Game System

For those who haven't played before, we're going to run through Character Generation very quickly (because there are pregenerated characters in the back), the d30 (5d6) Game System, and ASS and SPUD. At that point you could pretty much start playing, and there are several adventure suggestions to get you started. There are pregenerated characters in the back to photocopy, or just scratch the numbers down quick on a sheet of paper and that'll work too.

MAKING A CHARACTER

1. Pick your clique. We'll discuss Attributes in a sec.

CLIQUEs

Artsy/Drama Chick/Dude: +3 Appeal, +2 Nimbleness if theater/dance, +1 Vitality, -1 Grit, -3 Hocus-Pocus, -2 Lady Luck in theater/dance. Must wear black.

Brown-noser: +5 points on field trips, +3 Appeal (to those in charge), -5 points Lady Luck. Not well-liked by peers.

Bumout: +2 Grit, +3 Lady Luck, +2 Vitality, -4 Appeal, -2 Cunning. Clothing at least 10 years old.

Goth: +6 Hocus-Pocus, +2 Grit, -5 Appeal. Wears dark colors in leather, vinyl, velvet, or velour; very grim or darkly poetic.

Hip-Hopper: +3 Nimbleness, +1 Vitality, -3 Hocus-Pocus. "And pull up your pants!"

Hippie: +1 Nimbleness, +1 Grit, +2 Hocus-Pocus when taking Chaos as Major, -1 Appeal, -2 Cunning. All-natural clothing, nudity is popular.

Jock: +3 Grit, +3 Nimbleness, -2 Hocus-Pocus -3 Cunning. Remove adjustment on all weapons skills. Wears athletic gear.

Nerd: +5 Cunning, +2 Hocus-Pocus with Order as Major, -1 Nimbleness -2 Appeal, -3 Grit. Button-ups and corduroys.

Prep: +5 Appeal, -4 Hocus-Pocus. Fashionable. Snobbish or arrogant; prideful.
Punk: +5 Grit, -4 Appeal. Neon-colored hair, cartoon characters on shirt. Lots of chains, tattoos, many, many, many piercings.

Rocker: +2 Grit, +2 Vitality, -1 Cunning, -2 Appeal. Denim and leather, long hair or dreadlocks, less piercings, more tattoos. Grunge rockers wear more plaid and hate their families.

Skater: Same as Punk but with a skateboard or BMX bike/roller blades with +3 Nimbleness, -3 Hocus-Pocus.

Stoner: +4 Lady Luck, +2 Cunning, -2 Appeal, -2 Vitality. Clothes and body have not been washed in a week, hair is in that in-between stage, and tends to walk everywhere, because he/she was too wasted to get a license. Or a car. Or gas. Etc.

Run-of-the-Mill Student: no +’s or -’s just, well...there.

2. Roll for Stats: Roll a d30 or 3d10 or 5d6 eight times. Drop the lowest.

3. Take the remaining seven numbers and put them in the Stat boxes on a character sheet, making adjustments according to your clique. Fill in your Damage Bonus (based on Strength) and your Evade/Strike Bonus (according to Nimbleness) using Da Bonus Chart (next page).

STATS

Grit: How strong the student is in muscles and endurance.

Nimbleness: How acrobatic and quick on the feet.

Vitality: How healthy—affects Points Until Death.


Cunning: How smart the student thinks she is.

Appeal: How appealing the student thinks she is.

Lady Luck: How lucky the student is; rolled by Max as saving throw.
4. Determine whether the character is Chaos-focused or Order-focused. Orderly students find the patterns and logistics in magic to fix things. Chaos students run with the magic to make it work better. As such, Order-based students can’t take Toon Physics as a class—it’s too random. Chaos-focused students can’t take Math Magic as a class—they’d destroy the Universe.
5. Decide on three classes you'd like to take as a student. On the next page are Curriculums, in case you need help.

