

SBURB

[Version 1.0]

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[INTRODUCTION: So, what is all this poppycock?]

Hi, and welcome! This is the first draft of my custom TTRPG system based off of SBURB, the infamous game within the webcomic *Homestuck* by Andrew Huss. If you're not familiar with the comic (or if you're one of the many Tumblr Refugees who remember 2015), fear not- you don't need any context of *Homestuck* itself to play and enjoy this game.

While there are other TTRPG adaptations out there of SBURB, the ones I've found seem to be either needlessly complicated or require quite a bit of knowledge of the comic to enjoy properly. I wanted to create a system that was more friendly to the average TTRPG player and that didn't require the players to have read *Homestuck* prior to starting a game. Frankly, I just wanted to be able to play a game of whimsy and shenanigans with my non-corrupted friends.

With that in mind, as you read through this document you'll find that while many of the mechanics are similar or the same as Dungeons and Dragons 5E, there are some key differences which are unique to SBURB as a whole. This system introduces a unique and player-tailored class system that allows for more creativity in terms of abilities, as well as new skills and feats. In fact, much of this system is tailored towards the PC's personalities, so the same group can play multiple games with different characters and have wildly different experiences every time.

This specific version is made to be played in a specific setting, but my hope is that through playtesting and revisions I can create an expanded version which allows for more autonomy for the GM in terms of storytelling. In addition to this, the current version makes use of three specific online personality tests to help determine certain aspects of the game prior to the first session. These systems were not developed by myself, but instead by The Page of Hopes on Tumblr. I also make use of information from Homestuck Examination on Tumblr concerning Class and Aspect interactions (I'll make sure links to both these people are available in their respective sections). While these creator's contributions are immensely helpful, I'd like to be able to use their information in the future to develop my own system for determining the aforementioned gameplay aspects without having to rely on their creations. I deeply appreciate the time and effort both creators have put into their blogs, and greatly encourage you to explore them if you're interested in the lore surrounding *Homestuck* and SBURB.

So, without further ado, let's get into the game!

[PART ONE: Alright, get on with it. What's the game about?]

It's a warm summer afternoon- or possibly a chilly winter one, maybe it's night, it all depends- and you and a group of your friends have decided to preorder this brand new game called SBURB from your game distributor of choice. You don't know much about it, aside from the fact that it seems to be some sort of life simulator like The Sims. The few reviews and screenshots you've been able to find are vague and confusing, bolstering the mysterious aura surrounding this game. Either way, you're all interested enough to have bought the game and are currently waiting for it to release.

You're pretty sure SBURB is far more than meets the eye.

SBURB is a game of friendship, fantasy, and new beginnings- but you don't know that yet. You don't know that moments after escaping certain death you'll be exploring worlds unlike anything you've ever seen, dealing in extra-terrestrial politics, and fighting a war you unknowingly started. More specifically though, you can't possibly know what sort of comedic shenanigans you all will come up with. All you know is that you have a group of friends, a bunch of colorful number rocks, and a [character sheet](#) in your hands.

So what the hell are you waiting for?

[But Wait, What Do I Need?]

Thankfully, this game needs very little to be played. At the very least, all you need is a group of at least two friends, a set of gaming dice and a copy of your character sheet. If you don't already own dice, you can pick up a 7-piece set at most local hobby or comic shops, online, or use the plethora of free apps available on whatever device you have. Make sure if you're using an app that your GM is okay with it first. Your dice set should include at least one of each of the following:

- D20
- Percentile Dice (2D10)
- D12
- D8
- D6
- D4

*Note: dice are labelled by the number of sides they have, so if you see "D4" or "D10" I'm talking about a four-sided or ten-sided die. If there's a number before the D, that's the number of dice included. Ex. 4D12 = four, 12-sided dice.

If you're the sort that's been playing TTRPGs for a long time now, you probably have a slew of other resources at your disposal such as maps, tokens, cards, etc that you are welcome to use with your group, but they are not required for play.

[PART TWO: Behold, a Man!]

Or maybe a woman. Or non-binary pal. Or unfathomable eldritch horror. That's all up to you! The first thing a player needs to do is figure out their character. As of writing this there is only one race option for players- Human (but there are plans to expand this later). If you're not playing as yourself, here are some basic questions you can ask yourself to help you develop your character:

1- **Who are you?**

- What's your age, what pronouns do you use, what do you look like?

2- **Where in the world do you live, and what's your home like?**

- Are you in a busy city apartment, or a farm on the outskirts of town?

3- **What's your backstory like?**

- Is your family around, and do you still live with/near them? Any *juicy trauma*? Any friends?

From here, you should have a basic understanding of who your character is and can begin to build their personality. When that is all settled, we next move into data, and the things your GM needs from you.

[Quiz Time: You either hated this part or loved it in highschool.]

Firstly, each player will need to take the results from the three personality tests listed below and send the results to their GM. These tests should be taken **in character**. You don't need to worry about what these results mean, but your GM will know what to do with the information (GMs, don't worry- you'll have a section later explaining what to do).

- <https://personalitydna.com/> Your GM will need your two word result.
- <http://www.humanmetrics.com/personality> Your GM will need your four letter result.
- <http://hs.hiveswap.com/ezodiac/index.php> Your GM will need your Lunar Sway and Aspect.

When you have these results, give them to your GM privately. They'll handle the rest from there. Now we tackle the data part-

[The Numbers, Mason: What do they Mean?!]

The system for rolling your basic stats is identical to D&D 5E. You have six stats (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma) which apply towards different actions

your character can take. If you're not familiar with 5E, here is a basic rundown of what these stats mean using the famous Tomato Method:

Strength - How hard you can throw a tomato

Dexterity - How well you can dodge a tomato thrown at you

Constitution - How well you can stomach a rotten tomato

Intelligence - Knowing a tomato is a fruit

Wisdom - Knowing that blended tomatoes don't make a smoothie

Charisma - How well you can sell a tomato to a tomato farmer

Stats

There are multiple ways that GMs and individual systems decide to roll stats, but the most common (and my preferred) method is the Standard 5E method. To determine your base scores for each of these stats, follow these steps:

- 1) Roll 4D6 (four, six-sided dice)
- 2) Take the highest three values, and add them together.
- 3) Rinse and repeat for each stat.
- 4) Once you have a total of 6 results, assign them to the appropriate stats for your character.

Your specific GM may prefer another method such as Point-Buy or Standard Array or have specific rules about fudging bad rolls, so be sure to discuss with them prior.

Modifiers

Now that we have your base stat values, we can move on to figuring out your Modifiers. Again, this is mostly the same as 5E for those familiar. For those who aren't, your stat modifiers are the bonuses you get when performing a certain action that relates to that stat.

For example, imagine your character is trying to lift a large, heavy box. If you have a high Strength score, this task will be easier for you, and as such you'll have a higher bonus when doing such things. If you have a low Strength score, this will be much harder, and you might even have a negative modifier which will take away from your overall score for that action. Below is a chart of the relationship between base stats and modifiers:

6	-2
7	-2
8	-1
9	-1

10	+0
11	+1
12	+1
13	+2
14	+2

This pattern continues in both directions from 10.

