate: All Mind Control attempts on you, from any source, have a penalty of 2 to the appropriate skill.

Major: All Mind Control attempts on you, from any source, have a penalty of 2 to the appropriate skill, and you can make a roll to break free every two rounds

Freakish: All Mind Control attempts on you, from any source, have a penalty of 3 to the appropriate skill, and you can make a roll to break free every round.

Ace's Luck

Prerequisite: Minor Mutation of Soul

Minor: Once per adventure, you may declare a 4 instead of rolling for your stat. You cannot use this ability if you rolled a 13.

Moderate: Twice per adventure, you may declare a 4 instead of rolling your stat. You cannot use this ability if you rolled a 13.

Major: Three times per adventure, you can either declare a 4 for your stat or a 1 for your skill roll. You cannot use this ability if you rolled a 13.

Freakish: As Major, but once per adventure, in addition, if you roll a natural 13, you can declare a 4, and describe, with GM permission, the nature of your impossible success.

Moderate Mutations

Moderate Mutation of <Attribute>

Prerequisite: Minor Mutation of <Same Attribute>, <attribute> at Racial Minimum+1

Whenever you roll your d4 for the linked attribute, add 4 to the final result. This does not stack with its prerequisite.

Flight

Prerequisite: Moderate Mutation of Speed

Moderate: Your character can fly, at 2x their natural land speed.

Major: Your character can fly, at 3x their natural land speed.
Freakish: Your character can fly, at 4x their natural land speed.

Major Mutations

Major Mutation of <Attribute>

Prerequisite: Moderate Mutation of <Same Attribute>, <attribute> at Racial minimum+2
Whenever you roll your d4 for the linked attribute, add 6 to the final result. Your racial maximum for that attribute is also increased by 1. Neither of these effects stack with the prerequisites.

Incredibly Tough

Prerequisite: Major Mutation of Strength
Major: You gain 4 DR
Freakish: You gain 8 DR

Unbelievable Lifting

Prerequisite: Major Mutation of Strength
Major: Multiply your maximum weight lifting by 10
Freakish: Multiply your maximum weight lifting by 100

Freakish Mutations

Freakish Mutation of <Attribute>

Prerequisite: Major Mutation of <Same Attribute>, <Attribute> at Racial minimum+4
Whenever you roll your d4 for the linked attribute, add 8 to the final result. Your racial maximum for that attribute is also increased by 2. Neither of these effects stack with the prerequisites.

Afterimage Strike

Prerequisite: Freakish Mutation of Speed
Freakish: After attacking an enemy, as a Move Action, you may attack them again, with a -1 penalty to your Strife skill.

Reckless Blow

Prerequisite: Freakish Mutation of Strength
Freakish: When attacking, you can declare a Reckless Blow. This multiplies your damage result by 1.5, but as a side effect, you take one quarter of the base damage yourself.

Surgeon's Strike

Prerequisite: Freakish Mutation of Smarts
Freakish: When attacking, you can declare a Surgeon's Strike. Roll Strife at -2, and ignore half of your enemy's damage reduction on a hit

Double or Nothing

Prerequisite: Freakish Mutation of Soul
Freakish: When attacking, if you hit, and are unsatisfied with your damage multiplier, you can reroll again, accepting both the new d13 and the new d4 result.

Magic

Magic is more bottom-heavy than mutations. To increase in a school's power, you need to take a variety of spells, requiring more investment to reach the upper levels of power. In exchange, Spells are rather more potent than mutations, though not unlimitedly so, and have rather more esoteric effects.

You may Charge as a full action. Before you start charging, you must declare the spell you will be casting, and must Charge each round. You don't have to cast the spell when it's charged, but you cannot take another Charge action without dropping your current Charge.

As an important note, Lesser and Greater Curse and Blessing do not trigger on spellcasting skill rolls normally.

Word spells, it is important to note, are extremely taxing to cast. When you cast one, it will reduce all 4 stats, Strength, Speed, Smarts, and Soul, by one, until you next get a night's sleep. You cannot cast a Word spell while under this penalty.

General spells:

Minor

<School>'s Lesser Curse

Prerequisite: <school's linked skill> 1

Charge required: 0

As a standard action, roll the school's skill, and select a target. Your degree of success on the d13 determines how long the curse lasts, and the d4 determines the magnitude effect. The next time that the target uses the skill, in any capacity but spellcasting, before the end of the curse, they suffer a penalty equal to the d4's result to the skill. So, for example, you use Wyrd's Lesser Curse on some chump, roll against your Enigmas of 7, and roll a 2. That's a difference of 5, so the curse will last a day. You roll your d4, and get a 3. Thus, the next time this bozo uses their Enigma skill in the next day, they'll suffer a -3 to their roll. The nature of this spell is not obvious, so while they may have an idea that you've cursed them, without being informed by you or someone with some awareness of the nature of curses, a Lore roll with a target number of 20, they won't know how they've been cursed.

Moderate

<School>'s Greater Curse

Prerequisite: Two minor spells of <school> <school's linked skill> 3

Charge required: 1

As a standard action, roll the school's skill minus two, and select a target. Your degree of success on the d13 determines how many times the curse strikes, and the d4 determines the magnitude effect. The next (Threshold of success/2) times that the target uses the skill, in any capacity, before the end of the curse, they suffer a penalty equal to the d4's roll to the skill. Alternatively, before casting, you can instead say that the next time they use that skill, in any regard, even if it would not require a roll, they are treated as though they rolled a 13- complete with the chance to roll their Suit, and possibly end up with a 413. Be careful.

<School>'s Lesser Blessing

Duration: As degree of success

Prerequisite: Two minor spells of <school>, <school's Linked Skill> 3
Charge required: 0

As a standard action, roll the school's skill, and select a target including yourself. Your degree of success on the d13 determines how long the blessing lasts, and the d4 determines the magnitude. The next time that the target uses the skill before the end of the blessing, they enjoy a bonus equal to the d4's result to their skill.

Major

<School>'s Greater Blessing

Duration: Indefinite

Target: Self or one entity

Prerequisite: Two moderate spells of <school>, <School's linked skill> 5

Charge required: 2

As a standard action, roll the school's skill minus two, and select a target. Your degree of success on the d13 determines how many times the blessing aids, and the d4 determines the magnitude of the effect. The next (Threshold of success/2) times the target wants, before they roll the dice on the appropriate skill, they can choose to add their bonus to that skill. Alternatively, if they have at least two stored threshold successes, after rolling their skill, if the blessing would have made a difference, they may sacrifice all stored successes to add their bonus to it retroactively, succeeding through some obviously magical intervention. A player cannot be under the effect of more than one Greater Blessing of any kind at a time, and must discharge their successes before it can be cast anew.

Alchemitting: Enchantment The school of Alchemitting is based around the enchantment of objects, granting them properties and advantages.

Minor

Environmental Infusion

Duration: One hour, or degree of success, whichever is greater

Target: One object

Prerequisite: Alchemitting 1

As a standard action, roll against your Alchemitting with a +4 bonus. On a success, you may infuse one object in your possession with light, heat, or cold. Light makes the object glow like a lantern, providing all necessary light. Heat provides a +1 to your Strength for the purpose of being able to withstand cold weather conditions. Cold provides a +1 to your Strength for the purpose of being able to withstand extreme heat.

Major

Harmonize Item

Duration: One hour, or degree of success, whichever is greater.

Target: One object.

Prerequisites: Two Moderate Enchantment spells, Alchemitting 5

Charge: 5

As a standard action, roll Alchemitting-2 to infuse an item with music that aids concentration in doing a skill. The item provides a bonus to any one skill of +1. You must declare the particular song that gives this advantage, and only one Harmonized item can be worn at a time- otherwise, the bonus is lost in a cacophony.

Word

Word of Enchantment

Alchemetise

Duration: Instant

Prerequisites: Two Major Enchantment spells, Alchemitting 7

Charge: 5

The word of Enchantment instantly causes an object to spring into being. Roll Alchemitting -4. On a success, you can instantly alchemit a single object for free, as long as you could actually afford the cost, no matter where you are or what equipment you have available. While the spell is instant, the object persists indefinitely - although if you ever roll a 13 when using it, the object vanishes. You may only have one such item at a time.

Enigmas: Wyrd This school is based around the manipulation of the story, imparting plot significance on things, and forcing people's actions to conform to stories, as through boons and banes.

Minor

Brief Tale

Prerequisites: Enigmas 1

In the course of a scene, use a standard action and describe one logical outcome of the scene, and roll against your Wyrd skill+2. If you succeed, roll your d4. A number of times equal to your result on the d4, someone in the scene can gain a one-action specialty with the logical outcome you stated, providing a +2 to their action's skill bonus. This does not stack with their regular specialty. This includes enemies, and the GM has ultimate decision in who is effected, so be careful. A given scene can only be under the effect of one brief tale, period.

Major

Boon

Duration: Permanent

Target: One entity

Prerequisites: Two Moderate Wyrd spells, Enigmas 5

Charge: 2

As a standard action, roll against Enigmas-2 and choose one target, declaring a fate for them: 'You shall triumph over the black chessmen'. This provides a Specialty to all skills (Non-stacking with normal specialties, as per usual) for all actions taken to pursue this fate, IE strife rolls against the Black King and shenanigan rolls to slip a frog into the black queen's underwear drawer. You may not be under the effect of more than one Boon at a time.

Bane

Duration: Permanent

Target: One entity

Prerequisites: Two Moderate Wyrd spells, Enigmas 5

Charge: 2

As a standard action, roll against Enigmas-2 and choose one target, declaring a fate for them: 'You shall be eaten by wolves'. This provides a penalty to all skills for all actions taken to avoid this fate, IE strife rolls wolves and Movement rolls to run away from a pack of howling wolves. You may not be under the effect of more than one Bane at a time.

Word

Word of Wyrd

Role

Duration: Permanent

Prerequisite: Two Major Wyrd spells, Enigmas 7

As a standard action, you intone the Word of Wyrd, while fixing in your mind the role you wish your target to play. Roll Enigmas – 6. On a success, you can declare your target's role in the greater story – he can be the Hero, the Fool, the Thief, or something more nebulous. As long as the spell lasts, the target receives a +2 bonus towards any act that fits within his role, as though he had a specialty in his role. Unfortunately, acting out of his role is dangerous- he receives a -2 penalty to act out against his role, and any failure is treated as though he rolled a 13. However, if he rolls a 1 or a 4:13 on a natural 13 while acting outside of his role, the spell is immediately broken. You can only be under the effects of one Role at a time.

Friendship: Synergy These spells allow you to exchange stats, specialties, or even transfer stats or health in the form of HP from one player to another. Of course, all of these spells require informed consent.

Minor

Pain Shared

Prerequisites: Friendship 1

As a standard action, roll against your Friendship skill+2. If you succeed, select one target friend, and you may heal them anywhere up to their maximum health, taking an equal quantity of damage to that healed, that is not subject to any form of reduction.

Major

Share Competence

Duration: Permanent

Target: Number of friends equal to d4

Prerequisites: Two Moderate Synergy spells, Friendship 5

Charge: 2

As a standard action, roll friendship-2. On a success, roll a d4. A number of friends equal to your result have their skill in one skill of your choice set to the same level as yours, though their specialties remain their own. While this spell is in effect, your skill is reduced by the number of friends you share it with. You can end this spell at any time.

Word

Word of Synergy

Oneness

Duration: One scene.

Prerequisites: Two Major Synergy spells, Friendship 7

Roll Friendship -6. On a success, you and at least one ally fuse into a single super being, similar to a prototyped Sprite. The new super being has the highest Attribute, Skill and HP totals of the participating members, plus a bonus to each equal to one less than the number of participants. As an Instant action, the super being may equip any item carried by one of the participants at the time of casting, although it must still respect the usual limits on equipped items. Any stacking ongoing spell or power effects still apply to the super being- If they do not stack, the players may choose which one to have affect the super being.

The super being has access to all the special abilities of the participants, although it may not cast any Word spells and may only use a single Title power at once. When the spell ends, ALL participants take damage to their Attributes as if they had cast a Word spell, not just the caster.

If the super being's HP is ever reduced to 0, all of the participants are ejected, reduced to 1 HP, and stunned for one turn. Otherwise, participants return with the same amount of HP they started with, no matter how much HP the super being lost.

Gaming: Felicity Magic related to random chance and altering the odds of things, focused on good luck. Also involves unpredictable actions.

Minor

Token of Luck

Duration: One Hour or die roll, whichever is higher

Prerequisite: Gaming 1

Charge 5

As a standard action, roll against your Gaming skill+2. If you succeed, you create a small golden token, with an imprint of your favorite animal on the front. You may freely give this token to anyone, including yourself, but any tokens given to somebody already possessing a token lose their power. This token remains potent for its duration, and in that time, if thrown away, expending the token's magic, allows the player to reroll their entire roll- d13 and d4- as long as their initial roll did not contain a 13.

