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# HIGH SCHOOL MAGICAL

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An RPG by Sarah Shuler



<http://kellyangel.tumblr.com/post/21864252643/i-dont-know-why-ive-not-drawn-dekka-sooner>

DECEMBER 7, 2015

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# THE WORLD

## OPENING

There is a world full of wonder and magic. It is the place of dragons and centaurs and all the lost magic of old. It is here that magic runs free. Buried in the woods of this faraway land is a school unlike any other, a boarding school for young mages and the magically inclined. A place where students compete in magical duels, ditch classes to explore the enchanted woods around the school, and learn to make their magic great. There the students spend their time studying, flirting, and scrambling to fix their magic disasters.

## THE DISSOLUTION

The Dissolution is a subdimension containing all that is magical, like a pocket of space reserved for mages and magical creatures. This place now houses all the world's magical creatures and mages. No magic is allowed to exist outside of the dissolution, and if it finds a way to, then the Aegis Administration squashes the perpetrators. All human creations stay outside of the Dissolution, and all the magical creations in the Dissolution are not to cross over.

The Dissolution is almost an entirely separate world, with only a few portals connecting them. These portals can be used by all manner of creatures: humans, mages and anything else in the area. However, the portals are monitored by the Aegis Administration, so it is incredibly rare that anything gets in or out without their permission. While magic is only allowed in the Dissolution, it works perfectly fine outside of it. The magic sources are still accessible by mages.

## MAGES

Every mage's power is different. For most, it is simple magic that the universe grants them, such as lighting candles, levitating household objects, healing small wounds, or reading minds. Simple magic for simple lives. But for some mages, magic manifests in bigger ways, their blood helps them summon lightning storms and revive the dead. These mages often go on to be great.

Some mages choose to live in the Mural. To be allowed to do so, they must get a permit from the Aegis Administration and take a vow to never to use magic outside of the Dissolution. Taking up residence in the Mural is generally frowned upon in mage society, as it is seen as abandoning your home and country. However, visiting is can be seen as open-minded or progressive, as it is cultural exposure.

## BECOMING A MAGE

They say a mage's blood is full of power, and to take it is to steal magic essence itself. While this tale isn't true, all mages do draw their magical power and abilities from their genes. It's their ancestry that allows them to tap into the magic sources of the universe.

Magical aptitude begins to manifest in the individual with magical outbursts ranging in difference from vivid visions, to dramatic physical alterations, to accidental summoning of danger creatures. This can happen at any age and to anyone with magical blood. Though typically it happens to adolescent children, and manifestations tend to run in the family.

Some mages are born outside of the Dissolution. They are referred to as Maginons. When those mages begin to show signs of magic, they are scooped by Aegis Representatives and brought to the Dissolution. This is usually a peaceful process, but can sometimes take an emotional toll on the families involved. If the newly magical person is of age, then they are taken to Chandry's School of Magecraft in the Dissolution. When this happens to very young children, they are first given to foster family of mages until they come of 12 years of age.

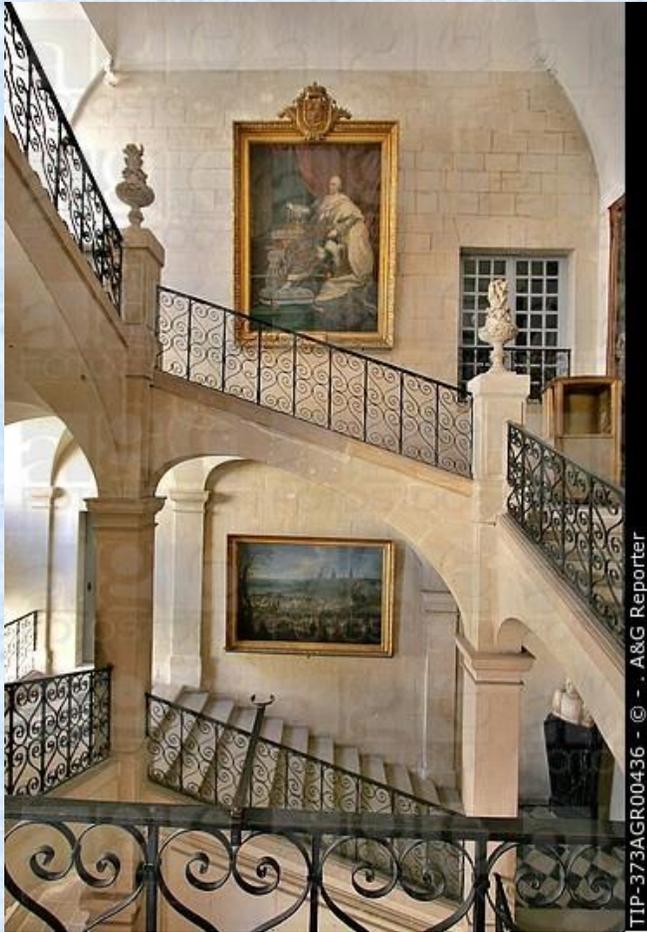
Thankfully most mages are born in the Dissolution so this transition into schooling is far easier and more natural. Many young mages actually look forward to the event. Typically, the family throws a coming of age party for the young mage, and then each night for a week leading up to their departure, they are given a unique gift to remind them of home. Then on the day of departure, the family escorts the young mage to Chandry's School of Magecraft, and sees them off.

## CHANDRY'S SCHOOL OF MAGECRAFT

Chandry's School of Magecraft was founded in the year 1325 by the lovely Miss Chandry, just after the Aegis Administration was formed. It has been a sanctuary and home to thousands of mages for these hundreds of years.

Chandry's School of Magecraft is a place for developing mages to harness their power and learn to control their magic. Its goal is to provide a safe and prosperous environment to all its students. Mages of all ages come to study here. They teach all the major schools of





magic: creation, manipulation, elemental, psychic, and mystic. This includes a wide range of things from summoning, to elemental manipulation, to necromancy.

