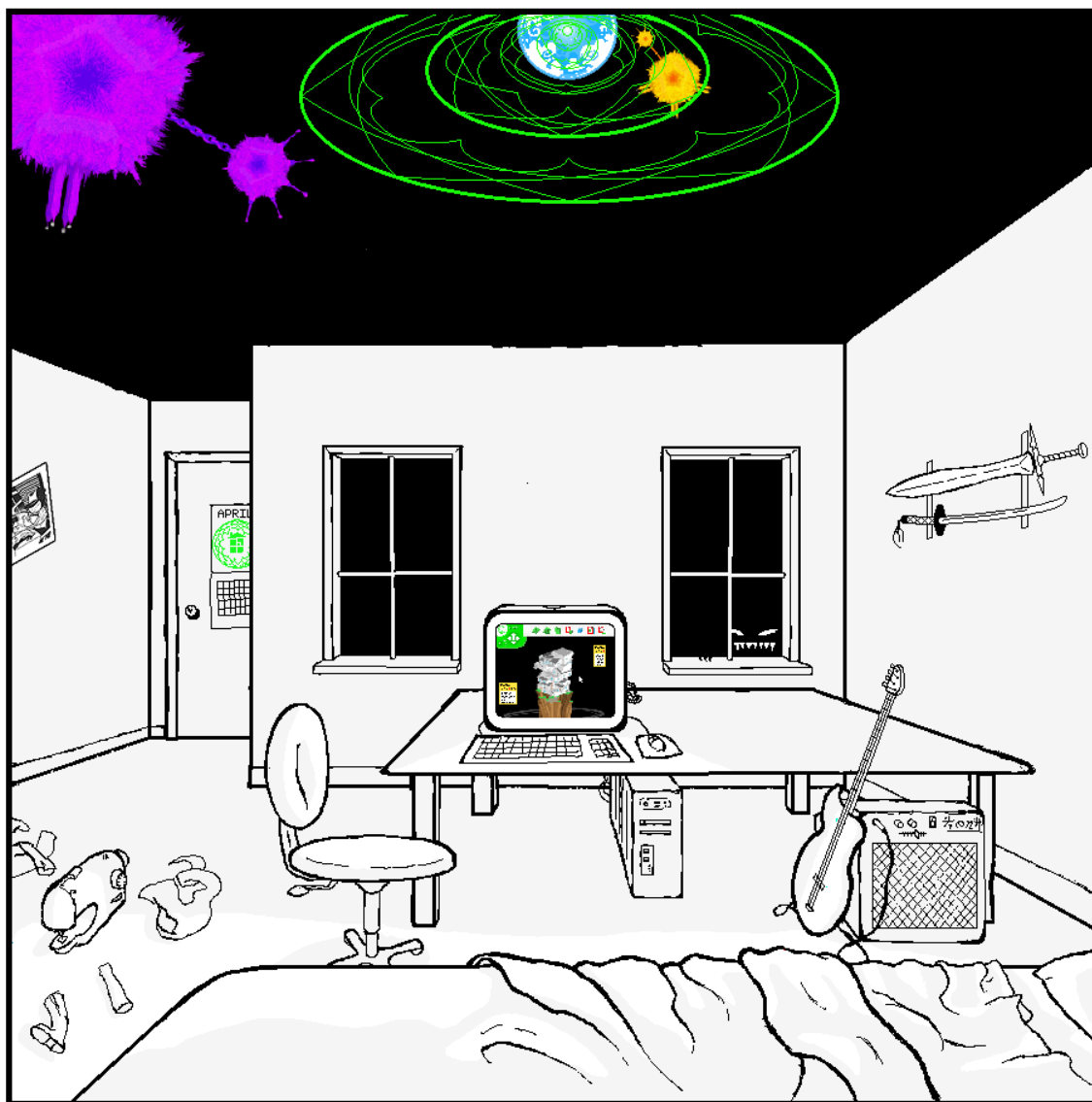




A TABLETOP CREATION MYTH
ALPHA EDITION v1.15.3



PLAYER'S HANDBOOK

based on andrew hussie's
created by dillon weist

HOMESTUCK



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

Acknowledgements

To Andrew Hussie, for making Homestuck, and all the magnificent
fantasies it inspired

To my friends, for playing a game with me

To myself, for seeing this through

To my fans, editors, and the brave contributors who made my mad
scribbling readable, filled in the gaps, and helped fix what was
broken; you are the reason I could finish this thing

Ian, Alec, Aj, Ken & Ken, Alex, Morgan, Chris, Ryan, Rachel Yee, Alex
Lacy, Ashby Puryear/Beebz, Adam Alain, Nitai Schatz, Skorx, Max B
Collin James Anderson, Strat

Thank you for making this possible

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

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4.3 Damage types, Quirks, Relationships & Social Contracts, Senses

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.

.1 Damage Types

.2 Quirks

4.4 States and Statuses

.1 States

.2 Statuses

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Section 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 webcomic "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 almost 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 improves a player's power or may grant them a new one. 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?

If you haven't read the webcomic, well, this is a very difficult thing to explain briefly. Homestuck is many things, a video game, a cosmic horror story, a romantic comedy, a theoretical exploration in time travel, a critique on storytelling. But most importantly, its a creation myth about kids in houses who become gods of their own story.

I'd 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 significance, the adventures you have as legend, the fights having reality warping consequences, and the ideas you come up with becoming a new universe into itself.

1.3 What do I Need to play?

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 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.

Next, at least one of you will have to run the game. This role is classically called the 'game master, but in SKRUB lingo is the GamePal/GameGrl/GameBro. I say at least one, because its possible that everyone could run and play the game for each other. But at least one person needs to act as the ghost in the machine.

Now you can get started. You'll need:

- this guide
- the large cache of homestuck sprites that should have come with this download
- you can find a set of automated google sheets versions of the character sheets


- 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
- the creative spark
- enough determination to keep up with this adventure for as long as it may last

=====

You might be wondering where the rest of it is. Well, the dang thing got so long (and i wasn't nearly done) that it was lagging when it was scrolling, so i cut it up into sections. Links to the rest of the sections can be found on our official discord server, as well as download link the Players Handbook Alpha Edition, which is complete!

[SKRUBttrpg-Gamedev](#)

2.1 The Self Character Sheet



SKRUB

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CREATION MYTH

CHARACTER SHEET model 2.1

the SELF

AGENCY

enter name _____

chumhandle _____

_____ sprite _____

server _____ client _____

BIO

family: _____

neighborhood: _____

car/s/clone: _____

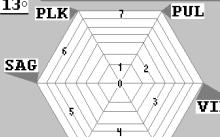
gender: _____

interests: _____

ECHELADDER RUNG

| |
|----|
| 15 |
| 14 |
| 13 |
| 12 |
| 11 |
| 10 |
| 9 |
| 8 |
| 7 |
| 6 |
| 5 |
| 4 |
| 3 |
| 2 |
| 1 |

PLK **PUL**



base TRAITS bonus

| | |
|--------------------|---|
| PULCRITUDE | • |
| VIM | • |
| IMAGINATION | • |
| ADROITNESS | • |
| SAGACITY | • |
| PLUCK | • |

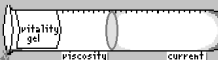
DEAFNESS

| | |
|----------|--|
| F | |
| E | |
| D | |
| C | |
| B | |
| A | |


TALENTS

| | | | |
|-----------------|-------------|------------|----------|
| interests | judgement | sagacity | bustin' |
| | shark | | |
| plk | gumshoe | pulsatude | hype |
| | hack | | |
| imagination | fashion | adroitness | juggle |
| | wiles | | |
| science | rhythm | chill | shipping |
| | trickery | | |
| art | dance | | |
| cartography | creep | | |
| poetry | ride | | |
| dream | knowl. skia | | |
| • knowl. skia | chill | | |
| • knowl. circle | | | |

PRANKSTERS GAMBIT



overnight camper slumberstach



[illegible]

[illegible][illegible]



SKRUB

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john

CHARACTER SHEET model 2.1

the **SELF**

AGENCY

enter name John Egbert

chumhandle ghostyTrickster

4 1 3 sprite Nannasprite

server Rose

client jade



quest In the Land of

Wind and Shade

dwells the

Heir

of

Breath

who would

bust

would set the fireflies free

10

11

12

13

PLK

PUL

SAG

VIM

ADR

IMG

| base | TRAITS | bonus |
|------|--------------------|-------|
| 6 | PULCHRITUDE | +2 |
| 18 | VIM | +4 |
| 5 | IMAGINATION | +2 |
| 31 | ADROITNESS | +5 |
| 2 | SAGACITY | +1 |
| 13 | PLUCK | +3 |

BIO

family: Dad, Nanna, Jade

neighborhood: Seattle Suburb

caste/cliq:

gender: Male

interests: i dont actaully feel like

typing out all of johns interests, but they would go here if i did. instead:

Nic Cage Nic Cage Nic Cage Nic Cage

Nic Cage Nic Cage Nic Cage Cic Nage

Vriska except not cause shes abusive

No really guys Con air is an american classic

TALENTS

| | | | | | |
|-------------|-----------------|---|-------------|-----------|---|
| interests | disguises | 2 | sagacity | judgement | 2 |
| | shaving | 1 | | shark | |
| | paranormal lore | 5 | | gumshoe | 2 |
| | 'magic' | 4 | | hack | 1 |
| imagination | programing | 1 | pulchritude | fashion | 2 |
| | bad movies | 6 | | wiles | |
| | science | 2 | | rhythm | 3 |
| | art | | | roast | |
| adroitness | cartography | 1 | pluck | trickery | 5 |
| | poetry | | | dance | 2 |
| | dream | 2 | | creep | |
| | knowl. skata | 4 | | ride | 2 |
| | knowl. circle | | | chill | |

ECHELADDER RUNG

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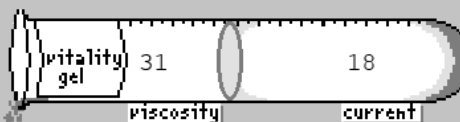
| |
|------------------|
| 15 |
| 14 |
| 13 ✓ Boy Skylark |
| 12 ✓ |
| 11 ✓ |
| 10 ✓ |
| 9 ✓ |
| 8 ✓ |
| 7 ✓ |
| 6 ✓ |
| 5 / |
| 4 / |
| 3 / |
| 2 / |
| 1 boy skylark |

| | |
|----------|---|
| bustin' | 3 |
| rant | 2 |
| hype | 3 |
| grip | |
| juggle | |
| pester | 3 |
| shipping | 1 |

DEAFNESS

| | | | |
|---|---|----|--|
| F | 3 | 6 | |
| E | 1 | 1 | |
| D | 5 | 15 | |
| C | 2 | 2 | |
| B | 4 | 9 | |
| A | 2 | 3 | |
| G | 4 | 13 | |

PRANKSTERS GAMBIT



kiddycamper handysash

overnight camper
slumberstash

2.1.1 Bio(graphy)

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 would like to, come up with a theme for all of your chumhandles to share. Next, it's your Server (person who got you into the game) and Client (person you get into the game). The large chunk underneath that is a place to write your Land, then Quest. The fancy B is for Boonbucks, the in-game currency. You will need that many commas, I promise. The oval shape labelled Bust is a spot to draw your face, and the circle next to it is for your personal sign or emblem, what symbol you wear on your shirt.

The Bio(graphy) section of the character sheet you write a little bit about yourself, your family, where you are from, how you identify, and some of the things you like.

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 stats.

~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 being 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 SAG 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 Diagram

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. The weird hexagon thing with the callout boxes with Traits in them is the Trait Diagram. As you gain a higher bonus for each trait, fill out that line to what bonus you have.

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

The six unlabeled ones at the beginning are called Interests. Each player gets to choose 6 things they are interested in and turn them into personal talents, and write them here.

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 Incipisphere. 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? Mainly used to have new ideas, and to attempt to wake up on Prospit or Derse.

~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.

~Poetry (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)

Your proficiency in using your charm, often in a romantic context.

"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 Snark), and can alter a players Prankster's Gambit Also used to prepare food, called Victuals.

~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.

~Hype (VIM)

Used to excite other people and things, to make them more interested and passionate about a subject.

~Bustin (VIM)

The act of dispelling Spooks, both supernatural beasties and false constructs of the mind.

"Makes you feel good"

~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. Can affect a players Prankster's Gambit. "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 makes 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 and 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 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 please, make everyone's day, 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 haxxor, and to pull a Huss.

~Ship (PLK)

When you think two things should be in a close Relationship (Section 4.6). 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 things, but when has that ever come up in homestuck?

~Pester (PLK)

For when you want to talk to someone but have no real reason for it. (Players can keep rolling to Pester after an unsuccessful or even successful roll as many times as equal to their Pluck).

"hey, listen"

~Juggling (PLK)

Like, ummmm, what do i *cough* even write here ,man...

2.1.4 The Echeladder

The Echeladder is the measure of a players level. The Echeladder is made up of Rungs, which is what level you are. As players climb the Rungs, they gain new Traits, Talents and many more thing. In order to Climb to the next Rung, a certain amount of Experience must be gained, which your GameGrl will keep track of. The player climbs to the next Rung and gains the boons the next time the fall Asleep. Each of the rungs has its own unique name for each player. The Echeladder is normally only 15 Rungs high, starting at 0. However, if players take a Legendary Nap, they can unlock more.

2.1.5 Prankster's Gambit

A bar that records the games of one upmanship between you and your fellow players. Each player starts with a bar that is halfway full, seven. When a player plays a successful joke, prank, trick or roast on another player, they take one point from that player. Players who have no points and are at the sad clown face cannot have more points stolen, likewise players who have a full gambit can't take any more. They can still prank and be pranked, they just don't gain/lose beyond the bar.

2.1.6 Agency

Agency is the currency which is used to perform actions in SKRUB. Doing anything requires using Agency, which refills at certain points

of time. A paperclip is required to use this stat, as a players current Agency is determined by where they have the paperclip. The dots next to each number are filled in when players increase their Maximum Agency.

2.1.7 Vitality Gel

Vitality is somewhere between a players Health and Stamina. When Agents take damage, it hits their Vitality Gel first. When a player's vitality gel is depleted to 0, they are Knocked Out. Things can only die if their necessary Arms are destroyed. Players can use their Determination to refill their Vitality gel.

A player's gel Viscosity (their max Vit) is $[VIM \text{ base} + \text{Current Echeladder Rung}]$. Their Current gel is how much they currently have.




2.1.8 Kiddy Camper Handysash & Overnight Camper Slumbersash

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 takes as Legendary Nap, whereas the Handysash is present on spawn.

Badges on the Handysash are like achievements or trophies, 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.

| Kiddy Camper Handysash Badges | | |
|-------------------------------|---------------------------|---|
| Badge | Name | Description |
| 1 | Wake up Dead | Enter the game not Alive |
| 2 | Confidence Debuff | Have an Arm you had at spawn be Destroyed |
| 3 | Don't Eat the Mind honey | Blame yourself for something you caused that was not actually the result of your Agency |
| 4 | Management Position | Fail to contribute anything useful but be included in the reward |
| 5 | Another Brick in the Wall | Make a Shipping check for every other player in the game |

| | | |
|----|-----------------------------|--|
| 6 | Don't put that in there | Hit on another species |
| | The Gay Friend | Make Apparel for someone else |
| 7 | The Hanging Branch | Commit acts of violence against a child's plaything |
| | Always Got Your Back | Convince someone to get themselves killed |
| 8 | Fly, Pupa Pan, flyyyyyyyyy | Attempt to make something that can not fly do so |
| 9 | Fine Art Aficionado | Alchemize something that makes another player... need a towel |
| 10 | mOtHaFuCkIn MiRaClEs | Ask the GBro a question they cannot give an answer to |
| 11 | Hopeless Romantic | Attempt to fill all of your quadrants at least once |
| | It didn't even drop grist | Kill something that isn't an enemy |
| 12 | Tangle Buddies | Make some special friends |
| | BATTERWITCH | Overreact to a mundane item. |
| | Pet Cemetery | Think someone is being insincere/mocking you when they aren't. |
| | the Enemy | Have someone see your dead body |
| | YIH | Obtain nonhuman Arms |
| | Stern Fatherly Disapproval | Think someone is a fan of something they really aren't |
| | Extreme Irony | Think somebody is joking when they are being sincere |
| | Tiny Monsters | Drink something of dubious integrity that totally isn't piss |
| | It's time to stop | Use memes when attempting to converse with npc's |
| | Hope you have Bed Insurance | die |

| | | |
|---|---------------------|----------------------------|
|  | I told you bro | Fall down the stairs. |
|  | I warned you dog | Fall down stairs again |
|  | It keeps happenign! | Fall down stairs yet 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. Playes gain the first two badges when they ascend to Godtier, and gain the other badges as they climb the Rungs.

| Overnight Camper Slumbersash | | |
|------------------------------|-------------------------------------|--|
| Badge | Name | Description |
| | Karmic Pendulum | If a player's death was neither Heroic or Just, they respawn |
| | 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 |
| | 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 |
| | Gift of Gab | Players can talk with each other in person |
| | Is this what growing up feels like? | Players can have non-awkward interpersonal relationships |

2.1.9 Deafness Resonance

The Deafness Resonance, or DR, is this game's method of damage resistance and resisting effects; Lesser and Greater Deafness.

The first column is Lesser Deafness. In Section 4, weapon damage will be covered in greater detail. 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' Lesser Deafness is equal to their Trait Bonuses, except for G, which is 1/3rd their current Rung.

Pitches and their associated Trait:

| Pitch | A | B | C | D | E | F | G |
|-------|-----|-----|-----|-----|-----|-----|------|
| Trait | PUL | VIM | IMG | ADR | SAG | PLK | Rung |

Greater Deafness is how players resist being affected by others actions, like being eaten or thrown off a cliff. Each pitch of DR is equal to one half its Trait Base, except for G, which is directly equal to the players Echeladder Rung.

