

Would you like to play a game?

A vast, sprawling game that is at the same time a creation myth about kids in houses?
Two races, on two planets, in two universes, now get the chance to play this game.
Each Player serving as Client and Server Player for one of their team members, the Server Players are able to see, scroll around, and manipulate the actual physical house of their Client Players with their computer program.
Meanwhile, the Client Player is free to walk around, as their program does not require any further input, so they are free to try out the machines Server Players can deploy, and release from one their Kernelsprite.
This floating orb of flickering light is the first step on the way to completion of your goals, and quite an important one. At Least one object has to be thrown into it, to empower it and likewise empower nearly all enemies they will encounter later in the game.
But of course, that is not all. Time is short, for meteors have started falling from the skies, with one headed straight for your houses. Clients must quickly learn the basics of Alchemy with these new machines and create an artifact from the punch card provided by the Server.
The artifact will, when interacted with, transport the Player and their entire house into the realm known as The Medium, seated on a planet known as the Land of Something and Something, which orbits the shining world known as Skaia.
The goal now, is to build up your house upwards towards Skaia, with the help of your Server player to build it, and Grist as the building blocks... while fighting off the hordes of monstrous Underlings that will come to attack. Each of which carries power that was prototyped before entrance, and each will drop some Grist when they are vanquished.
But building and defending is not all there is to this game. Your Land harbors an epic quest for you too, to complete as you pass through the Gates between you and Skaia. And in the center of Skaia, two kingdoms war on the central planet of The Battlefield. Prospit, destined to lose, defends itself here as Derse advances and when the White King is slain, the Black King will initiate The Reckoning, calling down meteors from the Veil to destroy The Battlefield before it can be used to foster a new beginning.
At the end of your quest, you and your whole team must fight the Black King, wielding all the powers that have been given him by the prototyping, as well as the Black Queen who rules on the planet of Derse.
When this is done, and the battlefield is safe, then the Space player may ignite the volcano known as the Forge and launch the tadpole they have created towards Skaia.
There, it will nest into the Planet, and erupt from it as the Genesis Frog. Physical form of a whole new universe. With one Vast Croak, it will announce a new beginning.
...If you get that far, of course.

But before you go, take **+1000cp** to help you on your way.

ORIGINS:

Now, before you get to start... You need to actually have at the very least a house to start in, and a copy of the game, right? I'm sure we can arrange something to your liking here.

Your age for this jump will be 10+1d8 years, or the equivalent in Alternian Sweeps.
Gender will, of course, not be changed from your last jump.
But if this doesn't satisfy, you may pay 50cp and set your age and gender to anything you'd like.

Drop-In [Free]

You find yourself in a bedroom, in a rather sparsely decorated and standard house, vaguely reminiscent of your own tastes. You are without any connections or attachments to anyone here, but on the single desk in the room stands a computer. Its screen is currently flashing a notification of new messages on a chat client, and right next to it are two CDs containing what appears to be a game called 'Sburb'.

For a surcharge of 50cp, you may choose to become a Troll instead of a Human, starting in a hive on Alternia instead of a house on Earth, and rolling on your choice of either the Lowblood or Highblood table for your blood color.

Harley/English [Free]

You were raised by your elderly grandparent who passed away when you were young, in a freak accident involving dual-wielded flintlock pistols, and whose stuffed body now stands defiantly in the living room. While you did get an extensive education from them, you have had remarkably little contact with the outside world before and since then. Currently your main method of contact is your internet connection, so you always carry a few computers with you just in case one of your good friends wants to talk to you when you are going around the house or outside. Of course, soon you will play a game with them that will both change your lives and finally allow you to meet them in person.

Strider/Lalonde [Free]

Raised by a somewhat distant figure, which might be your parent or simply your bro, you've learned to bottle up and conceal your emotions your whole life. As such, you've been channelling all of it into biting sarcasm, ironic humor, and most importantly writing your own stories. Maybe you wrote wizard fanfiction, spend your time rapping, or made a nonsensical webcomic. Whatever it is, it's yours. And aside from that, you're a somewhat long-winded sort, with a tendency to ramble when talking to people. Luckily, your friends indulge your deluge of words, and in return you've agreed to play a new game with them. Through with the reviews you've read, you're not sure how good it'll be.

Troll Lowblood [Free]

Grey-skinned, orange-horned, and yellow-eyed, you're a Troll living in your hive on the Troll home planet of Alternia while the adults are out subjugating the galaxy. Specifically, one of the lower castes, which is determined by your blood color you were born with. As one of the Lowblooded Trolls, your durability isn't all that and your lifespan is only about equal to a human, with the lowest castes only living for a couple dozen sweeps at best. In return however, you get a much higher chance of psychic powers, through again with a drawback of being more susceptible to psychic manipulation as a result.

Roll 1d8 for the color of your blood, and place in the Hemospectrum caste system:

1: Burgundy

2: Bronze

3: Yellow

4: Olive

5: Free choice. You may pick any of the above.

6: Free choice. You may pick any of the above, as well as Lime.

6: Free choice. You may pick any of the above, as well as Candy Red or Lime.

8: Free choice. You may pick any of the above, as well as Candy Red, Lime, or a higher blood color, in which case you have a lower status in Troll society than usual for your caste.

Troll Highblood [Free]

You're a part of the Highblooded nobility and royalty that rules over Alternian society, sitting comfortably at the top of the Hemospectrum. Outwardly, you look much like you lowblooded subjects, but inside your veins flows the blood of nobility and as such your hive is far more lavish and grand. Unfortunately, or fortunately depending on your perspective, your elevated position also gives you a pronounced tendency towards violence and treachery. While you will be much less likely to develop any kind of psychic ability, you easily make up for it with mental resistance to stop their lowblooded trickery, far greater durability, and a lifespan measured in centuries, if not millennia.

Roll 1d8 for the color of your blood, and place in the Hemospectrum caste system:

1: Teal

2: Cobalt

3: Indigo

4: Purple

5: Free Choice. You may pick any of the above.

6: Free choice. You may pick any of the above, as well as Jade.

7: Free choice. You may pick any of the above, as well as Jade or Violet. Violet blood alone does not give you Seadweller traits, through anyone who knows you have Violet blood while not a seadweller will be very confused.

8: Free Choice. You may pick any of the above options, as well as Jade, Violet, or any lower blood color, in which case you have somehow gained far higher status in Troll society than your caste would suggest, or perhaps simply convinced people you are of higher blood.

LOCATIONS:

Through whether you start on Earth or Alternia is determined by the Background you pick, where exactly your house or hive is located is not.

Roll 1d8 to see where on Earth or Alternia you start.

1: Standard house in a suburban neighborhood.
2: High-rise apartment in the big city.
3: Isolated mansion in the woods.
4: High-tech tower on a small, otherwise uninhabited, pacific island.
5: Simple farmhouse in the countryside.
6: Oddly-shaped house located on the beach-side.
7: Elaborate castle-like structure with steeples, arches, and a bridge, set on a large cliff.
8: Slender tower set in an oasis, located in the middle of the desert sands.

And there is another part to your location too. Because in addition to your location on your home planet, you will be able to dream of the Kingdoms of Light and Darkness, Prospit and Derse. There, you are lauded as a Prince or Princess of your Kingdom, complete with grand tower set on the planets moon. Fully half of all the players in any session will dream of one Kingdom, and the other half will dream of its counterpart, to balance the game.

Perhaps you already know which of the two you would like to go to.

Choice is an important thing after all, and a Hero's will may simply let you decide to go where your wish. But if you'd rather leave it to chance, or the combined will of your Benefactor and Skaia...

Roll 1d8 to see which of these two warring Kingdoms will have the pleasure of hosting your tower and dreaming body.

1: Prospit
2: Derse
3: Prospit
4: Derse
5: Prospit
6: Derse
7: Prospit
8: Derse

MYTHOLOGICAL ROLE:

Each player in Sburb has a Mythological Role, also known as a Title or Classpect, which determines the abilities they will have as a Player, and consists of two components: a class and an aspect. The latter being a primordial force of reality you are associated with, and the former being the mechanics and intended role with which you interact with and channel your Aspect.
Of these, every session is required to have one Space and one Time player, if there should be any hope of successfully completing the session. This because a Space player is in charge of creating the Genesis Frog and thus the new universe, and the Time player is required to fix the doomed timelines, resolve paradoxes, and for making sure all time loops are tied up correctly.

You may pick you Class and Aspect yourself, or you may leave it to chance and roll 2d8 for it on the tables below:

CLASSES:

2. Rogue (One who steals their aspect, or through their aspect, to redistribute to other.)
3. Thief (One who steals their aspect, or through their aspect, to use for themselves.)
4. Heir (One who inherits, is protected by, and becomes their Aspect.)
5. Maid (One who is made of their Aspect, and provides it to others.)
6. Page (One with great untapped potential in their Aspect.)
7. Knight (One who exploits their Aspect, and uses it as a weapon.)
8. Seer (One who knows their Aspect, and guides others with their knowledge.)
9. Mage (One who uses knowledge of their Aspect to benefit themselves.)
10. Sylph (One who heals their Aspect, or heals through their Aspect.)
11. Witch (One who manipulates their Aspect.)
12. Bard (One who invites destruction of their Aspect, or allows destruction through it.)
13. Prince (One who destroys their Aspect, or Destroys through their Aspect.)

14/15/16. Free Choice

ASPECTS:

2. Time (Related to Time, and Entropy)
3. Space (Related to Physics, and Creation)
4. Void (Related to Nothingness, Secrets, and Obscurity)
5. Light (Related to Luck, Fortuitous outcomes, and Knowledge)
6. Mind (Related to Choice, Logic, and Thought)
7. Heart (Related to Identity, Souls, and Emotions)
8. Rage (Related to Rage, Negative Emotions, and Madness)
9. Hope (Related to Belief, Holiness, and Angels)
10. Doom (Related to Fate, Law, Sacrifice, and Death)
11. Life (Related to Living beings, and Life force)
12. Blood (Related to Leadership, Relationships, and Unity)
13. Breath (Related to Motion, Direction, Freedom, and Wind)

14/15/16. Free choice.

PERKS:

Heir Conditioning [100cp, Free to Drop-In]

During your time playing this game, you'll see a lot of terrible and weird things. On the terrible side, you might notice the end of the world by meteors raining from the sky, the death of your family, you and your friends having to fight for their lives in this game, and possibly seeing all of them and yourself dying as well, and then tradition demanding you stuff their corpses (that's a thing, apparently). On the other, weirder hand, you might learn you're a clone of yourself and your grandfather is your son. As well as the fact that universes are made out of frogs.

Luckily, you can deal with this. Not by powering through on sheer willpower, but by simply shrugging it off and remaining as oblivious to what's actually happening as you like. You'll be able to simply let it slide off you to move on. Or you could embrace the silliness where the weird things concern you. Either way, total obliviousness is optional.