Major

Lucky Sevens

Duration: One Scene

Prerequisite: Two moderate Felicity spells, Gaming 5

Charge: 2

Roll gaming -2 as a standard action. On a success, you gain the power of Lucky 7s- rolling a seven on your skill roll is treated as a 1.

Word

Word of Felicity

Coin

Duration: Permanent

Prerequisites: Two major Felicity spells, Gaming 7

Charge: 3

As a standard action, create a large golden coin with your favorite animal on it. Whenever you fail a roll, you can flip the coin. On a heads, you are able to roll again, though if you fail that roll, you can't flip the coin again for that roll. On a tails, mark down a notch in the coin. If you accumulate a number of notches equal to your base gaming skill, you must discard the coin. You also must discard it if you roll a 13, but the coin departs with one last show of luck, by converting it automatically into a 4:13. You may only have one Word Coin at a time.

Larceny: Legerdemain Spells related to misdirection, obfuscation, and generally being a sneaky bastard. No illusions, just being unseen.

Minor

Now You See It

Duration: One minute

Prerequisite: Larceny 1

As a standard action, roll against your Larceny+2. If you succeed, any one whole object smaller than you that nobody is looking at, besides yourself, within arm's reach, ceases to exist. After a minute has passed, or when you decide, whichever happens first, it returns to existence, in one place of your choosing within ten feet from you.

Major

Look, a Three Headed Monkey!

Duration: One minute

Target: One entity or inanimate object

Prerequisite: Two moderate Legerdemain skills, Larceny 5

Charge: 2

As a standard action, roll Larceny-2, and if you succeed, you can choose one nearby target and make it incredibly fascinating to all entities within eyesight. This is a Mind Control Effect that draws attention, and while it does not interfere with combat, it does ensure that anything but the object of attention is not watched, for the purposes of Legerdemain spells. It also can, as appropriate, make Larceny skill checks easier by distracting witnesses

Word

Word of Legerdemain

Smoke

Prerequisites: Two Major Legerdemain spells, Legerdemain 7

Roll Legerdemain -4. If you succeed, cast any Legerdemain spell as a standard action, with the following changes: The object can be watched, the range is line of sight, there is no Charge, and the

maximum size is based on your base skill. 7=A large building, 9=A continent, 11=an entire Land or a Moon of Prospit/Derse.

Lore: Divination This magic is the art of taking a Dreamself's innate capacity to see prophecy along the alpha timeline, and changing the circumstances that lead to that. If Wyrd is the art of fulfilling the future, Divination is the art of screwing with it.

Minor

That Can't Be Right

Prerequisite: Lore 1

As a standard action, choose one apparent, but not direct, consequence of a Skaia-based divination (For example you see your friend lying in a pool of blood, you can't choose 'Keep my friend from ever lying in a pool of blood', but you could choose 'Prevent my friend's fatal gut stabbing'), and roll your Lore+2. If you succeed, you gain a universally applicable specialty that does not stack with existing specialties, to prevent that specific consequence from coming around. Breaking timelines isn't very productive, so you're best off trying to change the situation so that what you thought you saw isn't as bad as it seems. This specialty lasts until what you foresaw comes to pass in one way or another, and until it does, you cannot cast this spell again.

Major

Draw out Cloud

Duration: Instant

Prerequisite: Two moderate Divination spells, Lore 5

Charge: 5

As a standard action, roll Lore-2. On a success, you manage to summon a Skaia-cloud, for just a moment, giving you just enough time to catch a glimpse of the future before it evaporates. On a 13, you are contacted by the horrorterrors, and they are not gentle in their greetings

Word

Word of Divination

Knowledge

Duration: Permanent

Prerequisites: Two Major Divination spells, Lore 7

Charge: 5

You speak the Word of Divination and instantly know all there is to know about a single subject. Roll Lore -4. If you succeed, pick one subject - such as Skaian Exile Technology or Combat Styles of Underlings. You instantly and automatically succeed on all Lore checks related to that subject as if you rolled a 4:1. You still roll, however, and if you ever roll a 13 the spell is broken. This only applies to Lore checks to determine whether you know a piece of information and has no effect on other uses of the Lore skill. You may only be under the effect of one Knowledge spell at a time.

Movement: Wayfare This school provides the ability to travel long distances, through flight, or teleportation. They tend to have longer charge times, but are fairly effective. It is also the school of the most potent defensive effects.

Minor

Jaunt

Prerequisite: Movement 1

Charge: 2

As a standard action, roll Movement+2. If you succeed, roll your d4, and travel 100*the d4's result feet in any direction to somewhere you could conceivably travel by modes of non-teleportation transportation available to you- Jumping, flight, whatever, but not blinking to the inside or outside of a cage.

Moderate

Flight

Duration: One hour or as degree of success, whichever is greater.

Prerequisite: Two Minor Wayfare spells, Movement 3

Charge: 1

As a standard action, roll Movement. On a success, you gain the ability to fly at your natural land speed x3. This spell can be recast while flying to refresh the duration.

Major

Gate

Duration: One minute

Prerequisites: Two moderate Wayfare spells, Movement 5

Charge: 5

As a standard action, roll against Movement-2. If you succeed, you are able to open a gate between two areas that you have visited. Your roll on a d4 determines your maximum distance attainable. As a reminder, the arrangement of the system is a series of rings: Skaia - Prospit - Lands - Asteroids - Derse. On a 1, you can make a gate anywhere in the same area, a 2 allows you to jump one ring, a 3 allows you to jump two rings, and a 4 allows you to jump a full three rings. Each land is considered to be one ring away from all the others. During the minute that this gate is open, anyone may travel through it, and any dangerous environmental effects or attacks. You may only open one gate an hour.

Word

Word of Wayfare

Absence

Duration: Instant

Prerequisite: Two Major Wayfare spells, Movement 7

Speaking the Word of Wayfare, you convince the world that you're not where it thinks you are. As an Instant action in response to any negative effect, roll Movement -6. On a success, you move either 10 feet or just enough distance so you're out of the effect's range, whichever is further, and the effect fails to hit you entirely.

Pestering: Glamour Glamour produces illusions and messes with minds.

Minor

Invoke Emotion

Prerequisite: Pestering 1

Duration: One Scene

Charge: 1

As a standard action, roll your Pestering+2. If you succeed, roll your d4. Your target, for the duration of the scene, experiences a Mind Control effect invoking emotions according to the d4 roll. 1: Peace, 2: Love, 3: Fear, 4: Anger

Major

Potent Illusion

Duration: One Scene

Prerequisite: Two moderate Glamour spells, Pestering 5

Charge: 2

As a standard action, roll against Pestering-2. If you succeed, you are able to create a permanent illusion, functioning in all five senses. Any effect it has on others, whether barring their way, doing damage, or so forth, is a Mind Control effect and is unable to do permanent damage. The illusion, if struck with sufficient force to damage it were it real, will shatter visibly, as though a pane of glass that has been broken.

Word

Word of Glamour

Mirrors

Duration: One Scene

Target: One object or entity

Prerequisites: Two Major Glamour spells, Pestering 7

Charge: 3

As a standard action, your target is perfectly duplicated. The duplicate, if an entity, has only one HP, and if an object, shatters if you roll a 13 on a skill while using it to aid yourself. Other than these caveats, they are perfect duplicates, and perfectly follow your will.

Programming: Conjunction The summoning of physical objects, in existing captchalogue cards, or creating new captchalogue cards, and manipulating the capacity of captchalogue cards in various ways.

Minor

Sylladex Miracle

Prerequisite: Programming 1

Charge: 1

As a standard action, roll your Programming+4. If you succeed, you may freely release one item from your captchalogue, safe and sound, without any bullshit.

Major

Nanolathe

Duration: Permanent

Prerequisite: Two moderate Conjuring spells, Programming 5

Charge: 2

As a standard action, roll against Programming-2. A success allows you to create, inside a captcha card, any one non-magical item that can fit inside a captchalogue card.

Word

Word of Conjunction

Absorption

Duration: Permanent

Prerequisite: Two Major Conjunction spells, Programming 7.

As an instant reaction to being effected by a Power, Spell, or Mutation, you can roll Programming-4. On a success, the ability that affected you is placed in your captchalogue. The target cannot use this ability, or any that require it as a prerequisite, until you stop holding it, voluntarily or otherwise. If you ever roll a 13 on a Programming roll, you lose hold of any Absorbed abilities, sending them back to the user.

If the targeted ability is a Word, Freakish, or Ethereal level ability, the user can resist at Skill-4. If they succeed, Word of Conjunction does not trigger, thus avoiding stat damage. Title powers can also be targeted, but the user resists at Skill+0, and if they succeed, Word of Conjunction triggers to no effect, and causes stat damage.

Shenanigans: Chicanery Manipulation of existing objects, offensively. Things like telekinesis, or explosive runes, would fall under this.

Minor

Shift Object

Prerequisite: Shenanigans 1

Roll your Shenanigans+2. If you succeed, you can safely move one object that you could pick up with Strength 2, within 10 feet, as you please, at a semi-leisurely pace, as long as it doesn't move out of that range. Creative approaches allow an attack with a sufficiently heavy object dropped from above.

Major

Explosive Impartation

Duration: Permanent

Target: One inanimate object

Prerequisites: 2 moderate Chicanery spells, Shenanigans 5

Charge: 2

As a standard action, roll Shenanigans-2. On a success, you infuse a single item with explosive force, which will go off on a condition that you set- Someone picks it up, someone reads it, someone

attempts to alchemit it, and so forth. Make the attack as a Shenanigans roll with appropriate bonuses from Rank and specialties, and multiply your D4 by 6 for damage.

Word

Word of Chicanery

Awareness

Duration: Permanent

Target: One Alchemitted object

Prerequisites: Two Major Chicanery spells, Shenanigans 7

Charge: 5

As a standard action, you can impart life on one alchemitted object. This object gains character points to spend on its stats and abilities equal to its tier x 2, and is considered friendly to you, but has its own will. The object is built by the player casting and the GM together.

Specialness: Snowflake This is the school of manipulation of special powers. Spells that grant you temporary mutations, spells that interfere with others special abilities, and so forth, fall under this.

Minor

Curse Spellcasting

Prerequisite: Specialness 1, Lesser Curse of <Any School>

This spell is more of a permanent upgrade, allowing your curses to affect spellcasting rolls.

Major

Temporary Mutation

Duration: One hour

Target: Yourself

Prerequisites: 2 moderate Snowflake spells, Specialness 5

Charge: 2

Roll your Specialness skill at -2. On a success, roll 5D4. You gain access to a number of character points equal to your result, for the sole purpose of buying mutations for your character, limited as usual by necessary prerequisites. While this spell is active, you cannot cast spells, but you can drop this spell at any time before its duration expires.

Word

Word of Snowflake

Identity

Duration: Instant

Prerequisites: Two Major Snowflake Spells, Specialness 7

Charge: 3

The word of Snowflake instantly returns a target to who they really are. Roll Specialness -4. On a success, all Spells and Psychic Powers affecting the target immediately end, as well as Mutations which

must be activated rather than working automatically. Against a Word, Freakish or Ethereal-tier ability, the user of the ability resists your roll at Skill -4.

This spell can even end Title powers, although doing such is dangerous - the user of the Title power resists at Skill +0, and if he succeeds, you immediately take extra Attribute damage as if you had cast another Word spell. This damage is healed at a rate of 1 per day as usual.

Strife: Rancor This is the summoning of energy, for offensive, hurtful purposes. These spells, aside from the Blessings and Curses, pretty much are purely damage-based. Rancor spells are unique in that you don't have to declare which specific Rancor spell you are using while charging. Simply declare you are using a Rancor spell, and once charged appropriately, you can cast any Rancor spell you have available (Possibly limited by energy type, or enhanced by declaring an energy type). They also are the most powerful, damage-wise, of any spell you can get at an equivalent level.

Minor

Ray of Energy

Target: One entity/object

Prerequisite: Strife 1

As a standard action, declare a tier 1 element, and make a Strife+2 roll, targeting a single enemy, modified as usual by DV. You project a ray of the element at your enemy, and roll a d4, multiplying the result by 4 to come up with your damage.

Major

Burst of Energy

Target: Anything within ten feet of you

Prerequisite: Two moderate Rancor spells, Strife 5

Charge: 1

As a standard action, declare a tier 1, and make a Strife roll, targeting all targets within range, modified as usual by DV. You release a burst of the chosen energy type at your targets, and roll a d4, multiplying the result by 8 to come up with your damage.

Word

Word of Rancor

Power

Prerequisite: Two Major Rancor spells, Strife 7

Charge: 2

Choose any one Rancor attack spell. First, roll your Strife-4. If you succeed, roll its strife attack roll as normally, and if you hit, your d4 for this attack is multiplied by 13.

Trolling: Evocation This is the art of summoning, binding, and warding against specific individuals, monsters, and entities of all kinds.