2.2 The Body Character Sheet

The Body Sheet describes the Physical form you are inhabiting in meat reality. The stats it keeps track of change a lot easier. They grow faster, but can easily be cut down or broken. As players advance through the game, they may ending up having multiple of these sheets, as shenanigans occur and people get turned into animals, robots or puppets.



pre-Alpha v.15.3

john

SHEET model 2.2

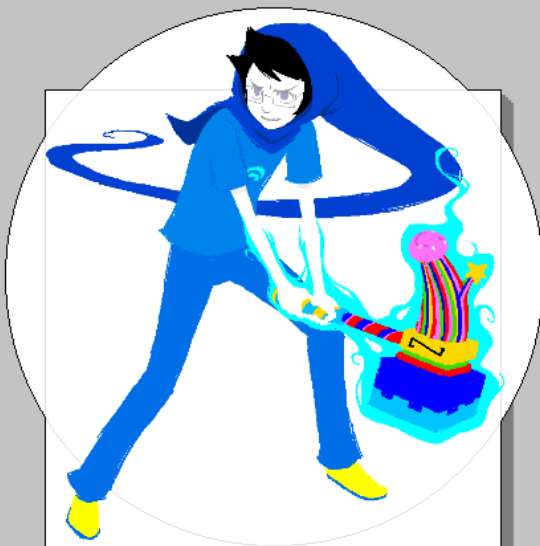
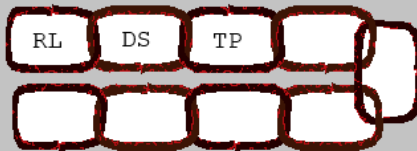
the BODY

TENDENCIAS

| | | |
|---|----------------------|---|
|  | SLEEVE | 3 |
|  | TEMPO | 7 |
|  | FOCUS | 2 |
|  | DETERMINATION | 4 |
|  | VIGOR | 3 |
|  | TRUST | 5 |
|  | SHADOW | 2 |
|  | ~ATH | 2 |
|  | STEAM | 3 |
|  | COORD | 3 |

BIO

```
age: 13
sex: male
species: human
sh#: people dont have these
```



FORM SCHEMA

STRENGTH

Head

Core

Left Arm

Right Arm

Legs

ADAPTATIONS

MERISTEM CELLS: 24

24

- [illegible]

AILMENTS

Myopia

[illegible]

2.2.1 Battle Tendencies

The ten battle tendencies

~Sleeve [IMG]

The amount of strife techniques you can use in one battle. Adaptations to Sleeve improve one's thinking capabilities. Player gets #techniques= 3 x Sleeve.

~Tempo [ADR]

The amount of spaces you can move. The shape of your movements is a learned ability. Also used to breathe/respire.

~Focus [SAG]

Lock on to objects of interest, keeping an eye or ear on them, which allow you to track their actions and make Response Actions, and Search, and to resist falling Asleep. Adaptations affect perception, as well as Luck.

Players Lock On to targets by placing a token/Coin on their Character card, Item card, or on the Square where the thing is. Player has #tokens=Focus.

~Determination [PLK]

Used to refill Vitality gel when it becomes low. Determination Adaptations let you retry certain actions, and awaken other people.

Players have a limited pool of Determination at the start of each Scene, which is used up to do things, and is kept track of on the Reaching Arm. Resting and Wishes can refill Determination.

~Vigor [PUL]

Decides Gut size. Used to Eat objects, putting them into the Gut. If its an edible Victual, it can be used to heal damaged Strength, or regenerate Vitality, amongst other things that Adaptations can add.

~Trust [VIM]

Momentarily placed in others to show bond. Doing this allows players to enter teams called Socials, as well as special interactions. Modified Trust score used to determine leadership qualities.

~Shadow [ADR]

Used to Rest, which allows players to reduce their Steam buildup, refill their Determination, forget things their Focus has been locked on, and change out Strife Techniques. Each time a player rests, they can do as many of these things as they have points into Shadow. Also used to sleep, and to hide actions or blend in.

(~)~ath [SAG]

How much damage and suffering your body can take before it is useless or dead. Damage markers on each of the arms must pass this amount before that arm is [reduced effect or Temporarily Disabled?], as well as mechanics relating to resisting Ailments.

~Steam [VIM]

A measure of a players stress and anger, builds up. When a player builds more steam than room in their kettle, they Boil Over, resulting a bad thing. Players build steam whenever they make a response action/command to an entity they were not Focused on.

~Coord [PUL/IMG]

Measures how many items, clothing and weapons a player can have equipped at once. Adaptations have to do with coordination, about your relation to your location in spacetime.

2.2.2 Bio(logy)

A palace to write a bit of information about the body. How old it is, its sex, what species it belongs to, and for manufactured bodies, its serial number.

2.2.3 Figures

To the right of the Bio(logy) is a couple of drawings of things. These Figures are designed to help the player keep track of some of the dynamic parts of the Tendencies.

~Steam's Kettle

Players' Steam builds up, crosses a threshold, and something goes crazy. Mark that here by cutting out the checkered center of the teapot and slipping a paperclip in there, and rotating it to measure your Steam buildup.

~Determination's Reach

Players start each day with a certain amount of determination, which is slowly used up as the day goes on. The numbers on the Reaching Arm show how much Determination you have left. Slide a paperclip onto the side of the sheet, and move it up as you use up determination.

~Chains of Trust

Players can make temporary bonds with other things, and you write them down in the chainlinks.

~Shadow Sheep

Finally, there is that sheep thing. The Sheep is a little different from the other Figures. As players go about their days, they gain Sheep, mostly at GBro discretion. If they make a Counting Sheep check, they roll a number of d6's against their Sheep. If they roll higher than their Sheep, they stay awake. If they roll lower, and cant count all the sheep, they fall Asleep.

2.2.4 Form Schema

Draw your body here.

2.2.5 Arms & Strength

The physical counterpoint to Vitality Gel. Your body is treated as a collection of items that you are in control of called Arms, which have certain functions, grow, and take damage separately. The health of each arm is referred to as Strength.

The set of boxes next to each arm name measures the Arms Strength, how powerful it is, and as strength grows you fill out more boxes. When a mechanic asks for an Arms Strength, you add up the boxes that have been filled in, and use that number. When an arm is damaged, do not erase the boxes you have filled out, instead, put marks in the bar that is under each row of boxes, starting below the box that has been filled furthest to the, and show more damage going left.

However, there are also F marks in some of the boxes. This stands for Fat. when making a strength roll with an arm, do not include Fat as part of the strength. Fat doesn't make you stronger, but it is a way to fluff out how much damage your Arms can take.

Alternative Arms that may occur but are not limited to Wings, Tentacles, Torsos, Pelvis, Nose, Tongue, Butt, etc.

2.2.6 Adaptations & Meristem Cells

Adaptations are the skill trees that alter and give secondary functions to Tendencies. The full list of Adaptations is found in Section 6, but as you gain them, you write them down here. Adaptations are gained by spending MeristemCells. The better the adaptation, the more Cells it will cost to adapt into. Players get MeristemCells by taking a Snooze with Victuals in their Gut.

2.2.7 Ailments

Ailments are semi permanent statuses that have negative effects on the player. They rarely go away on their own, but can. Players gain Ailments either by directly getting them, or by contracting Diseases, which cause certain Ailments in particular fashion.

2.3 Invenstory, Phernalia Registry and House Tracker sheet

This page contains a list of things that help you keep track of long term story events, like people you need to kill, or how high you have built your house.

2.3.1 the Invenstory

The Invenstory is an inventory of story related events, meant to assist the player in keeping track them. It should be noted that all of these ask for a tier them. Generally, there is no objective way to rank these things, so use your best judgement.

.1 Oaths

Oaths is a place where you list the promises you have made, and the lasting relationships you have formed, and the Factions you have joined as well as the rank you are at in that Faction. The portion to the left is where you write what your promise, relationship or rank is, then between the lines write who it is to, and on the right write what Tier of Oath it is.

.2 Adventures

Along the course of playing the game and attempting to clear their Quest, players will go on side quests. These are called Adventures. They generally have set beginning and points, and secretly have exact steps required to complete them. Players can track how many steps they have taken on a particular Adventure by filling in the little footstep underneath the line.

.3 Wishes & Triggers

Wishes and Triggers are written on the same list because having too many of one means reducing the amount of the other. Regardless, when a player writes either down, they should also tier out how strong they hope or fear the thing to happen.

~Wishes

Wishes are things you hope will happen. Specifically, it is for things that you hope will happen, regardless of your status in attempting to actualize it. You could be plotting and planning and working for it (which would mean it also would qualify as a Iron in the Fire), or you could be hoping for a Miracle, and for your wish to simply be granted. When a player is close or has their wish granted, they temporarily gain Determination equal to the tier of the Wish.

~Triggers

Triggers are things you really, really, don't want to happen. Triggers could be the result of a bad experience or a bad dream, rational or irrational, but it's something that would provoke instant and undeniable anger, fear and discomfort. When a player is exposed to their Trigger, their Steam goes up by the Tier of the Trigger.

.4 Mysteries

Across your land, you will hear of things that make no sense. Secrets you must uncover. This is what the Mysteries slot is for; to write down the burning questions you must answer. Once you do this, there is a methodology to it, you must find an adequate amount of Proof or Evidence in order to explain or solve the Mystery.

.5 Blame & Guilt

Along the course of your journey, bad things will happen. And being that you are main character, you will likely get blamed for it. Thus, Blame is initially a system of reputation. If you do something bad, or if someone is devious and tricks you into taking the fall, you write what you have been accused of in the blame section. Npcs will treat you differently because of this, and it will not go away until you go on Trial for what you have been blamed for. At the trial, you will either be proven innocent (in which you can erase that Blame), or proven Guilty. If proven guilty, you will be assigned a Punishment, which you write on the right side of the sheet, under Guilt. You can try and escape this Punishment, however, the law will come for you, and you might start to notice more Ailments.

.6 Irons in the Fire

The plans you make. NPCs like your Consorts can follow out the instructions of a specific Iron without you having to be there. This is limited by their Sleeve. The benefit of writing something down as an iron in the fire is that it will continue to progress, even when your actions aren't getting screen/table time, or if you task npcs with doing it, they will do it as you do other things.

2.3.2 Deployment roll

In the center right of the Invenstory sheet is a column with pictures of Sburb Phernalia, the machines that help a player enter the Medium, as well as utilize grist, and other essential function for interacting with the Medium. This section is meant ot be a spot for the player to mark down what their Server player has deployed in the Client's house. The first few Phernalia are free, the rest are priced. A list of their Grist cost, and uses, is covered in section 3.

2.3.3 House Tracker

On the far right of the Invenstory Sheet is the House Tracker. It has a chunk of land on the bottom, seven gates going up, with skaia at the top. This is a thing where you draw your house, and where your Server player draws what they have built up. It is not quite to scale, as there is exponentially more distance between each gate, but it's a good way to track which gate you have gotten to.

2.4.1 the Grist Cache

[illegible]

Where players write down the various types of Grist they find along their journeys. Grist are the building materials that are used in Alchemy to make stuff, see Section 5 to learn more.

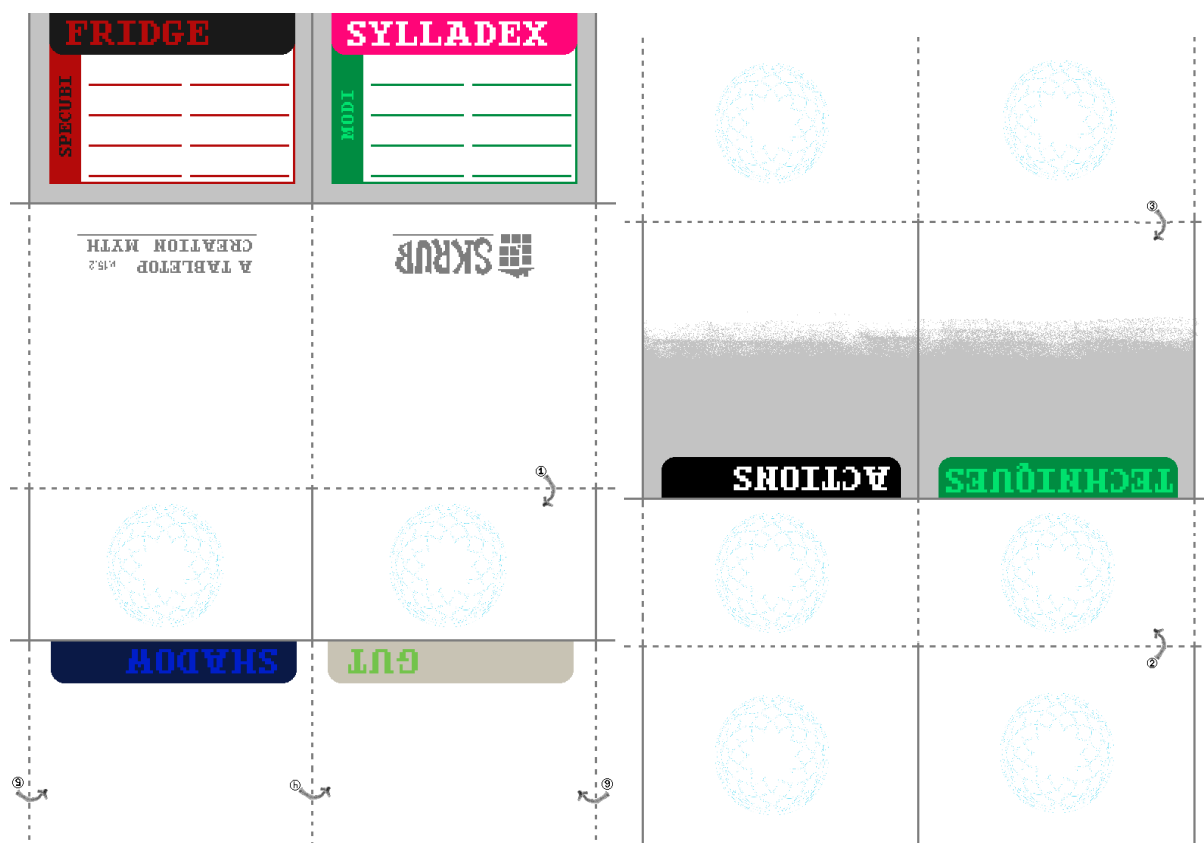
Besides Build grist, which is the most basic form of Grist, players must discover the names of each grist type as they explore the world!

2.4.2 the Alchemy Athenaeum

As player Alchemize items (see section 5) they can keep track of what they have made on this sheet.

The first column keeps track of how many if the item have been alchemized (if the item isn't important enough to be put into a Captcha card). The second is the Captcha Code. everything in the entire game has CAPTCHA CODE, an 8 digit item id, and can be viewed on the back of the Captcha Card though more complex things like living things or necessary game constructs require special equipment to read. The third and fourth are for writing down a simple description of the item. Finally, the fifth column is a place to write what grists where used to make the item.

The Alchemiter works in a special way; as long as it has the Captcha Code, and the player has the right kind of Grist, it can make Anything. That eight digit code is all the blueprints that it needs. Thus, players can share just the Captcha Codes with other players, and can make items like that. Also, during the process of Alchemy, its possible players will try to make items they do not have the correct grist for yet. Don't forget them, write it here!



2.5 Player's Portfolio Instructions

The portfolio is a container for the variety of different cards a player can acquire during gameplay.

First, print the inside and outside Portfolio sheets on the same piece of paper. When you flip it, the lines should match up, on one side where there is a solid line, the other side should have a dotted line.

Now, start folding the sheet. Follow the numbers that accompany the arrows, that tells you the order that they need to be folded in. When folding, make sure the dotted line is the inside of the crease, and the respective solid line on the opposite side is the outside of the crease. For a clean, sharp fold, use a pencil or other flat edge and drag it along the fold line.

~Troubleshooting

Folds 1-3 make the pouches that hold your cards. Fold 4 bifurcates the portfolio, doubling the amount of slots you have and making them the correct width, enough to hold many cards, but not be too loose. 5 and 6 close off the sides of it and hold it together.

Slots not deep enough? Adjust folds 1-3.

Slots too tight/too loose? Adjust folds 5 & 6. You can tape them on the inside of the portfolio, but I haven't needed too.

2.5.1 Sylladex & Modi List

The players inventory during the game. How the sylladex and all the modi work is described in section 3.2, but the Portfolio is where you write down the Modi you know, as well as keep the Captcha cards, physically.

2.5.2 Actions

Where players put things like their Aspect Powers, amongst other special actions, like the cards that contain special movement types, Socials.

2.5.3 Fridge & Strife Specubi

Where you put weapons that match your Specubus but you currently don't have equipped. Equipped items are placed on the table.

Strife Specubi the types of weapons you have learned how to use. You gain your first Specibus at Rung 1, and every three Rungs thereafter.

2.5.4 Techniques

Where players put techniques they have learned but aren't currently using in their Sleeve (the amount of Techniques is determined by the modified Sleeve score)

2.5.5 Shadow

Used to keep things a secret.

2.5.6 Gut

Players are capable of consuming objects, primarily Victuals, and attempting to digest them for benefits. When a Victual has been eaten but hasn't been digested yet, then it is stored in the Gut.

2.6 Rolling a Character

Ironically, this section includes no rolling. Please note that this is for creating a brand new, Rung 0 character. If you are role playing a character who starts off higher for story reasons, do all

this, then ask your GameGrl how to Rung Up your character to an appropriate level.

2.6.1 Filling out the Self Sheet

~Step 1

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 oval. The open lines that are for your quest, as johns shows.

~Step 2, Traits

Skrub has a very specific way of balancing the way things level up, so it's important to follow the directions closely. First, increase Five Trait Bases by 1 point. Don't think too hard cause you're going to get more points. Now, increase another Four Traits by 1 point. Its can be four of the five from before, or not. Now, increase Three Traits by 1. Now Two Traits by 1. Now One last Trait by 1. Good, your Starting Trait Bases are set.

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. Here are two examples of how it can play out.

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 |

Now, Trait Bonuses. Use this handy chart.

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

After that, you can fill out the Bonus Hexagram. Fill out the line for each Bonus, like John has.

~step 3, Deafnesses

This requires you to have done your Traits, so if you haven't, go back and do them.

| | | | | | | | |
|-------|-----|-----|-----|-----|-----|-----|------|
| Pitch | A | B | C | D | E | F | G |
| Trait | PUL | VIM | IMG | ADR | SAG | PLK | Rung |

Players' Deafness is equal to their Trait Bonuses, except for G, which is 1/3rd their current Rung.

~Step 4, Talents and Interests

On to Talents. Similar to trait, add 1 point to Thirteen Talents. Now add 1 point to another Four Talents.

Interests all start with 1 point in each. Every time a player rungs up, they increase the Interest they used the most by 1 point. You write in your own interests, so make sure you write things in that you like, since they can only be used Outside of Strife.

~Step 5, finishing up

A player's gel Viscosity (their max Vit) is [7+ VIM base + Current Echeladder Rung].

Fill up the first 7 diamonds on your Prankster's Gambit, so its halfway full from the left

You start off with No Badges, 2 Agency, and at Rung 0, so you don't need to touch those things at this point.