Man Grit [200cp, Discounted to Drop-In]

Your Man Girt is through the roof. What is Man Grit you ask? Why, it's the stat whish is used by the level system of Sburb uses to describe your strength and durability. But mostly strength. It goes up as you fight through the game and level up, but the increase is usually minor. For you through, it is not so. You'll quickly get the strength to lift an actual safe like it's nothing, punch a robot so hard it'll fly out of the house and explode, or you could even completely ignore the alchemy system and simply punch every enemy you meet into paste.

EctoBiologist [400cp, Discounted to Drop-In]

Ectobiology. The science of cloning, breeding, and genetic modification of organisms through the use of Appearification technology. With it, you may gather paradox slime and from this create paradox clones, either perfect clones, that is guaranteed to eventually travel through time and become the target you cloned, or imperfect clones, that are mutated to be an unique being on their own. You are a master of this branch of science, able to use it like a true artist to bend it to your needs, and understanding how the necessary machines work and how they are constructed.

It's an important science, especially in relation to the game itself, as it is both necessary to win the game by using it to create the Genesis Frog, and because the players of the game are created by the use of ectobiology in the game itself, before being send back in time as babies to grow up and play it. Speaking of, by taking this perk, you are now the one responsible for doing that. Make sure to create yourself, and prevent yourself from never having existed.

Heir Transparent [600cp, Discounted to Drop-In]

Within paradox space, there are quite a number of powerful artifacts with strange and fantastical powers. You should know, since your luck at finding them is such that you almost trip over their treasure chests when you take a walk. Perhaps you will find a magical JuJu that makes everything "better" (from... some points of view), a ring that holds power over Void, a legendary piece of shit sword, or simply a chest full of Boonbucks.

Your luck keeps up even after finding them, so that your new-found artifacts don't backfire in truly horrible fashion. You might still experience some side-effects and setbacks, but overall the effects of your use of these things will be positive for yourself and others.

Dream Jumper [100cp, Free to Harley/English]

Now, while all players of Sburb have a secondary body in the form of their Dream Self, most of them will be asleep until the game has already started. Not so with you. Your dream Self has been awake for years, meaning that you've spend the hours you slept on Earth, awake and exploring on either Prospit or Derse. Depending on how you went about it, this could afford you a decent amount of foreknowledge of many things you will encounter, or simply friends among the Carapacian populations. Of course, this might not be as useful in other world, so you've also gained a couple of other benefits. At first, you'll notice that you can fall asleep on command, whenever and wherever you want. And you'll be able to wake up like that too. Could be a nice party trick, no? Aside from that, when you leave here for other worlds, you'll notice that you are now a lucid dreamer.

Weird Time Shit [200cp, Discounted to Harley/English]

So, the process of Sburb involves a lot of time shenanigans, from straight loops, to doomed alternate timelines, to paradoxes, to skipping ahead and back, and of course simply viewing other points in time. But the human and troll mind typically isn't quite accustomed to thinking about time in a nonlinear fashion. Not so with you, since through practise and natural talent, you now posses a truer understanding of timelines, able to deduce how to use loops to your advantage, how to stop paradoxes from appearing, and how to deal with the temporally displaced. This doesn't allow you to time travel or manipulate Time in it's own right, but simply allows you to deal with and utilize it much better when it comes up through other means. Your Time Player will thank you for having this, since it means less screw-ups for them to deal with...

Alchemization [400cp, Discounted to Harley/English]

Alchemization is strange business, creating punchcards, double punching and overlapping them to combine items into entirely new items. It's quite an amazing process, but sometimes unpredictable, and without care you could end up with exceptionally silly results. You however, are something else. The moment you get access to an Alchemitter, you will be the most fashionable and deadly kid in paradox space. All of the style will belong to you. In addition to instinctively knowing how to find the best combinations for outfits, weapons, and such things, you'll find it also easy to make useful tools such as a Captaroid Camera, to use things in alchemy without having to actually put it into a sylladex. Handy if you want to duplicate your brain, or something too large to fit. In general, if alchemizing something is possible, you'll be able to think of way to do it.

A Taste for Adventure [600cp, Discounted to Harley/English]

Well, well, well, you're an adventurous one, aren't you? It shows, in the remarkable way you remain optimistic, easily dealing with being isolated from any human contact, able to always keep up a friendly disposition, an explorer with a true taste for adventure, and at the same time capable of surviving on your own on an otherwise uninhabited island filled with giant alien monsters. As a child. Armed only with pistols that couldn't hurt the actually dangerous beasts. After seeing the death of the grandparently person who raised you, and out of family tradition having been forced to taxidermy that same grandparently person and set the stuffed corpse in your own living room... And if uninhabited isles of death aren't your thing, you are also rather talented at setting up and managing your own company, able to create an entire high-tech multinational corporation on your own.

Coolkid [100cp, Free to Strider/Lalonde]

You're pretty good at keeping your cool, aren't you? It is nigh impossible to even change your facial expression if you don't want to. If you're dealing with an approaching fire, or a hail of destructive meteorites, you won't be the one to panic either. Whether under the pressure or not, you have a near legendary ability to keep calm and do what you need to do without getting bogged down by fear or other emotions. You also get a masterful proficiency with your choice of either sarcasm, or ironic humor.

Smooth Sylladex [200cp, Discounted to Strider/Lalonde]

Pretty much everyone here has a Sylladex of their own, a handy card-based method of storing thing, much like an inventory. Not everyone is quite as adept at using them through, and you stand head and shoulders above the rest. You'll be able to actually use it in combat, and you'll never unintentionally throw something out of your Sylladex. Of Course, if you only fought by standing around and shooting swords from your Gates of- I mean, Sylladex, you wouldn't get very far.

So, you have also trained to use the other part of your gear, the Strife Specibus. A trained warrior, you have preternatural speed, able to strike fast and avoid your opponents counter attacks by flash-stepping, moving so fast that the naked eye has trouble keeping up. In this way, you may appear to teleport, nigh invisible while in motion. Might be hard to keep up moving like that through.

Robotics [400cp, Discounted to Strider/Lalonde]

Technology is your friend. Quite literally, in fact. Considering those robotic buddies you build yesterday. Apart from the grey metal plating and reddish-orange glass eyes, you even make them nearly identical to specific people. They're pretty strong too, able fly around with rockets, and fastly more durable, fast, and powerful than most humans. When set to Kill mode, they are terrifying warriors, a sufficiently bullshit fighter might be able to destroy them but even they would have trouble. While their intelligence doesn't quite reach human levels, they are still rather smart and their processing power is through the roof. If you got your hands on something like your own brains' Captcha code, you could even program a complete AI based on that. Maybe you could use it as an Auto-Responder program when you don't have access to your computer?

Grimdarkness [600cp, Discounted to Strider/Lalonde]

At will, you may slip into the fabled blackdeath trance of the woegothics, quaking all the while in the bloodeldritch throes of the broodfester tongues. You could advise the members of your Complacency not to be alarmed, as they chronicle the event in tomes bound in the tanned, writhing flesh of a tortured hellscholar, with runes stroked in the black tears bled from the corruption-weary eyes of fifty thousand imaginary occultists. But they will fail to not be alarmed. This is because, as is now painfully obvious to anyone with a brain, you have basically gone completely off the deep end in every way. You have officially gone grimdark. ...The only problem would be slipping out of it. For, one is not easily shaken from the broodfester tongues. They are stubborn throes.

YOU ARE SUCH AN IGNORAMUS I COULD SHIT MILES OF RAGE SNAKE TO CHOKE YOU TO DEATH. [100cp, Free to Lowblood]

You have a talent for rich, imaginative, and long-winded insults and rants, about anything and everything, but especially your friends. Which also somehow allows you to shepherd those same friends into actually sticking to your plan. Somewhat. As long as you keep ranting at them intermittently. Luckily, you also get the ability to go without sleep for long periods at a time to help with that. Through this will likely make you more crabby and irritated, you could stay awake for the entirety of a 600 hour campaign.

Vision Jumpfold [200cp, Discounted to Lowblood]

You may choose to gain either Vision Twofold, allowing you to see both the Future and the Present through psychic visions, changing your eye colors to heterochromatic red and clues. Or Vision Eightfold, allowing you to gain an ability similar to X-ray vision in one eye, and changing that eye to have seven pupils instead of one. Or Vision Nofold, allowing you to smell and taste colors and shapes to "see".

Mobius Double Reacharound [400cp, Discounted to Lowblood]

You are apeshit bananas at computers, and you know ALL THE CODES. All of them. You are the unchallenged authority on apiculture networking, and all your friends recognize your unparalleled achievements as a totally sick hacker. No, but seriously you're pretty much a genius at programming, coding in ~ATH, and especially hacking. You'd even be able to develop a new game on your own, parsing the code from the runes and glyphs in an ancient underground temple. Hacking into the Captcha codes of Sgrub would be child's play.

Psychic Power [600cp, Discounted to Lowblood]

Telekinesis, Summoning Ghosts, Animal Communion, Mind Control, Psionic Blasts, Telepathy, Manipulation of Dreams, and Hearing The Voices of the Soon To Be Deceased. You can pick one of these psychic powers to gain. With time you may become more proficient and more powerful in the use of these, through it will take a while. You may purchase this perk twice, choosing a different ability to gain both times.

Note that Animal Communion only works on non-sapient beings, and Mind Control only works on sapient beings and has reduced effect against those that aren't of the same species as you are, only managing to put them to sleep instead of controlling them.

Irons in the Fire [100cp, Free to Highblood]

While Trolls generally become more violent by nature as they get higher on the Hemospectrum, you find yourself with a true talent for it. Able to harness and use your violence, instead of being driven by it. With this comes an aptitude for the plots of the Highbloods, wherein plans are forged, accomplices are brought into cahoots, and everyone double crosses everyone else. You know the perfect opportunities to get further by backstabbery, and can anticipate when others will do the same to you. Isn't it funny when those chumps try to get all tactical and underhanded? Of course, if they could simply read your mind of control you with their psychic powers, this would all be for naught. Luckily, your higher blood status also means you are far more resistant to such psychic fooling around, no one is going to make a puppet out of you.

Seadweller [200cp, Discounted to Highblood]

You gain gills and fins, can now breathe underwater, and are able to withstand the pressure of the sea's depths. If you are a troll, your blood color is now also set to Violet, the caste of the Seadwellers, overriding your rolled blood color. For another undiscounted 200cp, you may choose any other blood color instead, including the Royal Fuchsia. Fuchsia-blooded Trolls are considered the heir the Alternian throne and get increased mental resistance sufficient to survive a Vast Glub and speak with the Horrorterrors without ill effect.

Rainbow Drinker [400cp, Discounted to Highblood]

Unlike most other Trolls, you are one of the few of your kind who can withstand the blistering Alternian sun, and perhaps one of the only two who actually enjoy the feel of its rays. You may set your blood color to Jade for free and if you get near-fatally wounded at some point after this, you will also gain other benefits, like night vision, higher toughness, enhanced durability, strength, and speed... As well as being able to feed on blood, which will speed up your regeneration, and is something you'll most likely be quite hungry to do when you wake. Your transformation into the mythical Rainbow Drinker does not go unnoticed through, because your skin now glows with a bright white light, and your eyes are much brighter yellow. With a bit of practise, you could learn to dim your glow completely.

