

WANDERING MONSTERS HIGH SCHOOL

A 24 HOUR GAME

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TABLE OF CONTENTS

Introduction	3
Setting	3
How to Play	3
Sidebar: Terminology	4
Student Enrollment	5
Outline of Enrollment Process	5
Your Grades	6
Your Class Schedule	7
Sidebar: What About Previous Classes?	8
Gifted and Talented	8
Sidebar: Gifts vs. Talents	9
Special Needs	9
Extra-Curricular Activities	9
Student Goals	9
Playing the Game	11
Rolling The Dice	11
Opposed Checks	11
Standard Checks	12
Combat	12
Romance	13
Plot and Complications	14
Advancement	15
The High School	15
Physical Grounds	15
Faculty and Staff	15
Cross-Town Rivals	15
Sample Characters	16
Student Handbook	18
Course Catalog	18
Citizenship Classes	18
Fitness Classes	18
Hygiene Classes	19
Occult Classes	19
Scholastics Classes	20
Vocational Classes	21
Gifted and Talented Programs	23
Special Needs Accommodations	25
Extra-Curricular Activities	26
Occult Magic	27
Spells	27
Potions	28
Report Card	29

INTRODUCTION

Every saga has a beginning, they say. And so the story will often start with tales of our stalwart hero as a youth, doing appropriately scaled feats of derring-do.

But what about the other side? Weren't the bad guys ever kids too? Didn't they have the same hopes and fears, same teenage angst and ambition, same struggles to make it through the high school day?

And thus the premise of this game: **What if monsters went to high school?**

SETTING

WMHS is a fantasy roleplaying game, set in a world of magic and mystery, of dragons and dungeons. Years ago, some evil overlords and power-mad wizards decided they had a need for a higher caliber of minion. Henchmen who could actually read the labels on potion bottles. Hirelings who wouldn't accidentally sack the wrong town. Cohorts who didn't have to constantly be told how to kill the heroes, but could, you know, think on their own.

And thus Wandering Monster High School was born – a preparatory school for monsters of all kind, preparing them for glorious careers as antagonists.

Geographically, the location of the school is a well-kept secret, lest it become known to enterprising "heroes" who seek to slaughter teens. It may be located just outside Deepwater in the Realm of Forgottenness, or maybe near the great city of Hawkgrey.

Nestled safely in a valley, the students would be safe from attack even if discovered; powerful magics cast over the whole campus make it impossible for anyone to die or even be seriously injured here. Deadly attacks are magically downgraded to only painful ones, thanks to a magical field permeating the whole school. Thus, would-be crusaders are at worst a nuisance that would interrupt classes; unwelcome and ultimately unsuccessful.

That's good, too, because the students of WMHS have more to worry about than brave paladins, heroic clerics, and cunning heart-of-gold rogues. Why, we've got proms to attend, nerdy girls to make over, slamball games to win, and – ohmygosh, I just realized I have a test in Introduction to Looting that I totally did not study for!

HOW TO PLAY

You need at least 3 or 4 really creative and somewhat silly people to play this game, preferably after you've just watched a teen movie. One person gets to be the gamemaster (Headmaster) while the rest make up characters (Students). You're playing fantasy monsters going to high school.

You play the game by pursuing the goal you've set for your character. It may be something simple, such as buying a bicycle, or something complex such as getting the cute ottyugh girl in Alchemy class to fall in love with you so that you can win the bet you made with your werewolf friend thereby having enough money to buy a bicycle.

And it's the job of the Headmaster and the other students to complicate your life. Just like high school!

SIDEBAR: TERMINOLOGY

Every good roleplaying game, and most of the bad ones as well, takes normal roleplaying game terminology and twists them into something overly twee, rather than just sticking with the accepted terms. This game is no exception.

Student *Character.*

Headmaster *Gamemaster.* Abbreviated HM.
Runs the game.

Report Card *Character sheet.* There's one at the back for you to print out and fill in.

Student Point *Character point.* How you build your character's abilities.

Grades *Your ability scores.* They're rated from A (best) to F (worst).

Classes *Skill list.* You only know the things you're studying this term.

Period *An hour.* This applies even if school isn't in session; if a duration on a special ability says it lasts "until the start of the next period", it means it lasts until the beginning of the next hour.

Home Room *Adventuring party.* All students in the campaign have the same home room teacher, and start and end the school day together.

Enrollment *Character creation.* It's the next section of the game.

STUDENT ENROLLMENT

The process to create a WMHS character is fairly simple. You'll need a copy of the Report Card (character sheet) found on the last page of the rules. You start the student creation process with 35 student points. Keep track of them; you use them to buy your grades and other statistics.

OUTLINE OF ENROLLMENT

1. **Decide what you want to be.** WMHS students can be nearly any fantasy monster, such as those found in other roleplaying games. Examples include orcs, trolls, giants, ogres, demons, devils, medusae, chimerae, minotaurs, centaurs, doppelgangers, dark elves, evil dwarves, intelligent fungus, genies, ghosts, golems, harpies, lamia, lycanthropes, mermaids, mummies, spectres, zombies, and treants. The only limitations are: You must be high school age, you must be able to communicate in common, and you must be at least nominally nasty in some way. (The goodie-goodies go to school across town at the Adventurers Guild Academy.)
2. **Write down your name and species, and choose your year in school.** You can be a freshman, a sophomore, a junior, or a senior; for the most part it doesn't matter, although some classes or extra-curricular activities are open only to students from specific years in school.
3. **Record your student's home room teacher.** This is assigned by the Headmaster; all student in a given campaign have the same home room teacher. Ask your HM for the teacher's name. Why does home room matter? It doesn't, really, except that it's convenient excuse for your student and everyone else's to know each other and hang out together. Home rooms are like built-in cliques.
4. **Assign your grades.** Your grades are the equivalent of ability scores; they represent your natural abilities and competence. The six grades are Citizenship, Fitness, Hygiene, Occult, Scholastics, and Vocational. Each grade is ranked from F (the lowest) to A (the highest), although the letter "E" isn't used. You buy your grades with student points.
5. **Schedule your classes.** Each student chooses six classes; these are the equivalent of skills in WMHS. Classes don't cost student points.
6. **Buy gifts and talents.** These are special qualities about your student, whether from racial abilities or just natural ability, that distinguish her from other students. These are bought with student points. You can spend up to six points on gifts and talents.
7. (Optional) **Choose special needs.** You can get extra student points by taking qualities about your student that are less than advantageous. You're limited to only six extra student points, though.

8. **Assign extra-curricular activities.** These activities cost student points, but they give you specific bonuses in certain situations, as well as defining what roles your student fills in the school's social ecosystem. You can spend up to ten points on extra-curricular activities.

9. **Choose two goals.** Your student has to have a goal, such as "Asking Jenny Otyugh to the dance" or "Getting a passing grade in Alchemy class." This is what you're trying to accomplish through roleplay. You need to have a second goal, however, because you might finish your first goal. So choose two.

