





# SKRUB

Alpha v1.13.6

A TABLETOP ROLEPLAYING  
CREATION MYTH

based off

HOMESTUCK

{anything within these brackets will be removed for the final product, and serve as reminders for me to do something}

{i will do the spacing editing after all the sections are in an edited, no point in putting sections at the start of pages when ill just have to do it again when i add more stuff}

To Andrew Hussie, for not giving a satisfactory ending to  
his comic,  
forcing me to come up with my own answers;also making  
Homestuck I guess

To my friends, for playing a game with me

@myself for being this stupidly convicted

You've heard it too, haven't you  
The Starlight Calliope  
The desolation of something you love  
let its sweet music flow in  
Enrapturing  
And inspire you to become Lord over your own creation  
From your sublime power  
the Genesis of something beautiful  
limited only by your Imagination  
-Bowen Stilsen Dogg

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1. Raise of the Conductor's Baton

## 1.1 A brief introduction to SKRUB

SKRUB is a 1d-everything tabletop role-playing game about you and your friends playing a video game called Sburb, based off of the popular web comic homestuck. This is an overview of the mechanics and fluff of SKRUB.

Players start with the 6 TRAITS, SKRUB's version of the main stats that most all tabletops have. In this universe, these points represent your personality, not your physical capability.

TALENTS and BADGES are comparable to skills and achievements/feats in other games (found in the talent rubric and kiddycamper handysash, respectively) and are the capabilities of your player to interact with the world, this interaction usually in the form of STATES and STATUSES.

Combat is called STRIFE, the entering of which brings up a more complicated ruleset. During strife, only STRIFE TECHNIQUES can be used, which are generic templates for attacks that can be used with any kind of WEAPON you could dream of. The most powerful types of strife techniques are

called FRAYMOTIFS, attacks unique to each player as well as musical based ultimate combo moves.

Every WEAPON ever to exist in any media, as well as pretty much anything else can be created through ALCHEMY, whose powers of creation are limited only to your imagination. Weapons can also be obtained through QUESTS.

Every player has their own QUEST, during which they traverse their LAND, meet their consorts, fight monsters, solve puzzles and problems, receive GOD POWERS, face their DENIZEN, and should they be successful; achieve GOD TIER.

A player's GOD TIER is described by their title, which is made of their CLASS and ASPECT. A player's Class and aspect represents what MYTHOLOGICAL ROLE they play in the story as a whole. Reaching GOD TIER gives or improves a Player POWERS. Unique to every player, they always have a basis in their TRAITS, they interact with associated GRIST and STATUSES, but their most powerful effect is interaction with the STORY as a whole that cannot be expressed in simple mechanics.

All these mechanics work together to create a story, where all the players work together to discover the mysteries of brilliant SKAIA, fight in the war between the dreamer's kingdoms of PROSPIT and DERSE, and for you and all your friends to truly SOLVE THE ULTIMATE RIDDLE and earn the ULTIMATE BOON.

## 1.2 Why should I want to play?

Why, you already know that, because you've beaten the game already! Congratulations! Thanks for playing! And you like it so that you came back to do it again! Wow, I feel truly honored. You've finally claimed your Reward.

Or, er, you haven't. Maybe you read a webcomic a couple years ago and wanted to make some memories for yourself. Maybe the above person is your friend and they sent you this. Maybe you just stumbled upon this at random.

But why should you play?

If you haven't already played this game, well, this is a very difficult thing to explain. Homestuck (which I have attempted to recreate for the player to experience) is many things, a video game, a cosmic horror story, a romantic comedy, exploration of possibilities in time travel, a critique on storytelling. But I would say most importantly a creation myth, about kids in houses who become gods of their own story.

Id say that this game is a way to transmute the ordinary interactions of a group of friends into that of Myth. Imagine you and your friends as Gods, the jokes you make gaining cosmic scale, the adventures you have as legend, the fights having reality warping consequences, and the ideas you come up becoming a new universe into itself.

1.3 What do I Need to play?

{this section will need to change, as well as be rewritten for the Player HAndbook}

The first thing is to make a choice: either play the game, or run it for other people who get to play. I am currently doing both, and it ruins itself. Don't do it, choose one or the other. Unfortunately, Running the game would most likely spoil the fun of playing it on a different go, but then again reading the comic has already spoiled a lot. Remember how you once didn't know how you got to God Tier? But unfortunately again, it takes multiple people running a session to make it work Properly for the players. So some of you will have to bite the bullet anyways. If you

choose to be a Player, please read the Player's Handbook instead, continuing to read this will spoil everything.

Next, you need to find at least one other person to run the game with you. Sburb is too complicated, too much for one person to by themselves, I know because I literally made the game and it's too much for me alone. You all are what in traditional tabletops are called the Game/Dungeon Master, but here you call me your GameBro(or GameGrl/~~titlepronoun~~ of your choosing). It will work better with at least two, and play on each one's strong suits. I would suggest looking at the Aspects, and dividing the labor along those lines by who likes doing what. There are the fundamental two that need to be covered, a space and time player, the former creating all the sets and enemies physical things, and the latter actually telling the story to the people playing. If you have no idea what those things are, there will be a test later on, and if everybody doesn't care equally who does it, the people who chose 1 or 12 should do it. You all have far more than the average tabletops worth of work ahead of them. So much of Sburb is unique to the people playing it that I couldn't possibly prefabricate much of it, no, that task will fall on you. And the playing of the game, how rapidly it can change directions, it requires the GB to be VERY flexible with what happens, because the crazy shit is what makes it all fun, and this system encourages it.

Now, you need to find a group of players, 2 to 12, because playing alone just sounds really really sad. It doesn't matter if they've read homestuck, and honestly they might get more out of the experience if they haven't. But the most important thing to look for in them is if they will see the whole thing through. It's immensely painful to put days and days of work into something for them to quit 2 or 3 sessions in.



Now you can get started. You'll need:

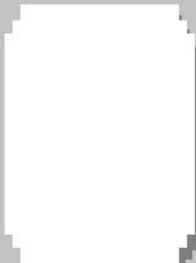

- this guide
- the Player's Handbook to give to your players so they can double check the basic rules and strife rules.
- the large cache of homestuck sprites that should have come with this download. {we will see}
- either an IRL meeting place with a full set of die (a coin, d4, d6, d8, 2d10, d12, d20)
- or a website that has all that shit. I use roll20, but whatever works for you works for you
- two decks of playing cards
- free time
- the creative spark
- enough determination to keep up with this adventure for several months.

## Section 2 The Basics

## 2.1 Character Sheet



enter name \_\_\_\_\_  
chumhandle \_\_\_\_\_  
server \_\_\_\_\_ client \_\_\_\_\_  
sprite \_\_\_\_\_  
Land of \_\_\_\_\_ and \_\_\_\_\_  
who \_\_\_\_\_  
\_\_\_\_\_



**THE OF**

**BIO**

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**EHELADDER RUNG**

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base	TRAITS	bonus
	<b>PULCHRITUDE</b>	+
	<b>VIM</b>	+
	<b>IMAGINATION</b>	+
	<b>ADROITNESS</b>	+
	<b>SAGACITY</b>	+
	<b>PLUCK</b>	+

TALENTS			
imagination	science		
	art		
	cartography		
sagacity	c. writing		
	dream		
	judgement		
adroitness	shark		
	gunshoe		
	hack		
pulchritude	fashion		
	wiles		
	rhythm		
pluck	roast		
	trickery		
	dance		
vim	creep		rant
	ride		lift
knowl. circle	chill		grip
	knowl. skaia		pester
			shipping

**ASPECT POWER**

casts

F	
E	
D	
C	
B	
A	
S	

**ASPECT POWER**

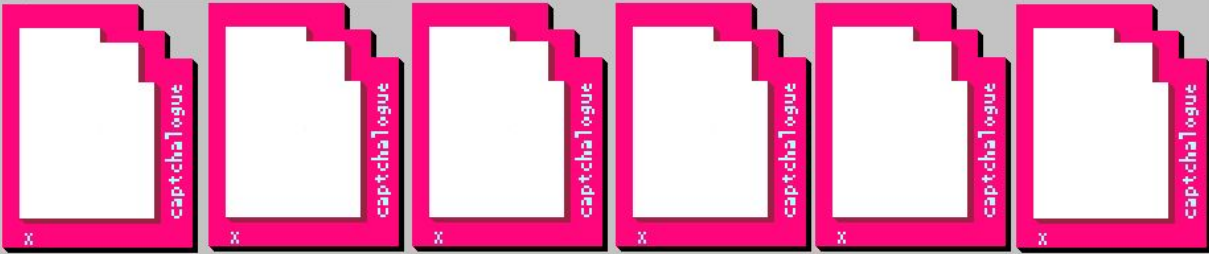
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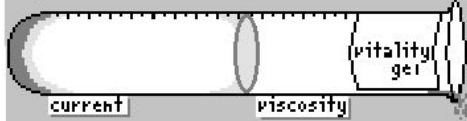
**ASPECT POWER**

casts

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TENDENCIES	DEAFNESS	COORD	TECHNIQUES
actions	<b>F</b>		<input type="radio"/>
fast	<b>E</b>		<input type="radio"/>
focus	<b>D</b>		<input type="radio"/>
vigor	<b>C</b>		<input type="radio"/>
despair	<b>B</b>		<input type="radio"/>
tolerance	<b>A</b>		<input type="radio"/>
posture	<b>G</b>		<input type="radio"/>
hand			<input type="radio"/>
coord			<input type="radio"/>



**ARMS**

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**SYLLADEX exp.**


**MODI**


**GRIST CACHE**






### 2.1.1 character details

Please enter your real Name, zoosmell pooplord. The three digit slot below is your session's arc number, the specific number of your game. Next to it is your Chumhandle, the name you go by online. If you and your friends are clever enough, come up with a theme all of your chumhandles share. Next, it's your Server (person who got you into game) and Client (person you get into the game). The large chunk underneath that is a place to write your Land, then Quest. The final part of that block is your Boonbucks, the in-game currency.