You Can't Keep Down The Clown [600cp, Discounted to Highblood]

Like certain members of the highest blood castes, you are ridiculously durable. To the point that many people would consider you unkillable. A bomb going off in your face would only have you out for a few seconds, while your entire torso could be shredded by an assault rifle being emptied into your chest for like five solid minutes and you'd still be fit as a fiddle. Just please don't get shot again, okay? To actually kill you, someone would have to do something as drastic as cutting you in half with a chainsaw, lengthwise.

This doesn't help you heal your wounds any faster or better, it just means you can survive them. You do however get a preposterous supply of blood, to the point that while your injuries will have you leaving bloody splatters everywhere, it will be practically impossible for you to ever actually bleed out.

GENERAL, UNDISCOUNTED PERKS:

Soundtrack/Themesong [50]

With this, you'll have the entire Homestuck soundtrack to use as your background music. You can choose what to play, who can hear it, and how loudly it's played. As a bonus, you'll also receive a personal theme song of your own in the same style, for you to play at suitably dramatic moments. Plus a disc containing that entire soundtrack, in case you want to actually get something to play it for you.

S U C K E R S [200cp]

Your ability to plot, scheme, and manipulate is legendary. You could start a plan years or even decades in advance, and pull it off flawlessly with only small nudges here and there to set things into motion. With effort, you might even be able to bend the entire development of a civilization to your ends. You never even have to lie, simply omitting some crucial pieces of information instead. Those you use in your plans won't be able to or even need to understand the magnitude of your plots.

Of Course, there's still a possibility of something going wrong... Even with your expertise and near-total lockdown of the course of events, something might surprise you. I'm not a gambling man. But if I was, I wouldn't bet on it.

God Tier [400cp]

Now, normally, actually dying on your Quest Bed or Cocoon would still mean you failed the condition that your Jumping days are over if you die... however, with this, I'd be willing to make an exception this one time, allowing you to ascend to the God Tiers and benefit from their resurrective immortality for the duration of the Jump. Just this one through, after that you'll have to make do with just your God Tier powers. Well… okay then, you can be resurrected once per jump, assuming you would die an unjust or unheroic death of course.

And while it is possible to use the powers granted by your Class and Aspect before gaining this, being a God Tier player means you'll be able to do it much easier and with more power and control. It does not grant instant mastery over all your powers through, simply the ability to use and develop them easier.

It also grants you a nice set of hooded 'pajamas' also known as your god tier outfit, the ability to project a dream body in the Dream Bubbles, the ability to fly unassisted under your own power, as well as the ability to level up further beyond the usual Sburb level cap, gaining Achievement Badges in the process. Trolls also get the additional benefit of butterfly/fairy wings, due to a cultural ideal, which maybe be freely concealed/retracted at will.

Now, since you companions don’t have any problems with dying, they don't really have to pay for this perk. Which is a good thing, as gods do tend to work better with an entire pantheon behind them.

ITEMS:

Sylladex, Fetch Modus, and Strife Specibus [Free/50]

You get your very own Sylladex, with a single standard Fetch Modus, a Strife Specibus with a simple weapon of choice, and four Captchalogue Cards for free. Oh, you don't know what that means? A sylladex is much like a game's inventory, except instead of storing every item (or stack of similar items) in a single pocket dimension, you store each in their own Captchalogue Card. Your fetch modus is the method by which you take you take objects out, which might be as simple as an Array Modus to only allow the last object put in to be retrieved, or as obtuse as an Ouija Modus that allows the spirits of the dead to pick and choose what to retrieve from it. Meanwhile, a Strife Specibus is specifically for the storage of weaponry, and will only accept one kind of weapon. As a trade-off, you can store as many of those weapons as you want in there. Perhaps yours will be Hammers, Rifles, Spoons, or even Cakes. Whatever it is, simply having the Specibus for it in your portfolio means you can use it as a weapon on a basic level, though perhaps not expertly.

For a surcharge of 50cp a piece, you can pick up an additional Fetch Modus or Strife Specibus of your choice. Or maybe you'd like to upgrade one of your fetch modi to be able to store bigger objects? They start with about a person-sized capacity, and for 50cp can be upgraded to house-sized.

Alchemy Machines [Free/100]

These machines will be the basis for your use of Alchemy, with which you can create and combine a multitude of useful items throughout your time here, and perhaps beyond that... as long as you have Grist to pay for what you want to Make. Since these are necessary to even start your game, they're even free... beyond the cost in Grist to construct them of course. But if you want to spend some of your CP here, you can start with a fully upgraded variant, gaining every upgrade made to this equipment during the story of Homestuck immediately, without the cost of grist going up at all or having to spend time fiddling around to get them.

Symbol Shirt [Free]

If you're a human, you get a single perfectly fitting white shirt with a symbol of your choice on it. If you're a troll instead, you instead get a black shirt with your sign on it, in a color matching the color of your blood.

Collection of Really Terrible Movies [50, free Drop-In]

In your possession is entire closet full of bad movies. Maybe you genuinely like them, maybe you just like to cringe when looking at it. Whatever the case, you have them now. Perhaps you'd like to watch Con Air sometime? These movies may be either Troll or Human, depending on your species. With a second purchase, you can get the other species' counterpart collection. Ability to enjoy the movies optional.

Colonel Sassacre's
Daunting Text of Magical Frivolity and Practical Japery [50, free Drop-In]

This is a massive book by a quite famous humorist, filled with timeless jokes and pranks... It would help to enhance hilarious antics, but unfortunately it is extremely heavy. Even more so than it's ridiculous size would indicate. Additionally, the writing is very verbose, includes lots of dated expressions, and some racial slurs in the original printing. Have... fun?

Chunk of Uranium [50, free Harley/English]

You have a fist-sized chunk of Uranium. It's green, it glows, and causes cancer. It does not however, depower superman. You might be able to use to power machinery if you try?

Eclectic Bass [50, free Harley/English]

This is an electronic bass guitar, with two different settings it can switch between. Normal, which is played much like a standard bass guitar... and advanced, which would requires extra arms to even start to use it to play a song. If you somehow do manage to do so through, you could get a truly magnificent sound, all on your own.

Amber-Preserved Dead Things [50, free Strider/Lalonde]

You have a closet full of weird dead things preserved in blocks of amber. Think small animals, mutants, and maybe some in various stages of development. Maybe a firefly? And if you'd like to, you could also import creatures you've seen before in your journey before this, up to the size of a person, which would take up your entire closet. And be even creepier. Of course, any imported creatures only get the appearance of them. You won't be able to get genetic material to clone imported beings, for example.

Zazzerpan the Learned [50, free Strider/Lalonde]

A twenty foot tall, ten ton granite Wizard. Nice conversation piece for in your living room, but perhaps not the most portable accessory. Hope you like wizards.

Fiduspawn [50, free Lowblood]

You get a complete starter set for the best game on Alternia, Fiduspawn. It's somewhat of a combination between Pokemon and Alien, and is played with cards and Oogonibombs (eggs). The Oogonibomb is thrown, breaks open to release a facehugger-like creature name a Fidusucker, which will attach to a host plush, from whose chest another monster will emerge. These creatures can be trained, evolve into larger form, used to fight other Fiduspawn, or can breed to create more Oogonibombs.

Apiculture Networking [50, free Lowblood]

A curious mix of beekeeping and computing, you have series of Beehive Mainframes made from silicomb to use for running complex programming and producing Mind Honey, which when ingested causes heightened awareness and psionic powers to go out of control.

Faygo/Sopor Slime Pie [50, free Highblood]

Well, you get your pick of the either a fridge full of the rude elixir, also known as just a kind of soda. Not too bad, but not really exciting either. Or a supply of sopor slime Pie, with accompanying recipe... Delicious, but it rots your brain, so might not be the best idea to eat. A second purchase means you can take both.

Highblood Jewelry [50, free Highblood]

Fitting accessories for one with blood as high as yours, you have a wealth of golden jewelry to wear, from armbands to piercings, anything you'd like. This is worth a lot of course, but it might not come in all that useful in the coming game. Still, if you'd like some extra bling, this is for you.

A Tablet with Homestuck on it. [100, discounted Drop-In]

You get a tablet, with the full comic. A great guide for what not to do in your own session. As well as somewhat helpful information for what might be a good idea too. Somewhere buried in there.

Portable Computers [100, discounted Harley/English]

Your grandparent always was an advocate of thorough preparedness. They would strongly advise staying not only armed to the teeth, but well equipped in the computational department. You've been taught you should really carry no less than five computers on you at all times, like a sensible person. So now whenever you need them, you'll be able to find a minimum of five portable computers on your person at all times. Maybe you'll have a simple PDA, a lunch box with a holographic display, shades with a build-in computer, or perhaps a helmet or tiara to connect directly to your mind when in use. You could even have computer jackets, shoes, dresses, and accessories. Suffice to say, you'll never be without. It's only sensible, after all.

Rocket board/pack/shoes [100, discounted Strider/Lalonde]

You have come into the possession of a combustion-based flying device. Also know as a rocket. Pchoooo... It's strangely maneuverable for a rocket, seeming to be be steerable solely by its user's will, and capable of hovering in the air even when its thrusters aren't pointing downwards. It also doesn't appear to need fuel, which is fortunate, because you haven't found a way to refuel it yet. Comes in your choice of 'vehicle', with some of the options including a rocket board to surf on, a jetpack except with rockets, rocket boots to fly almost superman-style, a single-person hover car with rocket thrust, or even something strange like a unicycle with rockets attached. No matter what through, every variant is a bright red with yellow and orange flames going up the body.

~ATH - A Handbook for the Imminently Deceased [100, discounted Lowblood]

This book is a beginner's guide to the use of ~ATH, the coding language primarily geared towards imminently deceased programmers. One of the more esoteric and impenetrable coding languages know, ~ATH is generally good for dying curses and your last will, as it consists of nothing but infinite loops that will be executed when an object imported from it's... extensive library dies. This includes such things as yourself, your companions, and the universe. Anything with a short lifespan, such as a rapidly decaying particle or a fruit fly, is conveniently absent from the library.

While you might find a copy of this book somewhere in this jump, purchasing it here means ~ATH will continue to work in other universes as it does here.

Trollian Client [100, discounted Highblood]

This is a copy of the Trollian Chat Client program, a revolutionary program that allows you to connect to other users at different points in time, including yourself and people in other dimensions... As long as they have access to a chat client. Perhaps you've always wanted to troll yourself, or would like to give information to you and your team ahead of schedule. Maybe you just down want to exclude anyone from replying to your memos, even if they're already dead when you made it.

Be careful though, because 'spoilers' can seriously mess the timeline up if you do the wrong thing. Don't go around Dooming your own timeline with this. And lastly, this client can only connect to the people in the 'Alpha' timeline, so if your team members don't answer your messages anymore, it could very well be a warning that you are in deep trouble.