Minor

Summon Imp

Prerequisite: Trolling 1

Charge: 2

As a standard action, roll Trolling+2. If you succeed, you summon an imp, with one random prototyping, from another game session to do your bidding. Sufficiently great failure, or a 13, may summon an imp who will be incredibly hostile! You may only have one summoned monster at a time, normally.

Moderate

Summon Ogre

Prerequisite: Two Minor evocation spells, Summon Imp, Trolling 3

As Summon Imp, except you summon an Ogre, and your Trolling skill modifier is +0.

Major

Ward against <Grist>

Duration: One hour or as degree of success

Prerequisites: Two moderate Evocation spells, Trolling 5

Charge: 2

As a standard action, declare a grist, and make a Trolling-2 roll. On a success, you can ward an area of D4 meters across against one form of Grist. Any enemy made of that form of Grist cannot enter this area. Attacking out across this ward destroys it.

Word

Word of Evocation

Summons

Duration: Permanent

Prerequisite: Two Major Evocation spells, two summoning Evocation spells, Trolling 7

Charge: 5

Choose one summoning spell you know and roll Trolling -6. On a success, you can summon a single underling you could summon using that spell, choosing the prototyping yourself instead of rolling randomly. The underling is permanently at your command - however, if the underling ever rolls a natural 13, he breaks free from your control. On a 413, he does you one more service before vanishing back to his session- otherwise, he attacks you. This summoning spell is exempt from the limits of lower level summoning.

Psionics

Psychic powers are separate from both Skills, and Spells. The primary sequence, Telekinesis Discipline and Telepathy Discipline, are not actually terribly impressive, having no abilities on their own. The real advantages come from Powers. Each Powers has a level- Minor, Moderate, Major, or Ethereal. This determines when they can first be bought, how much they cost, and how many times they may be bought. Telekinetic Powers build off of the ability to manipulate the physical, and Telepathy builds off of

the ability to manipulate the mental. Each power costs half what a normal special of that level would- 1 character point for Minor, 2 for Moderate, 3 for Major, 4 for Ethereal.

It's important to note that you can only use one Option from a discipline at a time- If you are sustaining a Pyrokinetic attack, you can't use your Telekinetic shield.

Telekinesis

The system for telekinesis allows you to attack with lifted objects. Your attacking skill is Specialness, and your damage multiplier is determined by your Telekinesis Level. The damage is also modified by the size or type of object used. An object of one pound has a Damage Modifier of +0, an object of 10 pounds has a Damage Modifier of +1, an object of 100 pounds has a Damage Modifier of +2, and so forth- Each order of magnitude increases the Damage Addition by 1. You cannot, by default, lift an object if you are standing on it. All telekinetic attacks, unless otherwise noted, require a standard action.

Minor Telekinesis Discipline

Your telekinesis level is 2. Your range is ten feet. You also get one free Minor Power

Moderate Telekinesis Discipline

Your telekinesis level is 4. Your range is fifty feet. You also get one free Minor or Moderate Power

Major Telekinesis Discipline

Your telekinesis level is 6. Your range is one hundred feet. You also get one free Minor, Moderate, or Major Power

Ethereal Telekinesis Discipline

Your telekinesis level is 8. Your range is five hundred feet. You also get any one Power free.

Minor

Telekinetic Lift

You can lift objects and use them for simple attacks, Treat your Power Level as your Strength and use Specialness to hit. At your first purchase, the maximum weight of objects you can lift is one pound. Each upgrade increases the weight as follows:

- 1 upgrade (Moderate): One hundred pounds.
- 2 upgrades (Major): Ten thousand pounds (5 tons).
- 3 upgrades (Ethereal): One million pounds (500 tons).

Pyrokinesis

This upgrade lets you make a Pyrokinetic attack, as a Telekinetic attack, doing Fire element damage. This attack can be repeated as a quick action each turn on your initiative, and losing three from its telepathic level each round. If the repeated attack misses, the damage ends. Hot enough to light extremely volatile materials, like crude oil or natural gas

1 upgrade (Moderate): the telepathic level is reduced by 2 each round. Hot enough to light relatively flammable materials like dry wood.

2 upgrades (Major): The telepathic level is reduced by 1 each round. Hot enough to light nonflammable materials, like wet wood.

3 upgrades (Ethereal): The telepathic level does not decrease. Hot enough to melt any metal or mineral short of DOLOMITE, BABY!

Telekinetic Shield

As a move action, roll Specialness. On a success, select one enemy. You gain Armor Points equal to your Telekinesis Level*2 against their attacks. Reusing this power cannot increase the pool of armor points past this. You may change the target of this power as a quick action.

- 1 Upgrade (Moderate): Your Armor Points gained are equal to your (Telekinesis Level +1)*2.
- 2 Upgrades (Major): Your Armor Points gained are equal to your (Telekinesis Level +2)*2.
- 3 Upgrades (Ethereal): Your Armor Points gained are equal to your (Telekinesis Level +3)*2.

Moderate

Telekinetic Potency

This upgrade increases your Telepathic level for Telekinetic powers. At this level, the bonus to your Telepathic level is +1.

- 1 Upgrade (Major): Telepathic level receives a +2 bonus.
- 2 upgrades (Ethereal): Telepathic level receives a +4 bonus

Telekinetic Blow

You can attack foes with pure telekinetic force. A successful attack deals damage as though you used a normal telekinetic attack, although your telepathic level is reduced by 2 when determining damage.

- 1 upgrade (Major): Your telepathic level is only reduced by 1.
- 2 upgrades (Ethereal): Your telepathic level is not reduced.

Multiple Objects

Normally, Telekinesis can only affect one object at a time. This ability allows you to split your lifting potential between three targets.

- 1 Upgrade (Major): You may affect up to 9 targets
- 2 upgrades (Ethereal): You may affect up to 27 targets

Levitation

You can now move objects you are standing on, and even move yourself, to fly. Roll Specialness to lift yourself, or Specialness+2 to lift an object. Your flight speed is equal to your natural land speed, or x2 if you are riding an object. You can sustain this for an hour before needing to refresh the power.

- 1 Upgrade (Major): Your flight speed is equal to your natural land speed x2, or x3 if you are riding an object.
- 2 Upgrades (Ethereal): Your flight speed is equal to your natural land speed x3, or x4 if you are riding an object.

Major

Meat Puppetry

Normally, telekinesis can only affect inanimate objects. This ability allows you to use telekinesis to move an animate target. Your effective Strength for overpowering them is equal to your telepathic level. You are only capable of relatively crude movements.

- 1 Upgrade (Ethereal): This allows you to, if you successfully control the target, force them to make attacks with equipped weapons, as though it were a Telekinetic attack, with bonuses based on their weapon.

Fine Control

This allows you to use any skill you are capable of with telekinesis, at range. Thus, you could pick a lock, pickpocket someone without their noticing, or wield a sword with strife, from a comfortable distance away. Unfortunately, all these skill rolls are at a -1 to your skill level, and require you have some tool to manipulate- You can't unlock a lock simply by manipulating the pins with your mind. Naturally, if you could do the task with your bare hands normally, you don't require a tool.

1 Upgrade (Ethereal): This eliminates both the skill penalty, and the requirement for a tool- You can shape a sword, spread paint over a picture, or spring a lock with your applications of thought.

Ethereal

Eye Beams

You are capable of projecting beams of concussive force at enemies from your eyes. These beams are the same color as your eyes. As a standard action, make a number of Telekinetic attacks equal to your number of eyes. You can only focus a maximum of two attacks on any one enemy.

Curtain of Force.

You can conjure a glowing barrier, composed entirely of hexagons, to protect yourself. As a standard action, roll your Specialness, and gain $2 \times \text{Telekinetic Level} \times d4$ Armor Points. These armor points must be sustained through a Quick action each turn. Using this power while it's already in effect does not stack; it instead replaces the current value.

Split Focus

You may have two Telekinesis powers active at once, rather than the normal one.

Telepathy

Telepathy tends to be less attack focused than Telekinesis, but it does have access to a few attacks. While their damage multiplier tends to be significantly lower than Telekinesis attacks, they also can bypass some armor-based defenses... Attacking is resolved in the same basic manner as for Telekinesis.

Minor Telepathic Discipline

Your telepathic level is 2. Your range is ten feet. You also get one free Minor Power

Moderate Telepathic Discipline

Your telepathic level is 4. Your range is fifty feet. You also get one free Minor or Moderate Power

Major Telepathic Discipline

Your telepathic level is 6. Your range is one hundred feet. You also get one free Minor, Moderate, or Major Power

Ethereal Telepathic Discipline

Your telepathic level is 8. Your range is five hundred feet. You also get any one Power free.

Minor

Remote Viewing

This power allows you to see any area within range that you have already visited, though it does not grant line of sight for the purpose of using powers

1 upgrade (Moderate): This provides line of sight for the purpose of using powers, though all attack and other rolls are at an additional -2.

2 upgrades (Major): This allows you to look into areas, even if you haven't seen them already.

3 upgrades (Ethereal): This eliminates the skill penalty.

Read Mind

Make a Telepathic Attack. On a success, if you would deal damage, instead of dealing damage, you can read the target's emotions.

1 Upgrade (Moderate): Your Specialness is at +1 for the attack, and you can read the target's surface thoughts.

2 upgrades (Major): Your Specialness is at +2 for the attack, and you can read the target's memories.

3 upgrades (Ethereal): Your specialness is at +3 for the attack, and you can read the target's secrets, unconscious thoughts, and suppressed memories.

Moderate

Telepathic Potency

This upgrade increases your telepathic level for Telepathic powers. At this level, the bonus to your Telepathic Level is +1.

1 Upgrade (Major): Telepathic level receives a +2 bonus.

2 upgrades (Ethereal): Telepathic level receives a +4 bonus

Inflict Pain

Make a Telepathic attack at Telepathic Level -3, doing Psionic damage. This attack ignores one quarter of damage reduction and armor points provided by armor.

1 Upgrade (Major): Telepathic Level -2.

2 Upgrades (Ethereal): This attack ignores half of damage reduction and armor points provided by armor.

Commune

Make a telepathic attack. On a success, you control the nonsentient target (This includes Underlings). Every round that you sustain this as a move action, you are able to control the creature's actions. You may only control one creature at a time like this, for obvious reasons. This can only be used on creatures whose Monster Level is equal to or below your Echeladder Rung.

1 Upgrade (Major): You control the target as a quick action.

2 upgrades (Ethereal): You control the target as a free action.

Major

People Puppets

Make a telepathic attack. On a success, you control the target for a number of rounds equal to the damage you would have done after damage reduction, divided by five. This is a Mind Control effect. Every time you order the target to do something they would not normally do, they make a soul roll, and if they do more damage than was rolled on the original attack, they snap out of the mind control after taking the action. This roll is cumulative, so being forced repeatedly will inevitably lead to breaking.

1 upgrade (Ethereal): You control the target for a number of rounds equal to the damage you would have done after damage reduction, divided by two.

Instill Suggestion

Make a telepathic attack at Specialness -2. If you hit, and do effective damage, instead of doing damage, you can cause a character to undertake one action, without knowing that they have, as a Mind Control effect. This effect does not leave clues as to who has made the attack.

1 Upgrade (Ethereal): The control lasts for one whole round.

Ethereal

Double Mind

You may have two Telepathy powers active at once, rather than the normal one.

Vision of Horrorterrors

Make a telepathic attack at Specialness -2. If you hit, you do psionic damage at Telepathic level -4, but entirely ignore armor points.

Title Abilities

There are twelve classes, each one of which is associated intimately with a specific skill, and twelve elements, each of which is associated intimately with a stat. Each has three levels of powers- Pawn, Nobility, and Royalty. Pawn abilities are relatively weak and straightforward, though may have unusual effects. Nobility includes Rook, Knight, and Bishop abilities. Rook abilities are very straightforward and very powerful. Bishop abilities are somewhat weaker but much more versatile. And Knight abilities are extremely unusual, and may be very specific, but nearly unbeatable in that specific area. Royal abilities are Queen, and King. Queen abilities are external, and tend to be very, very powerful, whereas King abilities are internal, and again, very, very powerful.

Classes give relatively passive abilities, boosting your abilities, whereas elements give you access to entirely new powers. Class abilities are acquired automatically- your Pawn ability at rung 1, a Nobility ability of your choice at rungs 8, 16, and 24, and one Royalty ability at rung 28 and the other at 30.

Elemental abilities are different from class abilities, in several ways. First, they must be purchased with experience, rather than receiving them automatically. Second, they are built rather than bought, with a system later in the chapter. You may buy Pawn abilities starting at rung 1, Nobility abilities at rung 8, and Royal abilities at rung 28. Pawn abilities cost up to ten experience, Nobility abilities cost up to 20, and Royalty abilities cost up to 30.