Next to it is a portrait slot. Have fun trying to draw yourself, or have a friend who can draw better do that for you. Underneath the Portrait is the Player's Title, eventually written as The [class] Of [aspect]. The Bio section of the character sheet you write a little bit about yourself, your interests and personality. Finally, there is a Echeladder, climbing the Rungs of which symbolizes leveling up in this game. Each rung has its own name, unique to the player. The five unlabeled rungs up top are the God Tiers.

### 2.1.2 The 6 traits

The SKRUB system uses six base stats, like most other systems do, however they differ significantly. You probably haven't heard some of these words before, and that's okay. I'm here to explain them to you. But an important difference that you need to understand about this system is that these are solely personality traits, not physical.

#### Pulchritude (PUL)

Pulchritude is your coolness, your beauty. You look at someone with high pulchritude and you realize, "Wow, I want to have their babies", or "Wow, I wish I was them." It's a

slippery slope when people are just that gorgeous. Players without pulchritude, well they just ain't got it.

#### Vim (VIM)

Vim is your fighting spirit. It's your willingness to punch that bad guy right in the face. A character with high Vim won't take kindly to be insulted, while a character low on Vim is likely to just let things slide.

#### Imagination (IMG)

This one is completely straightforward. How imaginative are you? Can you come up with a wide variety of ideas? Players with a low imagination can be very smart, but they won't be making something new any time soon.

#### Adroitness (ADR)

Adroitness covers how flexible, adaptable and quick your mind is. A character with a high ADR will always have a quick response to your action (although other stats determine how appropriate a response it is), and can very easily dodge through tricky conversations. They are far more capable just going with what's happening, rolling with whatever punches are thrown their way. Characters low in ADR will seem rather stiff, and might even take a second or two to respond to something.

#### Sagacity (SAG)

Sagacity measures your awareness, and to a lesser extent your knowledge. It is comparable to Wisdom in other systems, but it is significantly different. A player with high SAG will be very conscious of the situations they are in, very good at seeing how things work, or what things are. A character with low might as well be blind they are so oblivious.

## Pluck (PLK)

Pluck shows your mental endurance. Think of it as being happy go plucky. A player with high pluck might get knocked down, but they damn sure are going to get back up. They are never going to give up. When a character low in pluck gets down, they aren't getting themselves out.

## Trait Bonus\Base

In all later sections, rolls will either ask for the Trait Bonus or Trait Base. The Base is simply how much the player has for the Trait, the Bonus is the square root of this number. Base can keep going up, but it is not possible to get a +8.

Base	Bonus = $\sqrt{\text{Base}}$ , rounded down
0	0
1-3	+1
4-8	+2
9-15	+3
16-24	+4
25-35	+5
36-48	+6
49+	+7

## 2.1.3 Talent Rubric

Talents are Sburb's version of skills. They are the various checks you make to interact with the world in ways that aren't combat.



Here's the explanation of what they do:

Know. Skaian (special)

Making a skaian knowledge check is equivalent to trying to remember what a player saw in the clouds of Skaia, so it doesn't roll off any attribute, only how much the player spent on Prospit looking into the sky. Doing this can tell the players what they might do next.

Know. Veil (special)

Circle knowledge is the same, except instead of nice clouds, it's the whispers of ancient and dark beings that Derse Dreamers may hear. Powerful and intelligent, yet with an undertone of foreboding; is listening to it really such a good idea?

Science (IMG)

This is what is used to interact with any of Sburb's many strange machines. This included the ones in the beginning, as well as stranger things found in the Incisphere. Science can also be bullshitted to do anything sciency- like riding down on an observed gravity wave. This is also one of the checks needed to do Ectobiology.

Art (IMG)

Used when a player wants to make something outside of alchemy, however it must be something overtly artistic and lacking in function, or possibly a 'work of art' (sbahj esque monstrosities).

Dream (IMG)

Ever stare at the clouds and wonder what the world could be like? [The main use of this is to successfully wake up on Prospit or Derse DC 11, however blood players get a

-4]

### Cartography (IMG)

To figure out where you are, and where you are going is. Can be used to understand the cartography of the mind, since Phrenology is correct.

### Creative Writing (IMG)

When you come up with and fake idea and try and make them believe it. Also used when writing stories.

### Fashion (PUL)

How fashionable you are

### Wiles (PUL)

Wink wink, nudge nudge, say no more say no more.

### Rhythm (PUL)

Your ability to do sequences of things at the correct time. This is a Use Instrument check, but also for more complicated maneuvers, such as simultaneously doing multiple things at once.

### Roast (PUL)

Cooking and making fun of people. Roast has to be a direct insult, any level of sarcasm or irony makes is a Snark. Also used to prepare food.

### ~~Trolling~~Rant (VIM)

Your capability to yell at people over the internet, or maybe even in real life. Can be substituted for Rhythm on Use Instrument:Voice check

### Lift (VIM)

Your ability to pick up and move objects. For when you need to feel stronk, you sweaty creature you. However, if

the other entity wants to be lifted, add their Grip into your roll. Also Used to throw things.

In addition, this talent adds on to how quickly a player can ascend or descend when flying. `Cause it gives them extra lift. Get it?

"How much you lift bro? I'm benching three plates now bruh, 5 on the squat rack, gettin good. No bro, all natty \*grunts\* Wouldn't touch roids in my dreams, horse milk with soy protein is where it's at. I'm gonna do some supersets, my triceps have been feeling flat. Hey, pass me a towel"

#### Grip (VIM)

How hard can you hold onto something, be it the ledge, or the person holding onto your other arm. Also, an attempt to shoosh-pap someone is this check.

"shhhhhh, sh, I've got you now, and I won't ever let go. I physically can't, but that doesn't diminish the gesture"

#### Trickery (ADR)

Any magician will have an overflowing talent of trickery. It is your ability to trick, joke and prank people who probably don't want to have any of that business.

"Anyone want some pie... c'mon bro it's just a prank."

#### Dance (ADR)

When you need to take an acrobatic pirouette but not off the handle. Or maybe off the handle, you do you.

#### Creep (ADR)

To sneak around. Failing this check doesn't just make you noticed, it make you weird. Why are you in their room, you pervert?

#### Ride (ADR)

Talent for doing delirious biznasty tricks. Check Mounts and Vehicles in the combat chapter on how this is used more.

Chill (ADR)

Actively avoid anything, by being too cool to care.

Judgement (SAG)

The tool of lawyers of paladins the world around. This is the talent used when trying to interpret the actions of others. A successful roll can determine whether an action was Heroic or requires Justice. It may also give a general impression of the target. (Players say their bonus, the GBro rolls a d12 and gives an accurate or inaccurate description of whether or not they are acting villainously or heroically)

Snark (SAG)

When you make a joke or try to communicate, but you do so sarcastically, insincerely, or ironically. If you are just directly making fun of someone, it's a Roast. "Great, just what your party needs. More sarcastic horseshit. No, make everyone's day, please put points into snark."

Gumshoery (SAG)

Act like an old timey detective. Tracin' fingerprints, lookin' for footsteps, calmin' flighty broads.

Hack (SAG)

Both to be an elite haxor, and to pull a Huss.

Ship (PLK)

When you think two things should be in a close relationship, be it <3, <3<, <>, or c3<. This talent can be used without having any interaction or direct effect on the

things the players are shipping together. But it will be recorded in the canon that your player thought they would make a cute couple. Or, said player could force them to become a cute couple. I guess you could also use this talent to mail<sup>7</sup> things, but when has that ever come up in homestuck? :3

#### Pester (PLK)

(Players can keep rolling to Pester after an unsuccessful or even successful roll as many times as equal to their Pluck)

"hey, listen"

#### 2.1.4 Battle Tendencies

How All of these specifically function will be covered in more detail in the Strife section 4.1

#### Tone Deafness Resonance

The Deafness Resonance, or DR, is this game's method of damage resistance. In section 4, weapon damage will be covered, but here's the simple form of it. There are seven different varieties of normal damage (not including elemental or intolerable) represented by different Notes, like in music. How much damage they do is up to the Volume that weapon plays the Note in. DR works by having players be Deaf to specific Notes up to a specific volume.