Liv Tyler, The Bunny In A Box [200, discounted Drop-In]

You've gotten a present from a friend. A friendly cyborg bunny, in a green box, to be exact. It's currently carrying four distinct and powerful weapons, each an end-game variant of the weapons you and your team members have Strife Specibi for. Aside from being cybernetic, able to act on it's own to help you, and being skilled at wielding all four weapons, the bunny also has an infinitesimalator, which can project a beam to shrink objects, as well as a monstrositifier, which causes them to grow. Both of these are linked to one of the bunny's eyes, green for the monstrositifier and red for the infinitesimalator. While the bunny can act independently, it isn't truly sapient yet and thus doesn't count as a companion. Through if you wish, you may import it into a further jump as if it was, or simply upgrade its AI to make it so.

Transportalizer pads. [200, discounted Harley/English]

These are pedestal-shaped pads, about the height of a stair step. With just your first purchase, you receive two of these, linking any rooms within your house you want. But you also receive blueprints to make them, as well as the captchalogue code to make new pairs. As for what you can do with them, these devices are teleporters, able to transport people and objects from one pad to their corresponding linked pair, no matter the distance... Even ignoring dimensional barriers to do so.

Fenestrated Planes [200, discounted Strider/Lalonde]

These devices appear to be made up out of a wall panel containing a variable amount of separate windows, with tubing on the sides. Unlike the ones used as a kind of video surveillance on Derse, yours lack any remote viewing function, the windows appearing black even when switched on. What they do have, is the ability to link two windows together to a sort of portal. You jump through one plane's glass window, and emerge from the other, which from the outside looks near instantaneous.

The person going through, however, experiences time spent falling from one plane to the other through a voidspace. Here, the windows glow with bright white light, and if one of the planes is cut off from the connection, that planes windows will turn black and solid, unable to be passed through. With the connection severed like that, you might notice that the realm you are now in is not merely a featureless void, but in fact the Furthest Realm, a Dream Bubble.... or your current worlds afterlife equivalent, after this jump.

Fraymotifs [200, discounted Lowblood]

While everyone assigned a Class and Aspect by playing this game is able to call on that power, those that have purchased a Fraymotif may call on specialized abilities or attacks based on them, or even combination moves with one or more of their fellow players. Usually, these seem to be musically related. For each player, there are about three of these, and one more for every combination with other players. Each would have to be individually purchased from Consort stores at astronomical prices in Boon Dollars. Instead, you now start with a full set of these for yourself, containing every Fraymotif you can perform on your own or in combination with your team members. Curiously, your set seems to contain two more than it otherwise would, and the general power and ease of use is quite a bit higher than the norm.

Catenative Doomsday Dice Cascader [200, dicounted Highblood]

This is terrible weapon, a doomsday device worthy of the name. As big as a castle, and capable of dealing apocalyptical amounts of damage. It not the most consistent through, owing to its loathsome Popamatic Bubble Technology. Just how powerful it is when it fires is determined by random chance, and the seven dice on top of the device. At its absolute worst, it is hits enemies in the line with a small shock that doesn't really hurt. At best, it is capable of dealing some fifty orders of magnitude more damage. Generally through, a somewhat successful roll could destroy most enemies in the line of fire... It seems to be somewhat biased towards low rolls through, and good luck move it or getting someone to stand under it.

Veil Ectobiology Lab [300, discounted for EctoBiologist]

To really get into the science behind EctoBiology, you really should have a functional and spacious lab, containing all the machinery and free space you could need for your activities... Luckily, you've found a meteor in the Veil that is exactly that, along with containing cloning facilities for Carapacians of both Kingdoms, a sprawling networks of corridors and rooms inside of the meteor, fully functional Alchemy machines, and perhaps more. Propulsion not included. After this jump, it will be attached to the warehouse through either a new door or a transportalizer pad, and you may drop it into a location of your choice once every jump.

Skaian Battleship [300, discounted for Alchemization]

Congratulations on your new spaceship. It's a massive battleship, based on any naval battleship of your choice. Through of course instead of being merely seaworthy, it is fully capable of flight and operating independently in both outer space and an atmosphere. It carries weaponry appropriate to a battleship, and is propelled forward by your choice of either two large thrusters attached to the hull, or no discernible outside mechanisms.

Comes in your choice of Propitian Gold, Dersite Purple, or Veil Grey and requires only a skeleton crew of one man to commandeer it. Do be careful where you park it through, Dersite Regulations are strict, and you could be looking at a hefty fine if you just crash it into the planet.

Robot Jumper [300, discounted for Robotics]

A humanoid robot built in your likeness, or the likeness of someone else if you prefer, perfect for the purposes of combat training or to be used as a surrogate body to posses if you are of a ghostly persuasion. Extremely fast, durable, and strong compared to any humans, this robot is specifically designed to keep up with in a direct physical fight. Furthermore, it possesses a few other advantages, namely rocket-enabled flight, the ability to extrude additional arms as needed, optionally a limited AI capable of combat and rudimentary personality based on you, as well as in a variety of difficulty settings ranging from Novice to Kill for training purposes.

Condescension-class Battleship [300, discounted for Mobius Double Reacharound]

The flagship of the Alternian Fleets, the Battleship Condescension is the personal imperial ship of the Empress of Alternia. One of the fastest ship ever made, specifically designed to scour the edges of the galaxy for new systems to plunder. If powered and piloted by a power psionic, it could travel far faster than the speed of light. Under extreme conditions even skipping over thousands of lightyears in mere hours, through that will likely kill a even an especially powerful psionic. But if there is no current helmsman, the ship will only be able to fly on auxiliary power, managing only to limp home at near the speed of light, a pale shadow of its former velocity.

Matriorb [300, discounted for Rainbow Drinker]

This is a grey ball, covered in oranges spikes akin to Troll horns. Laid by a Virgin Mother Grub, this egg can be hatched to produce a new Mother Grub, preferably in a dark underground. The Mother Grub is necessary to hatch new Troll grubs, mixing donated genetic materials and producing the newborn Grubs/kids. From there, they'll have to survive on their own, with the help of a Lusus guardian beast, or with your help if you'd like to raise them yourself. Guard the Matriorb well, for now the revival of the Troll species depends on it... Or use its code to alchemize a new chainsaw if you like.

Weapon/Object Duality [100]

Here you can get an item with an innocuous double. What does that mean? It's the technical term for a pair items, usually of one weapon and one harmless object, which are combined into one object. You'll be between able to swap between either form with but a thought. Of course, to make it interesting, you may either import two items or your own, or get your pick of mundane items. Get a chainsaw that transforms into lipstick, a wand that's also a gun, an overcoat that's also a sarcophagus, a fork and spoon combo, or any other things you'd like. Either individual item can be modified without affecting other items. You'll be able to use it as an ingredient to alchemize upgrades too, so if you find a better gun, you can combine it with your Gun/Cane item, and get the benefit without losing out on switching between modes. Even your Strife Specibus will change between modi if your weapon does.

Juju import [100]

You may import one item you own as a Juju. It does not get any specific extra powers, but does get a warranty if you didn't buy it for CP previously and will fall under the rules standard for true Jujus. Each Juju exists as a single entity across all realities and cannot be copied or permanently destroyed. Furthermore, a Juju always has an owner, and one can only take someone's Juju if the original owner is killed or willingly gives it away.

COMPANIONS:

Multiplayer [3x Free, 100 per single one, 200 for five more, 400 for eight more]

You may recruit new companions as your co-players or import existing companions, up to a total of 11, all gaining a Class, Aspect, and Background for free, with 600cp to buy extra abilities. The first three companions created or imported are free, to make sure you have enough players for a normal session. Every additional companions costs 100cp, but for 200cp or 400cp you may gain a package deal of respectively 5 and 8 companions, in addition to the free ones.

Their species and available backgrounds depend on yours. If you're a human, they will be human and can take Harley/English or Strider/Lalonde. While if you are a troll, they will be trolls too and can take Lowblood or Highblood. Imported companions may also take Drop-In, regardless of your background.

But considering you’re on the planet anyway, maybe you’d rather pick up a more familiar face, instead of a newly created companion? Any of the kids or trolls seen in canon may also be picked up, though they will not gain extra CP to spend or get to pick a new Class and Aspect. After all, they already have their own advantages and class.

Carapacian Companion [50]

The Kingdoms of Prospit and Derse are locked in unending battle, vying for the protection or destruction of the Battlefield at the center of Skaia. Your presence here will provide an end to their struggles, one way or another, and so if you wish to you may take one of the Carapacians of either Kingdom with you to other worlds. Perhaps you would like to be joined by one of the monarchs, Jack Noir, a dersite Regulator, a prospitian Parcel Mistress, or even the Warweary Villein/Mayor?

Companionsprite [100]

Perhaps you prototyped something irreplaceable. Perhaps you would like to have your spiritual guide come along, and advise you in other worlds. Perhaps you simply think ghosts with the ability to shoot laser beams are cool. In any case, if you purchase this, you may take your Sprite along as a companion. Remember, you may prototype it with (which means letting it scan and consume) two objects, which will both transform and upgrade your sprites with their abilities, up to and including the souls of the dead pulled from the Void. For a healthy, winnable game to be started, you need to prototype at least once before entering. Through the second slot may be filled afterwards, if you would rather not power your enemies up further than necessary.

Doomed Timeline Jumper [200]

Through what were undoubtedly some weird shenanigans involving time travel, you will be joined by another version of yourself upon starting the game and entering the Medium. They'll have all the perks you brought from this jump, through not those from previous jumps, as they are from a timeline where your background never became the jumper. Still, they have a few weeks of practise with their Class and Aspect abilities, as well as some knowledge of the game's workings. Unfortunately, as they come from a doomed timeline, they are fated to die and Paradox Space itself will conspire to make that happen. If you manage to keep them alive through, you can take them along to other worlds.

Denizen [200]

The Denizen. The final boss of your Land, immensely powerful NPCs lairing within the planet's core, and responsible for most of the problems found on the players' planets. Assigned based on your Aspect, or another characteristic in some cases such as Yaldabaoth testing the most naturally gifted warriors. Most appear to have a gigantic serpentine body and a face of bright shining light. Each of them is a terrible foe to fight, only potentially surpassed by the Black King and Black Queen when they have gained powerful abilities from your Prototyping. Each will have to be confronted by their corresponding player on their own.

Luckily, you are not required to /fight/ your Denizen as such. You may also approach them to speak with them, through you will only be able to understand the language of your own Denizen. When you do so, you will be given The Choice. The Choice always seems to have something to do with facing one’s own mortality, that one path will always lead to death. Sometimes death is even a necessity. The Denizen that is offering the Choice also seems to have some bearing on its nature, with some giving particularly harsh Choices. A lot of the time, it may not even seem like a choice at all, merely two options from which you would always pick one over the other. Nevertheless, The Choice is a decision to decide one’s fate and should never be taken lightly.

After this jump, a familiar gate will appear in your Warehouse, inside of which you will find your Denizen once again. Through it will never move out of its lair, you will be able to speak to it and receive advice whenever you want. Perhaps it will even grant another Choice for you to make, in another world.

DRAWBACKS:

Are you sure you want to do this to yourself, just to get a little more points? You realise most games of Sburb never actually manage to win, even without drawbacks, right?
Yes? Oh, very well then. It's your funeral.