Students practice their skills in their classes, out in the courtyard, and in the neighboring wood. Like many schools, tests at the Chandry's School of Magecraft are some of the most rigorous parts of attending, but for different reasons. Professors will craft entire buildings of the school into a sort of magical obstacle course for groups of students to demonstrate their abilities. Sometimes these elaborate magical obstacle course will take days for the students to complete. Duels are not uncommon either, and are a nonlethal means to settle rank disputes among peers. Sometimes, only when it is needed, students are sent to handle hostilities detected around the school, often from rogue mages or mischievous creatures. But usually the hostilities are taken care of by the professors

and high-ranking upperclassmen.

The school itself has three main buildings and a courtyard. The three main towers serve as lodging for the staff and students, in between each tower is a series of classrooms, and in the center of it all is the mess hall and commons, surrounded by a courtyard brimming with magical wildlife. Surrounding the school on all sides is a heavily wooded forest, and vast mountain ranges.

### HEADMISTRESS CHANDRY

The founder and headmistress of the school, Miss Chandry, is a timeless beauty. Although she is known to be aged at well over a millennium, she doesn't look more than a few centuries old. While graceful and demure, she is known to be powerful beyond belief. She prides herself in her school and has a distant affection for each of her students. Though rumors say she has seen much love in her time, she never married.

## THE HOUSES

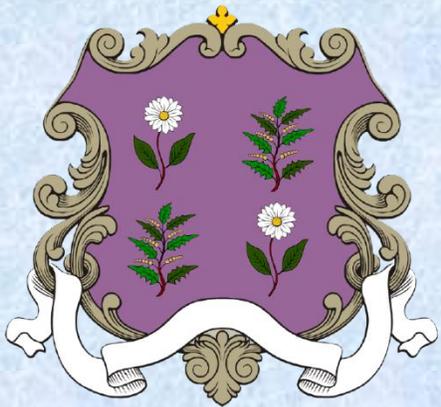
There are four houses within Chandry's School of Magecraft. They hold a different presence at each offshoot, but at the main school they all hold an equally strong position.

Students choose a house to belong to after arriving to the school. During that first year, they may find that they do not fit in as expected, and can switch houses. This may create some distance in between the students, as often there is small feelings of betrayal, but a transfer will usually foster good will between the transferring student and the new house.

The houses formed to stand as moral compasses for students of magic. Over time they also became sigils of camaraderie and fellowship among mages, but of course there is the occasional friendly competition or philosophical debate between the different houses and house members. Each house has taken on aspects over the years that they believe better accentuate the atmosphere and ethic they wish to exemplify. Aspects like colors, mascots, sigils and even seasons set each house apart from one another.

While not everyone subscribes to all the eccentricities and beliefs of their own house, they share a common bond. Each house is unique, as they stem from different circumstances and principals.

Benevolence

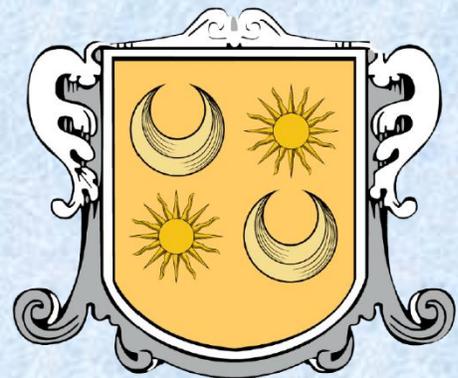


House of Spring

### HOUSE OF SPRING

With colors of purple and green, the House of Spring believes that magic should be used for helping others and that it is inherently good. They believe mages should be benevolent to the non-magical, and that their magical powers are a gift.

Freedom



House of Summer

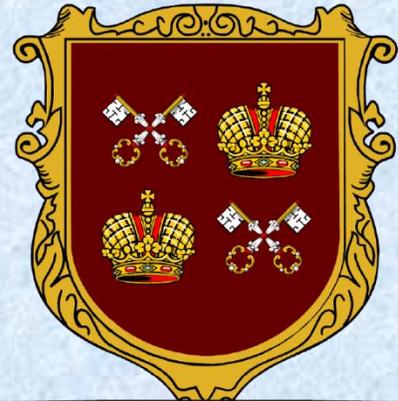
### HOUSE OF SUMMER

Their colors are white and gold, and they believe that magic is raw power. They believe that power comes to those who are deserving of it, and that magical power gives the user freedom.

## HOUSE OF FALL

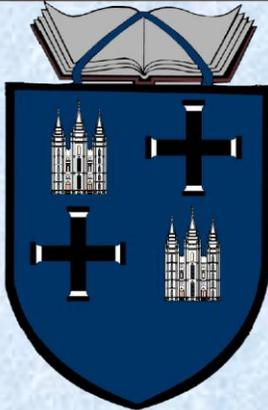
The House of Fall has colors of red and orange, and a belief that magic should be used to better oneself. They believe magic is a force that must be utilized, for the betterment and perfection of yourself. They believe mastery of the magic art is pertinent.

Mastery



House of Fall

Innovation



House of Winter

## HOUSE OF WINTER

This house has colors of black and blue. They believe magic and an understanding of magic can be used to bring prosperity to all. They believe that with combined effort and innovation, anything is possible, but effort must be made by the best and brightest to do so. They believe a vast knowledge and understanding of magic is vital.

## THE AEGIS ADMINISTRATION

This is the government of mages. They are run by a council of some of the strongest, oldest mages of the Dissolution. Since the formation of the Dissolution, all time-space magic has been banned. They keep a force of powerful mages staffed to enforce order and maintain the integrity of the Dissolution. They keep magic in the Dissolution and Muralites (non-magical beings) in the Mural. They employ other groups of mages to harshly enforce a policy of no magic outside of the Dissolution; that is, unless it is specifically approved by an Aegis council member.

The enforcers of these laws, known as Aegis Representatives, are allowed to use their magic wherever is deemed necessary by the Administration. Representatives take responsibility for dealing with all magical issues outside of the Dissolution. While most of their job entails relocating magical persons and creatures from the Mural to the Dissolution, they also often spend time searching for and quieting all signs of the existence of magic in the Mural like some sort of magical forensics crew.