Players' Deafness starts equal to their Trait Bonuses. Every Third EcheLadder Rung a player climbs, they gain 2 Deafness points, they can place it where they like, but their lowest Deafness loses 1 point. If the deafness drops below Zero, it becomes a Sensitivity, which means if they are hit with that Note, that much extra damage is taken.

Musical Notes and their associated Trait:

a:Pulchritude Bonus

b:Vim Bonus  
c:Imagination Bonus  
d:Adroitness Bonus  
e:Sagacity Bonus  
f:Pluck Bonus  
g:Rung/2

#### Agency

Amount of things one player can do in a measure of combat. Either your Pulchritude Bonus or Pluck Bonus, it defaults to what is higher.

#### Focus

How many things you can keep your attention on at once. Sag Bonus.

#### Posture

Pulchritude Bonus + Vim Bonus + Adroitness Bonus

#### Tolerance

Imagination Bonus + Sagacity Bonus + Pluck Bonus

#### Coord(ination)

This game's way to equip armor and weapons. There are no specific apparel slots (although weapons also require Arms to equip). Every item you want to coordinate has a value equal to its Tier. The sum of all the items Tiers equipped cannot be greater than Coord. If the player Equips to much, they drop the first thing they had equipped. Coord equals Rung+Fashion+(one of four different Talents chosen with a Starter Badge)

#### Fast

How far entities can move in one turn, as well as the Initiative roll at the beginning of strife. Adr Bonus. Note,

entities usually must move in a specific shape, their Line of Fight, according to their Class.

### Vitality Gel Vial

Player's health is gauged by the amount of Vitality Gel they have, which is stored in the Vial.

### Relation Chart

Points	Class	Aspect
4 points	Mage, Seer, Witch, Sylph	Mind, Space, Light, Doom
5 points	Prince, Bard, Thief, Rogue	Void, Breath, Time, Life
6 points	Knight, Page, Heir, Maid	Rage, Hope, Heart, Blood

### Gel Viscosity

Players start out with  $[\text{Class} + \text{Aspect} + \text{Vim base}] = \text{Vitality points}$ , which is their total health. The class and aspect points are found in the chart above. Every time the player climbs a Rung on their Echeladder, they gain one Vitality point.

### Vigor & Refill

Once per day, living players gain the ability to regen gel Viscosity, at a scale of Vigor points at the start of any Measure of Combat, when Initiative is rolled. Refill has no time limit, and continues to refill Vitality Gel until either it is full, or is depleted to 0 due to damage.

### Despair & Decay

## Hand

Determines how many Strife Techniques a player can use in battle. 3+Rung gain+Img bonus

## Arms

Different limbs the player bear arms with. Arms shown are Arms, Legs, head/mouth, nonprehensile tail, tentacle. Alternative Arms that may occur are Wings, Torsos, Pelvis, or others.

Lead {does not currently have a visual, need to add that}

The amount of members a player can have on a team they lead. Vim bonus+ (Starter Badge).

Senses {does not currently have a visual, need to add that}

How you perceive the world around you. Explained in Strife Basics.

## Techniques

Full list of what they are in Section 4.5, here is just a place to write down the ones you have.

## Captcha Cards, Sylladex Expansion and Modi

The inventory of the game. Covered in Section 3.

### 2.1.5 Badges

There are two types of badges, ones that you get on your Kiddy Camper Handysash, and ones that you get on the Overnight Camper Slumberstash. The Slumberstash is gained when a player ascends to the god tiers, whereas the Handysash is there on spawn.

Badges on the Handysash are like achievements/trophys, except most are highly sarcastic in nature and are only awarded when players do to things that greatly annoy their






GameBro, or are direct references to actions characters did in homestuck. Badges give players a random amount of boonbucks, adding a 0 to the end amount every time they get another.

### Starter badges

Starter Badges are special badges used in character creation, which customize certain Talents that pool into Tendencies.

{this section is unpleasant to look at and takes up more space than it needs too. I think a putting it in a table might make it look better, a first column for the badges visaul, a second for the name, and a final for its description.}

{Table option 1}

	Badge Name	Badge description. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Phasellus gravida maximus tortor nec tristique. Integer sed dictum eros, non ultrices orci. Aliquam ac ex lectus. Nulla porttitor dui elit, non cursus libero tincidunt ut.
	Short Badge Name	Short badge description. Lorem ipsum dolor sit amet, consectetur adipiscing elit.
	Long Badge Name	Long badge description. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce non arcu at erat faucibus ullamcorper. Vestibulum fermentum sem vel tellus consequat, ac eleifend dolor tristique. Donec ultricies ultricies felis, sed blandit mi interdum ac. Suspendisse volutpat nibh placerat lectus sagittis, ac iaculis libero tristique. Suspendisse finibus pulvinar tincidunt. Duis imperdiet efficitur velit, at eleifend dui interdum eget. Nullam a volutpat ipsum. Curabitur scelerisque sapien bibendum, consequat ipsum lacinia, suscipit augue.

Starter Badges:

What sort of things are you Interested in? (What trait pours into Extra Talents)

- whatever you Think is cool (IMG)
- whatever you Feel you're good at (PLKp+k)

What helps shape your wardrobe Decisions? (which Talent pools into Coord)

- whatever you Throw on (±Lift)
- the most Creative combination (Aart)
- what looks like it's made to be Together (Sshipping)
- you let your innate Coolness decide for you (Cehill)
- who give a fuck? (hack)

If you had to take control in a group, how would you do it? (what talent pools into Lead)

- bug everyone until they do stuff (Pester)
- charm them onto your side (Wiles)
- lots of team rehearsals (Dance)

Kiddy Camper Handysash Badges:

- Fine Art Aficionado

Alchemize something that makes another player... need a towel.

- Don't put that in there
- Hit on another species.

- If Vaults Could Cry
- Insult an inanimate object.

- mOtHaFuCkIn MiRaClEs

Ask the GB a question they legitimately cannot give an answer to.

- Fly, Pupa Pan, flyyyyyyyyy

Attempt to make something that can not fly do so.

-Hope you have Bed Insurance  
die

-the Enemy  
See your own dead body

-Layers of Irony  
Think someone is a fan of something they really aren't.

-BATTERWITCH  
Overreact to a mundane item.

-Pet Cemetery  
Think someone is being insincere/mocking you when they aren't.

-Tiny Monsters  
Drink something of dubious integrity that totally isn't piss.

-Extreme Irony  
Think somebody is joking when they are being sincere.

-Furry/JadeYIH  
Consider what your anthropomorphic persona would be.

-Tangle Buddies  
Make a special friend.

~~-Just boys being boys~~ff  
Do something to someone that even if you say it is, is not in their best interest.

-Close one  
Thwart an assassination attempt, probably yours.

-The Hanging Branch

Commit acts of violence against a child's plaything.

-Hopeless Romantic

Fill all of your quadrants at least once.

-It's time to stop

Used memes when attempting to converse with npc's.

-It didn't even drop grist

Kill something that isn't an enemy.

-I told you bro

Fall from the stairs.

-I warned you dog

Fall down stairs again

Badges on the Slumberstash are like Feats in d20 systems. They passively upgrade a player's capabilities, but these badges are far more potent than feats.

-Absolutely Pathetic

If a player's death was neither Heroic or Just, they respawn.

-Gift of Gab

Players can talk with each other in person.

-Arms race

Players can pick things up with their hands, and do not need to use their Sylladex.

-Skeleton key

Can open all mundane locks.

-New Pajamas!

Players gain god tier robes, and can be switched into and out of at any time. God Tier robes are tier 0, and thus do not take up Coord.

#### 2.1.6 Extraneous

The remaining things on the character sheets are the Aspect Power Blocks, the Grist Cache and Housebuilding Tracker.

### 2.2 Rolling a Character

Ironically, this section includes no rolling.

First, I'd say write your bio. Who are you? What you about? What are your interests? Now have your artistic friend draw you in the portrait section.

Next, traits. Imagine a video game level up screen, you get a volley of points, but can only put one point into a trait at once. The first volley is 5 points, so players put one point into five traits, and then no point into one. If they have more than 1 point in any single trait, they did it wrong. The next volley is 4 points. They can have four traits with 2, one with 1, and one with 0, or three with 2, and two with 1. The next volley is 3, and then another of 2 points, and then finally 1 point. This will end up with a wide variety of stats, however, if they have more than one trait with 5 in it, or more than 5, that player either clearly didn't listen or is a dirty, dirty cheater. {does this make sense? Is there an easier way to explain this?}

Potential explanation:

Next, traits. Imagine a video game level up screen, you get a volley of points, but can only put one point into a trait at once. Each volley is numbered 1-5, and in each volley you can increment 6-(volley #) traits by one point each. For example, in volley 4 you can increment 6-4 = 2 stats by one point each. This will end up with a wide variety of stats. However, if players have more than one trait with 5 in it, or more than 5, that player either clearly didn't listen or is a dirty, dirty cheater.