Homestuck [+0]

Instead of playing your own game of Sburb, you'll find yourself in the Homestuck canon timeline, as additional players for the kids' Sburb Beta, or the Trolls' Sgrub Alpha. All restrictions are lifted, which you'll need. Changing the predestined timeline significantly runs the risk of dooming the timeline, so don't think you can just show up and change the whole plot either... it'll continue approximately as canon would have it, with simply the addition of your presence. Of course, you might have a method to get past that. And you'll need it, because to win you now need to defeat Lord English, create a safe Genesis Frog, and end it once and for all to gain your Spark.

Import YOUR actual house [+0]

Ignore your location roll. Instead of simply getting a house appropriate to your background, you get to start your game in your own house. The one from all those years ago, before you got to hop to new worlds every decade. You'll still start on a generic Earth or Alternia through, unless you also take the Homestuck drawback. In which case, you may choose to start on your original Earth instead. Of course, that wouldn't be very nice to the people there, what with heralding the apocalypse by meteor-strikes.

Another Time, Another Place? [+0]

Did I say Alternia? I meant Beforus. And on Earth, Betty Crocker seems to have developed an iron grip on the baking industry… I'm sure it's nothing to worry about. This drawback will put you in a somewhat different universe than you might expect, though it otherwise doesn't really change anything about your game.

Crippled [+100]

Perhaps you stared at the sun, were pushed off a cliff, or took an exploding cue ball to the face. Whatever the case, you're now either blind, paralysed from the waist down, or completely missing an arm and eye on one side. You won't be able to regenerate what's lost, not even by going God Tier. But replacing those parts with artificial prostheses would be possible... through it'll never feel or work as good. This can be taken multiple times.

I Warned You About Stairs Bro [+100]

Every single time you have to go up or down stairs, you will fall down them painfully. For some reason, you'll also be unable to learn from this, continuing to take the stairs

instead of other modes of transport between floors. Even if you know you'll be falling down any moment now. Don't say I didn't warn you.

Narcolepsy [+100]

You appear to have a rather strange and severe case of Narcolepsy, falling asleep at the drop of a hat, regardless of what is going on, how tired you are, or if staying awake is currently important for something. In fact, when you wake from a restful nap, you will usually have no recollection of ever having fallen asleep. You might want to make some reminders for yourself, or try to be helpful even when asleep, because this is going to happen a lot.

Mutant [+100, Mandatory for Candy Red and Lime blooded Trolls]

For you time here, you'll be a horrible mutant. If anyone actually what you were, you'd be lynched even by those you consider your friends. Every waking moment of your life must be spent looking over your shoulder, and conceal your true nature... Or at least, so you think. No one must know that you have... Candy Red blood. Or maybe your are one of the extinct Lime-blooded. Perhaps far worse even than those, your face will look really weird and eyeless without your glasses. Your entire time here will be spent making sure no one knows of some minor physical irregularity, even if it makes no logical sense.

Pumpkin Party in Sea Hitler's Water Apocalypse [+200]

Instead of starting on a normal Earth or Alternia, you'll get to start centuries in the future. You'd think that would be an advantage, by allowing you much more advanced technology. You'd be wrong. No significant advances have been made, because on the date you would otherwise have started your game, an alien overlord took control over your planet and locked down the population. Centuries later, you arrived, but with your species now extinct and unable to guide and raise you, friendly chess people have taken over those duties. But even with the planet flooded into a waterworld, and the floating village of not-too bright chess people you now live in, life is not all bad. Except when death robots come to cull you, of course. Which, uh, seems to happening right as you wake up in this world. And even after entering the game, you won't be safe, as your 'friendly' overlord seems to have taken over the dark kingdom of Derse to try and hijack your session.

MiRaCIEs [+200]

Due to a faulty upbringing, you were never taught not to eat Sopor Slime, and thus you made delicious pies out of it. On the plus side, these are calming, delicious, and open your mind to the miracles of the world. You'll be pretty friendly while you have access to your pies. On the other hand, it rots your mind. You won't be very smart or lucid... up until you run out of slime pies. Then your mind will clear somewhat, but also enter violent withdrawal. Expect indiscriminate murderous rampages, and for a lot of your friends to die. You won't be able to snap out of it either, through more slime pies might calm you again.

Magic Is Fake As Shit [+200]

For your time here, you won't believe in magic, at all. You'll be convinced any magic you see or have seen previously is the product of science, and will be really obnoxious about your refusal to believe in anything supernatural. So, of course you won't have access to any of your magic here, because that was obviously just self-delusion. Beneficial magic of your allies won't work on you either, through any enemies could still hurt you with their use of it. You'll also feel a (luckily mostly controllable) urge to perform genocide on 'lower' beings.

I Need A Towel [+200]

Really? Alright, you'll be spending your time here sweating constantly and being kind of creepy. Especially when you're just standing there and watching. It will always make everyone uncomfortable whenever you will just stand there. And watch.
To make matters worse, you have no control over your physical strength. You might break bones with a friendly pat if you're too strong. Hope you don't like hugs.

Every Douche Got To Fly But Me, Even The Cripple [+200]

While here, you will never unlock any of your class/aspect powers, nor will you go God Tier, simply dying on your slab if you try even with the Perk purchased. In addition, for the whole game you'll be unable to fly under your own power, unable to alchemize flight gear, and even out-of-jump flight powers or items stop working. Not even your dream self would be able to take to the air. Provided it wakes up ofcourse, because even that is only a slight possibility and will most likely be followed by it dying. Through if you purchased God Tier, you'll get a new Quest Bed delivered to your Warehouse after this jump. With it, you may still ascend in your next jump.

Voices of the Dead [+300]

You're dead. Do not pass Go. Do not collect $200. Luckily, your soul lingers on, so you don't get sent home. Unluckily, you can't interact with the world physically. Just booting up your game might be nigh-impossible now. Perhaps if you had some form of vessel to posses or psychic powers you might be able to do something... Not that you care much about doing something. Your emotions are deadened because of your not-so lively state, and you'll be hard pressed to feel strongly about anything. After all, you're 0kay. The voices of the dead whisper to you too, and it will take great force of will to resist their influence on your actions and mind.

Void Session [+300]

The good news is that you don't have to win the game to leave anymore. The bad news is that you won't be able to win at all. Through circumstance, or deliberate action, you

will be unable to prototype your Sprite before entry. Meaning the Battlefield can never evolve, no Genesis Frog can mature there, and the Light and Dark Kingdoms will be forever locked into futile war.

You won't face any Underling monsters to fight and provide Grist to you either, or even be able to visit Consort civilizations on your planet, the only beings you will find are the ridiculously durable, animated skeletons of your long-dead Consorts, which release only a paltry amount of Grist for your use even if you go through the effort to put one down. It'll be pretty boring, but atleast you get to leave in 10 years time.

Fight The Denizen [+600]

Denizens aren't merely giant monsters. They wield powerful magic and have great control over their aspect too, but more than that, they exist as one being in all universes and timelines in which they appear. When one Denizen is spoken to, all of their avatars in near-infinite other times and places will know this too. As such, they know far, far more about reality and the game than anyone else, and your Denizen may present Choices whose consequences span across many timelines and universes. Through your options have dwindled a little. No longer is your Denizen interested in speaking with you or offering you a choice. You will now have to fight, or die.

Of course, they don't wield the full might of their countless multiversal aspects against a normal player, content to let them win in a battle at expense of one of their existences to further the progress of the session. Now you however, you are the exception. When you go down into the depths of your planet to face your Denizen, you will face the full wrath of an eternal being, fully capable of calling upon the full might of all of it's multiversal and temporal aspects.

Still not enough? Are you sure? Well...

Single Player Dead Session [+800]

Yeah, now you really did it... You'll have to go at it alone in a single player game, almost unrecognizable compared to other sessions. Skaia will be clouded over before the game starts, and upon starting the game you will only be able to deploy a Cruxtruder. After entering, you'll arrive on a dead, empty planet. You'll have to go down into the depths of the planet to speak to your denizen and accept the Choice given by it. After that, Skaia will

collapse in an event called the First Break, collapsing into a black hole and expelling fifteen new planets to orbit around it.

Your new goal is to take over and destroy each planet in order (with the exception of the eighth planet, which must be destroyed last or else the session is lost). On each world, you must crush all form of resistance, the last and most dangerous of which being a powerful underling who rules the Land, before venturing into the planet's core to retrieve a powerful Cue Ball-shaped bomb. The bomb isn't strong enough to destroy a planet, so instead the explosive must be carefully placed on the surface of the planet to push the subjugated world into the black hole, or sink it, through the force of the explosion. Each planet will be more difficult to defeat than the one before it, and the time limit on each planet will be shorter for every planet. If you fail to destroy a planet in time, the bomb detonates prematurely out of position, and the session is lost.

This, of course, is a game truly unfair to the extreme, intend more as a punishment for hubris than anything meant to be completed. The difficulty, time limit, and monsters you will face will scale up to meet your level too, so even with outside powers you will have extreme difficulty getting to the end.

You won't get free Companions, can't import Companions, and even non-imported Companions are unavailable for the duration of the jump too. Any other companions you buy, with the exception of Denizen, will be unavailable for the jump and only able to talk to you through a chat client. Single. Player. That said, you will be getting some 'help' from the game, in the form of one green felt leprechaun unlocked for every planet you sink, each wearing a pointy cap with a number and color, through the eighth planet doesn't grant you any. Success might depend on coordinating this motley group. Many of the Felt have time-altering abilities - or at least believe that they do - and also have an obsession with clocks and timepieces. If you do win your game, you may take this group of leprechauns with you as your personal crew. All fourteen of them take up a single companion slot, with an additional open spot for the 8-Ball, to be filled by any one Carapacian you can convince to take up the mantle.

ENDINGS:

The Jump ends not at the end of ten years spend here, but on successful completion of the game. Without completing the game, of course, you won't be able to leave. Except by ending your chain...

Nevertheless, you persevered by having build up your house, completed your quests, confronted your Denizen, fought the Black King with your team, took the Queen's Rings, and helped in the creation of the new universe...
As the Vast Croak of your Genesis Frog resounds through your Incipisphere, the victory platform will change to allow you to pass through a door and leave the session.
But you still have one Choice to make.

Go Home: You step through the door, and stand back in your own room again. At long last, you are back home. It's been fun, but you're done now.

The Ultimate Reward: You step through the door, and now stand inside of your own universe, at the dawn of ages. Here, you will be free to do as you please.

Move On: You step through the door, and walk into your next jump with everything you gained here. Thank you for playing.

In addition, with completion of the jump, you receive a care package containing a special Gristwidget 12000, which can recycle Captchalogue Cards and their contents back into Grist for a scaling amount of money, which can be any currency instead of only Boondollars. As well as a disk labelled Sburb: Warehouse DLC, which when installed on any computer will allow you to manipulate the interior of the Warehouse, as your Server Player would be able to manipulate your house while playing Sburb. This includes the ability to move things around for the price of some of your Grist, the ability to build walls and such, and perhaps most importantly, the ability to recycle objects into Grist to be used for other purposes. What it doesn't include through, is scrolling out to look at the outside of it, or enlarging it by adding extra rooms.