2.6.2 Filling out the Body Sheet

~Step 1, Bio(logy)

Fill this out first. Only put something in the Serial Number SN# slot if it makes sense, like if you have a robot body.

~Step 2, Tendencies

First, put 1 point into Ten tendencies (this means each tendency has to have 1 point in it no matter what). Now, put 1 point into Six Tendencies.

Finally, whenever you gain a higher Trait Bonus, you can add a point into one of its two respective Tendencies.

Pulch- Vigor, Coord

Vim- Trust, Steam

Img- Sleeve, Coord

Adr- Tempo, Shadow

Sag- Focus, ~ath

Plk- Determination, *special

*special: Instead of gaining a Tendency, players can gain a free Adaptation.

~ Step 3 Arms, Strength, Form Schema

Standard humans start out with five arms: a Head, a Core, Left Arm, Right Arm, and Legs. but if you've got a little less, a little more, write down whats accurate.

In the Lethal Arms (Head, Core) put down 4 check marks. The Arm with your Dominant hand gets 2 check marks, the other hand gets 1. Legs get 2. Each of your Arms gets 1 Fat, so write an F in the next box.

Once you have all this done, draw out your full body in the form schema with all them Arms you said you had.

~ Step 3 Adaptations and Ailments

Players do not start out with any Adaptations, and I hope you don't start out with any Ailments, although most of us have Myopia.

2.3 GameBro's tracksheet

The tracksheet is divided into four quadrants, each containing the same layout:

- HEROIC** (orange) and **VILLAINOUS** (purple) labels at the top.
- A central purple tower with orange and purple arms.
- A box labeled "get tiger" with a tiger icon.
- A table labeled **SOUL** with columns: **P**, **P**, **S**, **Q**. Below the columns are labels: **pul**, **vim**, **img**, **adr**, **sag**, **plk**.
- A formula: $\sim\text{ATH} = \frac{\text{enemy}}{\text{rune} \cdot 3} + \square + \square - \square$. Below the formula are labels: **DOOM**, **DISCORD**, **sagacity bonus**.
- A row of icons: a black circle, a blue apple, and several blue and white circular patterns.
- A row of icons: a red circle, a blue circle, a yellow circle, and several black and white circular patterns.
- A red ladder on the right side, labeled 15, 10, 5, 1, 0.
- A green ladder on the left side, labeled 15, 10, 5, 1, 0.
- A small text "v.0.12.5" in the bottom right corner of each quadrant.

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 | Tendency | Talent | Trait | Strength | other | special |
|----------|----------|-----------|-----------|----------|--------------------|-----------------|
| Creation | 10,6 | 13,4 | 5,4,3,2,1 | | 1 to each Interest | |
| Rung 1 | 3 | | | 1 | Strife specubi | |
| Rung 2 | | 3+img/plk | | 1 | | |
| 3 | | | 4,3,2 | 1 | | |
| 4 | 3 | | | 1 | Strife specubi | |
| 5 | | 3+img/plk | | 1 | | |
| 6 | | | 4,3,2 | 1 | | Sprite necklace |
| 7 | 3 | | | 1 | Strife specubi | |

| | | | | | | |
|---|---|-----------|-------|---|----------------|--|
| 8 | | 3+img/plk | | 1 | | |
| 9 | | | 4,3,2 | 1 | | |
| 10 | 3 | | | 1 | Strife specubi | |
| 11 | | 3+img/plk | | 1 | | |
| 12 | | | 4,3,2 | 1 | | |
| 13 | 3 | | | 1 | Strife specubi | |
| 14 | | 3+img/plk | | 1 | | |
| 15 | | | 4,3,2 | 1 | | |
| Players must become God Tier to unlock Rung 16+ | | | | | | |
| 16 | 3 | | | 3 | Strife specubi | |
| 17 | | 3+img/plk | | 3 | | |
| 18 | | | 4,3,2 | 3 | | |
| 19 | 3 | | | 3 | Strife specubi | |
| 20 | | 3+img/plk | | 3 | | |
| 21 | | | 4,3,2 | 3 | | |
| +21 | 1 | 1 | 3 | 3 | | |

The God Tier Rungs can only be accessed after a player has gone God Tier, see section 7.[?] Apotheosis, and can also be referred to as below

16 God Tier I

17 God Tier II

18 God Tier III

19 God Tier IV

20 God Tier God

+21 to go even further beyond

When players get to Climb to rung 21, it doesn't quite stop there. They can keep gaining Mangrit beads, and level up to +21. Players can climb rung +21 infinitely.

Other methods of Stat Gain?

Quests; as players complete objectives during their quests, they gain Traits. When they gain their 1st power, second power, shadow power and learn of their Quest, they gain 3 of their aspect trait points, and 3

of their Class Trait points (for the shadow, its the opposite class and aspect traits)

Trait bonus to Tendencies

Whenever a trait gets to a higher Bonus, you can add one point into one of its respective Tendencies.

Pulchritude: Vigor, Coord

Vim: Trust, Steam

Imagination: Sleeve, Coord

Adroitness: Tempo, Shadow

Sagacity: Focus, ~Ath

Pluck: Determination or Adaptation*

*instead of taking a bonus to their Determination, a player can gain any Adaptation from any tree, so long as the Adaptation's Meristemcell cost is equal to the time they have taken this option.

.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 Time Signature

To keep track of how fast the action is going for a player. The top number represents how many notes go by before the next measure

happens. The bottom number is how much agency agents regain when each new measure.

Section 3 Sburb; the game within the game

3.1 how to Play the Game

You, dear reader, are currently reading the rulebook of a tabletop roleplaying game called SKRUB, which I imagine you would like to play. This game is a special story about you playing a game. Confused yet? Good. you have run into three fenestrated walls at once.

The Third Wall: Sburb is a video game that you and your friends are playing.

The Fourth Wall: Homestuck (or whatever you name your adventure) is a story with a plot that you and your friends are characters in.

The Fifth Wall: Skrub is a tabletop roleplaying game with rules that facilitate the development of a story.

This is an important distinction. By playing Sburb, you have broken the Third wall, and have entered a video game universe. Most NPCs in the game do not know that their reality is just a game to us. But the character you are playing is stuck behind the Fourth wall, at the start anyways. The character you are playing does not know that they are just a character in a story, but through the course of the game the fact that events in their game are controlled by story structures do become real, so breaking the Fourth wall is something that will likely happen.

Under no circumstances, however, should your character ever even have to encounter the fact that Skrub is a tabletop Dice game. The rules that make it up are the true wizards behind the curtain, and pulling back that curtain will inevitably ruin everything. Let me Repeat: NEVER BREAK THE FIFTH WALL.

You (reader) are playing SKRUB, while (you) (character) are playing Sburb. (you) are not aware that You are playing SKRUB. This is the nature of a roleplaying game, You are pretending that everything happening to (you) is earnestly happening, that the world (you) are in is real and believable, though certain God Powers can alter this. There are certain mechanics of SKRUB that (you) are not aware of, as they exist beyond the 5th wall and are necessary for SKRUB to work, but would not make sense in Sburb. Thus, any mechanic or stat written like (this) is one that (you) are not aware of.

3.1.1 (Agency)

As i just stated, the parenthesis around Agency means that (you), the character you are playing, cannot recognize its existence.

(agency) is a measure of how much You can affect the story around (you). Your Game Bros'n'GrIs are telling a story with (you) in it. From (your) perspective, it is the cold machinations of Time causing things to go wrong. This is their role, to create conflict in the medium, which you must act out to stop and react to. Every action (you) take beyond what the story already says (you) do expends your (Agency). When You use up Your (agency), (you) are left to the whim of Time.

(agency) is a stat that refills over time, specifically each Measure, which is a measurement of how many things can be done, and how much (agency) you refill each Measure. So you start off with you maximum (agency), use it up over the course of (you) doing actions, then get some more as Time passes.

3.1.2 (Players Commands)

Imagine, if you will, that you are in a strange metal ship, with a big computer screen depicting the life of a young lad or lass on it. It comes with a keyboard, that seems to be directly connected to their minds. Should you type something out, it will come to them as a thought, unbidden, and they will answer in their head. Should you make it a command, and tell them what they should do, they will feel the urge to do so. This is framework of how you and your (character) interact.

When I say that you use (agency) to do things, i mean you use (agency) to attempt to do things. Important distinction. When you try to do things, it takes the form of (Player Commands). These commands are what (you) tell you to do.

Generic Command:

acting player describes what they want to do, which consists of an Action (verb) + Modifier (adverb). Actions are a set number taken from [Talent/Tendency/Item/Arm] and modifiers are a roll based off of [Trait/Talent] or a set amount from [Arm].

If this action tries to affect another player, it goes against that players Greater Deafness. The deafness rolled against is determined by what Trait the actor is using. If a Talent is being used to modify the

action, then that Talents associated Trait is used. If an Arm is being used to modify the action, then it goes against the G deafness, which is equal to the players Rung.

However, a player that is being acted upon can make a Response action, where they make a generic command of their own, at the expense of one Agency.

There are multiple ways of (resolving) (conflict). The most common is rolling dice. You and your GB roll against each other, the size of your die representing how good or likely you are at succeeding, the size of the GB's die determining how much resistance the medium is putting up. Almost everything in Sburb has a Tier to it, from 0 to 7, as do your Stats (and the ones that scale from 0 to much higher than 7 can be translated into 0-7). These determine what specific die you roll, according to this chart

| Tier (in Bonus Scale) | Resolution Die |
|-----------------------|------------------|
| 0 | d2/coin (binary) |
| 1 | d3 |
| 2 | d4 |
| 3 | d6 |
| 4 | d8 |
| 5 | d10 |
| 6 | d12 |
| 7 | d20 |

(for those who don't know, the d stands for dice, and the number for how many sides it has)

This is the most basic form of rolling a (conflict) resolution, there can be several more. Sometimes the GB won't roll, but instead has a set number you need to get above in order to do something. So a (conflict) that says rollPUL means you take your Pulchritude bonus and roll a die from it. Sometimes, other factors add extra rolls to your roll, like rollCreep+T3cover. Other times, you get a Trait Base added to your roll, so rollRoast+PULbase means make a roll from your Roast Talent, then add your Base Pulchritude to whatever your roll is.

~Luck and Entropy

Normally rolling is pretty straight forward, but there are forces that can make things go awry. Luck and Entropy are them.

Luck is a thing players can invoke, or can just occur at GameBro discretion, but only when people are paying attention to an event. Usually, this comes in the form of Focusing on something that's happening, or an Agent that's trying to do something. When Luck is invoked, the GameGrl must count how much Focus has been locked on the roll, and flip a coin for each one (and normally, since focus is physically represented by a coin, this is easy). For every Heads, increase the roll, for every tails, decrease it.

Entropy, on the other hand, is almost never a good thing. Entropy is the product of too many Time Shenanigans going on, causing the universe to spiral into a higher state of chaos. At the GamePals will, they can add an entropy dice to anything they are rolling.

~other Resolution Mechanics

Besides Rolling, there are a couple other ways of resolving (conflicts). Some things have Minigames associated with them. Operating a Sylladex is an example. Each Modi has its own method of obtaining, storing, accessing and releasing Objects stored within it, and each one will describe the unique way that it has to be interacted with in order to work.

Other some actions don't require chance or a game in order to perform, they are simply limited in scale and scope of how (you) perform them. Like Moving, which is limited in the shape and distance that you can move.

Now that we've discussed how You do things, let's explore all the things (you) can do.

3.2 The Client's Interface

(you), the poor sap stuck playing Sburb, are limited in what you can do by Sburb's rather clunky user interface. In Sburb, there are 4 groups of things you can do; use the Sylladex, act from the Actions Operandi, perform a Talent, and eventually use Aspect Powers.

3.2.1 The Sylladex

The Sylladex is the inventory of Sburb. Each player has a Sylladex, with which they select one of many Modi, which are methods of obtaining, storing and releasing items. When an Item is

Captchalogued, or gotten into the inventory, it is placed in a Captcha Card. These are both game constructs and Objects that can be held and turned around, on the back side of which there is often an Eject All button, as well as an 8 digit code for the item in the card.

On the Table, You or your GB need to print out several of the blank Captcha cards sheets, cut them up, and glue them to note cards. On the front side, draw a picture of the item, and on the back, write the item code, a description of the item, as well as what sort of (conflict) must be resolved to use the Item. These cards are stored on the Sylladex slot of the Players Portfolio.

Feasibly anything could become a Modus, but there are a few rules to it. Mostly, it needs to suck. It needs to be a pain to get stuff in, or out, or have the chance of ruining the object, or using the wrong one, or using multiple ones at once. Also, it can't just be random. That is boring, they can do better.

| | |
|---|---|
| | |
| Stack, Queue, Array, Tree, Hashmap, Tech-hop, Glass bottle, Cookbook, Pictionary, Puzzle, Memory, The trolls fetch modi | These were the Modi the Kids used, just look em up online |
| Heart of the Cards | player draws a hand of a couple cards, leaving the rest in the deck. Players can only use items in their hand, and if there is an empty card they can captchalogue an item, otherwise a card must be retrieved from the deck, and the deck shuffled. When a card is used, it goes to the graveyard. When the graveyard is full, reshuffle it as the deck. |
| #Hashtag | Player has to put on # to any item they captchalogue, and has to remember the hashtag to use the item. If multiple items have the same hashtag, then they are all used. |
| Haiku | Player has to write a haiku to use the item, cannot use the same haiku twice |
| Dark souls | Out of combat, the player assigns items to whatever card they want, but in use must say a number of how many items they scroll up by, then use the item they scrolled up to and hope they remembered correctly |
| | |

| | |
|--|--|
| | |
| | |
| | |

3.3 Entering The Game

~Obtaining and installing discs

Each player should have a Server and Client Disc. The person who wants to enter the game needs to install their copy of the Client disc, and then they need to connect with someone who has installed the Server disc.

~Placing phernalia

Once they are connected, the Server player has a Sims like view of the Client's house, and can manipulate it in several ways. During this time, the Server must place the 4 free phernalia, often having to make room for the machines by moving around furniture, tearing down walls and extending balconies.

~Obtain Cruxite Dowel

The Cruxtruder must be opened in order for the Cruxite dowel to be released. This takes some sort of Trait or Talent check that totals to 13 for trait and 15 for talent in order for it to open. When it does, it releases a dowel of a strange material in the Client players color, as well as a strange flashing spiralling orb thing that gives the players text prompts in wingdings or something. Once this is done, a little panel on the cruxtruder starts up, and on it is a countdown. For what exactly? You have no idea.

~Lathe the cruxite dowel

Next take that cruxite dowel to the Totem Lathe, place the dowel on the appropriate plate, and insert the Pre-Punched Captcha Card into the slot, then hit lathe. The machine will laser cut into the dowel and make a weird symmetrical vase object called a Cruxite Totem.

~Alchemize the Grist Artifact

Bring the Cruxite Totem to the Alchemiter, the largest of the three machines. Place it on the reading plate, and hit the green button. The Alchemiter reads the Totem, and then creates an item based

on what it reads. The item created from that totem is the Grist Artifact.

~Prototype the Kernelsprite

It is very important that this step be done sometime before the final step. The strange pulsing orb that was released from the Cruxtruder needs to have something thrown in it. Doing so will change the picture inside the orb from a Spirograph to whatever object was thrown in. It also changes the speech pattern to something related to the object thrown in. By doing this, players are Prototyping the Kernel sprite, which creates a Guide for them. This must be done at least once before interacting with the Grist Artifact, if it is not there are dire consequences.

~Cross the threshold

Finally, interact with the Grist Artifact. This depends on what the artifact is, but it should always be obvious. Like a fruit that needs to be eaten, an egg that needs to be hatched, a glass bottle or pinata that must be smashed. Maybe it's a book and quill that needs its first word written, or a flower that must be plucked. It can be anything, but it should always have a mythological feeling to it, and possibly foreshadow events to come. Also, this all needs to happen before a meteor that is measured by that clock on the Cruxtruder hits your house and or state. Don't die!

3.3.1 Server Interface

The server player can build up their clients house, deploy various Phernalia, check their clients Grist Cache and Alchemy Athenaeum.

~ Housebuilding

Every space of house built costs 1 build grist. Building up to the next gate costs 10 times as much as the last one did, exactly. Specialize parts of a house being more expensive.

3.3.2 Phernalia Registry

| Phernalia | Grist Cost | Functions |
|------------|------------|--|
| Cruxtruder | Free | Produces Cruxite Dowels, releases Kernelsprite, and has countdown timer. |

| | | |
|---------------------------------------|------------------|---|
| Cruxite Dowel | 1 Build/per | Stores information from Punched Captcha Cards and Transfers them to Alchemiter |
| Prepunched Card | Free | Card containing code for Cruxite Artifact |
| Unpunched Card | 1 Build | Empty Card, awaiting your Captchalogue |
| Totem Lathe | Free | Carves Cruxite Dowels with data from Punched Captcha cards |
| Alchemiter | free | Reads Carved Cruxite Totems, and creates objects from it. Requires specific Grist to create things. |
| Punch Designix | 10 Build | Punches code into captchalogue cards so more items can be made |
| Bitwise Operations for Dummies | 5 Chalk | An explanation on how AND, OR, NOR, XOR functions work |
| Grist Torrent CD | 100 build | Allows players to give each other grist |
| Holopad | 1,000 build | Allows players to view the item that will be created from a punched code by creating a hologram of it |
| Jumper block extension | 10,000 build | Allows players to modify the Alchemiter to their own specifications. By placing captchalogue cards into Shunts and plugging them into the Extension block that has been connected to an Alchemiter, it remakes the alchemiter to reflect the shunted card. This has very exploitable effects. |
| Punch card shunt | 10 build | Holds a punched card for use in Jumper Block Extension. Item Captchalogued remakes Alchemiter. |
| Intellibeam Laserstation | 100,000 build | Used to retrieve the code from normally unreadable captcha cards |
| Cloning pad | 1,000,000 Build | Various objects used to breed frogs, and perhaps other things |
| Skaian Penetrator | 10,000,000 Build | Drills frog hole into the Battlefield |
| Grist Rig | Free | Used to seed Skaia with each of the planets grist hoard for the Ultimate Alchemy. |

3.4 Ectobiology

3.4.1 Frog breeding

Pip: the number or face value of a card, ei 8 or King

Suit: the color of the card, Spades, Clubs, Hearts and Diamonds

Ah, frog breeding. The final step of every space player, the main use of Ectobiology. Within this game, Frog breeding ectobiology has its own mini card game. Using Two decks of playing cards, 1-12 players can breed frogs, in the goal of creating the Genesis Frog, which is of course the next universe. In this minigame. Frog genes are represented by pairs of cards. The Genesis frog is the frog with one pair of stable genes, spades with clubs, and hearts with diamonds, of each Pip. A black pair tilts the Genesis Frog towards Derse, a red pair towards Prospit, though the Genesis Frog can have Paradox genes of both pairs at once, thus making it perfect. If the players rush and use a frog that has unstable genes (any pip paired with the wrong suit) then the new universe will have cancer, so do it right!