Saves

Similarly to Modifiers, players also have Saves. These apply when your character is trying to react to something happening around them, such as dodging falling rocks or catching themselves when they slip on a banana peel. These bonuses are determined the same way that modifiers are, by your base score. You can also apply your modifiers to the associated skills listed on your sheet.

As a Human, your character gains a +2 to two modifiers of their choice, as well as Proficiency in up to 4 skills. Proficiency is a +2 bonus that your character gets for being *especially good* at that particular thing. Is your character formidable in a fight? Place a proficiency in Strife. Good at getting people to do what they want? Persuasion. The possibilities are endless.

*Note: As the game is tested and refined, more races will be added and a full section made.

Humans are especially clever, but when compared to the other species on our planet- we're incredibly squishy. As such, you get 1D10 of health per level, starting at Level 0 with 10 health. When you reach 0 HP, you are knocked unconscious. You also have a base AC (or Avoidance Capability) of 10 + your Abscondence modifier. You also have a skill called Luck, which is calculated by adding your Dexterity and Charisma modifiers together. You can use your luck points to fudge rolls in your favor, 1 value per point. These points recharge after every long rest.

[Oh, Combat and Inventory: Since we're talking about it anyway.]

Combat encounters, or Strifes, are turn-based according to the collective Initiative rolls of the players and enemies involved. The group that has the highest collective roll (either players or enemies) will have the first turn. During your turn, each player will decide their actions in order of their individual initiatives, then all actions will be taken simultaneously. This allows for combo attacks, assists, and other collaborative actions to be made by the players. If you've ever played the old-school Final Fantasy games, combat works quite similarly.

Health and Unconsciousness

When you reach 0 HP, you can roll a Struggle Save once per turn to see if you manage to get out of danger or fall unconscious. This is a flat D20 roll; any score at 10 or higher is a Success, and 9 or below is a Fail. At three Successes you manage to abscond with 1HP, at three Fails you fall unconscious until you are either healed or a long rest has passed. Allies can use their actions to heal you while you are in this state. While you are unconscious, some enemies might not leave you alone with just a warning. More powerful or intelligent enemies might decide to finish you off instead, so be careful when fighting and be mindful of your health.

Strife Specibus

Each character has access to a Strife Specibus, which is the portfolio of weapons the character can use proficiently. At the start, each character will have one weapon type (called a “Kind”) that they are able to use, with the possibility for additional or altered Kinds later. The player may choose a broad category of items for their specibus (ex. bladeKind, allowing for anything with a sharp edge) or something more specific (ex. sniperKind, only allowing for “sniper” style weapons like rifles or bows). Just about any object can be used as a weapon, from hammers, to knitting needles, to juggling clubs, to broken bows. Don’t be afraid to get creative! You don’t have to think about the limits of your carrying capacity either, as the weapon stores itself in your specibus when not in use (it’s video game logic, don’t question it).

Fetch Modi

When it comes to inventory, each character also has a specialized Fetch Modus, that is, a method of inventory management that is unique to the character. These, along with Strife Specibi, are one of the more “meta” aspects of gameplay in SBURB. Imagine you’re playing a game with an active inventory system; there is a specific way items are stored, arranged, and accessed within the inventory menu. Every character has their own “inventory menu” they can access at will through different means.

Some use the “Stack” modus, where all items are kept as a stack of cards which get pushed to the bottom the more items are added. The items in this stack are accessed either by FIFO (First In, First Out) or FILO (First In, Last Out). Others may use the “Wallet” modus, where items are transferred into individual cards that are kept in a folding wallet. Players are encouraged to get creative with their character’s fetch modus, and make it something that relates to their character somehow. A character who loves to draw or write may use the “Diary” or “Pictionary” modi, making use of their personal skills by making the user draw or write the object in need of storing. Someone with unusually high luck may have a “Dice” or “Roulette” modus where landing on the right number releases the object they want. Don’t be afraid to make it weird!

[Uh, Teacher? There’s still blanks on my character sheet!]

Good! There should be! There are some items on your character sheet that you won't know right off the bat, and will discover as you progress through the game. These will be part of your character's personal progression, so don't worry about figuring it all out as quickly as possible. Your GM will know exactly what's going on and what needs to happen.

[PART THREE: Pay No Attention to the Man behind the Curtain...]

It's time now to take a look at things from the perspective of the GM. If you're in that spicy spot, you're probably wondering a lot of things;

"What happens when the players get the game?"

"How do I know how the game functions?"

"What are those things from character creation that I'm supposed to know but have no idea about!?"

All fantastic and valid questions, really. Let's get to answering them.

[What happens when the players get the game?]

As I alluded to in the introduction, there is far more to SBURB than just a "life simulator." Unbeknownst to the players, SBURB alters the physical reality around the players in real time. Each player will have two copies of SBURB: the Client version, and the Server version.

The Client player will connect to an available Server player of their choosing, and establishing a connection will reveal to the Server an aerial visual of the Client's house. The Server will then be able to see everything within and surrounding the Client's home within a certain distance of the Client. The Server will also be able to interact with objects within the home provided that the Client is not physically in contact with that object, and place items from the Server Menu into the Client's home. This is not a simulation; anything that the Server interacts with, the Client will see. If you throw your friend's fridge through a window as the Server, that will *actually happen like magic on the other end*. On top of this, the Client can see the Server's mouse cursor as a floating entity on their side and it can be interacted with.

The point of this game isn't just to terrorize your friends, however. The point is to escape the extinction of your planet. As soon as one instance of SBURB is loaded on the planet, meteors will begin falling onto Earth's surface with greater intensity until the point of extinction-level threat. The only way to escape imminent demise is by playing the game.

[How do I know how the game functions?]

That's what I'm here for, duh. I will have to gloss over quite a few things and come back to them in a later section however, as many concepts interconnect but deserve their own comprehensive explanations. Please bear with me.

Game Entry

Upon creation of a Server-Client connection, the Server will unlock four specific items that the Server can place for the Client for free. These items are the Cruxtruder, the Totem Lathe, the

Alchemiter, and the Pre-Punched Card. When used correctly, these machines will create an item for the Client to manipulate in a certain way. Once the Client figures this out, they will be teleported off-planet to safety with the entirety of their home. To get all members of a party to safety, the players must create a chain of Server-Client connections and help each other out.

So let's go over each of these machines and what they do:

1) The Cruxtruder

This machine has a wide, square base with a tall cylinder reaching from the middle, resembling a chimney, with a lid on the top. On the side of the cylinder is a crank, and on the bottom of the base is a black screen. The base is approx. 1m x 1m.