As a general rule, experience and character point costs for your class's linked skill are halved, as are experience and character point costs for your element's linked stat. Additionally, your skill cap for the class skill is one higher- This is the only thing that can allow you to reach Skill 11. Your cap for your elementally linked stat is raised to 14, regardless of your racial maximum.

Bard: Pestering

Pawn

Good Vibrations

Whenever you use an ability that gives an ally a bonus, in skills, HP, stats, or whatever else, the bonus is increased by 50%.

Nobility

Trustworthy Face

Rook

Once per session, you can tell anyone but a fellow character something, and absolutely convince them that it is true.

Expert Haggling

Rook

All Boondollar costs for you are 90% of what they normally would be.

Obvious Lie

Bishop

Once per session, you can tell anyone but a fellow character something, and absolutely convince them that it is a lie.

'Move!'

Knight

Once per scene, you can, as a move action, force anyone within sight to use their move action as you desire, as long as it doesn't lead them to immediate harm.

Royalty

Karmic Harmony

King

The bonuses from Good Vibrations is increased to 100%.

Polyglot

King

The Bard gains a mastery of all languages. This includes, notably, the language of magic, granting a 3 point discount to the purchase of Word spells.

Die For Me

Queen

The bard's words are very, very convincing. Once per scene, he can use a mind control effect, and force the target to do harm to themselves- For example, Move!, or any number of psionic powers.

Knight: Trolling

Pawn

Thick Skin

+5 hit points per rung

Nobility

Parry

Bishop

Your character can effectively raise their armor points against an attack by letting it damage their weapon. This gives weapons an effective Armor Points of their item rank times ten. These can be used to prevent damage from attacks, but if it reaches zero, your weapon is damaged, badly, and requires serious repairs to be fixed.

Fortified Body

Rook

Whenever you kill an enemy, you heal HP equal to their tier times their prototyping points.

Knight's Sidestep

Knight

Any time you are attacked, you may instantly teleport ten feet, after being hit and taking damage to your HP.

Shield of the Knight

Bishop

If a knight is attacked with an element that they have resistance to, for example from [Elemental] shield or their armor, the total damage of that attack before being applied against the knight's defenses is halved.

Royalty

Elemental Conditioning

King

The Knight permanently gains a defense against three tier 1 elements, two tier 2 elements, or one tier 3 element.

Shattering Defense

Queen

Once per scene, as a desperation move, you may sacrifice a weapon to gain infinite armor points against one attack. The weapon is destroyed beyond recovery.

Deadly Riposte

Queen

Once per scene, after being attacked and taking damage, the knight responds with an attack of terrifying force. They return their attack, and add the total damage of the attack leveled against them to their attack damage.

Heir: Specialness

Pawn

Very Special

All special powers- Psionics, Spells, Mutations, and Elemental- receive a one character point discount. This stacks with racial advantages, but cannot reduce costs below 1.

Nobility

Tap the Elements

Rook

Whenever you use a special ability that has a given damage multiplier- such as spells, or psionic powers- you can use your element's linked stat as your d4 multiplier instead.

Defensive Adaptation

Bishop

Once per combat, if you are successfully damaged, you can take ten character points worth of mutation, spells, or psionic powers that would help protect you from that attack in the future. These points are lost after combat ends.

Desperate Need

Rook

Once per session, you may use any elemental power, even one that you have not purchased. Pawn powers can be used for the rest of the session, Nobility for the rest of the scene, and Royalty for a single use.

Lucky Star

Knight

As a passive effect, every time you roll a 13, you may, if you choose, roll twice. If either roll comes up as a 4, then you effectively have a 4:13 for that. However, if you get a 4:13 after using this effect, you cannot use it for the rest of the session.

Royalty

A Very Special Snowflake

King

All special powers, as per Very Special, receive a one point discount. This stacks with racial advantages and Very Special, but still cannot reduce costs below 1.

The King Is Dead, Long Live the King

Queen

Once per adventure, if the Heir dies, they return to life with full hit points.

Inheritance

King

When the Heir takes this ability, they receive 20 character points with which to buy special abilities. These do not increase their rank

Thief: Larceny

Pawn

Steal Health

Before attacking, a thief can declare an attack as health-stealing as a quick action. If it succeeds, they gain health equal to 1/2 of the damage done to the enemy's health points, to a maximum of their max health.

Nobility

Steal Impact

Bishop

As a move action, you can brace yourself. If an enemy attacks you before the end of your next turn, they automatically hit, but you gain a bonus to the next attack's total damage equal to the amount of total damage done, before damage reduction and armor points.

Steal Armor

Rook

Before attacking, a thief can declare an attack as armor-stealing as a quick action. If it succeeds, they gain armor points equal to the damage done to the enemy's armor points, to a maximum of their armor's max armor points.

Steal Vitality

Knight

As a standard action, make a strife attack. Instead of doing damage, however, you transfer all negative elemental effects to your target.

Steal Specialness

Rook

Once per scene, as a standard action, make an attack. If you hit, instead of doing damage, you gain the use of one Special ability of your choice that the target can use- And keep them from being able to use it. This lasts until the end of the scene.

Royalty

Steal Luck

Queen

Once per combat, when an enemy in range rolls, you may steal their roll, and place it into a pool. The

enemy immediately rolls a 13- Possibly modified by a 4- And you can, at will, replace any roll you make with a roll from your pool, thus removing that roll from the pool. Rolls in your pool do not have a limit, and do not expire. These rolls include both the d13 and the d4.

Shadow Grab

King

If you are hidden from your foe- IE, they are unaware of your presence- and you use a Stealing ability, you gain twice the benefit from it. For instance, if you use Steal Health, you gain as many hit points as you did damage, Steal Armor, twice the armor points, and for Steal Specialness, you may steal two special abilities from your target, gaining the use of both and keeping the target from using either.

Elemental Theft

King

When you use an elemental attack that inflicts penalties on combat abilities or stats, you gain the lost stats as bonuses until the end of the scene, subject to the same caps as the penalties the elements inflict. For example, if you attack with a fire element, and your enemy doesn't have the necessary defense, you gain a +2 bonus to your damage. This can increase to a maximum of +4 through successive attacks, each granting a further +1 to your damage, as an example.

Sylph: Movement

Pawn

Flighty

If the Sylph uses a move action and actually moves, they gain a +1 bonus to their DV until the start of their next turn.

Nobility

Moving Attack

Rook

If the Sylph uses a move action and actually moves, they gain +1 to their next strife die roll, and increase the D4 multiplier- For example, if you roll a 1, multiply damage by 2, if you roll a 4, multiply by 5. This does not make a 3:13 have the same effect as a 4:13, however.

Unceasing movement

Knight

Whenever the Sylph takes a move action, for any purpose, including full actions, they may move as per their speed, and it is considered movement for the purpose of other Sylph powers.

Soft Tread

Knight

As long as the Sylph keeps running- using a full action- then anything more substantial than thin air- water, tree branches, walls, or even clouds- are considered solid, level ground for the purpose of speed and keeping one's balance.

Flowing movements

Bishop

If the Sylph uses a move action and actually moves, until the start of their next turn, they gain a +2 bonus to DV, and can move at full speed through any space at least as large as their head.

Royalty

Blurred

Queen

Once per scene, if the Sylph moved since the start of their last turn, they can increase their DV to infinity for one attack, effectively making it impossible to hit them on anything but a 1 or 4:13.

Group Speed

King

Any specialness you have that grant the ability to move faster or in different mediums than usual are can be shared with any allies who are moving towards the same destination.

Afterimage

Queen

Once per scene, if the sylph has moved since the start of their last turn, they can reduce their enemy's DV to 0 for one attack, and multiply the damage total by 1.5

Rogue: Shenanigans

Pawn

Sneak Attack

When attacking an enemy, if they did not attack you last turn, multiply your damage total by 1.5. And it's impossible for them to have attacked you before the first turn.

Nobility

Merciless attack

Rook

As a standard action, make an attack. If you hit, you do 1.5x damage, or 2x if it's a sneak attack. In exchange, you suffer a -1 penalty to your DV until the start of your next turn, and a further -2, for a total of -3 to your DV, against the person you attacked.

A Distraction!

Bishop

As a move action, you can set up a trap of sorts. The next person to attack you before the start of your next turn takes a -2 penalty to their strife roll from your distracting action, and if they miss you, you may sneak attack them as though they had not attacked you.

Elemental Sneak Attack

Rook

If you sneak attack with a tier 1 or 2 elemental attack, the penalty inflicted for that attack is doubled, though it does not increase the max penalty.

Pounce

Knight

If there is a target within range of a move action that is eligible to be sneak attacked, you may, as a standard action, move adjacent to them, and make a sneak attack, with a +2 bonus to your effective strife.

Royalty

Sneakier Attacker

King

Sneak attacks now do 2x damage. A Merciless Attack does 2x damage normally, and 3x damage as a sneak attack.

Two Blades, One Strike

Queen

As a full round action, you can attack with two weapons at once, one in your mainhand, one in your offhand. You use only one strife roll, but roll damage for each individually, adding them together, and then applying them to the enemy's defenses. Elemental effects are also applied separately, and can stack.

Curiosity Satisfied

King

The Rogue can, with a brief glance and a few curious pokes, figure out the function and capabilities of any strange Sburbian devices.

Witch: Enigmas

Pawn

Wakeful Dreaming

The Witch starts the game with their Dreamself Awakened, allowing them to adventure in their respective dream world.

Nobility

Healing Food

Rook

As a quick action, the Witch may enchant food with healing hands. This removes an elemental status effect from anyone who eats it (as a free action), or heals an amount of HP equal to the witch's elementally-linked stat times a d4. The Witch cannot heal themselves in this way!

Vibrant Dreams

Rook

Your Dreamself is especially potent. Your Dreamself, normally identical to your liveself aside from possibly the ability to fly, gains a +1 bonus to each statistic.

Surge of Health

Bishop

Once per session, you can begin regenerating HP. You regenerate an amount of HP equal to your rung on the Echeladder each round, to a maximum of 50% of your maximum hit points, for the rest of the scene.

Animal Companion

Knight

You gain an animal companion with CP for building equal to your rung. This pet as built is a monster. If they die, they will come back through the vagaries of time and space by the next session.

Royalty

Absorb Wordscars

Queen

As a standard action, the witch can lay her hands on another, and absorb the stat penalties induced by

casting a Word spell. This allows the target to cast their word spells once again without having rested. The witch can do this as many times as they want as long as it doesn't reduce their attributes to 0.

Anthropomorphization

King

Your summonable allies, including your Animal Companion if you have one, become more anthropomorphic, capable of wielding weapons, armor, and accessories.

Healing Rains

Queen

You create a zone, ten feet across, where healing energies flow, in a manner appropriate for your element. Any ally within this area heals an amount of HP equal to your rung every turn.

Master of Healing

King

All healing your character performs increases HP restored by 1.5x

Mage: Programming

Pawn

Uncommon Sense

You only experience a failure result for failed Captchalogue rolls if you hit a 13. Instead, you simply fail to retrieve the item.

Nobility

Spellster

Rook

Magic spells cost 2 experience points less. You can now use your computer to gain the benefits of using a wand.

Paradox Captcha

Knight

This lets you imprint a ghost image of anything you like on a captcha card, as long as its item rank isn't more than your rung.

Dual Core Processing

Rook

All spells have their charge time halved, or reduced by one, to a minimum of zero, whichever effects the greatest change.

Glitch Captcha Dodge

Bishop

If you are attacked, you can captchalogue yourself with a successful Programming roll, adding your captchalogue's damage bonus to your DV for that attack, and then promptly release yourself, undergoing the failure condition result.

Royalty

Decrypt

King

You're capable of reading captcha codes that would otherwise require the Intelligibeam Laserstation,

such as those on Sburb discs or Pumpkins, and can fix bugged items, simply by manipulating the captcha code. This also allows you to decrypt anything else, passwords, codes, and so forth.

Digital Homunculus

King

Your computer becomes capable of running charge actions for you. By programming it into the computer, your charge actions require only a quick action, rather than a Full action.

Captchalogue Master

King

This allows you to captchalogue items of any size below that of the asteroid that wiped out the dinosaurs with your captchalogue. It also eliminates programming roll penalties, so that no matter how damnable a captchalogue is, you can manipulate it with expert ease.

Seer: Lore

Pawn

Bad Moon

Whenever you use an ability that gives an enemy a penalty to their skills or stats, the bonus is increased by 50%.

Nobility

Truth or Dare

Knight

Once per session, ask the GM a question. He must answer truthfully, or not at all. If he chooses not to answer, you get a token that allows you to change one 13 into a 1. You may have more than one of these tokens.

Clear Vision

Rook

You never misinterpret messages from Horrorterrors, or Skaian Clouds. Even if you roll a 13, you will merely not get any useful information from them, not be misled.

Future Glimpses

Bishop

You gain a +2 bonus to a skill of your choice. You may change this bonus once per scene as a free action.