First, travel around the Space Players world, looking for frogs. When you do so, start Step 1, Documenting. After you've documented it, start step 2, Cloning. Normally in ectobiology, when you clone a thing, if it isn't a paradox clone that will be sent back in time to become itself, it instantly turn back into ectoplasm, which is no good for our purposes here. Instead, you are going to slightly mutate what you clone. And by slightly I mean fully. Once you have a Mutant clone of its genome, Splice two of them together, Step 3. You have now spliced together a frog, a horribly, horribly mutated frog. Once you have two frogs, you can start the final step, Breeding. Doing this makes a healthier frog, one full of paired genes. Now, repeat these steps, make more mutant genomes to bring more diversity into the gene pool, splice genomes to store genes you want in frogs, and breed to select for gene pairs, and then stable pairs, until you make the Genesis Frog!

The actual card game's rules are below, in 4 easy and repeatable steps.

~Step 0: shuffle 2 or more decks of cards (more if you have a lot of players) together into a single deck. You draw from here. Once cards start getting discarded, make a discard pile. Once the deck runs out, turn the discard pile into the deck.

~Step 1: document frogs

When you find a frog, draw the top card, this card represents the frog. On a sheet of paper, Name the frog, and write its suit and pip. After, put the card in the discard pile.

~Step 2: Cloning Mutant Genomes

Take a frog that you have already documented. See its Pip? That's how many genes pairs that frog has (lowest being 2, highest being Ace at 14). To make a mutant clone of it, draw that many cards. The mutant genome can't have cards/genes of the same suit as the frog being cloned, so if you draw any discard them and draw another card. Note, you can only keep one mutant genome from a specific frog at a time, but you can always discard what you currently have and clone it again. Once you have two frogs and their mutant genomes, you can move on to the next step.

~Step 3: Splicing Genomes

Now, you take two different mutant genomes, and line them up next to each. If the genomes are of different size, shuffle and deal the larger genome until you have equal amounts of cards on both sides, discarding the remaining cards. These cards do not pair together, nor does the order of the cards in the stacks matter, there just needs to be two equal stacks.

~Step 4:breeding frogs

To breed two frogs, you take the left stack of one frog and mix it with the left or right stack of the second frog, then mix the right stack of the first with the remaining stack, Leaving you with two large piles of cards. Now, start laying them out in order, side by side, and matching Pips. Stable pairs automatically connect, unstable pairs only happen if a stable can't. After they are all out, you discard any unmatched cards.

3.4.2 Standard ectobiology

Paradox clones

But I've had some specific thoughts on the human cloning things.

First off, Due to the exact method of cloning and making "children" there is nothing stopping players from combining genes of the same sex. Since there is no sperm fertilizing an egg, and is instead directly mixing the two, it is doable. However, since the sex determining gene is on one chromosome, same sex pairings children always have their parents sex.

I've also had a few ideas on how to role-play out the scenarios. Because I highly doubt everyone in your party has a younger sibling or adult family member willing to do this long and confusing ass game with you (unfortunately). Instead, break your party into two groups, and put them into sensible pairs. These are now the relations, and during one groups introduction session, make the other group act as guardians to the kids (by acting as more ridiculous versions of themselves). And then flip the entire thing for the second groups sessions, so the players who were the guardians are now the kids, and vice versa. Eventually all the guardians have to die, and then you need to combine two entire universes, but that isn't too much of a stretch.

Alternatively, if you don't want to split your group into two, clone yourselves and then make a pile of genetic combinations, and have the combos of you and your friends be in the scratched universe, and then the real yous be their guardians.

It's up to you, really. Maybe you won't clone yourself at all.

3.5 Living in the Overworld

So your house has been dragged into a fantastical game, but wait! It seems some of the peskier things about being alive are still present. You still have to eat, and you still get tired. And talking with people doesn't always go as planned, but that doesn't mean you aren't going to try and make friends, or maybe become a little more than friends...

3.5.1 Staying Alive (Victuals, Gut, Flavors, Cooking)

How long has it been since you've eaten? Geez, your Gut is feeling pretty empty. You need some Victuals, SKRUBS consumable items.



~Victuals

Victuals come in two varieties, Synthetic and Organic. Synthetic Victuals can be made with the Alchemiter, are pre-packaged and pre-made, only have one Flavor, are nuclear armageddon stable, and are all officially branded by Betty Crocker, somehow. Organic Victuals cannot be made with the Alchemiter, only gathered from other living things, but can have more than one flavor, and can be cooked with other Organic Victuals to make better Victuals. Victuals have three qualities to them; their Richness, their Flavors, and their name. You can also draw a picture if you want.

~Gut

When a player eats a Victual, the Victual is put into their Gut, which physically is found on the inside of the Players Portfolio. Players Gut size is this $\text{Players Vigor} = \text{total Richness of eaten Victuals}$. So, a player with 5 Vigor could have five 1 Richness Victuals, one 5 Richness Victual, and anything in between. If a player eats a Victual that goes over their Vigor, they roll to Retch ($\text{players } 1d[\text{Vigor}] \text{ vs } 1d[\text{Victuals Richness}]$). If Vigor rolls higher, you keep it down. If Richness is higher, then you dump out everything in your Gut.

~Flavor

So what do Victuals do, once eaten? As a free action, you can consume anything and everything in your Gut, and choose one of the following effects.

- Fix Damage marks on an Arm equal to the Richness consumed
- Add a block of Fat to an Arm
- Refill Vitality Gel at a rate of Richness per Note
- Other functions can be added by taking Vigor Adaptations

Regardless of what function you take, you also get the Flavor buff. Every Flavor has a special effect where it buffs a stat by 1 point. This buff takes effect immediately after you consume a Victual, and the Flavor lasts as long as its Richness in Notes.

~Cooking

With Organic Victuals, you can cook two or more of them together to create one Victual with lower Richness and more Flavors. To Action: Cook => Roll $1d[\text{Roast}] + \text{Item} > \text{sum of Victuals Richness}$ If this fails, it either destroys the victuals, or remove flavors, and just adds the Richness together. This automatically happens if you attempt to cook a Synthetic Victual. Death to the Batterwitch.

A highly important item is Spice, which is a type of victual with no Richness, just Flavor. Thus cooking with Spices is a free way to add Flavors into your cooking. Also, various implements of cooking can be gained to assist the 1d[Roast] roll.

~Growing and Healing

If a player goes to bed with a Full Gut, then they have two options. They can Gain MeristemCells equal to the Richness in their Gut. Or, they can reduce the Stress values for their Ailments, if they have any. This process is completed when the player wakes up, wherein their Gut is emptied.

3.5.2 Rest and Relaxation

Now that your gut is full, you could use a nap. It's time to start Count Sheep.

~Counting Sheep

As players go about their days, they gain Sheep, mostly at GBro discretion. If they make a Counting Sheep check, they roll a number of d6's against their Sheep. If they roll higher than their Sheep, they stay awake. If they roll lower, and cant count all the sheep, they fall Asleep.

Players can choose to roll as many d6s as they have Focus, but a minimum of 1d6 is always required.

~Long Rest

Taking a Short Rest can refill things like Determination, Steam and Agency. Taking a Long Rest completely resets everything. Agency at full, Determination up, no Steam in the kettle. When they wake up, they automatically start off with Sheep=Shadow.

This is also the only time (before Adaptations) where players can Rung Up. But they can also Dream.

~Dreaming

When a player falls asleep, a special thing can happen. They can dream about a special magical kingdom of which they are Noble to, full of quirky characters, wonderful sights, and political infighting. When they are dreaming, they no longer have to follow the rules of the game, but instead are free to just goof off.

3.5.3 Starting the Party (Social Contracts, Roles, Factions, Relationships)

Socials are the different types of organized groups players and npcs can engage in. Socials have two facets, Contracts and Roles. Contract are the way Socials are Organized, the structure and relation of the Roles within them. Roles are tasks and expectations assigned to individuals in a Social. Players gain benefits for engaging in a Social, and the Social Action Card is where players write down when they create or enter a Social. The player starting the Social should write down the Contract in the space provided, and then write down the names of the agents in the Social in the lines below. If an Agent has a Social Role, then write that next to their name. If you run out of space, just put initials.

A Social Action Card template. It has a dark brown header with a red 'X' in a circle on the left and the word 'SOCIAL' in red on the right. Below the header is a white box with a red border containing the word 'contract' in red. Below this are several horizontal red lines for writing. On the left side, there is a vertical label 'ACTION CARD' and 'SKRUB v1.5.3' at the bottom. The bottom of the card has a red and black striped pattern.

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 talks to the Group they automatically talk with the Face first.

| Contract | Tier | Description |
|-----------|------|--|
| Gang | 1 | a single leader asks others join group, that player makes decisions for group and assigns their roles. |
| Coworkers | 1 | |

| | | |
|---------------|---|---|
| Squad | 2 | A leader invited others to join group, they decide their own roles. |
| Democracy | 3 | group forms, simply majority to make group decisions, everything must be put to vote |
| Republic | 3 | group votes on who the Leader is, they assign Roles |
| Conqueror | 4 | leader battles other Agents, should they lose, they become part of leaders group |
| Tyrant | 5 | Gang+tyrant can choose whether or not his attacks toggle friendly fire, his 'allies' cannot |
| Commune | 5 | when players enter a commune, the person with the highest correlated stat becomes the Leader, Driver or Face |
| Assignment | 1 | 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 |
| Cult | 6 | |
| Family | 6 | |
| Union of Egos | 7 | every single player at every single moment decides who they are on a team with, and what their role is |

~Factions

Generally, Socials are used to define small groups of people, who have come together and have an established hierarchy within the group. However, when the group of people becomes bigger than a handful, the nature of these groups turn into something else; a Faction. A faction can be comprised of any type of social contract, and any amount of people. However, the tier of the faction is not determined by its Contract, but instead by what Role you have gained in the Faction. Factions have slightly altered sets of Roles; their primary function is a way to rank the members of the Faction, though the roles can also have different functions, depending on the Faction.

~Relationships

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 Auspistice, 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 players 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.

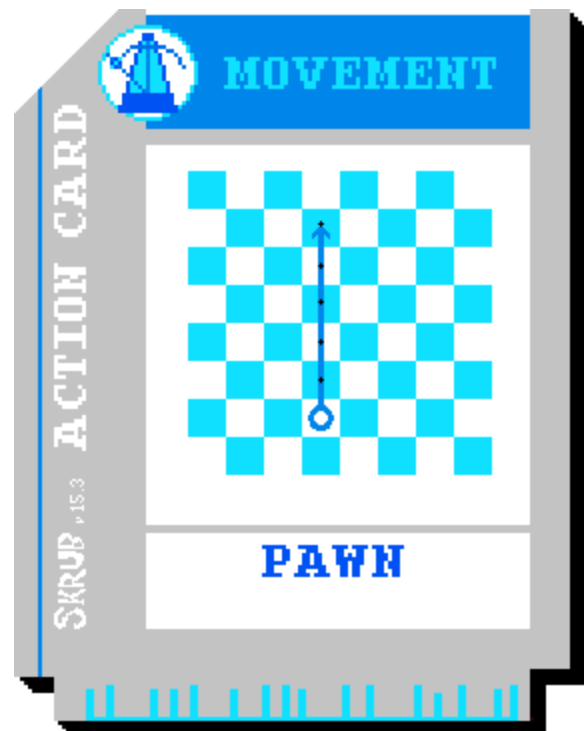
<>, or Moirallegiance, is pure, platonic, best friendship. Characters in Diamonds with each other have friendly fire turned off. Players cannot even attempt to Auspistice Moirails.

3.5.4 On the Move

While Tempo controls how far you move, it has no bearing on the shape at which you move. Movement shapes are something you learn across gameplay, but you are also given the movement shape expected of your class when you realize your Class.

All of the movements shapes are what can be referred to as Sliders, that they slider across the board, and if they meet opposition, they stop. Each of the patterns can be scaled, meaning that regardless of how many spaces you can travel with you Tempo, it can still follow the pattern.

The example we have is the Pawn movement shape. Every player starts the game automatically with Pawn movement. Something unique about the Pawn is that it can only move forward, to turn requires an extra action. All other movements are multidirectional.



Section 4 Strife

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.

4.1.1 Spacetime and other Strife Basics

~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, regain Agency =>

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 =>

Trigger any Ailments, Measure ends =>

Roll turn order, Return Techniques to Sleeve =>

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 enter 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.

~Agency

Agency determines how many things you can do within a single Measure. Once you do as that many things, you can't 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.

Reactions 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. But, if you are not Focused on someone and they swing at you, you can Build 1 Steam and perform a Reaction. 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.

4.1.2 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 different sections.

~Focus

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.

To lock on to something, place a coin on their picture or representation at the table.

~Tempo

Tempo determines how many spaces an agent can travel. Agents do not need to move the maximum spaces they can.

It also decides Turn Order. At the start of the Measure, everyone rolls 1d[Tempo], which remains until the end of the measure.

~Trust

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)

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.

~Sleeve & Strife Techniques(Sleeve x 3)

Strife Techniques are the different moves you can use your Weapon with. They are held in the Players Portfolio along with your stored Weapons in the Fridge, but in combat a limited number of them form your Sleeve. You can have 3 cards for every point you have in Sleeve During Strife you and your opponent (if 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 Sleeve at the beginning of the next Measure. The three basic Techniques; Aggrieve, Abscond, and Accede are special, they can never be used up they do not go to the discard pile when used, they simply go back to your sleeve.

(~)~ath

Your TildeAth is a measure against you dieing

~Vigor

Vigor is a measurement of how much a Living Agents body can fix itself and grow. Or rather, its how many healing food items, Victuals, you can eat at once. Check section 3.5.1 for a full explanation.

~Shadow [ADR]

Used to Rest which allows players to

- Reduce 1 Steam buildup,
- Refill 1 Determination
- forget things their Focus has been locked on
- change out Strife Technique.

Each time a player Rests, they can do as many of these things as they have points into Shadow, and can choose one of them multiple times.

~Determination

Used to refill Vitality gel when it becomes low. Determination Adaptations let you retry certain actions, and awaken other people.

Players have a limited pool of Determination at the start of each Scene, which is used up to do things, and is kept track of on the Reaching Arm. Resting and Wishes can refill Determination.

~Handle & Steam

A measure of a players stress and anger, builds up. When a player builds more Steam than room in their Steamkettle, they Boil Over, resulting a bad thing, and go Off The Handle. Players build steam whenever they make a response action/ command to an entity they were not Focused on.

4.2 Weapons and the Strife Card

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 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 tier 4, 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 Range

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 Range, your attack is parried and does no damage. Let's say John rolls a 60, his Parry Range 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.

.9 Damage Pitch

In this game, damage comes in varieties called Pitch, and is measured in its scale by its Volume. Every weapon has its own signature damage, which Pitch at what Volume. Section 4.3 describes what each Pitch means. The lines are there so you can use proper notation of what Pitch it 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, not 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 engage them in Strife. Some weapons can have multiple hitboxes, shown by unconnected lines. However, some Special Combat situations (section 4.6) require enemies to be within this range in order to deal damage to them.

Certain weapons also move their wielder with use, this is shown here.

4.3 Damage types, Quirks

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.

.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, and any other new types of damage that a weapon deals.

| Pitch | Damages |
|-------|--|
| F | Magic(real), Lightning, Determination, Ultraviolet |
| E | Blunt, Explosive, Corrosive, Visible Light, Poison |
| D | Cold, Wind, Shadow, Microwaves, Speed, Shear |
| C | Puncture, Gamma Radiation, Psychic |
| B | Heat, Abrasive, Liquid, Infrared, Torsion |
| A | Laceration, Sound, Radio Waves, consumption |
| G | Normal, Science, xrays |

.2 Quirks

Special things that Weapons do when they Break Heads or Tails. These can either affect an Opponent, Ally, or Wielder. Note that some of these alter damage. These quirks can not be improved by a Strife Technique's Combo or Crit Multiplier.

| Name | Description | Name | Description |
|----------------------|---|-----------|---|
| Miss | This weapon does not do damage | Burden | lower target's movement speed by X, causes State Burdened |
| Sunder | deplete opponents items Strength | Boomerang | weapon ejects itself from Strife card for (x) notes, rolling to hit again when this time has passed, and reequips itself to Coord. The second roll to hit can trigger the Boomerang quirk again |
| | Lowers target's deafnesses | Pierce | ignores DR |
| Trip | , as well as trip them, which knocks them and requires them to take an action to stand up | Knockback | pushes target in any direction, specified by either the weapon, wielder, or die roll. stated in weapon description. |
| 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 |
| Freeze | halve enemies movement speed, round down | Nailed | target can not move, but can use weapons and items |
| Blind | lowers focus by X for one measure | Disarm | target's weapon is unequipped |
| Bounce | target is knocked into the air | Barbs | target items deals damage to whatever is wielding it |
| Spin | can turn enemies in opposite directions | Damper | Reduces incoming damage form opponent |

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4.4 States and Statuses

States are the physical effects on a Body that have mechanical effects in strife. Statuses are feelings that present themselves in the Self that don't have mechanical effects, but are related to Aspect Powers and are used for Roleplaying.