Inside the cylinder are two things: A Cruxite Dowel, and a Sprite. The Dowel is made of a glassy, crystalline substance of varying color, and is completely solid. The Sprite is a glowing ball of energy with limited sentience, and will fly out of the Cruxtruder as soon as it is opened. It will wander spastically around the home and property until it comes into contact with an object or organic being of some kind. The screen at the bottom will also come to life when the machine is opened, and display a timer. When the first player in the group opens their Cruxtruder, it will display 10 hrs, 0 mins, 0 sec and will count down from that moment. As players after them open their Cruxtruders, their times will match with whatever is left on the first player's machine. All players have 10 hours from the first open cruxtruder to leave the planet.

2) The Pre-Punched Card

This is a paper-sized, plastic-like card with holes punched at specific intervals, much like the note cards in music boxes. Also much like original computers, each set of holes creates a specific code that can be read by certain devices within the game. Each player has a unique code on their card.

3) The Totem Lathe

This is a large machine resembling a woodworking lathe, with its own chisels attached. It is meant to work automatically. The player must insert both the Cruxite Dowel and the Pre-Punched Card then start the machine. It will carve the dowel into a specific pattern according to the Card.

4) The Alchemiter

This is an even larger machine, about 3m x 3m at it's base. The base is square, with a round platform at one corner and a long, telescoping arm with a scanner at the adjacent corner. In the middle of the base is a large, round platform with an intricate symbol resembling a spirograph. When the Carved Dowel is placed on the smaller platform, the scanner will calculate the curves of the surface and create an object based on the code it reads, which will appear in the center of the larger platform. At the start of the game, this item is different for each player. The resulting item must be manipulated in some way (typically by breaking or otherwise harming it), and when the correct action is made the player will be automatically teleported to safety.

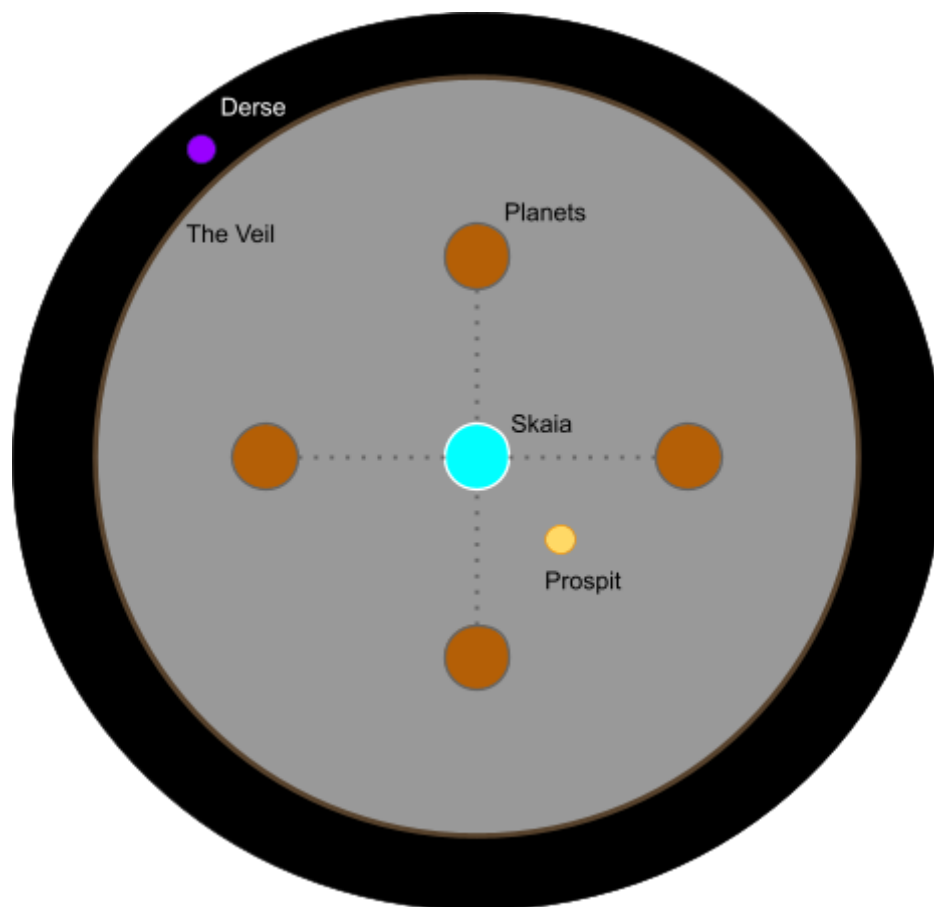
Prototyping

Before the player reaches the final step with the Alchemiter, they will also have to do something called “Prototyping.” In this context, it means combining the Sprite with an object or creature. More often than not this happens naturally amongst the chaos of saving your own lives; either something falls into the Sprite, or the player hits the Sprite with something for Being Generally Annoying, etc. Whatever you do end up prototyping, the Sprite will take on characteristics of. If you throw a doll at it, it will become a glowing, vaguely sentient version of that doll. Living or dead creatures can also be prototyped. Toss Grammy’s ashes in there and see what happens! Either way, each player must prototype at least once (preferably twice) before leaving Earth, or else they will create a Null session. I’ll explain what that means in detail a little bit later, but basically it means the game cannot be won and the player’s have soft-locked themselves. The attributes that the Sprite takes on after prototyping will also be seen in the enemies encountered later. If your Sprite is prototyped with a dog, expect the enemies you see to be furry and bitey.

Along with flavoring the enemies, the Sprite functions as a guide for the player and has access to quite a bit of metagame knowledge. They are programmed to only hand out hints however, and not outright tell the players what to do. They will occasionally assist the players but do not hang around all too much. They can however be summoned when needed.

The Medium

After the Client and their home has been taken off-planet, the player will wake up in an interdimensional space called the Medium. There are five main parts of the Medium, illustrated in the diagram below. We will discuss each part from the center, moving outwards;



1) Skaia

At the very center of the Medium is Skaia, a neutral planet which houses the Battleground. Skaia's atmosphere is filled with clouds which contain visions of the future, past, present, and other places outside of your session. The Battlefield is a chess board that covers the entirety of the surface of the planet. Here is where the war between the Black (Derse) and White (Prospit) Kingdoms wages. Until the players enter the Medium, the two Kings are held at an eternal stalemate. However, prototyping the Sprites attributes new properties to the soldiers and Kings on the battlefield, breaking the stalemate. Unless there is some sort of drastic upset made by the players, the Black King will always win this war. Once the Black King wins, the game will enter a phase called the Reckoning. Players will need to defeat the Black King before the Reckoning ends.

2) Prospit

Closely orbiting Skaia is a golden moon named Prospit, which is the home of the White Kingdom. Prospit lies closely enough to Skaia to frequently be enshrouded by the vision clouds which lie in the upper atmosphere. On a smaller moon chained to the main body of Prospit lies the towers which contain the player's Dreamselfs- "copies" of the players that they can transfer their consciousness into when they sleep. Not all players have a dreamself on Prospit; some may lie on Derse instead. This is determined by the player's overall character. The Dreamselfs stay asleep until the player "wakes up" within the game, though it is possible that some players may awaken before the start of their session by unknown means.