## THE MYSTIC VINDICATES

This is a smaller group of mages that act as a sort of law enforcement among mage society. Often employed by the Aegis Administration, they take care of the more brutal and

undesirable tasks. Known for their harsh adherence to orders, many mages fear interactions with the “MV”s. The Mystic Vindicates, while intimidating, put the rights of mages first; however, this can lead to tense or even violent situations with other magical beings, as the MVs don’t consider them to be of as much importance.

### HOOK

For the last few years, the MVs have been searching for a necromancer, or group of necromancers, that has been stealing deceased loved ones from families and resurrecting them as undead without permission. The search has surprisingly come up dry for the past few months. The Aegis Administration has been considering intensifying the search because more bodies are going missing more frequently.

## SHANTI’S DOVES

This a group of mages that have dedicated themselves to keeping the peace between all creatures. They are often healers, but also have a diverse cast of members ranging many magical talents and species. They are the humanitarians of the Dissolution, and often become a nuisance for investigative officials because of their dedication to keeping the peace and willingness to intervene in violent affairs. Very few members of Shanti’s Doves are overt. Their members seem to be everywhere and come out of the woodworks whenever there is a worthy cause.

## MAGICAL CREATURES

Fantastic creatures once lived alongside mages. Centaurs, dragons, unicorns and more were considered citizens of the Dissolution upon its founding. But as the Dissolution has aged, and the Aegis Administration has grown in power, many magical species have moved away from mage society into the far reaches of the Dissolution. As mage lifestyles diverged from their own, the creatures found solace in their own small communities. There is very little interaction between the everyday mage and the magical creatures of the Dissolution.

### HOOK

However, the Aegis Administration has encountered some issues with these creatures in the recent past. They have claimed territories, limiting mage expansion, and there have been disputes over it. Recently, a well-established Centaur forest was demolished in order to instate new training grounds for young mages. The Centaurs are in revolt, and the Aegis Administration has been issuing warnings to the nearby Chandry’s School of Magecraft.

Aegis Representatives have also discovered a huge surge in small magical creature sneaking through the portals into the Mural. Small creatures such as gremlins, sprites and imps.

There have been increased expeditions to recapture or exterminate these creatures as they continue to cause grief and mischief for the Muralites.

## **HISTORY**

The magic and the mundane were once intertwined. Basilisks roamed the jungles just as jaguars did. Mages lived alongside humans, and magic was merely seen as a useful talent.

### **2000 BC**

But four thousand years ago, a great mage by the name of Khufu dominated an entire culture using magic. He mentally enslaved thousands of people to build monuments in his honor and worship him as a god. This continued for many years before a revolution began and a great magic war transpired, in which many human lives were dispensed in order to preserve the great Khufu. But after nearly a millennia, he was finally defeated. Time magic was used to restore the damage and necromancy was used to resurrect the lives lost in the war. All magic use on non-magical beings was thereby universally banned, in order to preserve their culture, livelihood, and rights.

### **1000 BC**

Two thousand years following this, another powerful mage called Nalitas changed the course of history. She mastered the art of creation magic, and became a gracious healer. She went about spreading goodwill, healing the sick and wounded, and raising the dead to walk among the living once more. Life was abundant then, and humanity thrived. But however beneficial, this was unlawful. The great mage was meant for execution for his transgressions, but his appeal fell onto compassionate ears. And the ban on magic was lifted for all creation magic.

### **1200 AD**

However, a thousand years later, another powerful mage called Temujin exploited this change in rules to better his conquest for land and lordship. His plan was to take over the known world, and he massacred everyone in his path to do so. He accomplished this only with swords. However, he used necromancy and other creation magic to amass an army from the slaughtered humans he left in his wake. With an army of over 40 million resurrected humans, he plowed through the world like a river of death. To keep him from taking over, the mages of the world banded together to destroy Temujin and demolish his army.

The world was in ruin. But the remaining mages came together. They made an agreement to pull magic away from the mundane human world, separating it so that no human would be able to see or interact with magic in any way. They decided to preserve humanity the way it was, protecting it from the terrors of magic. They used time-space magic to do so, pulling magic into a subdimension existing on the same plane of existence as earth.

### **1700 AD**

A group of mages forsook their magic in order to help the humans better their society and help them advance technologically.

### **Today**

This subdimension still exists today, and is now home to all the magical beasts and people of the world, and is called the Dissolution by those who reside there. The rest of the world is now referred to as the Mural.

The group who formed the Dissolution is now called the Aegis Administration, who are the self-proclaimed peacekeepers between the magic and the mundane. They also now serve as a sort of government in the mage society.

# CHARACTERS

## STATS

These are divided up into **physical** and **mental** stats.

Character's scores in each of these stats determine how good they will be at certain tasks.

Score	Description
1	Inept
2	Limited
3	Normal
4	Above Average
5	Great
6	Excellent
7	Inhuman
8	Supernatural
9	Godly

## PHYSICAL

**Strength (Str)** is how physically strong you are. It is what is used when trying to physically lift or move objects or persons, forcing something open, grappling, wrestling, punching, kicking, pinning someone down, climbing, swimming, and other feats of strength.

**Dexterity (Dex)** is how physically agile you are. It used when determining how fast you move, gracefully handling objects, squeezing through tight places, stealthing, jumping, dancing, using objects, doing gymnastics, working with delicate objects, or even testing your flexibility.

**Health** is how much damage you can take to your physical body.

HEALTH = (STR + DEX) \* LEVEL

**Fortitude** is how well you can avoid taking damage through a combination of reflexes and constitution. FORTITUDE = 6 + STR + DEX + LEVEL

## MENTAL

**Intelligence (Int)** is used when testing knowledge, intellectual debating, making others see reason, environmental observation, crafting knowhow, and mind-over-matter efforts. It also determines a character's logical capacity, and comprehension of difficult material.

**Charisma (Cha)** is used when persuading someone, using social observation, lying, faking someone out, telling jokes, testing artistic know-how, performing, playing music, trying to calm someone down, or trying to make someone angry. It also determines a characters intuition, creativity, and general likability.