Bear the Unbearable Scars

Rook

Your character's soul is strengthened by communion with the strange forces of Sburb. As such, you can cast your Word spells twice per day, though you take the penalty to all stats both times that you cast a word spell, and you only heal one of these per night you sleep.

Royalty

Constant Communion

King

Your Dreamself always remains a bit awake, even if it dies. You are always able to look into the clouds of Skaia, and always are able to converse with the Horrorterrors.

Sourceror

Queen

Your character does not have to determine what they are charging before they charge it. They may simply take charge actions, and cast any spell they have that requires that much charge time or less.

Fulfilling Destiny

Queen

Once per session, you may undertake any action, and guarantee a 4:13 result for it, as long as it fulfills something you have seen in a dream cloud or heard from the horrorterrors

Maid: Gaming

Pawn

Sburban Finesse

The Maid, and their server player, only causes structural damage when they fail gaming rolls for Sburb if they roll a 13.

Nobility

Multitasking

Rook

You can, at will, forego both your move and quick actions to take a second Standard action. You cannot use the exact same action for both standard actions- If you used a mutation or a spell for one standard action, you cannot use that same mutation or spell for the second, as an example.

Twitchgamer

Knight

As a quick action, when combat starts, you may make your initiative equal to that of the person with the highest initiative in combat- Thus providing you with only a Standard and Move action as your first action. Additionally, as a passive effect, whenever you tie initiatives, you go first.

Cleaning Up

Rook

As a server player, you are unsurpassed. Your Gaming attacks using the Sburb client do 1.5x damage.

^^vv<><>BA

Bishop

You've found the secret cheat code that allows you to swap an Sburb client from House-tracking to Client-tracking. Once per day, you can swap a server player's client from only being able to affect the area around the client's house, to only being able to affect the area around the client themselves. The code is so goddamn long and requires such perfect timing, especially on that hard reboot, that others are unable to use it.

Royalty

Centralization

King

You become capable of acting as the server player for multiple characters at once. As a full action, you can take a standard action on each available computer running Sburb to control them.

SBURBDQD

King

Once per session, as a standard action, you can make a client player of your choice immune to all harm for one round

show me the money

Queen

Building things and placing facilities costs half grist for you.

Page: Friendship

Pawn

Chief Aide

When the Page makes a cooperation roll, they give a +4 bonus, rather than a +2 bonus.

Nobility

Big Heart

Bishop

Your summoning and other abilities to control underlings to make them help you, such as Commune, are permanently enhanced. Instead of being able to summon or control only one creature at a time, you can have monsters with levels totaling your rung times 2- For example, if you are rung 16, you could have eight level 4 Ogres following you, or four level 7 Liches and four level 1 Imps. They still cannot have a level higher than your own rung. These monsters are also considered permanently tamed- They will not turn against you. Their summoning durations can end naturally, though.

Taming Strike

Bishop

As a standard action, you can make an attack. If this attack would kill your target, and your target is an underling, it instead tames it. The enemy becomes a loyal ally, willing to follow you. You can have monsters with levels totaling your rung maximum- For example, if you are rung 16, you could have four level 4 Ogres following you, or two level 7 Liches and two level 1 Imps.

Fist of Love

Rook

When making cooperative attacks, you can use friendship as your attack skill, even if your Strife is lower.

Royalty

With Our Powers Combined

Queen

Once per scene, the page may double the total damage of a Combination Attack, and apply all elements involved in the attack to the attack as a whole.

Make my monster groooow!

Queen

Once per day, you may raise the tier of one of your companion monsters to 33 for one scene. You gain prototyping points to spend on it as appropriate for its Prototypings and its new tier.

Tireless Defender

King

Once per adventure, if you are fighting to protect an ally who is unable to protect themselves, you gain +3 to your Strife, +30 to your DR, and if reduced below 0 HP, do not die, and can still be healed. These effects last until the end of the scene or until the ally is killed.

Prince: Alchemitting

Pawn

Regal Regalia

When you alchemit an item, it has a number of extra Item Points equal to its Max Bonus.

Nobility

Sword

Rook

Your weapons are of highest quality. Abilities of all kinds for weapons cost one point less each, to a minimum of one.

Orb

Knight

Alchemitted consumables that you make yourself- Potions, so forth- are twice as effective for you. They heal twice as much HP, provide twice as much AP, give twice the skill bonus, and so forth.

Mirror

Bishop

You may copy and paste abilities, essentially, from one weapon to another. You may, once per scene, replace an ability on one piece of equipment you own with the ability of any other piece of equipment in the scene- So long as the max item bonus doesn't exceed that of the weapon you are enhancing. This lasts for the rest of the scene.

Scepter

Knight

Your stats are at +1 when you are equipped entirely with things that you yourself have alchemitted.

Royalty

Seal

King

Your ability to create items has reached the highest possible levels. All items you create have their max bonus increased by 1. This can potentially increase a rank 31 or 32 item to +8.

Crown

King

The Grant Specialness item enhancement no longer has a limit on the number of item points you can convert into character points for the purpose of granting mutations, spells, and psionic abilities. The only limit remaining on the power that flows from your regalia is how many points you're willing to sacrifice from other pursuits.

Throne

Queen

The base of a prince's power comes from his regalia. This ability lets him express that fully. Once per scene, as a standard action, he may make an attack with his weapon, a weapon that he himself made, that non-elementally avoids all AP, DV, and DR, and automatically lands a 4. The only way for this attack to fail to strike fully and devastatingly is if they roll a 13, in which case the attack must, as per usual, roll a d4.

Elemental

There are also twelve character elements, each of which is linked with an attribute.

Breath, Void, Blood=Strength.

Life, Faith (WE MADE THIS UP), Space=Soul

Time, Heart, Hope=Speed

Light, Doom, Mind=Smarts

System for designing Elemental Abilities

Elemental Attack

Range: Strike (0 points), Ranged (2 points), choose one.

Damage: As per elements linked stat (5 points). Increase stat by 1 (1 point) Decrease stat by 1 (-1 point).

May be taken multiple times. Cannot increase the effective stat beyond 14.

Area: One target (0 points) Small area, a few feet across (2 points) Large area, a large clearing in the forest, a few dozen feet across (5 points) A town (8 points) A city (10 points) An entire Land (15 points), Choose one.

Element: Must be approved by GM. Tier 1 (5 points) Tier 2 (10 points) Tier 3 (15 points) Tier 4 (20 points), choose one.

Action required: Full Action (-2 points) Standard Action (0 points) Move action (5 points) Quick action (10 points), choose one.

Frequency of use: Once per adventure (-10 points) Once per session (-5 points) Once per combat (-3 points) Once per round (0 points) Unlimited usage (2 points), choose one.

Selective: Attacks everything in area (0 points) Doesn't harm other players (2 points) Doesn't harm friendly targets (3 points) Harms exactly who you choose to harm (5 points)

Elemental Travel

Speed: How fast you go. As your speed would indicate*2 (0 points) As your speed would indicate *20 (5 points) Instant (10 points), choose one.

Range: How far you can go in one use of this. Across a city (-2 points) Across your Land (0 points) Across your Ring of the Medium (5 points) Across multiple rings (15 points), choose one.

Teleportation: Do you teleport across the intervening distance, making it impossible to intercept you or block your way? No (0 points) Yes (5 points), choose one.

Time Travel: Can you move through time with this ability? No (0 points) Yes (5 points) Choose one.

Unseen Destination: Only if your power is teleporting. Can only go to areas you've seen already with this (0 points) Can go to areas you've at least heard described (5 points) Choose one.

Elemental Defense

Armor Points: Gain Armor Points equal to your linked stat times 5. (10 points) Decrease your linked stat by 1. (-1 point) Increase your linked stat by 1. (1 point) All can be bought multiple times. Cannot increase your linked stat past 14.

Damage Reduction: Gain +1 DR (1 point). Can be bought multiple times. At Pawn level, max of 10, at Nobility, max of 20, at Royalty, max of 30.

Element: Must be approved by GM, provides protection from elements/. Tier 1 (3 points) Tier 2 (5

points) Tier 3 (8 points) Tier 4 (10 points), choose up to three.

Action required: Full Action (-2 points) Standard Action (0 points) Move action (5 points) Quick action (10 points), choose one.

Frequency of use: Once per adventure (-10 points) Once per session (-5 points) Once per combat (-3 points) Once per round (0 points) Unlimited usage (2 points) choose one.

Duration: How long the defense lasts. One round (-2 points), one combat (0 points), one scene (2 points), Permanent unless dispelled (10 points)

Target: Self only (0 points) Allies only (5 points) Anyone (7 points)

You may only be under the effect of one Elemental Defense at a time!

Elemental Healing

Healing: Heal linked stat in damage (5 points), can be taken multiple times.

Action required: Full Action (-2 points) Standard Action (0 points) Move action (5 points) Quick action (10 points), choose one.

Remove Debuffs: Spell Curses (10 points) Tier 1 elements (5 points) Tier 2 elements (10 points), Tier 3 elements (15 points), Tier 4 elements (20 points) choose as many as you wish. Requires GM approval.

Frequency of use: Once per adventure (-10 points) Once per session (-5 points) Once per combat (-3 points) Once per round (0 points) Unlimited usage (2 points), choose one.

Area: One target (0 points) Small area, a few feet across (2 points) Large area, a large clearing in the forest, a few dozen feet across (5 points) A town (8 points) A city (10 points) An entire Land (15 points), Choose one.

Regeneration: Regenerates half of the healed damage each turn until the end of combat in addition to the damage healed. (15 points) Regenerate instead of the initial healing. (10 points)

Can affect yourself: Yes (2 points) No (0 points)

Elemental Buff

Skill boost: Boost a selected skill by 1 (5 points). May be purchased multiple times.

Stat boost: Boost a selected stat by 1 (5 points). Maybe be purchased multiple times.

Elemental Form: Gain the monster ability Elemental Form. Must be approved by GM. Tier 1 element (10 points) Tier 2 element (15 points) Tier 3 element (20 point) Tier 4 element (25 points). Choose one.

Action required: Full Action (-2 points) Standard Action (0 points) Move action (5 points) Quick action (10 points), choose one.

Duration: How long the buff lasts. One round (-2 points), one combat (0 points), one scene (2 points), Permanent unless dispelled (10 points) Choose one.

Target: Self only (0 points) Allies only (0 points) Anyone (2 points), Choose one.

Examples

John wants to make a very potent, planet-wide attack ability. His element is Breath, so he goes with something in jokingly named The Windy Thing.

The Windy Thing

Ranged: 2 points

Damage: As John's Strength+5: 10 points

Area: An entire Land: 15 points.

Action required: Standard Action: 0 points

Frequency of use: Once per session: -5 points

Element: Tier 1, Air: 5 points

Selective: Doesn't harm friendly targets: 3 points

Total cost: 30 points.

Chapter 4: Combat System

Initiative: Each character involved in combat rolls the greater of Speed or Smarts. The result determines your order in combat. You may delay your action in combat to a later point freely on any given combat round, and regain your normal position in the order on the next round.

You have three actions in your round: Standard, Move, and Quick. If you choose, you can convert Standard into another Move or Quick action, and Move into another Quick action. There are also Full actions, which require all three of your actions, Standard, Move, and Quick.

Attacking an enemy, presumably with a weapon, works as such: Roll your strife skill, modified by all modifiers- your specialty, your Echeladder bonus, and so forth. Then, remove your enemy's DV from the skill, and roll. If you succeed, congratulations, you hit them!

DV is short for Defense Value, and is determined as such: Half your Movement skill, modified by your specialty, your Echeladder bonus, and so forth.

Your character will likely have two additional defenses available: Armor Points, and Damage Reduction. Armor points are provided by armor and some powers, and effectively serve as a pool of additional hit points. Any damage you take, unless it specifies otherwise, first take their total out of this before damaging hit points. Those provided by clothes regenerate at the end of combat, as determined by the GM.

Damage Reduction, in turn, reduces the damage total of every attack. After the damage total is rolled, subtract your damage reduction from the total. However, the damage cannot be reduced past the attacking character's rung/tier in points, and certain attacks can bypass some or all of a character's damage reduction.

Damage Reduction is applied first against damage, then Armor Points are applied, and then finally hit points.

When in combat, if you roll a 1 on your roll to attack, you multiply your damage total by 1.5, as that is a critical hit. As always, a 1 automatically hits. If you roll a 4:13, you also automatically hit, and do 2x damage. This is known as a Graveyard King. For reference, damage multipliers are added to the damage total separately. For instance, if you do 50 damage, and have both a graveyard king and some power that doubles damage, you do 150 damage- 50 for the original attack, 50 for the Graveyard King, and 50 for the power.

Alternate Combat Systems

Captchalogue Combat

A Programming Attack can be made, replacing your strife skill with Programming, with all the bonuses to attack and so forth from rank, and the penalties from DV. Use Telekinesis's basis on weight modifying damage, on page 23 to figure out how much damage non-weapon items will do. Smarts or Speed can be used as your stat for determining damage. The damage modifier of the programming style is then added to your roll. These can be found in the equipment chapter. This is a standard action.