The Dreamselfs serve the purpose of giving players a "second life" if they happen to die in the game. If a player dies, their consciousness is immediately transferred to their dreamself. These backup bodies are also consumed when a player Ascends (more on that later).

The residents of Prospit (Prospicians) are generally benevolent and revere the players as a sort of mythical hero. The White Kingdom fights to protect Skaia from the Black Kingdom and encourages the player to achieve the Final Goal of the game.

3) Planets (Lands)

Outside of the orbit of Prospit are the player's planets, called Lands. These planets are created on entry of the player to the Medium and act as the main quest area for the player. There will always be one Land per player. Each land is specifically tailored to its player (often referred to as the Hero) to help them Ascend and reach the Final Goal. They have a very specific naming scheme and will always be called the Land of ____ and _____. The blanks in the name will relate to the specific player's quest and Aspect, as well as give a general description of the land itself. For example, the Hero of Breath in the canon finds himself upon the Land of Wind and Shade, or LOWAS. The "wind" part refers to his aspect, and the "shade" refers to his quest (getting rid of the clouds that are suffocating the planet) as well as describes the overall look of his planet (gloomy, monotone, etc). We'll talk more about each Aspect later, but one thing you do need to know is that Space players will always have "Frog(s)" as one of the words in their land

title. Frogs are very important to the game and are part of the process of reaching the Final Goal.

Each planet will have a specific anthropomorphic animal species called a Consort that act as the “NPCs” for the planet. They live their lives independent of the Hero but will assist them with lore, quest hooks, etc. They tend to be smaller than the players, and very cute. Typically, they’re also quite harmless and don’t fare well in combat without assistance.

In addition to the consorts, there is a large, god-like creature which lies somewhere on the planet called the Denizen. They are typically named after real-world gods that relate to the Hero’s aspect or quest in some manner. For Space players, they almost always have Hephaestus, god of blacksmiths due to the presence of the Forge on their planet. The Forge is another part of obtaining the Final Goal which I will describe later. When confronted, the Denizen will present the Hero with the Choice; either kill the Denizen or accept another quest to please them. Both will lead to the win conditions if successful. Each planet will have a set of seven warp gates that hover above the player’s home at increasingly higher intervals. These gates will lead to different areas on each of the player’s planets, with the last one leading to the Denizen. These gates can be used for interplanetary travel.

4) The Veil

Far on the outskirts of the Medium lies the Veil, a ring of meteors and asteroids that orbits the main playspace. During the Reckoning, these meteors will begin to travel towards Skaia and through the defense portals. This area is a political neutrality zone, and as such both Kingdoms have a vast assortment of labs, factories and other buildings scattered across the meteors. Many of these are essential for the player to use for the Final Goal. Other than this, the Veil simply serves as a division between the Medium and the Furthest Ring, where unfathomable eldritch gods called Horrorterrors reside.

5) Derse

Just outside of the Veil is Derse, a mirror image of Prospit that serves as the home for the Black Kingdom. Instead of being swathed in gold, Derse is cloaked in a deep, inky purple. Dersites tend to be aggressive, inhospitable, and pessimistic types. They find the player to be deplorable and wish for the destruction of Skaia- hence why they are at war with the White Kingdom. The Dersites act as the main opposition for the players.

Building

After entering the Medium, the Server players will have to work alongside the Client players to build their homes up to the warp gates on their planets in order to further their quests. Building works much like any other virtual sandbox game, but requires Grist and other materials to “buy” the additions. These materials can be collected by the Client player by defeating enemies. Once enough grist and material is collected, the Server can build additions onto the Client’s home in order to allow access to the gates. There are four main material types that are used in varying combinations to create all sorts of items: Shale, Cobalt, Marble and Uranium.

Classpects

The players will end up spending a majority of their time on their planets for the first half of the game, figuring out their quests, fighting enemies, and learning about their Land. The quests for each player are designed in a way that they encourage the player to further embrace or master their respective Aspect before Ascending. Let's talk about Classes and Aspects- or Classpects.

Each character has a unique combination of Class and Aspect, which is tailored toward their personality. There are 12 of each category, and each combination lends itself to a particular kind of ability. The classes are grouped into pairs according to how they interact with their aspect, and each pair represents a passive or active interaction, like so:

	Active	Passive
Creator: One who makes ____ or who makes through ____.	Maid	Sylph
Giver: One who serves ____ or who serves through ____.	Page	Knight
Visionary: One who knows ____ or who knows through ____.	Mage	Seer
Innovator: One who changes ____ or who changes through ____.	Witch	Heir
Taker: One who steals ____ or who steals through ____.	Thief	Rogue
Destroyer: One who destroys ____ or who destroys through ____.	Prince	Bard

Passive classes tend to interact with their aspect for the benefit of others, while Active classes use their aspect for the benefit of themselves. For example, a Prince of Time would be able to quite literally destroy the flow of time around themselves in order to do any multitude of things, including disorienting enemies, freezing things in time, or completely erasing an event in the past, present or future. Passive and Active pairs can frequently perform similar acts as each other as well, so what a Prince can do, so too can a Bard. Classpect abilities are only limited by the user's imagination, so whatever creative ways the player can think of to manipulate their aspect could certainly be possible.

Some of the titles are typically gendered (like Maid, Witch, and Prince) but there's nothing stopping you from altering them to fit the gender of your player- like swapping Prince with Princess or Crown, Witch for Wizard or Warlock, etc.

Next we move on to the Aspects, which are universal constants that make up the building blocks of existence:

Time	The overall flow and passage of time as a 4th dimension
Space	Anything with physical properties or mass
Heart	The soul and essence of sentient life; what makes a person <i>themselves</i>
Mind	Logical thought and progression, memories
Light	Knowledge and information; "shedding light" on something
Void	The absence of matter and knowledge, something that is utterly nothing
Doom	Inevitability, consequences, tragedy
Rage	Anger, hatred, bloodlust
Blood	The physical essence of a thing, what keeps it going
Breath	Wind, air and skies; forward progression and freedom
Life	Creation, revival, health
Hope	The divergence of fate, free will, belief

Each player will have a title called a Classpect which is a combination of their assigned Class and Aspect. It always follows the scheme "Class of Aspect". So, Bard of Light, Seer of Time, Sylph of Space, etc. These Classpects are also known as the God Tiers.

God Tiers

When a player reaches a certain level, they Ascend into their God Tier form- they quite literally become a god of their respective aspect. It is practically necessary for players to reach this stage before the Reckoning, as it is nearly impossible to defeat the Black King or their Denizen and finish the game without doing so. With Ascension, players will acquire a host of new powers related to their Classpect, as well as flight (even through the vacuum of space), increased strength, and conditional immortality. The only time a God Tier player can die is if their death falls into the category of either Heroic or Just. A Heroic death is typically a sacrifice of some kind for the greater good, while a Just death is for those who deserve to be taken down for the sake of the greater good. All other injuries (fatal or otherwise) that are collected will be quickly healed with a few moment's rest.