**Sanity** is how much mental damage you can take.  $SANITY = (INT + CHA) * LEVEL$

**Willpower** is how resistant your mind is to attacks. It is a combination of intuition and mental stalwartness.  $WILLPOWER = 6 + INT + CHA + LEVEL$

## CHARACTER CREATION

Each character starts with 1 point in Strength, Dexterity, Intelligence, and Charisma. They then get 8 points to divide up and put into whichever stat they want. These stats will define your character and will change very little as you level up, so choose wisely.

Once you have done that, describe what happened in your character's life that made their stats that way in the **Background** section.

*An example of this is a character with low Int, but high Str. In the background is written "hard labor". The story for what happened is that this character grew up doing hard labor to support his family, and never received a proper education because of it.*

**If any stat is left as a 1. Describe a disability to that stat in your background section that will permanently affect your character.**

*An example of this is a character with a 1 in Dex has "lame leg" in their background.*

*Another example is a character with a 1 in Int has "short term memory loss" in their background.*

NOTE: Taking a 1 in a stat could easily hinder your performance as a mage.

## MAGIC SOURCE

Every mage casts magic using one of the aforementioned stats. Every individual draws their magic power from a source in the universe. These sources are endless wells of magic, allowing mages to cast infinitely. The relationship between the magic source and the mage is intimate and unique. The connection is with the core of the mage; such connections cannot be learned, only strengthened.

### Force (Strength)

This is when a mage feels the forces of the universe pushing and pulling everything in the universe. They know every moment forces and objects struggle against one another in an endless battle.

### Flow (Dexterity)

This is when a mage taps into endlessness of the universe. They feel everything moving around them, and know that everything will eventually move on.

### Connection (Charisma)

This happens when a mage can feel the connectedness of the universe. They feel everything affecting everything else, and each course of action intertwining with all the rest.

### Understanding (Intelligence)

This is when a mage fully understand the inner workings of the universe. They feel that they are able to comprehend some of the most hidden secrets of the universe that make up the world.

### CHARACTER CREATION

Each character takes their magic from one of these sources. Name that source on your character sheet under **Magic Source** and place the corresponding score from your stats in the box next to it.

*If you choose Force, and you have a strength of 3, it should read Force[3d6].*

### CHANNEL TYPES

While a mage's magic source is infinite, it takes effort to make the magic happen. Every mage needs to channel their magic source through a sort of conduit. This is learned over time, and mages can become experts in channeling through many different conduits. These conduits manifest the magic, and the more skilled the mage is at channeling with their conduit, the more effective their spells are in general. Each and every time a mage casts, they must do so through a conduit, without one, the magic cannot manifest. And if the mage is unskilled with a conduit, they are far less likely to cast successfully.

#### Bond (familiar, person, etc.)

Bond channels are formed from the emotional attachment with another living being. The bonded creature must be within a certain distance of the caster in order for a mage to channel through it. This is most often seen in a familiar or less frequently with a person. Familiars often are pets that the mage is very close to.

**Bond Death:** If the bonded creature/person ever dies, the channel dies with them. However, the mage can bond with another creature/person after a grieving period of at least few weeks. A bond takes time, patience and trust to form, but can often be formed more quickly with people or creatures that are already very close emotionally.

#### Focus (wand, staff, orb, etc.)

A focus is an object that a mage can focus their magic into. A mage must be holding or touching the object to channel through it. This is an exclusive object. So if a mage learns to channel through a crystal orb, he can only channel through that particular orb; that is unless he spends a day channeling into a new focus, not performing any other magic. Then he can use that new object, but not the old one. Only one object may be a mage' focus at a time. Many mages use a focus, it is the most common channel type.

#### Body (eyes, hands, etc.)

Another type of channel, common among elemental mages, is the body. These mages learn

to use an aspect of their own body to manipulate magic. It can be a body part like the hands, or a sense organ such as the eyes. If a body channel mage cannot move or access the body part they channel through, their magic does not work.

**Ritual** (dance, voice, etc.)

Mages that cast through ritual rely on memory of the spells. They learn a spell like someone learns a piece of music. A ritual caster must have a perfect mental representation of the spell as they perform their ritual.

## CHARACTER CREATION

Choose one of these types of channels. Describe the channel you have chosen and how it appears in the channel description box.

*Here are some examples “Body- eyes that glow when she casts spells,” or “Focus- an ancient-looking staff topped with an animal skull.”*

Later, you will be able to learn more ways of channeling, but you will only be able to use one channel of each type on any given day.

## MAGICAL SCHOOLS OF MAGIC

The kind of spells mages cast defines them. There are five main schools of magic: creation, manipulation, elemental, psychic, and mystic. Each school has its own unique selection of magic, and each mage uses a unique combination of these schools. Some choose to specialize, others pick and choose between them.

**Creation** (Summoning, Necromancy, Life)

The magic of life. Creating life, returning life, and healing.

**Manipulation** (Kinetic Powers, Physical Movement, Physical Alteration)

The magic of change. Moving, altering, and distorting the physical nature of reality.

**Elemental** (Fire, Water, Air, Earth, Electricity, Light, Shadow)

A combination of creation and manipulation magic, but only in regards to elements. Otherwise known as the creation and manipulation of the elements.

**Psychic** (Possession, Mind-Reading, Medium)

The magic of the mind. This lets a mage get into the minds of others and let other minds into their own.

**Mystic** (Divination, Enchantment, Illusion)

The magic of perception. This is a bit like manipulation and psychic together. It is magically altering the perceptions of those around, or enhancing your own perception.

## CHARACTER CREATION

Please put 1 point into any of the schools listed on your character sheet under Magical Aptitude. This will give you a bonus when casting spells from this school, as well as give you access to more spells of that type.

## MAGICAL LINEAGE

Every mage draws their power from their bloodline. You could say magic runs in the family. This is often from a magical beast somewhere in the family tree, or in rare cases, just a magical human. All mages with a magical bloodline manifest some kind of power. For most, this means being able to levitate books, summon pancakes for breakfast, or create a gentle breeze on a hot day. But some mages start to manifest a greater power, their bloodline coursing through them; they can harness this power to become truly great mages. Every bloodline is different though, and those who begin to manifest power, do so differently.