10. **You're done!** Show your student to the Headmaster and answer any questions she might have.

YOUR GRADES

Grades are bought with student points; they're used to determine how well you perform actions you might attempt.

The value of each grade determines the number of dice you roll for action checks; for example, a grade of B means you roll three dice. The final result of the check is determined by adding together the two highest dice from the roll. See the section "Rolling The Dice" later in the rules for more details.

The student point cost for each grade is shown on the following table:

Grade	Cost	Dice rolled
A+	10	4
A	9	4
A-	8	4
B+	7	3
B	6	3
B-	5	3
C+	4	2
C	3	2
C-	2	2
D	1	2*
F	0	2**

- * Roll two dice, but only select the highest die.
- ** Roll two dice, but only select the lowest die.

The sign modifiers -- plus (+) and minus (-) -- on each grade don't affect the number of dice rolled; instead, they're used when bonuses or penalties are applied. Each positive bonus moves you one line up on the grade chart, say from B+ to A-, and each negative penalty moves you down one, such as from B+ to B. Your roll is then based on the number of dice shown for the adjusted grade.

For example, if you have a B+ in Scholastics, you normally roll 3 dice; if you gain a +1 bonus on history checks because you're taking Ancient History this term, you move up to an A-, and roll 4 dice on your check.

The meanings of each grade, and the types of checks they apply to, are:

- **Citizenship:** This measures how well your student behaves, and affects how well you can influence authority figures at school, ranging from hall monitors to the headmaster. Students who have high grades in citizenship can get away with a lot more than troublemakers with low citizenship scores. Poor attendance is also reflected in a low citizenship score.

YOUR CLASS SCHEDULE

- **Fitness:** Fitness is your student's physical soundness and ability; all sorts of physical challenges are measured by this grade, including combat if it becomes necessary. When you take damage, your fitness grade decreases until you're healed.
- **Hygiene:** Your hygiene score measures your basic grooming skills, as well as your ability to relate to other students. Aesthetics are obviously relative and arbitrary with a student body as diverse as WMHS's; however, nobody likes the unkempt. You roll against your hygiene grade if you're asking someone out on a date or making other romantic overtures.
- **Occult:** Living in a fantasy world requires knowledge of magic; your occult grade measure how well you understand the arcane forces around you. You use your occult score when rolling to cast a spell, or when resisting one that's been cast on you.
- **Scholastics:** Your student's scholastics score measures how much book learnin' has finally sunk in. Scholastics checks are made whenever you need to remember some fact, or do well on a written test.
- **Vocational:** Not all knowledge is theoretical. Your student's vocational grade measures how well she's mastered the practical arts, from crafting to looting. This is applied knowledge, the type that may lead to a trade, legal or otherwise.

Your student's class schedule represents the courses she's currently taking. These grant bonuses related to those specific classes that apply in certain situations. For example, if you're enrolled in Ancient History class, you get a +1 bonus on Scholastics checks related to people and events from long ago; if you have a grade of B in Scholastics, it becomes B+ when dealing with ancient history.

Classes don't cost any student points, but you have to take exactly six classes, no more, no less -- with one exception, upperclassmen (juniors or seniors) can choose only five classes, and leave one as a "free period." This gives fewer bonuses, but allows for specific extra-curricular activities to be chosen that require free periods.

Each class is grouped under an appropriate grade, such as Fitness or Hygiene, and each is given a difficulty rating. This difficulty is used in checks to see how well you're doing in a class; for example, a test in Physical Education class (such as "drop and give me twenty") requires a Fitness check against a difficulty of Easy.

Certain classes may have prerequisites -- specific grades necessary to take each course. Some classes are required and must be taken by all students of a specific grade level; this mandates a structure for some students' schedules. The requirements are:

Freshmen:

- **Fitness:** Physical Education
- **Hygiene:** Health and Wellness
- **Scholastics:** Common Tongue
- **Vocational:** At least one class

Sophomores:

- **Fitness:** One class from list
- **Hygiene:** Social Hygiene
- **Scholastics:** Common Tongue, and at least one other from list

Juniors:

- **Fitness:** One class from list
- **Occult:** One class from list
- **Scholastics:** Common Tongue, and at least one foreign language

Seniors:

- **Scholastics:** At least two from list
- **Vocational:** At least one from list

Current Classes Offered:

Citizenship	Free Period, Basic Study Skills, Study Hall, Teacher's Aide
Fitness	Physical Education, Basic Weaponry, Slamball, Swimming, Track and Field
Hygiene	Health and Wellness, Social Hygiene
Occult	Magic Through The Ages, Alchemy, Basic Divination, The Dark Arts, Defense Against the Forces of Light, The Four Elements, Shadows and Shapings
Scholastics	Advanced Mathematics, Basic Mathematics, Common Tongue, Draconic Language, Geography, History (Ancient), History (Modern), Orcish Language, Survey of Literature
Vocational	Advanced Looting, Basic Assassination, Creative Writing, Introduction to Pillaging, Music, Metal Shop, Poisons and Antidotes, Wood Shop

A full list of classes offered at WMHS can be found in the "Student Handbook" section of the rules.

SIDEBAR: WHAT ABOUT PREVIOUS CLASSES?

You only gain bonuses from classes you're currently enrolled in -- but if you're not a freshman, you've probably taken a lot of classes already. Why don't you get those bonuses as well? Shouldn't a junior choose 18 classes?

The answer is that high school just doesn't work like that. You only concentrate on what you need to know at the moment, and things you learned years ago aren't as important as what's being drilled into your head every day. Thus, the only classes that matter, for purposes of giving bonuses, are those currently on your schedule. If this bothers you, think of your grades as representing, in abstract, all those other classes you've already taken, as well as any other knowledge you've picked up along the way.

GIFTED AND TALENTED

All students are unique, and at WMHS, they're even more unique than usual. You can choose up to six points of gifts and talents for your student; these can represent in-born natural abilities from her race and species of monster, or they can be qualities which distinguish her even from other monsters of the same type.

For example, an iron golem student might have the gifts of Natural Armor, Breath Weapon, Really Strong, and Spell Resistance by virtue of being an iron golem, but may also be Attractive just because she's really cute.

You can spend up to ten points on gifts and talents; most gifts cost one student point, but some are more expensive, or can be bought up to higher levels by spending more points.

For a long list of gifts and talents, please see the “Student Handbook” section later in the rules.

SIDEBAR: GIFTS VS. TALENTS

What’s the difference between a gift and a talent? **Nothing.** They mean the same thing in game terms, and can be used interchangeably. The only reason that they’re both used is because many American schools refer to “Gifted and Talented.”