However, to reach God Tier, the player must die or be killed while on their Land's Quest Bed. The process of Ascension is more of a rebirth than a promotion. When they die on the Quest Bed, they will be fused with their Dreamself and immediately reborn into their God Tier form. If the player has already died once and has been transferred to their Dreamself, or if their Dreamself has died, they will instead need to find the Sacrificial Slab on their respective moon (Prospit or Derse) and either die or be killed there, where they will be immediately reborn in God Tier form. If their Quest Bed has been destroyed or obstructed, they can use their Slab as a backup.

Prior to reaching God Tier, players do have limited access to some powers related to their aspect, and can use them at higher levels. These usually are just hints at their destined power, however, and not at all a full representation of their capabilities.

The Reckoning

Once the White King is defeated, the Black King will absorb his power and begin the Reckoning. He will summon meteors from the Veil to crash into Skaia, destroying it. However, Skaia has a built in defense mechanism that summons warp gates around the planet to catch the meteors and send them elsewhere in time and space. Specifically, these meteors are the same as the ones that destroyed your planet before entering the Medium. Don't think too hard about this- SBURB cares not for causality and thrives on paradox. The death of the Black King will end the Reckoning. The warp gates will buy Skaia time, but if allowed to continue for too long the planet will be overrun and destroyed.

Ectobiology

One of the mechanics the players will need to make use of multiple times is the science of Ectobiology and Paradox. Some of the labs hidden in the Veil contain the machinery for this process. The short explanation of this is, the user is able to target specific objects or creatures at any point in time and space and teleport them to the current time and space. However, if that object is collected from the future to the past and then never makes it to the point in time where it was taken from, the teleporter will instead produce Paradox Slime. This does in fact require that the user makes sure the desired target never makes it to the specified time and place, however.

The slime that is created from this "paradox ghost" still contains the genetic code for whatever object or creature was targeted, and thus allows for cloning of said object or creature. This cloning process is important for two reasons:

- 1) The players must create clones of themselves to send back to Earth through the Reckoning to ensure their own presence on the planet to begin with
- 2) The players must create the Genesis Frog by combining the paradox slime of specific frogs on the Space player's planet (or whatever player has the frogs in the first place.)

The Forge

The Forge is a structure (typically a volcano) on the Space/Frog player's planet which, when lit, will release the collected materials from defeating the Denizens into Skaia, creating a fertile nest for the Genesis Frog to grow in and feed off of. Lighting the Forge is essential to raising a healthy Frog.

Genesis Frog and Win Conditions

So what the hell is this frog for? Well, it is the creation of a brand new universe for the players to live within as gods. That is the Final Goal- to create a new universe and live in eternal peace. To have officially won SBURB, the players must accomplish five things, in the below order:

- 1) Defeat the Denizens
- 2) Clone themselves to send back in time
- 3) Defeat the Black King and end the Reckoning
- 4) Stoke the Forge
- 5) Create the Genesis Frog and have it grow to maturity

Once these things are completed, the players will have won the game and will be able to pass into the new universe and mold it to their desires.

Null, Void, and Dead Sessions

There are some cases in which the players can lose, and these are called Null Sessions. By Definition, a Null session is any session that is doomed to fail. A session can be dubbed Null from the start due to code errors, time shenanigans, or other outside factors; or it can become Null later on due to mistakes made by the players. For example, creating an unbeatable boss, failing to produce a Genesis Frog, or all players dying permanently.

Void and Dead sessions are types of Null sessions, characterized by specific circumstances. Void sessions are created when none of the player's Sprites are prototyped before entering the Medium. This prevents the Black and White Kings from evolving and the battlefield never fully develops. Thus the Kings will continue to be in an eternal stalemate and the Reckoning will never come. The Lands of the players will be barren husks of what they were supposed to be, the only "living" creatures being skeletal versions of the enemies who are much harder to kill.

Dead Sessions are created when only one player enters the Medium. Prototyping does not factor at all, as your Sprite will instead form a black hole where Skaia should be upon entrance. Dead sessions are incredibly rare and are built to be nearly impossible challenges for the player foolhardy enough to enter on their own. Typically they can only be won under incredibly specific circumstances, and most do not reach the win state.

[What are those things from character creation that I'm supposed to know but have no idea about!?!]

There were quite a few things in character creation that I had to gloss over for the sake of keeping things a surprise for players, but hopefully you're not reading *this far down* unless you're planning on running a game yourself. Let's get into it!

Quiz Results

Now, before your first session your players should have gone through the three quizzes linked in the "Quiz Time" chapter and given you the results. For each player, you should have their Myers-Briggs personality type (four letter acronym), a two-word phrase, their Aspect, and their Moon. The MB type and two-word phrase are what we're going to be using to figure out the player's Land thanks to [this lovely person on Tumblr](#). The first word of their two-word phrase will match up with one from the list below. This will determine the "feel" of the land- is it bright and colorful? Dark and Gloomy? Full of life and activity? Barren? Etc.

Considerate:

Your land is very soft and calm in tone and color. There won't be a lot of stuff happening around you, which will give you plenty of time to get into the land you are placed in. There is less scenery than usual. Consorts will be in small groups rather than scattered across the entire land. This will allow you to actually get to know the consorts and their culture/traditions better. There is rich culture there and many different traditions to learn about, if you are willing to listen.

Respectful:

Your land is soft in tone and color but very rich with scenery and fauna for you to explore. There aren't very many consorts, and the ones you do meet won't be very organized in culture or traditions. There won't be much happening around you or in the world at all, which will give you time to reflect on the challenges ahead.

Benevolent:

Your land is soft in color and tone but is filled to the brim with many consorts that make your land fun to be in! While the land itself may be soft and calm, the consort areas will be lively, allowing you to enter into the craziness of your land when you are ready, filled with the interesting consorts with interesting culture and traditions.

Reserved:

Your land itself is dark and minimalistic. There is very little happening at all, and what little there is is hidden for you to find and explore on your own terms. If there are any consorts, they are most likely scattered, if not hiding or in hibernation. However, there is a problem to solve that will loom over your land, and it's up to you to solve it yourself.

Cautious:

Your land is very straightforward, consistent, and mellow. There aren't many dangers in your land, but in turn, your land is less exciting than most. Everything you learn about your land and the quest within it you will be able to find out just by observing. Consorts are scattered and rarely have anything relevant to say to you, however, they will listen to what you say.

Generous:

Much like the Cautious person, your land is straightforward and consistent, where you'll be able to gather everything you need through observation. However, unlike the Cautious person, your land is a bit brighter and more interesting while being a bit more dangerous. The consorts are also a bit more organized, but will be willing to work with you if you take the time to get to know them.

Faithful:

Your land is both bright and soft. While scenery wise, there won't be much to behold, the real richness of the world is within the small, very organized communities of consorts. These consorts have a rigid law and order, and even the land itself seems to be very controlled and in order, something even the denizen couldn't mess with. There is lots of culture and tradition because of this, which you can find out by just listening in.