Angel (+1 creation school aptitude)

Fairy (+1 manipulation school aptitude)

Demon (+1 psychic school aptitude)

Nymph (+1 mysticism school aptitude)

Dragon (+1 elemental school aptitude)

Pegasus (learn secondary bond channel)

Sage (learn secondary body channel)

Satyr (learn secondary ritual channel)

Unicorn (learn secondary focus channel)

Centaur (+3 movement)

Cerberus (+3 fortitude)

Sphinx (+3 willpower)

## CHARACTER CREATION

Choose one of these lineages, or get one approved by the GM, and put it and the lineage effect into the **Lineage** box.

Then choose one (or more) physical feature(s) of any type that you received from your lineage. And write them in the Lineage box.

## **SPELLS**

Refer to the spell list at the end of the book.

Write all the 0 level spells in your spell section. Then figure out which level 1 spells you get based on the aptitude you chose. And if you took a lineage that gave you a bonus to a school, take those spells as well.

## **PERSONAL DETAILS**

Fill in the remaining character fields. Maturity is how developed your mage is (this can be an age or description). Mages who were brought in from human earth to the Dissolution would have a lower maturity than normal. Traits are prominent or defining physical features. Quirks are peculiar mannerisms or personality traits.

Having a portrait is optional.

# ACTIONS

## STANDARD ACTIONS

Your character's actions are influenced by their personal ability.

### 1. ACTION

PC describes an action they want to take.

### 2. DIFFICULTY

Determine whether that action would draw on Str, Dex, Int, or Cha and the approximate difficulty of the action. Below is a table of sample difficulties.

Difficulty	Description
3	Routine
6	Easy
9	Average
12	Difficult
15	Challenging
20	Hard
25	Formidable
30	Epic
35	Heroic

### 3. ACTION ROLL

Roll a number of d6 equal to your score in that stat.

If your roll meets or beats the difficulty, the action succeeds.

If not, the action fails.

*Example:*

*Mage: Eric*

*Str: 4*

- 1. Eric tries to force open a teacher's locked door.*
- 2. GM determines that it is a Challenging (15) Str check to do so.*
- 3. Eric rolls 4d6 and gets a 15.*

*Eric breaks down the door!*

### 4. DEGREES OF SUCCESS

For every 4 that a mage rolls above or below the difficulty of the action determines how much of a success or failure the action was. Roll - Difficulty = Roll Difference. Below is a table of the most common roll-difficulty differences.

Roll Difference	Degree of Success/Failure
-8	Devastating Failure
-4	Complete Failure
0 to -3	Modest Failure
+0	Modest Success
+4	Complete Success
+8	Unbelievable Success

*Example 1:*

*Mage: Emily*

*Int: 3*

1. *Emily tries to complete a simple class assignment.*
2. *GM determines that it is an Easy (6) Int check.*
3. *Emily rolls 3d6 and gets a 15.*
4. *Roll (15) - Difficulty (6) = 9 (+8 Unbelievable Success)*  
*Emily acs the assignment with lots of time to spare.*

*Example 2:*

*Mage: Earnest*

*Dex: 2*

1. *Earnest wants to jump the garden wall with his friends.*
2. *GM determines that it is a Difficult (12) Dex check.*
3. *Earnest rolls 2d6 and gets a 2.*
4. *Roll (2) - Difficulty (12) = -8 (-8 Devastating Failure)*  
*Earnest fails to jump the wall, and falls to the ground breaking his ankle.*

*Example 3:*

*Mage: Eugene*

*Cha: 3*

1. *Eugene tries to ask out the prettiest girl in school.*
2. *GM determines that it is a Challenging (15) Cha check.*
3. *Eugene rolls 3d6 and gets a 14.*
4. *Roll (14) - Difficulty (15) = -1 (0 to -3 Modest Failure)*  
*The girl considers Eugene's date, but at the last minute gently lets him down.*

## AUTOMATIC SUCCESSES

If the mage's minimum roll (the total if they roll all 1s on the check) is higher than the difficulty, it is an automatic success.

If the mage has a **score of 1** in the stat being tested, they **must always roll** against the difficulty.

## CONTESTS

Sometimes students will challenge each other to contests to test each other's superiority. Contests can be used to measure Strength, Dexterity, Intelligence, Charisma, or Spell Casting.

The way this is done is best of three.

You each roll the appropriate thing (Str, Channel, etc.) three times, and whoever gets higher roll wins that round. Repeat until someone wins twice.

If both competitors tie, this can be acceptable, or there can be a tiebreaker round.

*An example of this is an arm wrestling match between two mages of 3 Str.*

*The first round mage 1 rolls 12 Str and mage 2 rolls 10 Str. Mage 1 gets a point. The rolls Str again and this time mage 1 gets 8 and mage 2 gets 10, so mage 2 gets a point. The next round they both roll 11. Right now they are tied, but they go in for the tie breaker. They roll a fourth time and mage 1 gets 7 and mage 2 get 14. Mage 2 is victorious.*

# SPELLS

## CASTING SPELLS

Time to do the thing you were born to do!

Spells are channeled from the magic source, through a conduit which can be a focus object, the mage's own body, a performed ritual, or the presence of bonded familiar or person.

**Every spell takes 5 seconds to cast** (and can be done while moving).

1. Choose spell.
2. Roll the channel you are currently attuned to, then add your magic source bonus and your magical aptitude bonus. (Channel Bonus #d6 + Magic Source + School Aptitude)
3. Check roll against
  - Fortitude (if the spell is an offensive elemental or manipulation)
  - Willpower (if the spell is invasive psychic or mystic)
  - Impossibility Check (of non-offensive spells, see below)
4. If it meets or beats the check, it succeeds. If not, the spell fails.