SPECIAL NEEDS

Accommodation has been the name of the game from the start at WMHS; from the first class of students, non-humanoids have been enrolled in the school, some of whom don’t even fit inside the classroom. If your student is a bit odd and doesn’t quite fit in, have no worries – the school will go out of its way to make sure you’re able to study here. (They really don’t want to be sued under the Monsters with Disabilities Act, after all.)

Choosing special needs for your student gives you extra points to spend on grades, gifts and talents, and extra-curricular activities. So you may want to choose these first – up to six points – and then go back and spend the points, knowing how many points you have to spend.

A list of common special needs is found in the “Student Handbook” section of the rules.

EXTRA-CURRICULAR ACTIVITIES

Your extra-curricular activities are things you do after school, or sometimes when you have a free period. They define what you’re all about besides just a student. They cost student points, however, so you’ll need to make sure that you’re not overcommitted, or else your grades will suffer.

A list of extra-curricular activities can be found in the “Student Handbook” section of the rules.

STUDENT GOALS

The most important part of student enrollment is not buying your grades or choosing your classes; it’s setting your goals. Why? Because this is what you’re going to play out in the game. You’re not really playing this game just to simulate taking tests or playing in the marching band; that’s just window dressing. The real point is to advance toward your goals.

You’ll notice that it says “advance toward” and not “achieve.” This is because achieving your goals is actually pretty useless in WMHS; all it means is that you have to choose another goal, and keep playing.

Here’s how it works. You choose one primary goal for your student – something like “I want to find a girlfriend before the end of the term.” And you roleplay your student as trying to achieve that goal. You also choose a backup goal. “I want to make the swim team,” for example. You don’t actually play out the backup goal – it’s just there in reserve.

If you ever do get a girlfriend – thus completing your goal – you cross it off your list goals, and

your backup becomes your primary goal. And you've got to choose a new backup goal now. See? You've just made more work for yourself. It was easier back when you were just trying to reach your goal, because at least you knew what it was.

If this gives you the impression that maybe you should actually try to sabotage your student whenever she's getting close to meeting her goals...well, you've got the right idea. See "Plots and Complications" later in the rules for more on this notion.

PLAYING THE GAME

WMHS is designed to be a simple, straightforward game; the emphasis is less on the rolling of dice and more on building shared stories and having a fun time through the playing of students' personalities and goals. However, from time to time, dice rolls will be necessary.

ROLLING THE DICE

This game requires only normal, six-sided dice, numbered from 1 to 6. The most you'll ever have to roll is four dice, but you'll probably want to have a set for each player in the game.

When you roll the dice, you're generating a number between 1 and 12. You do this by adding up two of the dice, and discarding the rest, if more than two dice were rolled. The number of dice rolled depends on the value of the grade being rolled against.

Grade	Number of Dice
A	4d6, add two highest
B	3d6, add two highest
C	2d6
D	2d6, count only the highest single die
F	2d6, count only the lowest single die

When rolling the dice, pluses or minuses on the grades don't count. Grades of B+, B, or B- are all rolled with three dice, adding the two highest together.

The only time that the pluses or minuses on a grade are used is when you're applying bonuses or penalties. A bonus increases the

grade by one or more steps, while a penalty decreases it. For example, a +2 bonus added to a B makes it an A-; for that check, four dice are rolled instead of three. If the initial grade were B-, a +2 bonus would result in a B+, which is still three dice.

When you roll the dice, it's called a check. There are two types of checks: opposed checks and standard checks. Checks generate numeric values called results, which are the sums of the two dice (or the single die, if the grade is a D or F).

OPPOSED CHECKS

An opposed check occurs whenever you're competing with someone else who is doing a similar or opposite action to yours. In such a case, all parties involved roll the dice and generate check results; the one with the higher roll is the most successful. The difference between the dice is called the measure of success. If there's a tie on the roll – if the results are identical – then it's effectively a victory for no one, and the measure of degree is zero.

Here's an example: A track meet. Crissa the centaur is racing against Percy, a paladin from the rival school, the Guild Academy. Crissa has a Fitness grade of B, is enrolled in the Track and Field class (grants a +2 bonus), and has the gift Fleet Feet (grants another +2 bonus). Her modified grade for this check is an A+ (4 dice). Percy has a Fitness grade of B+ with no other modifiers; he's just a great natural athlete. His check will be 3 dice.

Crissa rolls the following: 4, 3, 1, 6. The two highest dice are 4 and 6, so her check result is 10. Percy rolls 4, 5, 2; his highest dice are 4 and 5, for a total of 9. Crissa just barely wins, with a degree of success of 1 – the difference between her result of 10 and Percy’s 9.

STANDARD CHECKS

A standard check happens when there’s not a competition between opposing forces, but rather one student attempting to do take an action with a specific level of difficulty. In these cases, the measure of success is a set number which must be exceeded by the student performing the action. (If the difficulty number is exactly met, it’s a partial success.) The degree of success is the difference between the check result and the difficulty number.

Difficulty numbers are shown on the table below; the Headmaster determines how hard a task should be, and then consults this chart.

How Difficult	Difficulty Number
Trivial	2
Easy	4
Average	6
Tricky	8
Hard	10
Impossible!	12

Note that Impossible! tasks aren’t technically impossible; that’s why the fun exclamation point is there. You can actually get a limited success if you roll two sixes on the dice.

One very common way that standard checks are used is in classroom tests. To see how well someone does on a test, first consult the difficulty rating for the class – this is listed for each course. A degree of success of 0 equals a C (average grade) on the test; a degree of success of 1 equates to a B, and 2 to an A.

For example, the Orcish Language class is rated as Easy. The average test in such a class has a difficulty number of 4. Crissa has a Scholastics grade of B-. She rolls three dice and gets 5, 2, 3 – a result of 8, beating the test by 4 points, acing it easily. Had it been a test in Draconic Language class, with a Tricky difficulty, she would have only met the difficulty number exactly, resulting in a grade of C.

Finally, it’s also possible to combine together opposed checks with static checks, by setting a difficulty number as the minimum value for success, and having each party involved roll. The higher degree of success over the difficulty number wins. An example of this would be a competition, such as an academic quiz. Each question might be Hard (difficulty number 10), and whoever rolled the highest check result would be the first person to answer correctly. If neither side beats the difficulty number of 10, then nobody knew the right answer.

COMBAT

While WMHS is not primarily a game of fantasy combat, from time to time a fight may break out. A fight is simply an extended series of opposed checks, resolved in the same way as any other checks in the game. Each challenge in a combat session is called a round.

As a physical exchange, a combat round is usually a check of Fitness vs. Fitness. The Fitness grade for each can be modified by enrollment in certain classes, by gifts and talents, by special needs, and by some extra-curricular activities.

The degree of success represents damage inflicted upon the losing side. A damaged

student's Fitness is temporarily reduced by a number of steps on the grade table equal to the damage sustained. If the degree of success is zero – in other words, if the opposed check is a tie – then neither side takes any damage.

