

Class Wheel

a Prospitian Document Fabrication

by ubiquitousIridiodect

(aka urcoy, aka Uranium Coffee)

The assumption is made that you the audience are familiar with the webcomic Homestuck, and that you need not let me tell you about it. The additional assumption is made that you are familiar with both Aspects and Classes, and by extension the system known as Classpecting, which emerged from the aforementioned webcomic. Building into this system here will be the idea of mapping the Classes onto a wheel, similar to the mapping of the Aspect Wheel. This of course requires some *choices*, but I'll just leave the proverbial shoes of deflection at the door here. Who wants an author preemptively taking the wind from your sails of righteous typological indignation anyway? Nobody that's who. Let's get this show on the road.

Pairing Pillars

An important feature of the Aspect Wheel was not just creating a circular flow that felt natural, but also the positioning of opposites along this circle. And so, the first choice to be made is what Classes form the cleanest dichotomies. I've got my answer, and these happen to be the same pairings used by one Ouroborista in their [Treatise on Classpecting](#). It also happens that me and Ouro are friends. They helped with a preliminary sketch, and while I don't recall if the pairings themselves were a back and forth between us or all Ouro originals, I've been familiar with them for a long time and never seen alternatives that made sense to me, so these syzygies it will be. I will first go over each pairing and their associated verbiage to see what implications or alternatives come to mind. Resisting the urge to dig deeper is something this author consistently fails at, like full on concrete faceplant type shit. Anyways, this preliminary will give some context to how I've arranged things, so flatten your forehead with me for a few paragraphs.

The Operators, Witch and Sylph, under the "Change" verbiage. Trying not to retread the Treatise too much, what strikes me about this pair is their clarity on the structure of their Aspect and a propensity to continually mess with it in some way. They are specialists on what makes their particular field tick, and what adjusting parameters around will do. Labeling their behavior under the umbrella of Change works perfectly well, as it is an important part of what they're doing. I do however prefer the term "Modify", as its uses remind me more specifically of Operators colloquially.

The Servants, Knight and Maid, under the "Serve" verbiage. While I understand what this verbiage is supposed to mean, it tends to rub me the wrong way in that it conjures up negative connotations of servitude, namely a seeming lack of agency in contrast to other Classes. A more neutral way to put it would be the term "Manage", as these two are always on top of random issues in need of quelling or tasks awaiting completion. Without this management problems start to pile up fast and spiral out of control, gumming up the gears of the particular Aspect's ability to function. Anyways, either verb works just fine for Servants, but that's my preference.

The Proteges, Page and Heir, under the “Become” verbiage. This one is perfect, no notes. It describes both the journey they’re on trying to tap into or understand their Aspect, and how they often manifest it in a raw form as a living avatar. Classic stuff, let’s keep rolling.

The Prophets, Mage and Seer, under the “Know” verbiage. Not bad, but somewhat static. To describe these two a bit more dynamically, I believe “Reveal” gets their role across well. Insight into their Aspect is their whole game, knowledge from the deep beyond or deep within that can change how people see and understand the world around them. It’s also inevitable that at least some of this insight is transferred to others, even if it’s because the Prophet just wants someone to bounce their ideas off of rather than a conscious wish to teach.

The Bandits, Thief and Rogue, under the “Steal” verbiage. Well this is certainly what they do, lots of resource ready for the taking and this pair is all about it. Just like knowledge with Prophets however the journey of these resources doesn’t end there. Where the distinction of Bandits comes in is what they’re taking these resources for, what end they feed it towards. Rogues of course feed their spoils to their cohorts and bystanders, looking at the broader picture of how resource is allocated and rerouting it to fulfill the needs of others, often at the neglect of their own. Thieves feed themselves first and foremost, they have an idea of what they’ll do with more supply and won’t let it go to waste if they can help it. We’ve also seen how Thieves try to help others by projecting their own sense of needs onto others, and have more of a style of telling others what they need rather than leaving that up to the individual. With this idea of free-floating resource ready for the picking and later use, I like to think that Bandits seek to “Secure” their Aspect for these ends, ensuring it doesn’t wither or fall into the wrong hands.