Server Combat

A Gaming Attack can be made, replacing your strife skill with Gaming, with all the bonuses to attack and so forth from rank, and the penalties from DV. Use Telekinesis' basis on weight modifying damage, on page 23, to figure out how much damage non-weapon items will do. Smarts or Speed can be used as your stat for determining damage. This is a standard action.

Cooperative Attacks

As a team, you can break through the toughest defenses. Cooperative attacks have each participant roll the lower of Strife or a Friendship attack, with both skills suffering a penalty equal to the number of characters participating in the cooperative attack. All players involved in a cooperative attack must act without any non-involved enemies attacking between actions, so delaying may be called for. Every player who succeeds rolls their damage, and the total damage is combined before being applied to armor points and damage resistance. If the group has elemental attacks available, they can choose one of the elements to be applied to all of the damage.

Movement

Your character can, as a move action, move their speed squared feet, plus any bonuses you may have to speed rolls. As an example, someone with Freakish Mutation of Speed and Speed 10 would run at 100(from their base stat)+8(From the Freakish Mutation bonus) feet in a move action, which takes about one second. As a Full action, you can triple this figure. Yes, this does mean that your characters run very, very fast at higher levels.

Swimming defaults to $\frac{1}{2}$ this speed, Climbing defaults to $\frac{1}{4}$ this speed

Speed 1: 1/3

Speed 2: 4/12

Speed 3: 9/27

Speed 4: 16/48

Speed 5 (average human): 25/75

Speed 6: 36/108

Speed 7: 49/147

Speed 8 (human maximum): 64/192

Speed 9: 81/243

Speed 10: 100/300

Speed 11: 121/363

Speed 12: 144/432

Speed 13 (absolute maximum): 169/507

Jumping is handled as such: Roll a Movement roll. Multiply your Strength or Speed by your d4 roll to determine how many feet you can jump. IE, if you have Strength 4, and Minor Mutation of Strength, and roll a 4, you end up with a result of $4 \times 4 + 2$, or 18 feet.

Elements

Homestuck, like anything else, has elements. The elements determine damage types, and often have additional effects. You may feel free to replace elements or change their effects, but keep in mind that we chose these for a reason, and may reference them elsewhere, so you might have your work cut out for you. If you're fine with that, have at it!

Tier 1

Fire-Air-Earth-Water

Natural

Tier 4

Quantum

Tier 2

Tier 3

Reality

Metaphysics

Time-Space-Force-Mental

Light-Dark-Potentia-Entropy

Fire: Fire leaves an enemy once burnt, twice shy, unable to strike their blows with as much strength as they could. Imposes a damage penalty of -2. Each successive hit increases the penalty by 1, to a max of 4 subtracted from an enemy's final damage roll.

Earth: Earth mires an enemy, petrifying them or leaving them partially entombed, making it difficult for them to escape further attacks. Imposes a DV penalty of -1. A successive hit can raise this to a maximum of 2.

Water: Water drags at an enemy, making their movements slow and stunted, making it difficult for them to escape from their attacker. Imposes a Speed penalty of -1 to determining movement. Each successive hit increases this penalty by 1 to a maximum of 3.

Air: Air buffets the enemy, making their attacks go wild. Imposes a penalty of -1 to effective Strife level. A successive hit can raise this to a maximum of 2.

Time: These attacks warp time, slowing or speeding enemies unpredictably, making them less capable of moving in a coordinated fashion. Imposes a Speed penalty of 1. Each successive hit increases the penalty by 1, to a max of 4. This effect does not interfere with prerequisites.

Space: Space bombards the foe with exotic radiation from the farthest reaches, disrupting their very soul. Imposes a Soul penalty of 1. Each successive hit increases the penalty by 1, to a max of 4. This effect does not interfere with prerequisites.

Force: Waves of pure kinetic energy pummel an enemy from within, disrupting their strength. Imposes a Strength penalty of 1. Each successive hit increases the penalty by 1, to a max of 4. This effect does not interfere with prerequisites.

Mental: Horrific visions, logic bombs, and Zen koans attack the enemy's mind, clogging their intelligence. Imposes a Smarts penalty of 1. Each successive hit increases the penalty by 1, to a max of 4. This effect does not interfere with prerequisites.

Light: Light moves without bounds, striking before you have a chance to move to defend yourself. DV against this attack is reduced to 0.

Dark: Darkness is the only thing faster than light, and lurks beneath. DR against this attack is reduced to 0.

Potentia: Potentiality is eminently unpredictable, and can be endlessly powerful. AP is ignored by this attack.

Entropy: Entropy saps all things, and brings an end to everything, slowly. Each turn, the target takes half as much damage as they did the turn before from this attack.

Quantum: Quantum attacks rip the very fabric of existence apart around you catastrophically. No DR, no DV, no AP against this attack.

Penalties from tier 1 and 2 elements last for one scene. They also only do anything if they actually hit, and deal damage, though it can be to armor points.

Drugs, Disease, Poison, and all that fun stuff

Drugs, Disease, and poison all have the same essential system, made up as such

Name, the name of the drug/disease/poison.

Duration, how often the debilitating can have a defense rolled against it.

Defense, whether the debilitating is defended with Soul or Strength, and how high a roll you need on a d4 to defend against the drug

Effect, what penalty the debilitating inflicts. This penalty is a constant- it doesn't get worse as you fail.

For example

Flu

Duration: One day

Defense: Strength 10

Effect: Strength -1, -5 HP.

Other Systems

Cooperation

When you want to help your fellow players, as a standard action, roll your <Skill> with a bonus equal to your Friendship. On a success, the target player who you are cooperating with gets a +2 bonus to their next roll of <same skill>.

Shenanigans

To lift objects and carry them as such, square your Strength, and multiply the result by ten. This is how many pounds you can drag. Half this result is how much you can lift over your head. If you have Mutations of Strength, add their bonus to rolls to your strength squared. For example, if you have Freakish Mutation of Strength, and Strength 10, you can drag $(10 \times 10) + 8$, or 108, times 10, for 1080 pounds. You can lift 540 pounds, $1080/2$.

Chapter 5: Alchemitting

Grist

At the start of the game, draw 35 times, until you have gotten unique results. You should have four Grist for rank 1, and one for each rank after that up to rank 32. Add to this no doubt staggeringly odd list the generic Buildgrist, and you have your Grist List for the game. Keep track of this, because it is the heart of equipment creation! If you want to keep the grists for various ranks a secret until someone actually needs it, whatever, feel free.

Your players can store an amount of each kind of Grist equal to their Cache Multiplier (Determined by their rung, found in chart 8.1) times the grist's Value Multiplier (Found in chart 5.1). Thus, you always have room for one grist of a kind, no matter how rarified it may be.

Equipment Slots

A character starts with the following equipment slots available

Weapon: Your character's dominant hand. Usually holds weapons.

Offhand: Your character's other hand. Often holds either a secondary weapon or an accessory of some form, or grants additional leverage for large weapons.

Clothes: Your character's body. This is essentially the armor area.

Accessories x3: Gloves, Glasses, grills (like for your teeth), jaunty hats, underwear, no matter how many places there are on your body you can still only gain advantages from three of these things.

Captchalogue: What sort of unspeakably complex thing you use to organize items.

Creating Equipment

To create an item, first you must determine the abilities of the item you wish to create. An item receives its Rank*2 in Item Points to modify it, give it various abilities, and so forth, which can be found in the next section. It also has a Max Bonus, equal to the item rank/5, which determines how strong the abilities linked to it can be.

After you have designed a general feel for an item, you will need three things: First, a successful Alchemitting roll, with a result on the d4 equal to your desired item rank. You can remake this check, but only once per hour. Once you make this roll, you know how much Grist of what kinds you need, and what other items you need. Second, you will need a number of different types of grist equal to the Max Bonus of your desired item, and Build Grist, in quantities determined by comparing the value of the grists in Chart 5.1 to the item's rank modifier in 5.2. These grists are chosen from the list as your GM desires, but cannot be of higher rank than the item. Including the grist of the appropriate level is usual, but not required. Finally, you may, at the GM's option, need a treasure item, some mystic legendary weapon or so forth, which can be obtained through adventuring in your Land.

Once you have all of these things, just get to your Alchemiter, insert the proper items, pay the grist, and triumph.

Chart 5.1, Grist Values

Rank	Base Grist multiplier
Build	10
1	5
2	2
3	1
4	.5
5	.2
6	.1
7	.05
8	.02
9	.01
10	.005
11	.002
12	.001
13	.0005
14	.0002
15	.0001
16	.00005
17	.00002
18	.00001
19	.000005
20	.000002
21	.000001
22	.0000005
23	.0000002
24	.0000001
25	.00000005
26	.00000002
27	.00000001
28	.000000005
29	.000000002
30	.000000001
31	.0000000005
32	.0000000002

Chart 5.2, Item Rank Grist Multipliers

Item rank	Grist multiplier
1	.2
2	.5
3	1
4	2
5	5
6	10
7	20
8	50

9	100
10	200
11	500
12	1,000
13	2,000
14	5,000
15	10,000
16	20,000
17	50,000
18	100,000
19	200,000
20	500,000
21	1,000,000
22	2,000,000
23	5,000,000
24	10,000,000
25	20,000,000
26	50,000,000
27	100,000,000
28	200,000,000
29	500,000,000
30	1,000,000,000
31	2,000,000,000
32	5,000,000,000

Weapon Abilities

Weapon abilities are strife-related. Bonuses to your Strife skill, bonuses to DV, bonuses to your damage, and ways of making your attacks have more impact are all appropriate abilities for your weapons. Other abilities are possible, but highly costly.

Increased Strife

Bonus rating: +1 per +1 to Strife

Cost: 2 point per +1 to Strife

Each point you have in this increases your effective strife skill by 1. Good for making a weapon more accurate.

Increased Damage

Bonus Rating: +1 per +2 to damage

Cost: 1 point per +2 to damage

Each point you have in this adds +2 to your damage total after you've rolled your d4.

Increased Defense

Bonus Rating: +1 per +1 to DV

Cost: 2 points per +1 to DV

Each point you have in this increases your DV by 1.

Grant Specialness

Bonus rating: +1 per 2 character points

Cost: 1 point per character point

Each point of this grants one character point, usable for buying Mutations, Powers, and Spells. You must possess all the necessary prerequisites to be able to use the powers granted by these. These character points must be spent during creation of the item.

Imbue Tier 1 Element

Bonus rating: +1

Cost: 5 points

Attacks with this weapon are of the chosen tier 1 Element. This element is chosen at creation and cannot be changed. A weapon can only have one Imbued Element.

Imbue Tier 2 Element

Bonus Rating: +3

Cost: 10 points

Attacks with this weapon are of the chosen tier 2 Element. This element is chosen at creation and cannot be changed. A weapon can only have one Imbued Element.

Imbue Tier 3 Element

Bonus Rating: +5

Cost: 15 points

Attacks with this weapon are of the chosen tier 3 Element. This element is chosen at creation and cannot be changed. A weapon can only have one Imbued Element.

Imbue Tier 4 Element

Bonus rating: +7

Cost: 20 points

Attacks with this weapon are of the tier 4 Element. A weapon can only have one Imbued Element.

Clothes Abilities

Clothes are purely defensive. Bonuses to AP and Damage Reduction are the most sensible. Other abilities are a possibility, but highly costly.

Armored

Bonus rating: +1 per level

Cost: 3 points per level

Each level of Armored gives a number of armor points equal to its level times 10. Thus, the first level gives ten armor points, the second gives 20, the third gives 30, and so forth. These levels stack, so at level 7, the armor gives 280 armor points.

Invulnerable

Bonus rating: +1 per level

Cost: 3 points per level

Invulnerable gives 4 Damage Reduction per level.

Imbue Tier 1 Element

Bonus rating: +1

Cost: 3 points

This armor defends against the chosen Tier 1 element, negating its special effect. This element is chosen at creation and cannot be changed. The attack still does damage as per normal, but it is not enhanced.

Clothes may have up to three Imbued Elements.

Imbue Tier 2 Element

Bonus Rating: +3

Cost: 5 points

This armor defends against the chosen Tier 2 element, negating its special effect. This element is chosen at creation and cannot be changed. The attack still does damage as per normal, but it is not enhanced.

Clothes may have up to three Imbued Elements.

Imbue Tier 3 Element

Bonus Rating: +5

Cost: 8 points

This armor defends against the chosen Tier 3 element, negating its special effect. This element is chosen at creation and cannot be changed. The attack still does damage as per normal, but it is not enhanced.

Clothes may have up to three Imbued Elements.

Imbue Tier 4 Element

Bonus rating: +7

Cost: 10 points

This armor defends against the Tier 4 element, negating its special effect. The attack still does damage as per normal, but it is not enhanced. Clothes may have up to three Imbued Elements.