NOTES:

During the jump, dying an unjust or unheroic death as a God Tier does not count as you dying. After the jump, being killed will still mean you die for the purpose of the Chain ending, even if it's through a non-heroic and/or unjust death, which you would normally be resurrected through by your God Tier powers. With the exception of the bought ability, once per jump.

You will not meet any First Guardians in your time here, nor will you be able to find them if you go looking. If you somehow do manage to get around this, attempting to steal or copy their abilities will invariably not work, and they will be impossible to Prototype your Sprite with.
You will be unable to gain Cherub mating form immortality, as well as Lord English' immortality through any means as well.
You will also not meet, find, get attacked by, get manipulated by, or interact with Lord English or his lackeys in any form for this jump.
This includes being unable to find or interact with the Treasure/House JuJu, nor will you be able to gain or steal the unstuck retconning powers it grants.
The Master Classes (Muse and Lord) are not a valid choice for your classes.
No, Single Player Dead Session does not give you Caliborn's immortality or JuJu, even if you win.
Taking the Homestuck drawback lifts these restrictions, since that's the End Game scenario in which you'll be getting your Spark. You'll need it.

Grimdarkness essentially gives you a supermode, with the ability to fly under your own power, a dark aura with which you can project thorny tentacles, access to eldritch magic granted by the Horrorterrors, and a generic boost to dark or eldritch magic. The offensive boost the full package gives would be substantial enough to equal a God Tier in direct combat on it's own.
It does come with a few side-effects through. Notably, you will have a hard time trying to resist violent urges such as seeking vengeance, your skin turns dark grey, a dark aura hangs around you, verbal communication will be virtually impossible as you can only speak in eldritch tongues, and the powers you would gain from Class and Aspect, or even God Tier if you brought it, are muted or completely absent depending on how well they align with this mode. Finally, during this jump it will be very hard to terminate it, without some kind of outside toggling abilities, requiring a supreme effort of will or a shock as bad as dying. After the jump you will be able to terminate it at-will, through the other drawbacks remain.

If no-one has the Ectobiology perk, one player will still go through the process... But it'll be much like John's foray into it, without really knowing what they're doing. If multiple people have it, it can be a team effort, or one of them can do it on their own.
If you import an even number of companions, making the total amount of players an odd number, two of them will be twins through a fluke of Ectobiology.

If you use a fusion perk or abuse prototyping to fuse with a companion, you can become a Class-Class of Aspect-Aspect, with a Heir of Hope and a Page of Breath combining into a Heir-Page of Hope-Breath. This will allow access to the original abilities of both, as well as abilities gained by crossing the streams, in this particular example you would be able to function all of a Heir of Hope, a Page of Hope, a Heir of Breath, or a Page of Breath at once. Be advised though, that some Class combinations and some Aspect combinations are... not very stable or desirable. Something like Life-Doom has a good chance of exploding if you don't constantly make an effort not to due to the contradictory natures of those Aspects, and a Prince-Heir would destroy what it turns into...
In addition, to get the cross-title abilities, you need to fully fuse with the other mentally, not just physically. If you only combine bodies, you'll each be able to use your own abilities in your shared body, but not the other's or the crossed ones.

Your dream self dying does not count as loss for your chain, as long as your 'real' body is still alive.

If your real body is dying, and someone manages to get to you and revive you before you expire and lose the chain, you may also continue with your dream body as your new 'main' body.

ON TIMETRAVEL AND TIME PLAYERS:

Yes, you get the ability to time travel if you go for the Time Aspect.
No, that doesn't mean you can flip causality the bird and wank yourself into being unkillable, having everything, or winning forever. Causality is still very much a thing for Time Players. More so than for others even, because the Time Players are tasked with making sure your timeline doesn't fuck up into paradox and becomes Doomed because of that. Doomed timelines are what they sounds like, they inevitably fall apart no matter what.
You'll have to keep in mind that Time Players die when they cause paradox by trying to change things. A lot. And you won't have the grace of just going further with the Alpha timeline in other jumps.

The purchasable Weird Time Shit perks helps with all that, but only insofar that you can keep all the shenanigans straight, and that you will know how to avoid Paradox.
'Avoiding' paradox, in this case, meaning not that you can ignore causality, but that you will know how to make sure every timeloop is tied up correctly by following the main or Alpha timeline.
Or as one Anon put it:
"I think you're misinterpreting. The perk doesn't make you immune to paradox, it shows you how to avoid it. Avoiding paradox, in Homestuck, means you're locked into the single timeline and can't change it. Anything you do change was something that was predestined anyways, so you didn't really have a choice in changing it. It doesn't give you unlimited power to alter history, it just means you won't accidentally wind up in a doomed timeline due to causing a paradox. Which is good, doomed timelines are exactly what they say on the

label. They inevitably fall apart and kill everyone in them. Basically, being the Time player in a game of Sburb SUCKS. You don't get unlimited power to alter history, you just get the job of playing janitor for everyone else's paradoxes so that space-time doesn't fall apart."

To repeat. When time players try to change anything, they cause a Paradox, and die with the Doomed timeline they just created. The version of them that didn't make that choice takes over for them as the Main/Alpha timeline.
They are not 'allowed' to alter anything, with the exception of those things which Paradox Space/Skaia/reality have decreed are already predestined to be a self-fullfilling timeloop.
In future jumps, you don't have Skaia using you as a glorified puppet/janitor for self-fulfilling time loops, so you can't change anything at all.

EXAMPLES OF CANON CLASS AND ASPECT COMBINATIONS:

Heir of Breath: Can control the winds on a massive through mostly inaccurate scale, turn into breath/wind itself, have their scent masked by the winds, and generally be helped out by random gusts of wind sometimes.

Witch of Space: Use telekinesis, change velocity and the size of things, as well as teleport. Please note that the Canon Witch of Space is using First Guardian power to boost herself, and you'd be a far more toned down version.

Knight of Time: Can travel back in time, up to four months has been shown, create timeloops to do things like manipulating the stock exchange, hop timelines, 'summon' future versions of themself to fight alongside by travelling back in time during the battle, and speed themself up a bit by manipulating time.

Seer of Light: Able to use x-ray vision if you concentrate. And more importantly, illumination of the road to victory, which is the ability to see the path that leads to a specific future/victory condition you want to accomplish.

Maid of Life: They can resurrect anyone whose body you can reach. This only works once for any person, but you could also revive yourself this way... except that still counts as a loss for the chain.

Prince of Heart: Can use purple lightning/Hearty powers to tear someone's soul out, through it takes a while. It hurts the target a lot. 'Splinter' copies of them tend to turn up a lot.

Page of Hope: Could make a spherical field of hope energy around themselves for a short time, while being unable to do anything else. When super-charged (artificially, and which only lasted for a little while), they made a giant impenetrable forcefield of pure Hope energy around themself, through they still weren't be able to do anything else while doing so, aside from blurting out random phrases with a boosted voice. The sheer belief pouring out momentarily gave an 'imaginary friend' physical form, through that may have been influence by being a Prince of Heart splinter.

Rogue of Void: Can turn invisible, blanked monitoring of the entire game session, and by meditating on the platonic ideal of an object, they can 'steal' the nonexistence from it, summoning it out of the Void. This is /hard/, with anything more than a simple perfectly generic objects requiring intense amounts of time and effort to even pull off once.

Seer of Mind: You can see into alternate realities that reveal what would happen based on the decisions you or others make. Or set 'beacons' of thoughts for someone to follow when travelling back into your own past.

Thief of Light: They can steal the luck from someone or something, making themself luckier while making the other unluckier. Also stealing memories/thoughts on mental contact, or stealing the spotlight to focus on themself.

Prince of Hope: With enough belief in whatever they're doing, they can fire powerful beams of white light. They're also able to make the future look just a bit bleaker by talking to people.

Maid of Time: Can travel forward and backwards in time, up to a month has been shown, and hop timelines, as well as freeze someone or something in time, as long as they concentrate. This gives others time to prepare, until you let whatever you're freezing go.

Heir of Void: Blanked facts from an almost omniscient being, while only living next to what he was hiding, and seemingly without knowing he was doing it.

Mage of Doom: Able to foresee a coming Doom, and then acting to avert it. Through sacrificing themselves if need be.

Witch of Life: Healed a fist-sized hole in someone's chest.

Knight of Blood: Able to keep people in line, recruit them, and calm them down by forging bonds with them.

Bard of Rage: Call forth dark purple lightning around them, hit extremely hard to the point with any weapon.

Page of Void: Blacking out everything around him from a near omniscient being. And looked inwards to try and understand himself... and found a seemingless infinite abyss, from which he pulled concepts into his being/mind. "Their power is to embrace nothingness, to become one with it, to see the limitless potential in the void. To find everything within nothing, and bring it into being."
In effect, it is kind of like a really advanced psychometry power, allowing the Page to build his identity on and share the experiences of things like horses, household appliances, celestial objects, and even abstract concepts without words to describe them.

Sylph of Light: Able to heal sight with a touch, and momentarily unlocking the 'full' potential of Hope player by showing them what they could be.

Bard of Hope: In their presence hope is lost, and the best outcomes will never be. For both the player and others. At Least that seems to be it, might just be that guy.

Heir of Doom: In some great exertion, that causes grave damage to the player, able to avert a terrible Doom to others by taking it upon themselves instead.

Thief of Life: Able to take and then give life with a touch. Either killing by draining life energy, or extending life past natural lifespan or healing wounds.

And for posterity's sake, the master classes. No, you still can't get them, but perhaps this sheds a little light on why.
-The Lord of Time instinctively twists causality so that he pretty much always wins, and casually travels from the end of an universe back to the beginning.
-The Muse of Space creates a black hole that sucks up a magic sun with the mass of two universes, and then the afterlife.

ON PAGES:

Yes, they are the class with the highest potential power level. Of those you can pick at least. No, taking it isn't automatically the best choice.
Every class works differently. A Page of Hope isn't going to be able to destroy hope or shoot hope-lasers like a Prince would. A Page of Breath won't be able to turn into wind or be passively helped by it like a Heir would.
Pages seem to tend towards manifesting grand displays of their Aspect, and will probably not be able to do the subtle things well or even at all.
In addition, the Page class is handicapped by starting out really, really weak and taking much longer to reach the potential they do have. Until then, their class is essentially useless. And yes, you aren't limited to having to unlock that power during the game for it to matter, so it's less useless for a jumper. BUT, I would like to note that none of the canon Pages ever did realise their potential. The Page of Hope only showed a fraction of his 'full potential' (As seen when boosted) on his own, at his climatic battle, and absolutely nothing before. This took at least half a year from entering the game. The Page of Breath managed to unlock jack squat after three years. The Page of Void appears to have made /some/ progress, but is also still in the early stages of getting something useful, after working on it for EONS.
It is NOT a 'take and train for a decade or two' road to phenomenal cosmic power. You're playing the long game instead, and in my personal opinion probably looking more at Post-Spark awakening of your full potential.

Made by CleanupAnon/Mardukth, with help from Alice English and the thread.

