

SCHOOL SURVIVAL

Survive the terrors of completely realistic High School

Overview

Welcome to High School! Where homework is aplenty, weapons are common place and your sanity is quite possibly in critical danger! Along the way, you will tackle overly nosy teachers, aggressive hall monitors and perform errands for these same people and others. To succeed in these tasks and your overall goal of graduation, you must make use of your likely, multiple character classes and your quick wit. With 40 different stats to invest in, it is likely that you will be deficient in some areas, areas that can be covered by smart teamwork and cooperation. Use these group dynamics to navigate the exaggerated horrors of High School, or perhaps simple comedically campy encounters, if your Dean (The Gamemaster) is particularly benevolent. Along the way, you will make use of typical items one would *naturally* find in a High School setting, such as Bosco Sticks, Edu-Cola (not trademarked), Baseball bats, TV Dinners, Sniper Rifles, Opium and of course a good ol' fashioned, sick ass Katana.

School Survival is meant to be as flexible as possible in terms of genre, while still establishing enough set rules and boundaries that set it apart. Intended genres possible include, comedy with the campy ridiculousness of this setting; Horror, with the aggressive implementation of the sanity mechanic and detention happy teachers. Adventure, achieved through frequent and thorough use of errands in a school setting. The most stand out information to keep in mind for veterans of tabletops, is that this system relies primarily on d4s and d10s for damage and skill checks, respectively. A d12 is also occasionally used for particular skill checks if specified. Additionally, combat takes a twist, as there is no initiative order. This is specified in greater detail in the combat section.

Well what are you waiting for? Class has almost started and you haven't even made a character yet!

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Getting Started

Your first objective before you dive into your first class is to make a character. When making a character, one should keep in mind a theme of your character in-mind. It is easy to build a build perfectly optimized in this system for combat, but the best items in the game utilize some of the more obscure skills. Characters gain “Merits” as experience points.

Character Level

<i>Level</i>	<i>Action Count</i>	<i>Merit Cost</i>	<i>Skill Point Gain</i>	<i>Wound Slot Gain</i>
<i>1st</i>	2	—	+15	3 + <i>VIT</i>
<i>2nd</i>	2	25	+5	1
<i>3rd</i>	2	40	+6	1
<i>4th</i>	2	60	+7	1
<i>5th</i>	3	85	+8	1
<i>6th</i>	3	115	+9	1
<i>7th</i>	3	150	+10	1
<i>8th</i>	3	190	+11	2
<i>9th</i>	4	235	+12	2
<i>10th</i>	4	300	+13	2
<i>11th</i>	4	375	+14	2
<i>12th</i>	4	450	+15	2

Leveling Up

When you have enough merits to level up, you must spend one hour of downtime levelling up. When you level up, you gain an amount of skill points equal to the chart above. These Skill Points can then be put into a certain class, with more advanced ranks in a class requiring more skill points to unlock. Some ranks require a minimum character level to unlock. As an example, at level 1, a character may effectively choose to invest all 7 of the initial Skill points into the Jock and The Pious class to reach rank 3 in both, or invest in only one initially and save the Skill Points for later ranks. They can additionally choose to invest 3 Skill Points into five different classes, if they wish to. You additionally gain an amount of “Wound” slots as demonstrated above.

Jock

Perk Points	Level Min	Abilities & Actions
1	1 st	Letter'd
2	1 st	Jock Physicality
4	1 st	New Action: Power Attack
6	2 nd	Sport Subskill
9	2 nd	Peak Physicality
12	3 rd	Relentless Ferocity
16	3 rd	Action Improvement: Power Attack
20	4 th	Sport Subskill Mastery
25	5 th	Action Mastery: Power Attack
30	6 th	Herculean Physicality

Abilities and Perks

Letter'd

You may now effectively use items that are tagged as "Jock" items. For every perk point invested into the Jock tree, you may wear one Jock item. For instance, at only one perk point, you only can only gain the benefit from one Jock item at a time, but if you have 12 points, you may gain the benefit from up to twelve Jock items, et cetera.

Jock Physicality

Choose two skills within the physical skill section. On those skills, you may now roll a d12 instead of a d10 for those checks.

Action: Power Attack

A power attack is similar to a normal melee attack, however there are some key distinctions. For one, you must use two actions to take the power attack. A power attack can break through a block. This action, however, can be evaded via the dodge action.

You may declare an attack a power attack after you have already declared a normal attack, even if another player opted to block between your actions. This new announcement supplants the original attack, and therefore only takes a total of two actions, not three.

A power attack gains the added benefit of dealing an extra dice of damage, however, your accuracy die becomes a d4.

Power Attack: Improvement

When you have become more proficient in the power attack action, your targets become as easy to hit as if you weren't exerting as much energy. You may roll a d6 as the accuracy die instead of a d4 when taking the Power Attack action.

Power Attack: Mastery

When you have become a master of the power attack action, the first time you use this action in a round, it only costs one action to use.

When you roll a 6 on the accuracy dice, you critically hit, dealing double damage.

Peak Physicality

As you begin to work out more and your body is reaching peak physical condition, all of your body parts, except for the head, gain an extra wound slot up to its maximum (head, chest, and torso: 8; legs and arms: 6).

Relentless Ferocity

Your experience on the field, court, track, pool, or wherever you spend your time has come in handy. While you are wielding a *jock* weapon, when you take the *melee attack* action, you may voluntarily roll your accuracy die with minor inferiority (usually a d4). In exchange, when you are successful against that target, all attacks for the rest of the round against that same target automatically hit. If your relentless ferocity misses, someone may take the riposte action against you, even if they did not block nor parry.

Herculean Physicality

You are considered the physical embodiment of what the human race can only aspire to be. With your physicality, you gain *specialization* in the Vitality stat, bringing that stat above its maximum to an A++ (+8). Additionally, you can persevere through incredible physical strain. In order to incapacitate you, all seven body parts must become critical.

Finally, your melee attacks are not impacted in accuracy unless more than half are critical. For example, if five body parts are critical, your melee weapons require higher than a 3, as opposed to requiring a natural 6 normally.

Sports Subskill

As a jock, you have one sport you are very proficient in, one that you were trained from birth to be a legend in. Here are the sports that your school may offer. If a certain school does not offer one of these sports, you may still take the perk set, but it will be of less use to you. Consult your Principal before deciding to invest in a sport that your school does not have to see if they find it acceptable to use.

Football

Way of the Grapple

Whether you are a quarterback or a lineman, you know the importance and techniques to hold off an aggressor. Grappling is a skill you learned early and have mastered over the years.

While you are a grapple master, the dodge action is ineffective against your grapple. Additionally, any enemy who tries to escape from your grapple loses the rest of their actions for the current round of combat whether they succeed or fail.

Master of the Grapple

When you become a *master* of the grapple at 20 skill points, no one is able to escape your grapple unless they overcome you on your terms. When you make a grapple action, you may choose either Physical — Reflex or Physical — Strength for your opponent to make, whichever you believe to be weaker. Additionally, as part of a grapple action, you make a tackle (*melee attack*) action for free.

Soccer

Way of the Foot

When you make a melee attack, you may make it a kick attack. When you kick an enemy, if you deal enough damage to inflict a wound, you may instead attempt to stun an enemy. That enemy must make a Physical — Vitality Check against half (*rounded down*) your skill points invested into Jock.

Master of the Foot

When you become a *master* of the foot at 20 skill points in jock, when you deal kick damage, you may choose to replace the amount of damage done by a number equal to half (*rounded down*) your skill points invested into Jock.

Baseball

Way of the Swing

Everyone's gotta bat, and you're pretty damn good at it. While wielding a baseball bat, you deal one extra die of damage than a normal person, as your swings have proper technique.

Additionally, being a master of the swing, if a missile-based attack is directed at you, you may take the block action to attempt to redirect the projectile at the original aggressor. This cannot be used to redirect something that shatters, nor can it be used to redirect bullets, however, if it is an object that could reasonably be deflected, you may attempt to do so.

Master of the Swing

When you become a *master* of the swing at 20 skill points, you have the ability to redirect *all* projectiles that are of Small or smaller, which includes bullets and shatterables.

Basketball

Way of the Arc

You have an uncanny knack for arcing things in just the right way. When you *throw* an improvised projectile, or any projectile that is classified as normal, you may use a d10 as your accuracy die as opposed to a d8. Anything slung or projected via any other means still requires a d8.

Master of the Arc

When you become a *master* of the arc at 20 skill points, you gain proficiency in another aspect of basketball: the foul. While you have this perk, whenever you take a wound to the arm, you gain a free action which can either be used to make a *ranged thrown attack* or to take the *move* action.

Track

Way of the Durable

Whether you are a runner, a jumper, or a sprinter, one thing you certainly are is durable and quick. You may gain a +10 to your overall speed.

Master of Durability

When you become a *master* of durability at 20 skill points, once per round, you may take the **move** action for free.

Nerd (Unfinished)

Perk Points	Level Minimum	Abilities & Actions
1	1 st	L33t sp34k
2	1 st	Alternative Interests
4	1 st	New Action: Bait
6	2 nd	**NERD RAGE**
9	2 nd	
12	3 rd	
16	3 rd	Action Improvement: Bait
20	4 th	
25	5 th	Action Mastery: Bait
30	6 th	

Abilities

L33t sp34k

You may now effectively use items that are tagged as "nerd" items. For every perk point invested into the Nerd tree, you may wear one Nerd item. For instance, at only one perk point, you only can only gain the benefit from one Nerd item at a time, but if you have 12 points, you may gain the benefit from up to twelve Nerd items, et cetera.

Alternative Interests

Choose three skills from either the Knowledge tree or the Sciences tree. When making a check with those three skills, roll a d12 instead of a d10.

Nerd Rage

Once per rest, you may expend a use of nerd rage to gain an extra attack in a round. At level 5, you may do this twice per rest, and at level 9, you may use this thrice per rest.

Action: Bait

For some reason, you seem to just have a very hittable face. You know how to exploit this fact to tactically plan the battle before you. When you use the *bait* action, you draw an attack towards you; you take an *attack* action directed at any friendly character within one square of you and take the damage instead.

Action Improvement

You have gotten adept and baiting people and then cowering. When this action is taken, you may use the block action at the cost of no action in response to the attack. This block, however, only affects this one attack.

Action Mastery

You may now in addition to absorbing melee and ranged attacks, now also can absorb evocations if they have a single target. Additionally, you can spend this action when a creature whose move speed is within range of you makes an attack at an ally, allowing you to bait them to move towards you. In order to force them to waste a move action on you, they must make a Mental – Confidence check equal to or greater than half (*rounded down*) your level in Nerd. On a failure, they must expend the original action to move towards you, then another action to attack you. If they are out of actions to attack you, they do get to make a free attack against you, however.

Goth

Perk Points	Level Min	Abilities & Actions	Corrosion Uses
1	1 st	Nice Boots...	–
2	1 st	Goth Subclass	–
4	1 st	New Action: Corrosion	2
6	2 nd	Dance of the Goth	3
9	2 nd	Call of the Darkness	4
12	3 rd	Racooned	5
16	3 rd	Action Improvement: Corrosion	6
20	4 th	Goth Subclass Mastery	7
25	5 th	Action Mastery: Corrosion	Unlimited
30	6 th	Bela Lugosi's Undead	Unlimited

Abilities

Nice Boots...

You may now effectively use items that are tagged as "goth" items. For every perk point invested into the Goth tree, you may wear one Goth item. For instance, at only one perk point, you only can only gain the benefit from one Goth item at a time, but if you have 12 points, you may gain the benefit from up to twelve Goth items, et cetera.

Action: Corrosion

When you take this action, you touch a creature within 5 feet of you. That creature must make a Mental - Will check. They must roll above or equal to your half *rounded down* your skill points invested in Goth. On a failure, the creature begins to become corrupted, changing a single aspect about their personality to its opposite. Neutral traits, if ruled by the Principal, are ineffective.

You may only use this a number of times as specified in the class chart

At the end of every minute, the person may reattempt a Mental - Will check, and on a success, the effect ends. You may only have one person under the effects of corrosion at a time.

This action may be used when you are grappling an aggressor, or when you are being grappled by an aggressor.

Action Improvement: Corrosion

When a person is afflicted with corrosion, if they fail their initial Mental - Will check, they may only retry every minute up to their Mental - Sanity modifier (*minimum of 1*)

The target of your corrosion now can modify the trait to your specification, and you may even issue one command to the person which they will try to follow.

Action Mastery: Corrosion

When you become a master of Corrosion, you may completely change the person as a whole. You can make a studious, well-mannered, temperate, good student into a lazy, ill-mannered, rebellious bad student. This will completely flip the person's personality.

Additionally, you can use this an unlimited amount of times per day, as you can practically do this effortlessly.

Dance of the Goth

Despite your dancing score, everybody just seems to be drawn to how you dance. You aren't the worst dancer in the world, but no one would reasonably call you a good dancer. When you are dancing outside the context of a dance-off, roll two d10s. Take the lower of the two, and that is the actual quality of your dance; take the higher of the two, and that is the perceived quality of your dance. You may add your Mental – Confidence modifier to the higher roll as well.

Additionally, you take no reputation loss from refusing a dance-off.

Call of the Darkness

You create an illusion in a creature's eyes before you. That creature must make a Mental - Sanity check against half (*rounded down*) your skill points in Goth. On a failure, they cannot see anything for the next round and must use their entire turn to retry the roll. They may also retry this roll whenever they are hit by any attack or take some sort of damage.

Racooned

People are used to your look, and have begun to accept it. Your normal look is that which includes makeup and jewelry. Before you can be given a detention for either of these types as items, so long as

it is an item with the tag **Goth**, the person giving you a detention must make a perception equal to or greater than half (*rounded down*) your skill points invested in goth. If they fail, they cannot give a detention for those things, as they won't even notice.

Bela Lugosi's Undead

When you unlock this perk, death is no longer the end for you. When you are killed completely by any means, you may return in a body that looks nearly identical to yours except for the fact that you look much paler than your old self, and you have a permanent F (-5) in Vitality that can only be undone in a very particular way.

Additionally, you have a maximum of 2 in all of your wound slots in this form. This can be undone by using an entire level up, and your form returns to normal (*Note: this does not return your Vitality back to its original score, but allows you to spend points to improve it once more.*)

Subclasses

Trad Goth

These Goths were the first to come about, setting the stage for all kinds of spooky variants later on. Starting out in the 80's with the music group, Trad Goths started forming the scene as they attended concerts of bands like Bauhaus, The Cure, and Siouxsie and the Banshees typical color: black.

Sister of Mercy

A sister of mercy has the uncanny charm to convince someone that they do not intend to harm them. You may, by using all of your actions for the round (*this will not work if you have not used actions this round*) you may make a Mental - Confidence check. Your enemy must make a Mental - Will check. On a success, the enemy will attempt to flee. If that creature is attacked, they become released from this effect.