Grant Specialness

Bonus rating: +1 per 2 character points

Cost: 1 point per character point

Each point of this grants one character point, usable for buying Mutations, Powers, and Spells. You must possess all the necessary prerequisites to be able to use the powers granted by these. These character points must be spent during creation of the item.

Accessory Abilities

Accessories boost your base attributes. Boosting stats and skills, both in specific situations, and at greater cost, generally, are apropos. Other powers are less so, and penalized in cost.

Bolster <Stat>

Bonus Rating: +1 per level

Cost: 3 points per level

Every level grants a +2 bonus to results using the linked Stat, for example, Bolster Strength 4 would add 8 to results using Strength, like Freakish Mutation of Strength. This does not stack with other equipments Bolster <stat> of the same type. Accessories may have only one Bolster <Stat>

Refine <Skill>

Bonus Rating: +1 per level

Cost: 3 points per level

Every level grants a +1 to effective skill level. This can affect any skill except Strife and Movement. This does not stack with other equipment's Refine <Skill> of the same type. Accessories may have only one Refine <Skill>

Imbue Tier 1 Element

Bonus rating: +1

Cost: 3 points

This Accessory defends against the chosen Tier 1 element, negating its special effect. This element is chosen at creation and cannot be changed. The attack still does damage as per normal, but it is not enhanced. Accessories may have only one Imbued Element.

Imbue Tier 2 Element

Bonus Rating: +3

Cost: 5 points

This accessory defends against the chosen Tier 2 element, negating its special effect. This element is chosen at creation and cannot be changed. The attack still does damage as per normal, but it is not enhanced. Accessories may have only one Imbued Element.

Imbue Tier 3 Element

Bonus Rating: +5

Cost: 8 points

This armor defends against the chosen Tier 3 element, negating its special effect. This element is chosen at creation and cannot be changed. The attack still does damage as per normal, but it is not enhanced. Accessories may have only one Imbued Element.

Imbue Tier 4 Element

Bonus rating: +7

Cost: 10 points

This accessory defends against the Tier 4 element, negating its special effect. The attack still does damage as per normal, but it is not enhanced. Accessories may have only one Imbued Element.

Grant Specialness

Bonus rating: +1 per 2 character points

Cost: 1 point per character point

Each point of this grants one character point, usable for buying Mutations, Powers, and Spells. You must possess all the necessary prerequisites to be able to use the powers granted by these. These character points must be spent during creation of the item.

Consumables

Consumables are somewhat special. First, they require 5% of the grist that an object of their level normally would. Second, they may only have one ability. Consuming a consumable is a quick action. You may only consume one consumable a round.

HP Restore

Bonus rating: +1 per level

Cost: 1 point per level
Regain 20 HP per level.

Armor Points Restore

Bonus rating: +1 per level
Cost: 1 point per level
Regain 20 AP per level.

Stat Boost

Bonus rating: +1 per level
Cost: 1 point per level
Improve the selected stat by 1 per level for the next action.

Skill Boost

Bonus rating: +1 per level
Cost: 1 point per level
Improve the selected skill by 1 per level for the next action. This does not allow you to improve Strife, and improving Movement does not improve DV.

Elemental Form

Bonus rating: +1 for tier 1, +3 for tier 2, +5 for tier 3, +7 for tier 4.
Cost: 1 point per tier
For the next round, you are treated as an elemental being of the given element- Your attacks are of that element, and you resist that element. The stress of this consumes 10 HP for tier 1, 40 for tier 2, 90 for tier 3, and 160 for tier 4.

Grant Specialness

Bonus rating: +1 per 2 character points
Cost: 1 point per character point
Each point of this grants one character point, usable for buying Mutations, Powers, and Spells. You must possess all the necessary prerequisites to be able to use the powers granted by these. These character points must be spent during creation of the item. The mutations last for one action.

Captchalogues

The Captchalogue, in theory, is simple. Roll Programming, if you succeed, then you retrieve the item you were after. The max weight of an object that can be carried in a captchalogue card is normally fifty pounds.

In practice it is almost mind-numbing how dangerous these damn things can be.

There are three elements to any Captchalogue's Fetch Modi: The name, the Programming Modifier, the Damage Bonus, and the failure result. The Programming Modifier modifies your Programming for the purposes of retrieving an item from your Captchalogue. Failure's consequences can be... dire. Unusual fetch modi may have unusual abilities...

Characters can start with as many captchalogue cards as they like, however, you suffer a penalty to Programming, one for every five cards you have beyond the first five. You can equip out of your captchalogue as a quick action, replacing an equipped item with a successful Programming roll.

Array

Programming modifier: +6

Damage bonus: -10

Failure result: Random item is dropped on you, making a programming attack on you.

Stack

Programming Modifier: +2

Damage bonus: +0

Failure result: Random item is dropped nearby.

Queue

Programming Modifier: +0

Damage Bonus: +6

Failure result: Random item is used in a programming attack on a target of the GM's choice, possibly including you.

Miracle

Programming Modifier: -10

Damage Bonus: +20

Failure result: Random item is launched past the horizon. Retrieval is deeply unlikely.

Item Creation Example

John decides he really needs to upgrade his weaponry a bit. He's reached Rung 4, so he decides to try out his luck at making a top of the line new item, a Rank 4 Hammerkind weapon. He has eight points to play around with, so first, he naturally takes Increased Strife 1, Increased Damage 1, and Increased Defense 1- His weapon will be pretty all around satisfactory. This is six points down, and two left, so he decides that, for a bit of fun, he'll buy Strongjump for the weapon, justifying it as being a spring-based hammer that lets him bounce around. Since he already has Minor Mutation of Strength, this will work for him.

He first makes his Alchemitting roll, and he easily rolls the 4 necessary to make the item. His GM rubs his chin, looks over the Grist, and decides that the rank 4 item, which, with a max item bonus of 1, requires just one type of grist. The GM, in a generous mood, decides on Shale, which John has an excess of. As Shale is rank 1 in this game, you multiply the Grist value- 5, for rank 1 grist- by the item rank multiplier- 2, for a total of 10 Shale, and Build Grist- 10 times 2, or 20 Build Grist, to make this item. The GM also rules that the item is made with a combination of the sledgehammer that John already has access to, and a bouncy ride, which he may gain access to through a brief adventure involving introducing some unfortunate imp face to some brutal sledgehammering. Then, bada bing bada boom, he has the Pogohammer, although perhaps a little different from the one you're thinking of.

Wait, I have 46,125,723,942 build grist, I need to grind 50,000imps to get enough to finish that warhammer! (Optional Rule)

If you find the bookkeeping a little bit onerous, then there is a rather easier way to deal with these vast quantities of Grist. Simply condense each one down into a 6 dot scale- 0 dots would be no grist, 1 would be 1, and 6 is an amount so high you can only plausibly get it from defeating the Denizens. The max Grist rating you can have in a Grist is (Echeladder rung-Grist Rank)+1, so at rung 1, you can have Build Grist 2 and rank one Grist 1, and so forth. When creating items, your GM sets the level of build grist necessary

to make them- If your rating is greater than that, you can make it freely. If it is equal, then you can make it, but your ranking in the grists where your rating is equal are reduced by 1. Thus, if you have Build Grist 5, Rank three Grist 3, and Rank five Grist 1, and create a recipe that requires 3 in all three grists, you would not be able to make it until grinding out more Rank five grist, and even then, you'd have your ratings in both Rank five and Rank Three grists lowered to 2. Consumables have a grist rating requirement one lower than

Monsters, when killed, give one rating in their drop-grists, up to a maximum of their tier/5. Only Denizens can drop rank 6 in Grist.

Random Grist types

101:Shale
102:Chalk
103:Amber
104:Uranium
105:Caulk
106:Garnet
107:Marble
108:Sulfur
109:Tar
110: Amethyst
111: Rust
112: Mercury
113: Gold
201: ???
202: Ruby
203: Cobalt
204: Iodine
205: Diamond
206: Quartz
207: Bronze
208: Silver
209: Platinum
210: Topaz
211: Sapphire
212: Bone
213: Opal
301: Iron
302: Lead
303: Granite
304: Aluminum
305:Bloodstone
306: Agate
307: Onyx
308: Carnelian
309: Beryl
310: Jasper
311: Jade

312: Emerald
313: Alexandrite
401: Moonstone
402: Pearl
403: Copper
404: Zinc
405: Technetium
406: Titanium
407: Hydrogen
408: Rubber
409: Wood
410: Calcium
411: Carbon
412: Silicon
413: Cesium

Boondollars

Boondollars can be used for most purchasing done with the inhabitants of Sburb. It can be considered the currency to grist's raw materials, something without inherent worth, but which is backed by the purchasing power of Derse and Prospit. There are two ways to gather this currency: Leveling up, which gives a stipend- Call it about 100 boondollars at rung 2, 1 million at rung 14, and ten million at rung 32. Roughly speaking. This, however, is the sucker's way of gaining boondollars, and the REAL way you're likely to find them are through side quests! Boondollars come in the following amounts

1 Boonbuck=1,000,000 Boondollars

1 Booncase=1,000,000,000,000 boondollars

1 Boonbond=1,000,000,000,000,000,000 boondollars

1 Boonbank=1,000,000,000,000,000,000,000,000 boondollars. (This is frankly far more money than anything should conscionably cost. But the best fraymotifs are often unconscionable.)

As to what you can buy with these? Well, they're good for buying things for and from Consorts. Other than that, well, there are Fraymotifs, but those are for another update!

Chapter 6: Geography

Creating your lands

Your characters build their lands upon entry to the Medium. Each land starts with 0 Land Points, though the GM may choose to change that if they want the players to have powerful home grounds. There are four primary types of land advantages and disadvantages. Structures, generally artificial constructions. Geographical, the world's own natural elements. Consorts, advantages and disadvantages modifying the player's consorts. And Denizens, advantages and disadvantages modifying the player's arch nemesis.

Generally, land advantages and disadvantages have a relatively mild passive effect. Their true interest comes from the plot hooks they can serve as.

Structures

Advantages

Stock Market, 1 point

You double your grist gains from killing monsters, thanks to the organized stock exchange on your planet.

Plot Hooks: Jack Noir has a scheme to crash the value of boondollars, causing massive inflation on fraymotifs and other important things. You'll need to stop him to preserve your portfolio!

Weird Puzzle Shit, 1 point

Your planet has numerous dungeons full of grist and boondollar caches. Before opening a treasure, the player can choose one kind of grist and guarantee its inclusion in the treasure.

Plot Hooks: Well, obviously, go on a treasure hunt!

Postal System, 1 point

You may exchange any given item for one nonmagical item of your choice.

Plot Hooks: You learn of an item being transported of great power, and need to intercept it.

Forge, 0 points for <Blank> of Space, 4 points for anyone else.

Necessary for the Ultimate Alchemy. SPECIAL: Mandatory for the <Blank> of Space.

Plot Hooks: Good for destroying things!

Disadvantages

Military Base, -1 points

Your Land has a military base inhabited by members of Derse's army, arming the Underlings of the planet. Underlings on this planet gain prototyping points equal to their Tier/5.

Plot Hooks: The Derse military base intends to launch an attack on the consorts to deprive you of their aid. You'll have to solid snake it up.

Geographical

Advantages

Beneficial Ocean, 1 point

Your oceans are filled with some form of beneficial substance- Something that can heal you or sustain you effectively. Examples: Vitality Gel, fresh milk.

Disadvantages

Hazardous Oceans, -1 point

Your oceans are filled with a mildly toxic or dangerous substance, such as crude oil, or some toxin. These tend to be an environmental hazard of 8.

Insanely Dangerous Oceans, -2 points

Your oceans are filled with something extremely inimical, such as lava, ebola virus, pirahnas, or sprite. These tend to be an environmental hazard of 13.

Dangerous Environment, -1 point

Your planet has a dangerous environment- Either arctic cold, Death Valley heat, or heavy winds, as an example. This provides an environmental hazard of 6.

Consorts

Advantages

Fanatical Consorts, 1 point

Your consorts would do anything to aid you, even expend their own lives at your request. Without this, they are simply helpful, but expect compensation or to be aided themselves.

Plot Hooks: Your Consorts wish to start a religion revolving around you.

Special Consorts, 1 point if helpful, 2 points if fanatical, -1 point if hostile

Your Consorts have a race-wide ability. Each time you take this, they gain 8 character points with which to purchase Special abilities- Mutations, Powers, and Spells. If fanatical, you choose the abilities, if helpful, you and the GM work together to choose them, and if hostile, the GM chooses the abilities.

Plot hooks: Your consorts wish to learn more from you in the art of improving their specialness.

Disadvantages

Hostile Consorts, -1 point

Your consorts are downright hostile towards you. You can press-gang them into aiding you, but they will be fairly hostile all the same, and will probably try to sabotage you. Without this, they are simply helpful, but expect compensation or to be aided themselves.