Dynamic:

Your land is bright and lively, but still straightforward, with a sense of order and practicality to it. There are consorts everywhere- some organized, some not, each with their own different quirks and small cultures. The land itself seems rich for exploring, almost daring you to go and find it's secrets. However, when trying to find those secrets, the world can turn quite dangerous and treacherous, but also exciting!

Free-Wheeling:

Your world is bright, lively, and always changing. There doesn't seem to be very many rules associated with the world, almost as if it's ruled by chaos. There are many, many consorts, but none of them are organized, however, they know the world and it's secrets. Without them, the world will always seem foreign and trite, with no real purpose.

Advocating:

On the surface, your land is bright but still softened, as you enter into the many areas of organized consorts, you'll find that the world becomes much more lively and a bit more chaotic! The world itself is very complex, and the consort's many organized cities/civilizations are even more so! There is much to explore and much to learn.

Encouraging:

Your land is warm, bright, and controlled. There are many small organized consort areas to explore, and much like Advocating's land, there is a complexity there and in the world itself, without the chaos. The world itself has many different areas, not staying the same throughout, but still keeping the warmth and brightness.

Independent:

Your land is very warm and bright, with lots of complexity and yet a very controlled nature in the scenery and overall nature of the land. There are very few consorts, and those you meet aren't organized at all, but there is lots to explore and rules underlying the entire land. There are many dangers here to face, but that makes your world exciting!

Animated:

Your land is incredibly bright and warm and fun! There is always something happening in your land, and it's quite chaotic due to this! There are many consorts- most organized, some not all throughout the land that contribute to the chaos and fun. Much of the land cannot just be observed though, many of the secrets and fun of the world comes from interacting with the land.

Concerned:

Your land is calm, cool, and controlled. Much like Faithful's land, there are a couple small organized consort areas, and a complexity to the world that is observed rather than hidden. The land is also very ordered and controlled, and the consorts even more so. However, unlike the Faithful's land, much of the interesting complexity comes from the land itself, not the consorts.

Attentive:

Your land may be soft and bright but it is also filled to the brim with energy and excitement! There are plenty of consorts all around, though most of them aren't organized. Your land is also very controlled, even though the excitement, never really slipping into chaos. Your land is also filled with surprises around every turn, and lots of things to explore, so keep your eyes open!

Genuine:

Your land is bright and focused - straightforward and controlled, but still filled with energy and a few consorts, most of them organized! There aren't too many secrets here- your land is what you see, but that just means you know exactly what you are going into! There are any rules governing the land to discover though!

Next, the four-letter MB type will help us determine what sort of quest the player will have to complete on their land;

If you are a Guardian (You have both S and J in your result) :

Your quest is to protect your land and the consorts from an impending doom! This could be a swarm of monsters, a plague threatening the life of the world, a monstrous storm, whatever!

If you are an Idealist (You have both N and F in your result) :

Your quest is to bring life and energy back to a wasted and broken land! This doesn't mean your land has to be dark and empty! There just has to be something missing that you will have to bring back.

If you are an Artisan (You have both S and P in your result) :

Your quest is to create something that the land needs or create something to improve the land overall. It can be any type of creation, from a song to a building to a machine!

If you are a Rational (You have both N and T in your result) :

Your quest is to figure out the rules and systems governing the world and learn to work it to your advantage! Think Rose's quest to learn to "play the rain".

If you are a SPACE player:

Yes, your main quest is always going to be to create the genesis frog. But the way you light the forge and collect the frogs is governed by your MBTI type! You might have to build a machine to incite the volcano, or protect the frogs from being roasted by the lava!

Now, taking the information you've just gathered, you can create a planet and quest relating to your player's Aspect, following the LO__A__ format. Some examples of Lands and quests can be found in the appendix if you're having trouble figuring out how to put one together. You may also disregard these quizzes entirely and craft worlds on your own! This game is meant to be flexible and creative. The system here is meant to help new GMs who may not know how to worldbuild in this setting, but it's not meant to limit you at all.

Since you also have their aspect at the ready, you can figure out their classpect either ahead of time or as you see how their character acts and develops.

Putting all of these pieces together will help you develop the Medium for when the players finally enter, and gives you some time to plan out their quest progression before they get there.

[Okay, I have all the clerical shit done. How do I start a game?]

Actually, that's pretty simple. You don't have to start this way, but here's the typical formula I use for my sessions:

- **Introduce your players to the setting.**

Describe all of them in their homes, how they know each other, and how excited they all are for this new game to drop! If they don't all live close to each other, explain that they're in some sort of group chat, like a Skype or Discord call. Let them take some time to get used to their characters and develop relationships before the game is released. You can also throw in some interactions with their individual families or housemates. Basically, have them roleplay the most average, mundane day.

- **On the release day;**

Passingly mention that some (or all) of them have noticed news broadcasts of unusual weather activity, and a quite large meteor striking the surface somewhere remote. No major damage, aside from a cabin that happened to be right in the way. Let them install the games, make their connections, and get familiar with the menus. Have a

conveniently-placed [“READ ME”](#) document in the game files (you’re welcome to copy mine and edit as you need). They’ll soon realize it’s not what they thought. As more time passes, the weather around the world will get more intense (out of season tsunamis, more meteors, random heat waves and wildfires, etc).

- **Introduce danger.**

Bring in some kind of threat for each of the players, something to push them to enter the Medium more quickly. Try to focus on one Server-Client pair at a time to make sure they all get in properly. Remember- they have to form a loop to all be in the same session as each other. Have them coordinate their entry. They won’t get too many chances to work as a team in the beginning so try to start off strong.

- **Enter the Medium, impose more danger.**

Once the players enter it won’t be long before the enemies start to sniff around the property. Introduce them to combat with some small imps and critters, nothing with too much actual threat. Let the players begin to explore but keep them on their toes.

From here, you can pretty quickly get your players to begin their quests and explore their Lands, as well as each other’s. They’ll notice the gates above their houses pretty quickly and it shouldn’t take too much cajoling to get them to want to inspect them.

[PART FOUR: Imps and Chimps and Chess, Oh My!]

So now we have our characters and our world, but we've got to fill it with stuff don't we? This section will go over enemies and their types, as well as consorts and the Carapacians.

[Underlings: Dirty Deeds, Done Dirt Cheap.]

Within the game there are five main enemy types, which become increasingly more powerful as you go. These enemies are typically called Underlings, as they are called into being by the Denizen of the Land and serve it loyally. Underling populations become not only increasingly dense, but exponentially more ferocious the closer the player comes to their Denizen. As the player levels up, they will also attract more powerful enemies. We'll tackle each main enemy type from weakest to strongest. Also keep in mind, prototyping adds characteristics to the enemies of the land, and can change their appearance and attacks accordingly.

- **Imps**

These are small, humanoid creatures with sharp claws and teeth, as well as an eye for mischief. They're typically not very smart or determined, and can be frightened off for a time by a large enough threat. They will however recklessly attack on sight and move far quicker than you expect them to. Imps will sometimes use random objects as weapons.