Sister of No Mercy

As a sister of mercy, sometimes, you need to lay down the hurt. If you have charmed a person using your *Sister of Mercy* ability, you may use all your actions against the fleeing enemy to make a devastating melee attack. This attack cannot be blocked, dodged, and can only miss via accuracy. The person must make a Mental – Sanity check. If

they roll lower than half (*rounded down*) your skill points invested in Goth, they are outright killed. This can only be used once per day. If they succeed on the roll, they take normal damage, and are no longer charmed.

Vampire Goth

Vampires have been a fascination of the Goth subculture for a long time, and some will even say it's a cliché element. Regardless, the vampires have had a close tie with the Goth subculture since shortly after it started in the 80's.

For many, the vampire aesthetic is simply a fashion, but for others, it can become an entire lifestyle, where people will claim to truly be a vampire. A "psionic" vampire feeds off the life energy of someone, while the "sanguine" vampire will literally drink blood.

Bite

You now have the ability, as a vampire would, to attack with your teeth. When you make a bite attack, you now roll 2d4 for damage. You leave an imprint on your victim where your fangs bit, and this mark is easily identifiable as a Vampire mark with a Knowledge – Religion check of 8 or higher.

Leech Life

As your vampiric powers grow, your ability to sustain yourself off the blood of your foes increases. Immediately succeeding a standard bite attack, you begin to suck the blood of your foe. If you manage to inflict a wound on an enemy with your bite attack, you may do one of the following things:

Calm: Lower your insanity counter by one, if it is greater than one.

Rejuvenate: Heal a single wound applied to your body.

Empower: Give your next bite attack an extra d4 damage.

Inflict (1 Action): Have your enemy make a Physical – Vitality check equal to or higher than half (*rounded down*) your level in Goth. On a failure, that creature becomes afflicted with **Vampira Noris**, a slow but virulent disease.

VAMPIRA NORIS

When a person is afflicted with Vampira Noris, they begin to crave the sanguine elements of Vampirism.

As their body is still dealing with the taking hold of this disease, they must make a Sanity roll at the end of every round of combat. Once they are experiencing Mania, the rolls no longer take place. This urge can only be satisfied by the drinking of the blood of another creature not afflicted with any form of Vampirism.

Deathrock

Deathrock culture had a different attitude prior to its absorption into Goth. Deathrockers maintained some of the Punk sentiments from the L.A. and to a lesser extent N.Y.C. scenes. Their style was rougher, and the music more confrontational though sometimes done in comedic jest.

While the Goths of England were club-goers and people hanging out, the Deathrockers were more individualistic and sincere about their existence as a subculture. However, the elitist Punks rejected them, as did the early Goths at first. This led to the old saying: "too Goth for the Punks, to Punk for the Goths."

Nightmare

This is a specialty of the deathrocker, the ability to use Corrosion in other ways. Corrosion may inflict a player with a living nightmare. You can choose one object/creature that both you and the creature being targeted can see and turn it into an illusion, solely to you and that person, of that person's greatest fear.

That creature must make a Survival – Investigation check against half (*rounded down*) your level in *Goth*. On a failure, the creature is considered frightened by the illusion, and must use half their actions (*rounded up*) to attempt to move away from this creature. They may repeat this roll every root call.

You also with this feature gain double the uses of the Corrosion action than what is listed on the chart.

Paradise of Pain

Using this corrosion action, you may change entire landscapes. Using 3 uses of Corrosion, you may change the entire theme of the environment to something that the creature would reasonably fear. You may also change a single feature about the layout of the environment to that person, such as a barrier being where one isn't, or a giant tentacle

appearing in the middle of the room you are in. If you have intelligence about the creature and know something that they fear, they must use a minor inferiority dice on their check.

The creature must make a Survival – Investigation against half (*rounded down*) your skill points invested into goth. On a failure, the creature must use all of its actions to cower and is considered paralyzed. They also gain a level of insanity. At the start of the creature's turn, they may reattempt the roll.

Despite the fact that you could have unlimited corrosions per day by 25 skill points, you may only use this feature of corrosion 3 times per day.

Meme Lord

<i>Skill Points</i>	<i>Level Min</i>	<i>Abilities & Actions</i>	<i>Pepe Rarity</i>	<i>Memes Known</i>	<i>F Tier</i>	<i>D Tier</i>	<i>C Tier</i>	<i>B Tier</i>	<i>A Tier</i>
1	1 st	Common Lolcat	—	—	—	—	—	—	—
2	1 st	New Action: Evoke, Meme	—	1	1	—	—	—	—
4	1 st	Harambe the Gorilla	—	2	2	—	—	—	—
6	2 nd	Action Improvement: Evoke D-Tier Memes	—	3	3	1	—	—	—
9	2 nd	Rare Pepes	Rare	3	3	2	—	—	—
12	3 rd	Action Improvement: Evoke C-Tier Memes	Rare	4	3	3	1	—	—
16	3 rd	Epic Pepes	Epic	4	3	3	2	—	—
20	4 th	Action Improvement: Evoke B-Tier Memes	Epic	5	3	3	3	1	—
25	5 th	Legendary Pepes	Legendary	5	3	3	3	2	—
30	6 th	Action Mastery: Evoke A-Tier Memes	Legendary	6	3	3	3	2	1

Abilities

Common Lolcat

You may now effectively use items that are tagged as "Meme" items. For every perk point invested into the Meme tree, you may equip one Meme item. For instance, at only one perk point, you only can only gain the benefit from one Meme item at a time, but if you have 12 points, you may gain the benefit from up to twelve Meme items, et cetera.

Action: Evoke Meme

Through the power of the internet and meme culture, you have been able to harness the power of memes into physical, real-world effects. When you take the *Evoke* action, you may use one of your meme powers.

When you go up a tier in the skill chart, you may choose a meme to add to your repertoire (See end of the rulebook for "Memes"). You may only learn memes of your highest category available or lower.

When you evoke a meme, you must expend a use of a meme tier. At 2 skill points in Memer, you have one use of an F-Tier meme. In order to gain this back, you must serve a detention or otherwise rest for at least 6 hours.

As you invest more skill points into memer, the higher-level tiers of meme you will unlock, from F-Tier to A-Tier memes. These reflect the power level of the effect the meme provides.

Harambe the Gorilla

Harambe will be in the hearts of many forever, but he is truly the definition of a dead meme. A dead meme is a meme that is overused to the extent where it is no longer considered comic worthy to the more mature culture of memes.

Sometimes you must recognize that one of your memes that you evoke is dead, and needs to be replaced with a much fresher meme. During a detention, or by dedicating 1 hour of free time to it, you may replace one of your memes from your Memes Known and replace it with a much fresher meme.

In order, however, for a meme to be considered dead, the meme must not be used for an entire school-day

Pepes

Pepes are special meme items that you may now equip. These give passive buffs to any ally within a certain range. 10 feet for Rare, 20 feet for Epic and 30 feet for Legendary. A Pepe might instead give a de-buff to all enemies within that certain range. This counts as inspiration to your allies for the purposes of Sanity.

To equip a pepe, you must spend an hour focusing on the essence of this Pepe. You may only have one Pepe Active at a time, and this takes up one of your Active Item Slots

Artist

Perk Points	Level Min	Abilities & Actions	Perform Max	Uses
1	1 st	Fledgling Artist	–	–
2	1 st	Renaissance Man/Woman	–	–
4	1 st	New Action: Perform	+1	2
6	2 nd	Subclass Ability	+1	2
9	2 nd	Emerging Artist	+2	3
12	3 rd	Beguiling Performance	+2	3
16	3 rd	Action Improvement: Perform	+3	4
20	4 th	Subclass Mastery	+3	4
25	5 th	Action Mastery: Perform	+4	5
30	6 th	Magister Artium	+4	6

Abilities

Fledgling Artist

You may now effectively use items that are tagged as "Artist" items. For every perk point invested into the Artist tree, you may equip one Artist item. For instance, at only one perk point, you only can only gain the benefit from one Artist item at a time, but if you have 12 points, you may gain the benefit from up to twelve Artist items, et cetera.

Renaissance (Wo)man

A renaissance person is one who, while they may have a specialty, dabbles in a bit of all of the arts. Choose three skills from the Arts skill section. When you make skill checks with those skills, you may use a d12 instead of a d10.

When you level up, you may increase a grade in one of these skills by a third-letter grade to a max of A (+6). (ex: B+ to A-)

Action: Perform

As an action, you may begin to perform, in whatever way suits you. You can play music, you can create a sketch in rapid time, you may begin to monologue, you may begin to sing. Whatever way you wish to perform, you use the power of your performance to inspire those around you.

When you take the *perform* action as a reaction to a person taking a skill check, that person within 30 feet of you can add the relevant skill to that pertains to your performance with a maximum that can be seen in the class chart. This maximum grows as you take more points in Artist.

You may use this action a number of times equal to the uses chart in the Artist class chart. You regain these uses after resting for 6 hours or going to detention.

Action Improvement: Perform

You have begun figuring out what inspires people and what does not. Likewise, from your performance experience, you also know what irks people and really distract them. When you take the perform action, you may now use it to subtract from a hostile person's roll. Additionally, you may expend 2 points of Luck to double your bonus.

Action Mastery: Perform

You are a master of performance, and know how to make your actions and art flow as one. Once per round of combat, you make take this action without expending one of your actions for the round.

Emerging Artist

You have become acquainted with the arts, but your art specifically. When you find apparel tied specifically to your subskill in the art tree, you may add +1 to that item's threshold.

Beguiling Performance

People sometimes have to stare in awe at what you have created or produced. This effect can be mesmerizing. During *Root Call* you may expend a use of *perform* to automatically win the root call.

Magister Artium

This is the culmination of years of training at your skill. Whenever you roll the check associated with your performance skill, you may spend a point of Luck after the roll to automatically succeed.

Additionally, since you are a master of the arts, you have dabbled into other arts as well. You may take an additional subclass's first ability, or master your original subclass's ability if you have not done so.

Subclasses

When you assign 6 skill points into the artist class, you may gain a special focus with abilities that are related. You may choose any of the five subclasses. When you achieve mastery, you may opt to instead of taking the master level version of your subclass to instead take a second subclass.

Illustrator

You are a student of the classical definition of art. You draw and paint and express creative thought visually. Thus, as an illustrator, your illustrations take more time, but are still just as inspiring as any other performance.

Battle Mirage

You may spend 1 minute creating a drawing of a potential fight to come. If that fight happens within 24 hours of the drawing being made, you gain one of the following benefits:

Augury: You may write down up to three actions you expect to happen during the battle, each of which having a single trigger condition, and a result. If this trigger occurs, you may add/subtract your performance bonus from that roll without expending a use of the **perform** action.

Invigoration: When the drawing is viewed by the belligerents of the battle, on the first root call of combat, each player gains an extra action to use, only in the first round.

Intuition: You may divine a single fact about the enemy before the battle begins by critically analyzing the art that you created.

Master Battle Mirage

Your capabilities for creating and portending the battle to come have become uncanny. When you make a battle mirage, instead of choosing one of the three effects to happen, either all three happen, or you gain a much more potent version of a single one of them:

Master Augury: You may write down up to five actions you expect to happen during the battle, each of which having a single trigger condition, and a result. If this trigger occurs, you may add/subtract your performance bonus from that roll without expending a use of the **perform** action. If by the

end of the battle, less than three of these predictions occurred, you gain back one use of the *perform* action.

Master Invigoration: When the drawing is viewed by the belligerents of the battle, on the first root call of combat, each player gains an extra action to use, only in the first round. Additionally, when your side wins the root call, the person who won gains two free uninterrupted actions instead of one.

Master Intuition: You may divine three facts about the enemy before the battle begins by critically and masterfully analyzing the art that you created.

Thespian

You are a student of drama. The most satisfying cumulation of events for you are the most dramatic. You love to act, or perhaps you are just good at it. This applies when you are on-stage, but also when you are off-stage as well.

"This Above All"

When you make a Language — Deception check, you may choose to instead use your Arts — Theater skill instead. This does not apply when interacting with teachers.

Additionally, once per day, when you win the *Root Call*, you may give the extra action to any ally of your choice

"To Be, or Not To Be"

When you reach 20 skill points in theater, you gain the ability to, once per day, to cast the following evocation:

MASS DRAMATIC IRONY

Legendary Evocation

Actions: 1 action

Range: 90 feet

Duration: Instantaneous

Skill: Arts — Theater

You invoke the power of the dramatics. You choose up to 6 creatures within range whose memories you can edit in order to create drama. This may include removing an apology or editing what someone said to make it more aggressive at them. The target must roll a Mental — Will check equal to or higher than half (*rounded down*) your skill points invested into Artist.

If they fail, you can edit or create a memory to incite drama.

Musician

As a musician, you not only know how to play music, but how to appreciate music as well. You have, over the years, begun to become very proficient in a single instrument. When you take this subclass, in addition to the abilities, you gain proficiency with a single instrument. When you reach this subclass's mastery, you may gain proficiency in a second instrument.

Instrumental Proficiency

When proficient with an instrument, when you play that instrument as part of a performance check, anyone within 15 feet of the person receiving the performance's inspiration will also gain half (*rounded up*) your performance bonus to their next roll that they make within the round.

Compositional Masterpiece

At this point in your musical career, you have begun to write your own music. Spending 6 hours, a musician may create a new masterpiece. At the end of making this masterpiece, you must make an Arts – Music check. If you roll a 16 or higher, you have created a masterpiece. The benefits from performing a masterpiece for the first time are as follows:

- Raise the Luck of all allies by 8, to a maximum of 10.
- For the next hour, all skill check rolls made by yourself and allies are made using a d12.
- For the next hour, all allies and yourself cannot fail Mental – Confidence checks
- The person who performs the masterpiece can raise their grade in Mental – Leadership permanently by a half-letter grade (*from a B+ to A-, for instance*) to a maximum of A.
- The person who performs the masterpiece may cast a B-Tier evocation or lower from any class *once* within an hour of their performance.

Dancer

As a dancer, your art is the way that you move your body. You could be anything from a traditional and very conservative style of dancer to the world's best twerker, but the way you move inspires others.

First Position

As a fledgling dancer, you are fluent in the art of inspiring movement. When you take the *move* action, you may coincidentally use the *perform* action without expending a second action.

Additionally, when you are challenged to a dance battle, if you refuse to battle, you lose double the reputation from doing so, but if you win the dance battle, you gain twice the reputation from it that you would have received.

En Pointe

You are the master of all things dance. You gain the following passive benefits from being a master of dance.