For example, if a student with a grade of B+ in Fitness takes 2 points of damage, her Fitness score is temporarily reduced first to a B, then to a B-, for a total of two steps down. Temporary reductions in Fitness scores do not affect subsequent rolls in combat; always use the full Fitness score.

A student (or other character) who is reduced to a Fitness score of below F is automatically knocked out and will be unconscious until the start of the next period. Healing effects, such as spells or regeneration, can shorten this time if used. Thanks to the sorceries cast upon the WMHS campus, it's not possible for someone to be killed, except in very, very rare circumstances. (Truthfully? The only time anyone ever dies in WMHS is when the Headmaster wants to run a murder mystery plot.)

Weapons: Weapons (including the gift Natural Weaponry) inflict greater damage than an unarmed attack. The exact type of weapon doesn't matter, however; all weapons have the same effect. Whenever the degree of success is higher than zero, the damage done is increased by one if the victor is armed with a weapon.

Armor: Someone wearing armor (or who has Natural Armor) takes less damage in some cases. Whenever the degree of success is higher than zero, the damage done is decreased by one if the loser of the check is wearing armor.

Defensive Combat: If one combatant is merely defending, her Fitness grade increased by a full

grade point (3 steps on the grade chart), but if she wins, she does no damage to her opponent. For example, if a student with a C+ grade in Fitness chooses to only defend herself in a round, her modified Fitness grade becomes a B+.

Spellcasting in Combat: A student who chooses to cast a spell in combat – or to use a gift or talent such as Breath Weapon – still makes normal Fitness check. If the spellcaster succeeds in the Fitness check with a degree of success greater than one, the spell (or gift) takes effect (and resistance checks are made by the target, if mandated by the spell or ability description); the degree of success is not applied as damage to the target. If the spellcaster is not victorious, then she receives damage from her opponent as normal.

Ranged Combat: A combat exchange can only occur at a distance if both sides have ranged weapons, such as bows or throwing daggers. If one side is armed and the other is not, it can be considered Defensive Combat, as described above.

ROMANCE

Far more common than combat in a WMHS game are rolls made to romance someone. No, not just seduction attempts with the goal of kinky monster sex (although, that can happen – but we suggest it take place “off screen” as it were). Really we're talking about things like impressing the boys (or girls), asking a sweetie out on a date, or being appropriately gallant at the right time.

These are resolved as standard checks, not opposed checks, using the Hygiene grade of the student making the attempt. The exact difficulty rating of each check will vary, but in general, attempts at wooing are almost always

Tricky or Hard if they're part of a student's goals.

PLOT AND COMPLICATIONS

The main principle to keep in mind when it comes to WMHS is: It's not as much fun if you get what you want. Thus, everyone playing the game should conspire together to keep the game fun, by ensuring that it becomes harder and harder for students to achieve their student goals.

This means not only the Headmaster, who will be running the non-player characters in the game, but the other players as well. And the player of the student, too.

As a player, make life miserable for your student. It's the least you can do.

As a fellow player, cooperate with the other people around the table; find out what their students' goals are; and figure out ways to complicate their lives. Sure, maybe you'll offer to "help," but help doesn't always need to be helpful.

And as the Headmaster, don't worry about grand, over-arching plots of doom and gloom and intrigue. The best you can do is simply set up a situation, and watch the players bounce off it. Homecoming. Student body elections. Parents day. A big game with the cross-town rivals. Substitute teacher. A visit from a famous and handsome evil wizard. Mid-terms. A teacher caught sleeping with a student. Detention. And the biggest of them all: The Prom.

The best plots are those formed by simply extending the goals of a student, making them more and more complex as the game goes on. Okay, maybe you wanted to buy a card for your sick grandmother. But to do that, you have to earn some money. You can make money by tutoring the star slamball player in Geography. But he won't let you tutor him, because he got dumped by the head cheerleader, and he's trying to win her back. So you agree to be the go-between, but the ditz cheerleader gets confused and thinks you're really in love with her. Unfortunately, your best friend, who is secretly in love with you herself, gets word of this and plots to get the ballplayer suspended from the team. And grandma is coming to visit next week and you have no card yet!

Get crazy, get silly. It's more fun that way, trust us.

ADVANCEMENT

In general, WMHS is not designed for long-term play as much as just for casual, quick games. However, if you really have to do it, award one student point every game or three. These can be used to increase grades, add more extra-curricular activities, or buy off special needs.

You can also decide to advance everyone a year in school from time to time. This means choosing all new classes and extra-curricular activities; throw all the student points back into the pot and let everyone recreate their students, a year older. Seniors graduate and probably go off to be fodder for low level adventurers on dungeon crawls, but that's okay; their players can just make up new freshman students and start over.

THE HIGH SCHOOL

Wandering Monsters High was established over two dozen years ago, and, thanks to endowments from wealthy, archmage patrons and evil overlords, has grown and prospered ever since.

PHYSICAL GROUNDS

The campus is hidden away in a box valley, with sturdy, ivy-covered brick buildings. All students live on campus while school is in session, in the dormitory building. A side annex beside the dorm consists of a cave complex for housing the larger students and others with special needs.

Other buildings on campus house the administrative offices, the classrooms, the auditorium, and the workshops. Athletics are practiced in the gym, on the track, and at the swimming pool. For more details on the campus, see the upcoming supplement, *WMHS: Open House*.

FACULTY AND STAFF

The headmaster (as opposed to the Headmaster, the player running the game) is a retired archmage named Kzardovf. His secretary is a six-armed demon named Ludurg; she's really good at filling out forms in triplicate. Other non-teaching staff include Gruntha, a werebear who is the school nurse, a trio of harpies who serve the food in the cafeteria, and Stanley the custodian, a grumpy roper.

The current teachers, and the classes they teach, are listed below:

Name	Race	Classes
Brunnk	Ogre	Physical Education, Slamball, Basic Weaponry
Keshika	Dryad	Health and Wellness, Social Hygiene
Larraugh	Sea Ghoul	Basic Study Skills, Swimming, Looting, Pillaging
Renk	Fae Dragon	Music, Study Hall, Draconic Language
Rufus Darrk	Dwarf	Mathematics, Metal Shop, Wood Shop
Sharada	Sphinx	Common Tongue, Geography, History, Literature, Creative Writing
T'k'ch'kul	Phase Spider	Orcish Language, Assassination, Poisons, Track and Field
Thardal	Half-Demon	Occult classes

Persuading teachers or staff to do what you want is usually a Tricky or Hard task; you use your Citizenship grade to influence them. If statistics are needed for teachers, consider them to have the equivalent of B grades in everything except for the grade(s) most related to the classes they teach; in those, they have the equivalent of an A+ grade. Teachers have the special abilities granted by every class they can teach, plus more; whatever the Headmaster thinks will make a good story, basically.