Plot Hooks: Your consorts plot insurrection against you!

Denizens

Advantages

Asleep, 1 point

Your Denizen is asleep. They will not attack you until you pass through the seventh gate to face them yourself.

Weak, 1 point

Your denizen is tier 30, rather than tier 33.

*Disadvantages***Active, -1 point**

Your denizen is awake, and active. They will spend much of their time focusing on stopping your progress through the Underlings.

Powerful, -1 point

Your denizen is tier 36, rather than tier 33.

Environmental Hazards

Environmental hazards require a minimum strength to travel through them safely. For example, an elemental hazard of 6 would require you to have a Strength of 6 to resist the damage it causes. To determine the damage, once per hour, the character takes $(\text{Environmental Hazard} - \text{Strength})^2$ damage. Some environmental hazards may have greater or lesser periods of damage- Lava would probably do damage every round, suffocation every minute, whereas hunger would likely only damage you once a day.

Prospit and Derse

The main things worth knowing about Prospit and Derse are that they give access, respectively, to the Skaian Clouds and the whispers of the horrorterrors. The first gives glimpses of the future- Perfectly accurate, though often misinterpreted- and the other gives information on the inner nature of the threats they face, though not always trustworthy. These are, primarily, GM-based functions.

Chapter 7: Monsters

The Creation of Monster

There are two elements to determining the strength of a monster. First, its Level, which determines the monster's HP, Strife and DV bonuses, starting stats, and its prototyping point multiplier. Then, there are its prototyping. Every Prototyping before the player enters the medium has a power level: Silly, Serious, Potent, and Unwise. A Silly prototyping is worth 1 point, Serious is worth 2, Potent is worth 3, and Unwise is worth 4. Multiply this by the monster's Prototyping point multiplier, to determine the number of prototyping points it gets for building purposes. The multiplier is equal to the monster's Level/5.

Monsters start with all stats equal to Level/3, with a max of 8, and all skills at 0, with no specialties, with two exceptions: Strife and Movement, which are equal to Level/3. A monster's HP is equal to 10*Level.

Monsters drop a number of Grist types equal to their Level/5, plus Build Grist. The value of this grist is determined as though the monster were an item of its rank, so multiply the values of the grists dropped, from chart 5.1, by the monster's tier on chart 5.2, replacing the item rank with the monster tier.

As a brief example of general levels of monster danger, here are some monster tier suggestions.

Imp: Tier 1
Ogre: Tier 4
Chess Pawn: Tier 5
Lich: Tier 7
Basilisk: Tier 10
Giclops: Tier 15
Chess Goliath: Tier 20
Denizen: Tier 33
Queen: Tier 36
King: Tier 37
Ace: Tier 40

Monster Abilities

Increased Stat

Cost: 1 point per attribute

This allows a monster to raise its stats from the base, to a maximum of their base+5.

Increased Skills

Cost: 1 point per skill

Each point lets the monster buy a skill up by one, to a maximum of 2+Tier/3.

Specialty

Cost: 1 point

This allows a monster to take a Specialty in a skill.

Specialness

Cost: As for cost of mutations, spells, and powers- 2 for Minor, 4 for Moderate, 6 for Major, 8 for Freakish

This allows a monster to take powers appropriate to its prototyping. A bird might grant Minor Mutation of Speed and Flight, for example. The most prototyping points a monster can put into Specialness is equal to its Tier.

Tough Bastard

Cost: 4 points

This ability can be bought a number of times equal to the monster's Tier/5. Each time it is bought, it increases the monster's HP per tier by 10. So, one purchase gives the monster 20*Tier HP, three gives 40*Tier, and so forth.

Elemental Form

Cost: 5 points per tier of element

This ability makes an enemy largely composed of the given element. This means that all of their attacks are treated as being of that element, and that any attack of that element does no damage. The minimum tier for this ability is 1 for tier 1 elements, 11 for tier 2 elements, 21 for tier 3 elements, and 31 for tier 4 elements. Obviously, a monster can only have this ability once.

Invulnerable

1 point per four points of Damage Reduction

This ability gives an enemy damage reduction, naturally enough. This can be bought a max of Tier/5 times.

Armored

1 point per twenty Armor Points

Again, as it says, this ability gives an enemy armor points.

Elemental Resistance

Cost: 2 points per tier of element.

This ability wards an enemy against a given element, meaning that its special effects do not trigger against the enemy. The minimum tier for this ability is 1 for tier 1 elements, 11 for tier 2 elements, 21 for tier 3 elements, and 31 for tier 4 elements. A monster can have this ability only twice.

Monster Weaknesses

Reduced Stat

Refund: 1 point

This reduces one of the monsters stats by 1.

Reduced Skill

Refund: 1 point

This reduces one of the monster's skills by 1. For obvious reasons this tends to be applied only to Strife and Movement.

Fragile

Refund: 4 points

This ability halves an enemy's HP per tier, so that they only gain 5*tier HP. This can be taken only once.

Elemental Weakness

Refund: 2 points

This ability makes the enemy vulnerable against the given element, meaning that it takes double

damage from attacks enhanced with said element. These elemental weaknesses tend to be somewhat obvious- A simple Enigmas or Lore roll will show the weakness. The minimum tier for this ability is 1 for tier 1 elements, 11 for tier 2 elements, 21 for tier 3 elements, and 31 for tier 4 elements.

Random Prototyping Chart

This table lets you determine random prototyping results for summoning, and hopefully will give ideas for appropriate power levels.

- 1: Silly
- 1: Harlequin
- 2: Princess
- 3: Beauty
- 4: Joke Lusus
- 5: Fairy
- 6: Pop Music CD
- 7: Plushie
- 8: Doll
- 9: Popular Cartoon Series Lunchbox
- 10: Sparkly Vampire doll
- 11: Earthbound cartridge
- 12: Happy meal box
- 13: Food
- 2: Serious
- 1: Tentacle Demon
- 2: Cat
- 3: Crow
- 4: Lusus
- 5: Car
- 6: Rap CD
- 7: Dragon Plushie
- 8: Dead loved one
- 9: Action Figure
- 10: Zombie doll
- 11: Blue hedgehog Plushie
- 12: Legend of Mana disc
- 13: Popular Horror Writer Book
- 3: Potent
- 1: Player Corpse
- 2: Knight
- 3: Mummy
- 4: Ninja
- 5: Mutant Freak
- 6: Powerful Lusus
- 7: Military hardware
- 8: Rock CD
- 9: Powerful dead loved one
- 10: Superman doll

- 11: Vampire doll
- 12: Yellow hedgehog plushie
- 13: FF7 disc
- 4: Unwise
- 1: Archmage
- 2: Emissary to the Horrorterrors
- 3: Denizen Minion
- 4: Heavy Metal CD
- 5: Dead beloved godking
- 6: Copy of The Ring or anything by Junji Ito (He wrote Uzumaki and The Engima at Ashigaru Fault)
- 7: Magneto action figure
- 8: Kaiju
- 9: Squirrel Girl comic
- 10: Disgaea disc
- 11: Earthbound cartridge (mint condition)
- 12: Bible
- 13: First Guardian

Monster Examples

Shale Imp

Tier: 1

HP: 10

Prototypings: Jester (Silly)

St/Sp/Sm/So: 1/1/1/1

St/Mo: 1/1

Attack/DV: 2/2

Prototyping points: 1

Abilities: Specialty (Strife: Joke weapons)

Grist: 1 Shale (rank 1), 5 Build.

Crude Ogre

Tier: 4

HP: 40

Damage Reduction: 4

Prototypings: Jester (Silly)

St/Sp/Sm/So: 5/2/1/1

ST/Mo: 2/2

Attack/DV: 6/5

Prototyping points: 1

Abilities: Increased Strength 2, Invulnerable 1

Weaknesses: Reduced Smarts 1, Reduced Soul 1

Grist: 20 Build Grist, 2 Tar (Rank 3)

Chapter 8: The Echeladder and Experience

Gaining Experience

Gaining experience should be a relatively quick thing in Homestuck. Every session, your character gains 5 experience for showing up and generally being interesting, adjusted potentially for length of the session. There are also several bonuses, though you can only get the benefit of the bonus once per session: Defeating a particularly substantial enemy, one that is challenging for your character, is worth 1 XP. Thinking of a brilliant plan that saves your friends' asses is worth 1 XP. Solving an unusually difficult problem through nonviolent means is worth 1 XP. Fulfilling some sort of side quest tailored to your character's interests is worth 1 XP. And being hampered somehow by your disadvantages is worth 1 XP. These experience points, however, do absolutely nothing for you until you spend them. At tier 11, all experience gain is doubled. At tier 21, they are instead tripled. And finally, at tier 31, they are quintupled, ensuring that your characters advance quite quickly indeed. It should be noted that all players have their experience gains multiplied by the highest tier available, so if you didn't increase your tier immediately, you won't be caught in some kind of horrible downward spiral.

Spending Experience

Experience Costs. Any advantages that reduce costs in character points also reduce costs by a like number of experience points- Unstable DNA, for example, would reduce the cost of a minor mutation to 4 experience points.

Skills: current rating

Stats: Current rating, or x2 if you are raising it above your maximum. Raising your maximum in the future refunds these points.

Minor mutation/power/spell: 5 experience points (3 for psionic powers besides discipline)

Moderate mutation/power/spell: 10 experience points (5 for psionic powers besides discipline)

Major Mutation/Power/SPELL: 15 experience points (8 for psionic powers besides discipline)

Word/Freakish/Ethereal: 20 experience points (10 for psionic powers besides discipline)

Pawn Elemental Ability: As build cost, up to 10 experience.

Noble Elemental Ability: As build cost, up to 20 experience.

Royal Elemental Ability: As build cost, up to 30 experience.

Chart 8.1, level up effects

Rung, total spent experience required	Effects
1, 10	+10 HP, +1 to effective Strife and DV, Grist Cache x1,
2, 20	+10 HP, +1 to effective Strife and DV, Grist cache x2
3, 30	+10 HP, +1 to effective Strife and DV, Grist cache x5, +1 to Max Skill Rank
4, 40	+10 HP, +1 to effective Strife and DV, Grist Cache x10
5, 50	+10 HP, +1 to effective Strife and DV, Grist Cache x20
6, 60	+10 HP, +1 to effective Strife and DV, Grist Cache x50, +1 to Max Skill Rank

7, 70	+10 HP, +1 to effective Strife and DV, Grist Cache x100
8, 80	+10 HP, +1 to effective Strife and DV, Grist Cache x200. Enters Nobility Rungs.
9, 90	+10 HP, +1 to effective Strife and DV, Grist Cache x500, +1 to Max Skill Rank
10, 100	+10 HP, +1 to effective Strife and DV, Grist Cache x1,000
11, 120	+20 HP, +1 to effective Strife and DV, Grist Cache x2,000
12, 140	+20 HP, +1 to effective Strife and DV, Grist Cache x5,000, +1 to Max Skill Rank
13, 160	+20 HP, +1 to effective Strife and DV, Grist Cache x10,000
14, 180	+20 HP, +1 to effective Strife and DV, Grist Cache x20,000
15, 200	+20 HP, +1 to effective Strife and DV, Grist Cache x50,000, +1 to Max Skill Rank
16, 220	+20 HP, +1 to effective Strife and DV, Grist Cache x100,000
17, 240	+20 HP, +1 to effective Strife and DV, Grist Cache x200,000
18, 260	+20 HP, +1 to effective Strife and DV, Grist Cache x500,000, +1 to Max Skill Rank
19, 280	+20 HP, +1 to effective Strife and DV, Grist Cache x1,000,000
20, 300	+20 HP, +1 to effective Strife and DV, Grist Cache x2,000,000
21, 330	+30 HP, +1 to effective Strife and DV, Grist Cache x5,000,000, +1 to Max Skill Rank (if no racial memory)
22, 360	+30 HP, +1 to effective Strife and DV, Grist Cache x10,000,000
23, 390	+30 HP, +1 to effective Strife and DV, Grist Cache x20,000,000
24, 420	+30 HP, +1 to effective Strife and DV, Grist Cache x50,000,000, +1 to Max Skill Rank(If racially inept)
25, 450	+30 HP, +1 to effective Strife and DV, Grist Cache x100,000,000
26, 480	+30 HP, +1 to effective Strife and DV, Grist Cache x200,000,000
27, 510	+30 HP, +1 to effective Strife and DV, Grist Cache x500,000,000
28, 540	+30 HP, +1 to effective Strife and DV, Grist Cache x1,000,000,000. Enters Royalty Rungs.
29, 570	+30 HP, +1 to effective Strife and DV, Grist Cache x2,000,000,000

30, 600	+30 HP, +1 to effective Strife and DV, Grist Cache x5,000,000,000
31, 650	+50 HP, +1 to effective Strife and DV, Grist Cache x10,000,000,000
32, 700	+50 HP, +1 to effective Strife and DV, Grist Cache x20,000,000,000