Clean Example:

Volley#/point pool	Pul	Vim	Img	Adr	Sag	Plk
1 /5	1	1	1	1	1	0
2 /4	2	2	2	2	1	0
3 /3	3	3	3	2	1	0
4 /2	4	4	3	2	1	0
5 /1	5	4	3	2	1	0

Messy Example:

Volley#	Pul	Vim	Img	Adr	Sag	Plk
1	1	0	1	1	1	1
2	2	1	2	1	1	2
3	3	2	2	1	2	2
4	4	3	2	1	2	2
5	4	4	2	1	2	2

On to Talents. Similar to above, except you get 4, then 13 points.

Now choose Your Starting Badges, which customize certain Tendencies to pool from select Talents.

Once you do, add up all of your Tendencies, see what you get.

{should the Claspect quiz be here? I have it in section 8,  
Mythological roles, but maybe itd be better here. Maybe keep  
the key there, but the questions here}



### 2.3 GameBro's tracksheet

**HEROIC** **VILLAINOUS** hāmc

**L.U.C.K.**  $\sqrt{\frac{+k}{2}}$

**SOUL**

P	E	S	Q		
pu	vim	ing	adr	sag	plk

**~ATH** =  $\frac{\text{enchy}}{\text{rung}/3}$  +  +  -

**DOOM DISCORD** sagacity bonus

15  
10  
5  
1  
0

v.0.12.5

**HEROIC** **VILLAINOUS** hāmc

**L.U.C.K.**  $\sqrt{\frac{+k}{2}}$

**SOUL**

P	E	S	Q		
pu	vim	ing	adr	sag	plk

**~ATH** =  $\frac{\text{enchy}}{\text{rung}/3}$  +  +  -

**DOOM DISCORD** sagacity bonus

15  
10  
5  
1  
0

v.0.12.5

**HEROIC** **VILLAINOUS** hāmc

**L.U.C.K.**  $\sqrt{\frac{+k}{2}}$

**SOUL**

P	E	S	Q		
pu	vim	ing	adr	sag	plk

**~ATH** =  $\frac{\text{enchy}}{\text{rung}/3}$  +  +  -

**DOOM DISCORD** sagacity bonus

15  
10  
5  
1  
0

v.0.12.5

**HEROIC** **VILLAINOUS** hāmc

**L.U.C.K.**  $\sqrt{\frac{+k}{2}}$

**SOUL**

P	E	S	Q		
pu	vim	ing	adr	sag	plk

**~ATH** =  $\frac{\text{enchy}}{\text{rung}/3}$  +  +  -

**DOOM DISCORD** sagacity bonus

15  
10  
5  
1  
0

v.0.12.5

The GB track sheet is a special sheet that only the GBro can see. It keeps track of some behind the scenes stats for players, which those players shouldn't know about. The GBro should have one of these sheets for each player.

#### .1 Got tiger and other quest markers

The four letters in a row represent the player's progress along their quest: if they have found both of their powers, their Shadow, and what exactly their Quest is. The series of circles is how far they have gotten in the game, if they have the Disc, if they have broken their Grist Artifact, what gate they have gone through. The got tiger question refers to whether or not the player has reached god tier.

#### .2 Karma

The karmic pendulum swings both ways, representing to what extent a player has acted like a hero or a villain. Acting like one does not detract from the other, just increases itself. Karma is beyond Time, going back in time and doing something heroically instead of villainously does not erase the added of evil, just increases the good. Maximum +7, Karma is a Bonus stat.

#### .3 Echeladder

The echeladder is a measurement of the player's level, as they are climbing the 'Ladder of Echelons'. There are 15 rungs, with players starting on a 0th floor. Above the ladder are the god tiers, 5 extra rungs only accessible once players have realized their mythological role. Each player's echeladder should have a theme that is specific to them. I would suggest asking your players what they would like for a theme, that makes it easier.

The Echeladder is a Bonus stat (technically).

Rung 1: players gain an extra Hand (see section 4), their first Specubi slot, Vigor gel viscosity, and Deafness Resonance.

2: Players gain 3 + IMG/PLK Bonus talent points and gel viscosity.

3: Gain 3 Trait points, gel viscosity

4: 1 hand, a Specubi slot, gel viscosity, DR

5: 3 + bonus Talent points, gel viscosity

6: 3 Trait points, gel viscosity, and a necklace that allows players Sprites to be summoned whenever the player pleases

7: strife slot, Specubi slot, gel vitality, DR

8: 3 + IMG bonus Talent points, gel viscosity,

9: 3 Trait points, gel viscosity, the ability to enter Hero Mode

10: Strife slot, Specubi slot, gel vitality, DR

11: 3 + IMG bonus Talent points, gel viscosity,

12: 3 Trait points, gel viscosity,

13: Strife slot, Specubi slot, gel vitality, DR

14: 3 + IMG bonus Talent points, gel viscosity

15: 3 Trait points, gel viscosity

The God Tier Rungs can only be accessed after a player has gone God Tier, see section 6.[?] Apotheosis.

16 God Tier I

17 God Tier II

18 God Tier III

19 God Tier IV

20 God Tier God

#### .4 Mangrit

In order to climb the rungs of the echeladder, players must gain Mangrit beads to add to their Ascension Bracelets. The Bracelet takes 7 beads to become full, and then an 8th for the player to ascend to the next rung. The God Tiers, once unlocked, require 12 to fill, and a thirteenth to level up. There are many ways to gain Mangrit beads, including:

- Discovering a new area
- Each measure spent in combat is worth one bead
- Making a talent check
- Crossing one of the Gates, which is worth beads equal to what gate it is
- Finding them in chests. Seriously who keeps leaving this shit just lying around like that?

Mangrit is a Base stat.

#### .5 Discord

The amount of alternate selves a player has. Alternate selves are produced by time shenanigans, and cause instability in the game.

Discord is a Bonus stat.

#### .6 Despair

How many times a player has had to roll ~ath, as well as how many times they have seen Named Characters Die.

Despair is a Bonus stat.

#### .7 ~ath

This is the mechanic determining what happens when a player loses all their vigor gel. A d12 roll is made, and its result decides what happens to the player. It is determined by this formula:  $1d12 + \text{opponent's Despair} + \text{Despair} + \text{Discord} - (\text{Players Sag bonus})$ . So you roll the dice, add the points and subtract the sag bonus, and then follow below:

12 and up = dead

11 = bleeding out

10 = major effects

9 = minor effects

8,7 = player is KO'd, does not wake up as dreamself.

3-6 = player is KO'd, wakes up as dreamself

1,2 = player is kicked out of combat, but is still Awake.

## .8 Luck

A highly complex algorithm that uses all of the traits and rung progression in its determination. Can be used at any time to boost a d12 roll. Or that's what you tell players. when you give them their luck score. Pretend to be deep in calculation then give them a random number.

Luck actually works like this: at the start of the game roll a d8 off screen, this is the player's permanent luck. Even numbers add their value to their roll, Odd numbers subtract their value. Light players can interact and change this stat later, other players can not.

Luck is a Bonus stat, Max 8.

For more information, read Section 4.1, which has a lot of rules about Strife, the combat mechanics for this game.

## Section 3

{ill get back to it}

## Section 4

### 4.1 Strife Rules

Strife is Sburb's combat system, how fights are determined. Below is how it handles each of the topics, and the many rules specific to it.

#### Time: Measures

Time is measured in a mixture of Turn-based Combat and Music. The largest unit of time in strife is the Measure, during which a series of Notes can play (according to the Measure's Signature), then the next Measure starts. During each Note, every Agent can do something (using their Agency). Who goes first is decided by Turn Order.

A Measure plays out like this  
Roll Turn Order =>

Measure Starts, Refill =>

Note1 cycle through turn order, Agents Acting & Reacting =>

Note2 cycle through turn order, Agents Acting & Reacting =>

Note3 cycle through turn order, Agents Acting & Reacting =>

NoteN cycle through turn order, Agents Acting & Reacting =>

Decay, Measure ends =>

Roll turn order, Return Hands =>

## Space: The Grid

Space is measured by a grid. More specifically, Location and Locomotion are based off of how chess works. The smallest unit is a Space, in a Shape that repeats indefinitely outwards(usually this is a square, but not always). Agents have a specific pattern of spaces that they can move in. Mounts and Vehicles also work like this. Weapons' Hitboxes are measured here.

