

Koutougakkou High School



The Anime Freeform

Welcome to the Koutougakkou Anime High School Role-Playing Game.

This is an light hearted, fun, ongoing monthly freeform run at the ANU by Nick and Mark.

Look around the website. Check out the setting information and system rules. Please feel free to make a character by following the [character creation guidelines](#).

Have fun.

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Real World Game Information

Who:	Nick and Mark
Where:	ANU room to be announced
When:	1 st Sunday of the Month
Subscribe to the mailing list:	KoutougakkouRPG-subscribe@yahoogroups.com
Website:	http://ka.mithril.com.au/ http://games.groups.yahoo.com/group/KoutougakkouRPG https://www.facebook.com/groups/132450550211251/
Post message to the list:	KoutougakkouRPG@yahoogroups.com
Contact the GMs:	KoutougakkouRPG-owner@yahoogroups.com
Emergency SMS:	0422 366 327

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Koutougakkou Student Guide

What is special about this game.

This is a light, fun game set in an "anything goes" anime high school. Players play year 11 students starting school, and the game is intended to go till graduation at the end of year 12. It will draw from lots of different animes, notably Ranma1/2. It will also take some inspiration from Buffy, Fillmore! and similar shows.

The students stat are represented by their report cards. Students relationships (through friendships, rivalries and clubs) are intended to be at least as important than their powers or combat skills. Conflict will be fast and fantastic rather than mechanistic or realistic. The game is intended to be over the top and fun, but not silly or "Chibbi". Similarly, we don't want any lecherous or Hentai characters. If you make a GM go "eww" it is not appropriate.

The website is based on Robbies very successful "Mainspring" website. We have a newer more streamlined system and have added some new ideas such as: Personalised ["who's who"](#) lists for each character for each game; Group dynamic based on [Cast calculus](#) from TV tropes; A relationship system which lets you help friends and hinder enemies; Current popularity of Perks and Flaws allows new characters to easily pick a niche.

Premise:

This game will cover years 11 and 12 for a very special class of students at an private high school in normal modern day Japan.

Genre: This is an anime style game with elements of comedy, action, drama and romance.

When/Where: Modern day mundane Japan, but with a supernatural twist.

Duration: Monthly for two years, starting the first day of year 11 and ending with graduation in year 12.

Mood:

Light-hearted and fun. Ranma-1/2 as well as various magical girl anime are similar mood.

Contrast: The game will have some black, some white and some shades of grey. Some people will seem trustworthy but have hidden motives, while others really are honest. Other people will seem shady, but may actually be allies to the students. Students should be careful trusting teachers or adults in general, but most other students are OK.

Brightness: The game will be light-hearted. Most of the drama will be who loves who and who is cheating on who. Death is very unlikely. Expulsion and just "disappearing" are far more likely than death. Killing other students or teachers is not an appropriate solution to problems.

Smoothness: The setting is neither gritty, nor overly concerned with realism.

Death: Students can only die in extreme circumstances. Killing humans (including teachers and students) is something only monsters do. It is OK to kill monsters.

Humour: The game will be light and fun, but not silly, sick or slapstick. No Loony Toons, Animaniacs, Chibi, SD, Hentai or anything like that.

Setting:

The game is set in a seemingly typical Japanese Private school outside Toyko. The school has about a thousand students and is quite exclusive.

Theme: Finding your place in the world, the world not being what you expect, and finding love in the chaos.

Scope: The games scope is restricted pretty much to the school and its environs. Students actions may affect the whole school, but are unlikely to effect the whole city, let alone the world beyond.

Canon: None. This is a unique setting created specifically for this game.

Possessions: Possessions are not intended to be overly important. Students are assumed to have a small amount of spending money and whatever equipment needed to use their skills (ie an archer is assumed to have a bow and arrow). Signature items are a very special and personal item (weapons, wand, computer, car, whatever) which are bought as a normal perk. Students can take part time jobs to convert downtime actions into cash.

Content(PG, s, v):

This will be a romance action comedy anime.

Combat: Combat is quite common. Most characters should have some ability to defend themselves, but it is not required. Combat is not deadly, and is often used as emphasis for the comedy or drama. (ie it is entirely appropriate for a female student who is accidentally groped to punch the offending student through a wall. Two students who are arguing may punctuate their debate with a flurry of martial arts moves. Convincing someone that you wish to be their friend may require you beating them into unconsciousness. This is all perfectly in genre.)

Social: Social interactions are the most common and the most important type of interaction. Most interaction will be Student to Student (there are a lot more of you than there are GMs). Because of the social mechanics you can mechanically take someone out with an insult as easily as with a punch. This doesn't mean you need to use the mechanics every time you insult someone, but the option is there if you decide you do want to crush their spirit with your scathing insults and cutting wit.

Problem solving: There will be some problem solving in the game, but not much. Mostly with will be working out who is behind the latest plot, problem or disaster.

Politics: There is as much or as little politics as you like. Students going for the student council may encounter politics, as will some club members.

Frequency: There are dozens if not hundreds of entities of the power level of a typical student. There are also dozens of even hundreds of entities far more powerful than a typical student. Some entities are unbeatable in some areas (combat, social, etc), though nothing is completely unbeatable.

Style of play:

The game is meant to be light and fun, low commitment, relaxed and friendly.

Winning: Players win when everyone has a fun game. Great players help other players have more fun at the game.

PvP: Sometimes students will be expected to co-operate, sometimes they will be expected to compete. The game caters to both collaborative and antagonistic characters, but works best with flexible ones.

Player Contributions: Players can contribute suggestions or improvements to the game and setting, most of which will be enthusiastically accepted, but GMs hold veto and may change things as needed to fit into the hidden backstory of the setting.

Activity: The game is open to active and reactive players, and the GMs will try to cater to individual tastes via the Plot Rating in downtimes (high for reactive, low for active).

Characterisation: The more effort you put into being in character the more fun you will have at the game. You do not need to be a great actor, but any attempt is appreciated.



Description of the Koutougakkou School

On a hill to the outskirts of a small Japanese city lies the exclusive Koutougakkou Academy, one of the finest private schools in the country. The main building of the school, holding many of the original classrooms, has been barely changed since it was built in 1912. While individual classrooms may have had updated technology, the school board have been adamant about keeping the traditional style. The main building also holds the large Faculty Room, Student Council Room, and Nurse's Office. A second, more recent building holds the schools state of the art gymnasium, complete with Olympic swimming pool.



A recent addition to the main building is the school's Hanya Wing, named after the late Principal Takashi Hanya, who passed away last year. The Hanya wing holds the schools new science labs, it's IT section, and the home economics classes all in one. In the main hallway is a statue of the late Principal Hanya, scowling at the students as he did in life. The dedication of the wing was quite unexpected, as Takashi Hanya was rather reviled by faculty and students alike.

The former science building has been converted into the school's club rooms, a holdover from a renovation project from the 1950s. Unlike the rest of the school, the club rooms feel dated and somewhat inconsistent, with certain rooms being much more sought after than others. While some rooms are quite comfortable, others have flaws like the heating always being on, or a creepy rattling in the air conditioning. Rooms are assigned on a three monthly basis, depending on the funding and the status of the club.

At the southern base of the hill are the sports field, used for both sporting events and school festivals, and a small lake used mainly by the rowing team. Near the fields is the surprisingly well built Groundskeeper's house, built at the same time as the club rooms. It is explicitly off limits to students, but delinquents often try a small break in as a rite of passage.

Life in Japan

Japan runs on long days, the standard Salary Man will pull 9 hours days, but after this they must commute, catch up with their home activities, which may take an hour or more, as well as eat and spend time with his family, before finally hitting the futon. There is still somewhat of a culture of house wives, usually after children have been born and the wife will cook, enjoy hobbies and social activities, spending time with friends and family, upholding the ideals of a good daughter and woman.

Students in some schools attend for 6 or 7 days, but fortunately many schools are dropping their length to 5, like their much associated friends the United States of America, which has adopted a similar school system. After classes from 8.00am to 4.00pm, students are encouraged to join in on club activities run by the school, which applies very much like "extracurricular" activities, but is not nearly as optional as in Australia. After these club activities, some students take up part time jobs (though usually schools/families forbid this because it distracts from the studies.) And in the evening, it would be unusual for students before Senior High School to not be going to a cram school. Returning home from school for dinner and then going out to study, not returning until 10 or 11 in the evening.

Much of Japan is heavily populated, the small country boasting ~127,000,000 people. And unsurprisingly, they can't all drive everywhere. Japan has one of the best train systems in the world and also hosts the Shinkansen (the Bullet Train,) it is rumoured in Tokyo if the train is late and it will cause a Salary Man to be late, the station guard will signature his word that train caused you to be late to not receive a reprimand from your supervisor. Many people also take the buses to cross the towns and cities, though this does lead to traffic issues. The next most reliable source of transport is a bicycle, usually used in towns without a good public transport system or by students who don't have far to travel between home and school.

It is a country full of ever changing fashion, idols and celebrities much like any other country, which does its best to absorb outside cultures. Despite this, its history of closing borders and remaining an isolated nation has continued the love of its own culture, much of the people still following their family traditions (horsemanship, Zen archery, Kendo and, martial arts.) The media always calls back to the feudal times, with wandering samurai and monks, with 'kabuki' and 'enka' still a strong market.



In terms of religion, the majority of the population follow the ways of Shinto or Buddhism (usually not adhering strictly to one or the other.) People use both as a guide to life, rather than a set of rules. Thus religion is not a hot topic of many and the festivals carry on across the country without offending others, there are 11 nation-wide festivals and many more local ones.

Description of Tokuetsu town

To the west of the school is the small city of Tokuetsu, a fast growing technological hub. When Koutougakkou Academy was built, Tokuetsu was simply an out of the way township, but in the past century it has grown to a fine city, if still mostly occupied by students, alumni and their families. Since the town has grown mainly because of the school, it caters to students quite nicely.

Of most import to most students is the Sasumi district, the shopping district. It holds two major stores in direct competition with each other: Paulownia Mall, a long standing mall featuring a large range of clothing stores, arcades, and even a student friendly Karaoke bar. It's direct competitor is Junes Sasumi, a sprawling department store that opened in the past year. While it lacks Paulownia's entertainment options, it has pretty much everything else at generally cheaper prices with a bigger range, standing as a threat to the smaller stores. Throughout the Sasumi district are a number of restaurants and smaller retailers.

In comparison, Joetsu District is where most students end up after graduation, the central business district of Tokuetsu. There are a number of regional offices of Japan's biggest companies, as well as the home offices of Tokuetsu born companies. In the heart of the district is the Nanjou Building, home to Tokuetsu's scientific community. Most of the building is taken up by laboratories, though a few of the Nanjou Corporation's offices exist. The building was created and the company founded by Koutougakkou's most famous alumni, Takahisa Nanjou. Joetsu is also home to the local TV station, Tokuetsu TV, where most of the local news is handled, as well as a few regional productions, even if the majority of the shows are from national networks.