- When you *move* as an action, you automatically take the *disengage* action from all enemies as well.
- When performing in a dance battle, you are consistent. If the value on the dice is less than a 7, treat it as a 7.
- If a creature tries to refuse a dance battle, they must roll a Mental — Will check against half (*rounded down*) your points invested into The Artist. On a failure, they cannot refuse your challenge.
- When both of your legs are considered *critical*, you may still perform the *move* action at half speed.

Writer

As a writer, your performances are generally practiced and pre-written; however, there can be spontaneity in good story telling. You may turn any notebook into your story idea journal. If you ever lose your story idea journal, you run the risk of having your stories potentially stolen. As a writer, when you perform, you will tell a story from your story idea journal. If there are no stories left within your journal to tell, you must improvise a story on the spot, which may not be as good.

A Tell-Tale Heart

You begin to draw inspiration from your stories everywhere. From nature, from combat, from even a single object that stands out from the mundanity of school-life. At the start of the day, your story journal contains up to only a single story from the previous day. You may fill up your journal with a number of

stories equal to your character level. To draw inspiration for a story from an object, you must choose an appropriate object, at the discretion of your Principal. Upon doing this, you may construct a story using 10 minutes of time to do so. When you have a story in your journal, you may use it in one of the following ways:

Perform: You may take your standard perform action by reciting an excerpt from your story. If using a story to perform, it is not automatically expended upon use. You must make an Arts — Storytelling check, rolling equal to or above 5 + the times you have previously used this tale.

Relocate: You may take the object that your story is based on and make it appear in your hand. You must have been within 5 feet of the object for this to work. Make an Arts — Storytelling check to conjure the item, based on the size of the object and difficulty to obtain. If you have touched the object before, this roll automatically succeeds. You may preplan for this relocation to happen at a specific time up to an hour beforehand.

Create Element: If you can already see the object that the story is about, you can change a single component about the object from a distance, so long as you can see it. For example, if you see an administrator's key on their belt loop, you can transform that key to not work on any of the doors it currently works on. This, however, will not transform a key of your possession into a school master-key unless you either have the schematics of a master-key, a picture of it, or have seen it within the last minute. This may also be used to activate the item, such as pull a level from afar.

Once you have used a story to do anything but perform, that object can never be used again as part of your story and the story told is lost forever.

Pulitzer Wordsmith

As a master of your craft, you gain certain abilities in the way you write. For one, you may now target creatures in your journal. Writing about a creature takes 10 minutes. You may use one of the following actions on the creature of your story:

Relocate: You may take the creature that your story is based on and make it appear in your hands or in front of you. You must have been within 5 feet of the

creature once before for this to work. The creature, if unwilling, must make a Mental — Will check against your perks points (*rounded down*) invested into The Artist class.

Change Fate: A creature that is the subject of your story, you may choose a single roll that that creature has made. Expending a use of your **perform** action, you may treat the roll as any number you would like. This dice changing will **not** change the creature's luck value. You may also use this ability to simply give a creature a point of Luck or subtract a point of Luck.

Force Action: At the beginning of a round of combat, you may make the creature's first move in combat by expending a usage of the *perform* action. This cannot be used to have a creature intentionally kill themselves or in any way directly harm themselves.

When a creature's entry in your storybook has been used by any of these actions, they may not be rewritten about until the following day.

Additionally, a story now based on an object, when a *Tell-Tale Heart* ability is used, the entry is lost, but that object may be re-written about, and writing about an object only takes 1 minute now.

The Nice Guy

Perk Points	Level Min	Abilities & Actions
1	1 st	Loves His Mother
2	1 st	Tactful Override
4	1 st	New Action: Recruit
6	2 nd	M'lady
9	2 nd	New Action: Manners
12	3 rd	Exceptional (1)
16	3 rd	Action Improvement: Recruit
20	4 th	Exceptional (2)
25	5 th	Action Mastery: Recruit
30	6 th	Action Mastery: Manners

Abilities

Loves his Mother

You may now effectively use items that are tagged as "Nice Guy" items. For every perk point invested into the Nice Guy tree, you may equip one Nice Guy item. For instance, at only one perk point, you only can only gain the benefit from one Nice Guy item at a time, but if you have 12 points, you may gain the benefit from up to twelve Nice Guy items, et cetera.

Tactful Override

When a person close to you fails a language check, you may step in and say, "What they meant to say, was..." and make a Knowledge — Tact check to override their roll. You may save each person a single time per day.

Additionally, you may use a d12 when making a Knowledge — Tact check.

Action: Recruit

I'm Good Enough, I'm Smart Enough, and Doggone It, People Like Me! And that they do: as an action, you can recruit a single student onto the battlefield. They must make a Mental — Will check against half (*rounded down*) your skill points invested in The Nice Guy. On a failure, the creature must enter the battlefield for a round and take the commands as actions of the nice guys. Each recruit will get a single action per round of combat. If the creature takes damage and at the end of the round, the recruit may retry this save. This will not work on any active aggressors or teachers.

Action Improvement

The recruited creature will stay on the battlefield until they are damaged. They no longer get to save at the end of their turn anymore. When damaged, they may retry the Mental — Will check to free themselves, but they do not automatically leave the battlefield after a single round, getting a single action every round.

Action Mastery

Your charm and personality make it very hard to say no to you, even from those in authority. This action now works on teachers and active aggressors. Additionally, the recruited creature may use all of its actions up to a maximum of three in a round instead of being limited to one.

M'lady

When a person near you fails a check, you may expend your own luck to allow them to reroll. Additionally, when wearing fedoras, you gain a +1 to your Damage Threshold.

Action: Manners

You may spend one action to suggest that another creature drop their *block* action. The target must make a Mental — Will check against half (*rounded down*) your skill points invested in The Nice Guy or lose their block action.

Action Mastery

When you use this action, you may also use it to force the creature to drop the *move* action, the *grapple* action and the *dodge* action as well.

Exceptional

Whenever you are about to receive a detention from a teacher, you may choose to have an exception made instead. The teacher must make a Mental — Will check against half (*rounded down*) your skill points invested in The Nice Guy or not issue you the detention. You may use this once per day.

When you attain 20 points in the Nice Guy tree, you may use this twice per day.

The Pious

<i>Skill Points</i>	<i>Level Min</i>	<i>Abilities & Actions</i>	<i>Rites Known</i>	<i>F Tier</i>	<i>D Tier</i>	<i>C Tier</i>	<i>B Tier</i>	<i>A Tier</i>
1	1 st	Casual Believer	—	—	—	—	—	—
2	1 st	New Action: Evoke, Rite	1	1	—	—	—	—
4	1 st	Religious Sect	2	2	—	—	—	—
6	2 nd	Action Improvement: Evoke D-Tier Rites	3	3	1	—	—	—
9	2 nd	Deus Ex Machina	4	3	2	—	—	—
12	3 rd	Action Improvement: Evoke C-Tier Rites	5	3	3	1	—	—
16	3 rd	Religious Sect Improvement	6	3	3	2	—	—
20	4 th	Action Improvement: Evoke B-Tier Rites	7	3	3	3	1	—
25	5 th	Religious Sect Mastery	8	3	3	3	2	—
30	6 th	Action Mastery: Evoke A-Tier Rites	9	3	3	3	2	1

Abilities

Casual Believer

You may now effectively use items that are tagged as "Pious" items. For every perk point invested into the Pious tree, you may equip one Pious item. For instance, at only one perk point, you only can only gain the benefit from one Pious item at a time, but if you have 12 points, you may gain the benefit from up to twelve Pious items, et cetera.

Action: Evoke, Rite

Through the power of your faith, you have been able to harness the power of the supernatural into real-world effects. When you take the *Evoke* action, you may use one of your powers of piety.

When you go up a tier in the skill chart, you may choose a rite to add to your repertoire. You may only learn rites of your highest category available or lower. (See Rites section)

When you evoke a rite, you must expend a use of an evocation tier. At 2 skill points in the Pious, you have one use of an F-Tier Rite. In order to gain this back, you must serve a detention or otherwise rest for at least 6 hours.

As you invest more skill points into the Pious, the higher-level tiers of rites you will unlock, from F-Tier to A-Tier rites. These reflect the power level of the effect the evocation provides.

Deus Ex Machina

As an action, you may ask your deity for a favor; the nature of this favor can be either vague or very specific and your deity will try their best to fulfill your wishes at the discretion of the Principal; however, this ability does not always work.

In order to gain this favor from your deity, you must roll percentile dice. If you roll under or equal to half (*rounded down*) your skill points invested into The Pious tree, your deity will intervene to save the day to the best of their ability.

You may attempt this once per day. If your deity successfully intervenes on your behalf, you cannot use this feature until you spend at least three days in deep prayer, making a Knowledge — Religion check each time equal to or higher than 10.

Sects

Christianity

Christianity is the most widely practiced religion in the world, with more than 2 billion followers. The Christian faith centers on beliefs regarding the birth, life, death and resurrection of Jesus Christ. While it started with a small group of adherents, many historians regard the spread and adoption of Christianity throughout the world as one of the most successful spiritual missions in human history.

Beatitudinous

You know that your piety makes you truly holy compared to your fellow human. You are considered resilient to holy damage.

The Holy Trinity

When casting an evocation that inflicts damage from the *Pious* class, if a player must make an ability check to contest the damage, if they succeed, you now do half as much damage instead of none (*rounded down*).

The Good Samaritan

Judaism

Judaism is one of the oldest monotheistic religions and was founded over 3500 years ago in the Middle East. Jews believe that God appointed the Jews to be his chosen people in order to set an example of holiness and ethical behavior to the world.

Bar/Bat Mitzvah

As a devout student of Judaism, you become a son/daughter of the mitzvahs, you have a deeper understanding of the world. You may roll Knowledge — Religion, Mental — Resolve, and Survival — Investigation checks with a d12.

Shabbatical

You may spend an hour rearranging your evocation tiers to your advantage. Up to your highest slot, you may move one evocation of each tier up by one. You regain this ability after a full night's rest.

For example, if your slots look like this:

TIER	F	D	C	B	A
SLOTS	2	1	0	1	0

Then, after spending an hour, your slots will look like this:

TIER	F	D	C	B	A
SLOTS	1	2	1	0	1

Perk 3

Buddhism

Buddhism is a religion that was founded by Siddhartha Gautama (“The Buddha”) more than 2,500 years ago in India. With about 470 million followers, scholars consider Buddhism one of the

major world religions. The religion has historically been most prominent in East and Southeast Asia, but its influence is growing in the West. Many Buddhist ideas and philosophies overlap with those of other faiths.

Path to Enlightenment

Your ability to divine is spectacular and awesome. Whenever you invoke an evocation that learns information about an enemy, you may glean an additional piece of information.

The Four Sights

Nirvana

Your restorative ability in conjunction with your divination ability is unparalleled, as you know not only how to heal the body, but the soul. Whenever you roll a dice that heals, even if it is not specifically an evocation, you may roll it with the *exploding dice* rules that are normally used for damage.

Naturism

Some people would consider themselves spiritual, but not religious. Others may consider themselves as religious, but not a certain sect of a monotheistic or mainstream polytheistic religion. This is a catch-all class for those who do not fit into the other sects.

In-Tune

Perk 2

Perk 3

The Lucky One

Perk Points	Level Min	Abilities & Actions	Refresh Luck	Max Luck
1	1 st	Beginner's Luck	5	10
2	1 st	Lady Luck	5	10
4	1 st	Bountiful Rest	6	10
6	2 nd	Luck Ability: Misfortune	6	10
9	2 nd	Lucky Number 13	7	13
12	3 rd	Luck Upgrade: Skill Reaction	7	13
16	3 rd	Fate Touched	8	13
20	4 th	Luck Ability: Irish Armor	8	13
25	5 th	Boundless Fortuity	9	∞
30	6 th	New Action: Overdrive	10	∞

Abilities

Beginner's Luck

You may now effectively use items that are tagged as "Lucky" items. For every perk point invested into the Lucky tree, you may equip one Lucky item. For instance, at only one perk point, you only can only gain the benefit from one Lucky item at a time, but if you have 12 points, you may gain the benefit from up to twelve Lucky items, et cetera.

Lady Luck

Certain skills you have a certain knack for executing better than most. Choose two skills from any skill section. When you make skill checks with those skills, you may use a d12 instead of a d10.

When rolling a d12 on a skill check, *either* an 11 or a 12 will gain you a point of luck.

Lucky Number 13

Your maximum luck exceeds that of a normal character. To most people, 13 is considered an unlucky number, but to you, 13 is your bitch. Your Luck maximum increases to 13.

Bountiful Rest

After a full night's rest, a player refreshes their luck to 5 if it is lower than that. You now refresh to 6. As you take more perk points in The Lucky One, your refresh maximum increases equal to the chart.

Luck Ability: Misfortune

You may use 2 points of luck to reroll a creature's rolls, and they must take the lower of the two.

Luck Upgrade: Skill Reaction

Most people need an incredible amount of luck to change their fate; they have a certain pool that can rarely be drawn upon. You on the other hand have a bountiful pool which you can draw upon. When using Lucky points to re-roll a dice, you only need to expend a single point of Luck instead of 2.

Fate Touched

There is something to your luck that even when you are having a bad day, things are not that bad. Fate has made it so your luck can never fall below a one. However, if you spend luck points, such as buying a re-roll, it can fall below that number.

Luck Ability: Irish Armor

At the start of a day, you may spend 3 points of luck as many times as you like to increase your Damage Threshold in all limbs by one. This lasts for the entire day.

Boundless Fortuity

You have no maximum to your luck; When you roll a natural 10 (*or the equivalent highest number*), you gain 2 points of luck. Note, this ability is not congruous with Lady Luck's ability to gain luck on an 11. Gaining luck in that way will only result in a gain of one point of luck.

Luck Ability: Overdrive

At the cost of at least 30 points of luck, you may initiate your luck-based overdrive. Your luck is reduced to 1 when you expend this. On this round of combat, when you use Overdrive, you gain a number of actions equal to your points of Luck, divided by five (*rounded down*)

For instance, if a character had 45 points of luck, they could take 9 extra actions this turn.

The Soldier

Perk Points	Level Min	Abilities & Actions
1	1 st	Junior ROTC
2	1 st	Subclass Ability
4	1 st	New Action: Takedown
6	2 nd	Subclass Improvement I
9	2 nd	No Man Left Behind
12	3 rd	Subclass Improvement II
16	3 rd	Action Improvement: Takedown
20	4 th	Subclass Mastery
25	5 th	Action Mastery: Takedown
30	6 th	Super Soldier

Abilities

Junior ROTC

You may now effectively use items that are tagged as "Soldier" items. For every perk point invested into the Soldier tree, you may equip one Lucky item. For instance, at only one perk point, you only can only gain the benefit from one Soldier item at a time, but if you have 12 points, you may gain the benefit from up to twelve Soldier items, et cetera.