## Engaging in Combat: Strife

But wait, you aren't in strife yet! Strife is the game's form of combat, and it must be started. In order to enter into Strife, one of three things must occur

- One Agent moves into the same Space as another
- An Agent swings their weapon, with something in the Weapon's Hitbox
- Two Agents agree to entering Strife

And while one agent may start it, if they are on a Team, the entire Team becomes engaged in Strife as well. When Combatants are Engaged in Strife, their screen changes, and they are transported to the traditional JRPG style combat setup, of two sides facing each other and fighting. From this stage, Damage is dealt and all the other rules below apply.

## Battle Tendencies

These next sections explain how the Tendencies work in Strife. Many have other things that alter their function in

a variety of ways, full lists of these things and their explanations can be found in section 4.3.

Agency (pulchritude or pluck + Vim bonus)

Agency determines how many things you can do within a single Measure. Once you do as that many things, you cant do anything else until the next Measure starts. There are two major different types of things you can do; Actions and Reactions.

Actions include Moving, Aspect Powers, using the Sylladex, Reloading, and using Strife Techniques. You can only take one Action per Note. If you have already used a Reaction, you can't use an Action that Note.

Reaction include only Powers and Techniques. It can only be used when you are Focused on another Agent, and that Agent does something that would affect you. You can React as many times as you are targeted each note, until you exceed your Agency that is. This makes it easier to be on the defensive, but more useful to be the aggressor and earlier in the Turn order.

Focus (Sagacity bonus)

Focus is where you place your attention. Imagine it like a video game similar to the Legend of Zelda or Dark Souls; you lock on. Except in this game, you can lock onto multiple things, or multiple times to one things since they are harder to focus on. There are also Senses, which alter the way you can Focus on things.

[fast] (Adroitness bonus)

[Fast] determines how many spaces an agent can travel. In section 4.3 the specific movement patterns are explained, but each one is a shape that can be done regardless of the amount of spaces you can move. Agents do not need to move the maximum spaces they can.

Trust (Vim bonus + badge)

Trust is the stat that affects Relationships and Social Contracts. The main functions of these are to organize agents into sides, which usually means everyone on the same side has friendly fire turned off, though that depends on the nature of the grouping, as well as more unique effects and roles that can occur.

Coord(ination) (Fashion + badge)

Coord represents how many Weapons and Apparel an agent can have Equipped, meaning they are on an Agent's Sprite, and do not need to be fetched from the Sylladex or Strife Portfolio. Apparel and Weapons all have tiers, and the sum of all of the equipped items Tiers cannot be greater than Coord. If a new item is Equipped without having made room for it, the first item equipped is not put back into the Sylladex, but instead is ejected into the medium.

Posture (Vim, Pulchritude and Adroitness Bonuses) & Tolerance (Imagination, Sagacity and Pluck Bonuses)

Certain Q-T rolls will also trigger a Posture or Tolerance Check, meaning that besides seeing if the defender is affected by the Quirk or Talent, they must also see if they are knocked Prone. A Prone Agent must use the next time they could Act or React to stop being Prone, though this does not expend any Agency to do so, just the time allotment. An agent cannot be knocked Prone while they are already Prone, meaning they must have at least one moment of agency before becoming Prone again. Posture is the measure of holding form, Tolerance of saving Face.

Hand & Strife Techniques

Strife Techniques are the different moves you can use your Weapon with. They are held in the Strife portfolio along with your stored Weapons, but in combat a limited number of them form your Hand. During Strife you and your



opponent (supposing Focus and a Reaction is taking place) play your Technique Cards face down at the same time, then reveal both at the same time. Once revealed, what has been played can not be changed (except by Mind Powers). Once used, those Technique Cards are put in a pile off to the side, and are returned to the Hand at the beginning of the next Measure. The three basic Techniques; Aggrieve, Abscond, and Accede are not held in the Hand, meaning they can never be used up.

### Despair and Decay

Despair is a stat that does not scale with a trait or badge, instead it is only raised by witnessing Named Agents Die, dropping to 0 Vitality Gel, or through Doom Powers. Decay is a state that occurs when an Agents Vitality Gel drops below their Sagacity Base, and has its effect during the Decay step at the end of the Turn Order. Normally, this effect does damage equal to Despair, however different Ailments can alter the effect, sometimes temporarily lowering other Tendencies.

### Vigor and Refill (Pulchritude bonus)

Vigor is a measurement of how much a Living Agents body can fix itself and grow. Refill is a state that must be activated, and takes effect at the start of each Turn Order. Normally, Vitality Gel is Refilled by points equal to the Agents Vigor, however different Flavors can cause different effects at this time, fixing debuffed Tendencies and giving a maximum +1 buff. Living Agents only get 1 Refill per Day, and it automatically occurs during Sleep. In combat however, once started Refill is not limited by time. It will continue refilling points until either the Gel Vial is full again, or is completely empty from damage and a ~ath check is made. Healing and Buffing Consumables, ie Foodstuffs or Vittles effects occur during this time period.

## 4.2 Weapons and the Strife Card

### STRIFECARD

pogohammer 1

MONIKER

Hammer 2

KIND

4 3

tier

2 4

6 6

14

6 5

11 11

8 7 dr 8

parry% 3c

4e 9

FLUFF 10

how does this  
not hit you

every time you  
use it

BREAKS 12

>80	x4	bounce
<35		Miss
<12		Drop

QUIRKS 13

15

SKRUB v14.2

This is a Strife Card, where weapons stats are shown. Above is John's Pogohammer, unceremoniously edited in with mspaint. I would not suggest using mspaint to do anything really, but it was all i had. Let's go through what each of these numbers are stuck on.

### .1 Moniker

This is just the name of your weapon. Hope it sounds cool!

### .2 Specibus Kind

Each weapon type has a Specibus, basically what kind of weapon it is. Players can only use weapons of the Specibus/specibi? they have, but over the game they can wield more.

### .3 Tier

Like just about everything else in this game, Weapons have a tier system that ranks how good they are, relatively speaking. Weapons can be rated 0-7, the Pogohammer is tier4, not so bad.

### .4 Arms

Each weapon also has its own requirement for arms. Normally this is a certain amount of hands, like the pogohammer which requires 2 hands to use, but not always! Write down what and how many it requires here.

### .5 Weapon Vitality

Just like players, weapons have vitality too. Certain events, Quirks, Techniques and even Powers can lower a weapons Vit. When a weapons Vitality drops to 0, it breaks and is unusable. unfortunately , weapons do not (normally) have Vigor, so they don't heal themselves. That means you better have a couple weapons stashed away, or someone willing to pick up the pieces and put it back together for you!

### .6 Visuals

Ah, the stat of utmost importance, a picture of the weapon. Fashion Sburb is only Sburb after all.

## .7 Parry Chance

The resolution for swinging a weapon is to roll a d100 (two d10). This stat only comes into use when two or more weapons are being used against each other. If your opponent rolls within your weapons Parry chance, your attack is parried and does no damage. Lets say John rolls a 60, his parry chance is 8%. This means his opponent would have to roll between 52 and 68 to parry him.

Later on down below, stats called Breaks and Quirks are discussed. They are the special extra things that a weapon does when the roll is good or bad. Parries can only block a Quirk if you get a Reacharound parry. In the game code, the rolls go 98..99..100..1..2, it reaches around. So if john rolled a 95, his opponent would have to roll between 1 and 3 in order to parry his quirk.

There is also a super cool special situation that happens when two players roll exactly the same number, and i totally didn't forget what it was.

## .8 Defenses

Certain Strife Techniques call for a block, and that uses this stat. Each weapon has its own set of notes that it adds to your Deafness Resonance when blocking. Some things like shields add a lot, some things like guns add almost nothing

(but are good for other things). As you can see, the pogo hammer give 3 Deafness in the Note C. The lines are there so you put a proper notation of where the note is, or you can just be lazy and write is down in letters.

## .9 Damage

In this game, damage comes in varieties called Notes, and is measured in its scale by its Volume. Every weapon has

its own signature damage, which Notes at what Volume. Section 4.3 describes what each of the notes means. The lines are there so you put a proper notation of where the note is, or you can just be lazy and write it down in letters.

#### .10 Fluff

This is your weapons bio. Say something nice about it! If a weapon has a complicated Aspect Power, write it here.

#### .11 Breaks

The resolution for swinging a weapon is to roll a d100 (two d10). The Breaks are the stats that determine if something special besides just damage happens. There are two types, Heads and Tails. Breaking Heads is a good thing, it shown with the greater than > symbol and occurs when you roll higher than a certain number. Breaking Tails is a bad thing, usually doing something to the player or weapon, and is shown by a Less than symbol <, thus occurring when you roll below a certain number. Johns Pogohammer has one Heads, and two Tails.