.1 States

| | |
|-----------|--|
| Prone | Occurs when a player is knocked over. Prone is basically a stun, the next point of Agency a player would use is instead used to shake off being Prone. A player who is currently prone cannot be knocked Prone again, meaning only every other point of Agency can Prone locked. |
| Awake | Standard status, player's Self is conscious in its Body and can use Agency |
| Multiwoke | Players Self is conscious in multiple Bodies at once, extra bodies equal to player's Rhythm Talent. Since the Bodies share one Self, they all share the same Agency. |
| Split | One Body has multiple Selves in it. Both Players Agency can be used, however every Measure both Players roll Initiative, and whichever Self rolls higher gets to choose whether or not to use the Bodies one Action per note. I have no idea how you get into a |

| | |
|-------------------------|---|
| | Split situation, that's some supreme Heart or Mind shenanigans, I'm sure you'll figure something out. |
| Asleep | Agency is disabled and the Self is no longer conscious of the Body, but remains connected to it. A State of Shadow, making you subject to any manipulation of Shadow. |
| Sleep-walking | Consciousness is disabled, but Agency is not. Actions decided by GP but can be argued over by players |
| Sleep Paralysis | Agency is disabled, Consciousness is not. Player is fully aware of everything that is happening, but incapable of controlling the Body in any way. |
| Dreaming | Players Self Consciousness has left their body, and is projecting a Form onto the medium. This form takes the shape of how the player thinks they look, leaning to how they want to look (if the player's Body has been changed in a way that they do not like or cannot accept, then their Dreamself does not reflect it). The Dreaming Self follows Dream Logic, which is generally silly and does not need to follow rules, and are mostly under the control of the Dreamer. Should the Dreamself take damage (or believe they are about to take damage), they wake up instead. Dreamers cannot gain Mangrit or Climb the Echeladder. A State of Hope, making you subject to any manipulation of Hope. |
| Nightmare | A very bad dream. The Dreamers Form leans more toward how they wish they didn't look, and can grossly exaggerate flaws. Nightmare logic occurs, which does not allow the dreamer to control anything, or if it does then it does in a way that twists it. The Self experiencing a nightmare can feel pain, but normally will wake up if their physical body takes damage. |
| Refilling | Occurs when a body starts using its Refill, which happens the Measure after the Body takes Damage. They gain Vitality gel equal to their Vigor at the Start of each Note, and possibly other effects due to Flavors. |
| Faded | Agent can only focus on things in a certain range (spaces equal to their Focus) regardless of the Sense being used. |
| Illuminated (+1 to +7): | Body is bathed in a sensation, be it a Glow, Sound, Smell or other. Gives other Agents attempting to Focus an extra die based on tier of Illumination. |

| | |
|-------------------|--|
| Hidden (+1 to +7) | Body is Covered and hiding a sensation, be it light, noise, heat or other, and cannot be Focused on. Covered represents what die are rolled against the Focus. Creep can be rolled to give Cover, so can environmental pieces, as well as items. The bonuses for these different Covers do not stack, only the roll results. So a creep check of +3/d6 and hiding in a dark corner +2/d4 does Not make a +5/d10. |
| Incorporeal | Give the appearance of being there, but cannot physically be touched. Can not be hit by Normal (G) damage. |
| Invisible | Cannot be Focused on by a certain Sense. Multiple different kinds of Invisible can be had at once. Incorporeal is technically Invisible;Touch. |
| Constrained | Cannot move, either at all or certain limbs. |
| Carried | Body is being Lifted up by another Agent. Can no longer move. |
| Falling | Can no longer move normally, but is moving down at 3 (normal Gravity) spaces per note. If a Falling body hits a solid surface below it, then it takes (time in Notes fallen x Gravity) G damage |
| Existing | Yep! You sure are in a reality right now! A State of Space, making you subject to any manipulation of Space. |
| Looping | Being in a stable time loop. You are forced to repeat the actions of your past or act as you would in the future. A State of Time, making you subject to any manipulation of Time. |
| Flying | You can move freely in all directions. A State of Breath, making you subject to any manipulation of Breath. |
| In a relationship | Not necessarily romantic, but to be in relation to any person in any way. A State of Blood, making you subject to any manipulation of Blood. |
| Sober | You are fully capable of understanding what is happening here. Maybe. A State of Light, making you subject to any manipulation of Light. |

| | |
|----------------|---|
| Alive | Not dead. A State of Life, making you subject to any manipulation of Life. |
| Dead | Not alive. You are a ghost and no longer possess a body. You have no Strength or Mass and cannot be perceived by others. You cannot change States and in constant Malaise. A State of Doom, making you subject to any manipulation of Doom. |
| Pretending | You take on another State without actually entering it. A State of Mind, making you subject to any manipulation of Mind. |
| Being yourself | You are who you are! This may seem easy, but it can be hard sometimes. A State of Heart, making you subject to any manipulation of Heart. |
| Hero Mode | You appear as you are, and fail to render yourself in a more symbolic manner. You may gain 1 Steam to break any one known of the world, such as not retrieving an item from your Sylladex, but rather just sort of like, reach in and grab it. A State of Rage, making you subject to any manipulation of Rage. |
| Noblebright | You are a beacon of pure shining creation and good, radiating light and purity, speaking a language that is all languages. The Ultimate State of Space, making you subject to any manipulation of Space and rendering you immune to any manipulation of other Aspects. |
| Grimdark | You have been shrouded in shadows and destruction. You have reached maximum edge my friend, you slip into the fabled blackdeath trance of the woegoethics, quaking all the while in the bloodeldritch throes of the broodfester tongues, no longer able to be understood. The Ultimate State of Time, making you subject to any manipulation of Time and rendering you immune to any manipulation of other Aspects. |
| Free | You are bound by nothing, not even canon itself. You may escape in and out of anything and anywhere as you see fit. Probably uncontrollably. The Ultimate State of Breath, making you subject to any manipulation of Breath and rendering you immune to any manipulation of other Aspects. |
| Stuck | You are bound by everything, simultaneously connected to all creation. You can't move or act but you feel everything in the multiverse. The Ultimate State of Blood, making you subject to any |

| | |
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| | manipulation of Blood and rendering you immune to any manipulation of other Aspects. |
| Enlightenment | You. Know. EVERYTHING. It hurts. The Ultimate State of Light, making you subject to any manipulation of Light and rendering you immune to any manipulation of other Aspects. |
| Nirvana | You feel nothing but the sweet embrace of the Void, asleep and undying. The Ultimate State of Void, making you subject to any manipulation of Void and rendering you immune to any manipulation of other Aspects. |
| Trickster | Don't even get me started on this candy coated madness. Just don't. It gives you a wicked hangover. The Ultimate State of Life, making you subject to any manipulation of Life and rendering you immune to any manipulation of other Aspects. |
| Lawyer | Where Trickster's state of being overcharged with Life breaks everything it touches, completing quests out of order, making unearned legendary weapons, letting people God-Tier with no proper set-up, Lawyer is the state that sets everything right. Nothing can work out of proper order for the Lawyer, because they came here to enforce the Law, they ARE the Law, THEY'RE HOLDING THE PLAYER'S MANUAL RIGHT THERE! If you can find something in the rules that would prevent an action or put it into question, you may state it and stop the action, even if a contradictory piece of information allows it. The Ultimate State of Doom, making you subject to any manipulation of Doom and rendering you immune to any manipulation of other Aspects. |
| Impartial | You have knowledge of the ultimate result of any action and are free to judge people according to their impact on the world. The self matters not. The Ultimate State of Mind, making you subject to any manipulation of Mind and rendering you immune to any manipulation of other Aspects. |
| Self Absorbed | Ignore everyone else, man, you're doing great! The Ultimate State of Heart, making you subject to any manipulation of Heart and rendering you immune to any manipulation of other Aspects. |
| Magical | By believing in anything, you can decrease its Fakeness Attribute to near zero! Warning: May result in big gay Hope field. The Ultimate State of Hope, making you subject to any manipulation of Hope and rendering you immune to any manipulation of other Aspects. |

| | |
|---------|--|
| Berserk | BREAK. EVERYTHING. The Ultimate State of Rage, making you subject to any manipulation of Rage and rendering you immune to any manipulation of other Aspects. |
|---------|--|

.2 Statuses

Each of these statuses are associated with aspects like this; either it has (+) or lacks (-) the aspect. This distinction is important for how Powers interact with the statuses.

It should be noted that this is not a definitive list of the Statuses. Every emotion is a status, and all of them can be qualified by what aspects it relates to. So in game, if it fits to make one on the spot, do so, and your Game Bro will decide its Aspect Resonance.

| Name | +Emits | -Lacks | Description |
|------------|-------------------|--------|---|
| Limerence | Hope, Heart | | |
| Confused | | Mind | |
| Pretending | Mind | Heart | can pretend to have another status effect on them |
| Lost | Mind | Breath | |
| Distraught | Doom | | |
| Hopeful | Hope | Rage | can overcome any negative status effect |
| Angry | Rage, Doom, Blood | | Will attempt to enter Strife with others. |
| Sedated | | Rage | won't try to make offensive moves. |
| Afraid | Rage, Doom | Life | Will attempt to Abscond at any chance given |

| | | | |
|--------------------------------|-------------------------|-------|---|
| Bitter (1d12+ Pul) | Doom | Life | when someone attempt to get a bitter player to have a different status, the bitter player can use a snark check to defend themselves. |
| Salty | Doom | Life | after player has lost several strifes or comparable competitions, must roll not to be salty. (Likely to become Angry?) |
| Paranoid (1d12+img+Pul-Sag) | | | must reroll the defensive roll when trying to be convinced of something good, and subtract Ssag against things that seem bad. The player should make Judgement and Gumshoery checks whenever possible, just to be sure. |
| Pity | Doom | | |
| Shame | Doom | | |
| Sweet/Cute | Life | | trying to attack a character that is sweet prompts a roll (attackers Vim vs sweet PUL), if the attacker fails they just go aww and don't attack, critical makes the attacker <3 the sweet character. |
| Sour | Life | | |
| Excited | Life, Breath | | interacting with someone who is excited forces a Tolerance roll not to become excited yourself. |
| Betrayed | Rage, Blood, Doom | | |
| Flighty (1d12+img+Vim-Adr) | | | must attempt to make nonchalance roll whenever in a conversation that lasts longer than two seconds, or abscond in a fight. |
| Confident | Breath | | |
| Smug | Light, Life | Void | has to act smug, any successful talent check will add a false 'smug' point that makes it seem like they rolled one higher. |
| Shy | Void | Light | should roll Creep at every chance |
| Entropic | Time, Void | | whenever player goes to use something (or touches something, if you are feeling that evil) player makes a grip check vs items Durability. If successful, the item breaks. |

| | | | |
|----------|------------------|-----------------|--|
| Majestic | Space | | act awestruck at the beauty of a thing |
| Alone | Space, Breath | Blood | |
| Weird | Space, Heart | Time, Mind | the affected thing becomes weird you need to avoid talking to it, automatically is sent to first place on the initiative counter, in order to interact with a Weird character, must roll d12+Solid vs d12+Img. |
| Aloof | Time, Mind | Space, Heart | Aloof coolkid will avoid talking with others, or only speak Ironically |

~Curses

Getting cursed is just a more powerful and permanent way of being inflicted by a status effect. Normally, statuses wear off. When cursed by a status, they will remain until action is taken to get rid of them. Curses gain power equal to how much you succeed the roll to curse on. So if someone failed the roll to not be angry by seven points, the curse would be a tier seven curse, and the curse would gain seven points to its roll when you try to get rid of it. A curse requires some manner of physical representation, if nothing else a mark.

4.5 Strife techniques

| Starting Techniques | |
|---------------------|---|
| Aggrieve | Standard weapon use. Swing weapon, determine Parry, then Breaks, and then Hit for Damage. |
| Accede | Surrender, which prompts the enemy with Mercy/ No Mercy choice |
| Abscond | flee. Causes Agent who uses this to start Absconding, |

| | G normal | A crit | B block | C sp off | D sp def | E parry | F combo |
|--------|----------|----------|---------|----------|----------|------------|----------|
| t 1 | Accede | Aggrieve | Abstain | Attack | Abscond | Auto Parry | Aggrieve |

| | | | | | | | |
|--------|---------------------|-----------------|--------|--------------------|----------------|----------------|---------|
| t 2 | La(d/ss) scamper | Assassinat e | abjure | Attack high/low | Overpowe r | E2 | |
| t 3 | Aim | Ambush | | Aggress | Sweet catch | Disarm | |
| t 4 | | Feint | B4 | Avert | Dude Dodge | About-f ace | Dervish |
| t 5 | Debunk | Artilleriz e | B5 | Abort | Youth roll | Riposte | Assault |
| t 6 | | Abandon | B6 | | Appeal | | |
| t 7 | Act | Descend | Defend | | Amend | | Ascend |

| Tier | Technique | description |
|------------------|-----------|--|
| Combo Techniques | | |
| 0* | Aggrieve | Standard weapon use. Swing weapon, determine Parry, then Breaks, and then Hit for Damage. |
| 2 | | |
| 3 | | |
| 4 | Dervish | Player spins in a circle, hitting the first 4 things they can, either 4 different targets, or 1 target 4 times |
| 5 | Assault | Player can hit up to 5 times, but does 1 damage to weapon for each hit |
| 6 | | |
| 7 | Ascend | knocks enemy into the air, Hit opponent each space moved up, max combo x7 |
| Parry Techniques | | |

| | | |
|-----------------------------------|-------------|--|
| 1 | Auto Parry | enemies weapons parry chance is increased by your weapons Parry chance |
| 2 | E2 | swing to Parry with one weapon, and aggrieve with another weapon |
| 3 | Disarm | swing but can't Break or Hit, x2 to Parry enemy, if successful then enemy drops weapon |
| 4 | About-face | on a successful parry, player take enemy weapon and hits them with it for x4 crit |
| 5 | Riposte | enemies parry range is increased by x2, and on a successful Parry, your weapon Attacks with a x3 critical multiplier |
| 6 | | |
| 7 | | |
| Special Defense Techniques | | |
| 0* | Abscond | |
| 2 | Overpower | Aggrieve, If your weapon and your opponents weapon have the same damage type, then reduce their damage you take by the damage you deal. |
| 3 | Sweet catch | Sweet Catch- player calls out a number on the d100, if that is within the enemy's Parry chance of their swing, their attack is 'caught' and does nothing. This can catch as many hits as players have free arms. |
| 4 | Dude Dodge | roll d100, if roll is equal to or above enemies swing, no damage or Quirks happen |
| 5 | Youth roll | move 3 squares before enemy damage takes place |
| 6 | Appeal | enemy discards whatever technique they used, and does another |
| 7 | Amend | |

| Special Offense Techniques | | |
|----------------------------|-----------------|---|
| 1 | Attack | weapon can not Break Heads or Tails, but still must Swing |
| 2 | Attack high/low | same as Attack, but do not swing, instead state (after both techniques have been placed, before they Swing) a d100 value, this is where you roll for Swing Purposes |
| 3 | Aggress | Swing and resolve Breaks and Damage before opponent swings |
| 4 | Avert | a strike that when it hits interrupts enemy technique |
| 5 | Abort | knocks enemy out of strife |
| 6 | | |
| 7 | | |
| Block Techniques | | |
| 1 | Abstain | use weapons damage as damper |
| 2 | abjure | roll to block, if miss no block, if hit then 2 damper, if Break heads then weapon does Heads Quirk |
| 3 | | |
| 4 | B4 | 3 damper, then Aggrieve with another weapon |
| 5 | B5 | gives 5 damper, but removes one vitality from the weapon for each Hit it blocks. |
| 6 | B6 | Doubles your Deafness |
| 7 | Defend | |
| Critical Hit Techniques | | |
| 0* | Aggrieve | |
| 2 | Assassinate | x2 damage if behind enemy |


| | | |
|---------------------------|------------------|--|
| 3 | Ambush | x3 damage if enemy is not Focused on user |
| 4 | Feint | Roll d100 to see if hit, ignore roll and if enemy parried or blocked, roll again and do x2 crit |
| 5 | Artillerize | Throw weapon and gain +1x crit multiplier for space thrown, Max multiplier of x5 |
| 6 | Abandon | X6 weapon damage, but does 6 damage to weapon |
| 7 | Descend | knocks enemy down, possibly through floor or to lower platform. |
| Utility/Normal Techniques | | |
| 0* | Accede | |
| 2 | La(d/ss) scamper | move twice movement speed. |
| 3 | Aim | next Swing has Tails Breaks cut in half and Heads Break doubled. |
| 4 | Lunge | Move then Swing |
| 5 | Debunk | Take hold of enemy weapon, and deplete Durability by the amount of free Arms you have. |
| 6 | | |
| 7 | Act | take an action not normally allowed in strife (usually a different Talent check, but creativity abounds) |
| | | |



~Unfinished Techniques



Arrest- grip check to cause Bound
 Abduct: lift to hold and move enemy
 Awe- Rant roll
 Annoy- Hit and make Pester roll against ?, if so draw Focus
 Lunge- move v squares forward then aggrieve
 ???- Aggrieve and then move back a square
 Bop to the head- special attack that if it hits instantly KOs opponent
 Amuse-
 Adore-
 Abet- aid another
 Accrue-
 Accuse- hit+ Lie
 Abuse-hit+ roast
 Absolve: swing + judgement
 Allure: swing + wiles
 (Asleep) : dream, on successful dream roll knocks player unconscious
 Amuse : swing + trick
 (assail, Arraign, appeal, affront, avenge, accost, and other a words might become strife techniques later)


4.6 Tendency Techniques



Tendency Techniques, or Tendytechs for short, are specialized techniques that utilize a tendency to gain effect.