Action: Takedown

No matter what kind of soldier you are, taking down an opponent is a very important skill to have, and after time training, you finally understand a quick takedown. If an enemy does not see you coming, you may perform a *takedown* action.

A takedown cannot be blocked nor dodged, but you still must roll a d6 accuracy die. On a hit, you may roll your damage, and double it.

You may then use the rest of that action to drag the enemy to the ground if it is a melee attack.

Action Improvement

Sometimes, however, when you become more competent, you can takedown an enemy that has previously seen you. If the enemy you are targeting is in direct combat with someone and would have their back to you, you may perform a *takedown* action.

Additionally, with melee weapon takedowns, you now do triple the damage that is rolled on the dice.

Action Mastery

When you master this action, you have been taking people down for so long that it is second-nature.

When you perform a melee *takedown*, you now do quadruple damage. If this damage exceeds 3 wounds, you instantly critical the body part.

Additionally, when this action is mastered, a ranged attack *takedown* may instantly critical a body part if more than 3 wounds are exceeded.

No Man Left Behind

Cannot leave a battle without an ally. If that ally is dead, you must drag them out of the battlefield. When an ally goes down, you gain two extra actions. The first of these actions must be used as part of a *move* action; however, the second action can be used to do any action that the Soldier would deem as saving their comrade.

If you choose to neglect this responsibility, and you do not bring back all allies with, and there was a way to have tried, and you did not attempt it, you must reassign all current points in the Soldier tree into another skill tree. You cannot ever reinvest these point into the soldier tree, but future level ups can re-enter the soldier tree.

Super Soldier

As a master soldier, you are able to do more things with every turn, especially more than the common man. In every round of combat, you may perform an additional action.

Subclasses

Sniper

Deadly Aim

When you are aiming a firearm at an enemy within your range, you may subtract 1d4 from the roll. Additionally, you may roll all Sciences — Physics and Sciences — Guns with a d12.

Critical Headshot

When you aim for the head when performing the **takedown** action with a firearm, on a hit, you may choose to deal the max non-exploding damage that the weapon does instead of rolling for damage. For instance, if you had a sniper rifle that does 5d6 damage, you may choose to instead replace that amount with 30 points of damage. You must make this decision before rolling for damage.

Slow Breath

When making a ranged attack, there is no longer a penalty for aiming for a specific part of the body. Additionally, you may now hold your breath much longer.

If you take up to three actions to hold your breath, you may gain a +1 for each action you held your breath, up to a +3. (Or if there is no block or dodge attempt, a -3 to the initial accuracy roll).

Master Marksman

Can double the reach of all ranged weapons

Spy

Light-footed

As a soldier of stealth, you rely on your ability to remain unseen, whether that mean disguising yourself or hiding altogether. You may roll all Survival — Stealth and Arts — Illusion checks with a d12.

Additionally, you need to be quick and light on your feet. You gain a +5-foot bonus to your speed while hidden.

Vanishing Act

Even if you have been seen, people have a really difficult time keeping track of you. When you take the **move** action, you may for free couple it with a **hide** action

Dead Silence

You make absolutely no noise when walking.

Ghostly Camouflage

While you are not in full light, you may use an action to become invisible. While invisible, you cannot be seen, but can still be sensed by any other sense, such as sound or touch.

While invisible, you are considered able to perform the **takedown** action.

Brute

The Call of Duty

As a common infantry man, your main goal is to eliminate any threats to your group through any means necessary. The secondary goal is to survive yourself. Therefore, you may roll Physical — Fight,

Physical — Strength and Survival — Survival checks with a d12.

Iron Grip

When someone is trying to disarm you or grapple you, you may spend an **action** to automatically win the contest, and then may **riposte** with an additional action with whatever weapon is in the hand not targeted.

Additionally, you have the ability to wield melee weapons that are meant to be wielded in both hands in a single hand.

Heroic Surge

Sometimes the world needs a hero, and you can be that hero. Once per day, when you have expended all of your actions in a round, you may choose to take an additional three actions in that round. Any unused actions are lost.

Quick Kill

When you roll damage with **any** melee weapon, when you roll damage, your dice now explode on a 3 and a 4, instead of just a 4. If a melee weapon has a higher dice than a d4, this has no effect.

The Popular Kid

Perk Points	Level Min	Abilities & Actions
1	1 st	Clique Du Désir
2	1 st	External Confidence
4	1 st	New Action: Peer Pressure
6	2 nd	Group Up
9	2 nd	Indoctrinate
12	3 rd	
16	3 rd	Action Improvement: Peer Pressure
20	4 th	Social Predator
25	5 th	Action Mastery: Peer Pressure
30	6 th	

Abilities

Clique Du Désir

You may now effectively use items that are tagged as "Popular" items. For every perk point invested into the Popular tree, you may equip one Popular item. For instance, at only one perk point, you only can only gain the benefit from one Popular item at a time, but if you have 12 points, you may gain the benefit from up to twelve Popular items, et cetera.

External Confidence

People respect you, people fear you. Your judgement is taken as law or gospel based on your sheer external confidence. You may be insecure at heart, but no one can tell. When you are within a group of at least one other popular kid, you may make all Mental — Confidence checks and all Language skill checks with a d12.

Action: Peer Pressure

As an action, any creature that can understand language who can hear you must make a Mental — Confidence check against half *(rounded down)* your level in The Popular Kid. On a failure, you must name an action that they must perform before within 3 actions, or before the end of their next turn, whichever is sooner. You may perform this action while grappled.

Action Improvement

Action Mastery

This effect can now be used on teachers and school staff to try and force their hand.

Group-Up

As a popular kid, you gain benefits from having other popular kids around. While by yourself, you are at a severe disadvantage. While making a physical attack or a charm-based attack, such as peer pressure, by yourself, use a minor inferiority dice for accuracy and against the *block* action. For every popular ally nearby, you may add +1 to your attack for each popular person within 15 feet of you.

Indoctrinate

You vouch for a non-popular kid to attempt to "make them popular" for your own gain. Whether that be to get them to help you, to appear inclusive, or to try to eliminate aggression. Whatever the case, you may use an action to attempt an indoctrination. The target must make a Mental — Confidence check against half (*rounded down*) your level in The Popular Kid. On a failure, the creature feels compelled to join your side.

The Manipulator

| Perk Points Required | Level Min. | Abilities and Actions |

| 1 | 1st | Outcome Engineer |

| 2 | 1st | Subclass Ability I |

| 4 | 1st | New Action: Exploit |

| 6 | 2nd | Subclass Ability II |

| 9 | 2nd | Unblockable and Unavoidable |

| 12 | 3rd | Subclass Ability III |

| 16 | 3rd | Action Improvement: Exploit |

| 20 | 4th | Blame Shift |

| 25 | 5th | Action Mastery: Exploit |

| 30 | 6th | Subclass Mastery |

Abilities

Outcome Engineer

You may now effectively use any items with any tag. For every **two** perk points invested into the Manipulator tree, you may equip one item slot. For instance, at only two perk points, you only can only gain the benefit from one item at a time, but if you have 12 points, you may gain the benefit from up to six items, et cetera.

Action: Exploit

Action Improvement

Action Mastery

Unblockable and Unavoidable

You will make enemies. You will hurt people. People will attempt to silence you, make it so your voice is not heard; however, you won't let that stop you. You can no longer be blocked on social media, and in order to ignore you, people must first succeed on a Mental — Will check. On a failure, the person cannot resist speaking with you. Once a creature has succeeded from this ability, they can continue to ignore you for up to an hour before they can be reaffected.

Blame Shift

Despite overwhelming evidence, it is not hard to implicate someone else for your misdeeds. Choose another person with whom you have spoken at least once. You may attempt to shift the blame onto that person for what you did.

That person must make, no matter where they are, a Knowledge — Tact check against half *(rounded down)* your level in the Manipulator. On a failed check, the person is now implicated of the thing you did, and no blame is shifted onto you.

Subclasses

Gossip Girl

Canard d'Internet

Untraceable Rumor

Knows gossip before all.

Con Artist

Falsify Currency

When you are buying things from people, people tend not to be paying attention to make sure that you are giving them the correct currency, but maybe they are and they just don't care. Now, you may use merits and demerits interchangeably when buying goods from a store, but also when leveling up.

Can use merits and demerits interchangeably.

Chicanery

You cannot be forced to tell the truth if you do not want to. Effects that make you speak the truth do not work on you, but that fact remains hidden to the people who try to affect you with it.

The Gifted

| Perk Points Required | Level Min. | Abilities and Actions |

| 1 | 1st | Precocious Child |

| 2 | 1st | Studious ||

| 4 | 1st | New Action: Discern |

| 6 | 2nd | Applied Retention |

| 9 | 2nd | Exceed |

- | 12 | 3rd | Adept Advancement |
- | 16 | 3rd | Action Improvement: Discern, Studious II |
- | 20 | 4th | Unwavering Intellect |
- | 25 | 5th | Action Mastery: Discern |
- | 30 | 6th | True Prodigy |

Abilities

Precocious Child

You may now effectively use items that are tagged as "Gifted" items. For every perk point invested into the Gifted tree, you may equip one Gifted item. For instance, at only one perk point, you only can only gain the benefit from one Gifted item at a time, but if you have 12 points, you may gain the benefit from up to twelve Gifted items, et cetera.

Studious

At the start of the day, you can dedicate the night before to studying a particular subject. At the start of a new day, choose a skill from either the Knowledge, Mental, and Sciences. You may now roll this check with a d20 for the rest of the day. At the end of the day, you may choose to replace this skill for another skill from either the Knowledge, Language, and Sciences.

Studious II: Improvement

As you become more gifted, your ability to study becomes more expansive and can train yourself for unorthodox tasks, like training your willpower or your strength. When you reach 16 skill points in the Gifted tree, you gain the ability to choose *any single* skill to roll with a d20.

Action: Discern

You are able to discern certain abilities from your foes, and gain a general insight into their strengths and weaknesses. Choose one target within 30 feet, and take this action to learn a single fact about them. The facts are limited to either a grade in a particular skill or the Damage Threshold of a single body part.

Action Improvement

As you have a more discerning eye, you may now start gathering more types of information. You may now ask questions such as asking if a certain body

part is the creature's major body part, what the max health of a certain body part is, insight into the creature's sanity, or ask about *two* particular skills.

Action Mastery

You are a master of the read. You may now ask any question about the creature's stats, and the Principal must tell you when you take this action. You may also use this action to attempt to gather insights on the creature's hidden motivations. They must make a Mental — Resolve check or reveal an aspect of their true motivation, at the discretion of the Principal.

Applied Retention

More than most, you can take what you learn and apply it to strange scenarios. If you overachieve in one or multiple classes, until the end of the day, you may replace a skill check with the skill from the class you overachieved in.

For instance, if you overachieved in Physics, but you come to a rope that you must swing across, you may choose to replace a Physical — Coordination check with a Sciences — Physics. Or, you could replace a Survival — Fight check whilst attacking with a knife with a Sciences — Biology check, if you overachieved in Biology that day. This can only be used once per day per class.

Exceed

Everything academically seems to be just that much easier for you. The homework downtime action only takes you half an hour instead of a full hour

Adept Advancement

When you level up, make a Sciences – Math check. Take the result of the roll, add one, then divide it by three (rounding down), and you gain that many extra skill points that can exclusively be spent on improving grades.

Unwavering Intellect

Certain people feel inferior in situations of wit or knowledge, but not you. Under no circumstances can you be required to use your inferiority dice for all Knowledge, Mental, and Sciences checks.

True Prodigy

You are more proficient than the average human in nearly every way. Whenever you roll a skill check,

you may roll it with a d12 instead of a d10. This applies to *all* skills.

Additionally, as a truly prodigious child, you may now spend skill points advancing skills beyond A+ *(+7)*. In order to get a skill above A+, you must spend a number of skill points equal to the modifier of the next skill. For instance, to get a +9, you will need to spend 9 skill points.

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Defenses

On Armor

Each of your 7 slots can contain a distinct piece of armor, however, certain armor can overlap. Armor, by default, uses the stat vitality, including being armor-less, but different armors use different stats. For example, a Top Hat uses Theater, or a Transformer Plate uses Electrical. Additionally, different armors have different modifiers.

Skills and Attributes

Physical Skills

Strength: This is your ability to lift heavy things and to use weapons that bludgeon. This also determines how much you can carry at a time. This is also used to hoist yourself onto something should you be hanging.

Agility: This is your ability to do acrobatic actions such as swing from a chandelier or jumping over an enemy.

Coordination: This is your ability to balance and not fall over. This can be used to balance on a tight rope or prevent yourself from being tripped. This can also be used as part of a pickpocketing check for your sleight of hand, or as a general motor skills check, should there not be a more apt skill.

Vitality: This is your life force. This is generally used to determine how survivable you are and how much a strike would do to you. This determines Damage Threshold.

Mental Skills

Will: Will is your ability to resist temptation. This may be a person of authority coaxing you to betray your friends or your ability to resist the charm of a Casanova.

Sanity: This is your ability to fight off the threat of insanity. This also allows you to use weapons of Insanity if your sanity score is high enough.

Resolve: This is your ability to remain cool, calm, and collected under pressure. This may give the person playing the PC more time to make a timed decision or can be used to determine if a person would be freaking out a situation.

Leadership: This is your ability to inspire people whom you already have command over. This can be used to persuade allies to follow your plan, or it can be used to inspire allies with their actions.

Confidence: This is your ability to ask difficult things and to be bold. This also affects your self-image and is your save against taunting. This can be used to make a plausible falsehood appear true to those who have no knowledge of a situation, but cannot be used for anything maliciously deceitful (that's Deception!)

Survival Skills

Survival: This is your ability survive when things aren't looking great or you are in a situation without all of the conveniences of modern-day life. Such checks may be to build a fire or skin an animal, find and follow tracks, etc...

Investigation: This is your ability to find objects and people, provided you have a general idea of what you're looking for. This is also your ability to find clues to particular incidents.

Perception: This is your ability to notice things around you with all of your senses. This may be used to notice something you weren't looking for, but also may be used to perceive something hidden without having to make a motion towards it.

Stealth: This is your ability to sneak around. This can be used to sneak out of a particular location or be used to get closer to an individual without them noticing you.

Fight: This is how capable you are in a fight. This determines how well-trained you are in unarmed combat.

Guns: This is your ability to identify, repair, and use guns. Guns aren't always the easiest to use to someone who has only seen them in movies, so when

a gun is fired, one must make a check to see if they know how to properly use a gun.

Performing Arts

Art: This is your ability to convey meaning through drawing, painting, and other forms of depiction. This can also be used to create diversion. This, however, does not affect your ability to write something as if it were someone else (that's Forgery!)