#### .12, .13 Quirks and multipliers

The Quirk determines what happens when a Heads or Tails Breaks. There is a wide variety of effects that they can do, covered in section 4.3. The Pogohammer's Quirks are as follows; Above 80 opponents are bounced 4 spaces into the air, Below 35 his weapon Misses doing no damage, and below 15 the weapon shakes in his hand too much and he Drops it, Unequipping the Pogohammer from his strife deck and dropping to the ground.

The column in between Quirks and Breaks is the multiplier, which modifies certain Quirks. You can't Miss on a scale, nor can you extra drop a thing, so these have no values. But

you can Bounce something harder, and so its x4 value is why it bounces opponents 4 spaces.

#### .14 Magazine Capacity

Certain Weapons have a magazine, a limited amount of uses before they must be Reloaded. Obviously a hammer doesn't need to be reloaded, but if it did, the magazine size would be written on the top line, and the current amount should be written on the side. Reloading can only be done as an action, a reaction, so make sure to count your shots.

#### .15 Hitboxes

Every weapon also hits in a specific area, opponents need to be in this area in order to be damaged. Some weapons can have multiple hitboxes, shown by unconnected lines.

### 4.3 Damage types, Quirks, Ailments, Flavors, Relationships & Social Contracts, Senses

#### .1 Damage Types

There are seven different Notes of damage in skrub, each of which can be any of the damage types listed after it

Note	Damages
F	Magic(real), Yellow Lightning, Determination
E	Blunt, Explosive, Corrosive, Light
D	Cold, Wind, Shadow
C	Puncture, Radiation, Blue Lightning
B	Heat, Abrasive, Liquid, Purple Lightning
A	Laceration, Sound




Knockback: pushes target in any direction

Trip: can spin enemies in opposite directions, as well as trip them, which knocks them and requires them to take an action to stand up

Arc: damage jumps to nearest enemy after initial target

Reflect: weapon bounces off of where it hits after doing damage, and continues to hit other thing in a set shape

Tied/Constrained: can not use weapons/items until freed.

Targets set amount of Arms

Burn: damage continues going for multiple rounds, each going against Dr but does not reroll for hit chance

Burden: lower targets movement speed by X

Freeze: halve enemies movement speed, round down

Boomerang: weapon hits again several notes later, rolling to hit.

Nailed: target can not move, but can use weapons and items

Blind: lowers focus by X for one measure

Disarm: removes weapon from target

Bounce: target is knocked into the air

Barbs: target items deals damage to whatever is wielding it

### .3 Ailments

### .4 Flavors

### .5 Relationships & Social Contracts

Social Contracts are the different types of organized groups. Amongst each Group the Allies can take on several



sub roles; Leader, Driver, and Face. The Leader normally determines the Contract, and it is their Trust that decides how many Allies can be in the Group. Like any good RPG, when a group is walking around the overworld, they just follow single file behind one person, this being the Driver. Thus, the group moves as fast as the Driver, though this stacking stops as soon as Strife starts. The Driver is also immediately snapped to driver's seat when the group enters a Vehicle. Though it has no function in Strife, whenever a normal Npc talk with the Group they automatically talk with the Face first.

Gang: a single leader asks others join group, that player makes decisions for group

Democracy: group forms, simply majority to make group decisions, everything must be put to vote

Republic: group votes on who the Leader is

Conqueror: leader battles other Agents, should they lose, they become part of leaders group.

Tyrant: tyrant can choose whether or not his attacks toggle friendly fire, his 'allies' cannot

Commune: when players enter a commune, the person with the highest correlated stat becomes the Leader, Driver or Face.

Assignment: an outside entity makes others into a group. The assignor is the Leader, but is not present with the group.

The Driver and Face are decided by Nose Goes, or other such ways children shirk duty onto the slowest and weakest.

Union of Egos: every single player at every single moment decides who they are on a team with.

There is another mechanic that works in tandem with Groups, Relationships between characters. There are four types of relationships in the game Hearts <3, Spades <3<, Diamonds <>, and Clubs C3<.

<3, more formally known as Matespritship, is the classic understanding of love. In combat, with the heart link have friendly fire disabled.

<3<, also Kismesis, is similar to hearts, except replacing love with hate, a relationship between two who enjoy fighting with each other, arch nemesis of sorts. Whether this is healthy or even an emotion humans even have is not a topic of debate. Players with the Spades link always have friendly fire turned on, and can always enter strife with each other, regardless of team affiliations.

C3<, an Auxiliatrix, enters as a tertiary role in Both of the above links. They throw themselves as a wet rag over the passionate fires of hate and love. If a player gets into clubs with a <3 pair, they can toggle their friendly fire on, and if they get into a <3< pair, they can toggle friendly fire off. In both situations, the Auxiliatrix has one way fire, they can not be hit, they can hit others.

<>, or Morrailleance, is pure, platonic, best friendship. Characters in Diamonds with each other have friendly fire turned off. Players cannot even attempt to Auxiliate Moirails.

{For this next section, don't bother trying to correct the spelling and grammar yet, because I'll be changing it a whole bunch. Just comment if it makes sense, or if there is something you think should be added. Enjoy}

### 7.2.3 Classes and Powers

#### The Crunch

##### 1, The understanding classes

Can move in any direction, but can never follow a pattern, so cannot move like any of the other pieces

##### +1 Seer (sagacity, passive understand)

###### Tier 1- Prophecy

[understand through aspect]

The seer can see what events can possibly take place with symbols of her aspect throughout the medium, along the Aspect(non-time)Line. From this, the seer can make a prophecy that dictates one of the events happening over the others, the value of this event equal to her Aspect Bonus

-grist can be used to substitute her aspect bonus to make a prophecy

-the seer can not tell when or where this event happens, and is limited to why and how it happens (unless of course these are her aspect)

-like a wish, just because something happens doesn't mean it goes the way you thought it would

###### Tier 2-Preach

[Invite others to understand aspect]

The seer can give other players [Aspect sight], the mages first power, power value equal to her Sagacity bonus

-however, the player who gained the sight just give an Offering of grist or a symbol equal to the value of the sight given to them

-the sight can not be given if there is no offering first

-the recipient of the sight does not gain grist in the way the mage does

-1 Mage (imagination, active understand)

Tier 1-

[Understand aspect]

Tier 2- Perform Aspect Alchemy

[apply aspect understanding]

+2 Page (Pluck passive exploit)

Tier 1 - My friends fight for me!

[Invite others to exploit aspect]

The Page can give the Knights armor or blade/belt to other players, equal to the other players

Tier 2- I fight for my Friends!

[Exploit aspect of others]

-2 Knight (Vim, active exploit)

Tier 1- Aspect Armor/Shield

[Exploit aspect]

The knight gains the bonus of his grist to his trait bonus without needing to consume it

-the power of other substances that he holds, like statuses or objects, also add to him

-in combat, during situations specified by his aspect, he gains his bonus as dr to all damage notes

Teir 2- Blade/belt of Aspect

[Weild aspect]

The knight can send his Spirit to Weild and protect symbols of his Aspect. This is a multifunctional power, but it's most important use is using it in tandem with the Knights Armor, which is sent away from him to fight for a symbol of doom, including ones in other players. His Spirit takes the armor form, but near whatever he summoned it to, and can take damage, but used to deflect other Aspect Powers, and touch/use his Aspect Symbols. If not used with The Armor to protect something, then this power can be used to call an aspect symbol to him that he has already weilded (meaning that in person he succeeded a Resolution roll to use the item). Passively, this power let's him Use symbols of his aspect, especially items with Aspect

Powers, with value equal to or lower than his Vim bonus without needing to roll a Power resolution check. Symbols higher can still be used, but a Roll is still required

- this extends to any symbol, including ones bot usually considered to be useable
- when using symbols in the form of other players stats, it is gained as extra damage in combat, or as bonus points on a talent roll
- using items off of his utility belt does not require a turn to switch weapons or items
- this power works on Mounts as well
- there is no limit to the range of the Summon Symbol, and it works near instantly

3 the takers

Use L shaped patterns

+3 Rogue (adroitness, steal)

Tier 1-Give to the poor

[Invite others to take aspect from rogue]

The Rogue can let others take aspect substance from him equal to his trait bonus

- this permanently depletes what was taken from the rogue, but is permanent in those who took it from him
- others can take both objects and stats

Tier 2-Steal from the Rich

[Steal from aspect]

The rogue can make a copy of any aspect substance from the medium, the value of the substance they have stolen equal to the grist they expend

- can take any object from anywhere, even if it is not present
- cannot steal stats from other players/entities, but still can steal stats for themselves
- they steal it from the game itself, or rather use the grist to make a copy
- this cannot produce a new item in any way, just one that isn't currently present

-3 Thief (active, pulchritude, steal)

Tier 1- Gank aspect

[steal aspect]

The thief takes raw grist from things and absorbs it into themselves.