|  TempoTech | |
|---|--|
| <i>You're too slow (t1)</i> | <i>Deal damage equivalent to (player tempo)-(enemy tempo)</i> |
| <i>Ankle strike (t2)</i> | <i>Lower opponent's tempo by half your tempo score for the next 2 measures</i> |
| <i>Gonna run as a flash (t3)</i> | <i>Move up to [Tempo] spaces, removing all focus from you</i> |
| <i>Gotta Jet (t4)</i> | <i>Abscond with 3x chance of success</i> |

| | |
|--|---|
| <i>The Down Under (t5)</i> | <i>Slip through the enemy's legs and end up behind them dealing standard damage.</i> |
| <i>Too Fast For You (t6)</i> | <i>Reaction. When attacked, jump out of range of swing. VG loss reduced by (Player Tempo Score+1)-(Enemy Tempo Score-2).</i> |
| <i>Lunge (t7)</i> | <i>Move [tempo] spaces across the board, dealing damage to anything in your path</i> |
|  FocusTech | |
| <i>Pay attention to me! (t1)</i> | <i>Forces all enemies to focus on you</i> |
| <i>Staring contest (t2)</i> | <i>Roll Focus against opponent. Loser will no longer be focused on winner</i> |
| <i>Tracking (t3)</i> | <i>Declare a target. Next time the target moves, you move in the same direction and number of spaces, unless your movement is stopped by an obstacle or your Tempo score.</i> |
| <i>Sneak attack! (t4)</i> | <i>Attack deals extra damage in its highest note equal to opponents not Focused on you.</i> |
| <i>Feeling Lucky (t5)</i> | <i>All break chances are doubled</i> |
| <i>Panopticon (t6)</i> | <i>For the next 2 notes, you're focused on all members of the battlefield</i> |
| <i>Bullet time (t7)</i> | <i>For next 3 notes, all enemy parry chance is doubled when attacking you</i> |
|  Determination tech | |
| <i>True Strength (t1)</i> | <i>Burn DTR to deal that much extra damage in weapon's highest note</i> |
| <i>Momentum (t2)</i> | <i>If an enemy dies this measure, gain 1 DTR. If not, gain 2 steam</i> |
| <i>Desperation (t3)</i> | <i>Weapon deals extra F-damage equal to</i> |

| | |
|--|---|
| | <i>raw Determination score if your VG is at 25% or lower</i> |
| <i>Overpower (t4)</i> | <i>Aggrieve. If hit, enemy's next attack will be reduced by damage dealt, but only in the notes your damage was in.</i> |
| <i>Battle of Willpower (t5)</i> | <i>If your Determination is higher than your opponent's, you deal twice the difference extra F damage.</i> |
| <i>Wish with your whole heart (t6)</i> | <i>Roll a dice equivalent to half your determination tendency (round up). You restore that much DTR.</i> |
| <i>Inspiring cry (t7)</i> | <i>All steam is turned to 2x DTR and transferred to nearby players (ex. 2 steam --> 2 DTR to 1 player or 1 to 2 players)</i> |
|  VigorTech | |
| <i>Joke Attack (t1)</i> | <i>Double your parry chance. If attack hits, increase prankster's gambit by 1, and enemy cannot react</i> |
| <i>Tackle (t2)</i> | <i>Deal G damage equal to 2x Strength</i> |
| <i>Pound (t3)</i> | <i>Deal G damage equal to 2x Mass</i> |
| <i>Stuffed Pig (t4)</i> | <i>Do not attack. Roll 1d[Vigor], player can eat that many victuals in a single note</i> |
| <i>Emergency Bulk (t5)</i> | <i>Do not attack. Digest as much food as you wish, increasing your mass by half that amount for remainder of note</i> |
| <i>Digestive Overdrive (t6)</i> | <i>All food in Gut heals VG immediately</i> |
| <i>Human Cannonball (t7)</i> | <i>Throw ally at enemy, dealing G damage equal to your strength+their mass</i> |
|  ShadowTech | |
| <i>Shadow Sneak (t1)</i> | <i>User can roll to sneak up on enemy and deal extra damage before strife starts</i> |
| <i>Take a breather (t2)</i> | <i>Do not attack. Restore DR or remove</i> |

| | |
|---|---|
| | <i>Steam equal to your Shadow. Can only be used once per battle.</i> |
| <i>Can't see me (t3)</i> | <i>Do not attack. Roll 1d[shadow], remove that much focus from you</i> |
| <i>Can't see them either (t4)</i> | <i>Do not attack. Roll 1d[shadow], remove that much focus from allies</i> |
| <i>From the shadows (t5)</i> | <i>Attack deals 2x damage and gives opponent 1 steam if they're not focused on you</i> |
| <i>Nothing personal, kid (t6)</i> | <i>If you have enough movement points to do so normally, instantly put you behind you target, avoiding things like obstacles on the path. Can attack immediately after.</i> |
| <i>Wraith Mode (t7)</i> | <i>Reaction. For rest of measure, cannot attack or be attacked, can only move. Can only be used once per battle.</i> |
|  Trust tech | |
| <i>Human shield (t1)</i> | <i>Reaction. Take half damage dealt to a chosen ally for remainder of measure.</i> |
| <i>Table Topple (t2)</i> | <i>Do not attack. If an ally is one space behind an enemy, player can roll to knock the enemy over their back, knocking them prone.</i> |
| <i>Supporting me (t3)</i> | <i>Deal extra F damage for each ally on the same or adjacent tiles</i> |
| <i>Team Attack (t4)</i> | <i>Do not attack. Add your damage to the next attack done by a teammate, treating it as a single hit</i> |
| <i>Dangerous to go Alone (t5)</i> | <i>Do not attack. Can give ally a weapon for remainder of weapon, regardless of whether it fits their specibus.</i> |
| <i>Fist bump (t6)</i> | <i>Do not attack. High-trust player temporarily gives low-trust player advanced tendytechs, allowing them both to do them for rest of measure.</i> |

| | |
|---|---|
| <i>Revenge (t7)</i> | <i>If an ally was knocked unconscious on the previous note, deal 4x damage</i> |
|  AthTech | |
| <i>Fight Dirty (t1)</i> | <i>Deal extra B damage equal to how many ailments opponents have</i> |
| <i>Gut Punch (t2)</i> | <i>Force opponent to roll retch</i> |
| <i>Go for the Head (t3)</i> | <i>Attack deals double damage if attack would normally be parried. Misses if attack would normally hit.</i> |
| <i>Predator and Prey (t4)</i> | <i>Deal extra G damage based on how many rungs higher you are than opponent</i> |
| <i>Backstab (t5)</i> | <i>Attack does triple damage if enemy is facing away from you. Will turn enemy towards you.</i> |
| <i>Debunk (t6)</i> | <i>Attack enemy weapon directly, reducing its vitality by player's Strength</i> |
| <i>Last Resort (t7)</i> | <i>Deal weapon damage to yourself, triple damage to enemy</i> |
|  SteamTech | |
| <i>Shout (t1)</i> | <i>Do not attack. All enemies lose focus on allies, and focus on you. All allies gain 1 steam.</i> |
| <i>Boiling Blood (t2)</i> | <i>For each steam in your kettle, deal 1 extra B damage per strike.</i> |
| <i>Anger Strike (t3)</i> | <i>Deal damage equal to 2x(no. of allies on field) All allies gain 1 steam.</i> |
| <i>Feel your every rage (t4)</i> | <i>If the Player's Kettle Overflows this note, Player deals 3x damage before passing out.</i> |
| <i>Assault (t5)</i> | <i>Swing up to 5 times, but remove 3 VG</i> |

| | |
|---|--|
| | <i>from self per swing</i> |
| <i>Why are you hitting yourself? (t6)</i> | <i>Swing, adding enemy parry chance to your own. If hit, enemy deals its weapon damage to self and gains 1 steam</i> |
| <i>Outrage (t7)</i> | <i>Consume 4 Steam to enter a berserker state for two measures. All aggrieves do double damage, but player cannot do anything but aggrieve</i> |
|  | |
| <i>Multitask (t1)</i> | <i>Block with one weapon, swing with the other</i> |
| <i>The ol' switcheroo (t2)</i> | <i>Switch places with target</i> |
| <i>Coda (t3)</i> | <i>Do not Attack. Switch turn order with an ally for rest of measure.</i> |
| <i>Spin (t4)</i> | <i>Deal normal damage and enemy turns 180 degrees.</i> |
| <i>Attrition (t5)</i> | <i>Deal an extra damage of your weapon's strongest type for each measure of the fight past the first.</i> |
| <i>Throwdown (t6)</i> | <i>Knock enemy over, dealing 3 extra G damage. If floor is weak, or there is a gap behind them, they fall through it.</i> |
| <i>Out of the Way! (t7)</i> | <i>Move [tempo] spaces forward. If any enemies are in the way, they're thrown to either the left or right, taking [mass] G damage and going prone.</i> |
|  | |
| <i>Defensive Positioning (t1)</i> | <i>Do not attack. Whenever you're attacked this note, add your weapon's Deafness to your own.</i> |
| <i>Can't Catch a Break (t2)</i> | <i>Spend 4 PSI to increase Heads Break chance by 5% for next attack.</i> |
| <i>Appeal (t3)</i> | <i>Do not attack. Force enemy to use another technique</i> |

| | |
|---|--|
| <i>Copycat (t4)</i> | <i>Copy the last technique done by an ally of your choice</i> |
| <i>Heart to Heart (t5)</i> | <i>Do not attack. Reduce your PSI by up to 2xSoul, and give ½ that amount to an ally.</i> |
| <i>Putting on the Pressure (t6)</i> | <i>Swing. Deal no damage, but reduce opponent's PSI by your twice your Soul score</i> |
| <i>What Kind of Lame Power is Heart, Anyway? (t7)</i> | <i>Do not swing. Burn PSI, deal F damage equal to ¼ PSI spent. This ignores Deafness, and cannot be avoided.</i> |

4.7 Poses

| Type | Tier | Description | PSI Cost |
|-------------|------|--|----------|
| Unposed | 0 | You've been caught by surprise and couldn't Pose! If you fail to exhibit your general disposition before a fight how can you possibly win? You can't act this Note. | 0 |
| Battle Pose | 0 | You're ready to rock and/or roll! | 0 |
| Cool Pose | 1 | God you're so cool. You're so cool they can't touch you. Literally they can't. Makes your opponent's Parry Chance rise by 4% for their first attack on you. | 1 |
| Snooty Pose | 1 | Common in flighty broads and a natural extension of their snarky horseshit. Lets you instantly Focus once at the start of the Measure. | 1 |
| Nerdy Pose | 1 | You think you look pretty cool right now! It's debatable. Lets you move with an extra space this Note. | 1 |
| Jolly Pose | 1 | You're bringing a happy feeling to this Strife! Increases your chance of Breaking Heads by 3% this measure. | 1 |

| | | | |
|--------------------|---|--|---|
| Flirty Pose | 1 | Hey be careful! We'll have to censor you! If you perform a Wiles check this Measure give your result a +1. | 1 |
| Unposed (Team) | 1 | Shit must have gotten real if you're Unposed as a team! As soon as you or one of your allies that posed with you takes damage this Note, you may all Pose. | 0 |
| Battle Pose (Team) | 1 | Can only be used by using Battle Pose in a Team Pose. You and all your allies that posed with you gain 2 temporary VG for the rest of the Strife. | 0 |
| Chill Pose | 2 | Must have used Cool Pose in a previous Strife to use. Makes your opponent's Parry Chance rise by 6% for their first attack on you. | 2 |
| Snarky Pose | 2 | Must have used Snooty Pose in a previous Strife to use. Lets you instantly Double Focus once at the start of the Measure. | 2 |
| Geeky Pose | 2 | Must have used Nerdy Pose in a previous Strife to use. Lets you move two extra spaces this Note. | 2 |
| Happy Pose | 2 | Must have used Jolly Pose in a previous Strife to use. Increases your chance of Breaking Heads by 6% this measure. | 2 |
| Seductive Pose | 2 | Must have used Flirty Pose in a previous Strife to use. If you perform a Wiles check this Measure give your result a +2. | 2 |
| Ice Cold Pose | 3 | Must have used Chill Pose in a previous Strife to use. Makes your opponent's Parry Chance rise by 6% for their first attack on you and by 4% for their second (can be different enemies). | 2 |
| Snobbish Pose | 3 | Must have used Snarky Pose in a previous Strife to use. | 2 |

| | | | |
|---|---|--|---|
| | | Lets you instantly Focus twice at the start of the Measure, only one Focus of those counts toward your maximum Focus. | |
| Fanboy Pose | 3 | Must have used Geeky Pose in a previous Strife to use. Lets you move two extra spaces this Note. If you would move into an occupied space this Note, you may move to the row in front or behind that space with no cost. | 2 |
| Excited Pose | 3 | Must have used Happy Pose in a previous Strife to use. Increases your chance of Breaking Heads by 6% this measure and decreases your chance of Breaking Tails by 2%. | 2 |
| Sexy Pose | 3 | Must have used Seductive Pose in a previous Strife to use. If you perform a Wiles check this Measure give your result an additional d4. | 2 |
| Strider Style | 4 | Must have used Ice Cold Pose in a previous Strife to use. Makes your opponent's Parry Chance rise by 10% for their first attack on you, by 6% for their second, and by 4% for their third (can be different enemies). | 4 |
| Fufufu~ | 4 | Must have used Snobbish Pose in a previous Strife to use. Lets you instantly Focus thrice at the start of the Measure, only two Focuses of those count toward your maximum Focus. | 4 |
| Just Like One of My Japanese Mangas! | 4 | Must have used Fanboy Pose in a previous Strife to use. Lets you move three extra spaces this Note. If you would move into an occupied space this Note, you may move to the row in front or behind that space with no cost. | 4 |
| There's Still Something Worth F1ghting For! | 4 | Must have used Excited Pose in a previous Strife to use. Increases your chance of Breaking Heads by 10% this measure and decreases your chance of Breaking Tails by 4%. | 4 |
| Wonk | 4 | Must have used Sexy Pose in a previous Strife to use. If you perform a Wiles check this Measure | 4 |

| | | | |
|--|---|---|---|
| | | give your result an additional +4. | |
| Snoop Ggod's Blessing | 5 | Must have used Strider Style in a previous Strife to use. Makes your opponents' Parry Chance rise by 9% for their next 2 attacks on you and by 5% for their next attack after that. | 4 |
| Strife Psychologist | 5 | Must have used Fufufu~ in a previous Strife to use. Lets you instantly Focus thrice at the start of the Measure. None of those Focuses count towards your maximum Focus. | 4 |
| Spout Your Catchphrase | 5 | Must have used Just Like One of My Japanese Mangas! in a previous Strife to use. Lets you move three extra spaces this Note. If you would move into an occupied space this Note, you may move to the row directly in front or behind that space with no cost and gain one extra space to move. | 4 |
| Infectious Optimism | 5 | Must have used There's Still Something Worth FIGHTING For! in a previous Strife to use. Increases your chance of Breaking Heads by 10% this measure and decreases your chance of Breaking Tails by 5%. | 4 |
| Taking Off Your Shirt Isn't a Strategic Maneuver | 5 | Must have used Wonk in a previous Strife to use. If you perform a Wiles check this Measure give your result an additional d8. | 4 |
| Snoop Ggod's Chosen Homie | 6 | Must have used Snoop Ggod's Blessing in a previous Strife to use. Makes your opponents' Parry Chance rise by 10% for their next 4 attacks on you. | 5 |
| Semiscience | 6 | Must have used Strife fchologist in a previous Strife to use. Lets you instantly Double Focus twice and at the start of the Measure, does not count toward your maximum Focus. | 5 |
| Hyperaction | 6 | Must have used Spout Your Catchphrase in a previous Strife to use. | 5 |

| | | | |
|--------------------------|---|---|---|
| | | Lets you move four extra spaces this Note. If you would move into an occupied space this Note, you may move to the row in front or behind that space with no cost and gain one extra space to move. | |
| The Good Witch | 6 | Must have used Infectious Optimism in a previous Strife to use. Increases your chance of Breaking Heads by 15% this measure and decreases your chance of Breaking Tails by 5%. | 5 |
| The Bard's Option | 6 | Must have used Taking Off Your Shirt Isn't a Strategic Maneuver in a previous Strife to use. If you perform a Wiles check this Measure give your result an additional +8. | 5 |
| The Coolest Kid | 7 | Must have used Snoop Ggod's Chosen Homie in a previous Strife to use. Makes your opponents' Parry Chance rise by 10% for all their attacks on you this Measure. | 6 |
| The Competent One | 7 | Must have used Semiscience in a previous Strife to use. Lets you instantly Focus up to your maximum Focus. None of these Focuses count toward your maximum Focus. | 6 |
| Your Friend | 7 | Must have used Hyperaction in a previous Strife to use. You may start the Measure at any space. | 6 |
| Emotional Core | 7 | Must have used The Good Witch in a previous Strife to use. Increases your chance of Breaking Heads by 15% this measure and decreases your chance of Breaking Tails by 8%. | 6 |
| Service!! | 7 | Must have used The Bard's Option in a previous Strife to use. If you perform a Wiles check this Measure give your result an additional +10. | 6 |
| The Coolest Kid (Team) | 8 | Can only be used by using The Coolest Kid in a Team Pose. Makes your opponents' Parry Chance rise by 9% for all their attacks on you and your allies that posed with you this Measure. | 6 |
| The Competent One (Team) | 8 | Can only be used by using The Competent One in a Team Pose. | 6 |

| | | | |
|-----------------------|---|---|---|
| | | Lets you and each of your allies that posed with you instantly Focus twice, any Focus put on by this effect counts as belonging to every member of your Team, disregarding your maximum Focus. | |
| Your Friend (Team) | 8 | Can only be used by using Your Friend in a Team Pose. Lets you and each of your allies that posed with you choose at what space you start the measure at so long as you are within one space of an ally. | 6 |
| Emotional Core (Team) | 8 | Must have used The Good Witch in a previous Strife to use. Increases the chance of Breaking Heads by 15% and decreases the chance of Breaking Tails by 8% for you and all your allies that posed with you this measure. | 6 |
| Service!! (Team) | 8 | Can only be used by using Service!! In a Team Pose. If you perform a Wiles check this Note give your result an additional d12, on a success all your allies that posed with you immediately gain the benefits of a Rest as if they had 2 Shadow (they do not fall asleep). | 6 |

4.8 Special Combat situations

.1 Mounts and Vehicles

The difference between mounts and vehicles is scale. Mounts are things you ride around while strifing people on the group, whereas you ride in vehicles against other vehicles in its own special combat scene.

Mounts require a successful Ride talent check in order to operate. Within combat, Mounts move players a certain amount of spaces at the beginning of each Measure, as well as the Note it is mounted, and dies so without requiring the player to use an action to move. Should a mount split into two mounts, they become one tier lower than the original vehicle, and require a ride check from the second person who was not operating the original vehicle. Same works in reverse, it takes two mounts of tier 3 to make a mount of tier 4.

~Vehicles

Let's say your players want to get into some sort of vehicle that goes faster than walking players, or can just fly really fast. Here's how i figure it works; imagine the board not as solid ground, but as a moving field. Like in a side scrolling game, the screen moves at a certain speed, so the player has to stay at speed with the screen, if they go too fast they hit one side, and if they go too slow they fall off the other. So with this, if a player is in a car, and they are going exactly the speed of the board, they don't move at all on the actual grid of the board.

.2 Fraymotifs

In order to make these work, a significant break of canon has been made. Players can make their own personal Fraymotifs, there are no preset ones. Players craft their own moves, similar to making a weapon (skip ahead to section 5.3 weapon Fabrication to see how that works) that they think is cool.

What is a Fraymotif? A Fraymotif is a special move, either solo or group based, that plays out a cutscene where certain things happen. Fraymotifs require a certain situation to be triggered, they can't be blocked from happening, though they can fail In the cutscene itself.

~The Solo

Players get three of them, of increasing power. For weapon fabrication purposes they have Pools of 10, 20, and 30 respectively. When a player uses one of their Solos, only that player and their target remain active, all other combatants just stand by and watch. The fraymotif does its own damage and Quirks, which must be rolled for (and points used up in the weapon point-by). The players currently equipped weapon may be visually included, but it's damage and quirks are not involved in the Fraymotif. There must be a specific trigger for a Fraymotif to be activated.