Finally, there is Tokuetsu's less favourable place, Akinao District. Akinao is one half seedy nightclubs and one half delinquent's heaven. Akinao is constantly under supervision by the police, but they have never quite got in under control. While not home to any major crimes, there have been rumors of a small Yakuza family known as the Majima Clan attempting to grab a foothold and trying to recruit from the delinquent gangs.

The rest of the city is primarily housing, with several arrangements for student accommodation for out of area students. There are a number of hotels throughout, but mostly for businesses with visiting executives, or the families of students. To the west of the town are a few farmlands, leftover from when Tokuetsu was a small farming town, but they are largely unused.



Koutougakkou Dress Code

Players are encouraged to costume in fabulous outfits. After all, your clothing reflects who you are. It is not unusual for students to dress in anything from fabulous Victorian corsets to tuxedos to military uniform to business suit to 20's swing dress to the normal gukuran (boys uniform) and seifuku (sailor outfit).

The school actively encourages this, allowing extremely wide liberties with the school uniform.

Club members are also allowed to wear anything approved by their club. The Fashion club, the History club and the Drama club all have a long standing rivalry for the most beautiful costumes. If they have any foreign ancestry students are also allowed to wear appropriate national dress.

Costuming is rewarded by an in game bonus.



Life as an Anime Teenager

Teenagers enjoy chatting to and texting friends on their mobiles, hanging out with their mates, listening to the latest music on their MP3 players, shopping for the latest fashions, surfing the internet or just watching movies.

While it is rare for a teenagers to have all of these, it is equally rare for them to have none.

- Teenagers tend to be egocentric. Everything is about them. If you missed their party it must be because you hate them, rather than just accepting that you were busy.
- No-one except your friends can possibly understand you. No-one has ever had to deal with the things you have to deal with every day.
- Take things to extremes: Don't be just a bit upset; be furious. Don't just kinda like someone, love them. Every problem is the end of the world.
- Teenagers are often a strange blend of Insecurity and Confidence. There are a lot of things they have just never done, which leads to insecurity. They also have a unconscious sense of being invulnerable as their risk assessment skills are still developing.
- Be emotional, but redirect it. Teenagers are often quite emotional, they experience extreme highs and lows. But culturally they are pressured to keep this all inside. As a result it often breaks out in unexpected ways (ie if your mad at your girlfriend you try to hide it from her, but the pressure makes you yell at your friends for something trivial).
- Only you can make fun of your friends or siblings.
- Teenagers often experiment with different identities. They are still discovering who they are and who they may become. Often they will change depending who they are around (ie; tough around male friends, gentle around his girlfriend).
- A teenager may prefer kissing someone they just met, rather than a long term friend because if its bad they don't lose a friendship.

Life at Koutougakkou High School

As you wander up the stairs towards the main doorway of the school, you pass other students also arriving for Homeroom. Groups of people gather in to classes, waving their greeting as they make their way to the room, while dotted about the large grounds early-bird Club members train hard on the tennis court or run laps around the entire grounds.

Behind you more students walk in to the grounds, many sliding off their bicycles to walk it to in the bicycle yard, or pairs and more groups of students discuss various adults and other school students they shared their train car with. Others tuck in their bus passes and books, waving to friends. As you stand under your usual tree to meet several of your class mates, the richest of students arrive. Their sleek black limousines (with the occasional pink or blue one) pull up to the private drop off circle and the young heirs step out, immediately attended by their adoring friends, fans, or general followers.

Soon your classmates, perhaps friends, join you and you all move in to the class rooms, hurrying to swap shoes over, than puzzling your ways through the corridor as the bell rings. You and everyone else sits down, hanging bags on hooks, but still chattering about the latest idol or newest fashion. When the home room teacher enters, you along with everyone else come to attention and soon enough the role is called, announcing with the last name receiving a tick of presence, that the day has begun.

Not only do you have to face day to day schooling, attending classes, and paying attention (and in the case of many, not falling asleep.) You always have homework, assignments, constant assessment under the watchful eyes of the class teacher. Every lesson is counted towards your final assessment at the end of the year, and then at the Graduation years are added together, for an overall score. Fail even one class and the guidance counsellor says you might not make it University, and if you do poorly, might not even be able to join the Salary Man business.

However, if life were really all that simple, every student all over the world would breeze through with top marks. And that means that it is complicated. Your friends, the ones you meet by the tree? They always want to go the arcade, or shopping, or maybe cruise the street for dating material. That Club you joined? You're committed to at least an hour every afternoon, skip out to many times and you just might get kicked out by your members. Those loving parents and your family? Always eager to see you be a good child and help out, but at the same time reluctant to steal away your childhood, your friends, and most seriously affect your grades in school, especially as you're in the final years.

After that it gets worse... Who you truly are, you cannot reveal at school. Even when something happens there, like the gym falling over, or the wire fences being ripped apart... the teachers must not know. Rumour has it if they know you're different, you will disappear.

School is Complicated...

Class	Time
Homeroom	8:00 to 8:30
Class one	8:35 to 9:25
Class two	9:30 to 10:20
Class three	10:25 to 11:15
Lunch	11:20 to 12:10
Class four	12:15 to 1:05
Class five	1:10 to 2:00
Class six	2:05 to 2:55
School over!	3:00 to -----

After class most students will have time with their clubs, then a quick dinner before cram school, finally getting home around 10 or 11.

Koutougakkou Student Positions

Each of these positions comes with Authority and Obligation. In theory all are elected positions, with a simple majority of collected ballots. However students are not required to vote and clubs often have a members only vote for their club leader position. Student Council has the three positions below and 6 Year Captains who are the representatives of each year level. All positions require a clean record and a minimum grade. Popularity is not required, but it certainly doesn't hurt.

Student Council

The student council has a big say in how much funding each club gets, as well as school events, excursions, etc. They organise fairs, dances, prom, fund raising, etc. Obligation to uphold the principles of the school. It is unusual for them to get a detention (they typically get warnings first), but if they continue, they lose their position.

Student Council President = Authority to organise meetings and break ties in student council votes as required. The President is expected to meet monthly (at least) with the Student council, the PTA and the Vice Principle.

Student Council Secretary = Authority to act as President if she is absent and Obligation to take minutes for each meeting. Often in the media club, and writes a monthly piece on what the student council is doing, but it is not required.

Student Council Treasurer = Authority over the school council funds and Obligation to account for expenses to the rest of the Student council, the PTA and the Vice Principle.

Year Captains = Authority to speak for their year and Obligation to uphold the principles of the school. (one of these will be an NPC except for the year 11 captain.)

Disciplinary Committee

Disciplinary Committee Chief = Authority over Disciplinary matters, School safety and choice of who gets to be a Hall Monitor. Obligation to report to the Student council, the PTA and the Vice Principle and ensure school wide Safety and Discipline is maintained (often expressed as "no-one gets away with it"). Effectively the chief of the student police force. Normally a year 12 student (so an NPC at first, but open to a PC next year).

Hall Monitors = Authority over Disciplinary matters (ie can take students out of class, talk to teachers, be out of class when on a case, suggest punishments, etc) and School safety. Often Hall monitors will focus on Discipline or Safety, not both. "Safety patrol" is seen as the "desk job" of the Hall Monitors. Effectively they are the patrol officers and detectives of the student police force. They have an Obligation to ensure school wide Safety and Discipline is maintained.

Club Positions

Club President = Each club has a president. They have authority over club membership (they can ban people) and club expenses. They have an Obligation to keep the club running well, both in terms of numbers and finances. Some larger clubs will break this into separate president and treasurer positions.



Girlfriends and Boyfriends, Friends, Rivals and Enemies

Students can name their friends (other PCs). A friend can help you a lot, but if they choose to betray you it can really suck. Similarly you can name your enemies, which protects you from them, but makes it harder to co-operate with them.

There are 5 levels of friendship.

Relationship	Bonus	Description
Boy/Girlfriend	+2 / -2	A boy/girlfriend is someone you love, who you spend a lot of time with and who you are (or would like to be) intimate with. They can give you a +2 bonus when they help and you get a -2 defence penalty against them in a conflict.
Friend	+1 / -1	Friends are people you are close to and spend time with. They can give you a +1 bonus when they help and you get a -1 defence penalty against them in a conflict.
Neutral	0	A neutral is someone you don't know, a casual acquaintance or someone you don't care much about. They give no bonus when they are helping you, and no penalty when in conflict.
Rival	-1 / +1	A Rival gives you a -1 bonus when they help you (you may or may not be in a position to refuse their help). You also get +1 defence bonus against them in a conflict.
Enemy	-2 / +2	An Enemy can give you a -2 bonus when they help you (you may or may not be in a position to refuse their help). You also get +2 defence bonus against them in a conflict.

You can change your friends status however you like between games, but not mid-game. It takes time.

You do not need to tell anyone what your level of friendship with them is. You can even lie about it. The bonuses and penalties are all applied to you, so they need never know.

Asking someone out

You do not need to tell someone that you have named them a boy/girlfriend. You can have a Silent Crush on them.

However you can't go on a Date or "be Dating" unless you ask them out. If they say "yes", you get a +1 Determination Bonus for the rest of that game. If they say "no" the rejection does 1 point of Determination damage. If you have a Silent Crush on them, the rejection does 2 point of Determination damage (each and every time you ask).

Impress the guy/girl

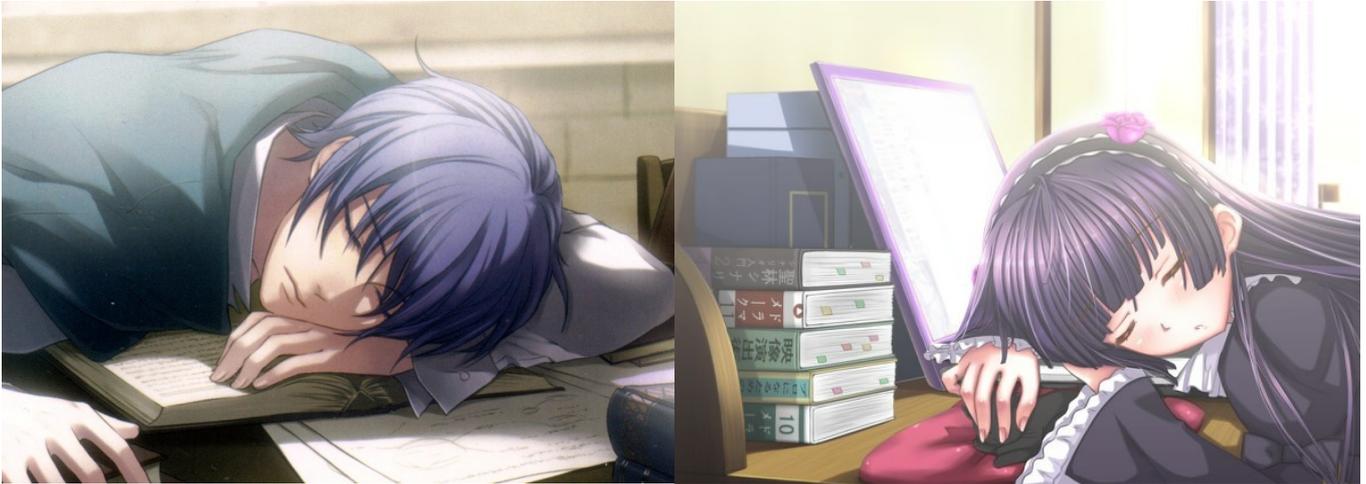
You can show off to a potential boyfriend or girlfriend; getting a +1 (just for this scene), but if they are not impressed (or if they miss it) then you take an extra 1 point of social damage. To minimise risk of them being unimpressed, you can ask them what task to perform which would impress them.