The Destroyers, Prince and Bard, under the “Destroy” verbiage. These two are hard, like, really really hard to figure out with regards to what’s going on under the hood, the “why” behind their destructive symptoms. Starting with things we can see, the first is that Destroyers have a massive aura around them that engulfs anyone nearby. There is also the ever troublesome matter of inversion, the tendency of the Destroyer in question behaving as someone of the opposite Aspect might, like the eye of a storm. Then there’s what Princes and Bards in particular look like; it seems Bards are opening the gate to their Aspect and letting it run wild and unfiltered, while Princes compress it to such a fine point that it overpowers anything caught in the beam. Extreme dilation vs extreme constriction. Unlike the other pairings, I’m stuck floating multiple potential verbs to describe them, but the one I prefer right now is “Amplify”, as having far too much seems to be the general theme I’m picking up on.

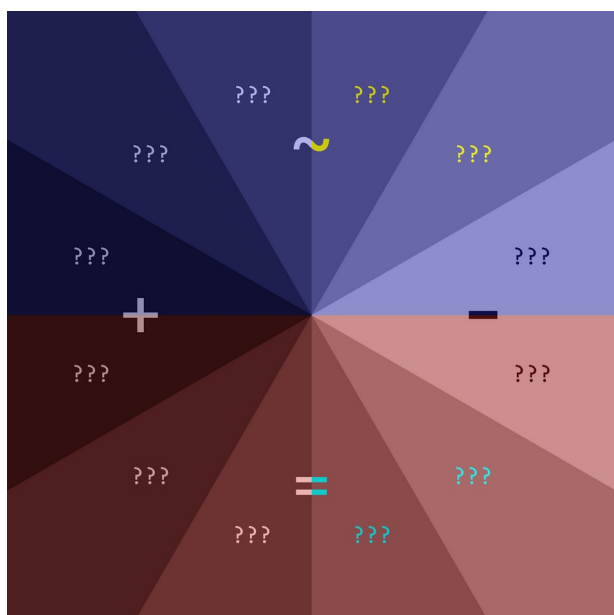
Polarity Pontification

Before placing these established pairs on the Wheel, we’ll need a proper sense of directionality. Chances are astronomically above average that you’re familiar with the idea of Passive and Active Classes, and this idea will continue its persistence here. But, we need another axis upon which to slot these archetypes, and that’s exactly what I’ve got in store.

Let’s begin by retreading the Passive(+)/Active(-) dichotomy once more, with some inspiration I got from a friend. Her particular framing is that (+) Classes “Enforce” their Aspect while (-) Classes “Engage” their Aspect. While I don’t know the full extent of what she was thinking with this idea, it’s a nice foundation I can build off. To Enforce one’s Aspect implies a relationship that seeks to minimize friction with it, such that it can “work its magic” through the

player, whether this is Bards letting it run wild, Heirs being a direct avatar for it, Seers dispensing its metadata, etc. Passivity on behalf of an Aspect means it gains ground and further entrenches itself. To Engage on the other hand means taking the Aspect to task, seeing what it's really capable of. This could be Knights fighting with it on the front lines, Witches bending it into new shapes, or Pages trying all kinds of things with it in general. Activity of an Aspect expands and tears its muscles, putting it in scenarios that pit it against something else. (+) Classes will be placed on the left side of the Wheel, and (-) Classes on the right.

Two new challengers approach to join this lonely beam of rebar as well, they've even got their own symbols, the equals sign on the bottom (=) and that weird squiggly line thing (~) on the top. It'll only be just now that they are given a name, what'll it be? Just kidding, you can't talk. For now, I've named them Convergent(=) and Divergent(~) respectively. The (=) Classes tend to operate with a "Code of Conduct", they keep a pulse on what their Aspect "expects" from them, and



tend to follow it like a needle follows the grooves of a vinyl record. The closer to this end of the axis the more fused to the Aspect one will be, interpreting and embodying its operative rulesets. In general they bear a more conscious sense of responsibility with their actions and the consequences they have, ready to drag themselves through a lot of hassle if they perceive it as what needs doing. The (~) side is much more "Opportunistic" and "Experimental" by comparison. With a distance from their Aspect it neither feels quite like part of them nor something to be considerate towards. These Classes have no problem defiling its supposed sanctity and are ready and eager to deconstruct and rearrange their Aspect. They are constantly ignoring hazard signs if it

means acquiring a new tool they can use. They also seem to have a streak of selfishness, one that I think is actually far more apparent than the selfishness alleged of the (-) Classes. Whether they're in the background or not they're always keeping an eye on what they can get out of a situation, regardless of their baseline courtesy toward others.