~Scaling a colossus

Colossal enemies get their own vertical plane, in a Pentagon pattern. Falling damage is height x 2

Section 5 Alchemy

5.1 mad alchemist shit yo

Alchemy is the in game mechanic for crafting items, outfits and weapons. Using material called Grist, players can create copies of items they already have, or combine items through several peculiar methods to create new objects.

If you want to create a copy of an object you already have, Captchalogue the object in a Captcha Card in your Sylladex, as well as deployed the Punch Designix, Totem Lathe and Alchemiter. On the back of the the card there is an 8 digit code. This code represents the object stored within the card. Now, you need to bring the card to the Punch Designix, and put that card into the machine, type the 8 digit code into the punch designix, then press Punch. This will punch holes in the card, making whatever item was in it useless, but the card usable for the next step. There is a way to bypass the item loss however. Instead, read the code, put an empty card into the machine, type the code into the keyboard and it'll punch the empty card (when you find a successful code, the items code will be saved in your Alchemical Atheneum, so you can pull up old codes without needing a captchalogued item). Now take the punched card to the Totem Lathe, put the card into the slot, make sure there is a Cruxite dowel on the pedestal, then hit Lathe. This will create a unique Carved Totem, which you then take to the Alchemiter. When you place the totem on the pedestal there, the screen on the Alchemiter will show you what item will be produced, as well as the grist cost. If you don't have enough of a certain grist type, it will appear in red. If you have the materials, press Alchemize, and it will 3D print whatever code you had. Simple as that.

To simplify, you get the code of an item (found on the back of a Captcha card with stored object) =>
Punch Card at Punch Designix with item code =>
Lathe Dowel at Totem Lathe with Punched Card to make Carved Totem =>
create item at Alchemiter with Carved Totem using Grist

The way to create new items is slightly more complicated. First, take the cards of two items that you want to combine and take them to a Punch Designix. Now, using either the items code on the back of the card or the card itself, you can perform one of four functions to combine the items. The functions ||, &&, //, and \\ all combine items, but in different ways. Whichever function you choose, it will come up with a new code, either punching it into one of the old cards (trapping the item inside) or into a new card. Then you complete the process of creating an item with the Totem Lathe and Alchemiter.

This seem overly complex and painful? What did you expect it to be? But the good news is that what you can create is only limited by your and your Gbro's imagination. Anything is possible, you just have to figure out how to make it. And check through the Phernalia registry, there might just be ways to improve this god forsaken process.

5.1.1 how it actually works

Alchemy isn't simply the copying and combining of different items, it is about copying and forming new ideas and concepts. Grist types are basic ideas, not real materials, that are used to give to give your concepts different qualities, regardless of what form they take. The higher tier of grist and the more types involved in making the the item, the more complex a concept it is: thus the more complex the idea, the better a 'weapon' it is.

The codes don't actually matter to what item is created, as coming up with 8^{48} separate codes would be impossible. The code can relate to the item created, but often shouldn't, so when players type in a random code, think of a random thing, and that's what it makes.

Phernalia Registry

Alchemiter:free

Totem Lathe free

Cruxtruder : free

Prepunched Card free

~Punch Designix 10 build grist

Punches code into captchatalogue cards so more items can be made

~Bitwise Operations for Dummies 5 chalk

An explanation on how AND, OR, NOR, XOR functions work

-AND (&&) punches holes only where both original codes have holes punched, thus creating a punch sequence that has less holes than either of its bases. Alchemy wise, think of what properties they both share, even if it's the smallest thing, and whatever is in common is the item created.

-OR (||) Punches holes where both base codes have holes, creating a punch sequence that is the sum of both codes. Alchemy wise, take everything about both items and combine them.

-NOR (//) punches holes in all the places where the originals did not have holes punched. Alchemy wise, think of a thing that has no single vector of being related to the original items

-XOR (\\) punches holes where only one of either of the base code has, does not punch holes where either or both of the codes had holes. Think of that properties that are not shared by each of the items, and combine the unique properties.

~Grist torrent cd 100 build

Allows players to give each other grist

~Holopad 1,000 build

Allows players to view the item that will be created from a punched code by creating a hologram of it

~Jumper block extension 10,000 build,

Punch card shunt 10 build

Allows players to modify the Alchemiter to their own specifications. By placing captchalogue cards into Shunts and plugging them into the Extension block that has been connected to an Alchemiter, it remakes the alchemiter to reflect the item captchalogued. This has very exploitable effects. A simple upgrade is to add all the other machines to the alchemiter, so players have the entire process in one spot. Now, they can put anything into those shunts, so the alchemiter can be changed infinitely. The simple question you ask yourself is could this item added be used as a way to create something? If not, the alchemiter does nothing, but if it can, alchemy becomes similar to however you create things with the item used.

~Intellibeam Laserstation 100,000 build

Used to retrieve the code from normally unreadable captcha cards

~Cloning pad 1,000,000,

Ectobiology apparatus 1,000,000

Various objects used to breed frogs

~Skaian Penetrator 10,000,000

Drills frog hole into the battlefield

~Grist Rig free
























Used to seed Skaia with each of the planets grist hoard for the Ultimate Alchemy.

5.1.2 Limitations of alchemy

Theoretically, any object can be created with alchemy, as long as you can figure out things that combine to make its code, and have the proper grist. However, some items, even when captchalogued do not show an item code. Things like the Discs, other game constructs, and things built only out of Aspect Grist can be captchalogued, but you need to use the Intellibeam Laserstation in order to find a code.

Generic material is what it sounds like, generic. It has no defining qualities, neither heavy nor light, weak nor strong, sharp nor dull, but it is green. It is the Alchemiter going "I don't know what to put here, but there needs to be something here to allow the idea manifest, so this is what i've got". This idea is very useful, especially when players use reductive methods on objects. So if you have an elegant sword, and got rid of the elegance, it would make a Generic sword. But if you got rid of the sword part, it would make an Elegant object, a strange fractal art sculpture thingy that makes you think of elegance.

5.2 Grist

|  SKRUB | | A TABLETOP v14.3 CREATION MYTH | | CHARACTER SHEET model2.1 | |
|---|--|--|---|--|------------|
|  build grist | | GRIST CACHE | |  amber | |
| | | | |  shale | |
| | | | |  marble | |
|  liquid black sorrow | | | |  wd-40 | |
|  zillium | | | |  chalk | |
|  Artifact grist | | | |  caulk | |
|  uranium space |  Quartz time |  quicksilver breath |  tar Blood | | |
|  Diamond Hope |  lead RaGe |  Gold Light |  Obsidian void | | |
|  Frosting Life |  Sulphur Doom |  Silver Mind |  Rose Quartz heart | | |
| code | catchcode | name | description | | grist cost |

Grist is the set list of fundamental ideas that make up anything and everything. They are atomic, which means they can't be broken down

into smaller units. Build grist= boonbuck², if that helps at all. Carmot is not pictured in the diagram above, but is in the game.

.1 Standard Grist types

There are seven main types of Grist found in the Medium. The most common is Build Grist. Build grist is quite literally the building block of the Medium, it is what makes something physical, gives something Form and makes it an Object(and thus Captchatalogue-able).

The other six modify build grist, by being associated with Notes.

| Grist type | Note Pitch | Trait |
|------------|------------|-------------|
| Amber | a | Pulchritude |
| Shale | b | Vim |
| Marble | c | Imagination |
| WD-40 | d | Adroitness |
| Chalk | e | Sagacity |
| Caulk | f | Pluck |
| Build | g | (Strength) |

.2 Alternate Grist types

The grist shown below can all be used instead of build grist to make items, with a variety of unique effects.

-Zillium

Makes Zilly version of that item, which is brightly colored and slightly clown or silly themed. Zilly weapons cannot do Lethal(reducing Strength) damage and are prone to honking and squeaking.

-Artifact grist

makes the literal trash version items in the game, or whenever a pure meme item is made, because it takes no thought whatsoever to make an unmodified meme. (in cannon it was for Sbaj, but things like Sanic would also be made with artifact, or dank memes exist in whatever year you're reading this in) when you make an artifact grist item, it creates more artifact grist along with the item. It's a self sustaining yet destructive cycle of shitty memes.

-Carmot

The best grist in the game, also known as the philosopher's stone. Causes items and weapons to be full body gold with flashing rainbow trim. In weapon fabrication, using Carmot increases Pool by 1, giving more points to make the weapon (P cannot be greater than 7, should Carmot be used to make a legendary weapon it just confers the Texture) When a piece of Carmot comes in contact with build grist, it becomes more Carmot.

-Liquid Black Sorrow

Base grist used by the Noble Circle of Horrorterrors, who can produce an infinite supply of it. Items made of LBS grist have a blackened, smokey and drippy look, and you think you can see the sounds of eternal damnation. These objects have a tendency to disappear, or only exist when you aren't looking at them, or be colors that don't exist. Also, if an object made from LBS gets too close to Skaia, it's permanently destroyed.

.3 Aspect grist

The last twelve slots in the Grist Cache are Aspect grists, which are different than base grists, both in function and use. You don't find thousands of the stuff. While they make up reality in the same way the build grist does, Aspect grist is closely tied with the way Powers work.

While the aspects themselves are very different, the different grist types act no differently than one another. They all go from +1 to +7. In order to stack, they don't add up, instead they do this; to get from +3 to +4, you must have two +3 grists. Thus, in order to get to +4, you would need eight +1 grist.

Something reality-warping happens if you make a +8 aspect grist, and it stops being grist. +9 is not possible. {+0 is something I'm still debating, a Cantrip of sorts that prompts a binary d2 flip, heads 1 tails 0, the smallest unit that still allows an Aspect to be present in a thing.}

5.3 Weapon & Item Fabrication

A comprehensive guide on how to actually create the stats for the ridiculous weapons and items your players come up with.

.1 Weapons

In this game, from the Gbro's perspective, weapon creation is balanced by using a point buy pool. A weapons tier gives it a certain amount of points, then those points are spent on making it have specific stats. Putting different bad things onto the weapon gives you extra points.

.1.1 Base weapon stats

Parry chance at 15%

Vitality=weapon's tier

No damage or block notes

No Breaks or Quirks

1 Hitbox directly in front of user

(No Magazine, although Magazines start off with 1 shot)

1 arm required

.1.2 the pool and grist cost

The pool works like this

Points=Q x tier. (Q is Quality, and has a range of Q=1-7 depending on how good an item is. Q=1 is a mundane item, Q=6 is an epic weapon, Q=7 is a Legendary weapon. Most things are at a 4 or 5)

The build grist cost is $P \times 10^{(\text{Tier}-1)}$

.1.3 spending points

| Component | Pool cost | Component | Pool cost |
|--------------------|-----------|-----------------------|-----------|
| -2% Parry | -1p | Requires Magazine | +Tier |
| +1 weapon vitality | -1p | Extra Arm requirement | +3 |
| +1 volume/Damage* | -1p | +2% Parry chance | +1 |
| deafness | | -1 weapon vitality | +1 |
| Break Heads >51 | -7 | Tails Break <1 | +1 |
| Break Heads >64 | -6 | Tails Break <4 | +2 |
| Break Heads >75 | -5 | Tails Break <9 | +3 |
| Break Heads >84 | -4 | Tails Break <19 | +4 |

| | | | | |
|--------------------------------|-------|--|-----------------|----|
| Break Heads >91 | -3 | | Tails Break <25 | +5 |
| Break Heads >96 | -2 | | Tails Break <36 | +6 |
| Break Heads >99 | -1 | | Tails Break <49 | +7 |
| +1 Heads Quirk | -2 | | Tails Quirk +1 | +1 |
| +1 Extra Hitbox | -1 | | | |
| 1 Extra shot in Magazine | -1 | | | |
| Moves wielder with use 1 space | -1 | | | |
| Aspect Powers | -Tier | | | |
| | | | | |
| | | | | |

Heres the quirks list from Section 4

| Name | Description | Name | Description |
|---------------|--|------------------|---|
| Miss | This weapon does not do damage | Burden | lower target's movement speed by X, causes State Burdened |
| Sunder | deplete [object Strength] | Boomerang | weapon ejects itself from Strife card for (x) notes, rolling to hit again when this time has passed, and reequips itself to Coord. The second roll to hit can trigger the Boomerang quirk again |
| Smash | Lowers target's deafnesses | Pierce | ignores DR |
| 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 | Knockback | pushes target in any direction, specified by either the weapon, wielder, or die roll. stated in weapon description. |

| | | | |
|------------------------------|--|----------------|---|
| 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, like legs, or Legs and Head | Burn | damage continues going for multiple rounds, each going against Dr but does not reroll for hit chance |
| Freeze | halve enemies movement speed, round down | Nailed | target can not move, but can use weapons and items |
| Blind | lowers focus by X for one measure | Disarm | target's weapon is unequipped |
| Bounce | target is knocked into the air | Barbs | target items deals damage to whatever is wielding it |
| Damper | Blocks incoming damage | | |
| | | | |

*You can only have Volume up to the weapons Tier in any single Note. Weapons can have multiple notes, but once the total volume goes above the weapons tier, each extra volume costs 2 points instead of one. Weapons cannot have over double their Tier in Volume.

Deafness 1volume=1point

(Like damage, a weapon can only have it's tier of volume in a specific Note, but unlike damage it doesn't cost any extra if you put more than one notes limit in)

Specubi/Weaponkind

In SKRUB, just about anything can be picked up and used as a weapon, and thus has its own Strife Specubi. However, for the ease of weapon creation, I've come up with larger categories of weapons that function differently. There are Melee, Magical, Magazine, Martial, Musical and Mounts.

Melee weapons are the normal type, things you hold in your hand and smack your opponents with.

Magazine weapons always have a magazine, and require Reloading to be used, though they do not require players to make ammunition to use them.

Magical weapons come in two parts; Catalysts and Spells. Spells have damage, deafness, quirks and hitbox shapes, but have to be

equipped onto a Catalyst in order to be cast. Catalysts have a set amount of equip slots, have a range that they can fire the spells hitbox, and can alter the quirks, break chance and damage of a Spell. The benefit of this setup is that any of the Spells equipped to a catalyst can be used in strife, without switching weapons, and only the catalyst's Tier contributes to Coord.

Martial weapons are for cool martial arts combat. They give their user physical fighting styles that allow them to use their body as a weapon. While they may not be physical weapons, they still are objects, and require something equippable to be made, like a ring, belt, hand wraps or pin.

.2 Item fabrication

Items are a lot more simple. Tier=pool points.
The grist cost is then $1 \times 10^{(tier-1)}$

Items must be captchalogued in the Sylladex, then retrieved from the syllabus to be used. Some items are consumable, some are not.

-Apparel

The clothing you wear usually gives Deafness. The Tier of the apparel is how much Coord it takes up, and must be Coordinated in order to be used. Apparel has Vitality, equal to its tier, and similar to weapons gains extra Vit if it has Aspect Powers, equal to its tier.

-Mounts and Vehicles

The difference between mounts and vehicles is scale. Mounts are things you ride around while Strifing people on the group, whereas you ride in vehicles against other vehicles in its own special combat scene. For mounts, it's Tier is equal to how many spaces it moves during a measure. The rest of the points of specific things added to the vehicle add to P. So the grist cost would be $P \times 10^{(t-1)}$ many mounts will have weapons built in. Generally, the weapon will be of equal or lower tier, and for grist cost just stat a weapon and add it to the mount cost.

-Musical Instruments

Similar to Mounts, Instruments require a roll to use; except it's a Rhythm check instead.

Section 6 Compendium of the Zoologically Dubious

6.1 Evolution and the Mortal Coil

Much of the Medium is comprised of Matter, made of physical stuff. And much of that isn't inert, instead, it is alive. It is constantly affected by the forces of growth and decay. Building up and falling apart.

This section will cover the forms and shapes bodies can take, what they can develop into, and how and why they fall apart.

6.1.1 Anatomy

Anatomy is a description of various Arms that can exist. Most Humanoids Start off with a Head, Core, Left Arm, Right Arm and Legs. In this situation, legs are combined since we use our two legs in unison more than we use them separately. If you use your legs separately, but always use your arm in unison, by all means, switch them.

While these are the things we start off with, you can differentiate limbs we already have. Hands, Hips, Hair, Tongue and perhaps Butt come to mind. Humanoids can turn any of these thing into an Arm, capable of being used to do stuff.

And of course, non human appendages do seem to crop up. Wings, Tails, Horns and Tentacles are the most common, but honestly the sky's the limit.