Homework Actions

Students lead busy lives. After the piano or violin lessons, the basketball or football, kendo or judo, archery or English, Maths or Art or any of the dozens of other clubs that are organised at school most children also attend cram schools called "Juku". These have extra lessons, which may be used to push bright students further or to help others catch up to the crowd. The classes may run until late, and a 12-hour day is not unusual for the Japanese high school student (before homework).

Characters start with 6 Homework actions a month.



Each of the following takes an action.

- Each boyfriend or girlfriend.
- Each club you are in.
- Being on the school council.
- Being on the disciplinary committee.
- Actually doing your homework.
- Representing your school (in sport or chess or whatever).
- Detention (double detention takes 2).
- Throwing a big party (attending is free).
- Doing Cram school (Juku) to improve a grade.
- Research (occult or otherwise).
- Looking for trouble or "Going on patrol".
- Spying on someone (or stalking them).
- Part time jobs (needs permission from school, can be taken away for poor grades).
- etc.

Koutougakkou School Clubs

All students must be member of at least one club, and can be in as many as you have time for (each takes a downtime action). Belonging to a club can positively effect your grades. Students can be kicked out of a club for not contributing, or for poor grades, or at the whim of the club president. Clubs compete with each other for finances from the school. They often supplement this with small fund-raising events of their own.

Each club must have at least 2 PC members and no more than 5 PC members, 6 if they get special permission from the Vice Principle or the Student council. Students can start new clubs, but again this requires permission from the Vice Principle or the Student council.

Current Clubs

The Media club produces the school newspaper. The Chemistry club is rumoured to have an unsanctioned competition to make the coolest explosive device. The Music club consists mostly of traditional instruments. The Computer club is trying rumoured to be making a supercomputer. The Engineering club are expected to enter the annual inter-school Robo-Wars competition. The various sports clubs are expected to represent the school in regional competitions. The Drama club is expected to put on at least one production a year.

The Red Tigers Delinquent gang is a group of toughs who hang around the school. In many ways they act as a pseudo club, working much as a normal club does, but without school support.

Club bonuses

Members of a Club gets a +1 bonus in the subject covered by the club (ie being in the archery club gives a bonus to archery). You need not have the skill to join a club, but it is expected you learn.

The best in each club in each subject also gets a +1 bonus, but it can only be used on other members or when everyone in the club is co-operating on something. Each member can only get one bonus, so if the best Maths student is also the best Science student they only get the bonus at what they are best at, and the next best in the other area gets the member bonus in that area.

As an extra, no club member can beat you in a direct challenge of your bonus area (ie the Smart guy can not beat the Magic guy in a direct contest of magic).

Subject	Duo (2)	Trio (3)	Quarter (4)	Five Man Band (5)	Sextet (6)	Title
Ancient Lang	-	-	1	1	1	The Weird One
Maths	1	1	1	1	1	The Smart One
Sciences	-	-	-	1	1	The Techy One
Phys Ed	1	1	1	1	1	The Strong One
Attentiveness	-	-	-	-	1	The Quiet One
Conduct	-	1	1	1	1	The Charming One

Note that because these are relative stats you can be the smart guy in one club, and the strong guy in another.

Character creation guide

Overview

Players pick a Type, then a few perks and a flaw or two. Players then fill out their characters report card and tell their backstory. You can take an extra secondary skill, but it requires taking another flaw. You can then write your backstory, pick clubs to join and note who your friends are.

Because the system grades on a curve GMs will work out the exact value of derived stats such as popularity, grades, etc. As a rough guide a Primary is an "A" and a Secondary is a "B" and most other things will default to a "C" or a "D". Flaws will be "F".

Principles

One of the underlining principles of Koutougakkou is that more interesting characters make for a more interesting game for everyone. So to help make interesting characters we ask you to check your character concept on the following list:-

- Do you have something you want to achieve?
- Do you want something from, or can offer something too, the other Students?
- Do you have a good reasons to stay in school, even if the going gets rough?
- Do you have some things you care passionately about?

Steps in character creation

- Log into the website.
- Please Check your details via 'Player Info', as they may be quite out of date.
- Use 'Koutougakkou Character Form' to create and then begin editing your new character.
- Pick a name ([This](#) or [this](#) random generator may help).
- Use the drop down boxes to choose your Type, etc.
- Choose your Primary Perk (your first perk is your primary). A list of all perks is provided, hold the mouse over the small icon to get the description.
- Choose three or four Secondary Perks.
- Choose one or two Flaws.
- Pick at least one club to join (remember to save every now and then).
- What you plan to do after you graduate school (the best happy ending for you).
- What will happen if you drop out of school (the worst tragic ending for you).
- Add your Family and any PC friends or rivals you have.
- Add your description. Remember anything here will be made public.
- Write your character's backstory. If possible put in your Conflict (the thing you need to resolve, often in the form of "I want 'x' but fear 'y'").
- Write your character's desired Reputations (these are essentially rumours about your character).
- Put in any other notes you think you might need.
- Set [Status] to "Ready for Approval".
- When you are finished click [save].



Remember:– There is extensive online help.

If you can't find the one you want, add "Other" and explain what you want in the notes section. Try not to overfocus your character, if you take too similar abilities it can leave you vulnerable. Save every few minutes, so you don't get logged out and lose what you have done.



Examples of Conflicts

I want to fly, but fear the fall.

Without the sword I can not protect you, but while I hold it I can not embrace you.

To tell the truth will set me free, but only deception will keep me safe.

Without Order the people suffer, but by enforcing Order, I create suffering.

Without an audience I cannot be beautiful, but the audience is vulgar.

I want to be unique but to fit in I need to conform.

Without practice I can not attain perfection, but during practice my work is flawed.

I can be as precise as a machine, but only when I am cold as one.

To support my loved ones, I need to work away from them.

I need your support but fear your control.

I want you to keep you safe, but in doing so I keep you weak.

I want to be a forgiving person, but vengeance calls for blood.

I want to grow but fear change.

I can make any man want me, but I can't make this one man love me.

I want the security of a relationship, but there are so many pretty people.

I want to be loved, but fear being hurt.

Koutougakkou System Mechanics

The system for this game is deliberately light and fast rather than detailed and involved.

Rule One: If all involved are in agreement, there is no need to use the system.
(Caveat: What is agreed must be reasonable, considering system and genre)

Rule Two: All involved should adhere to Wheaton's Law ("Don't be a dick".)
(Caveat: Wheaton's Law Revised, ie your character can be a dick as long you, the player, are not being a dick.)

If tensions arise then everyone should invoke the Modified MST3K Mantra ("It's just a *game*, I should really just relax.")

Conflict Resolution



If there is a conflict where rules are required; compare relevant stats. There are some bonuses or penalties for [Standard Manoeuvres](#).



If you are against another person, the difficulty is their grade. Otherwise GMs work out the Difficulty. GMs or consenting players may add [situational modifiers or complications](#) if needed (these do not stack).

Players use P-S-R, and add +1 to the winner's grade (+0 for a tie). The winner may elect to go for **Double or Nothing**. If they win again they add +2, if they tie they are +1 (a normal win), and if they lose they are +0 (a normal tie). Higher total Succeeds. Success is Yes/No. There are no levels of success. All failures are a miss, and all misses cause **Collateral Damage**. Missing with a punch will break a desk or put a hole in a wall. Stuffing up an insult may offend someone else, etc. Normally this is just descriptive and does not directly alter the conflict, but it may complicate things. Winning **four** PSR in a row makes the fourth an **Over Success**; you succeed, but too well, and it causes further complications. (ie your love spell will effect your intended target, but also hits all the other girls in the room.)

It is a turn based system, All actions are mechanically simultaneous. For convenience each turn is broken into three phases:- (1) **Foe's intent**, (2) **Student's intent** and (3) **Narrate Result**. Repeat as needed.

Grade (How good you are at different things)

All Attributes, Skills, Flaws, Spells, etc all use this table. They have a descriptive comment based on value in order to help create story from the grades. Grades are how well you can do. Your actual school grades may be lower if you are not putting in 100%. To accurately represent the over-the-top aspects of the Anime genre the school sets something of an unrealistically high bar on grades. The students stats are given by their grades on their report card.

Core Subjects (Your defaults)

All students use these as defaults for anything not specifically covered by their perks. Subjects are grades on a curve, so that the

Archetype and Type (Who you are)

Characters know the Archetype of others of their own Archetype. That is, all magical Archetypes can sense other magic Archetypes, but not the exact Type. Students can take more than one Archetype and Type for the cost of a Secondary. Also note that some of the Types require a spending secondaries on specific perks (ie vampires and androids must buy the "Unalive" perk).

Perks (What you are really good at)

Students get to pick one Primary perk and three Secondary perks. Each Perk is quite powerful and may include a lot of individual skills and abilities. Students can also get an extra Secondary buy choosing to buy another Flaw. Buying a extra races (if you want to be a cyborg-werewolf or something) costs a secondary each.

Flaws (What you are really bad at)

Students start with one flaw and can choose to buy another to get an extra secondary perk. Each Flaw is quite serious and some are actually a package of lesser flaws mixed together.

Determination

All Students start with a determination of 3. Some may buy more.

Determination is how much punishment you can take, whether physical, magical, social, etc. GMs will mark damage on nametags with a letter to indicate its source.

When a Students Determination reaches zero (0) they have given up or been knocked out or similar. They may be left stunned with swirly eyes, run off crying or knocked out of the scene into the sky (The Sub-orbital Knockout). It may be falling unconscious, being transformed by a spell, or huddled in a ball of misery in the kitchen at a party. However it happens, they are effectively out of the game till they recover.

Determination can not go below zero (0). There are no game mechanics for persistent injuries or killing, though as always GMs may apply common sense penalties or consequences to actions.

Characters normally start each game with full Determination. GMs may give a minor bonus or penalty in exceptional circumstances.

In Game Recovery

Second wind = By spending a point of Ki a Student can get a second wind. It restores 2 points of determination. It must normally be accompanied by a reason why the Student is driving themselves so hard.

Restore confidence = Spending a few minutes talking with a friend (+1) or boy/girlfriend (+2) for a while can restore social damage. The school councillor can also restore +1, if you trust them.

Magical healing = This can completely restore physical damage.

First aid = By spending a few minutes getting bandaged and treated, you can restore 1 point of physical damage. Going to the school nurse restores 2, but the injury will be reported.

Armour

Physical armour comes in two types, "heavy" and "powered". They reduce physical damage by 1 point and 2 points respectively. Heavy armour can absorb 1 point of physical damage from every physical attack. Power-armour can absorb 2 from each attack (making you near-invulnerable). Some Perks allow similar effects for social damage (Confident) and magical damage (Magic Resistance).