Spell Level	Impossibility Check
0	4
1	8
2	12
3	16
4	20
5	24
6	28
7	32
8	36
9	40

*Example:*

*Mage: Elle*

*Channel Level: 1*

*Magic Source: Understanding (Int: 5)*

*Magic School Aptitude (in Creation): +1*

1. *Elle wants to cast the creation spell "Summon Medium Object."*
2. *Channel Bonus Roll (5) + Magic Source (5) + Magic School Aptitude (1) = 11*
3. *Check Roll Against Impossibility (11) = Meet*
4. *Elle's spell succeeds!*

## SPELLS

Your ability to use spells directly correlates to your aptitude.

If your points in a spell school is equal to or greater than the spell level, you have access to that spell. (Everyone knows level 0 spells.) You still have to learn these spells in a class, but you have the ability to learn it.

Below are listed some tiered spells. Use these as a framework for your spells. Feel free to use them directly or extrapolate them into more specific spells. There are more spell details below the chart.

SCHOOL	SPELL TYPE	SPELL	LEVEL
Creation	Summoning	Summon Small Object	0
Creation	Summoning	Summon Medium Object	1
Creation	Summoning	Summon Large Object	2
Creation	Summoning	Summon Small Creature	2
Creation	Summoning	Summon Medium Creature	3
Creation	Summoning	Summon Large Creature	5
Creation	Summoning	Summon 4d6 small creatures	8
Creation	Summoning	Summon 3d6 medium creatures	9
Creation	Summoning	Summon 2d6 large creatures	10
Creation	Necromancy	Revive Small Creature	4
Creation	Necromancy	Revive Medium Creature	5
Creation	Necromancy	Revive Large Creature	6
Creation	Necromancy	Revive Person	7
Creation	Necromancy	Revive all persons in an area	10
Creation	Life	Heal Level d6 to a Creature/Person's health or sanity	2
Creation	Life	Heal 1/4 level # d6 to a level # of creatures/persons' health or sanity	4
Creation	Life	Heal number of turns spent casting d6 to all nearby creatures/persons' health and sanity (up to 10d6)	8
Manipulation	Kinetic	Move Small Object/Creature	0
Manipulation	Kinetic	Move Medium Object/Creature	2
Manipulation	Kinetic	Move Large Object/Creature	3
Manipulation	Kinetic	Throw Small Object/Creature -	1
Manipulation	Kinetic	Throw Medium Object/Creature -	5
Manipulation	Kinetic	Throw Large Object/Creature -	6

Manipulation	Kinetic	Move Area (and all the objects, creatures, and persons there within)	10
Manipulation	Alteration	Minor Alter Object	2
Manipulation	Alteration	Major Alter Object	4
Manipulation	Alteration	Minor Alter Creature	5
Manipulation	Alteration	Major Alter Creature	7
Manipulation	Alteration	Minor Alter Person	8
Manipulation	Alteration	Major Alter Person	9
Manipulation	Alteration	Mass Major Alter (All within area)	10
Elemental	Generation	Generate Element Small	0
Elemental	Generation	Generate Element Medium	2
Elemental	Generation	Generate Element Large	4
Elemental	Guidance	Guide Element Small	1
Elemental	Guidance	Guide Element Medium	3
Elemental	Guidance	Guide Element Large	7
Elemental	Evocation	Generate & Thrust Element Small -	2
Elemental	Evocation	Generate & Thrust Element Medium -	6
Elemental	Evocation	Generate & Thrust Element Large -	8
Elemental	Evocation	Generate & Guide Elemental Storm -	9
Elemental	Transformation	Take on an elemental aspect	5
Elemental	Transformation	Become an elemental	10
Psychic	Mind-Reading	Know the emotions of 1 person/creature~	0
Psychic	Mind-Reading	Know 1 person's surface thoughts~	2
Psychic	Mind-Reading	Know 2d6 person/creature's emotions~	3
Psychic	Mind-Reading	Know 1 person's deep thoughts~	5
Psychic	Mind-Reading	Know all nearby person's surface thoughts and emotions~	7
Psychic	Mind-Reading	Know all nearby person's deep thoughts and emotions~	10
Psychic	Medium	Commune with 1 dead person	2
Psychic	Medium	Commune with all nearby dead	4
Psychic	Medium	Commune with a spirit	6
Psychic	Medium	Commune with all nearby spirits	8
Psychic	Possession	Possess 1 small creature~	1
Psychic	Possession	Possess 1 medium creature~	5
Psychic	Possession	Possess 1 large creature~	8
Psychic	Possession	Possess 1 person~	9
Mystic	Divination	Know a detail about someone's future	0
Mystic	Divination	Know a major event in someone's future	2

Mystic	Divination	Know someone's destiny	5
Mystic	Divination	Know the fate of a large event	10
Mystic	Illusion	Distract 1 creature~	1
Mystic	Illusion	Entrance 1 creature~	3
Mystic	Illusion	Distract 1 person~	5
Mystic	Illusion	Entrance 1 person~	7
Mystic	Illusion	Distract 2d6 person/creatures~	8
Mystic	Illusion	Entrance all person/creatures in an area~	10
Mystic	Enchantment	Influence 1 creature~	2
Mystic	Enchantment	Dominate 1 creature~	4
Mystic	Enchantment	Influence 1 person~	6
Mystic	Enchantment	Dominate 1 person~	8
Mystic	Enchantment	Influence 2d6 person/creatures~	9
Mystic	Enchantment	Dominate all person/creatures in an area~	10

#### - SYMBOL

Offensive & damaging Spell (Any spell can be offensive if used in the correct (or incorrect) context. But these are specifically only used for offense. Roll against Fortitude.)

#### ~ SYMBOL

Invasive (These spells are incredibly invasive, though not outright harmful unless it is used that way. But are generally very uncomfortable. Roll against Willpower.)

#### MOVE RATE

Object moves at  $\frac{1}{2}$  your magic school aptitude \*5 feet. (Minimum 5 feet).

#### THROW RATE

Object moves at your magic school aptitude time \*5 feet. (Minimum 5 feet).

#### THRUST RATE

Object moves at 2\* your magic school aptitude time \*5 feet. (Minimum 5 feet).

#### MINOR ALTERATION

Can change one aspect (size, shape, color, etc.), or shift material within material type (silver to iron, silk to wool, oak to mahogany), or add one simple addition to it (a top hat, a tag that says 'eat me', etc.).