Placeness Produced

Now we've got everything we need to get down to business and start laying down some major brick for this build. Very quickly though I must point out a slight deviation I have to make compared to the classic Aspect Wheel, which is to rotate the whole thing slightly such that no Class lands on a cardinal placement. There's a couple reasons for this. Firstly is that unlike Aspects, much of the framing of Classes has been (and will continue to be here) primarily through dichotomies, which would lose their distinction for any Class landing on a cardinal. Second reason is related to a segment from Ouroborista's [treatise](#), that being the engagement hierarchies; there are symmetries with this that become a bit awkward looking when aligning the Wheel to said cardinals. However, they don't actually break, so if you wanted to rotate it as such and any which way it would work just fine. Anyways, if you haven't yet I suggest you familiarize yourself with the engagement hierarchies; you can refer to pages [3](#) and [23](#) of the treatise.

Starting on the (+)/(-) extremes, we have Sylph (slightly =) and Bard (slightly ~) both on the Passive end, as well as Witch (slightly ~) and Prince (slightly =) on the Active end. The Classes in this rectangle interface with the structure of their Aspect, playing into/with its form and outputs. This middling position between (~) and (=) is what gives them the full top to bottom view of this structure, neither locked into the framework nor lost in meta data. Bards and Witches with their pull toward (~) are more adventurous with the Aspect, seeing how far the interpretation of established rules can be bent, while Sylphs and Princes memorize its moveset to then leverage with their skills. Sylphs and Bards play into the hands of their Aspect, either repairing or mutating it such that it grows stronger, while Witches and Princes play against it, exploiting or obliterating pieces to keep it in ideal form. All four of these Classes have a subconscious relation to the Material of their Aspect, which shapes what patterns they see and highlights the points of failure that need dealt with.

In the middling zones we have Maid (+/~), Thief (-/~), Knight (-/=), and Rogue (+/=). This fearsome foursome is responsible for the movement and upkeep of their Aspect, keeping the gears clean and oiled as well as shifting them when needed. Thieves and Rogues focus primarily on acquiring a favorable hand to play, fueling themselves and others with their Aspect such that they won't be running on empty at a critical moment. Knights and Maids are more concerned with cleanup, sorting out clutter or obstacles that disrupt the operation of their Aspect. Maids and Rogues with their (+) slant put their energy where it will cascade in the future, while the (-) Thieves and Knights seek specific results with maximal expedience. Maids and Thieves being fairly (~) are more indulgent and reckless, not caring too much how they press their advantages. Rogues and Knights on the (=) side are instead highly cautious of what wires they might be cutting, and use a great deal of their mental bandwidth on keeping procedures from crashing into one another. All four of these Classes have a subconscious relation to the Domain of their Aspect, gravitating them toward the tasks best suited for their attention.

Now on the other extremes of (=)/(~), we have Seer (+/~), Page (-/~), Heir (+/=), and Mage (-/=). Those in this funky quadrilateral we have here are the learners of their Aspect, looking into and orbiting around its raw essence for whatever it may hold. Seers and Mages learn in order to build a repertoire of knowledge about their Aspect, and later impart that knowledge unto others. Heirs and Pages learn by embodying their Aspect, seeking to become the truest form of it as manifested through themselves. (+) Seers and Heirs are interested in how their Aspect can manifest, deepening their resolution of its larger profile, while the (-) Pages and Mages bring their Aspect to oncoming situations, and often bear the brunt of its Force. Seers and Pages being (~) leads them to exploring the stranger and wilder regions of their Aspect, playing with fire while they take notes. The (=) Heirs and Mages feel their Aspect directly, following or wrestling with its pull as they struggle to articulate its shape. All four of these Classes have a subconscious relation to the Force of their Aspect, oblivious to its affects that reshape them into conduits of boundless power and knowledge.



(the wheel, wow)

Practical Portfolio

[extremely loud construction noises] Whoa there buddy, looks like somebody came at an inopportune time. You'll have to return when the author has sufficiently re-toured their resources such that the portfolio can be properly built. Come back for a later version of this document... some time in the future, yeah. [fingerguns] [ear-splitting jackhammer]