SUGGESTION AND THOUGHTS ON OTHER CLASS/ASPECTS:

Feel free to ignore this section. These are just my personal suggestions and musings on certain combination, written in reaction to question of the thread.

Seer of Heart: Likely an innate understanding of people's feelings, moods, and whether or not they're trying to hide anything. Essentially makes you the glue holding the team together, makes it so you can't be infiltrated because you'll immediately notice something off, and lets you abuse opponent's moods when planning something. Probably also something with looking into people's souls. Like being able to figure out someone's personality with just a look.

Page of Heart: Well, there's the bolstering of their soul/identity, like a greater version of themselves they can grow into. Perhaps something like an even further enhanced version of Dirk's 'I don't break' thing. And maybe increased ability to feel emotion too? I quite like the idea of calling on all your alternate selves, like what the Squaredsprites have, except with more than just partial access to memories. Also considering Heart does seem to have /some/ association with romantic relationships... a Page of it turning into a harem protag doesn't seem out of the question. The squaredsprites got access to memories of all the versions of them in alternate timelines, just by virtue of being that. Though they only got partial access, not everything every version knows. As a Page, you'd have to work for it a /lot/ more, but you could eventually go much further. Maybe eventually something like being able to actually exist in all timelines as a singular being/mind, and being able to draw some power from alternate you's from other timelines.

Page of Light: A Page of Light would have great potential in Light. Mostly a pretty subtle aspect, which includes knowledge, luck, actual light, and such. So you'd probably develop a great ability to gain knowledge, maybe perfect memory and being really, really good at finding information? Not necessarily skills, but more being a walking library of knowledge. In terms of more obvious powers, you'd be ridiculously lucky, stupidly so. Think throwing up a set of eight d8s and getting 8s on every single one every time you want to. You enemies missing you every time they tried to do something to you, basically really blatant plot armor. You could even 'attack' by causing stuff to go wrong for them. Expect to win lots of lotteries. If it's probability-based, you have the edge. You probably be able to fill in for a lighthouse too? I guess? It would be more searchlights and great auras of light around you than lasers through. Praise the Sun. Of course, you'd start out unlucky and mostly ignorant of stuff, as is the way of Pages. Oh, you'd also get more and more pulled into the 'spotlight' either by your own doing or by circumstance, as you develop into the role. Since Light also about importance and being noticed..../maybe/ some vision/awareness boost, through that's a fringe thing, I believe.

Heir of Light: Light is Knowledge, Luck, Fortuitous outcomes, (and a tangential connection to sight?), so the Heir of Light would find it easy to acquire relevant information. Imagine

opening a random book at a random page, and the first sentence you read is exactly what you wanted to know. They'd receive luck, things just falling into place for them. They'd just receive the piece of information they need at exactly the right moment without even knowing it. They'd be able to manipulate the fortunes of those around them, through more in a general calling it up to do things, instead of a Witch's assuming direct control. When they become Light... it's probably more in a metaphorical way. The Heir of Light at it's apex would be ridiculously lucky and a font of knowledge. Though I'm not precluding the ability to become literal light either, since the canon Seer of Light manages to use 'majick' to fight with blasts of light. But it'd probably be less a lightspeed-moving form (scale is really weird in Sburb), and more a shining avatar or way to become mostly intangible for a bit.

Heir of Heart: The Heir of Heart on the other hand... Identity, Souls, and Emotions. Mainly positive emotion, and some connections to relationships. They'd be able to call on emotion, evoking those to have people feel things or matchmaking if they like. Maybe allowing beings that don't usually have those to feel them. They'd probably also be able to affect personalities and souls somewhat, not to be point of rewriting them but they can certainly make an impact. Anyway... they'd receive Heart. Imagine the Heir would be the focus of quite a bit of positive emotions, not necessarily love (through it certainly can be), but you can expect them to be generally liked anywhere and almost never dislike. Their own soul and emotions would probably be empowered too. Becoming Heart is an interesting thing that could go either of two ways, or perhaps both. There's the becoming in positive emotion, which would probably be some kind of positive psychic 'infection'. Or what seems more likely is that you become a literal Sburb-style soul without a body, which would basically just be you but intangible and a little transparent.

Page of Time: Through I'm not entirely sure on Page of Time either… There's the standard time travel necessary to actually do your time player job. Aside from that, Pages are supposed to be really strong in their aspect, so I'm guessing a Page of Time would have loads of time to do stuff. Probably by speeding himself up really hard or doing an actual timestop? There's also the entropy part of the Aspect, which might net you the ability to project a giant entropy aura where everything ages/wears away really fast.

Prince of Void: Anon: "What do you think a God Tier Prince of Void would get? I'm going with blasts that erase things from existence rather than just destroying them (though they're no more damaging than any other Classpect beam), which also unveil the truth of what they strike (ie illusions are broken rather than just passed through, shapechangers/masters of disguise are forced back to their true form, etc), and a general affinity for finding out secrets. Also, would Grimdarkness nerf this particular combination, or is it one of the ones that play well with Horrorterrors?"
Sounds good, you'd also have more of a slant towards revealing secrets, instead of learning them. You'd also have great skill at using secrets to destroy others, and /might/ be able to learn the 'destroy nothingness to create things' trick. As for working with Grimdarkness... In some ways, it plays nice. In others, it really, really does not. Your destroying with Void powers would be augmented or left alone by it, while your 'destroy Void' powers would be pretty much entirely gone for the duration.

Bard of Heart: Bit late, but here's your answer. Bards of Heart would allow the destruction of Heart, or invite destruction through Heart... Bard's a bit of a weird class. Anyway, you'd probably be able to erode positive emotions and people's identity, expect manipulating people to erode their positive emotions, and stuff like provoking identity crisis's. It's more passive than a Prince is, so you'd probably not get the blatant soul-ripping they do, but you could passively weaken souls and such. Eventually that'd ground them into husks of themselves. As for destruction through Heart... well, you're using people's positive emotions and their own personalities against them and others. Basically being really, really good at making people /want/ to do that, I guess? Maybe also some way to use your own emotions and soul to enhance your ability to destroy? But mainly it seems a very manipulative class, much like a Bard of Rage.

Heir of Rage: would be able to call forth rage, madness, and other negative emotions. They'd make their enemies go insane, blind them with anger, and break their bonds with the rest of their teams by introducing fear, hate, and paranoia. There might also be purple lightning called up, which seems to be the physical manifestation of Rage. They'd be generally helped by Rage too. Not sure how that'd work, but probably something like someone getting angry when they see in trouble, or a madman ignoring your presence or even helping you out. And they'd be able to become rage at their highest, probably either a purple lightning form, or something like a living mental virus of rage and madness. You'd probably have to deal with some anger issues through.

Knight of Rage: on the other hand would be all about exploiting it. They'd aggravate and anger their enemies, letting them make mistakes that they take advantage of perfectly. They'd cause every part of negative emotion and madness to actively be used against their enemies. They'd tie into their allies. They'd also use their own rage, madness, fear, and others to make their own attacks more powerful, lashing out like a berserker and augmenting themselves with the purple lightning.

Bard of Time: Yeah, Bard of Time is gonna get weird. Probably also nudges to events to doom or save timelines instead of having to do much. And just generally dooming of timelines where stuff goes wrong. Also a erosion aura probably, and just generally stuff dying/aging around them. It's a bit of a weird combination,

Prince of Space: Oh boy. They'd destroy things, probably more permanently than usual, more like erasing them. Space is associated with Physics/Reality after all. They'd have a ridiculous talent for coming up with new ways to destroy, and would be able to do all the trajectory calculations/weak point finding. Something with nipping new things into the bud, destroying them before they come to fruition. Sorry I don't have much for these two, they're just... really weird, and I'm distracted right now.

Heir of Void: A Heir of Void would be a ridiculous ninja. They'd be one with nothingness. There's invisibility, probably the ability to hide others, they'd stumble over secrets just going around, maybe they'd get stuff left around in the Void itself, shadows and gaps in info would just appear to protect him from notice, and they'd probably have a pay-no-attention-to-me

aura hanging around them. And the becoming nothing for a bit is pretty ridiculous... just don't exist for a bit, and then suddenly exist again, maybe even somewhere else.

Thief of Time: Thieves of Time are pretty straightforward in some ways. They'd literally steal time, by timestopping and/or slowing enemies, and build up their 'hoard' of Time with that to give themselves more time by speeding themselves up or doing an actual time stop with a lot of it. Maybe they'd also steal entropy, 'turning back the clock' on people/things, and using it to erode or age their enemies. On the other hand, they'd steal through time and entropy. Probably picking up stuff that has already been destroyed/broken/worn to dust, and having a perfect brand-new version to use. Probably magpieing things out of their future and alternate timelines.

Thief of Breath: A Thief of Breath is a little different. They'd steal Direction, Freedom, Wind, and Motion. 'Direction' in this case being more the 'I'm going to do something' kind. If you steal that, they'd pretty much just... not do much. You'd have to almost pull/push them along to do anything. You'd suddenly get a lot of will and drive to 'DO' something, if you wanted to. stealing Freedom is both literal in the catching and locking them down sense, which could work with stealing Motion to immobilize them. And in a more freedom of choice way, stealing their agency to boss them around and command them. The canon one mind controlled an entire army, though he didn't specifically use his Thief powers for it. Stealing Wind... well, there was a nice breeze going on. Now there isn't, and you can make the winds start blowing again when you want to, possibly in gusts of wind at your enemies. And you'd steal though all of those, make stuff just float out of others' pockets, just start swooshing past security with your winds, stuff like that… As for how fast you can do that... it depends on how much you steal, but you can generally do stuff with a moment's concentration. Taking more takes longer of course.

Page of Mind: Hm... Mind's about Choice, Logic, and Reason. With associations with alternate choices and justice. Page's about lots of potential and grand expressions. There's lots of things you could potentially gain. Logic and Reason could give you supreme calculation ability or something like a Sherlock-scan to put pieces of information together to a ridiculous degree? Perhaps simply a (maybe temporary) boost to mental processing speed? Calmness, ability to rely completely on your reason to make your decision without emotional distraction… Choice... well, you'll generally have /much/ more choice and say in things. Perhaps you simply have a more decisive votes in things, maybe you find other options more easily…. Maybe your choices hold more metaphysical weight, forcing the outcome to go with that in spite of odds. There's "no such thing as luck" after all. Maybe you could even take multiple choices at once, splitting reality to go further with each of them, until (soon after) all possibilities collapse into your preferred one again. You'd pretty much be fucking impossible to mind control, your free will nigh-guaranteed by the potential in Choice you have. Also. The amazing power of common sense is likely within your grasp. Use it well, for not many in the Chain posses it.

Lord of Hope: Well... I can give some of my thoughts on it. Let's see... Lord of Hope. Not a lot of info on how Lords actually work, but they seem to command their aspect, dominate it, and make it serve them. (at least that's how I'm interpreting it) And are incredibly powerful.