COURSE LIST

Alchemy: Potions, brewing (choose 1d6 potions to start)
Animal Magic: Talking, influencing (pick animal group)
Alteration: Modifying shape/form/function (2% milk to chocolate milk, soccer ball to bowling ball, concrete to foam)
Body Magic: Healing, harming, eventual altering
Catalysm: Moving energy from one form to another
Cybermancy: Understand and integrate with electronics
Demonology: Demons
Elementary School: Choose one element to control better
Empathy: Understanding and causing emotions
Glamoury: Illusions of all senses
Gravity Magic: Make stuff (even self) weigh more or less
Green Magic: Plants
Invention: Duct tape, stuff, and a dream (MacGyver skill)
Karma: Be good, get rewards. See bad, call Karma on 'em
Math Magic—No Chaos Majors. Do things with calculations
Mind Games: Extrasensory Perception (choose type)
Prayer/Deity Worship: Pick a deity or have one choose you
Spell Magic: Traditional scroll/spellwork (start with 1d6)
Toon Physics—No Order Majors. Live like a toon
Transmogrification: Shapeshifting (choose animal group)
Unlife: Talk to/control dead/undead
Weather Witching: Control weather
CURRICULUMS

- **Chaos Mage**: Catalysm, Toon Physics, Invention
- **Conjuror**: Alchemy, Elementary School, Spell Magic
- **Druid(ess)**: Animal Magic, Deity Worship, Green Magic
- **Exorcist**: Alchemy, Demonology, Unlife
- **Gypsy**: Animal Magic, Green Magic, Spell Magic
- **Healer**: Body Magic, Catalysm, Empathy
- **Wise Person**: Alchemy, Body Magic, Weather Witching
- **Wizard**: Catalysm, Toon Physics, Spell Magic
- **Herbalist**: Alchemy, Elementary School, Green Magic
- **Medium**: Empathy, Mind Games, Unlife
- **Monk**: Body Magic, Deity Worship, Karma
- **Necromancer**: Catalysm, Mind Games, Unlife
- **Psionist**: Empathy, Glamoury, Mind Games
- **Shaman**: Animal Magic, Deity Worship, Transmogrification
- **Sorcerer/Sorceress**: Elementary School, Spell Magic, Transmogrification
- **Spiritualist**: Catalysm, Karma, Mind Games
- **Super Hero**: Gravity Magic, Invention, Karma
- **Technomancer**: Cybermancy, Invention, Math Magic
- **Temple Priest/Priestess**: Catalysm, Deity Worship, Mind Games
- **Transformer**: Alteration, Body Magic, Transmogrification
- **Voodoo Priest(ess)**: Alchemy, Spell Magic, Unlife
- **Warlock/Witch**: Alchemy, Demonology, Spell Magic
- **Wise Woman/Man**: Alchemy, Body Magic, Weather Witching
- **Wizard**: Catalysm, Toon Physics, Spell Magic
6. Fill in your name, your character’s name, age, gender, origin, whether he/she smokes, any clubs he/she might be involved in, and add in a description.
7. Put a “1” in your Cool Points, put a “5” in your Education Points.
8. Fill in your PUD (2x Vitality), and your Magic Points (same as Hocus-Pocus).
9. Pick your Gym Class and write in your gym equipment.
10. Fill in what equipment and stuff the character typically carries. You’re done.

OUR GAME MECHANICS

MAGIC: In order to accomplish any magic spell or class skill, the player must meet or beat a 15.

It takes the same amount of effort (5 Magic Points) to do a 301-level magic as a 101-level magic, but the results are more likely to be what you want them to be. Depending on how well you roll, you can salvage some of your lost points back. Getting a 15 means you lose 5 Magic Points. A 1 over 15 gets you 1 point back, 2 points over gets you 2 back, etc. Eventually, you should sleep; all magic points are restored by the next day.

DOING THINGS OTHER THAN FIGHTING: The player rolls under the Stat needed. Try to lift a heavy box, stay under Grit. Try to avoid stepping into the path of a swinging bat, roll under Nimbleness. And so it goes. Always under.