Death

Students can only be killed in exceptional circumstances.

Ki

Player characters start with 2 Points of Ki each Game. Characters can take more. Mundane humans have no Ki. NPCs may have Ki. It does not carry over to the next game. Ki adds +2 to an action or a defence (but not both). It can also be used for a second wind restoration. They do nothing else. You can not spend Ki on others. If spending Ki is not enough to make a difference, the GM will allow you to keep it. Spending Ki is visible via your burning eyes, battle aura or similar.



Report card

Your character sheet is your report card. Important stats are reproduced on the back of your nametag.

Family

All Students should give some details on their parents and possible siblings. If you leave it blank, the GMs will give you a family. Usually, the siblings and/or parents are of the same character type as the Student herself (ie if the student is a psychic so are his sisters). Family starts out as cost neutral. For every time they get you into trouble, they will help get you out with some other problem. Some perks and flaws will change this.

Experience

Students gain a point of XP per game. XP can be spent to increase subject grades. Phys Ed costs 3 points per level rather than the 1 point per level of the other subjects. Students stats can be improved at the end of each term (3 games). Players can shift Perks and Flaws around without penalty if within the first few games with GM approval. Attendance tracks how many games you have attended. Over time character can grow and change. They can spend attendance to improve Perks or reduce Flaws. Characters do this at the end of each term. In general, a term of attendance is enough to increase the grade of a Secondary from B- to B or from B to B+ or even B+ to A-. Students can also drop one grade by this much to improve another by a similar amount.

Combat Rules

Combat is the same as the rest of system. Paper-Scissors-Rock, Higher wins. Attacks, whether physical, magical or even social all do a single point of determination damage. Some attacks can do an extra point of damage. Armour absorbs the first point of damage.

Weapons

Weapons give no mechanical bonus, but can add to description where appropriate. A whip may let you swing over a pit, it wont cut through a bamboo pole like a sword does. Common weapons include; katana (sword), bokken (wooden sword), tanto (knife), bo (staff), tonfa, sai, kama (sickle), naginata (reaping sword), yari (spear), nunchaku, hook sword, paper fan, etc. It even includes natural weapons such as claws, fangs, etc.



Martial Arts

Different styles of Martial Arts add description without mechanical bonus. It is just a matter of style. Common examples include; kung fu, karate, sumo, judo, akido, tae kwon do, jujitsu, maui thai, capoeira, etc

Magic

Magical elements also add description where appropriate, but give no mechanical bonus. The magical elements are:- Wind, Earth, Fire, River, Heaven, Thunder, Void, Spirit, Forest, and Music. An attack spell from Fire does no more damage than Forest or Music. A Spirit wall is just as hard as a wall of Earth or Thunder. Fire may light up a room more easily than Music, and Thunder may deafen a foe more easily than Forest does.



Special moves

These special moves can be applied to most martial arts styles, melee weapons and ranged weapons.

Blind fighting = you don't need to see your foe to hit them (not ranged)

Judge opponent = you can tell roughly how good a foe is by watching them move.

Whirlwind / Hail of bullets = you can make your normal attack an area attack (room sized).

Trick blow / Trick stroke / Trick shot = lets do tricky moves easily and without penalty.

Sword catch / Barrel block = you can block melee weapons with your bare hands or gun.

Bullet catch / Bullet block = you can block bullets with your bare hands or a sword, etc

Disarm = you can strike so as to knock a foes weapon from their grasp.

Lock = you can lock a foes limb.

Pin = you can pin a foes limbs.

Sweep = you can knock a foe off their feet.

Katana space / Rifle space = You can conceal a larger weapon quite easily.

Quick draw = drawing your weapon is near instant, even if surprised.

Two swords / Two guns = You can fight with the same weapon in both hands.

Walking arsenal / Portable armoury = You have a LOT of swords, axes or guns, bows, etc.

Throw weapon / Butt-stroke = You can use a melee weapon at ranged, or vise versa.

One bullet left = The GM can say people run out of ammo. You have one last shot.

Weapons encyclopaedia = You know a LOT about different weapons.

Extra range = You can get extra range out of your weapon.

Spell types

Magic is broken into four main categories. Offensive, Defensive, Support and Utility.

Offensive

Rays = weaken, blind, etc

Blasts = fireball, lightning, etc

Curses = disease, bad luck, etc

Weapon Enhancements = flame sword, wind bow, etc

Summoning = attacking creatures

Transmutations = frog, stone, etc

Defensive

Walls = stone, force, etc

Wards = binding, banish, etc

Protections = fire, undead, etc

Runes = magical triggers and traps

Summoning = defensive creatures

Healing = disease, poisons, wounds, etc

Support

Amplify voice = boosts their voice, its range and social effects

Boost = increases grade of spells

Might = strengthens or toughens target

Extend range = magic goes x10 further

Expand area effects = magic covers an area, or makes the area larger.

Lengthen duration = magic lasts x10 longer.

Increase effect = does an extra point of determination damage or equivalent.

Frog-leap = x10 jumping distance

Utility (Note: no utility spell is directly combat useful and none can do direct damage.)

A large number of flexible spells:– create light, minor illusions, minor weather effects, spider-climb, water-breathing, message sending, detect magic, find direction (if you have a token), warmth, clean, dry, grow, even activate or repair simple machines. Most of these can be reversed, but they still fail if they would cause damage.

Relationships

Boyfriend/Girlfriend : A boy/girlfriend is someone you love, who you spend a lot of time with and who you are (or would like to be) intimate with. They can give you a +2 bonus when they help and you get a -2 defence penalty against them in a conflict.

Friend : Friends are people you are close to and spend time with. They can give you a +1 bonus when they help and you get a -1 defence penalty against them in a conflict.

Rival : A Rival gives you a -1 bonus when they help you (you may or may not be in a position to refuse their help). You also get +1 defence bonus against them in a conflict.

Enemy : An Enemy can give you a -2 bonus when they help you (you may or may not be in a position to refuse their help). You also get +2 defence bonus against them in a conflict.

Years

yr11 : Students who are just starting at the school. There is less pressure, but also less likely to hold positions of power. All PCs start as year 11 students.

yr12 : Students who are in their final year. High stress, but more likely to hold positions of responsibility. Currently all year 12 students are NPC Only.

Koutougakkou System Tables

Damage to Students

Here are some common threats to students and the respective damage.

Damage	Description
1	Head kick, Punch in face, Scathing insult, Let down by a friend, Mains power, House fire, Acetylene torch
2	Broken arm, Getting shot, Hit by an axe, Dumped by your girlfriend, Boiling oil, Molten metal, Plasma torch.
3	Point blank double barrel shotgun blast, Publicly dumped in front of everyone, Industrial power-lines, Blast furnace
4	HV Transmission lines, Rocket exhaust, Struck by Lightning, hit by a truck doing 80km/hr, dumped on national TV.

Falling might hurt, but it does no mechanical damage unless you are a mundane (anime gravity only seems to work when you are touching the ground... don't think about that too much).

Collisions do about 1 point of damage per 20km/hr.

Note that hit any locations are for descriptive roleplaying purposes only, and do not have mechanical penalties.

Determination of inanimate objects

Sometimes Students might break things.

Damage	Description
1	Computer, Flagpole, Lamp post, Large Rock, Telephone pole, light furniture, Oak door
2	Boulder, Motorbike, Tree, Typical lock, Brick wall
3	Car, Helicopter, Light plane, Steel door, Reinforced concrete wall
4	Armoured car, Submarine, Truck, Bus, Vault
5	Tank, Battleship armour

Standard Manoeuvres

These are extra complications to consider when running the system.

Manoeuvre	Description
Defensive	+1 relevant defence, no attack this round.
Offensive	+1 to your melee attack, no defences at all for this round.
Pulling Punches	You can declare less damage if you like.
Rule of Cool	+1 to whatever you are doing. This can be granted by the target or a GM. The GMs guideline for this is does it add to everyone's enjoyment of the game. If yes, you get the bonus, if no, you don't.
Rule of Clever	
Rule of Drama	
Held action	you sacrifice an action this round to go first next round. Lost if they surprise or distract you this round (normally by beating your Attentiveness grade).
Helping	Friends add +1, girl/boyfriends add +2. Rivals add -1 and Enemies add -2. Rivals cancel friends, Enemies cancel boy/girlfriends These are not cumulative, just add the largest magnitude of bonus. Having 4 friends help is not as good as having a girlfriend's help.
Preparation	If you spent a downtime action preparing a ritual or training to defeat a person or similar, you get +1 to do it. This bonus lasts all game.

Modifiers and Complications

Some conditions effect your grades.

Bonus / Penalty	Description
Impossible (NA)	You are paralysed, fully entangled, completely tied up, unconscious, sleeping, etc.
Hard (-1)	You are surprised, blinded, crippled, grabbed (or grabbing), prone, stunned, slowed, weakened, surrounded, running, handcuffed, concentrating, drunk, exhausted, underwater, etc. Also applies if you are in pitch darkness, attacked from behind, busy climbing, on a tightrope or unicycle, effected by illusions, in a cramped space (like a pipe or drain), trying to hit something tiny (eye, coin, etc), etc.
Normal (0)	These grant no bonus or penalty. High ground, being injured, standing in water or on slippery floor, dim lighting, fog, using your off hand, etc.
Easy (+1)	your target is car sized or bigger, to notice something obvious (ie see a shiny thing, smell a skunk, hear a grenade or gunshot, etc), etc

Time (How long it lasts, How long it takes)

To keep things simple time is divided into different scales.

Mult	Name	Description
x1	Instant	These are instantaneous effects. They apply once and only once.
x2	Scene	These effects last till the end of the scene, typically 5–10 minutes.
x3	Game	These effects last all day (or all night).
x4	Month	These effects last a whole month. They can be effectively permanent if constantly maintained.
x5	Permanent	These effects last forever without maintenance.

Range (How far distant)

To keep things simple distance is divided into different scales.

Mult	Name	Description
x1	Self only	These effects are only internal to the student.
x2	Melee / Touch	This is about a 1.5–2m range, what you can touch or hit with a sword.
x3	Short / Thrown	This is about a 15–20m range, what you can hit with a thrown rock or pistol shot.
x4	Long / Sight	This is about a 150–200m range, what you can hit with a bow or rifle shot.
x5	Infinite	These effects have not maximum range and can affect the target at any distance.

Area (How big an area, how many people affected)

Area is divided into the following sizes.

Mult	Name	Description
x1	Person	This effects one student only.
x2	Room	This is about a 10m x 10m Room, like a class room or large bedroom. Up to about 30 people.
x6	School	This is about a 1km x 1km building, beyond the school or a city block. Up to about 30,000 people
x10	City	This is about a 100km x 100km city, like the Greater Tokyo Area. Over 30 million people.
x15	World	These effects have no maximum area and affect the entire world and everyone on it.