#### MAJOR ALTERATION

Can change two aspects (size, shape, color, etc.), or shift to material of about the same density or hardness (silver to glass, silk to feather, oak to ceramic), or add one major addition (wings, extra limbs, etc.)

## CREATURE VS PERSON

The difference is level of sentience. Squirrels, dogs, and gremlins are creatures. Fairies, mages, and dragons are people for the purpose of spell-casting. They are more complex creatures that take more skill to overcome or replicate.

# PROGRESSION

Every year students sign up for classes. They sign up at the beginning of the year, and learn slowly throughout their classes. The school takes students through 10 years of study. Anything beyond that must be learned on their own. Smaller offshoot schools sometimes only educate their students through the 5<sup>th</sup> or 6<sup>th</sup> year. Accelerated study programs are available to high-functioning students.

*Players often receive their level perks one at a time, usually after big events such as professor “tests”.*

## CORE CLASSES

These classes are taken every year by every student. No exceptions.

These classes offer higher level content for each year and can be repeated.

## SPECIALIZATION CLASSES

1 of these are taken every year, and an extra one in years 2, 5, and 8. These classes are chosen by the student.

These classes offer higher level content for each year and can be repeated. But two of the same class cannot be taken at the same time

## ELECTIVES

1 of these is taken in years 3, 6, and 9.

These classes do not offer higher level content for each year, they are taught the same every year, and cannot be taken more than once. Also, you cannot take a “studies” class of a race that is also your lineage.

## PERFORMANCE TRAINING

1 of these is taken in years 4, 7, and 10.

These classes offer higher level content for each year and can be repeated.

CLASS NAME	LEVEL PERKS	CLASS TYPE
Survival	Health = (Str +Dex) * Level	Core
	Fortitude = 6 + Str + Dex + Level	Core
	Sanity = (Int + Cha) * Level	Core
	Willpower = 6 + Int + Cha + Level	Core
	+1d6 Channel (of known channel)	Core
	+1 Creation Aptitude	Specialization
	+1 Manipulation Aptitude	Specialization
	+1 Elemental Aptitude	Specialization
	+1 Psychic Aptitude	Specialization
	+1 Mystic Aptitude	Specialization
Angel Studies	+1 Creation Aptitude	Elective
Fairy Studies	+1 Manipulation Aptitude	Elective

Demon Studies	+1 Psychic Aptitude	Elective
Nymph Studies	+1 Mystic Aptitude	Elective
Dragon Studies	+1 Elemental Aptitude	Elective
Pegasus Studies	Ability to use Bond Channel	Elective
Sage Studies	Ability to use Body Channel	Elective
Satyr Studies	Ability to use Ritual Channel	Elective
Unicorn Studies	Ability to use Focus Channel	Elective
Centaur Studies	+3 movement	Elective
Cerberus Studies	+3 fortitude	Elective
Sphinx Studies	+3 willpower	Elective
Strength Training	+1 Strength	Performance Training
Dexterity Training	+1 Dexterity	Performance Training
Intelligence Training	+1 Intelligence	Performance Training
Charisma Training	+1 Charisma	Performance Training

# ECONOMY

Students are awarded house points for their good merits. Their individual points may be spent to acquire boons and cool stuff. Their personal points are recorded (even after being spent) and pooled together with the other students of their house. And the house itself gets rewards based on that final tally of all its students' points together.

There are other ways to get items too, this is just the core way.

Students are given their starting supplies for free. But replacements, upgrades, etc., cost house points.

## ITEMS

NAME	DESCRIPTION	POINTS
Painting of Escape	This is a painting that the user can jump into, and back out of at will. While inside the user is invulnerable and undetectable.	850
Forever Ferret	This familiar has a body that can stretch infinitely.	75
Pearl of Proportion	This pearl allows the user to change the size of a body part.	250
Ghost Lamp	Allows you to trap a spirit inside.	150
Dimension Watch	A wristwatch that allows you to view human earth and scry on humans. This is only officially available to members of House of Winter. Might be illegal, by the Aegis Administration's rule.	550
House Uniform	This is an outfit used for attending classes. Each house's uniform is distinct, but have all the basics.	15
Simple Wand	A simple wand for new mages.	10
Staff of Surprise	A staff that has a 1/6 chance of summoning party supplies when casting any spell.	75
House Ring	After your first year is completed. Your house gives you the option of getting the signature house ring that has a once-a-day ability. Spring - summons a treat that when eaten heals 2d6 Summer - projects a ray of sunlight from the ring for 1 hour Fall - turns into a small dagger for an hour Winter - has a small compass on top that points to something they want to find for an hour	100

Cursed Purse	A black purse that releases a swarm of bats, rats, or locusts in the direction opened.	200
Lesson Book	A book detailing class lessons and exercises.	10
Amulet of Horsechange	A necklace that lets you transform into a horse.	200
Dragon Throne	A chair made of dragon hide that grants the user immunity to elemental spells while sitting in it. Only available to House of Fall students. It's said there is one in the headmaster's room that used to belong to Temujin.	700
Autono-pen	A feather pen that writes what is spoken to it.	45
Leashed Lassie	A familiar that is a small invisible dog.	80
Unicorn Song Piano	A piano that entrances all who hear it except for the player. The keys are made of unicorn horn and the strings are made of unicorn hair. Only officially available to House of Summer students. It's rumored there are only three in existence.	600
Dove of Peace	This familiar (or just a companion) can remove all negative effects on you and your friends. When held, this dove heals you 1d6 per turn, and fills you with hope. Only available to House of Spring students.	1000

There are many people in the school besides the players.

NAME	STR	DEX	INT	CHA	DESCRIPTION	MAGIC
Lacie deBeau	2	3	7	3	The school nurse. Tolerant, quiet, and compassionate. Likes baking and cooking.	Year 9, Creation Specialist, Understanding Focus Sceptre
Marc Kreager	5	3	2	3	Elemental magic professor. Gruff, playful, sensitive. Likes animals.	Year 8, Elemental Specialist, Force Body Fists
Tenavin Monroe	1	7	3	4	Ritual channel professor. Whimsical, dramatic, humorous. Likes theatre.	Year 10, Generalist, Flow Ritual Dance

# COMBAT

Separate from opposed checks, combat happens when purely aggressive actions are being taken. Actions meant to harm the opponent, like harmful spells or attacks.