Health: 15

AC: 11

Initiative: +0

Speed: 40

STR: 11 (+1)

DEX: 11 (+1)

CON: 10 (0)

INT: 8 (-1)

WIS: 8 (-1)

CHA: 10 (0)

Bite: The Imp digs its sharp teeth into the target. STR +2, Range: 5ft.

Scratch: The Imp swipes its claws at the target. DEX +2, Range: 5ft

- **Liches**

These are larger, humanoid creatures who resemble zombies. They often have horns that can take on a variety of shapes. They're slightly smarter and stronger than Imps, but can still be distracted and tricked quite easily. They tend to move very slowly as well.

Health: 25

AC: 13

Initiative: +1

Speed: 25

STR: 12 (+1)
DEX: 11 (+1)
CON: 10 (0)
INT: 10 (0)
WIS: 9 (-1)
CHA: 10 (0)

Pound: The Lich swings it's fist down onto the target. STR +2, Range: 5ft.

Scream: The Lich howls at an incredible volume, disorienting it's foes. CON save, DC: 14. Range: 30ft cone On a failed save, target is stunned for one round.

- **Basilisks**

These large, lizard-like creatures are quite strong, and possess much more awareness than their lesser cohorts. They tend to hunt in packs of three, and are able to use the environment to their advantage to perform ambushes. However, their size prevents them from being very quick or quiet.

Health: 40
AC: 15
Initiative: +2
Speed: 30

STR: 14 (+2)
DEX: 14 (+2)
CON: 12 (+1)
INT: 12 (+1)
WIS: 11 (+1)
CHA: 11 (+1)

Bite: The Basilisk digs it's sharp teeth into the target. STR +2, Range: 5ft.

Bind: The Basilisk coils itself around a target, incapacitating them and dealing damage per round. STR save, DC: 15. Range, 10ft.

Assassin: This Basilisk and any other Basilisks within 15ft gain a +2 bonus to stealth and sneak attacks.

- **Ogres**

Ogres tower over most other creatures as living walls of raw strength. They aren't very smart but they are very aware of their surroundings- you won't be able to sneak past one very easily. They will singularly focus on a target until it's no longer a threat. They don't move very quickly but pack a huge punch. They often use clubs or other blunt objects as weapons, and sometimes have large, boar-like tusks.

Health: 65
AC: 15
Initiative: +1

Speed: 20

STR: 16 (+3)

DEX: 12 (+1)

CON: 15 (+3)

INT: 12 (+1)

WIS: 10 (0)

CHA: 10 (0)

Pound: The Ogre swings it's fist or weapon down onto the target. STR +4, Range: 5ft.

Bellyflop: The Ogre slams it's body down on a target, dealing damage and knocking both of them prone. DEX save, DC: 15. Range, 15ft.

- **Cyclops**

These mono-vision brutes stand even taller than the Ogres, with spikes running from their forehead, down their spine and to the tip of their stubby tails. They're quite a bit smarter than their comrades, often seen commanding small groups of Imps or other Underlings. They're faster than you'd think their size would allow, but their single eye makes it easy for them to lose track of their targets.

Health: 80

AC: 16

Initiative: +2

Speed: 30

STR: 18 (+4)

DEX: 13 (+2)

CON: 16 (+3)

INT: 13 (+2)

WIS: 12 (+2)

CHA: 10 (0)

Pound: The Cyclops swings it's fist or weapon down onto the target. STR +4, Range: 5ft.

Snatch: The Cyclops sweeps down and grabs a target, dealing damage and incapacitating the target. DEX/STR save, DC: 15. Range, 5ft.

Command: The Cyclops can bark orders at any Underlings weaker than itself within 30ft, and they will listen. This takes a full action, but the Underlings added will have their own actions that round.

Each enemy type can also be one of four variants: Shale, Cobalt, Marble, or Uranium. These variants don't change the base stats of the enemy, but do change the types of materials it will drop and the color of it's skin (black, blue, white and green, accordingly). Enemies will also drop increasing amounts of Grist as they become more difficult. Make sure that you're balancing the reward with the difficulty of the combat encounter!

[Consorts: You're gonna squish 'em. It's unavoidable.]

Other than hordes of enemies, your Land is also populated with adorable little animal creatures called Consorts. Your consorts are the "NPC's" of your land, living their little lives, running shops, and doling out the history and lore bits to help you advance your quest. Each Land will have one specific anthropomorphized species that makes up its consorts. Typically their species and coloration fit into the overall theme of the world and are something that the Hero would find familiar or welcoming. Heroes in the past have had salamanders, crocodiles, turtles, foxes, camels, and any number of other critters.

As mentioned before, consorts tend to be small and somewhat meek, having enough sentience to form societies with traditions and history, but not terribly clever beyond that. In fact they tend to act like toddlers playing house more often than not. Either way, they will see the player as their fabled Hero and help in any way they can.

[Carapacians: Pawn to B6]

The inhabitants of Prospit and Derse seem to resemble consorts or underlings, but in fact are their own species called Carapacians- after the hard, insectoid outer shell they have. The carapacians are themed after chess pieces, hence the separate Black and White Kingdoms. Overall they are complex and intelligent people, capable of the same levels of higher thought and autonomy as the players.

Prospitian inhabitants are overall very friendly and peaceful, welcoming the player on their arrival and doing their best to be as helpful and hospitable as possible. They see the player in a similar light to the consorts; a great Hero brought to secure them victory and create the Great Frog, whom they worship as a deity. Dersites however are the exact opposite- they see the player as a wrench in their plans, a pest to be gotten rid of. They despise the Genesis Frog and have a slew of insulting names for it. Dersites are a much more bristly folk, quick to anger and slow to calm. They'll do everything they can to get in each other's way- and yours.

Just as the underlings change due to prototyping, so too will the carapacians of both Kingdoms- though it seems that only the first prototyping of the session made by the first player to do so will affect them. The Kings and Queens however possess powerful Staffs and Rings (respectively) which grant them the augmentations and abilities of every prototyping in the session. These changes are what inevitably breaks the stalemate between the Kings on the battlefield, and starts the war which the Black King is destined to win.

[THAT'S ALL, FOLKS]

With that, I hope I've provided everything anyone needs to play a game of SBURB within my system. As I mentioned in the introduction, this is only the first version of this system and I have many plans to expand and improve it with time. As of writing this, I have plans to start the first test game in a few days with a group of five players. Once I've figured out where some of the kinks are and how to straighten them out, I'll begin drafting a V2 of this document. I'd like to get to a more solid and substantial point before I start letting others test run the game, but I'm hoping that won't take too long. I'd like to hand it off and see how others who aren't as familiar with *Homestuck* handle the information I've given them. Frankly, it's pretty dense. I started worrying around page 20 whether or not I was doing too much, but here we are at page 30 and I still feel like I'm missing things. I want to start working very soon on including the Trolls and Cherubs as playable races, and possibly start writing a proper campaign book with a plot. In any case, writing this system out has given me such a brand new perspective on the D&D campaign I wrote ages ago, and plenty of ways to improve it.