Koutougakkou Glossary

Here are a few common Japanese terms and a few game specific terms:-

Japanese terms

- -chan = suffix indicating femininity (i.e Sarah-chan)
- -kun = suffix indicating masculinity (i.e Mark-kun)
- -san = suffix indicating title (Miss. Mrs. Ms. Mr.)
- -sama = suffix indicating superiority (sometimes translated as Master Nick)
- -hime = suffix indicating Princess (this isn't specifically royalty, it turns up in manga/anime by followers to refer to rich heiress')
- -ki = suffix indicating formal superiority, but sometimes may be a backhanded insult to indicate aloofness.
- -chibi = suffix translated to 'mini'
- Kawaii = cute/pretty
- Sugoi = awesome/amazing
- Honto = really? (e.g. Do you really mean it?)
- Sumimasen = Excuse me
- Daisuki = Love (big like)
- Sensei = Teacher
- Aishiteru = Love (this is used a lot in pop culture but this is supposed to be between husbands/wives and parents/children)
- (Phrase) Kudasai = (sentence/phrase) Please (e.g can you pass me the butter, please?)
[Note: "Kudasai" is always said at the end of the sentence, because of the way the Japanese language is constructed.]
- (Domo) Arigatou = (Respectful) Thank you
- Gomen (Nasai) = Sorry (formal extension of the phrase)
- Ohayo (Gozaimasu) = Good Morning (formal extension of the phrase)
- Konnichiwa = Good Day/Hello
- Konbanwa = Good Evening
- Oyasumi (Nasai) = Good Night (formal extension of the phrase)
- Sayonara = Good Bye
- Ja matta/ne = See you (later)
- Hai = Yes
- Iie = No



Game terms

- **Student** = Player character (PC). There are lots of NPC students, but they are less important.
- **Report Card** = Your character sheet.
- **Grade** = This is how good you are at each subject. It ranges from A+ (Awesome Plus) down to F (Terrible). Human average is D.
- **Attendance** = how many games you have attended. Tracks character growth.
- **Perk** = Something you have, you do or you are, which is generally good for you. Can be a Primary or a Secondary.
- **Flaw** = Something which is generally bad for you. Often an F.
- **Primary** = What you are best at. Often an A or a B.
- **Secondary** = something else you are good at, but not what you are best at. Often a B or a C.

Common Japanese / Anime / Manga Phrases

- I Will Definitely Protect You!
- Are you sure you don't mind?
- Let's go!
- Don't decide that by yourself!
- Don't say such stupid things!
- Listen to what other people say!
- Talking is useless!
- I won't let you do it!
- I won't forgive you!
- I'll never give up!
- Thank Goodness!
- I won't lose!
- Enough!
- That's a lie!
- That's my line!
- This is impossible!
- Don't joke with me!
- Bring it on!
- No, there's still a way!
- Never give up!
- I guess it can't be helped
- Do your best!
- I'll do my best!
- I challenge you!
- I did it!
- I am your opponent!
- I'm at my limit!
- Eat this!
- I'm done for!
- Here's the final blow!
- Wait a minute!
- What are you saying?
- What the hell is this?
- Where are you looking?
- You're a nuisance!
- What are you doing?
- You idiot!



Koutougakkou Data

Subjects

Ancient Languages : While somewhat unusual in this modern age, the school has a strong ancient languages department. This is the stat which is used for resisting magic and dealing with the occult.

Maths : An award winning department has strong links to the chess club. The stat deals with how smart the student is and gives a rough idea of their IQ. It also covers how well they know the local area.

Sciences : This covers all the normal high school sciences, biology, chemistry, physics, etc. It is the stat which covers using computers and dealing with technology. It determines the quality of the phone they use.

Physical Education : This covers track and field, sports, gym, dance, etc. It is more expensive than the other stats. The stat is used for most physical tasks; strength, speed, endurance, combat, climbing, stealth and similar.

Attentiveness : This is how attentive the student is in general, specifically in class. This stat is used to notice things, do investigations or research and for observation.

Conduct : This is how polite and pleasant the student is in general, specifically in class. The stat is used for general friendliness, persuasion and social skills. It determines starting popularity.

Popularity : This is how well liked you are by the other students. This stat is used for dealing with rumours and such.

Total Grade : this is how well you are doing at school overall. Different classes have different weightings. In general teachers treat good students better than those with poor grades.

Grades

Grades	Descriptions
[F] Terrible	You are completely incompetent at this, don't even bother trying. A person with a violin grade of F would soon break any violin they tried to play.
[D-] Default	This is slightly below the normal default human level, representing someone who has not particularly trained or practised and has an average level of skill. A person with violin skill of D could have a go and make some noises, but could not play a tune.
[D] Default	
[D+] Default	
[C-] Great	This is slightly below a professional level, representing someone who could make a reasonable living in the field. A person with a violin grade of C can play common tunes easily, and some complex pieces. They could easily be part of a musical group.
[C] Great	
[C+] Great	
[B-] Legendary	This is the level of some of the best in the city. It is the level of bronze medal Olympic athletes and worlds best artists. A person with violin grade of B can put their own emotions into very complex pieces. People would travel far to attend their concerts.
[B] Legendary	
[B+] Legendary	
[A-] Awesome	This is the level of some of the best ever, representing legends such as Shakespeare, Mozart, Leonardo Da Vinci, etc. A person with an A grade in violin can play better than anyone else alive.
[A] Awesome	
[A+] Awesome	
[Top] The Best	This is the best in the game. Far beyond normal human limits. It is supernaturally good. A person with violin Top grade can play so beautifully that it can bring a hard man to tears.

Koutougakkou Clubs

Archery : This club is one of the oldest clubs. It has been around for quite a while, but it has never been very popular. It remains one of the least popular clubs. It has no school funding. Unsanctioned clubs snap at its heels. The club has only 3 old bows, 2 old foam targets and 8 working arrows left. It trains on the Sports fields.

Band : This club is mostly modern instruments. This is quite a wealthy club. It is expected to play at school productions and events. Often members are expected to march as well.

Baseball : This club is one of the most popular clubs. It is currently the most successful club, and easily the best funded. The school is very proud of its long winning streak with regional baseball and the club is expected to continue successfully represent the school in regional competitions. This club has its choice of rooms and priority for all fields, halls and training gear. It trains on the Sports fields.

Basketball : This club is one of the most popular clubs. This sports club is expected to represent the school in regional competitions. This is quite a wealthy club. It is almost exclusively male, though there is no rule to prevent women members. It trains in the Gym.

Cheer squad : This club is one of the most popular clubs. This sports club is expected to represent the school in regional competitions. This is quite a wealthy club. It trains on the Sports fields.

Chemistry : This club is rumoured to have an unsanctioned competition to make the coolest explosive device. The club gets minimal school funding, but can with permission use school labs and supplies (within reason).

Chess : This club is one of the least popular clubs. It has no school funding. Unsanctioned clubs snap at its heels. It continues to hold its place because some teachers like to occasionally drop in and play a game of chess. The club has no room, just a table set aside in the library.

Computer : This club is rumoured to be trying to make a supercomputer. The club gets minimal school funding, but can make appropriate use of the school computer rooms (though the Media club has priority).

Cooking : This club runs the after-school cafe. They specialise in deserts and pastries. It has a very high drop in / drop out rate, as new members realise they don't get to eat all they want and it is hard work running a cafe without pay.

Drama : This club is one of the wealthiest clubs. The Drama club is expected to put on at least one production a year. This years production is rumoured to be based on Akira Kurosawa's "Ran".

Engineering : This club is expected to enter the annual inter-school Robo-Wars competition. Despite doing well in this competition, the club is almost entirely self funded. This is one of the least popular clubs, often barely hanging on to its quite minimal school funding. Unsanctioned clubs snap at its heels. It was once far more popular and better funded, and several old robot-war entries lurk in storage rooms and odd closets all around the school.

Football(soccer) : This club is expected to represent the school in regional competitions. Currently more popular among the year 12s. Year 11s joining this club may expect some resistance. It trains on the Sports fields.

History : This club is one of the least popular clubs. It has no school funding. Unsanctioned clubs snap at its heels. Despite this it has a fantastic historical costume collection, and free entry to local museums. This club has no room, just a history classroom they can use.

Judo : This club is expected to represent the school in regional competitions. The last principal was a keen judoka and personally captained the club, which may be one of the reasons for its lack of popularity. It trains in the Gym.

Karate : This club is expected to represent the school in regional competitions. Coach is the trainer, and remains enthusiastic despite the ongoing poor performance of this club. It trains in the Gym.

Kendo : This club is traditionally one of the most popular clubs and it is currently the most popular of all. It is also one of the wealthiest. This sports club is expected to represent the school in regional competitions. It trains in the Gym.

Media : This club is responsible for production of the school newspaper. It also does digital photography and website design. Daily announcements are read out over the school PA system by the president of the Media club. The club gets minimal school funding, but they get use of the computer rooms (you can even kick out the Computer club nerds) and the school does cover the printing costs of the newspaper.

Music : This club consists mostly of traditional Japanese instruments. It is considered something of a cultural duty by some parents for their child to learn a traditional instrument.

Physics : This club is one of the least popular clubs, often barely hanging on to its minimal funding. Unsanctioned clubs snap at its heels. Students in this club are often desperate to win various science competitions to raise funds for their research.

Rhythmic gymnastics : This club is expected to represent the school in regional competitions. It is quite a wealthy and fashionable club. It is quite prestigious among teachers and parents, but sometimes considered pretentious by other students. It trains in the Gym and must share with Sumo and Tabletennis.

Sumo : This club is expected to represent the school in regional competitions. It gets minimal school funding. Sumo club members do get a free donut every day from the after-school cafe. It trains in the Gym and must share with Gymnastics and Tabletennis.

Table tennis : This club is expected to represent the school in regional competitions. The club gets minimal school funding. Members have been known to start fights over any "ping" or "pong" references. No-one is quite sure why. It trains in the Gym and must share with Gymnastics and Sumo.

Tennis : This club is quite prestigious among teachers and parents, but sometimes considered pretentious by other students. Members are often wealthy and fashionable. This sports club is expected to represent the school in regional competitions. It trains on the Sports fields.

Red Tigers : This psuedo-club is a delinquent gang. They are a group of locals tough guys and girls who hang around the school (often smoking). In many ways they act as a pseudo club, working much as a normal club does, but with no support from the school. Rumours of Yakuza support remain unconfirmed.

School Council : This psuedo-club is part of the school system. It gives the students a voice in the running of the school. Year captains and school president are elected positions, and many regard it as good practice for political life. It is one of the most popular clubs. See <http://ka.mithril.com.au/positions.htm>

Disciplinary Committee : This psuedo-club is part of the school system. It gives the students a role in the running of the school. Despite its important role, the club gets minimal school funding. Hall monitors help the teachers maintain discipline and order in the school. See <http://ka.mithril.com.au/positions.htm>

Koutougakkou Club Symbols



Archery



Band



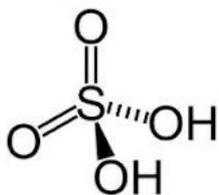
Baseball



Basketball



Cheer squad



Chemistry



Chess



Computers



Cooking



Drama



Engineering



Football
(Soccer)



History



Judo



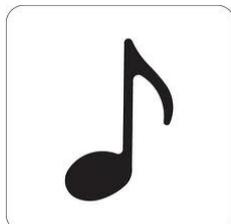
Karate



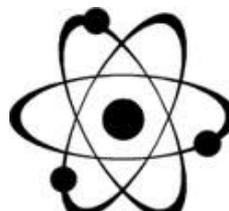
Kendo



Media



Music



Physics



Rhythmic
Gymnastics



Sumo



Table Tennis



Tennis



Disciplinary
Committee



Red Tigers



School
Council

Archetypes and Types



Artificial: Is a created entity. ie Android, Cyborg or Artificial Life-Form. Most if not all of the artificial lifeforms seem to have been created by Antikythera Inc. It is a huge shadowy organisation, with lots of minor subsidiaries. Each of them has research labs specialising in different fields; such as cloning, AI, robotics, prosthetics, synthetics, etc. Some students may not realise their connections to Antikythera, they may be produced by geniuses who have left the company or who are working for them in secret.