While Hope's noted as being a really damn powerful aspect. So... They'd be able to command faith, belief, angels, and holy stuff to an insane degree. You'd be able to make people believe anything you want, probably with religious zeal if you wanted to. Command absolute blind faith from everyone. Call forth angels and Hope energy to do with as you please... And as shown with Jake, enough Hope can also make beliefs reality. A full-power Lord of it would probably be able develop that into something like reality warping. In short, be one seriously overpowered fucker.

Page of Life: Pages are the class with lots of potential, and grand expressions of their aspect.
Life's the aspect of Life Energy, Health, Living Beings, and all that stuff basically. You'd probably be able to heal people to the point of resurrecting them. Though Sburb resurrection seems to be limited to once-per-person... Still, calling them back from fatal injuries if you're there fast enough should be good. Of course, as a Page, you'd probably be less likely to be a focused "Lay on hands", and more a giant aura of healing... I'd expect a Page to walk into a dead wasteland and be able to just create a wave of life, making trees, grass, flowers, and bushes just rapidly start to grow from the barren grounds. Might even resurrect some dead animals that were there. Maybe you'd literally bring grass and flowers into existence just by stepping on soil. You'd be able to strengthen and heal your allies and yourself just by your presence, and probably contain boundless energy/stamina yourself.

Seer of Life: Seers have instinctively understand their aspect comprehensively, and guide others with that understanding. Life's the aspect of Life Energy, Health, Living Beings, and all that stuff basically.

So, as a Seer or Life, you'd be the ultimate fitness guru. And/or eugenics expert.

But seriously, you'd subconsciously know an absolutely ridiculous amount about how living creatures and life itself works, could probably tell your Space players exactly what frogs would be useful for their quest, and be able to just know how biology works by looking at it. Expect any biological/genetic manipulation you get up to, to get a massive boost to that. You might get the ability to share senses with other living creature, and to sense the presence and location of life. You'd know exactly how to treat injuries or disease the best way, even if you don't get direct healing powers.

Page of Space... Pages are the class with lots of potential, and grand expressions of their aspect. Space is basically Physics, Reality, and Creation.
I'd expect something like hugely powerful, but very inaccurate telekinesis... Maybe enforcing normal reality and physics within an area, or the opposite to allow physics-fuckery like turning gravity off or allowing things to surpass lightspeed.

Knight of Light: Knights are a class that exploits their class and uses it as a weapon. Light's the aspect of Luck, Knowledge, and Fortuitous Outcomes. Also a bit of spotlight drawing/being seen as important there. So, a Knight of Light would then translate to someone who actively uses everything he knows to his advantage, exploits his luck in

ridiculous ways (never tell me the odds on a '1 in a million shot', anyone?), and would excel in distracting and drawing enemies to themselves to protect others. They'd be able to leverage their knowledge, luck, and probably reputation to get things done. Maybe extra proficiency with laser-based weaponry, in a literal sense?

Knight of Heart: Heart's the aspect of Identity, Souls, and Emotions (primarily positive ones). So, a Knight of Heart would use their own emotions and impulses to get some kind advantage. Power of determination/love/friendship power-ups and all. They'd be experts in exploiting other people's feelings and personalities, getting people to /want/ to help or do what the Knights wants them to do. /Might/ go literal and form a weapon of their own soul at high levels?

Knight of Hope: Knights are a class that exploits their class and uses it as a weapon. Hope's the aspect of Belief and Holiness, associated with Angels. You'd be using your own belief to enhance yourself. If you belief you cannot be defeated/injured/resisted, then your this combination of class and aspect would make that a bit truer. Basically a power-up that keeps going as long as you're sure of yourself, which would probably allow you to do unbelievably ridiculous feats as long as you just belief you can yourself. Of course, exploiting your enemy's superstitions is also something that'd work. Make them belief things, and it'd become a bit more true. Speaking of making people believe things... That's something you'd probably be good at, getting people to belief what you want them to. Then there's holiness and all that... You'd be likely be able to create weapons out of white Hope energy to fight, and exploit people's faith and religions. Would generally work well with weaponizing divine powers from other places, probably.

Seer of Space: My take on it would be that you'd have awesome understanding of physics, probably able to use it practically. Like, you want to throw something, or shoot someone, and calculate the trajectory on the fly. Or immediately figure out how big/heavy something you're looking at is. You'd probably be able to see other locations too, able to keep surveillance on your pretty much your entire session. As well as being able to figure out how to create your Genesis Frog really damn quickly, of course.

Sylph of Space: To heal or heal with, and Space being the aspect of Physics, Creation, Reality. You might seal wounds by manipulating space, reattach severed limbs binding the molecules back together, repair broken or twisted objects with your powers, maybe restore the ability to create to people or dead worlds, probably make /lots/ of good healing items? Also, if the fabric of the universe needs repairing, you'll be ready for that. Doesn't happen often, but when it does, a Sylph of Space is... pretty damn handy to have.

Maid of Space: To be made of Space, and provide it to others. Create Space! So, pretty much the class tailor-made to win the game by creating the Genesis Frog. But you'd probably also be able to make things be bigger on the inside than on the outside, or simply enlarge things. You'd might have something like ballistic telekinesis, like, you'd be able to create the force to move it but not really control it much, defaulting to you shooting it one way? Maybe you'd be able to defend yourself by making the space between you and your enemies stretch further? In general, you're going to be really, really fucking good at making

things and especially original things. What with basically being the provider of creation.

Witch of Life: Seems an easy one, compared to the other two. You'd be able to directly manipulate life. Heal people, kill them, strengthen people by providing more life force or weaken them by taking it away, cure or grant disease, control plants and animals, possibly go full biokinetic fleshcrafter. Maybe make biological horrors?

Maid of Hope: Would be 'made of' hope and provide Hope and belief to others. As well as Holiness and angels… So, you'd probably be able to set yourself up as an icon or symbol, or a religious figure really easily. Boost morale massively, and giving hope for victory. Probably be really hopeful yourself too? Also, you'd probably be able to create Hope energy, though I'm not sure what you'd do with? And Angels of course. Seems nice to call up Homestuck-style angels and point them at your enemies.

Page of Doom: Right, well, Page is the class with lots of potential and grand expressions of their aspect. Doom would be Fate, Law, Sacrifice, and Death. You might be able to provide doom to swathes of enemies, making them fated to die or binding them with restrictions to neutralize them. And perhaps remove those from your allies at a cost. Maybe you'd be able to sacrifice yourself to cause or stop some great doom, your death heralding either the apocalypse or stopping it. And Death... maybe you'd be able to get a huge killing aura in which everything that enters withers away. Somewhat like a walking wasteland, as even the grass beneath your feet sickens and dies, let alone your actual enemies. Also, it probably won't be good for you. Doom aspect likes to fuck with its players, and you're getting a /lot/ of it.

Page of Rage: Rage would be literal Rage, as well as Negative Emotions and Madness. Well... I'd expect you to get an aura much like Jake's Hope, but instead of holy light/fire fueled by Hope, it'd be made of purple lighting and energy fueled by Rage. Or maybe doing something very Hulk-like by fueling yourself with your own Rage. Except instead of growing big and muscled, you'd be wreathed in purple lighting. And probably to provide negative emotions and madness to others, perhaps with a Lovecraft-like sanity damage thing if they look at you with your powers active. Or perhaps with a massive aura that drives people insane in some way. Perhaps you'd be able to launch psychic attacks, much like the Vast Glub and that time Kurloz screamed so hard Muelin went deaf. Or telepathic messages, that... probably wouldn't be good for the receiving party's emotional state or sanity.

Muse of Light: would inspire Luck, Fortuitous outcomes, and Knowledge. So, you'd probably be able to grant massive luck boosts to everyone around you, making extremely unlikely things go well for everyone. You could inspire fairytale-like happy endings for those around you, handing out fortuitous outcomes to anyone you want like they're christmas presents. And cause people to just spontaneously discover new things, learn everything ridiculously fast, and advance the process of SCIENCE by leaps and bounds? Also, you'd be shiny as hell.

Muse of Doom: Hard one... Would passively inspire Fate, Law, Sacrifice, and Death. You'd be able to impose faith and restriction on others, and bind them in those to make people

unable to act against them. Be the best preventive police force. Through inspiring sacrifice and death, things around you would just start dropping like flies. You'd be able to make death stick, even to things that normally wouldn't die or would just respawn. Perhaps something like being a walking wasteland or having a touch of death too?

Lord of Mind: would control and dominate Choice, Logic, and Thought. You'd literally be able to dictate people's every thought and choice, for absurdly powerful mind control on a massive scale and with absurd range. Probably could fuck around with people's memories too. Their core personalities and their emotions would still be their own, since that's Heart, but you're dictating what they actually think and remember and do. You could likely force events to have specific outcomes you would prefer, and maybe mess around with people in alternate timelines since Mind seems somewhat connected to those. I'm not sure what controlling/dominating Logic would do exactly, but at the very least I'm willing to bet you never lose an argument again.

Lord of Void: would command and dominate Nothingness, Secrets, and Obscurity. You'd be able to decide what is or is not secret, maybe flat-out delete knowledge from a timeline/people by blotting all of it out with Void, or suddenly making a secret known to all. Stop any scrying Seers or nigh-omniscients from trying to look into your stuff, and probably stop anyone from noticing your presence normally if you don't want them to. Blot out huge areas from normal senses and scrying like that too. Maybe do stuff to draw out Void from nothingness to create stuff, or send things into the Void/non-existence. Might also be able to command the Furthest Ring, and control Horrorterrors themselves. Probably literally do stuff with darkness too, which might look disturbingly similar to Grimdarkness stuff.

Thief of Heart: would steal or steal though Identity, Souls, and Emotions, for themselves. The most obvious thing would be pulling people's souls out to do whatever they want with them, maybe shove them into other stuff. They'd also be able to steal emotions from others, like grabbing the happiness from their enemies to cheer themselves up. Maybe steal Identity to grab personality traits from other to and add them to themselves. Like, want to be more ambitious? Just nab some ambition from your local would-be-conqueror. Also, likely saddle others with those. Just transfer that depression one of your teammates has to your rival. Likely not quite as easy to do to help them though, since Thief not Rogue. You'd probably steal through your Aspect more metaphorically, manipulating people into giving you what you want. Though someone literally storing stuff in their Soul would probably have a bad time meeting you. And of course, identity theft. Thieves of Heart would be great at pretending to be someone else.

Seer of Time: would likely be both precognition and postcognition, probably looking into alternate timelines, and knowing exactly what time loops you need for your session to work. You'd also understand the flow of time, and most probably know the exact time and date at all times? And you get time travel as normal for a Time player too.

Bard of Breath: would invite destruction of Breath, or allow destruction through Breath. So, you'd allow Direction, Freedom, Wind, and Motion to be destroyed around you, or something

to be destroyed through them. You'd allow the destruction fo freedom and motivation, as well as literally winds and breath around you. You'd could probably stop people from doing much at all, or even from breathing. Maybe destroy freedom, to make others conform to a group more or get them to work together better. You might set people on courses that will destroy them, or paralyse them with indecision through too much freedom. Not quite sure what else. Bard's a bit of an odd Class, and almost always hard for me to do. They're wildcards. They can single handedly lose you the game, or win it for you.