6.1.2 Adaptations

~Sleeve

| Cost | Name | Description |
|------|----------------|---|
| -2 | Uncreative | When you use a Technique, you must use the same Technique in the next Note |
| 2 | New Tricks | Gain an extra Specibi. Can be bought more than once. |
| 2 | Consult Reason | Player can ask the GamePal to confirm whether or not a statement is accurate, based on the information available to them at the time. |
| 3 | Multitask | If player has multiple bodies awake at once, they can use different strife techniques at once, and have different lines of thought. |

| | | |
|---|-------------------|---|
| 4 | Quick Learner | Player can learn strife technique that has been used on them of Tier equal to or below their Raw Sleeve |
| 5 | Splintered | Allows player to control waking and dreaming selves simultaneously, becoming Multiwoke |
| 6 | Smooth transition | Switching specibi within Strife takes no Agency |
| 6 | Copycat | Use the same technique your opponent uses. |

~Tempo

| Cost | Name | Description |
|------|-----------------------|--|
| -2 | Asthmatic | -1 agency |
| 1 | Let Go | Can more easily clear their mind and enter chill/meditative states |
| 2 | Quick on the Draw | Gains +1 when rolling initiative, but only on first measure of each fight |
| 3 | Waverunner | Player can start on solid ground, then move across liquids as many spaces as they can. If they end on a fluid space, they fall, but if they get to another solid space, they are fine. |
| 4 | Up The Tempo | Player can take an extra action each measure |
| 5 | What I'm Made Of | Can burn 3 Meristem Cells for an extra point of agency at the beginning of each measure |
| 6 | Hurry this up | Can skip long, expository segments and get all necessary information |
| 7 | So Far Away from Here | Can send a message to anyone on the same planet (by mail, letter in a bottle, shouting, etc.) it is sure to reach them. |

~Focus

| Cost | Name | Description |
|------|-----------------|--|
| -2 | Myopia | Player can only focus on enemies 4 tiles away or less. |
| 1 | A Radiant Smile | Player can glow in the dark. Gains Illuminated Status (by sight) equal to amount of times the Adaptation was taken, but suffers no disadvantage in the dark. |
| 2 | Look Within | Player can see other's VG and Deafness. |
| 2 | Aim | Player gains an extra die equal to how much Focus they have on one target when Swinging. Player can take an action aiming at a Focused |

| | | |
|---|-----------------|---|
| | | target, then gain an extra die (of Focus tier) to their next attack on the target. |
| 3 | Awaken Sense | Player gains a new sense, such as the ability to smell colour or feel telepathically. |
| 3 | Zoom | Player can mentally zoom in or out their vision, with a maximum magnification of x[Focus]. |
| 4 | Polyperspective | Player is aware of all their bodies' surroundings, and can sense through all of them at a given moment. |
| 5 | Watch closely | Can apply focus on enemy weapons, increasing their parry chance by 10 |

~Determination

| Cost | Name | Description |
|------|--------------------------|--|
| -2 | Jaded | Player gets one less Determination than tier when their wishes are granted |
| 2 | Don't Give it Up | Player can use a point of Determination to reroll an action roll, take the second roll. This costs one agency, but still occurs in the same Note, and more determination can be used to reroll again. |
| 3 | Get Up | Player can awaken others from K.O. with 1 DTR, giving them 1 VG |
| 4 | Lamarkian Gambit | Player can exchange Mangrit and Meristem Cells at a rate of 3 Mangrit to 1 Cell |
| 4 | I Believe in You | Player can use their DTR to heal other players, even if they're not unconscious. Cannot revive from unconsciousness without "Get Up". |
| 5 | Pray | Player can "pray" at any point. This will lead to a random non-permanent action occurring, which can include restoring VG, losing VG, gut being filled or emptied, a status being gained, etc. This can affect player, allies, or enemies. |
| 6 | Never Gonna Keep Me Down | Player can revive themselves from unconsciousness with determination. |
| 7 | I Believe in Magic | Player can expend Determination's Reach to increase the tier of a die they roll by the amount burned. |

~Vigor

| Cost | Name | Description |
|------|-----------------|---|
| -2 | High metabolism | Must eat 2 extra victuals to gain each strength or mass bonus |
| 2 | Always room for | when Gut is full, you can eat one more Sweet |

| | | |
|---|--------------------------|---|
| | dessert | Flavored Victual without having to roll to Retch |
| 2 | Livin offa' the Fat | Player can sacrifice 1 Mass to fill their Gut with Richness up to their Vigor score. Sacrificed Mass is restored when the player next rungs up. |
| 3 | STRONGjump | Player makes a vertical jump, travelling their normal speed directly upwards. |
| 4 | Gotta Eat Big To Get Big | Player has +1 Strength for every 2 Richness currently in their Gut. When this is digested, they lose the gained Strength. |
| 5 | Pica | Can put other items in stomach without Retching |
| 6 | Stored Energy | Player can sacrifice Mass to gain that much Agency Sacrificed Mass is restored when the player next levels up. |
| 7 | Power Play | whenever a player makes a Generic roll, they can decide to try and gain Meristem Cells by having their GamePal roll an extra die in response, and can describe their action as being more potent, daring and powerful. Player says their roll will be a power play, meaning it's a powerful action that is less likely to succeed. They say a tier, 1-7, and you, the GamePal, roll extra Dice against their action (so a d6 for tier 3, d12 for tier 6) and add the result to the DC of the roll. If they succeed, then they get MeristemCells equal to the tier of the Power Play. |

~Trust

| Cost | Name | Description |
|------|---------------------|--|
| -2 | Shy | Cannot recruit Allies. |
| 1 | Pap | Slap an ally tenderly in the face with your friendship. They lose 1 Steam and you gain 1 Steam. |
| 2 | Empathetic | Player can gain any status another player is currently under |
| 3 | In the Red | player can overexpend Agency equal to their Raw Trust Score. If a players starts a measure In The Red, they cannot go further In The Red until their agency goes back to blue. |
| 3 | Is This Our Chance? | If you knock someone prone, then all your allies get a free Hit on the prone opponent. |
| 4 | First Aid | Any healing effect gets a buff when used on an ally |
| 5 | Bleeding Out | When players Vitality gel is knocked to 0, they have [Trust Tier] notes until they pass out |

| | | |
|---|--------|--|
| 7 | Shoosh | Push a (willing) ally into the nearest wall and make out with them, metaphorically Press your finger to an ally's lips and calmly hiss at them as a gesture of nonaggression. The ally loses all nonphysical ailments, then gains any nonphysical ailments you have . They gain 1 Steam per ailment removed in this way. |
|---|--------|--|

~Shadow

| Cost | Name | Description |
|------|-----------------|---|
| -2 | Narcolepsy | Afflicted player must randomly Count Sheep (GP's discretion). |
| 1 | Relax | Start with one temporary bonus Agency each time you wake up. |
| 1 | THAT Pumpkin | Player can see and interact with pumpkins |
| 3 | Obfuscate | Once per strife, can remove all focus from yourself |
| 4 | Hypnosis | Can make another character go to sleep by adding as many sheep to their sheep count as they have points in shadow. If they pass the check to stay awake, the sheep go away. |
| 5 | Poker Face | Other characters are more likely to believe lies told by the player |
| 5 | Invisible | When rolling creep, add a die of tier equal to your shadow to your roll |
| 7 | Safe Under Here | Will be unnoticed by all underlings while hiding under a blanket |

(~) ~Ath

| Cost | Name | Description |
|------|------------------|---|
| -2 | Unconstitutional | More likely to receive dangerous ailments |
| 2 | Play Dead | Player can pretend to be dead and will not be attacked by imps. May not work on larger underlings. |
| 3 | Endure | If a player is about to be taken from full VG to unconscious, they will survive with 1 VG |
| 4 | Diagnosis | Player can check other players to see what Ailments they have |
| 5 | Shift the Blame | If a player is Blamed for something, but not found Guilty, they can shift the Blame to another player |

| | | |
|---|--------------------|--|
| 6 | Just a Flesh Wound | Players can remain in combat with no debuff after suffering grievous injury |
| 6 | The Little Death | Player can burn MeristemCells to give them an edge on a roll. Players chooses a number of Cells to lose, the max number equal to their ~Ath, and they gain a Dice of its converted Tier. |
| 7 | Mind over Matter | Player can remove one ailment from body. This can be bought more than once. |

~Steam

| Cost | Name | Description |
|------|--------------------|---|
| -2 | Anger issues | Triggers give players +1 steam when activated |
| 1 | Scream | Player's voice will travel much further and be much louder. Can be bought repeatedly and stacks, but with diminishing returns |
| 2 | Makes me Feel Good | Whenever the player makes a successful "Bustin" check, they lose all steam. GP can decide to make you gain steam instead if they think you're just trying to clear your kettle. |
| 3 | Not going down | at will, gain +1 steam, when you are knocked to 0 vitality gel and would be unconscious. Gain 1 VG |
| 3 | Kick Down | reawaken unconscious agent. They gain +1 Steam. |
| 4 | Jeer | insult another player, forcing them to reroll their action. They gain +1 Steam. |
| 5 | Cathartic Action | Player can choose to Boil Over with their current level of Steam at will. |
| 7 | Lagspike | When another Agent acts, after you see what they do but before it takes effect, you may react immediately. They gain +1 Steam. |

~Coord

| Cost | Name | Description |
|------|---------------|---|
| -2 | Uncoordinated | -1 tempo when you have maximum items equipped |
| 1 | Party tricks | Add a die of tier coord to all juggle rolls, as long as the sole purpose of the roll is to show off |
| 2 | Two handing | Player can use a single weapon with more Arms than necessary, improving any Strength Quirks it has. |
| 3 | Bear the load | Player can equip one more item than their coord would allow |

| | | |
|---|----------------|--|
| 5 | Pushover | If another player is fully equipped, player can knock them off balance, forcing them to roll coord. They'll lose items equal to coord-roll |
| 5 | Ambidextrous | Player can actively wield a weapon in each Arm. |
| 6 | Again Again | Player can perfectly repeat an action that happened earlier in the day without needing to roll |
| 7 | Exact Location | You know exactly where and when you are at all times |

~Soul

| Cost | Name | Description |
|------|-----------------------------|--|
| -2 | Bad Under Pressure | Can only use poses at least 1 tier less than Soul when other players are around |
| 1 | In Front of the Mirror | Can "perform" pose out of battle by practicing it, allowing you to use the next tier in-battle. Can only be used once, but can be bought several times. |
| 3 | Multi-use | Can perform flirty poses out of battle, but cannot learn new tiers. |
| 3 | Observational Learner | If you see an ally performing a pose, you can copy the pose regardless of if you've performed earlier tiers. If ally leaves pose, you can maintain it, but cannot perform again unless they do. Does not unlock later tiers. |
| 4 | Model | Once per Measure, change your Pose at the start of a Note, still paying its cost. |
| 5 | Flattering Ensemble | Armor with your symbol or of your color will increase deafness to each note by 1. Does not affect regular clothes. Does not stack. |
| 6 | Intimidate | If you start a battle in a pose of a higher tier than your opponent's Soul, their attacks do (Pose tier-Soul) less damage for the first measure. |
| 7 | From the Bottom of my Heart | Can sacrifice Meristem Cells to refill 3 PSI. Can refill as much PSI in one note as you have Meristem Cells. Gain 1 Steam each time this action is performed. |

6.1.3 Ailments

Ailments are near permanent status effects that negatively affects stats. When a player is afflicted with an Ailment, a Stress value is written

on the far right side of the Ailments block. When this Stress Value is above a players ~Ath, the Ailment affects them. This value can be lowered by sleeping with Victuals in the Gut.

~Diseases

A Disease is a transmittable set of Ailments that gets worse. A disease has four attributes; its sequence of Ailments, its Stress Points, its Transmission method, and its Cure. When an Agent gets a disease, the GamePal

only tells them of the first Ailment. When that Ailment reaches its Stress Point, then the next Ailment in its sequence manifests. Diseases can only be Cured by a specific set of Flavors, unique to each Disease.

| Name | Description | Name | Description |
|----------------------|--|-----------------------|---|
| Silenced | Player cannot speak, due to either their mouth being bound or more sinister means | Blind | Player cannot see, due to either a blindfold, drugs, or more sinister means |
| Disfigured | PUL rolls will no longer succeed if player can be seen. Others may recoil or run away in horror | Nearly headless | Player was unsuccessfully decapitated, and is now bleeding out. |
| Decapitated | Player is now dead. | Comatose | Player is dreaming, and may not wake up. |
| Upper body paralysis | Player cannot move anything above their waist | Lower body paralysis | Player cannot move anything below their waist |
| Delusional | Player believes things that are not true, and are possibly impossible. | Hallucinatin g | Player will have visual, auditory, and/or tactile sensations at whims of GP |
| Amputated | Player is missing one or more limbs, and cannot use them | Feverish | Player is prone to sweat, headaches, and tendency debuffs |
| Digestive failure | Cannot digest victuals for VG, Meristem Cells, Strength, or Mass | Putrid Rot | Afflicted gives off unhideable smell. Gains Illuminated Status (by smell) equal to times the Ailment was taken. |
| Insomnia | Player loses Sheep equal to their Focus every time they Count Sheep. Gain that many sheep after a failure. | Hemorrhage | Afflicted agent loses x Vitality gel per Measure or Scene, where x equals 2^Times this Ailment was taken. |
| Despairing | Cannot use Determination's Reach. | Catatonic | Player is awake, but unresponsive. |
| Motor cortex damage | Player will not always move in the intended direction | Occipital lobe damage | Can only focus on one target at once |
| Hyperaemia | Player cannot develop alliances | Anterograde Amnesia | Player cannot learn any new techniques |
| Decay | Lose 1 Strength or Mass each measure or Scene. | Maladapted | Player loses all adaptations |

| | | | |
|----------------|---|----------------|---|
| Carnivorous | Player will only eat meat, and must roll retch on anything that isn't | Hydrophobic | Player will not go near water, even as they're dying of thirst |
| Pneumonia | Agency is halved | Shooting Pain | Assign 1 Focus to yourself, gain 1 steam. |
| Punctured Lung | Cannot use Agency | Gangrene | Body rots with you in it. May lead to other ailments. |
| Gut Parasite | 1 out of every 3 victuals is burned when eaten for no benefit | Blood parasite | -2 VG every measure. Lose VG outside of combat at GP discretion |
| Nervous damage | Will always attack last | Scurvy | Takes 2 richness to restore 1 VG |

6.1.4 Flavors

Flavors are the beneficial counterpart to Ailments, as they improve ones stats, albeit only barely, and for a limited period of time. Flavors are found in Victuals, SKRUB's consumable items. Covered in detail in Section 3.5.1

| Flavor | Effect | Flavor | Effect |
|---------|--------------------------|-----------------|--------------------------|
| Nutty | +1 Determination | Herbal | +1 Sleeve |
| Meaty | +1 Vigor | Sour | +1 Focus |
| Spicy | +1 Trust | Minty | +1 Tempo |
| Bitter | +1 Math | Salty | +1 Steam |
| Mystery | +1 Shadow | Liquorice (blk) | +1 Coord |
| Citrus | +1 Soul | Chocolate | +1 to any Talent |
| Fruity | Increase Shipping | Sweet, Vanilla | +1 to any healing effect |
| Wicked | May cause hallucinations | Bloody | Roll Retch |
| Nutty | +1 Determination | Rotten | Flip all + to - |
| Meaty | +1 Vigor | | |

6.2 Races

Humans

Trolls

Cherubs

Carapacians

Leprechauns

7.3 Consorts

Every player has their own race of consorts on their land. Consorts are the helpless villagers of any story that have a problem that the hero needs to fix, this problem being inherently tied to the players Mythological Role. Though there is a list of consorts below, feasibly any of the creatures above, or anything you want to be could be a consort. Just remember they usually are cute silly creatures, and are not supposed to be fought, thus THEY DO NOT DROP GRIST SO DON'T KILL THEM.

The Herpetiles: the basic type of consort, all small cute things that primarily speak in monosyllabic onomatopoeias. (Herptiles are creatures that are either amphibians or reptiles)

~Salamanders

Little yellow fellows, always Glubbing about

~Turtles

A lavender color, say blub bluuub (sadly), are often melancholic

~Crocodiles

Red scaly bros, naknaknaknaknak (annoyingly, chatteringly)

~Iguanas

Inquisitive blue fellows, Neep Neep

Alternate/extra names if you want to keep to herpetiles but don't want to use the same names: Newts, Tortoises, Alligators, Lizards, komodo's,

Others consorts

~elves

~clowns

~pigs

~weasels

~Angels

~Brains

Literally floating brains with part of the spinal cord still attached. I don't know what they do or why they even exist. They don't fit quite well into the scheme of denizens, but they are canon, and maybe it'll give you an idea.

~Fairies

Fanon consorts I use, but really like them. Often think the world is utterly perfect, and are devastated when they find out its not. Hope aligned, because all you have to do to help them is say I Believe in Fairies!

~Cherubs

A mixture somewhere between the historical beings and the species depicted in HS proper. So green, swirly cheeked skull monsters, but with tiny little baby bodies.

7.4 Denizens

If a sprite be asked "Denizens are immensely powerful beings that lay asleep in their palaces, one on each planet. Said to exist beyond Time and Space, as they are the ultimate authority on the Self. They mark the climax of a players Quest, but attempting to reach them early, and awakening them prematurely means certain death. Their speech is only understood by by their specific player. To go through them is to gain access to their massive grist hoard at the center of the planet, which allows the player to engage in the Ultimate Alchemy."

This is a tentative list of denizens and what choices they might offer. For a guide on what denizens actually are, and

Typheus

Choice: can imprison something forever, or set something free

Cetus

Could also be called Leviathan, if you are going Christian.

Hephaestus

Choice: can fix or break one thing

Echidna

Nyx

Can find something that was lost, or can make something become lost forever.

Hemera

Abraxas

Yaldabaoth

Choices:

Conqueror: can attempt to wrest control from author and become storyteller themself

Martyr: ultimate sacrifice to help everyone out.

Mnemosyne

Choice: Let's players choose one thing for everybody to forget, or remember everything they have forgotten.

Logos

Choice: make or break a word

Quetzalcoatl

Choice: Change one thing about the character they would ordinarily have no choice over.

6.6 Horrorterrors

The Noble Circle of Horrorterrors are beings seemingly taken from the Yog-Sothothery Mythos who dwell in the Furthest Ring. They embody the Aspect Void, providing a foil to Skaia, although they can also embody Rage if that isn't covered elsewhere in the story.

The Horrorterrors can initially only be directly contacted during Prospit's Skaian Solstice and Derse's Eclipse. This is because during this time Prospit casts a shadow over Derse, allowing communication between whoever is on Derse and the light hating Noble Circle. Otherwise, they often Contact players through Dreams of Squiddles, a face they put on to be more relatable to Players, although that obviously adds to how uncanny they are. Later on, they can be talked with directly should a player somehow make it to the Furthest Ring, or if a dead player leaves a Dream Bubble.

8 noble paths of the circle

He who knows only what is Noble, and thus cannot sense except the Voidlight, for perception always shapes thought.

He who possesses nothing but Nobility, and thus does not know he is himself, for existence requires ownership of the body.

He whose speech is Noble, and thus says nothing, for when infinity is true, every truth is at one point a lie.

He whose acts are Noble, and thus does nothing, for existence bequests mistakes.

He whose livelihood is Noble, and thus does not have a form, for physical existence requires suffering of others.

He whose Efforts are Noble, and thus is alone, for interaction leads to temptation

He whose thoughts are Noble, to stop from having an idle mind, and thus cannot think of anything, for nothing is more important than another to think about.

Bullshit fanon: The Eightfold Noble Circle protects the one true horrorterror from awakening, as his slumber, his dream is all of our existence. A being once proclaimed as a wondrous god, benevolent with creativity unlimited. However, his Seventh Act of creation was so horrid that he rendered all his creation anathema, making him accursed

in all places of existence. His name is lost, but the gravity of what he did remains. To wake him up is to end his dream, and thus end all of reality.

Not so bullshit: so why do the horrorterrors glub up bubbles anyways? Well, to understand that you need to know that before the players come along, they exist in a state of Nirvana. They existed in a bliss without the suffering that having to think and make decisions causes. But when players decide to play the game, the Horrorterrors are forced awake, forced to think about their actions and decide a possibility. And because they see that the players cause this, and that the players enjoy their willpower, they find us disgusting, terrifying and alien creatures. And so they glub up the reality bubbles to get us away from them, so we don't wake them up further. Literally, the Horrorterrors are make up the server space for your game, and have to do all the math for all the enemies you kill.