Music: This is your ability to sing or play an instrument with melody. This is also your ability to recall noise you've once heard, and potentially identify birds (should you want to do that). This finally, can be used to put on a show (as a distraction perhaps).

Theater: This is your ability to act and put on a performance that doesn't include singing or dancing. This is your ability to exaggerate your movements and actions. This also affects your ability to improvise, which may give the player playing the character more time to formulate a plan.

Illusion: This is your ability to create something with the intent to deceive. This can be as simple as signing the signature of another teacher, to creating a display to appear as if it were an accident. This is a physical embodiment of your deception skill, as deception only applies to the spoken word.

Dance: This is your ability to dance! This can be used to move with a rhythm, but also can be used to direct attention to yourself. This can be especially useful in dance battles.

Storytelling: This is your ability to tell a story, real or fictional, and maintain captivation. This may be used also be used as a way of being funny.

Language Skills

English: This stat is your persuasion ability for any case that does not fall under another skill. This is your ability to convince someone who may not agree with your ideals. Additionally, this can be used to taunt someone effectively and lower their morale.

Business: This is your ability to haggle over the price of a particular thing. This can also be used as a check of professionalism.

Deception: This is your ability to lie and cheat with your words. This only affects the spoken word, however. This can also potentially be used to convince someone to do something against their interests because something they care for is "in jeopardy."

Romance: This is your ability to use your sex and beauty to your advantage. This is your main stat used to charm someone whose sexuality is attracted to your gender identification. This also can be used as a general sex appeal check, and your ability to be intimate with someone effectively...

Interrogation: This is your ability to get information out of someone who does not want to tell you something. This can be used coincidentally with other skills to enhance your technique (such as romance, intimidation, etc...)

Intimidation: This is your ability to scare creatures into submitting to your will. This also is your ability to have a presence on the room.

Foreign Language: This is your ability to understand and be understood when speaking a language besides English. This may be used to get information from those who may not speak English as their first language. Sharing a non-English language with someone can give you an advantage on checks against that person. This also gives you the ability to speak in code if you share a language with a party member.

The Sciences

Math: This is your ability to understand and interpret numbers and magnitudes. This is also your ability to understand and manipulate probabilities. This can be used to change the probability of a check on occasion.

Physics: This is your ability to understand the different forces at play in a given scenario and your ability to calculate impromptu trajectories. This can also be used to occasionally manipulate the laws of Physics.

Biology: This is your ability to identify organisms and the different parts that make up a particular organism. This is also how effective you are when healing and can be used as a general medicine stat.

This can also tell you apparent weaknesses in certain creatures.

Chemistry: This is your ability to identify, use, and create different components such as bombs, poisons, and other chemical things. This can be used to create concoctions to use in combat.

Computers: This is your ability to get information out of a computer, and your general knowledge of computers. This can be used to hack for information, to lock or unlock mechanized doors, and repair computer systems.

Electrical: This is your ability to use electricity to your advantage, whether that be via routing all the electricity to a certain place, short-circuiting a door, or removing safeguards on potential weapons. Can also be used to repair circuits and electrical things as well.

Engineering: This is the ability to create. This can be used to build anything not more specifically specified by another skill. This can be used to craft components together into more useful components.

General Knowledge

History: This is your ability to know things from history, whether it be general history, or history of the school. This can potentially help you know the layout of a building you've only seen the floorplan of once or tell you information that the rest of the party may not have recognized.

Religion: This is your ability to recall different aspects of different faiths. This is also a measure of how faithful your character is with your deity and can be used to, on occasion, receive a boon. Certain artifacts may require a religion check to attack against.

Tact: This is your ability to remain respectful and to not *unintentionally* offend anyone. This can make people's perception of you more positive.

Intuition: This is the reliability and accuracy of your general gut feelings. This can be used to make inferences without much to go off of, and your ability to sense if someone is lying to you.

Trivia: This is how good you are being able to remember a crucial, yet obscure, piece of knowledge, that doesn't really fit into any of the other categories,

for example, knowing how to hotwire a car, or knowing why something is the way it is.

Insanity

Insanity is a feature that determines your mental state as you play the game. There are 7 stages to insanity, each comes with a greater scale of downsides, with very few positives:

Scale of Insanity

- ****Sane****: When you are sane, there is no cost to your mental health. You can wield weapons of Insanity with no real downside. You must make a save, however, when you critically fail with a weapon of Insanity.
- ****Shook****: When shook, you are feeling slightly out of your element, but the only discernable different is that you must make a save when using this weapon. Upon a failed save, you attack a teammates in a moment of panic, and advance your sanity ahead by one.
- ****Slight Paranoia****: When Slightly paranoid, things seems... shiftier than they were before. You're still fine, and you can keep it contained, however, you cannot be inspired, and weapons of Insanity have a higher toll on you.
- ****Mania****: You now begin to laugh for unknown reasons and weapons of Insanity now begin to speak to you. You still cannot be inspired, but now you exude physical tells of your insanity. You must roll all Language-based and Mental-based rolls with your inferiority die. At this point, it may be smart to put down that weapon of Insanity. However, weapons of Insanity now have an additional +1 modifier to accuracy.
- ****Full-Fledged Paranoia****: You now hear voices in your head, and have voices that tell you to betray your friends. You now openly have conversations with your weapons of Insanity. You no longer can heal injuries you've sustained to the head as easily. It now requires double what it once did, and you cannot heal to better than Slight. You now, in addition to the +1 Modifier to Weapons of Insanity, you also deal an extra 2d4 extra damage with them. You now cannot make any persuasion-based checks at all, and all other non-combat checks require your inferiority die.

- **Insanity**: You have gone fully insane. Every round you must make a save when you use any weapon. If you fail this save, you **must** attack a teammate. You now do 4d4 extra damage instead, and you have +4 Modifier to all weapons of Insanity. You no longer can make skill checks. You can barely think straight. Your head is always in critical condition or worse.

- **Dead**: You are drawn immediately to suicide. Unless restrained, you will kill yourself. If you are ever cured of your insanity, it can only be dropped to Mania, and never any lower. If you are resurrected, you retain the urge to re-kill yourself.

How to Become Insane

In addition to using a weapon of insanity, there are other things that can trigger a player to move up a rank in the insanity tracker. For instance, seeing a friend or ally die before them, or having something enslave you for a time, or having someone betray your trust. When something like this happens, everyone affected must make a sanity check against the Insanity Weapon Save Table, tripled.

A Cure to the Madness

There are a few ways to cure your insanity... if it's not already too late.

- **Drugs**: There are medicines which can temporarily lower insanity, however, it will only last for a while. All drugs which would have a mellowing impact will lower the insanity token 2 levels until it wears off.

- **Sleep**: Everytime you get a full-night's sleep, your sanity is lowered permanently by 2 levels.

- **Talking about the Trauma**: Talking to someone about your difficulties can lower your insanity by 2 levels permanently, if that person passes on a pertinent persuasion-based check.

- **Mind Flash**: A particular, but very rare item in the game which completely cures insanity, however, it lowers that person's permanent insanity modifier by 20.

- **Critical Success**: Rolling a critical success on a sanity check instantly restores 2 sanity, but rolling a critical success on any check instantly restores 1 sanity.

Root Call

At the start of the round, the team who lost root call the last round calls out one of the following stats to make an ability check. One creature from each side must make that ability check. The highest roll wins and the creature who won the contest gains an extra action for the round that they must make immediately. If this is the first round of combat, the DM decides the stat used after the sides declare their user.

Mechanics

Luck

Every character has a luck that begins at 5. Whenever the player rolls a natural 10 on a skill check (or the highest number possible on the die they are using for that skill check), they are awarded one point of luck. Whenever they roll a natural 1, they are reduced by a point of luck.

Spending your Luck

There are many of ways you can spend your luck, however, you can never spend more than you have. Luck can be used from everything to cancelling a random event to gaining a reroll on a failed skill challenge. Here are some of the uses that your luck can grant you.

Skilled Reaction - 2 Luck

You may spend 2 points of luck to gain a re-roll of a single die. If you roll a natural 10 on this roll you still do gain one point of luck back. By expending this, you may use whichever roll is higher.

Fate Change - 1 Luck

Your DM might have a random event occur that they roll for. For instance, if you are trying to conceal an object hidden in your sleeve, and you try to raise your arms to get it to slide down your shirt, the Principal might give the object a 33% chance that the item falls out of your shirt and onto the floor. The Principal will let you know what chance they are giving this random event to happen. You may spend one point of luck after the fact to have that incident not occur.

Lucky Strike - 1 Luck

You may spend a single point of luck to re-roll a single damage die. By expending this use, you can choose whichever dice rolled higher and use that one.

Avoid Detention - 10 Luck

You may expend 10 points of luck to have your name for a single infraction wiped off the detention list.

Superiority Die

Sometimes certain actions will have you use a superiority or inferiority die. For instance, if you are making a Language — English check but you make a terrible argument, your Principal may tell you to roll a major inferiority dice. Or, if you are flanking someone who is alert, but does not see you, you may gain a minor superiority dice.

For all skill checks, including non-ranged combat checks, your normal dice is a d10. When you have a superiority dice, you increase your dice tier by one, and if you have an inferiority dice, you decrease your dice tier by one. If the dice is preceded by a *major* keyword, you increase/decrease by two tiers. If this takes you above the highest tier, you may reroll the dice if you would like.

Standard Dice Tiers

Tier	Die	Tier	Die
Major Superiority	d20	Major Inferiority	d6
Minor Superiority	d12	—	d4
Normal	d10	—	d3
Minor Inferiority	d8	—	d2

Grade Skill Equivalency

Grade	Modifier	Grade	Modifier
A++	+8	C+	+1
A+	+7	C	+0
A	+6	C-	-1
A-	+5	D+	-2
B+	+4	D	-3
B	+3	D-	-4
B-	+2	F	-5

Actions

Melee Attack

When the melee attack action is taken, you may make an attack with a weapon that is in your hand. When this action is taken, unless otherwise specified, the player must roll a d6. If they roll a (1 + their body parts that are critically wounded) or lower, the attack misses, otherwise it succeeds. This attack, afterward can be blocked (see Blocking Rules).

Ranged Attack

Similar to a melee attack, when this action is taken, it may be used to throw an item or shoot an item in your hand. Every item will come with a related skill. First, the player must roll a d8. Refer to the chart below to see what part of the body you hit. If you would like to choose which part to hit, you must use your inferiority dice.

Ranged Targeting

d8	Body Part	d8	Body Part
1	Head	5	Right Arm
2	Chest	6	Left Leg
3	Torso	7	Right Leg
4	Left Arm	8	User's Choice

Then, the player must roll the accuracy dice for their weapon, and add their skill appropriately. If that number is equal to or surpasses the damage threshold for that body part, the attack hits.

Block

When the block action is taken as a reaction to an attack action, the person attacking must make a skill check with their weapon against your damage threshold for that particular body part. If they equal or surpass your threshold, the attack gets through. If it does not, the attack is blocked, and no damage is taken. This action lasts either until: you take another action, you get successfully hit, or the round ends.

Riposte

When the riposte action is taken as a follow-up action to a **successful** block action, the player makes a melee attack action against their aggressor, which cannot be blocked, but still must roll a d6 to see if an action hits.

Disengage

When the disengage action is taken, for the rest of the round, any aggressor may not take a free action of opportunity when a player moves out of melee range.

Use/Interact/Give

When the use/interact action is taken, the player may use any object that they have, may interact with anything in the environment, give a player an item, or pick up anything off of the ground. Some

interactions, however, may specify taking more than one action to utilize.

Move

When the move action is taken, a player may move up to their movement. If they move out of an aggressor's melee range, they provoke a free action attack of opportunity.

Hide

When the hide action is taken, the player must make a stealth check. If their check beats out an aggressor's Perception modifier + 5, then they are hidden from that aggressor, provided that there is a reasonable place to hide nearby. If there is no good place to hide, then this hide action automatically fails.

Aid

When a player uses an aid action as a reaction to any kind of action being used by an ally, they may aid that player by making the same kind of check they are making with no item-based modifiers. Whichever roll is higher is the roll that is being used. This aid action must be announced **prior** to the action being rolled for.

Grapple

When a player uses a grapple action, they must make a contested Strength or Reflex check against the target. The person being grappled automatically wins on ties. When a grapple is successful, a player may only use their subsequent actions to attack, use/interact/give, move (at half speed), and hide with the target. Class actions may only be used while grappling **if specified**

A person or creature who is being grappled may use an action to try and escape from the grapple. While grappled, a creature cannot take any actions except for a melee attack against the grappler or using their action to try to escape.

If a creature you are trying to grapple has taken the dodge action prior to, or in reaction to your grapple, they can double their dice roll on their Strength or Reflex check.

Dodge

When the dodge action is used, the player cannot have used the attack/grapple/block actions in the

current round, and cannot use the attack/grapple/block actions for the rest of the round. The dodge action raises the d6 roll threshold by their action count value. Against a ranged attack, it raises all slots' damage threshold by their action count.

Focus

Certain skill domains offer an action called Evoke. Certain evocations may require you to focus much of your energy on them. If that is the case, excluding the turn in which you invoked the evocation, you must take one of your actions to Focus on the evocation.

To focus, at the end of the round, make a skill check using the skill of the specified evocation. If you roll a 1 for the given skill, the evocation fades. This threshold for success increases by a number equal to twice the number of wounds suffered in that round. For instance, if you took 3 wounds in a round, you must roll a 7 or higher. A natural 10 always succeeds. If your head ever becomes critical, add 10 to the difficulty.

On Stalling

Sometimes battles begin to stall as no one wants to take an action because they are either waiting for their enemies from taking actions. This can be a problem as each side is waiting for the other to move. If this happens, the Principal may end the round, even if all actions are not expended.

The moment you call this, a player may say something along the lines of "wait, can I do..."

On Taking Damage

When an attack, whether ranged or melee, successfully lands, you roll d4s (unless otherwise specified) equal to your weapon's attack. (*Fists do 1d4 by default*). If that amount of damage surpasses the enemy's damage threshold (*DT*), then it does a full bubble, or what is called a *wound*. Otherwise, there is no effect.

Exploding Dice

When a 4 is rolled on an attack dice (*or whatever the specified damage dice's maximum value is*), it allows you to reroll it, keeping a running total. This is

referred to as exploding dice. Unless otherwise specified, all damage explodes.

Extreme Damage

It is possible to inflict more than a single wound in one round of combat. When the damage threshold is doubled on the damage dice, the creature takes two wounds. If the damage exceeds *n*th multiple of that player's armor class, they take *n* wounds.