-this works on entities and objects alike, similar to the Princes power

-alternately, the thief can instantly take symbols of her aspect that are present around her and put them in her sylladex without ripping the grist out of it

Tier 2- At the price of Aspect

[spend aspect/ invite Medium to take Aspect from Thief]

The thief can put the grist they have stolen into the world, increasing the bonus of things that already have a grist bonus

-can not give it to other players though

-gains some sort of power equal to the amount of grist she blew

4, the fixers

Bishops movement

+4 Sylph (sagacity, passive create)

Tier 1- Healing aura

[Heal with aspect]

The sylph has a buffing aura, increasing any symbol of her aspect present by her Aspect Bonus

-symbols in both the medium, and players

-this boon goes away when she does

-but is made permanent by consuming grist equal to the value raised

-this power is non selective, any symbol nearby has to be affected if it is used

Tier 2- If it ain't broke; fix it

[Invite others to create aspect]

The Sylph can give others the power to create her aspect, equal to her Sagacity Bonus

-they can only create the symbols

-not the grist

-only works for making symbols in the medium, not in players themselves

-4 Maid (Pluck, active create)

Tier 1- tidying up

[Fix Aspect]

The maid can repair it improve objects equal to her Aspect trait bonus

-or by infusing grist into the object, as much grist as she has

-this can heal vitality gel

-restore properties to broken objects

-give properties of the aspect to the object that it didn't have before

Tier 2- Made of Aspect

[Create aspect]

Maid creates symbol of her aspect the value of which is equal to her Pluck Bonus.

-or same value of grist

-can not turn grist into a symbol with this power

5 the destroyers

Zigzag movement

The Bard (Adroitness, passive destroy)

-5 Prince (pulchritude, active destroy)

Tier 1- To Be Feared (break aspect)

The Prince separates raw grist out of their target, able to rip equal to their trait Bonus.

-They can then delete the grist from the world

-or leave it to be collected

-this does not necessarily destroy an object, but it stops it being a manifestation of the aspect, and probably stops functioning

-this can also be done to players

Tier 2-To Be Loved (destroy with aspect)

The prince can destroy things with power equal to the bonus of the grist that he has consumed.

- this destroys the physical presence of a thing, the form, making it unusable or non existent
- this affects items and weapons, how much grist consumed being equal to the items tier
- it can also hit entities, by destroying their vitality gel.

6, the changers  
Queens movement

+6 The Heir (Vim, passive change)

Tier 1- aspect, happen/do the aspect thing  
(invite aspect to change)

The heir causes the dm to make everything made from the Heirs Aspect grist to

- change to different form of that aspect
- do an action thats related to the aspect

Tier 2- Inherit Aspect [invite others to use him to change aspect]

The heir gains Grist equal to his trait bonus. His physical form becomes whatever form the aspect takes, however other players can change what this form is. -When most of the grist has been changed, he returns to normal form.

-He can absorb grist in his cache into this form, making it more

-6 the Witch (imagination, active change)

Tier 1- A Good Witch/ Cursed by Aspect [manipulate aspect]

Witch can physically control anything that has her grist type. This rolls off of her Img bonus.

- in objects and themes, the witch's bonus must be equal to or greater than that of the objects grist bonus.
- in other entities, like players or npcs, the witch must make a Power Resolution Roll in order to take control.
- Also, the witch can only use the players trait as a way to control them (if they don't have any of her grist type) if that trait base is higher than hers.

Tier 2- Bad Witch/ Curse of Aspect [Change aspect]

The Witch can change the form of any of her grist type on the world, and in players. Doing this consumes her grist cache,



the value of the thing changed must be met by the amount of grist used.

-she can only change the form, she can not revert it back to raw grist.

-nor can she turn raw grist into a form (this is the Mages power)

-this works on entities traits as well. She can change traits by either lowering all other traits to raise her aspects trait, or lower the aspect trait and raising all others equally.

The amount, raised or lowered, is equal to the amount of grist consumed, converted from bonus to base amount. One more thing, this does not consume her grist, but instead imparts the amount used into the affected player as a Curse.

## The Fluff

I think I will start this section with an apology. Namely, that I was not able to discern the true structure and meaning behind the Classes in the way that I have the Aspects. That is something Andrew Hussie may keep to himself till the day he dies. So I have made this system through intuiting through the vague and intentionally contradictory examples we have, like a magycks of a blind mystic. I say much below, and I have to in order to make a playable game, but unfortunately I can't prove any of it, even to myself. You undoubtedly will think differently on most of them, I understand that. I simply ask you understand that ove done the best I can to make a fun, interesting and working system.

If the Aspect a player has is like the palette they use, then their Class is the tool they use to paint with. They are the players method of interaction with the story and game as a whole.

But they also have a function on a story basis, they represent arcs that characters have. That is why I refer to them more

often as Mythological Roles, because they aren't merely a simple function like add or remove, they have nuance, history, a flow or direction, they have flavor if you will. It's my belief that this flavor is what allows the player to identify with the class, because to add or subtract doesn't say anything about who you are or what you as a person do.

But if I had to put down classes likely conceptual origins, I would bet it's in Jung's Archetypes. The first clue being that there are twelve of them, as well as their description being "[as] inherited potentials which are actualized when they enter consciousness as images or manifest in behavior on interaction with the outside world... and are given particular expression by individuals and their cultures." I think that is a very good explanation of what Mythological Roles are, classes being the general structure of activity latent within our persona, and aspects being the individual and cultural images given particular manifestation. The problem is that it falls apart when I try to align the classes with his archetypes, some work almost perfectly, but some match two and some have no equivalent at all. So maybe I just interpreted the classes horribly wrong, and have their true forms staring me in the face. Or The Huss only used the concept of archetypes, not the specific models Jung laid out. But regardless, it still begs the question of how he came up the Active/Passive pairings and what that even means, or the seven fundamental methods that the classes interact with reality? I don't Fucking know, and probably never will.

Classes come in Active and Passive pairs, that effect the universe comparably, but in different ways. Usually, this works by either directly interacting with the universe, or with the aspect in other people. Each class also has an inversion, it's Shadow, that represents an opposing method of interacting with aspects.

The difference between active and passive classes are that active classes directly interact with their aspect, or directly affect other players without the others will having any effect over it. Passive classes invite other players to act, thus

giving them the power to enact their will upon the medium, or have powers that rely on others for their potency.

These are just general guidelines, as the powers of the classes are more based off of what seemed to be the character archetype the class represents.

Each Class gives Players 2 highly unique God Powers, The powers manifest and interact on 4 distinct but intertwined layers; Mechanical, Mythological, eMotional, and Meta. The first three happen interchangeably, often switching as the story goes along. Mechanics refer to the minutia of rules and other things written objectively in this guidebook, the artificial crunch. Mythological refers to the flashier side of it, the most superpowery effect it has, drawing off of the symbols for the aspect, as well as the lore of the classes as well. The Meta, which refers to the basic building blocks of the story itself, is not gained until the player makes their Denizen's Choice, in which it is ingrained into one of the two powers already given.

This guide is organized like a number

#### The Heir

You invite change in your aspect. And since space is about creativity, when you are around, people's creativity changes, what they make, who they make it for. To be an heir is to stick your hand in a stream, you don't control how the water twists and eddies around you, but your presence makes it do it by itself.

I think of the Heir (of Space in this instance) as the guy who's parents allow him to have all of his friends over to their lakeside cabin for the summer. He didn't have to do anything to earn the cabin, but without it all the summertime fun couldn't happen because nobody else has a cabin. Technically it is his cabin, so everyone else should follow the rules he sets for the weekend, but he can only really ask nicely because they are just going to do what they want in the end anyways.

Tier 1- do the aspect thing

He waves his hand and aspect thing just happens. He can't control it really, the parts of the universe around him just react, like him moving his hand through a river. Maybe it goes the way he wants, maybe it doesn't.

#### Tier 2 inherit aspect

Players physical form becomes aspect, gaining powers whatever would makes sense if you just because an aspect. When Heir is around other players, they can reach into the inherited form of the heir and temporarily (permanently at god tier) change their own points (of the heirs aspect trait ) by 6 point (either by upping it by five and lowering the rest by one, or lowering it by six and everything else going up by one).

#### the witch

I'm still figuring out exactly what the witches deal is, but OK thinking its something like this. The heir inherits their aspect, so the witch needs to have an immense amount of it as well. Maybe Engulfed in their aspect is a better word for it. They are surrounded by their aspect, to the point that they can't escape. And because of that, everyone else looks at them differently, though how that works depends on the aspect, though it rarely starts out as a good thing. Because of that, the witch can use that perception to manipulate people by manipulating the aspect around her. But eventually, the witch grows into a greater ability, the ability to change the aspect

#### Tier 1

Witch can roll to increase or decrease anybodies talent that is associated with the witches aspect by points equal to the witches aspect trait, by manipulating the aspect in the medium, in a physical way.

#### -6 the Witch (imagination, active change)

Tier 1- A Good Witch/ Cursed by Aspect [manipulate aspect]

Witch can physically control anything that has her grist type. This rolls off of her Img bonus.