FIGHTING: So the character has a weapon. Then he wants to hit something with it. Most likely, it’ll be an NPC you are controlling. Roll to combat the character’s attack. Whoever gets the highest total either hits or defends successfully. On a tie, defender takes it. Some critics don’t like my roll-under, roll-over approach. I’m comfy in my duality, but you can change it readily enough if you wish.
ESTIMATING DAMAGE

Items causing 1d8 damage
Fist, pin, tiger-sized claws, rock, fall from 10 feet, getting hit by a speeding bicycle.

Items causing 2d8 damage
Baseball bat, pick, tiger-sized teeth, even bigger claws, knife/dagger, handaxe, M-80, slow-acting poisons (every other round), morning star, fall from 20 feet, getting hit by a slow moving car/motorcycle.

Items causing 3d8 damage
Arrow, sword, big axe, bullet from a low-powered firearm, fast-acting poisons (every round), fall from 30 feet, getting hit by a moderately moving vehicle/truck.

Items causing 4d8 damage
Bullet from a high-powered rifle, grenade, falls from 40 or more feet, your average explosives, setting yourself on fire, getting hit by a fast-moving vehicle.

Items causing 5d8 damage
Cannons, falls from 50 or more feet, C-4, machine gun fire.

Stuff that will kill you in most situations
Napalm, nuclear weapons, falls from 60 or more feet, lots of explosives, being steamrolled or stepped on by a giant.

Armor (A.S.S. and S.P.U.D.)

The A.S.S. (Armor Statistic System) is the number you have to beat to do real damage. The S.P.U.D., if any (Structure Points Until Destroyed) is the amount of damage an object or armor can take before it goes kaput.

Armor Statistic System (A.S.S.)
The number you have to beat to do real damage.
1. You hit something! Mazel tov! Roll for damage using the damage chart (above!).
2. The GM determines the A.S.S. of the opponent.
3. Deduct the A.S.S. of the opponent from the damage roll to determine how much damage gets through.

**Example A.S.S.es**

0 — No protection/sensitive to the type of damage incurred. Bare skin is at a 0.

1–2 — Thick clothing or has thick skin.

3–4 — Plated skin or is fairly resistant to the type of damage incurred.

4–5+ — Heavily plated skin or is strongly resistant to the type of damage incurred.

**Immunity** — Granted by using anything stronger than +8 S.P.U.D. The S.P.U.D. will eventually degrade until no protection is left. See Below.

A character can be completely immune to a type of damage, but susceptible to another. A gelatinous being could be immune to cutting damage, but fire/energy weapons and falls from 20 feet would be fatal.


**Structure Points Until Destroyed (S.P.U.D.)**

The amount of damage an object/shield can take before giving out. As with A.S.S., certain attacks disrupt certain things more quickly, such as against an energy shield. The number estimated is a total damage on an object before the object is no longer functional. Someone in kevlar armor might have +20 S.P.U.D. against piercing weapons, but will still get cooked by fire.
Example S.P.U.D.s

0: Cloth, fragile objects
1: Duct tape
2: Copper Wire, tin can
3: Computer Casings, TVs, most tech equipment
4: Wood boards, weak telekinesis, wind shields
5: Standard inside walls, door hinges
6: Weak personal energy shielding using magic, medium-strength telekinesis, car door hinges
7: House Studs
8. Small Trees
9. Bowling Ball, strong energy shields
10: Car doors
15: Medium-sized trees, light personal armor
20: Kevlar armor, strong telekinesis, thick wooden doors
25: Projectile or fire-resistant materials (from fire)
30: Empowered energy shields (renewed each round), vehicles
35: Large Trees, stone statues
40: Armored doors or objects, thin steel
45: Armored vehicles and thick steel
50: Shielded vehicles or ships, titanium
55+: Starts getting into spaceship shields and hulls, other-worldly stuff

Indestructible: Student ID

Example: That light armor Opponent 2 was wearing? It has a S.P.U.D. of 15. It's taken 9 points of damage so far. Six more points of damage and part of it will tear, exposing a weak spot with an A.S.S. of 0.