Combo Hit

Sometimes, it is possible to attack twice successively in one round. If the same body part is targeted both times, the damage from the first attack will add with the damage of the second attack. For instance, if there are two successive punches which both hit to the torso, the first one does 3 points of damage, and the second one does 7 points of damage, then treat it as a single hit which deals the combined damage.

Attacking Critical Wounds

You are allowed to continue to assault a body part that is critically wounded; however, you may find it produces diminishing returns. To deal permanent damage to a wound that is critical, you must surpass its damage threshold times its total amount of wounds. For instance, if your arm has 3 wound slots with a Damage Threshold of 7, you must deal 21 points of damage in a single hit *after* it is already critical.

This can be used to sever a limb, or cause permanent damage such as crippling the hips or causing brain damage.

Susceptibility and Resilience

Not all damage types are equal. Some people are more susceptible or resilient to one type of damage than another. Certain perks or flaws may grant susceptibility or resilience to a certain damage type or sub-type.

While taking damage from a source which you are resilient, your effective damage threshold doubles. This means that you take half (*rounded down*) as much damage from this type of attack.

While taking damage from a source which you are susceptible, your effective damage threshold is halved. This means that you take double as much damage from this type of attack.

Damage Types

Physical

This is the most straightforward type of damage. This could come from a baseball bat, hitting your head on a doorframe, getting cut with a knife or shot with a firearm.

Sensory

This is a type of damage that might come from a really loud noise or a push of force, or a repugnant odor. Anything that could be considered an affront to the senses. This could come from a special bullhorn, a dubstep cannon, or anything that uses non-physical force.

Elemental

There are many types of elemental damage. You could, for instance, take fire damage from a flamethrower, or poison damage from a vial of poison, or energy damage from a bolt of lightning

Mental

This type of damage can only do wounds to your head, but will also mess with your sanity. This usually comes from evocations, but certain abilities and items can inflict mental damage.

Holy

This type of damage is usually associated with religion in some way. This may include smiting damage or damage dealt from holy weapons or holily enchanted weapons. This damage, however, does not always connote good sources, but holy damage from evil deities as well.

Health

Major Body Part

Each creature has a major body part through which they sustain their life through. At the start of the day, you must choose which body part of yours is considered your major part and mark the diamond on your character sheet.

To go unconscious, your major body part **must be critical**, unless all other parts are critical. Your enemies do not normally know which body part is your major body part.

Specific Disadvantages

Each body part has a different utility, and thus when a part becomes **critical** (*or has no wound slots left*) there are some disadvantages to the player when this happens.

Head

While your head is in critical condition, you have a hard time focusing on evocations. Whenever you take the *evoke* action, you must make a skill check using the skill related to the evocation of 11 or higher. While focusing on an evocation while critical, add 10 to your focus checks. If this evocation results in healing of the head, this roll need not be made.

Chest

Torso

Arms

While an arm is critical, making an attack with a weapon in that hand requires you to roll with your major inferiority dice. If one arm is critical for a two-handed weapon, you must use your minor inferiority dice. You can no longer hold yourself in the air, no matter your strength, if both arms are critical. Additionally, all melee weapons if they do hit do 1d4 less damage (*minimum 1d4*)

Legs

While either one of your legs are in critical condition, you have a hard time locomoting. Your speed is cut in half if one of your legs is critical, and your speed is reduced to 0 if both of your legs are critical.

Investing in Grades

Sometimes the most ideal route to spend your skill points may not be in a specific class, but rather to make your current grades higher; perhaps as part of a conquest to raise your grade point average, or to become a jack of all trades, a true renaissance man or woman. In order to raise a grade in a specific stat, you may spend some of your skill points when you level up to increase your letter grade by a third-letter grade *(C+ to B-, for instance)* at a time.

The higher grade you want to achieve, the more points you will have to spend to increase that grade. Consult the following chart to determine how many skill points you would need to invest into raising your grades:

Skill Points Required to Raise Grades

| Grade Range | Points Required |

|:----:|:-----:|

| D- | 3 |

| D to C | 1 |

| C+ to B | 2 |

| B+ to A | 3 |

| A+ | 7 |

If you have an ****F**** in a subject, it is much harder to turn that ****F**** into a ****D-**** than to turn a ****D-**** into a ****D****, thus why it requires more skill points that expected.

Leveling Up

On Class

You will have to take multiple classes in a day. Each class will consist of three ability checks.

If you pass none of the checks for that class, you will receive a detention for that class for slacking off.

If you only pass a single check for that class, you will likely not receive a detention for that class, but you will not pass that class. If you do not pass more than half your classes in a day, you will receive a detention.

If you pass two out of the three checks, you will pass a class.

If you succeed on all three of the class checks, you will be given an opportunity to overachieve. In order to overachieve, you must suggest a fourth check and how it can be applied to that class, then you must succeed on the check with the difficulty of said action being set by the Principal. If you pass that fourth check, you are considered to have overachieved in that class period.

Overachieving may nullify a single failure in a class so long as you were not considered slacking off.

Additionally, there are certain classes where instead of getting assigned detention for failing, you might be assigned study center instead.

On Downtime

You can spend your downtime between classes in multiple ways. Each way will require a certain amount of hours, of which you have few. Here are some of the ways you can spend your 16 hours outside of school each day.

Downtime Activities

Sleeping - 8 Hour

It is healthy to get at least 8 hours of sleep in a night; however, one may find that they would rather dedicate this time sleeping to other things. If you sleep for the night, you gain the following benefits:

- Regain all wound slots
- Remove all fatigue
- Regain Evocations and Abilities
- Allows you to use your d12 skills the next day
- Reduces Insanity by 1 level

Resting - 6 Hours

Sometimes, you might not have enough time to rest a full eight hours, but just enough to give you the energy for the next day. Sometimes this can be enough, and if combined with a nap earlier in the day, you gain the full benefits of sleeping; however, if you do not nap and take this option instead, you only gain the following benefits:

- Regain all wound slots
- Regain Evocations and Abilities

If you do not get a full night of sleep for 3 days in a row, you gain a point of fatigue. *(see Conditions)*

Eating - 1 Hour

While outside of school, you will still need to eat. By taking this downtime action, you increase your hunger by 20 and your thirst by 20.

Homework - 1 Hour

For each hour spent on homework, you may make a skill check related to that assignment, and subtract the result from the requisite ability check. You may remake this roll as many times as needed, consuming an hour each time.

Studying - 1 Hour per Class

For each class, you should try to spend an hour studying, according to your student handbook. For each class that you study for the night before, when asked to make a check for that class, you may reroll a single dice for each class studied. If you study for a class for more than one hour, you gain an additional reroll for that class for each additional hour.

If you are fatigued, it takes two hours of studying to achieve a single reroll.

Double Check - 1 Hour

There is a chance that if you do not take this downtime action that you will forget something at home. This might include your lanyard with your school ID, your homework.

Slacking Off - 3 Hours

For every 3 hours that you spend slacking off afterschool, you remove a point of insanity

| d100 | Assignment | Difficulty | Ability Check | Days |

| 1-27 | No Homework | — | — | — |

| 28-29 | Brief Reading | Easy | 2 | 1 |

| 30-31 | Worksheet | Easy | 3 | 1 |

| 32-33 | Reflective Journal | Easy | 3 | 1 |

| 34-35 | Long Reading | Easy | 6 | 1 |

| 36-37 | Lab Report | Easy | 7 | 2 |

| 38-39 | Short Essay | Easy | 7 | 2 |

| 40-41 | Presentation | Easy | 10 | 3 |

| 42-43 | Long Paper | Easy | 15 | 5 |

| 44-45 | Case Study | Easy | 25 | 7 |

| 46-48 | Brief Reading | Medium | 4 | 1 |

| 49-51 | Worksheet | Medium | 6 | 1 |

| 52-54 | Reflective Journal | Medium | 7 | 1 |

| 55-57 | Long Reading | Medium | 11 | 1 |

58-60	Lab Report	Medium	14	2
61-63	Short Essay	Medium	15	2
64-66	Presentation	Medium	20	3
67-69	Long Paper	Medium	35	5
70-72	Case Study	Medium	45	7
73-74	Brief Reading	Hard	8	1
75-76	Worksheet	Hard	9	1
77-78	Reflective Journal	Hard	12	1
79-80	Long Reading	Hard	17	1
81-82	Lab Report	Hard	21	2
83-84	Short Essay	Hard	24	2
85-86	Presentation	Hard	30	3
87-88	Long Paper	Hard	60	5
89-90	Case Study	Hard	65	7
91	Brief Reading	Expert	13	1
92	Worksheet	Expert	12	1
93	Reflective Journal	Expert	18	1
94	Long Reading	Expert	24	1
95	Lab Report	Expert	28	2
96	Short Essay	Expert	34	2
97	Presentation	Expert	40	3
98	Long Paper	Expert	90	5
99	Case Study	Expert	100	7
100	Major Thesis	Expert	400	30

Conditions

Throughout the game, you will be afflicted with many types of effects. Here are the effects and what they entail.

Stressed

Insane

Insanity is a feature that determines your mental state as you play the game. There are 7 stages to insanity, each comes with a greater scale of downsides, with very few positives:

Sane

When you are sane, there is no cost to your mental health. You can wield weapons of Insanity with no real downside. You must make a save, however, when you critically fail with a weapon of Insanity.

Shook

When shook, you are feeling slightly out of your element, but the only discernable different is that you must make a save when using this weapon. Upon a failed save, you attack a teammate in a moment of panic, and advance your sanity ahead by one.

Slight Paranoia

When Slightly paranoid, things seems... shiftier than they were before. You're still fine, and you can keep it contained, however, you cannot be inspired, and weapons of Insanity have a higher toll on you.

Mania

You now begin to laugh for unknown reasons and weapons of Insanity now begin to speak to you. You still cannot be inspired, but now you exude physical tells of your insanity. You must roll all Language-based and Mental-based rolls with your inferiority die. At this point, it may be smart to put down that weapon of Insanity. However, weapons of Insanity now have an additional +5 modifier to accuracy.

Paranoid

You now hear voices in your head, and have voices that tell you to betray your friends. You now openly have conversations with your weapons of Insanity. You no longer can heal injuries you've sustained to the head as easily. It now requires double what it once did, and you cannot heal to better than Slight. You now, in addition to the +5 Modifier to Weapons

of Insanity, you also deal an extra 2d4 extra damage with them. You now cannot make any persuasion-based checks at all, and all other non-combat checks require your inferiority die.

Insanity

You have gone fully insane. Every round you must make a save when you use any weapon. If you fail this save, you **must** attack a teammates. You now do 4d4 extra damage instead, and you have +20 Modifier to all weapons of Insanity. You no longer can make skill checks. You can barely think straight. Your head is always in critical condition or worse.

Dead

You are drawn immediately to suicide. Unless restrained, you will kill yourself. If you are ever cured of your insanity, it can only be dropped to Mania, and never any lower. If you are resurrected, you retain the urge to re-kill yourself.

Paralyzed

Dazed

Fatigued

Unconscious

Enthralled

Terrified

Grappled

Mundane

Imprecated

Flummoxed

Poisoned

Turned

Memes

Are you Sure About That?

C-Tier Meme

Actions: 1 action

Range: 30 feet

Duration: Instantaneous

Skill: Language — Intimidation

You invoke the power of John Cena to snuff out an evocation of an aggressor. When you use this as a reaction to an opponent taking the *evoke* action, from any other class, you must make a Language — Intimidation check, and your opponent must make a Mental — Resolve check.

If the tier of the evocation that your opponent is using is higher than the tier at which you are using this meme, your opponent rolls an extra die for every tier above you they are, and may take any of the results. Consequently, if your opponent is using a lower tier of evocation than this meme, then you gain an extra die for every tier above you are.

On a success, the evocation that your opponent was trying to use is nullified.

You Can't See Me

B-Tier Meme

Actions: 1 action

Range: Self

Duration: 10 Minutes

Skill: Survival — Stealth

You invoke the power of John Cena to prevent people from being able to detect you with their eyes. While you have your hand in front of your face, no one is able to sense you with their eyes, and you are effectively invisible. If someone is trying to search for you using a Survival — Perception check or a Survival — Investigation check, you may roll your Survival — Stealth roll with a d20. If you take any other action beside the dodge or move action, the meme fades.

Bad Luck Brian

F-Tier Meme

Actions: 1 action

Range: 30 feet

Duration: Instantaneous

Skill: Luck

When a creature within range rolls a die for any reason, you may ask them to reroll one of the dice. If the new result is better or equal, the dice is treated as a 0, otherwise, they keep their old result.

Rick Roll

F-Tier Meme

Actions: 1 action

Range: Self

Duration: Instantaneous

Skill: Arts — Illusion

In this classic meme, you rely on the act of deception. When you invoke this evocation, you may pretend to use an action that anyone nearby will perceive as true. They must make a Survival — Perception check equal to or higher than half (*rounded down*) your level in Memer in order to see through this illusion.

Once you perform your real action, everyone will know that they have been rick rolled

Hey Vsauce, Michael Here

C-Tier Meme

Actions: 1 action

Range: 30 feet

Duration: Instantaneous

Skill: Sciences — Physics

You speak aloud the phrase "Hey Vsauce, Michael Here" and relocate to a location within range. When you use this, everyone will know where you are who is within 60 feet of your new location. Your opponent does *not* get an opportunity action when you leave the current position if you are engaged in combat with them.

Begone Thot

B-Tier Meme

Actions: 1 action

Range: 30 feet

Duration: Instantaneous

Skill: Language — Intimidation

Requires Focus

Your power to rid the world of thots is growing. You may speak aloud the phrase "Begone, Thot" and cause a female to begin to vanish from the world. You must make a Language — Intimidation check, and your opponent must make a Mental — Resolve check. On a success, they are sent to a limbo land

where they are in a pseudo-detention until your focus fades.

Here Come Dat Boi

D-Tier Meme

Actions: 1 action

Range: 30 feet

Duration: Up to 1 Minute

Skill: Physical — Coordination

Requires Focus

You call upon Dat Boi to come save the day. Upon summoning Dat Boi to a position within range, it may take a single action per round when you take the *focus* action.

Dat Boi has a Physical — Coordination score equal to yours, and thus makes attacks using that stat. Dat Boi has a DT of 10, but can only take a single wound before vanishing.

Dat Boi also disappears if your focus fades.

You Are My Queen

F-Tier Meme

Actions: 1 action

Range: 5 feet

Duration: Up to 1 Minute

Skill: Knowledge — Tact

Requires Focus

You choose one ally within range to make your Queen. Whenever your queen would take a wound, you may choose to instead take that wound in their place if you are within 10 feet of the assailant. Your queen gains the benefit that any check that they make is under the benefits of the aid action so long as you are within range of your queen.

This spell fades when you are more than 15 feet from your queen or when your focus fades.