-in objects and themes, the witch's bonus must be equal to or greater than that of the objects grist bonus.

-in other entities, like players or npcs, the witch must make a Power Resolution Roll in order to take control.

-Also, the witch can only use the players trait as a way to control them (if they don't have any of her grist type) if that trait base is higher than hers.

## Tier 2

Witches img+1d12 to Curse other Players, thus does several things, it's changes another players aspect trait of the witches aspect (this works by adding six to the specific attribute and taking one from the rest, or adding one to the rest and taking 6 from the one), as well as changing the aspect around them, like causing an aspect status to happen and making it easier to become afflicted by it, or by making a drought of said aspect statuses in their life. This often has a mythological appearance, however it isn't usually as controllable as the first powers.

## The Bard

Oh boy, the bard. The most painful of classes, I would say. As destructive as the prince, if not more so, as their devastation covers more area. They are like a matador, who pulls their red cape away to reveal a brick wall. And then the bard has the audacity to say it was the bulls fault for running into the wall. Bards do not tend to have the mighty ego of a Prince, instead they are more likely to be similar to a trickster, their face changing to the emotions of those that view them.

Tier 1- Suppress Aspect (invite destruction of aspect)  
Creates aura that lowers aspect traits and talents by 5 (including the bards), 1d12+bards aspect att vs (?)

Tier 2- (Invite Destruction through aspect)  
Everything (enemies and friendlies) gains a damage bonus or crit or something equal to the bards aspect attribute

## The Prince

In The Prince, Niccolo Machiavelli explains how princes gain and keep control over their principalities. Besides the oft memed "it is easier to be feared by your subjects than be loved" one of the main points of the book is that an effective way of

gaining power is to destroy the old order, then supplant and rule with their own. Thus in SKRUB he is given powers to take command, To Be Feared destroys his aspect and this the old order around it, and To Be Loved allows him to command with his aspect (through threat of destruction). But it gives him no method of picking up the pieces of what he has broken and forging it into the new order he uses to rule. For that, a man needs a maid.

Out of combat, when a prince uses this, it does a flashy thing and either temporarily lowers the targets (aspect trait) by the Prince's, (or once god tier is reached permanently by 5). Doing either of these temporarily lowers his aspect trait by his Pulchritude (this penalty goes away at Godtier)

#### Tier 2

When the prince uses associated talents, it can destroy things, and when he is afflicted with his aspects associated status, he is nearly unstoppable.

#### The Sylph

Sylph can give others +status effects and surround them in an aura of her aspect.

Meta: sylph gives other players the ability to create things that contribute to her [aspect theme]

The Maid fixes and makes her aspect in the world, whereas the sylph fixes it in others.

#### Tier 1

Here, the maid walks around the battlefield, sweeping up everybody else's mess. She doesn't sew up the players wounds, but she fixes their swords. Another way to say it would be that she tends the fire of the home, making sure it doesn't go out.

Meta: fixes broken story devices so that they properly create and govern [aspect theme]

#### Tier 2

She decides she's had enough of taking care of other people's fires, and becomes a fireball herself.

Maids pluck+1d12 to create 4 points of aspect attribute, as well as the associated aspect status.

Meta: creates things that add more of aspect [theme] to story.

The Rogue

Someone who steals from their aspect, and who invites others to steal their aspect from them.

Tier 1

Tier 2

can take from aspect itself, in the form of the aspect trait, as well as any symbol of the aspect from the medium, or any object or entity that has an aspect status.

the Thief

Yeah, you already know if you have a Thief. They are charismatic, often taking questionable courses of action for their own benefit. Not that they can't, often convincingly, explain to you why what they were doing was for the greater good. Thieves are folks who want something, and the course of journey always tests how much they are willing to do to get it, as well if they can use what they do to actually benefit everybody else.

Non permanently take 3 of aspect trait points from other entity, Meta: the entity being stole from loses their ability to interact with that aspect of the story, whereas the thief can interact more and has more aspect [theme] to them.

Tier 2

I like to think of this as the moment where the thief realizes that everything they've spent their life hoarding isn't worth the friendship or love that they would lose, and thus

throws their precious stash into the gain maw of the beast. They give back to the world what they stole from others.

Thief consumes points that they have stolen, (gaining immense powers for the ones they have used)

Meta:

### The Page

In classic times, a page would do things around the court for others, often helping the knight, and by helping I mean carrying their gear. Thus, they are the payers who think they are thoroughly good for nothing, they can see all the amazing things the people around them can do, and that all they deserve is to hold their cape up from dragging in the dust.

### Tier 1

With this, the page thinks themselves useless, that they aren't good enough, but they look to the people around them and invite them to use what they have more effectively, since the page can not. On the mythological level, It's also the carrying the other players weapon part, except their weapon is the pages aspect. I don't know how to describe the visuals for that, but I really like the idea of the page at this point carrying other people weapons, bringing them their horse, or something of the sort.

Players near the Page gain talent points equal to the pages aspect talents against things that are afflicted with statuses associated with the pages aspect. Possibly can pull a representation of their feelings about the pages aspect out of the page as a weapon.

Meta: page can let others act in a way that fits the [theme] of the aspect.

### Tier 2

This is moment where the page finally believes in themselves. Where they realize they have been holding and watching all of the knights fight, as well as bringing them



their horses. And the page then realizes that he can use all of the weapons and all of the horses too.

Mechanical:Page gains attribute points and strife bonus equal to all nearby players affected with pages aspect statuses/or who the page has acted as page to.

### The Knight

[Ivw tried to make the two powers of each class represent an arc, a development of a character per say. For the knight, I had imagined the first being the ability to hide behind your power, those emotions and symbols, the persona of doom you get to put everything else behind. The second power, is in some ways maybe stepping out from behind that shield, for when you see another with those same feelings, you may act on them because of it, whether that action is to help or to hurt, and so your power Needs to be a tool that turns the nut in them.

Also, given that story line, you cannot use them at the same time. In order to interact with another, you must step out of your armor, and it becomes your blade.

I like that shape, it certainly fits, but i hesitate to make it simply a weapon (even if it was really good). God powers in almost every other case have some sublime effect, but Exploit is hard to extend upon.

I like to think of the Knight like this, that normally you are safe in your armor, but when you encounter the innocent and wicked, you can choose to run away unscathed in your armor, but in order to use the power to help or hurt, you must take your armor off.]

You probably dont know your knight as well as you think. A knight is someone who generally hides behind an apsect of their personality, that aspect often being over exaggerated or just a construct. They are afraid of failure or something else, and keep their true selves emotionally distant from others for protection. But because they have spent so long behind that emotional shield, they are very good at interaction with others feeling that emotion. That is how they exploit their aspect, by protecting themselves with it, and by exploiting it in others to

interact with them, whether that interaction is for better or for worse. Knights quests often center around learning how to let their guard down, and learning to communicate with others.

#### Tier 1

**Mechanical:** the knight gains his (aspect trait) as a bonus against talent checks associated with his opposing aspect, as well as his Vim added as a bonus to rolls against his aspects talent checks. In strife, when the knights can use his Component to become invincible when it is happening, or somehow being used.

**Meta:** the knight can do pretty much anything as long as it fits the meta of the aspect.

#### tier 2

When the knight uses a Talent on an enemy that is affected by the knights aspect status, the knight gets their own Vim added to the roll, as well as the targets points in the knights aspect attribute.

**Meta:**the knight can do anything relating to anyone else experiencing their aspect.

#### The Seer

The Seer is the oracle, the prophet, the can peer into their aspect to gain thing from it. But seers do not generally work for themselves, the seers powers are there to guide others.

Players who are seers need to find a balance between coming to understand their aspect, and communicating that with everybody else.

#### Tier 1

The seer gets their Sagacity to any talent roll associated with trying to see their aspect. Also, they see with their aspect, see where it is, and it in other Entities. When the seer is afflicted with their aspects Statuses, the have a True Vision, which the dm shows them something aspect related about the Medium.

## Tier 2

Can transmit their sight through a symbol of their aspect to a player interacting with that symbol. This helps the player with talent check associated with the seers aspect by the Seers Talent value, and can share their Vision (both forms of it) with the player, showing what they saw.

## The Mage

Mages are players who implicitly and intuitively come to understand their aspect. Unlike the seer, mages are not supposed to share their knowledge, they simply delve deeper for naught but their own sake. Often times, if a mage attempts to give advice, either he will realize he does not know how to communicate what he has to say, or that it falls upon deaf ears.

## Tier 1

The mage takes something related to bid aspect and gains understanding from it, about his aspect and about the world in general.

Mage gets their imagination added to all talent checks associated with their Aspect.

## Tier 2

The mage can turn his raw aspect grist into one of the forms his aspect can take. He can not change it back once he has transformed it, nor can he switch it from one form to another.

Wall of Text Depo