Android : You are a fully robotic artificially intelligent student who has been made to pass for human in all ways. More than a mere robot, these are highly realistic, emotional simulacrum. They are great with technology, have high IQ, but poor magic and social skills. They feel emotions; fear, love, embarrassment, everything. They are unaffected by psychic effects, but can't heal naturally and needs to be repaired if damaged. They can interact with computers like a USB drive, but can also be affected by computer viruses. They must buy the 'Unalive' secondary.

Cyborg : You are a human who has robotic components. In some ways they embody the best of both, but most also have the flaws of both. They are great with technology, have high physical, but poor magic. Heal naturally but may also need repairs if severely damaged. They can interact with computers like a USB drive, but can also be affected by computer viruses.

Artificial Life-Form : You are a fully synthetic biological human grown from artificial cells. You lack a belly button and are immune to disease and poisons. These are often created from mixed DNA. They may be a direct clone of someone or a unique organic 'robot'. They are great with technology, have high IQ and social skills, but poor magic. They feel emotions; fear, love, embarrassment, everything. They often have abilities or and features based on the different animals added to their DNA (cat girls, spiderman, etc). They can even have monstrous or even alien abilities if they have the right DNA.



Magical: Is a magical person. ie Witch/Wizard, Dynamic Sorcerer or Duellist. You can tap into the fundamental forces of the world through force of will, ritual or magic items.

Witch / Wizard : Your magic is precise and focused. You have great magic and IQ, boost to spot, and a penalty to tech and social. Your magic is very versatile, subtle and finely controlled. You can change your spells to any suitable element (ie they can make a fire spell into an electricity spell or a ice spell or a sonic spell, etc). Alternately you can make your spells long lasting. You need a visible mystic symbols to cast your spells, often etched on a powerful focus item such as a decorative staff or gloves. For more powerful spells you can create a larger magic symbol around yourself (area effect spells need a symbol of equal area). Often need to spend a round transforming into their magical form. Typically has a magic item.

Dynamic Sorcerer : Sometimes Magic flows through an individual in a torrent. Your magic is hugely powerful, all spells effecting an area one step larger than normal and do an extra point of damage for free. However they lack fine control and can not use healing magic. They need to use expansive two handed gestures and loud spell names to cast their spells. Typically has great magic, weak vs tech, boost to physical, boost to spot. You lose magic in a specific circumstance (moonlight, when wet, touching iron, etc). You have a magic item for free.

Card Duellist : You have a magical deck of cards, and can manifest or summon the cards content into reality. Duellists must follow the rules of their game, ie hand size, order of cards, and must also stand immobile while duelling and/or casting. They get three spell or card monster perks for free. Because of the rules of the card game, only 5 spells or monsters are available at any one time. Which spells are available can be determined randomly by dice or by cards. You are great at magic, good iq, penalty to social.

Pet Monster Collector : You have a number of small magical creatures which you care for. They normally live in some alternate space and you manifest one or more into reality as needed. Monster collectors must care for their monsters and follow their rules, ie only one out at once, tag ins and tag outs, and must also stand immobile while commanding their pets. You get two pet monster perks for free. Each pet has a speciality, but only one. Great magic, good iq, penalty to social. Also called monster trainers.



Trained: Is a highly trained person. ie Martial Artist, Ninja/Assassin, Samurai or Special forces. Apart from your training and dedication, you are a normal person.

Martial Artist : You are an expert martial artist. You do extra damage when unarmed. Typically has a good spot boost to physical, and magic. You can take a lot of punishment and get a boost to determination. They use their best stat for physical combat.

Ninja/Assassin : You are a traditional (or a modern) ninja. You can do a ninja vanish (puff of smoke or flash of light, can also be used to change into ninja suit), and also do extra damage when you have surprise. Typically has good spot, boost to physical, penalty to social. Ancient ninja have good magic, penalty to tech, modern Ninja have it the otherway around; good tech, penalty to magic. You must buy the 'Thief' secondary. All ninjas come from a Clan which they owe a duty to or are hunted by (Duty or White Sheep). Ninja have access to a wide array of weapons. You use your best stat for Sneaking. Ninja are often called upon for espionage, theft, sabotage, reconnaissance, or assassinations. Samurai and Ninja are traditional enemies and each hates the other. (Kunoichi are female ninja)

Samurai : You are a samurai. You have a special sword (or swords), often passed down through your family line. You do extra damage with swords and use your best stat for swordfighting. Typically has good social and a boost to magic, iq, physical and spot, but is weak vs tech. You are bound by the strict code of Bushido: 'Way of the Warrior'. Typically you owe fealty to your daimyo (lord) as the Duty flaw. You are expected to punish surliness, discourtesy, and inappropriate behaviour. Ronin are masterless samurai, often a result of tragedy (Tragic Past flaw) and often end up as brigands. Ronin who find honest work as a bodyguard or similar are called Yojimbo.

Special forces : You are an elite military soldier. You do extra damage with specialised military weapon. Typically good tech, boost to physical, boost to spot. Normally in prime physical and mental condition you are also trained with a wide array of weapons. Must buy the 'Military Training' secondary. You are bound by the strict military code and chain of command (Duty flaw), and through it have access to cool resources.

Mercenary : You were an ex-military mercenary. You do extra damage with your specialised military weapon. Typically good tech, boost to physical, boost to spot. Normally in prime physical and mental condition you are also trained with a wide array of weapons. Must buy the 'Military Training' secondary.



Monsterous: Is a supernatural creature. ie Ghost, Vampire, Were-Animal, Kitsune or Oni/Demon. You may have been born a normal human and turned into your current state, or you where born to or created by your supernatural parents. All monsters can see in the dark, and all have a distinguishing feature and a vulnerability to something (stakes, silver, iron, etc).

Ghost : You are dead, and have either not moved on, or you have returned from an afterlife you can barely remember. Can spend a Ki to become intangible (but can not pass through living things) and/or invisible (but still casts a shadow). Typically has great magic, weak vs tech, good physical, boost to spot, poor social.

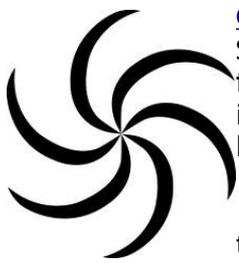
They must buy the 'Unalive' secondary. Has extra Ki, but most of your Determination is needed just to stay here in the mortal world. May be out of touch with modern world, depending when they died. Can cause minor haunting effects at will; eerie sounds, chills, etc.

Vampire : You are a western vampire; fangs, bats, etc. You are immortal, strong, fast and tough, but you need to feed on the blood of living humans or animals. Feeding allows you to transfer Determination from your victim to yourself. . You can feed your blood to someone and then kill them to make vampiric minions. You are vulnerable to sunlight, which blocks your vampiric powers. Wooden stakes bind you. You can buy a free vampiric perk from this list; transform, tough!, strong!, fast!, regenerate, natural weapons, etc. Typically has good physical, boost to magic, IQ, spot and social, weak vs tech. They must buy the 'Unalive' secondary.

Were-Animal : You are a werewolf (or some other were-animal). You can turn into a wolf or a wolf-man at will, but on nights of the full moon, you are forced to change, whether you want to or not. You have claws and fangs which do an extra damage. Typically you have great spot, good physical, penalty to social and iq, weak vs tech,

Kitsune : You are a Kitsune. A student Kitsune will have 5 or maybe 7 tails. The most powerful Kitsune have 9. Kitsune are believed to possess superior intelligence, long life, and magical powers. Most are zenko (celestial foxes) and are good and honest, but Yako (field foxes) tend to be mischievous or even malicious. Kitsune learn to take human shape when they are 100, and gain an extra tail every 100 years. All have a strong phobia of dogs. Kitsune can take magic spell perks. Kitsune and Oni are traditional enemies and each hates the other. With GM permission a 'Kitsune' can be a non-fox animal spirit.

Oni/Demon : You are an Oni, an oriental horned demon/ogre/troll. Oni can take psychic perks, and do extra damage with them. Oni can fly when they are wearing a tigers skin. Oni traditionally have great magic, good physical, boost to spot, poor social, tech and smart. You have horns and a bad reputation. All Oni serve an Oni-Lord to whom they owe a duty to or are hunted by (Flaw = Duty or White Sheep). Oni-lords are a type of demi-gods/devil and all are dangerously insane. Oni and Kitsune are traditional enemies and each hates the other. Often has long claws, and wild hair and their true form includes strange coloured skin, even extra eyes.



Otherworldly: Is from another place. ie Alien, Time fugitive or Psychic. Somewhere in the area is a universal nexus, which allows entities to cross from alternate dimensions, different timestreams, possible futures or even intergalactic alien worlds. Unfortunately the exact location of the nexus is hidden, and without it getting home is tricky at best.

Alien : You are from another planet, deep in space. You have access to alien tech and are not human. While there is quite a lot of variety within the scope of aliens, they always have great technological skills, high IQ, but poor social skills. Typical aliens have horns (which you must hide) and strange hair colour. Aliens can take psychic perks and typically have access to high tech. Gets one free piece of high tech gear. Is also ignorant of current Erath culture.

Time fugitive : You are from a possible future or maybe somewhere deep in the past. For some reason the most common travellers seem to be from a post-apocalyptic future, a dead and ruined world. On the other hand, some are from a utopia they wish to ensure. They can have access to some items of future tech. Typically have good tech, boost to magic, smart, physical, spot, and social. They have a free high tech item. They are also Ignorant of Earth culture, and may have some future knowledge.

Psychic : While they seem normal, psychics are actually otherworldly in nature as their minds extend into the Psychic plane. To use their abilities they need to be able to concentrate, often closing their eyes. When they push themselves they often get a nosebleed. Typically they have good magic, spot and social, boost to IQ. All Psychics can sense living people in their area by concentrating, they often have either precognitive dreams or a natural 'danger sense' which prevents surprise (but rarely both).

Perks

Attractive! : You are stunningly attractive. This tends to make you popular.

Black Magic : This is the dark side of magic. You can raise the dead as mindless minions, such as zombies or skeletons. You can summon, bind or rebuke oni, ghosts, vampires, etc. You can talk to spirits. You can create minor haunting effects. With enough time you can even transfer souls around. You lose the ability to do any healing magic and may be reviled as evil. You must be a magical type to take this perk. Often taken with the 'minions' perk to give you Undead minions.