## COMBAT BEGINS

Combat begins just after the first aggressive action is taken. (*After the opposed action takes place. Combat can also be alternatively be started by taking a defensive action.*)

## TURN ORDER

Turns are approximately 6 seconds long

## TURN ORDER

After combat begins, everyone involved makes **dexterity rolls**. The rolls are ordered from highest to lowest, the highest taking their turn first. Ties are resolved with a secondary dexterity roll.

## THE TURN

There are four options for each turn in combat.

1. **ACTION & MOVEMENT**

This is when you make one standard action, one opposed action, cast one spell, etc. and then make one movement.

2. **DOUBLE MOVEMENT**

This is when you take your whole turn to move twice.

3. **FULL TURN ACTION**

This is when you take your whole turn to do one action such as a charge, or a jumpkick, etc.

4. **MULTIPLE TURN ACTION**

This is when you take multiple turns to do something in combat. This is rare until later levels when larger ceremonies are performed for big spells.

The way these work is that on the first turn, you make the initial check. And then every turn after the first successful check, you make consecutive checks, taking no other actions or movements. If you fail any check after the first, that turn is lost, but the next turn you can try to recover. If the recovery is successful, the action continues, if not the action fails.

A round is everyone's turn taken in full, each round is roughly 5 seconds long.

## MOVEMENT

Your movement speed is determined by your Dexterity score.

Move Speed = Dex \* 5 feet

So a mage with 4 Dex would be able to move 20 feet each turn.

## DIFFICULT TERRAIN

When moving through difficult terrain (glass on the floor, shrubbery, etc.), movement speed is halved.

*So a mage with 4 Dex would only be able to move as much as though he had 2 Dex.*

## OBSTACLES

It takes a standard action to overcome an obstacle (wall, pit, etc.). The difficulty of the obstacle is at the GMs discretion and is approaches like an action.

## OPPOSED ACTIONS

If the check is made against another person, the difficulty is determined by the opponent.

If they need to use their **body** to negate your action, their **fortitude** is your difficulty.

If they need to use their **mind**, then use their **willpower** as the difficulty.

*An example of this would be a mage pushing past another student who is blocking the hall on purpose. The GM determines it as a Str check. The mage, with 2 Strength, rolls 2d6 against the other student's 10 fortitude. The mages gets a 9 and fails to push past the other student.*

## MELEE ATTACKS

Sometimes spells aren't the answer. Sometimes hitting the guy in the face is the answer.

You roll Str.

If it overcomes the opponent's Fortitude, you land a hit.

If you land a hit, it deals damage to their Health equal to your Str.

## RANGED ATTACKS

For when you really just want to chuck something at someone's head.

Use the same rules as above, except with a Dex roll on the throwers part, instead of a Str roll. Deal damage equal to your Dex to their Health, on a successful hit.

## WEAPONS

If you somehow manage to get your hands on some weapons, they deal extra damage based on their size. (Melee Weapon Damage = Str + Size Damage; Ranged Weapon Damage = Dex + Size Damage)

Weapon Size	Damage	Example
Tiny	1d6-4	Needle
Small	1d6-2	Letter-Opener
Medium	1d6	Dagger
Large	2d6	Sword
Huge	3d6	Greatsword

Weapons can be scaled up by adding a d6 for each size category.

## DYING

If your Health reaches or passes 0, you die.

If your Sanity reaches or passes 0, you become brain dead.

Revival. Once dead, or brain dead. You can be revived with an appropriate necromancy spell, if not with some ill effects. Based on how long it takes before you are revived, you can take some disadvantages for a time.

TIME BEFORE REVIVAL	EFFECTS IF DEAD	EFFECTS IF BRAIN DEAD	EFFECTS DURATION
1 Day	None	None	0
3 Days	Stiffness (-1 Dex)	Confusion (-1 Int)	3 Days
1 Week	Weakness (-1 Str & -1 Dex)	Disoriented (-1 Int & -1 Cha)	1 Week
1 Month	Frail (-1 all stats)	Frail (-1 all stats)	1 Month
3 Months	Frail (-1 all stats)	Frail (-1 all stats)	Permanent
6 Months	Gruesome (-2 all stats)	Gruesome (-2 all stats)	Permanent
1 Year	Undead (All aspects of who you were have disappeared.)	Undead (All aspects of who you were have disappeared.)	Permanent

## HEALING & REST

Every night that you rest, you heal an amount of Health equal to your Fortitude; and you heal an amount of Sanity equal to your Willpower.

Unless otherwise noted, resting will also remove an ill effects you have.

# MODIFIERS

Normal and combat actions can be affected by the environment as well as the characters involved. Here is a brief guideline for determining how these things can affect actions and combat.

Other modifiers that make sense can be added and applied in the same fashion

MODIFIER	EFFECTS
Aware	+1 Observation rolls +1 Ranged Attack rolls +1 Eye-based body channel casting rolls
Obscured	-2 Observation rolls -2 Ranged Attack rolls -5 Eye-based body channel casting rolls
Blinded	-5 Observation rolls -5 Ranged Attack rolls -2 Melee Attack rolls Eye-based body channel cannot cast
Prepared	+1 Fortitude +1 Limb-based body/ritual channel casting rolls
Surprised	-2 Fortitude
Stunned	-5 Fortitude -5 Limb-based body/ritual channel casting rolls
Paralyzed	Fortitude = 0 Limb-based body/ritual channel cannot cast
Focused	+1 Willpower +1 Ritual channel casting rolls
Distracted	-2 Willpower
Dazed	-5 Willpower -5 Ritual channel casting rolls
Absorbed	Willpower = 0 Ritual channel cannot cast
Energized	+1 to all rolls
Tired	-1 to all rolls
Fatigued	-2 to all rolls
Exhausted	-1 to all stats