CROSS-TOWN RIVALS

The administration of WMHS has worked out a deal with the Guild Academy, a private preparatory school run by the Adventurers Guild. Neither side will try to destroy the other's training academy, and instead channel their rivalry into reasonably friendly competitions such as slamball games, academic quiz tournaments, and track meets.

More information on the Guild Academy can be found in the forthcoming supplement, *WMHS Vs. The Guild Academy*.

SAMPLE CHARACTERS

These characters can be used if you just want to get off to a quick start and play the game, or the Headmaster can use them as non-player characters that also attend the school.

KARVATHAS

Race: Minotaur

Year: Senior

Grades: Citizenship: B-, Fitness: A, Hygiene: B, Occult: C, Scholastics: C, Vocational: B+

Class Schedule: Slamball, Orcish Language, Geography, Metal Shop, Magic Through the Ages, Basic Study Skills

Gifts and Talents: Natural Weaponry (horns), Popular

Special Needs: Illiterate

Extra-Curricular Activities: Varsity Slamball

Student Goals: Keep his grades up enough to stay on the slamball team; become the homecoming king.

Karvathas is a big dumb jock, but like all potential romantic leads, he's really a decent fellow inside. For a minotaur. He can't read, but tries to hide it; he's retaking MTtA in his senior year since he failed it last year.

TAYLOR MADE

Race: Iron Golem

Year: Junior

Grades: Citizenship: C, Fitness: B+, Hygiene: A-, Occult: C-, Scholastics: C+, Vocational: C+

Class Schedule: Basic Weaponry, Magic Through the Ages, Draconic Language, Common Tongue, Music, Geography

Gifts and Talents: Natural Armor, Breath Weapon, Really Strong, Spell Resistance, Attractive

Special Needs: Metabolically Challenged

Extra-Curricular Activities: Cheerleader, Chorus

Student Goals: Win the upcoming cheerleading competition against the Guild Academy; decide who to go to the Spring Formal with.

Taylor is, like, a totally HOTT iron golem, you know? She's shiny and sexy and rather flexible for a girl made of solid metal.

DRIZZLE

Race: Dark Elf

Year: Sophomore

Grades: Citizenship: C-, Fitness: C, Hygiene: C, Occult: A, Scholastics: A-, Vocational: C+

Class Schedule: Physical Education, Social Hygiene, Common Tongue, Advanced Mathematics, Introduction to Pillaging, The Dark Arts

Gifted and Talented: Night Vision, Prodigy (Alchemy, extra points spent)

Special Needs: Known Troublemaker, Light-Allergic

Extra-Curricular Activities: Academic Olympics Squad, Alchemy Club, Campus Crusade for Orcus, Future Wizards of the World, Young Overlords

Student Goals: Manage to create a Potion Of Ultimate Power without blowing up the alchemy lab again; try to take over the world.

A short, cranky dark elf, Drizzle's main ambition in life is to grow up to be a supervillain and rule the world. So far he's having problems just making it through the embarrassment of Social Hygiene class.

GLOOPADOOP

Race: Little Amorphous Blob

Year: Junior

Grades: Citizenship: B+, Fitness: C+, Hygiene: C+, Occult: B-, Scholastics: A-, Vocational: C+

Class Schedule: Swimming, Shadows and Shapings, Common Tongue, Creative Writing, Survey of Literature, Free Period

Gifted and Talented: Shape Changing (extra points spent), Telepathy

Special Needs: Non-Humanoid, Small-Bodied

Extra-Curricular Activities: School Newspaper

Student Goals: Uncover a Major Scoop about a teacher or administrator; go on a date with someone solid.

Gloop is a little white telepathic, shapechanging blob; she's also the news editor for the school newspaper. How exactly she's a "she" is unknown, really, but her voice is female and she acts more like a girl than anything else.

STUDENT HANDBOOK

This section of the rules contains just lists and lists of courses, gifts and talents, special needs, extra-curricular activities, and occult spells. It's placed at the back for easy reference.

COURSE CATALOG

These are the classes currently offered at the school; from term to term, the course offerings may vary. Look for additional classes in upcoming game releases.

CITIZENSHIP CLASSES

These classes are optional. Most students usually don't take them, but the administration really wishes they would.

Free Period

Prerequisites: None

Difficulty: N/A

Bonus: None

You are enrolled in five classes, plus a free period. You can use this free period for certain extra-curricular activities.

Basic Study Skills

Prerequisites: Scholastics LESS THAN C+

Difficulty: Easy

Bonus: You gain a +1 bonus on all Scholastics checks.

This is a remedial class for people who aren't really good at studying.

Study Hall

Prerequisites: None

Difficulty: Easy

Bonus: You gain a +1 bonus on all tests in all classes – assuming they aren't pop quizzes.

This is like a free period, except you spend it reviewing your notes and texts from other classes.

Teacher's Aide

Prerequisites: Citizenship B+, junior or senior year

Difficulty: Easy

Bonus: You gain a +1 bonus when dealing with teachers.

Instead of taking an actual class, you spend a period helping out a teacher with grading.

FITNESS CLASSES

You can only be enrolled in one fitness class at a time, without special permission from the administration. The fitness classes currently being taught are:

Physical Education

Prerequisites: None

Difficulty: Easy

Bonus: You gain a +1 bonus on general athletics checks.

This is a general class to make sure that students just don't sit around all day.

Marching in place, running over hills, climbing up rocks, and playing easy sports are some of the tasks that could be assigned on any given day.

Basic Weaponry

Prerequisites: Fitness C+

Difficulty: Tricky

Bonus: You gain a +1 bonus in combat when armed.

This class teaches you how to use simple weapons -- clubs, daggers, spears, and other basic weapons.

Slamball

Prerequisites: Fitness B+

Difficulty: Tricky

Bonus: You gain a +2 bonus when playing slamball.

Slamball a rough and tumble game of trying to take the ball away from the opposing team to stuff it into their goal. Nearly anything goes.

Slamball players are often Big Men On Campus. Literally.

Swimming

Prerequisites: Fitness C+

Difficulty: Average

Bonus: You gain a +1 bonus to swim well and to hold your breath.

The pool was put in a few years ago, originally for a triton student; since then, it's been used by the relatively new swim team.

Track and Field

Prerequisites: Fitness C+

Difficulty: Average

Bonus: You gain a +2 bonus when trying to run away from someone.

All manner of running, from sprints to long distance, are taught in this class.

HYGIENE CLASSES

These are classes which are thought to be "good for you," in various ways. Health and Wellness is required for freshmen, and Social Hygiene for sophomores.

Health and Wellness

Prerequisites: None

Difficulty: Average

Bonus: You gain a +1 bonus on fitness checks.

This class actually does tell you how to eat healthy, avoid getting sick, and exercise. It's quite useful.

Social Hygiene

Prerequisites: Sophomore year

Difficulty: Average

Bonus: You gain a +1 bonus when trying to romance someone.