Double Rainbow

A-Tier Meme

Actions: 16 Hours

Range: Self

Duration: Until Destroyed

Skill: Sciences — Biology

You spend 16 hours cocooned in a state of mental and physical torment. During this time, your DT becomes 1 and you cannot take any other actions.

When you emerge from the cocoon after the duration of the meme, you gain a replica of yourself. This replica cannot heal, and cannot rest, but otherwise functions just as you would. Your doppelganger does not have any of your gear, and has half as many would slots (*rounded up*). Your duplicate does not have its A-level evocation slot. Finally, your duplicate cannot take the initiative during root call. Other than that, it is an identical copy of yourself and is self-aware.

Charlie Bit My Finger

B-Tier Meme

Actions: 2 actions

Range: 30 feet

Duration: Instantaneous

Skill: Survival — Fight

Charlie appears and floats above the hand of one creature within range. When Charlie bites down on the finger of that creature, they take 4d4+16 damage. This also causes the creature to drop their weapon if they had one in that particular hand. That creature may use their *block* action to attempt to block this. On a successful block the creature only takes half as many wounds and not drop their weapon.

Dramatic Chipmunk

B-Tier Meme

Actions: 1 action

Range: 90 feet

Duration: Instantaneous

Skill: Arts — Theater

You invoke the power of the most dramatic chipmunk who ever lived. You choose one creature within range whose memory you can edit in order to create drama. This may include removing an apology or editing what someone said to make it more aggressive at them. The target must roll a Mental — Will check equal to or higher than half (*rounded down*) your skill points invested into Memer. If they fail, you can edit or create a memory to incite drama.

All Your Base Are Belong To Us

A-Tier Meme

Actions: 1 action

Range: Self

Duration: 30 Minutes

Skill: Language — English/Language — Japanese

For the duration, whenever you roll any sort of Language skill check, it is as if you rolled a 10. This can only count towards building Luck if you actually do roll a 10.

Additionally, for the duration, you speak perfect Japanese, gaining a A+ (+7) in that skill until the meme fades.

Success Kid

B-Tier Meme

Actions: 1 action
Range: Self
Duration: 1 Minute
Skill: Mental — Confidence

When you succeed, there is a swagger about you. An aura that follows you. When you succeed, you really succeed. For the duration, whenever you succeed on any skill check or attack roll, you gain a point of Luck.

Jesus Christ, That's Jason Bourne

D-Tier Meme

Actions: 1 action
Range: Self
Duration: Up to 1 Minute
Skill: Arts — Theater
Requires Focus

Any hostile creature within 30 feet of you will perceive you to be 10 levels higher than you currently are. They must make a Survival — Perception check against half (*rounded down*) your skill points invested into Memer, otherwise they are considered *afraid of you (see Conditions)* If the creature is 10 levels higher than you, this does not work.

You Better Not Play Trash

F-Tier Meme

Actions: 1 action
Range: Touch
Duration: Up to 1 Minute
Skill: Arts — Music
Requires Focus

An ally within 5 feet of you 'hands' you the aux cord. One creature who you can touch gains an extra action every round that you are focusing on this spell.

Doge

B-Tier Meme

Actions: 1 action
Range: Self
Duration: Up to 1 Hour
Skill: Arts — Music
Requires Focus

When you invoke the power of Doge, such wow fills your being. Your influence with people who have authority over you increases double while you are focusing on this power. Additionally, all Language-based checks that you make against authority figures can be rerolled by spending a single point of luck instead of two.

My Name Jeff

D-Tier Meme

Actions: 1 Minute
Range: Self
Duration: 1 Hour
Skill: Arts — Illusion

When your name Jeff, you can alter a physical part of yourself. This may range from varying your height, gender appearance, toughness of skin, hair color or length, and many other minor physical attributes. This can be used to change your fists into sharper or tougher objects. This can make your fists do 2d4 Damage.

Come At Me Bro

C-Tier Meme

Actions: 1 action
Range: Self
Duration: Up to 1 Minute
Skill: Language — Intimidation
Requires Focus

Choose a single creature who you can see who can hear you. They must roll a Mental — Confidence check against half (*rounded down*) your level in Memer. Upon failure, their next attack must target the you, and they can only use basic attacks.

Cash Me Outside, How Bout Dah

F-Tier Meme

Actions: 1 action

Range: Self

Duration: Up to 1 Minute

Skill: Language — Intimidation

Requires Focus

Choose a single creature who you can see who can hear you. They must roll a Mental — Confidence check against half (*rounded down*) your level in Memer. Upon failure, their attacks must target the you.

The More You Know

A-Tier Meme

Actions: 1 action

Range: Self

Duration: Up to 1 Minute

Skill: Language — Deception

Requires Focus

When you make a statement - people will believe what you say is fact. That is assuming they fail a Knowledge — Trivia check against half (*rounded down*) your level in Memer.

U so Fukin Precious Wen U Smile

F-Tier Meme

Actions: 1 action

Range: Self

Duration: 1 Minute

Skill: Language — Romance

The power of suggestion compels one creature who you can see and who can see you to smile. That creature must make a Mental — Will check against half (rounded down) your skill points in The Memer. On a failure, the creature becomes enamored with you and thinks that they love you for the duration. This creature will not actively attack you nor intentionally go against your best interests for the duration. If the creature takes damage in any way, they may re-attempt this ability check.

Evocations

Minor Healing

F-Tier Rite

Actions: 1 action

Range: Touch

Duration: Instantaneous

Skill: Knowledge — Religion

Choose a single body part on a creature that you can touch. As an action, you may remove **1d4** wounds from the body part chosen on the creature you are healing.

Lesser Healing

D-Tier Rite

Actions: 1 action

Range: Touch

Duration: Instantaneous

Skill: Knowledge — Religion

Choose a single body part on a creature that you can touch. As an action, you may remove up to **2d4** wounds from the body part chosen on the creature you are healing.

Common Healing

C-Tier Rite

Actions: 1 action

Range: Touch

Duration: Instantaneous

Skill: Knowledge — Religion

Choose a creature that you can touch. As an action, you may remove **2d6** wounds from the creature you are healing, distributed between all body parts.

Major Heal

B-Tier Rite

Actions: 1 action

Range: Touch

Duration: Instantaneous

Skill: Knowledge — Religion

Choose a creature that you can touch. As an action, you may remove **8d6** wounds from the creature you are healing, distributed between all body parts.

Full Heal

A-Tier Rite

Actions: 1 action

Range: 30 feet

Duration: Instantaneous

Skill: Knowledge — Religion

Choose a creature that you can see within 30 feet. As an action, you may remove *all* wounds from the creature you are healing. Additionally, any harmful status effects on the creature you are touching are removed. Additionally, you refresh the actions of that creature for this round, and they can stand up immediately without expending an action.

Sacred Cleanse

D-Tier Rite

Actions: 1 action

Range: Touch

Duration: Instantaneous

Skill: Sciences — Biology

Choose a creature that you can touch. As an action, you may remove a *single* one of the following effects:

- A single addiction that a creature is suffering from

- A single non-class specific effect such as stun, paralysis, sleep, [FINISH LATER]

True Sacred Cleanse

C-Tier Rite

Actions: 1 action

Range: Touch

Duration: Instantaneous

Skill: Sciences — Biology

Choose a creature that you can touch. As an action, you may remove any and all of the following effects:

- An addiction that a creature is suffering from

- A non-class specific effect such as stun, paralysis, sleep, [FINISH LATER]

Sanctify

C-Tier Rite

Actions: 1 action

Range: Touch

Duration: Instantaneous

Skill: Sciences — Biology

This allows you to cure some of the more serious status effects that may inflict a creature. Choose a creature that you can touch. As an action, you may

remove *any single* effect from a creature. This works on class-specific inflictions, such as Corrosion or Recruit, but also on anything that may reduce your maximum health, or prevent any type of action.

True Sanctify

B-Tier Rite

Actions: 1 action

Range: Touch

Duration: Instantaneous

Skill: Sciences — Biology

This allows you to cure some of the more serious status effects that may inflict a creature. Choose a creature that you can touch. As an action, you may remove *any and all* effect from a creature. This works on class-specific inflictions, such as Corrosion or Recruit, but also on anything that may reduce your maximum health, or prevent any type of action.

Sacred Ward

B-Tier Rite

Actions: 1 Minute

Range: Touch

Duration: 30 Minutes

Skill: Knowledge — Religion

Choose a single creature with this evocation, and focus on them for one minute. For the next 30 minutes, they are warded from harmful effects that can be cured by the *Sacred Cleanse* evocation.

Every time this blocks an effect, the creature under the ward must make a Mental — Resolve check equal to 5 + the amount of effects blocked by this ward. On a failure, the ward fades and the creature becomes *fatigued*. If the creature was already *fatigued*, the creature becomes *exhausted* and takes **4d4** Mental Damage.

Sanctified Ward

A-Tier Rite

Actions: 1 Minute

Range: Touch

Duration: 30 Minutes

Skill: Knowledge — Religion

Choose a single creature with this evocation, and focus on them for one minute. For the next 30 minutes, they are warded from harmful effects that can be cured by the *Sanctify* evocation.

Every time this blocks an effect, the creature under the ward must make a Mental — Resolve check equal to 5 + the amount of effects blocked by this ward. On a failure, the ward fades and the creature becomes *fatigued*. If the creature was already *fatigued*, the creature becomes *exhausted* and takes **4d4** Mental Damage.

Minor Healing Surge

C-Tier Rite

Actions: 2 actions

Range: 15 feet

Duration: Instantaneous

Skill: Knowledge — Religion

You unleash a holy surge of healing. Choose any number of creatures within range to be healed. Each creature must choose a body part to regain **1d4** wounds in that body part.

Healing Surge

B-Tier Rite

Actions: 2 actions

Range: 15 feet

Duration: Instantaneous

Skill: Knowledge — Religion

You unleash a divine surge of healing. Choose any number of creatures within range to be healed. Each creature can heal themselves up to **2d6** wounds split among their body parts

Supernal Sweep

A-Tier Rite

Actions: 2 actions

Range: 60 feet

Duration: Instantaneous

The power of your faith guides your hand to slam into the ground, unleashing a ray of pure supernal energy that washes across all allies within range. You may treat **70** wounds distributed among all allies within range.

Additionally, you may end any single effect on each creature healed at least one wound by this wave of energy. If you want a creature who is not wounded to receive the status-ending effect, you must dedicate a single wound treatment, even if not necessary, to the creature in order for it to gain the added benefit.

Holy Fire

D-Tier Rite

Actions: 1 action

Range: 30 feet

Duration: Instantaneous

Skill: Knowledge — Religion

You create a 40-foot tall cylinder with a radius of 5 feet of pure divine energy for an instant. All creatures inside of this must make a Physical — Reflex check against half (*rounded down*) your skill points in The Pious. On a failure, the creature takes 4d4 Holy Damage to a body part determined at random.

Holy Inferno

A-Tier Rite

Actions: 3 actions

Range: 60 feet

Duration: Up to 1 Minute

Skill: Knowledge — Religion

Requires Focus (3)

Create a 40ft³ cube of pure divine energy within range. All creatures inside of this must make a Physical — Vitality check against half (*rounded down*) your skill points in The Pious. On a failure, the creature takes 5d4 Holy Damage to each body part except the head.

From every round beyond the first round, when the *focus* action is taken for the third time, any creature within the inferno must reattempt this Physical — Vitality check and suffer the same effects.

Sacrosanction

F-Tier Rite

Actions: 1 action

Range: Self

Duration: 1 Hour

Skill: Arts — Illusion

You are blessed with a sacred shielding that covers your body. The next hit that you take results in no damage to any body part, and the assailer takes the amount of damage dealt if they are within 5 feet of you while attacking to the arm used to make a strike.

Eucharist

D-Tier Christian Rite

Actions: 1 action

Range: Self

Duration: 1 Hour

Skill: Knowledge — Religion

Choose a number between *two* and *ten*. Write that number down somewhere. Whenever you roll that number on an ability check, you may choose to re-roll it. You may do this as many times for the duration of the evocation.

Confirmation

F-Tier Christian Rite

Actions: 1 action

Range: Touch

Duration: 10 Minutes

Skill: Knowledge — Religion

You choose one creature to imbue with a sense of belongingness. When that creature makes an ability check with a skill in which they use a d12 or higher, that creature adds +2 to their roll for the duration.

Baptism

C-Tier Christian Rite

Actions: 1 action

Range: 10 feet

Duration: 1 Minute

Skill: Knowledge — Religion

Choose a creature you can see within range and using a vial of blessed water, you can initiate someone into your faith. For the next minute, that creature is susceptible to Holy Damage. If they are resilient to Holy Damage, this evocation does nothing.

Reconciliation

B-Tier Christian Rite

Actions: 1 action

Range: 10 feet

Duration: Instantaneous

Skill: Knowledge — Tact

Choose an aggressor within range. That creature must make a Mental — Will check against half (*rounded down*) your level in *the Pious*. If that creature fails, they cannot make an aggressive action towards you or your allies until they take any damage of some sort.

Anoint

C-Tier Christian Rite

Actions: 2 actions

Range: 30 feet

Duration: Instantaneous

Skill: Knowledge — Religion

Choose two creatures within range where one of the creatures is inflicted with a condition that can be cured by the *Sanctify* evocation. You may anoint the inflicted creature to be immune to that effect until they have a rest. Then, you may transfer that effect to another person. You are not considered the owner of the original effect afterward.

If you are interrupted between your first action and second action, you cure the person's condition but cannot use your second action to transfer it.

Inferet Luxuria

D-Tier Christian Rite

Actions: 1 action

Range: 50 feet

Duration: 1 Hour

Skill: Language — Romance

Choose a creature within range. That creature must make a Mental — Will check against half (*rounded down*) your level in the Pious. If that person is in a relationship, they may roll with a minor superiority die. On a failure, the creature becomes infatuated with the next person they see for the duration and believes that person to be their one true love.

Inferet Gula

B-Tier Christian Rite

Actions: 1 action

Range: 25 feet

Duration: 1 Minute

Skill: Knowledge — Religion

Gluttony, overindulging to the point of being wasteful. Choose a creature within range. That creature must make a Mental — Resolve check against half (*rounded down*) your level in the Pious. On a failure, the creature may take the *use* action to use a consumable for free as many times as they would like in a round; however, you gain the positive effects of all consumables they take as well. Additionally, all healing items taken by that creature only heals 1 wound, no matter how potent.

If the creature does not use a consumable in the round, they gain a level of insanity.