Card Duellist : You have a magical deck of cards, and can manifest or summon the cards content into reality. Duellists must follow the rules of their game, ie hand size, order of cards, and must also stand immobile while duelling and/or casting. You can take another spell or minion perk to represent these cards for free.

Card Monster : You have one or more card monsters you can summon from your deck of cards. They typically have one useful ability each, and can generally scout and fight for you as needed. More monsters means more variety, but a single monster is more powerful. Each monster is aligned with a Magical Element: Wind, Earth, Fire, River, Heaven, Thunder, Void, Spirit, Forest, and Music. Minion's stats will be provided on an individual minion card at the game. Must be a Card Duellist to take this perk

Confident : You are extremely self assured and confident. So much so that you can ignore the first point of social damage each round.

Cool Family : You have a cool family who can help you in all sorts of ways.

Cop : You have had police training (beat cop, not a detective) and are familiar with basic driving, first aid, firearms, law, unarmed combat and interrogation

Cutting Wit : You do an extra point of damage with social attacks.

Cyborg : A human who has robotic components. In some ways they embody the best of both, but most also have the flaws of both. They are great with technology, have high physical, but poor magic. Heal naturally but may also need repairs if severely damaged. They can interact with computers like a USB drive, but can also be affected by computer viruses.

Determined! : You have extra determination and are very hard to stop (+2 determination)

Dimensional Key : You have the power to open doors to other worlds. The power could be tech or magic or a complete mystery. You can feel a door when you are within a few feet of it and actively looking for it. You can not create or destroy doors, only open or close an existing one. Once open, people can feely pass through in either direction till it is closed.

Diplomat : You are very diplomatic, capable of skilled linguistic battles. Your insults are insightful and accurate. You can also deflect insults directed at yourself. A Diplomat is to an argument what a Martial Artist is to a bar-fight.

Dream Travel : You can travel in the dreams of others while asleep. You need to have something personal of theirs. While in the dream you share control with the dreamer. You can help resolve internal conflicts or dredge up old memories. You can bring willing people with you.

Extra Senses : You have extra, often unnatural, senses. Examples would be up to any 4 of the following: sonar, radar, metal detection, remote viewing, darksight, aura sight, x-ray vision, radio hearing, etc.

Facilitator : You can make things happen. If someone needs a dozen roses or to borrow a trained elephant then you are the guy. You know people and you know people who know people.

Fast Talker : You have a knack for making people believe whatever you say, and getting away with it. Cover stories for unusual events work easily for you. May not work on teachers.

Fast! : You are very fast.

Flight : You can fly.

Force Field : You can protect yourself with a force-field. This force field absorbs the first point of physical damage each round. As a primary perk this absorbs two points of physical damage each round. Force fields are more convenient than armour, but must be activated (takes one action).

Ghost : You are dead, and have either not moved on, or you have returned from an afterlife you can barely remember. Can spend a Ki to become intangible (but can not pass through living things) and/or invisible (but still casts a shadow). You must also buy the 'Unalive' secondary. You have extra Ki, but most of your Determination is needed just to stay here in the mortal world. May be out of touch with modern world, depending when you died. Can cause minor haunting effects at will; eerie sounds, chills, etc.

Good Reputation : You have a well established reputation. People like you. It is hard for others to tarnish your reputation.

Gun Bunny : You are good with guns or some other ranged attack. Examples would be bow, shotgun, assault rifle, pistol, rifle, knife, throwing stars, darts, quills, spells, blowdart, magic, etc. You can pick 4 of the following: Quick draw, One bullet left, Portable armoury (lots of guns), Rifle space, Judge opponent, Two guns, Weapons encyclopaedia, Hail of bullets (area attack), Trick shot, Extra range, Barrel block, Butt-stroke, Bullet block, Disarm, etc

Hacker : You are a cinematic hacker. With enough time you are capable of getting into almost any computer or database.

Half-Alien : One of your parents is from a planet deep in space. You may or may not be aware of this. There is quite a lot of variety within the scope of aliens. You have a knack with technology and a high IQ, but have trouble socialising. You may or may not have horns (which you must typically hide) and strange hair colour. May take one psychic power (but doesn't need to). May have access to one high tech item. May be ignorant of Erath culture.

Healing : You can heal physical damage by touch. You can cure poisons, diseases and even perform surgery. This may be magic or tech or a natural ability.

Heavy Armour : You have a suit of heavy armour which absorbs the first point of physical damage in a given round. As a primary perk this absorbs two points of physical damage each round.

Hunter : You are a skilled hunter, capable of setting traps, tracking prey, sneaking around, etc. Pick a weapon to specialise in.

Illusions : You can create person sized illusions nearby. You can cover an object with an illusion, but the illusion must be bigger than the object. This may be magic or tech or a natural ability. Illusions only effect sight and / or hearing.

Immortal : You have been around for a long time. You have picked up a lot of skills. Pick 4-6 archaic professions to represent this.

Intangibility : You can turn intangible. You can't pass through living material, and your other abilities will not work while intangible. You are still visible if a bit translucent. This may be magic or tech or similar.

Investigator : You are a skilled investigator, capable of keen observations and exceptional deductive reasoning. You can also interrogate people effectively. You are good at getting to the

truth behind secrets.

Invisibility : You can turn invisible. You still cast reflections or a shadow, and your other abilities will not work while invisible. Nearby people or those looking for you may see a blur. This may be magic or tech or similar.

Irrepressible : It's hard to keep your spirits down. You gain an extra point of determination, as well as a greater resistance to fear and intimidation.

Jack : You are strong, fast, tough, fit and good at sports. Pick up to 4 sports to specialise in.

Keen Senses! : You have keen senses. These are enhanced natural senses, not new ones. Pick any 5 of the following: telescopic sight, telescopic hearing, microscopic sight, 360 sight, track by smell, hear heartbeats, infar-red vision, ultra-violet vision, ultrasonic hearing, chemical taster, etc.

Kensei (Sword Saint) : You are highly skilled with a sword (or some other melee weapon). Examples would be katana (sword), bokken (wooden sword), tanto (knife), bo (staff), tonfa, sai, kama (sickle), naginata (reaping sword), yari (spear), nunchaku, Hook sword, Paper fan. You can pick 4 of the following: Blind fighting, Judge opponent, Katana space, Quick draw, Two swords, Whirlwind (area attack), Walking arsenal, Trick blow, Throw weapon, Bullet block, Disarm, etc

Leader : You are a natural (or skilled) leader. If your leadership beats your foes leadership, then anyone following you gets a bonus. Works in all non-combat situations.

Lucky : Things tend to go your way. You can use this ability to just have something lucky happen, even if not directly relevant to what you wanted.

Martial Arts : You are highly skilled with a specific martial art. Examples would be kung fu, karate, sumo, judo, aikido, tae kwon do, jujitsu, muay thai, capoeira, etc. You can pick 4 of the following: Blind fighting, Judge opponent, Whirlwind (area attack), Trick blow, Sword catch, Bullet catch, Disarm, Lock, Pin, Sweep, etc

Mechanical Genius : You are great at making things. You have a small stock of tools or gadgets and can make specific gadgets with resources and time. Pick 4 gadgets you commonly carry with you (ie wrist watch laser cutter, rocket skate shoes, pen phone with camera, or pretty much anything from a James Bond movie). You can swap a gadget as a downtime action.

Mediator : You are highly skilled at resolving conflict without resorting to violence. While you are talking, no-one can start a fight without first beating your Mediator grade. Once a fight has started it is too late, but if you can get in before the first blow, you can often prevent it.

Military Training : You have had military training and are familiar with basic first aid, stealth, firearms, unarmed combat, tactics, navigation, skydiving and observation.

Millionaire! : You have about a thousand dollars cash to spend each game. As a Primary, you have about a million dollars pocket money to spend each game.

Minions : You have a minion or several minions. They may be a friend, a magical familiar, a flock of pet ravens, a summoned demon, etc. They have one useful ability, and can generally scout and fight for you as needed. A murder of crows will be as useful as a giant winged lion, but obviously not for the same reasons. Minion's stats will be provided on a individual minion card at the game.

Mystic resistance : You have a high resistance to magic and psychic effects and absorb the first point of magical or psychic damage in a given round. You resist effects which do not cause damage as if your ancient languages was full grade higher (C goes to B, B-goes to A-). As a primary perk this absorbs two points of magical or psychic damage each round.

Natural Weapons : You do extra damage with your natural weapons. Examples would be claws, fangs, spines, poison, tail, etc. You can pick 4 of the following: Blind fighting, Judge opponent,

Whirlwind (area attack), Trick blow, Sword catch, Bullet catch, Disarm, Lock, Pin, Sweep, etc

Nerd : You are smart, clever and good with technology and computers. Pick up to 4 fields of technical knowledge to focus on (ie computers, mechanics, etc.)

Nimble : You are quick and agile. You find it easier to dodge, as well as having an advantage with fine manipulation.

Orator : You are good at talking to groups and all of your social attacks are area effect.

Pet Monster : You have one or more pet monsters. Generally they have one useful ability each, and will scout and fight for you as needed. More monsters means more variety, but a single monster is more powerful. Each monster is aligned with a Magical Element: Wind, Earth, Fire, River, Heaven, Thunder, Void, Spirit, Forest, and Music. Minon's stats will be provided on a individual minion card at the game. Must be a pet monster collector to take this perk

Pet monster collector : You have a number of small magical creatures which you care for. They normally live in some alternate space and you manifest one or more into reality as needed. Monster collectors must care for their monsters and follow their rules, ie number out at once, tag ins and tag outs, and must also stand immobile while commanding their pets. They can take another minion perk for free.

Pilot : You are highly skilled at Driving or Piloting a specific vehicle and are generally good with most other vehicles.

Possession : You can leave your body and move into another resting body you are touching.

Power Attack : You do an extra point of damage with power attacks.

Powerful Magic : You do an extra point of damage with magical attacks.

Powerful Psychic : You do an extra point of damage with psychic attacks.

Prankster : You are an expert at pranks and tricks. With time to set up, it is easier for you to embarrass someone or damage their reputation. You are the master of whoopee cushions and itching power, but can also set up quite elaborate ruses to take down your intended target.

Psychic : While they seem normal, psychics are actually otherworldly in nature as their minds extend into the Psychic plane. To use their abilities they need to be able to concentrate, often closing their eyes. When they push themselves they often get a nosebleed. Typically they have good magic, spot and social, boost to iq. All Psychics can sense living people in their area by concentrating, they often have either precognitive dreams or a natural 'danger sense' which prevents surprise (but rarely both).

Psychic Empath : You can sense and control a persons emotion. When sensing emotions you only feel what they are feeling at the moment. If you want to know how they feel about Ann, you need to see them with Ann. You can also impose an emotion, making someone feel afraid or feel hatred or any other emotion. You can not control how they respond to these emotions. They are obviously imposed feelings, unless you take the time and care to do it subtly. With enough time you can alter a helpless person's feelings permanently. You can sometimes get a read on strong emotions to do with an item or place (psychometry). You must be a psychic type to take this perk.