Sex education.

OCCULT CLASSES

At least one occult class is required to graduate from the school; most students who aren't planning to become wizards will take the Magic Through The Ages course. The more advanced courses allow your student to cast a single spell of one type per day; see the chapter on Occult Spells for more details.

Magic Through The Ages

Prerequisites: None

Difficulty: Easy

Bonus: You gain a +1 bonus on occult checks to identify magic effects.

This is a basic survey class, that teaches how magic has been used before, rather than telling you how to do works of magic. It's really helpful if you ever end up as a henchman to an evil wizard or priest.

Alchemy

Prerequisites: Occult C+

Difficulty: Average

Bonus: You can create one potion per day.

Mixing and brewing potions isn't all that hard. However, each potion you create only lasts for one day before going bad. See the alchemy section of the Occult Spells chapter for more details.

Basic Divination

Prerequisites: Occult C+

Difficulty: Average

Bonus: You can cast one divination spell per day.

Enrolling in this class lets you cast either a spell that detects poison, a spell that detects magical auras, or a spell that lets you read magical writings.

The Dark Arts

Prerequisites: Occult B+

Difficulty: Tricky

Bonus: You can cast one necromancy spell per day.

This class teaches you the dark, evil magics of animating the dead! Well, not quite; actually, you learn two simple spells. The first does deadly damage to undead creatures, and the second does normal damage to living creatures.

Defense Against The Forces of Light

Prerequisites: Occult C+

Difficulty: Average

Bonus: You can cast one abjuration or enchantment spell per day.

In this class, you learn how to cast a spell that gives you a bonus on resistance checks against spells, and how to charm others into not attacking you in the first place.

The Four Elements

Prerequisites: Occult C+

Difficulty: Average

Bonus: You can cast one conjuration or evocation spell per day.

The forces of the four elements are yours command: You can create a stream of acid, a burst of light or a steady glow, or even a chilling ray.

Shadows and Shapings

Prerequisites: Occult C+

Difficulty: Average

Bonus: You can cast one illusion or transmutation spell per day.

The magic talents learned in the class can be used to create a ghostly noise, move a light object, repair a broken item, send a whispered message to someone else, or open a lock without touching it.

SCHOLASTICS CLASSES

Some of the Scholastics courses appear to build on each other; however, courses taken previously don't really factor into the game, so choose whichever one is most appropriate for your student to be taking. For example, you don't actually have to take Basic Mathematics "before" Advanced Mathematics, because class knowledge doesn't actually persist like that in the game. Just use the listed prerequisites.

Advanced Mathematics

Prerequisites: Scholastics B+, sophomore year
Difficulty: Hard

Bonus: You gain a +2 bonus when calculating figures or otherwise using math.

This is a more advanced math class than Basic Mathematics. You can't take both classes at once.

Basic Mathematics

Prerequisites: None

Difficulty: Average

Bonus: You gain a +1 bonus when calculating figures or otherwise using math.

This is the basic math class, starting with how to count and going up to addition and subtraction. You can't take this class at the same time as Advanced Mathematics.

Common Tongue

Prerequisites: None

Difficulty: Average

Bonus: You gain a +1 bonus when reading and writing in Common.

A school requirement for most years, this is a basic "English" class -- reading and writing essays. Your student will take this course over and over again, albeit (usually) at the next grade level up. The bonus remains the same. This also applies when writing love letters, ransom notes, and so on.

Draconic Language

Prerequisites: Scholastics C+

Difficulty: Tricky

Bonus: You can speak the language of dragons.

A language class doesn't give you any bonuses, but lets you speak decently enough in another language to be understood by your fellow students.

Geography

Prerequisites: None

Difficulty: Easy

Bonus: You gain a +1 bonus when trying to locate specific places, people, or things.

In addition to teaching you where things are located in the world, this class also teaches you how to read and draw maps.

History, Ancient

Prerequisites: None

Difficulty: Average

Bonus: You gain a +1 bonus when trying to recall things related to ancient history.

From the founding of the world to last century's orc wars, it's the history of civilization told over the course of a single term.

History, Modern

Prerequisites: None

Difficulty: Average

Bonus: You gain a +2 bonus when trying to recall contemporary events.

The history of the last few years also includes a lot of still-current information, such as who the king is, when the last war was, and whether or not our side won.

Orcish Language

Prerequisites: None

Difficulty: Easy

Bonus: You can speak the language of orcs.

A language class doesn't give you any bonuses, but lets you speak decently enough in another language to be understood by your fellow students.

Survey of Literature

Prerequisites: Scholastics B+

Difficulty: Average

Bonus: You gain a +1 bonus on checks related to the Common Tongue, to history, and to romance.

This is an advanced course that covers some of the best novels and legends that have been written down, including some great love stories.

VOCATIONAL CLASSES

A vocational class is required in both the freshman and senior years of school; this is primarily to give the students useful career skills so they don't come back and try to become teachers.

Advanced Looting

Prerequisites: Vocational B+

Difficulty: Tricky

Bonus: You gain a +2 bonus when trying to commit acts of larceny, from breaking-and-entering to pickpocketing.

This is the more advanced class on how to be a thief. Your student can't take this class at the same time she takes Introduction to Pillaging.

Basic Assassination

Prerequisites: Vocational B+, Fitness C+

Difficulty: Tricky

Bonus: You gain a +3 bonus on combat checks, if your target is unaware you're there. This class teaches the basic use of the garrote, as well as simple sniping and, of course, the backstab.

Creative Writing

Prerequisites: Scholastics B+

Difficulty: Average

Bonus: You gain a +1 bonus when writing something.

Even monsters love to write poetry. You can take this class at the same time as Common Tongue, Survey of Literature, and other classes; the bonuses stack.

Introduction to Pillaging

Prerequisites: None

Difficulty: Average

Bonus: You gain a +1 bonus when trying to commit acts of larceny.

This class teaches you how to break into someone's house, how to pick pockets, and how to spring traps. Your student can't enroll in both this class and Advanced Looting at the same time.

Metal Shop

Prerequisites: None

Difficulty: Average

Bonus: You can make things out of metal.

This class gives you access to the blacksmithy, with enough materials for simple student projects, such as daggers, simple shields, or maces.

Music

Prerequisites: None

Difficulty: Average

Bonus: You gain a +1 bonus on romance checks.

It's rare to have a graduate of WMHS go on to become a bard, but a few learn the basics of chanting, hitting a drum, or plucking a lute. And everyone loves music, right?

Poisons and Antidotes

Prerequisites: Fitness C+

Difficulty: Tricky

Bonus: You can create poisons, and poison antidotes; you gain a +1 bonus to resist poisons.

Each term, about half of the students in this course drop out from accidentally poisoning themselves.

Wood Shop

Prerequisites: None

Difficulty: Average

Bonus: You can make things out of wood.