I'd like to give a more personal thank you to the Page of Hope and Homestuck Examination blogs on Tumblr, who made so much of this possible for me. I've been using their content for close to a year now to develop my own fan characters, many of which I had loads of fun playing as on MxRP. It's those fan sessions in particular that got me interested in creating my own system. I wanted a way to play with my friends that didn't involve having to coach them on how to use MxRP or give them a huge lecture on *Homestuck* lore. So, in a way, it's thanks to them that this document exists at all.

If you're reading this, I greatly appreciate you taking the time to explore my game and I hope you get to enjoy playing it! I'm always available to take suggestions for improvement in the next version, and you're welcome to contact me at chibinondle@gmail.com.

Thank you to everyone who made this possible!

- River Lee, 2021

[APPENDIX]

Helpful Materials and Links:

Character Sheet:

https://docs.google.com/document/d/1G3WVAvvjEq_q-1dMIRv_vxQzCSpxtS5vj-FKPudMA5U/edit?usp=sharing

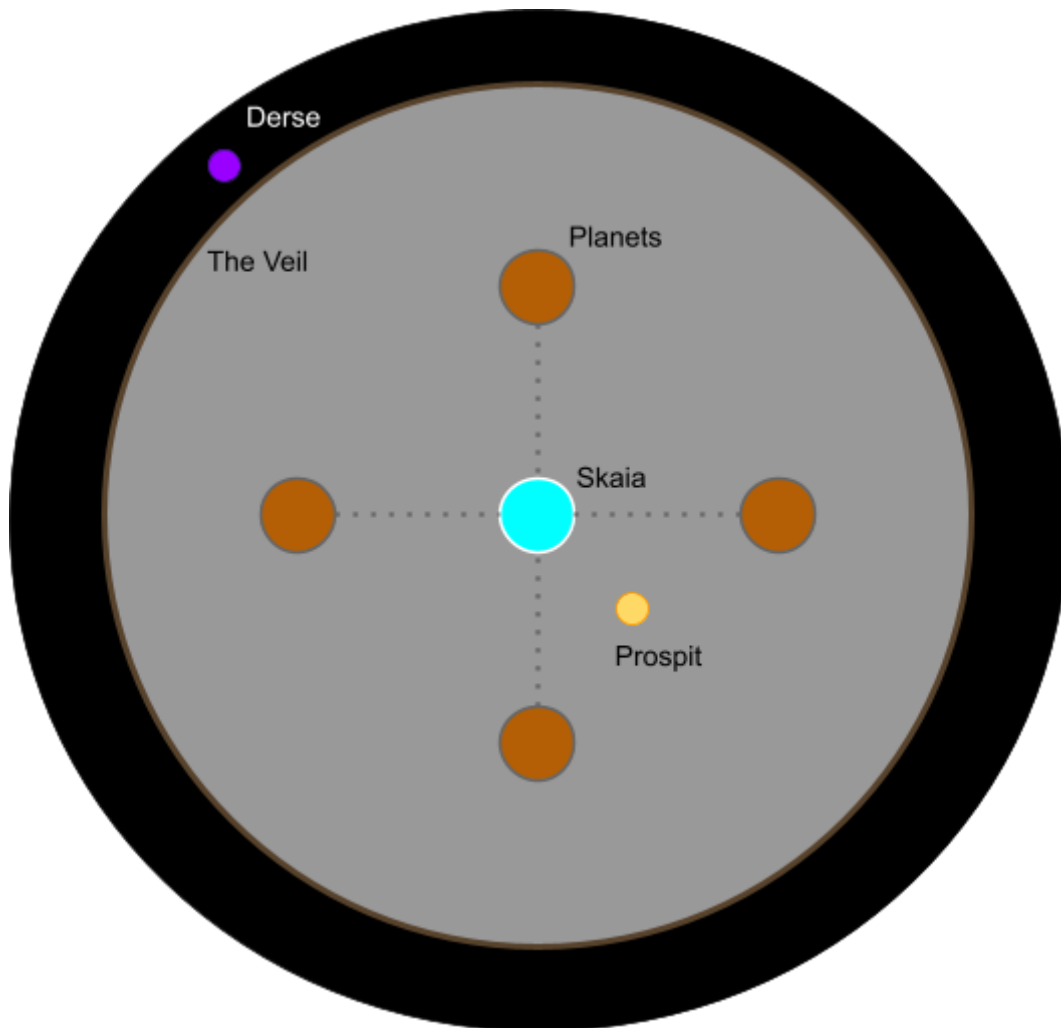
Example Character:

<https://docs.google.com/document/d/1qXE1rKa9efT8ArwOiyUrbSgKt2NKC-fMkZ7RtytQ8Tw/edit?usp=sharing>

Character Creation Quizzes:

- <https://personalitydna.com/>
- <http://www.humanmetrics.com/personality>
- <http://hs.hiveswap.com/ezodiac/index.php>

Medium Diagram:



Class Chart:

	Active	Passive
Creator: One who makes ____ or who makes through ____.	Maid	Sylph
Giver: One who serves ____ or who serves through ____.	Page	Knight
Visionary: One who knows ____ or who knows through ____.	Mage	Seer
Innovator: One who changes ____ or who changes through ____.	Witch	Heir
Taker: One who steals ____ or who steals through ____.	Thief	Rogue
Destroyer: One who destroys ____ or who destroys through ____.	Prince	Bard

Aspect Chart:

Time	The overall flow and passage of time as a 4th dimension
Space	Anything with physical properties or mass
Heart	The soul and essence of sentient life; what makes a person <i>themselves</i>
Mind	Logical thought and progression, memories
Light	Knowledge and information; “shedding light” on something
Void	The absence of matter and knowledge, something that is utterly nothing
Doom	Inevitability, consequences, tragedy
Rage	Anger, hatred, bloodlust
Blood	The physical essence of a thing, what keeps it going
Breath	Wind, air and skies; forward progression and freedom

Life	Creation, revival, health
Hope	The divergence of fate, free will, belief

The Page of Hope Tumblr (Land Creation):

<https://thepageofhopes.tumblr.com/post/16514183005/homestuck-land-testguide>

Homestuck Examination Tumblr (Classpect Explanation and other Lore):

<https://homestuckexamination.tumblr.com/post/175472060924/homestuck-examination-classpect-analysis>

READ ME Template Document:

https://docs.google.com/document/d/1TBGoA3E2eK8CdqQJ_Da0u2RvWpaAPTUgSEDlv1kB7G8/edit?usp=sharing

And also, a general disclaimer:

Homestuck, SBURB and it's related content are the property of Andrew Huss, it's creator. I do not own nor claim to own any such content. The system developed by Page of Hope is also not my original content and belongs to the rightful creator. This document is a fan-created work inspired by the concepts and events in the webcomic Homestuck and is not meant to be sold or copyrighted in any way.