Psychic Generalist : You have several minor psychic powers. Pick any 4 of the following: Telekinesis (like BBQ tongs), Telepathy (send and read only), Mind Shield (protects vs psychic attacks), Mind Cloak (hide from psychic detection), Group Mind (everyone in the group has psychic defence of highest), Psychic Tracking (of people), Astral Projection (observe only), Psychometry (feel emotions around object or place), See Aura (general state of being), Precognition (often via dreams), Danger Sense (no surprise), Clairvoyant (speak with spirits), etc. You must be a psychic type to take this perk.

Psychic Pusher : You can psychically push people to do things. You can force someone to stab themselves or flirt with a girl or do your math homework. The person will realise they are being pushed, unless you take time and care to do it subtly. With enough time you can mould a helpless persons mind permanently. You can not change how they feel or alter any of their memories. You must be a psychic type to take this perk.

Psychic Telekinesis : You have powerful telekinesis, as far as you can clearly see. It is strong, but finesse is hard. Typing is tricky, picking a lock is near impossible. If you do nothing else, you can defend yourself with a TK shield, which absorbs one point of physical damage a round. You can also strike out with it as a blow of pure TK force, which does a point of damage. You must be a psychic type to take this perk.

Psychic Telepathy : You are a strong telepath, capable of reading or sending thoughts. When reading thoughts you can only 'hear' what they are thinking at the moment. If you want to know their locker combination, you need to get them to think about it. You can also 'speak' directly into their mind. This can not do damage, but may distract the target (like yelling or whispering in their ear). With enough time you can dig deep into a helpless persons memories. This can be used to see if they are telling the truth, but it is quite invasive. This can also be used to get a general feeling of how many people are around you (mind sense). You can not sense emotions, change people memories or force people to do anything. You must be a psychic type to take this perk.

Regeneration : You heal rapidly from physical damage, and recover 1 determination every ten to twenty minutes.

Scientist : You are a skilled scientist, specialising in up to 4 fields of science. Examples would be Chemistry, Physics, Biology, etc.

Shape-change : You can change your shape (like T2). Your stats do not change.

Sidekick : You are a sidekick, a support character. When you are helping another character they can use the higher of your ability or theirs.

Signature item : You have a special signature item which is quite powerful. Examples would be a magical sword, a sentient magic wand, a ring of invisibility, etc.

Socialite : You are a prominent socialite. You speak French and want to travel to New York, Paris, Milan, etc. You know all the big names in fashion, art, and everything luxurious. All Socialites know each other and often throw big, stylish events and parties. You are skilled in self-promotion and dealing with malicious gossip. You know how to appear sophisticated, generous, cultured, well-spoken and witty. Everything you wear is designer. You make friends everywhere, and use them to get what you want. You avoid social climbers, the desperate, party-crashes, and all controversy or scandal. You do must do whatever you need to do to keep your public image clean.

Spells (Defence) : You are an expert in defensive magic. Magic walls (stone, force, etc), wards (binding, banish, etc), protections (fire, undead, etc), runes (magical triggers and traps), summoning (defensive creatures) and healing (disease, poisons, wounds, etc). Pick two of the Magical Elements: Wind, Earth, Fire, River, Heaven, Thunder, Void, Spirit, Forest, and Music. You must be a magical type to take this perk.

Spells (Offence) : You are an expert in offensive magic. Pick any 4 of the following: Magic rays (weaken, blind, etc), blasts (fireball, lightning, etc), curses(disease, bad luck, etc), enhancements for weapons (flame sword, wind bow, etc), summoning (attacking creatures) and transmutations (frog, stone, etc). Pick two of the Magical Elements: Wind, Earth, Fire, River, Heaven, Thunder, Void, Spirit, Forest, and Music. You must be a magical type to take this perk.

Spells (Support) : You are an expert in supportive magic. You can boost an individual (including yourself) or a group, but you can only have one support spell active at once. Pick any 4 of the following: Amplify voice, Boost, Might, Extend range, Expand area effects, Lengthen duration,

Increase effect, Frog-leap, etc. Pick two of the Magical Elements: Wind, Earth, Fire, River, Heaven, Thunder, Void, Spirit, Forest, and Music. You must be a magical type to take this perk.

Spells (Utility) : You have a range of extremely versatile and useful spells. None are directly combat useful and they can not cause damage or impose penalties. Pick any 6 of the following: spells used to create light, create minor illusions, create minor weather effects, spider-climb, water-breathing, message sending, detect magic, find direction (if you have a token), warmth, clean, dry, grow, even activate or repair simple machines. Most of these can be reversed, but they still fail if they would cause damage. Pick two of the Magical Elements: Wind, Earth, Fire, River, Heaven, Thunder, Void, Spirit, Forest, and Music. You must be a magical type to take this perk.

Spy : You have had intelligence operative training and are familiar with basic photography, observation, cryptography, firearms, surveillance, disguise and geo-politics.

Stalking : You can spend one of your downtime actions to learn everything another character did in downtime. Stalking is common skill for spies and investigators.

Street-wise : You know local crimes, gangs members and police. You are also aware of the local club scene and where to find illegal entertainment like gambling, street fights or drag races.

Strong Soul : You have a very strong soul and get an extra Ki each game.

Strong! : You are very strong. You are no tougher than normal, but can perform Herculean feats of strength.

Tactician : You are a natural (or skilled) tactician. If your tactics beats your foes tactics, then anyone following you gets a bonus. Only works in combat situations.

Teleport : You can teleport a few hundred meters at will, to anywhere you know well or can clearly see.

Thief : You are a skilled thief, capable of picking locks, picking pockets, sneaking around, etc. You are good at hiding things.

Time fugitive : You are from a possible future or maybe somewhere deep in the past. For some reason the most common travellers seem to be from a post-apocalyptic future, a dead and ruined world. On the other hand, some are from a utopia they wish to ensure. They can have access to some items of future tech. Typically have good tech, boost to magic, smart, physical, spot, and social. They have a free high tech item. They are also Ignorant of Earth culture, and may have some future knowledge.

Tough! : You are strong and tough. You have an extra point of determination, and are a bit stronger than average.

Transform : You can transform into a specific alternate form, with different stats.

Transmute self : You can turn your body into one different material. Examples might include water or stone or ice.

Unalive : You are not alive, and as such are immune to most poisons, disease and other weaknesses of the flesh. You don't need to breath, etc.

Vampire : You are a western vampire; fangs, bats, etc. You are immortal, strong, fast and tough, but you need to feed on the blood of living humans or animals. Feeding allows you to transfer Determination from your victim to yourself. You can feed your blood to someone and then kill them to make vampiric minions. You are vulnerable to sunlight, which blocks all of your powers. Wooden stakes bind you. Typically has good physical, boost to magic, IQ, spot and social, weak vs tech. They must buy the 'Unalive' secondary.

Well travelled : You are well travelled. You have picked up a wide array of skills. Pick up to 4 modern professions to represent this.

Were-Animal : You are a werewolf (or some other were-animal). You can turn into a wolf or a wolf-man at will, but on nights of the full moon, you are forced to change, whether you want to or not. You have claws and fangs which do an extra damage. Typically you have great spot, good physical, penalty to social and iq, weak vs tech,

Witch/Wizard : Your magic is precise and focused. Their magic is very versatile and finely controlled. You can pick 4 elements rather than two for your spells. You need visible mystic symbols to cast your spells, often etched on a powerful focus item such as a decorative staff or gloves. Typically has a minor magic item.

Flaws

Amnesia : You don't remember anything about your past. The GMs will pick another flaw and apply it without your knowledge.

Cursed : Due to a very tragic tale, you are cursed. When the curse is triggered you transformation into a distinctive and inconvenient form. The trigger may be getting wet, a kiss, phases of the moon, etc. The power of the curse also means you encounter the trigger more often than normal. You are obsessed with removing the curse. The positive side to this is that people may not link the second form with you.

Duty : You are part of a secret organisation. You follow a strict code of honour and must regularly report to superiors. The organisation you are part of watches you carefully and will punish you harshly for misconduct. You must keep your affiliation with your organisation secret. There is a secret rival group here who are opposing you. You are trying to stop them and they are trying to stop you. The positive side to this is that your organisation may give you extra information or equipment for specific missions.

Hunted : You hunt and kill your supernatural foes. As you hunt them, they also hunt you. They are individually as powerful as you and are out to capture or kill you. You are vengeful and have trouble letting people get away with things. You are dedicated (some would say obsessed) with your mission. This makes you somewhat creepy to most people. The positive side to this is that you know a lot about a specific type of supernatural foe.

Infamous : You are publicly known to have done something very bad (at least people think you did). As a result most people don't like you. Worse a group is actively out for your blood. They are at individually as powerful as you and are out to capture or kill you. You also have the attention of the press, who like to keep tabs on you. The positive side to this is that you get a bonus to intimidation (or similar, depending exactly what they think you did).

Mundane : You constantly feel the need to prove yourself, both to others and to yourself. You take twice normal damage from falling, car crashes, guns and any other damage type which would typically kill a normal person (a punch for example does not typically kill, even if this particular punch could wreck a truck).

Origin : You are Hunted by a single very powerful individual involved in your Origin. They have extensive influence and are out to capture or kill you. You also have a phobia related to your Origin and take twice normal damage from something related to it (need not be related to your phobia).

Pacifist : Not only do you hate fighting, you tend not to be good at it. You refuses to physically injure or harm others, and take twice normal damage from all physical attacks. The positive side to this is that it sometimes discourages others from hurting you (or makes them feel bad about doing it anyway).

Primal : You have a hard time resisting your primal urges; fight, flight, food or romance. It costs you a point of Determination to not run when scared, to not fight when angry, to not eat when presented with appetising food, or to not pursue an opportunity for romance / intimacy.

Secret Id : You can transform into your secret identity (takes an action, normally involves a fancy transformation sequence). Your perks only work in this form. You have an item, a locket or ring or similar which you need to transform. Without it you are powerless. If your secret identity becomes publicly known it WILL put your friends and loved ones in danger.

Star Crossed : You are unlucky in love. You fall in love easily, always with the wrong person (sometimes more than one). Rejection does double damage to you. If you are in love, it never goes smoothly. If you are wooing, things always go wrong. If you have no current object of affection you fall into a deep funk (determination of 0, doing nothing unless encouraged by friends).

Tragic Past : You are hunted by a group because of the ghosts of your past. They are individually as powerful as you and are out to capture or kill you. Your past has also left you destitute. You are dead broke and what little money you can scrape together goes to paying overdue school fees. You hate a group or race (need not be the people trying to kill you, but often is). You are vengeful and have trouble letting people get away with things. The positive side to this is that you can get by without much money.

Weirdness Magnet : You tend to be at the centre of Supernatural weirdness, often as the target. You have bad luck and things tend to go wrong for you. If the plot of the adventure calls for something bad to happen to someone, it's probably going to be you. As a result of this you are fairly superstitious and will not walk under ladders, don't like black cats, etc.

White Sheep : You are the white sheep in a family of black sheep. You are Hunted by your Family, including some very powerful individuals (maybe even an evil twin). They have extensive influence and are out to capture or 'turn' you. They do not want to kill you, but you do not want to kill them either. Your family knows all your weaknesses.