Samael's Tendril of Temptation

C-Tier Christian Rite

Actions: 1 action

Range: 20 feet

Duration: 1 Minute

Skill: Mental — Will

Requires Focus

A burst of white arcane energy shoots forth from your hand at a point on a surface that you can see within range. On that surface, a 10-foot long tendril appears out of a void. The tendril drips flames and ink surrounded by a torrent of millions of muffled screams. Any creature excluding yourself, *unholy* creatures, or creatures that are immune to *temptation* within 10 feet of the tendril are beckoned towards the tendril and must make a Mental — Will check right before *root call* against half (*rounded down*) your level in the Pious class.

On a failure, the creature willingly moves into the grasp of the tendril which will attempt to bring the creature back to hell with it. As an action, a player may make a Physical — Strength check against half (*rounded down*) your level in the Pious class to break this tendril's grapple. On a success, the creature is freed and is unaffected by this evocation for the rest of the day. If multiple creatures are beckoned simultaneously, you may choose which creature grappled.

When you release focus of this evocation, any creature grasped by this tendril is immediately pulled into the void and gets a final attempt to break the grapple without expending an action. On a failure, the creature suffers 5d4 Holy Damage to all body parts as their body is thrown through hell and back to the mortal plane, reappearing in a random spot on the battlefield.

Conjure Dreidel

D-Tier Jewish Rite

Actions: 1 action

Range: 30 feet

Duration: Up to 1 Minute

Skill: Knowledge — Religion

Requires Focus

You conjure a dreidel to spin out in front of you, allowing you to gamble your actions. Any creature may use one of their actions to take part of this. The pool of actions starts with the number of players doubled. Roll a d4 (or a dreidel if you have one!) in order of declaration of action, with you, the conjurer taking part whenever you would like, and then correspond your roll with the following to see the effect gained:

1: (*Shin*): You must add an action to the pool. If you have no actions left this round, you are out, If the host is the one affected by this, the game ends and all actions are lost.

2: (*Nun*): Nothing happens.

3: (*Hey*): You gain half the actions in the pool (*rounded up*)

4: (*Gimel*): You gain all the actions in the pool

While you maintain focus of this dreidel, you may carry over the pool from the previous round to try again. If a player was part of this in the first round, you must give them permission to not take part in the dreidel rite, otherwise, they are stuck and must participate. The rite fades when you lose your focus.

Chutzpah

C-Tier Jewish Rite

Actions: 1 action

Range: 30 feet

Duration: Instantaneous

Skill: Knowledge — Tact

You invoke the power of G-d to snuff out an evocation of an aggressor. When you use this as a reaction to an opponent taking the evoke action, from any other class, you must make a Knowledge — Tact check, and your opponent must make a Mental — Confidence check.

If the tier of the evocation that your opponent is using is higher than the tier at which you are using this rite, your opponent rolls an extra die for every tier above you they are, and may take any of the results. Consequently, if your opponent is using a lower tier of evocation than this rite, then this automatically succeeds.

On a success, the evocation that your opponent was trying to use is nullified.

Passover

A-Tier Jewish Rite

Actions: 3 actions

Range: 30 feet

Duration: Instantaneous

Skill: Knowledge — Religion

You choose a creature within range. That creature must make a Knowledge — Religion against half (*rounded down*) your level in Piety. On a failure, the creature instantly takes 6 wounds to the head, chest, and torso. If the creature is resilient to Holy Damage, or classified as *unholy*, they cannot be affected by this rite.

Chazakah

A-Tier Jewish Rite

Actions: 3 actions

Range: 30 feet

Duration: Instantaneous

Skill: Knowledge — Religion

Foresight

A-Tier Buddhist Rite

Actions: 1 Action

Range: Self

Duration: 5 Minutes

Skill: Knowledge — Intuition

When you evoke this rite, for the duration, when you are about to make a move, twice per round for the next 5 minutes, you may ask what action the opponent will take in reaction to your current action and the Principal must tell you. Then you must decide if you would like to use that action immediately. If you choose not to, the enemy may react differently if you choose to do something else.

Out of combat, you may also decide to use this action and you will see the reaction to what you say. For instance, if you ask, “Will you go to Prom with me?” and the Principal asks you to make a Mental — Confidence check. You may use foresight to roll the dice and see the outcome. Then after seeing that outcome, you may decide to not ask instead. If you choose to proceed, you must use the roll from the Foresight.

Samma Vaca

D-Tier Buddhist Rite

Actions: 1 Action

Range: 20 feet

Duration: 10 Minutes

Skill: Language — Deception

The concept of Samma Vaca (*right speech*) is a virtue that you follow, but your sheer presence can have others follow this principal too. Everyone within range must make a Mental — Will check against half (*rounded down*) your level in the *Pious*. Any creature that fails cannot speak a lie, cannot speak of gossip, cannot act spiteful, impolite, harshly, or slanderously. The creature may choose to remain silent.

Samma Kammanta

D-Tier Buddhist Rite

Actions: 1 Action

Range: 120 feet

Duration: 10 Minutes

Skill: Mental — Will

The concept of Samma Kammanta (*right action*) is a virtue of Buddhism, however when you evoke this, you choose a creature within range. They must make a Mental — Resolve check against half (*rounded down*) your level in the *Pious*. On a failure, when that creature takes a dishonorable action for the next 10 minutes, such as making an attack, killing a creature, stealing, or anything that would bring shame to themselves, they take 2d4 Mental Damage. Shame is at the discretion of the Principal

Samma Ajiva

F-Tier Buddhist Rite

Actions: 1 Action

Range: Self

Duration: Instantaneous

Skill: Mental — Will

In order to uphold the concept of Samma Ajiva (*right livelihood*), you cannot deal in negative means. When you invoke this evocation, you may convert all of your demerits into merits.

Samma Vayama

B-Tier Buddhist Rite

Actions: 1 Action

Range: Self

Duration: Up to 10 Minutes

Skill: Mental — Resolve

Requires Focus

Samma Vayama (*right effort*) is the concept to oppose evil thought and states of mind. When you invoke this rite, you choose a creature that is considered an *abomination* and banish it to another realm. That creature must make a Mental — Resolve check against half (*rounded down*) your level in the *Pious*. On a failure, the creature is banished. While you maintain focus, the abomination remains banished. If you focus on this rite for the full 10 minutes, that creature remains banished there forever.

While the creature is within this other realm before the banishment is permanent, they may attempt to deal Mental damage to you with against a Damage Threshold of 20. When you lose focus, the creature reappears in the space it previously occupied.

Samma Sati

F-Tier Buddhist Rite

Actions: 1 Action

Range: Self

Duration: 1 Hour

Skill: Survival — Perception

Samma Sati (*right mindfulness*) is the concept to remain attentive and aware of your surroundings. You slow down your breath and your senses become enhanced. When you roll a Survival — Perception check anytime within the next hour, you may roll it with a d20 instead of your normal die. It does not take an action to locate a player who is hiding for the duration.

Items

Weapons

| **Item Name** | **Skill** | **Damage** | **Damage Type** | **Size** | **Properties** | **Class** | **Cost** |

Sports

| Baseball Bat | Physical — Strength | 3d4 | Physical — Blunt | 2 | Two-Handed | Jock | 5 dM/M |

| Hockey Stick | Physical — Strength | 3d4 | Physical — Blunt | 2 | Two-Handed | Jock | 5 dM/M |

| Bowling Ball | Physical — Strength | 2d4 | Physical — Blunt | 1 | Ranged (H) | None | 5 dM/M |

| Baseball | Physical — Agility | 2d4 | Physical — Blunt | 0.5 | Ranged (N) | Jock | 2 dM/M |

Knives

| Butter Knife | Survival — Fight | 2d4 | Physical — Lacerating | 0.3 | Thrown, Light | None | 1 dM |

| Pocket Knife | Survival — Fight | 3d4 | Physical — Lacerating | 0.5 | Thrown, Light | None | 30 dM |

| Hunting Knife | Survival — Fight | 4d4 | Physical — Lacerating | 1 | — | Soldier | 50 dM |

Swords

| Katana | Physical — Agility | 4d4 | Physical — Lacerating | 2 | Two-Handed | None | 60 dM |

Other

| PVC Pipe | Physical — Strength | 2d4 | Physical — Blunt | 2 | Two-Handed | None | 10 dM/M |

| Cross | Knowledge — Religion | 1d4 | Physical — Holy — Good, Physical — Lacerating | 0.5 | Light | The Pious | 5M |

| Firecrackers | Survival — Survival | 1d4 | Elemental — Fire | 0.1 | Thrown (L), Expendable | None | 1dM |

| Meter Stick | Sciences — Math | 2d4 | Physical — Lacerating | 1 | Range (10ft) | Nerd | 3M |

| Pencil | Physical — Coordination | 1d4 | Physical — Puncture | 0.2 | Thrown (L) | None | 1M (x10) |

| Scissors | Survival — Fight | 2d4 | Physical — Puncture | 0.5 | — | None | 2dM/M |

Firearms

| Item Name | Damage | Damage Type | Size | Properties | Ammo | Clip Size | Range | Accuracy | Cost |

Pistols

| Derringer | 3d6 | Physical | 1 | Light | .22 | 2 | 15ft | d8 | 20 dM |

| Glock 17 | 4d6 | Physical | 1 | Light | 9mm | 17 | 80ft | d8 | 100 dM |

Semi-Auto Rifles

| Ruger 10/22 | 3d6 | Physical | 2 | Two-Handed | .22 | 10 | 150ft | d8 | 40 dM |

| AR-15 | 5d6 | Physical | 2 | Two-Handed | .5.56 | 30 | 800ft | d8 | 100dM |

| AUG A3 M1 | 5d6 | Physical | 2 | Two-Handed | 5.56/.223 | 30 | 800ft | d8 | 100dM |

Bolt-Action Rifles

| Remington Model 783 | 4d6 | Physical | 2 | Two-Handed | .270W | 4 | 1000ft | d8 | 40dM |

Consumables

Bosco Stick

Type: Food, Healing

Rarity: Common

Consuming Time: 1 Action

Requirements: None

Replenishment: 15 Hunger

Uses: 1

Size: 0.2

When you consume this Bosco Stick, you regain 1 wound in any slot.

Cafeteria Ranch Dressing

Type: Food, Healing
Rarity: Common
Consuming Time: 1 Action
Requirements: None
Replenishment: 5 Hunger
Uses: 4/cup
Size: 0.5/cup

Ranch Dressing can be applied to non-restorative food items to give them restorative properties. When ranch is applied in this way, the item heals 1 wound in any slot.

When ranch is applied to a single food item with restorative properties, if a dice must be rolled, a single dice may be re-rolled.

TV Dinner

Type: Food, Healing
Rarity: Common
Consuming Time: 5 minutes
Requirements: Heated
Replenishment: 50 Hunger
Uses: 1
Size: 1

After finishing a TV Dinner, you heal 1 wound slot for each part of the body. If a particular body part is fully healed, you may assign any remaining healing points anywhere.

Ax Body Spray

Type: Weapon, Buff, Perfume
Rarity: Uncommon
Consuming Time: 1 Action
Requirements: None
Uses: 8
Size: 0.5

Reminiscent of 13 year olds just going through puberty and that douchebag who won't stop leaving you alone at a party, this legally-unique body spray can give anyone who wears it that scent.

If you apply Ax to yourself, you gain the following effects:

- All Language-based checks must be made with your inferiority dice
- In interactions with people tagged with either Jock, Douche, or Frat Bro, you may use your Superiority Dice and gain double reputation with these people.
- Everyone within 20 feet of you, including yourself, must use your major inferiority dice when making any check related to smell.

When applying this to an object, you may create an aura where smell checks are made using a major inferiority dice.

When applying this to another creature, you may attempt to go for the eyes. All of these effects will apply to the person, but you also deal 2d4 damage to that person. If that person is wearing sunglasses or is unaffected by poison, the damage is not dealt.

Edu-Cola

Type: Beverage, Healing
Rarity: Uncommon
Consuming Time: 1 Action
Requirements: None
Replenishment: 5 Thirst
Uses: 2
Size: 0.5

The education board finds Edu-Cola to be too unhealthy for its students and thus pulled it off its offerings in the cafeteria, but teachers are still able to partake in this beverage. When you drink Edu-Cola, you regain 1d4 wounds. This dice does explode.

Opium

Type: Drug, Painkiller
Rarity: Epic
Consuming Time: 1 Action
Requirements: None
Addictivity: 20%
Duration: 1 Hour
Uses: 1
Size: 0

Opium is a powerful drug and painkiller that is hard to find in the school. If caught with this drug, you could be taken off to jail. When you consume opium, follow the rules concerning drug usage, and gain the following effects:

- You can muster through the pain of breaking or losing a limb or part of your body and endure serious trauma. In order to fall unconscious, an extra limb must be critical. Normally, this means 4 wounds instead of 3.
- You may still walk full speed, even if your legs are broken/critical and may still

Gm Guidelines

Here are some quick rules of thumbs for running a campaign using this system. Do bear in mind that most of these guidelines are centered around the High School setting and its unique combat order.

1. With the free flow combat system, there is the potential, whether intentionally or not, to stall the round; Since the round does not end till everyone has used up their actions, and actions can be declared at any time. In the event of this, make use of a round call for last minute actions to take place before you, as The Dean of the School, force the next round.
2. An excellent way to integrate the more, ridiculous items in this game seamlessly, is to have the items be available through an authority figure of the school, or multiple. The random items that make their way to the Dean's secretary's "Lost and Found" box, that can be taken for a "donation". The sneaky teacher in that one, out of the way classroom that has all the latest firearms and melee weapons. The typical eccentric kid that seems to be everywhere and can get anything, for the right price.
3. Actual layouts of real High Schools will be useful in creating a believable School environment. Depending how campy and supernatural you wish to take it, it might be plausible to stack several different layouts together.
4. If you wish to do a day to day experience instead of a long campaign, day errands and tasks will need to be frequently mixed up with various stats, as to keep the pace fresh
5. If you do wish to start a long campaign, perhaps one that ends in graduation, your own plot and continuous quests will be necessary. Perhaps there is a terrible secret hidden in the school? A growing scheme for intense changes? Caught in the middle of a crossfire between two belligerent teachers and or students? There is plenty of school drama material for you to get, "inspiration" from. Just make sure to reskin the McGuffins you are lifting!

Survive the difficulties and terrors of High School, by using this simple guide to success!

Success is defined as: Make it out alive with your sanity intact!.....Somewhat!

Play through a faithful, truthful and very much exaggerated recreation of the challenges of High School! Using your dice, wits and quick draw reflexes,

- Increase and achieve excellent “grades” in your many, *many, many* stats!
- Encouraged investment into multiple classes!
- Performs tasks for friends, student, other teachers around a heavily guarded, hall monitored school!
- Avoid the wrathful ire of the teachers. I swear guys! They are out to get you!
- Talk your way through a nosy Hall Monitor, or pop his head with your shiny Pistol.
- Take quick action and declare your actions, for there is no initiative order in combat!