This class gives you access to the woodshop, with enough materials for simple student projects. Such as chairs, wooden swords, or wooden shields.

GIFTED AND TALENTED PROGRAMS

This is a short list of some of the gifts and talents that students may possess. Additional gifts can be designed by the Headmaster, or proposed by students themselves. Keep in mind that you are limited as to how many gifts you can take.

Attractive

Cost: 1 student point

Bonus: You gain a +2 bonus on romance checks, assuming that you're of the appropriate physical configuration to attract the target of your affection.

Breath Weapon

Cost: 1 student point

Bonus: You can breathe some sort of breath weapon. Choose gas, electricity, fire, or cold. Your target makes a resistance check using her Fitness against your Fitness grade; if you achieve a degree of success higher than zero, you do that much damage. Your breath weapon can target only one creature at a time, and you can use it once per day.

Death Ray

Cost: 1 student point

Bonus: You can shoot a ray of deadly energy. This does three points of damage to a single target, who can resist it with an Occult check against your Occult grade. If the target wins, they take no damage. You can use your death ray once per day.

Energy Drain

Cost: 2 student points

Bonus: Your touch drains energy. You add one point of damage to unarmed damage you inflict, and you heal yourself by however much damage you inflict.

Flight

Cost: 1 student point

Bonus: You can fly through the air. Flying checks are made against your Fitness grade, when needed.

Invisibility

Cost: 1 student point

Bonus: Nobody can see you for up to an hour. If you attack, you turn visible. If someone tries to attack you, they get a -3 penalty. If you spend another student point, you can make someone else invisible as well, as long as you're touching her. Note that the faculty frowns heavily on invisible people in locker rooms.

Natural Armor

Cost: 1 student point

Bonus: Your skin is hard to penetrate, so you take less damage in combat. You count as if armored even when you're not. In fact, wearing armor doesn't do anything extra for you.

Natural Weaponry

Cost: 1 student point

Bonus: You've got claws or teeth or some other dangerous bits as parts of your body. This means you always are considered armed in combat.

Night Vision

Cost: 1 student point

Bonus: You can see in the dark. Spend 2 student points and you can see in total darkness.

Perfect Recall

Cost: 1 student point

Bonus: You remember everything you read, hear, or see. This gives you a +1 bonus on Scholastics checks when rote memorization is useful.

Petrification

Cost: 1 student point

Bonus: You can turn someone to stone. This lasts until the start of the next period. While someone is stone, she can't be hurt, but she can't move either. This ability is resisted by a check of your Occult grade against the target's; you have to get a degree of success greater than zero in order to petrify someone. You can use this once per day.

Poison

Cost: 2 student point

Bonus: You can poison someone with your bite, touch, stinger, or some other normal attack. If you succeed and inflict any damage (a degree of success greater than zero), they need to make a Fitness resistance check against a Tricky difficulty. If they fail, they take an extra 3 points of damage. You can use your poison once per day.

Popular

Cost: 1 student point

Bonus: Everyone likes you. You get a +1 bonus when trying to get someone who isn't popular to do a favor for you.

Prodigy

Cost: 1 student point

Bonus: You gain a +1 bonus on checks related to one class, whether you're enrolled in it currently or not. For two extra student points, you gain the benefits of enrollment in that class when you're not enrolled.

Really Strong

Cost: 1 student point

Bonus: You're really strong. When you punch someone or hit with a weapon, you do one extra point of damage.

Regeneration

Cost: 1 student point

Bonus: You heal damage automatically. Each turn, you heal one point of fitness damage, if you're wounded.

Shape Changing

Cost: 2 student points

Bonus: You can change your shape to look like anyone you want. You don't gain any of their grades, gifts and talents, or special needs, though. If you spend an extra 2 character points, you gain the Fitness grade, some gifts and talents, and some special needs of the person you're imitating. You can use this once per day, and you can stay in that shape until the start of the next period.

Spell Resistance

Cost: 3 student points

Bonus: Spells don't work against you. You automatically make any resistance checks against magic, and the spells simply don't affect you at all. This also applies to magical gifts and talents. It doesn't apply to the magical fields that permeate the school, nor to spells cast by teachers.

Telepathy

Cost: 1 student point

Bonus: You can read someone's mind. To do this, roll your Occult grade against her Scholastics grade in an opposed check. Each degree of success you gain gives you another thought. If you fail, and she gets a degree of success greater than zero against you, then she's aware that you tried to read her mind. You can use this once per period. It's good for cheating on tests.

Tentacles

Cost: 1 student point

Bonus: You have one or more tentacles (or maybe a prehensile tail) that you can use to grab things. You gain a +1 bonus whenever you're wrestling or grappling someone.

SPECIAL NEEDS ACCOMMODATIONS

This is a partial list of special needs that can be taken by students. More can be created by the Headmaster, or proposed by students themselves. Each should give between 1 and 5 student points, skewed toward the lower end of that range.

Addicted

Cost: You gain 3 student points.

Penalty: You're addicted to something. If you don't get it once a period, your Fitness score starts to drop, just as if you're taking a point of damage each period. Your addiction should be something vaguely difficult or embarrassing to come by, not something bogus like "oxygen."

Illiterate

Cost: You gain 1 student point.

Penalty: You can't read. This means you get a -3 penalty on all Scholastics checks, unless you find a cute, brainy student to help you as your tutor.

Known Troublemaker

Cost: You gain 1 student point.

Penalty: You're bad, and the teachers know it. You get a -3 penalty any time you try to convince someone you're not causing problems. If you really are trying to cause problems, it's only a -1 penalty.

Large-Bodied

Cost: You gain 1 student point.

Penalty: You're big, which means it's hard to fit in the classrooms. You gain a -2 penalty any time that being big would be a detriment, such as trying to walk on a tightrope or do delicate work with your fingers, but you also get a +1 bonus when it's advantageous. Like, sitting on someone.

Light-Allergic

Cost: You gain 1 student point.

Penalty: When you're out in sunlight, you have problems doing things. This is a -2 penalty on all checks performed in daylight. If you want 4 more character points, you can burst into flames when you go out during the day, taking one point of damage every few seconds, but this would make it hard to meet your P.E. requirement. (Wait for the *WMHS: Night School* supplement.)

Metabolically Challenged

Cost: You gain 1 student point.

Penalty: You're not alive. Probably you're undead, or some sort of construct. In any case, that kind of sucks. The good news is that you're immune to poison. The bad news is that potions don't work on you, and you're dead.

Non-Humanoid

Cost: You gain 1 student point.

Penalty: You're shaped like an animal, or a blob, or a floating sphere with eyestalks on it, or anything else that's not the typical shape. This makes it hard to find clothes, sit at desks, and so on.

Small-Bodied

Cost: You gain 1 student point.

Penalty: You're small, and you get a -2 penalty on Fitness checks where your size is a detriment. You get a +1 bonus where it's helpful, though, such as trying to sneak into small places.

Unlucky

Cost: You gain 3 student points.

Penalty: Whenever you attempt a check that would let your student accomplish one of her goals, you receive a -3 penalty on the roll.

Visually Impaired

Cost: You gain 2 student points.

Penalty: You can't see well at all. This makes you really bad at a lot of things. Any situation where vision is a factor imposes a -2 penalty on the check. If you want to gain 4 points instead, you just can't see at all, and any check you make that is vision-related is automatically adjusted to a grade of F. Fortunately, the school will make accommodations in education, including tutors and possibly a seeing-eye-creature.

EXTRA-CURRICULAR ACTIVITIES

This is a list of some of the extra-curricular activities; additional activities can be proposed by students or by the Headmaster.

Academic Olympics Squad

Prerequisites: Scholastics A-, Free Period

Cost: 1

Bonus: You gain a +1 on competitive Scholastics checks, and +1 bonus when relating to teachers.

Alchemy Club

Prerequisites: Occult B-

Cost: 1

Bonus: You can create one potion (or one additional potion) per day.

Campus Crusade for Orcus

Prerequisites: Occult B-

Cost: 1

Bonus: You gain a +1 bonus on Occult checks related to necromancy, including resistance checks.

Cheerleader

Prerequisites: Attractive, Hygiene A-

Cost: 1

Bonus: You gain a +2 bonus on romance checks, because cheerleaders are hot.

Chorus

Prerequisites: Vocational B-

Cost: 1

Bonus: You gain a +1 bonus when singing with others.

Future Wizards of the World

Prerequisites: Occult B-

Cost: 1

Bonus: You can cast one spell of any kind (or one additional spell) per day.

Henchmen, Hirelings, Handymen, and Housekeepers

Prerequisites: None

Cost: 1

Bonus: You gain a +1 bonus on any check for an action you're ordered to undertake by a member of Young Overlords.

Marching Band

Prerequisites: Vocational B-, Fitness C-, Free Period

Cost: 1

Bonus: You gain a +1 bonus on fitness checks related to stamina.

School Newspaper

Prerequisites: Scholastics B-, Free Period

Cost: 1

Bonus: You're allowed to go wherever you want on campus, as long as you're following a story.

Student Government

Prerequisites: Citizenship A-, Free Period

Cost: 1

Bonus: You get a +1 bonus when trying to convince other students to agree with you.

Varsity Slamball

Prerequisites: Fitness A-

Cost: 1

Bonus: You get a +1 bonus when making romance checks, and a +1 bonus when playing slamball.

Wrestling Team

Prerequisites: Fitness B-

Cost: 1

Bonus: You get a +1 bonus when wrestling.

Young Overlords

Prerequisites: None

Cost: 2

Bonus: You automatically gain a cohort from HHHH who follows you around and does what you command.

OCCULT MAGIC

Most of the really powerful magic on campus is dampened by the protective fields that blanket the school; this means it's hard to kill someone with spells. On the other hand, it's relatively easy to do simple magics, and to create potions.

SPELLS

Spells can be cast by students enrolled in certain Occult classes, and by students who are part of Future Wizards of the World. Casting a spell requires an Occult check to succeed; if the spell isn't successfully cast, the student can simply try again later. If the spell is cast, a target might be able to make a resistance check; this is rolled against the caster's Occult grade.

"Any Magic?"

Type: Divination

Difficulty: Average

Effect: You check one item or creature to see if there's any magic auras on it.

"Any Poison?"

Type: Divination

Difficulty: Easy

Effect: You check one item or creature to see if it's poisonous or not.

"Die Already, Dead Thing"

Type: Necromancy

Difficulty: Average

Effect: You disrupt an undead creature; if she fails a Fitness resistance check, she takes 3 points of damage.

"Fixit"

Type: Transmutation

Difficulty: Average

Effect: This fixes one small item that's broken.

"Freeze, Sucker"

Type: Evocation

Difficulty: Easy

Effect: You make someone really cold. If she fails a Fitness resistance check, she takes damage equal to your degree of success, up to a maximum of 3 points.

“Fwash!”

Type: Evocation

Difficulty: Easy

Effect: A bright burst of light blinds your target; if she fails an Occult resistance check, she gets a blindness penalty on her next action equal to your degree of success.

“Glow”

Type: Evocation

Difficulty: Easy

Effect: You make an object glow from now until the start of the next period.

“It Burrrrrns”

Type: Conjuraton

Difficulty: Easy

Effect: You splash someone with a magically conjured blast of acid. If she fails a Fitness resistance check, she takes damage equal to your degree of success, up to a maximum of 3 points.

“Open Sesame”

Type: Transmutation

Difficulty: Easy

Effect: One door, buckle, or other closure opens. This is great for practical jokes.

“Pssst”

Type: Transmutation

Difficulty: Easy

Effect: You can send a short whispered message to anyone you can see, without anyone else overhearing.

“Razzamatazz”

Type: Enchantment

Difficulty: Easy

Effect: You daze one creature, who can resist with an Occult check; if you have a degree of success greater than zero, she can't take any actions next round, and her Fitness drops to an F for combat purposes.

“What's It Say?”

Type: Divination

Difficulty: Average

Effect: You can read one magical writing that you normally couldn't read.

“WoooOOOOoooo”

Type: Illusion

Difficulty: Easy

Effect: You create a mysterious sound that doesn't seem to come from you.

“You're Getting Sleepy”

Type: Necromancy

Difficulty: Easy

Effect: If the target fails a Fitness resistance check, she gets a -3 penalty on all Fitness checks until the start of the next period.

POTIONS

Potions are created by students taking Alchemy classes, or by members of the Alchemy Club. This is a short list of some of the available potions; student alchemists or the Headmaster can design potions as desired.

Healing

Creation Difficulty: Average

Effect: If you're damaged, you remove up to 3 points of damage.

Love

Creation Difficulty: Tricky

Effect: You fall in love with the next person you see. You can resist this with an Occult check; the difficulty is Average.

Strength

Creation Difficulty: Average

Effect: You gain the Really Strong gift until the start of the next period.

WANDERING MONSTERS HIGH SCHOOL

REPORT CARD

NAME: _____
Year in School: _____

RACE: _____
Homeroom Teacher: _____

GRADES:

Citizenship _____
Fitness _____
Hygiene _____
Occult _____
Scholastics _____
Vocational _____

Grading Scale:

A+	4d6	C+	2d6
A	4d6	C	2d6
A-	4d6	C-	2d6
B+	3d6	D	2d6 *
B	3d6	F	2d6 **
B-	3d6		

* Only highest die

** Only lowest die

CLASS SCHEDULE:

Course

Notes

Gifts and Talents:

Special Needs:

Extra-Curricular Activities:

STUDENT GOALS:
