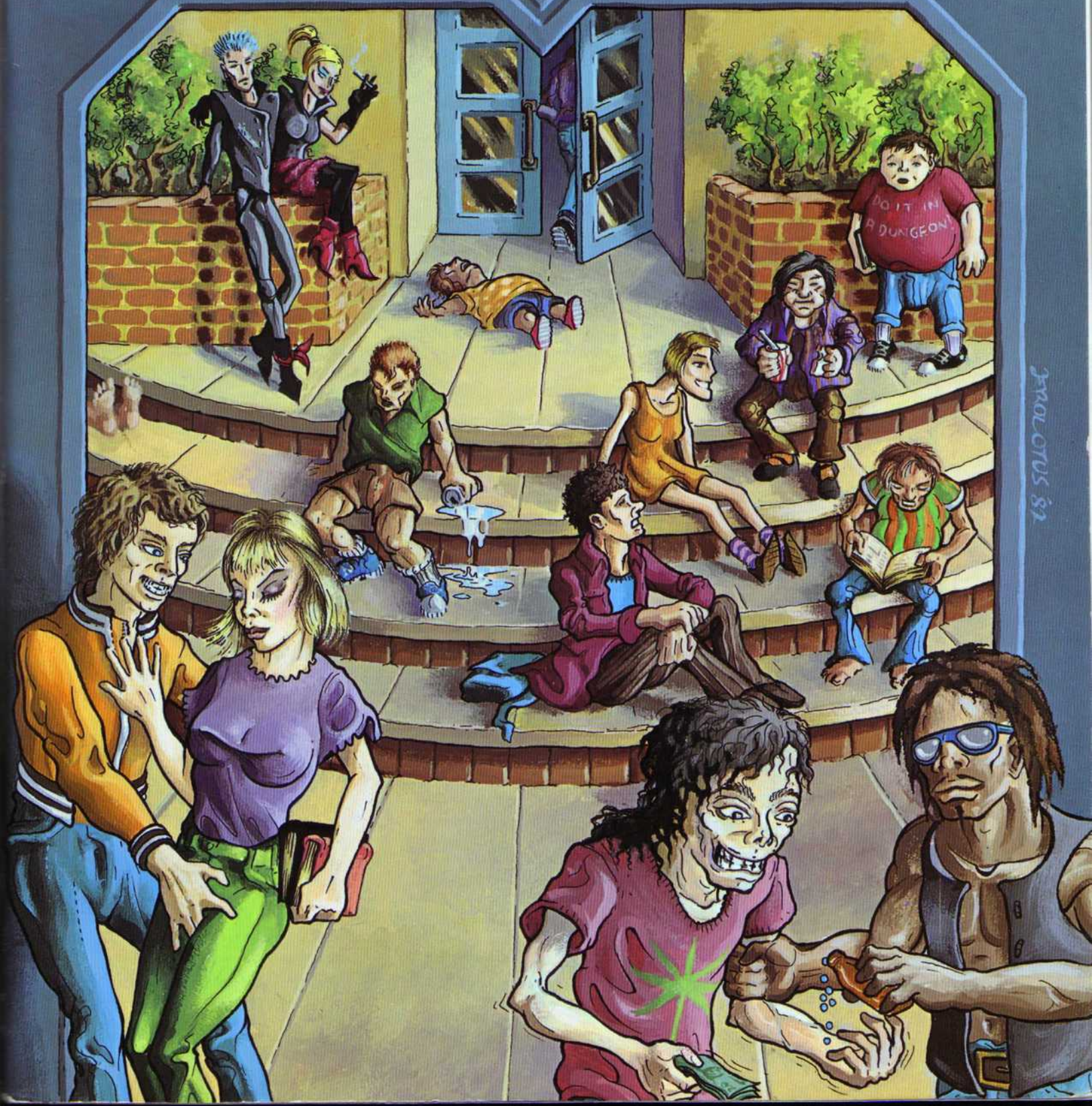


ALMA MATER

THE HIGH SCHOOL ROLE-PLAYING GAME



ALMA MATER



Oracle Games 3460. .Dorothy

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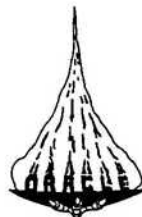
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A set of 20 Character Sheets is available
for \$3 50 US from

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CONTENTS

INTRODUCTION	3
A Few Words From the Authors	3
Dice	3
CREATING CHARACTERS	4
Character Classes	4
Average	4
Brain	4
Cheerleader	4
Criminal	4
Jock	4
Tough	4
Loser	4
Social Level	5
Age	5
Birthday	5
Problems	6
Respiratory Problems	6
Missing Teeth	6
Speech Impediment	6
Weight Problem	6
Short	6
Dental Problem	6
Vision Defect	6
Tall	6
Skin Problem	6
Unusual Practice	6
Phobia	6
Unusual Physical Defect	7
Changing Attribute Values	7
SKILLS	7
New Skills	7
Skill Descriptions	7
Brewing	7
Charisma	8
Cheating/Plagiarism	8
Coolness	8
Crudeness	8
Dancing	8
Dirty Fighting	9
Drinking	9
Driving	9
Drug Use	9
First Aid	9
Friends	9
Forgery	9
Homemade Drugs	9
Homework	9
Illegal Economics	9
Intimidation	9
Isolation	10
Leadership	10
Lockpicking	10
Lying	10
Manners	10
Memory	10
Music	10
Pick Pocket	10
Pity	10
Smuggling	10
Sports	11
Studying	11
Trained Combat	11
Weapon Knowledge	11
Notes on Skills	11
ENCOUNTERS	12
NPC Character Development	14
Students	14
Adults	15
Teachers	15
Police	16
Animals	16
REACTIONS	16
Individual	16
Group	17
Teacher	18
Parent	18
Parents' Permission	19
Animal	19

COMBAT	20
Introduction	20
First Strike	20
Physical Attacks	21
Defensive Options	21
Weapon Range	21
Hit Location	21
Dropped Objects	21
Weapons	22
Armor	23
Effects of Damage	23
Unconsciousness	23
Healing Damage	23
Movement	23
Morale	24
Damage from Unusual Sources	24
CHEMISTRY	24
Explosives	24
Corrosives	24
Poisons	25
Sleep Inducing Agents	25
Poisonous Gases	25
SOCIAL RULES	25
Dancing	26
Flirting	26
Dating	26
Going Steady	26
Seduction	26
Pregnancy	26
Love	26
Friendship	26
Diseases	27
Parties	27
Bribery	27
ALCOHOL AND DRUGS	28
ACADEMICS	29
Examinations	29
Assignments	30
Class Participation	30
NPC Grades	30
Summer School	30
SUCCESS	31
Winning	32
VEHICLES	32
Operating A Vehicle	32
Damage to Vehicle	33
Damage to Passengers	33
MISCELLANEOUS	34
Sleep	34
Weather	34
Information for SchoolMaster	34
Employment	34
The Expanding Campaign	34
Environment	34
Duties of a SchoolMaster	34
Advice for the Novice SchoolMaster	34
Information for Players	35
Variants	35
EXAMPLE OF PLAY	35
CENTRAL HIGH	36
School Rules	36
Crime & Punishment	36
Teachers	38
Schedules	38
Students	38
Scenario Recommendations	41
DAY PLANS	42
STARR'S PARTY	44
Introduction	44
Additional NPCs	44
Residence Description	44
Starr's Refreshments	46
Guests	46
GLOSSARY	47
LIST OF ABBREVIATIONS	47
INDEX	48

INTRODUCTION

Alma Mater is a role-playing game. One (or more) of the participants acts as the referee (or SchoolMaster) and is responsible for the overall play coordination. The Schoolmaster uses this rule book to form a frame-work for his game. He controls the non-player characters (NPCs) with which the players interact and designs day-to-day events and scenarios for use during the course of the game.

The other players use the guidelines herein to create player characters (PCs) and play in situations devised by the Schoolmaster. The players should react according to their character's distinct personality, as this is the essence of good role-playing.

The object of the game is to attain as much Social, Academic, and General Success as possible by playing a character through four years of high school.

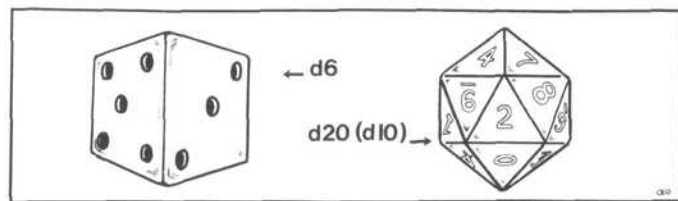
The game is generally meant to be realistic, balanced with fun and excitement. All the rules given cover situations that occur in North American high schools. Some may seem far-fetched, but they do occur.

Deviations from the rules may be made by the Schoolmaster if he believes it will result in a more enjoyable game. This is especially true of sections such as Reactions where only the general disposition of the NPCs encountered (positive, neutral, or negative) is important. The specific reactions may be used as a guideline, but are more appropriate for solo play. It should be noted that although we discuss the rules with reference to 'he', we intend for the game to be played by both sexes.

A Few Words From the Authors

Some people may find this game sexist in parts, especially the character class descriptions. No discrimination is intended. Please keep in mind that we are trying to simulate stereotypes that one sees in school. We have tried to balance the game by limiting some classes for males as well as others for females.

It should also be noted that this game contains some rather mature subject matter, especially in regard to sex and drugs. We are not making a stand for or against either, but both are common in modern high schools. We have tried to devise a game that simulates the modern high school student, some of whom take a more liberal approach to these subjects. Finally, do not be shocked by the illustrations. As the warning on the back cover indicates, this is a game which addresses a mature subject area.



Dice

In Alma Mater two types of dice are used: six-sided dice with which most people are familiar, and twenty-sided dice.

A twenty-sided die is structured as a twenty sided polygon. Each side has a number from "0" to "9" etched into it. This means that each number will appear twice on the same die (for example: there are two "0"s, two "2"s, and so on). This die can be purchased with or without the numbers colored. If the numbers are colored, then each run of "0" to "9" will be different (i.e. one run of red, the other of green). It is the SchoolMaster's responsibility to ensure that newly purchased dice have correctly colored numbers.

A twenty-sided die is very versatile. It can be used as a ten-sided, a twenty-sided, and a 100-sided (percentile) die.

If a number between "1" and "10" is required, then each number on the die corresponds to the appropriate number within that range, "0" being equal to "10". This is a ten sided die. To obtain a number from "1" to "20" we take advantage of the fact that each run of "0" to "9" is colored differently. Let us say that one run is red and that the other run is green. We further state that the red numbers shall represent the range "11" to "20". Now roll the die. If the number rolled is a red "5", then the result is a "15". A red "0" would represent a "20"; a green "0" would represent a "10".

If a number between "1" and "100" is required, the procedure is even simpler. To treat the die as a 100-sided die, we simply roll it twice. The first roll represents the tens place and the second denotes the ones place. For example: "0" and "6" represent 6; a "7" and "8" represent 78; "0" and "0" represent 100. When using the twenty-sided die as a 100-sided die, the number color is ignored.

Notation such as "2-" and "3+" is found frequently throughout these rules. A number followed by a minus sign indicates that the number shown or less is pertinent in the situation. A number followed by a plus sign means that the number shown or greater is pertinent. For example: Table 2 shows the attribute requirements for the various character classes. For Toughs, it reads Strength 7+, Courage 6+, Intelligence 5-, and Learning Drive 4-. This means that a Tough requires a Strength of 7 or more, a Courage of 6 or higher, an Intelligence 5 or less, and a Learning Drive of 4 or less.

Whenever a rule states that a fraction such as 2/10 is needed it means that "2-" (2 or less) must be rolled on 1D10 (1 ten-sided die) for the result to apply. For example: Calvin has a 4/10 chance of getting a date with Dee. If he rolls a 1, 2, 3 or 4 he is successful. Anything higher means he has failed. Similarly, 2D10 would indicate that you must roll two 10-sided dice, 3D10 means three 10-sided dice are rolled; 4D6 indicates four 6-sided dice; 2D5 denotes two 5-sided dice; and so on.

The most commonly used die is the D10. Unless otherwise stated all rolls are done on D10.

To represent the random nature of some situations, a variable modifier has been developed. When either a D6 variable or a D10 variable is needed, use Table 1 to determine the modifier to be added to or subtracted from the number being computed.

Table 1. Variable Dice Modifiers.

D6		D10	
1D6	Modifier	1D10	Modifier
1	-3	1	-5
2	-2	2	-4
3	-1	3	-3
4	+1	4	-2
5	+2	5	-1
6	+3	6	+1
		7	+2
		8	+3
		9	+4
		10	+5

Rolling "against" an attribute means a 1D10 roll less than or equal to the attribute in question is successful. A roll higher than the attribute fails. For example: Randy has an 6 CO. He wants to hit Sandy in close combat. To be successful, he must roll 6-.

To use some skills, the character must roll less than a result on 1D10 to be successful. For example: Jim has 8 INT, 6 APP, and level 3 Lying. Terry has 9 INT. For Jim to lie successfully to Terry, he must roll less than 8 ((8+6)+3-9), on 1D10 (see Lying).

When computing numbers, all fractions or decimals should be rounded to the nearest whole number.

There is always a chance that something can go right or wrong even when the numbers needed seem to indicate automatic success or failure. A roll of "1" is always successful, and a roll of "10" on 1D10 or "20" on 1D20 is always a failure. No matter how clumsy a person may be there is always a chance that he will be able to hit someone, even if the chance is very small. Likewise, no matter how good looking a guy is there is always a small chance that a girl will turn him down when he asks for a date. Success or failure does not apply in situations which are absolutely impossible such as attempting to pick a lock with bare hands. It is the SchoolMaster's responsibility to decide if a purposed action is within the realm of possibility.

CREATIVE CHARACTERS

Character attributes in Alma Mater are generated by rolling 1D10 seven times and assigning the numbers to the attributes of Strength, Coordination, Appearance, Intelligence, Learning Drive, Courage, and Willpower, in whichever order the player wishes. The higher an attribute score is, the better it is. Attributes are rolled for a character aged 13-15. If a character is younger or older, the attributes are adjusted accordingly (Tables 4 and 11).

Strength (ST) is a measure of a character's physical power. ST will modify combat damage and is part of a character's Constitution.

Coordination (CO) reflects dexterity, agility, and reflex speed. It determines the chance of hitting in combat and is used in a variety of skills.

Appearance (APP) is a person's physical looks. This will affect dates, seduction, some reactions, and general social success.

Intelligence (INT) represents thinking and reasoning ability and will influence grades and how the character functions in situations that require thought.

Learning Drive (LD) is a character's attitude toward school and his ability to learn. It is used to determine grades and if new skills are learned each year.

Courage (CR) is a character's bravery and intestinal fortitude. It is important in combat and social situations.

Willpower (WP) is the ability to withstand temptation or pain. It becomes important when a character wants to stay with a task for a long period of time. It is also part of a character's Constitution.

Constitution (CON) represents the general health and fitness of a character. It determines how fast a character can run and how much damage a character can take before losing consciousness or dying. It is obtained by adding ST and WP together for a number between 2 and 20.

No rolled attribute may be above 10 initially (See: Changing Attributes) or below 1. Character actions may temporarily reduce an attribute below 1.

Players may reduce their attributes. Of course, no attribute may be voluntarily reduced below 1. "Why would anyone want to do that?", You ask. If a player wanted to be a Tough, but the character's INT was 10, then the character could hit his head against a brick wall until brain damage set in, thus reducing his INT. Any attribute may be reduced by the player.

It is wise for players to read the section on character classes before deciding which of their character's attributes should be highest because each class has minimum or maximum requirements for certain attributes (Table 2). In most cases the player will have a choice of character class (see Character Classes; Skills).

Character Classes

A character may be one of seven Character Classes, depending on his attributes (Table 2). If the character fits into more than one class then the player may choose which class the character will be. A character is limited to one class, which remains the same throughout the entire game.

Average (AVE)

A person easily found anywhere in school. Most students are average people. A character is Average if he does not fit into another class or if the player wishes (for whatever reason). An Average character may choose any three skills he wishes from the Skills section. An Average may be male or female.

Table 2. Character Class Summary.

Class	Required Attributes							Sex
	ST	CO	APP	INT	LD	CR	WP	
AVE	any	any	any	any	any	any	any	any
BRN	any	any	any	8+	8+	any	7+	any
CHR	any	6+	8+	any	any	any	any	F
CRM	any	6+	any	6+	any	8+	any	any
JOC	8+	7+	6+	any	any	any	any	M
TGH	7+	any	any	5-	4-	6+	any	any
LOS	4-	4-	4-	4-	4-	4-	4-	any

Brain (BRN)

A natural wiz at most academic work, this individual is always at the top of the honors list. He is often uncaring toward other groups because his school work is a priority. The Brain is respected and has a few Brain friends as well as lazier ones who copy his school work. Brain characters often assist the teacher at various tasks (and have on occasion been known to exhibit more knowledge than their instructors).

A Brain requires an 8+ INT, 8+ LD, and 7+ WP. A Brain automatically has the Homework, Memory, and Studying skills, plus the choice of one more skill. A Brain may be of either sex.

Cheerleader (CHR)

A girl with good looks, coordination and charm. Her personality may range from uncaring, cruel and egotistical to warm, candid and kind. She often has many friends and an equal number of boyfriends or protectors. She has a considerable influence on her acquaintances. A Cheerleader requires an 8+ APP, and 6+ CO. She automatically has the Charisma, Dancing, Friends, and Leadership skills plus her choice of one additional skill. Cheerleaders may only be female.

Criminal (CRM)

A scoundrel, he is someone who uses school as a place for illicit activity. Sneaky and sly, he is always looking for a chance to make money illegally. He has few friends, but several "partners" and "guards". He can be a valuable acquaintance but is a formidable enemy if crossed or harmed.

A Criminal requires an 8+ CR, 6+ CO, and 6+ INT. He automatically has the Illegal Economics, Lockpicking, Lying, and Smuggling skills plus his choice of one more skill. A Criminal can be male or female.

Jock (JOC)

A natural athlete, the girls swarm to him when he wins and sometimes even when he loses. His primary friends are usually jocks and "teammates". As well as being involved with sports this character may find himself in a position of authority due to his popularity.

A Jock requires an 8+ ST, 7+ CO, and 6+ APP. He automatically has the Friends, Leadership, and Sports skills as well as his choice of one additional skill. A Jock must be male.

Tough (TGH)

The true bully, he is mean, stupid, and constantly hitting the little guy. A Tough hangs around with other Toughs, harassing anyone he can, verbally or physically. He is often in trouble with the administration because of fighting, stealing or swearing at the teachers.

A Tough requires a 7+ ST, 6+ CR, 5- INT, and 4- LD. A Tough has the Dirty Fighting, Driving, and Intimidation skills, as well as a choice of either Drinking or Drug Use. A Tough may also choose one additional skill. He starts the game with 1D5 friends. A Tough may be male or female.

Loser (LOS)

Weak, clumsy, ugly, stupid, lazy, cowardly, and dirty, a Loser has no willingness to work or improve himself. This person (?) has a bad time in school and a worse time out of it. Always the scapegoat and usually a favorite target of Toughs, Losers are constantly being victimized. Sometimes he is the teacher's pet out of pity rather than fondness. The worst thing about a Loser is that he thinks he's at least equal to or better than everybody else. Fortunately, there are few Losers. Unfortunately that's still too many.

Since no one in his right mind would choose to be a Loser a character must be a Loser only if all his attributes are 4 or less. A Loser has the Crudeness, Isolation, and Pity skills. He is not allowed to choose any additional skills. If, at a later time, a Loser can pick a new skill (see New Skills) he still may not choose Charisma, Coolness, Friends, Leadership, Manners, Music, or Trained Combat. A Loser is too stupid, repulsive, clumsy and tone-deaf to have any of these skills.

Sex does not make much difference for Losers, but if anyone cares a Loser may be male or female.

Social Level

Social Level (SL) is a measure of a character's social status and wealth. It is an important factor in determining allowance and Parent's Reaction. SL is obtained by rolling 1D10 and cross-referencing the result with the character's class on Table 3. If the number rolled is not listed for that character class then re-roll.

Table 3. Social Level.

1D10	Social Level	AVE	BRN	CHR	CRM	JOC	TGH	LOS
1	Poor	*			*		*	*
2	Pr/Mi	*			*		*	*
3	Pr/Mi	*			*		*	*
4	Middle	*	*	*	*	*	*	*
5	Middle	*	*	*	*	*	*	*
6	Middle	*	*	*	*	*	*	*
7	Middle	*	*	*	*	*	*	*
8	Mi/Up	*	*	*	*	*	*	*
9	Wealthy	*	*	*	*	*	*	*
10	Rich	*	*	*	*	*	*	*

Pr = Poor, Mi = Middle, Up = Upper.

* Character of Character Class may be of indicated Social Level.

The character's SL will in part, dictate the amount of money he begins the game with, as well as his weekly allowance.

Starting money is in dollars and represents the character's savings up to the Ninth grade. The following formula is used:

$$(INT + APP) \times SL \times 5 = \text{starting money in dollars.}$$



Allowance per week is 1% of starting money, in dollars. When computing allowance, all decimals are rounded to the nearest tenth. Each year a character's allowance will increase. To find out the amount of the increase add 1 to the character's SL and then recalculate allowance. This means that at the end of 4 years a character will be receiving an allowance equal to that for a character 4 social levels higher. At NO time does the actual social level change, it is only increased with regard to allowance.

Basic clothing and furniture is provided free by the character's parents, as are medical aids for overcoming Problems, if SL is high enough. The SchoolMaster should decide what is appropriate for the situation but no one with SL 1 will live in a lavish suite and have a large wardrobe. Conversely, no one with SL 10 will live in a shack and have only one or two changes of clothing.

Any items the student wishes to purchase can be bought by comparing the price and availability to that of the item in real life (i.e. only those with the Illegal Economics skill may start the game with contraband items). Some prices, for items such as drugs, which the average player might not know will be given in the Alcohol and Drugs section.



Age

When a character enters the Ninth Grade he may be as young as 13 or as old as 16. To reflect this variety in age compute: $(2 = INT) + LD + \text{number of scholastic skills (Memory, Homework, Studying, Cheating)} + 1D6 \text{ variable}$. The result is checked on Table 4 to determine the age of the character.

Table 4. Character Age.

Result	Age
6-	16*
7 - 11	15
12 - 27	14
28+	13

* See Table 11

Birthday

When a character's age is often important to know, because this may mean an attribute increase, a bigger allowance or being tossed in the shower by their friends (or worse). To find out when a character was born, use Table 5.

Table 5. Date of Birth.

Table 5A. Month.

1D10			
1 - 5		6 - 10	
1D6	Month	1D6	Month
1	January	1	July
2	February	2	August
3	March	3	September
4	April	4	October
5	May	5	November
6	June	6	December

Table 5B. Day.

1D6	Day
1 - 2	1st - 10th (1D10)
3 - 4	11th - 20th (1D10 + 10)
5 - 6	21st - 30th (1D10 + 20)

If the day should be the 30th day of a month with 31 days there is a 5/10 chance that the character was born on the 31st. If a character's birthday is in February and a 29 or 30 is rolled, just roll again.

Problems

A problem is a defect in the character, either physical or mental. It may be minor, such as a small vision defect, or something as serious as hemophilia.

If a character's APP is 5 or greater, then the chance of having a problem is determined by rolling against his APP once (Note: even if a character's APP is 10, there is a 1/10 chance of having a problem.) If a character's APP is 4 - then they must roll against their APP a total of (5 - APP) times (i.e. ugly characters have a greater chance of having problems). For each roll against APP that fails, consult Table 6, ignoring duplicate results, even if a different number is rolled. For example, a character could not have two vision defects. The second roll is ignored, and not rolled again.

Table 6. Problems.

2D10	Problem	2D10	Problem
2	Respiratory	14	Dental
3	Missing Teeth	15 - 16	Tall (height)
4	Speech Impediment	17	Skin
5 - 6	Weight (over or under)	18	Unusual Practice
7 - 8	Short (height)	19	Phobia
9	Dental	20	Unusual Defect
10 - 13	Vision		

If a Problem which reduces APP is rolled, the initial APP value (not the new one) applies to any additional rolls against APP. Example: Kevin has a 4 APP. He must roll once (5-4) against his APP. He rolls a 7 on 1D10, and fails. On Table 6 he rolls a 17 and gets a skin problem which lowers his APP to 3. Kevin does not roll for another Problem, even though his APP has been reduced.

Respiratory Problem

A character with this Problem loses 1 CON point per two turns of strenuous activity, after a base number of turns equal to the character's CON. Strenuous activity includes sprinting, playing a fast sport "all out" or combat. A character who chain smokes (See Unusual Practice) will have the same problem.

Missing Teeth

This problem subtracts 1 from the character's APP. A character of 5+ SL can obtain false teeth which restores normal APP when they are worn. If your SL is 4 - then forget it, you are too poor to buy false teeth.

Speech Impediment

A speech impediment gives a -1 modifier to individual and group reactions (See Reactions), whether it is from an inability to understand the speaker (he talks too fast) or frustration due to a lisp or stutter.

Weight Problem

Weight Problems are assigned on a roll of 1D10. A roll of 1-7 means that the character is overweight. An overweight character must subtract 1 from APP. A roll of 8-10 indicates that the character is underweight. An underweight character must subtract 1 from ST.

Short

Short characters have a 3/10 chance of being abnormally short and must reduce their APP by 1 point.

Dental Problem

A Dental Problem is one that requires correcting by artificial means, such as braces. The character must roll 1D10. A roll of 1-6 means the braces must be worn for 1 year and 7-10 means they have to be worn for 2 years. While worn, braces subtract 1 from a character's APP. Characters of SL 4 - cannot afford braces and must permanently reduce APP by 1 point.

Vision Defect

A Vision Defect will reduce a character's CO by 1-10 points when glasses are not worn. Roll 1D10 to determine the reduction in CO when the character is not wearing glasses. This penalty only applies to ranged attacks and other similarly distanced activities.

Tall

Tall characters have a 3/10 chance of being excessively tall and must reduce their APP by 1 point.

Skin Problem

This problem reduces APP by 1-3 points, depending on the severity. Roll 1D10 on Table 7 to determine the severity of the skin problem.

Table 7. Skin Problem Severity.

1D10	Reduction in APP	Probable Cause
1 - 5	1 point	Moderate acne
6 - 9	2 points	Severe acne / a few warts
10	3 points	Warts / burns / scars

There is a 2/10 chance per year that the problem will clear naturally. Characters of SL 5+ have a 3/10 chance of the problem clearing due to expensive medication. (If a character has a 4 - SL, too bad.) If they have a 8+ SL then they can see a dermatologist and have a 4/10 chance per year of clearing their skin problem. Each time the problem clears it is by 1 point, so it takes 3 years to cure a extreme skin problem.

Unusual Practice

An unusual practice may be determined by the SchoolMaster and could range from dying one's hair an unnatural color (i.e. pink) to sadomasochism (Table 8). These should not be too radical because it is unlikely that students with serious peculiarities would be allowed to roam at will.

Table 8. Unusual Practices.

1D20	Unusual Practice
1	Asexual
2 - 3	Bisexual
4	Bizarre appearance
5 - 6	Compulsive habit (see below)
7	Homosexual
8 - 11	Mania (see below)
12 - 13	Masochist
14	Paranoia
15 - 16	Sadist
17 - 19	Sadomasochist
20	Other

A mania results in an uncontrollable desire to do a certain thing whenever the opportunity presents itself. A character with a mania must roll against WP whenever the SchoolMaster rules that the situation is appropriate. If the roll is missed the character will proceed to act in a manner consistent with his problem. Regardless of the situation, a character will always carry or have nearby, articles that apply to his mania. Manias would include kleptomania, erotomania, megalomania, and pyromania.

Some ideas for compulsive habits are: chain smoking, light drinking, mild drug use, and sugar junkie.

Rules for other manias can be created using the examples given above.

Phobia

A character with a phobia must roll against his CR each time he is confronted with the subject of his fear. If he misses the roll he will move away as fast and as soon as possible. If the roll is successful he has conquered his phobia for the remainder of that situation. Roll 1D10 on Table 9 to determine a character's phobia.

Table 9. Phobias.

1D10	Name	Fear
1 - 2	Claustrophobia	Fear of enclosed spaces
3 - 4	Acrophobia	Fear of being at high places
5 - 6	Zoophobia	Fear of animals
7	Aquaphobia	Fear of water (large amounts)
8	Pyrophobia	Fear of fire
9	Erotophobia	Fear of any sexual activity
10	Other	SchoolMaster's choice

There are many other phobias, but these are the easiest to regulate.

Unusual Physical Defect

Table 10. Unusual Physical Defects.

1D10	Defect
1 - 3	Enlarged/reduced body part size
4 - 6	Missing eye
7 - 8	Weak heart
9	Hemophilia
10	Other

An enlarged/reduced body part size must be determined by the SM. For example: One leg shorter than the other reduces movement rates by 20% for all running/walking activities.

A missing eye reduces CO by 2 due to faulty depth perception.

A weak heart gives the character a chance of having a heart attack. Whenever in a stressful situation, such as extended physical activity, sustaining heavy wounds, or exposure to a traumatic shock is encountered by a character with a weak heart, that character must roll CON or less on 1D20. If the roll is missed his heart fails and his CON drops to 0. Each minute thereafter, there is a similar chance that his CON will drop to -1 and continue to lose points to Type B damage at the normal rate until he is healed or dead (see Unconsciousness).

Hemophilia is very serious. A character with this Problem will lose 1 additional CON point per two turns whenever he is injured by Type B damage unless his wounds are bound up or tended in some way.

Changing Attribute Values

A character's attributes vary with age. All of the attributes were originally determined for a character of age 13-15. If a character is younger, or becomes older, Table 11 indicates the modifications which must be made to ST, WP, APP and CR. All modifiers are cumulative. For example: adult males (18+) have +2 ST in comparison to 14-year-olds.

Table 11. Attribute Changes With Age.
Males/Females.

Age	ST	WP	APP	CR
12 -	-1/-1	-1/-1	-1/-1	-1/-1
13 - 15	0/0	0/0	0/0	0/0
16	+1/0	0/0	0/+1	0/0
17	0/0	+1/+1	0/0	+1/+1
18+	+1/+1	0/0	+1/+1	0/0

The following are special changes to attributes which may occur during the course of the game:

- 1 APP for every 6 points of Type B damage which is sustained from one blow to the head or other areas at the SM's discretion (permanent);
- +1 APP if 10 × APP in dollars is spent on clothing (maximum and temporary);
- +1 APP roll against INT if the character is wearing make-up or padding (both sexes). If the roll is unsuccessful by 3 or more points, then the character loses 1D3 APP points (maximum and temporary);
- +1 ST per year gained through regular exercise and weight training (maximum/year and permanent).

Fortunately, Losers who raise an attribute over four are still classed as Losers.



SKILLS

A skill is an ability which a character can perform well. All characters may use a skill they do not possess at level 0 and may not increase it. A character begins the game with several skills, all at level 1. It is assumed that the character has the minimum number of skill points needed for level 1 in that skill. These skills are increased by the method described below.

In each skill description an outline of how skill points are gained, and how many points are needed to attain a higher level of proficiency are included. When a character's skill point total for a specific skill reaches the required number to advance a level, the character rolls against his LD. If successful, then the new level has been reached and may be noted on the character's record sheet. If the roll fails then the character did not reach the new level and a skill point is taken away, keeping the character at the same level. When another skill point is gained, the character may again roll against his LD to attempt to attain the higher level of proficiency in the skill.

Table 12. Initial Skills For Character Classes.

Class	Beginning Skills
Average	Any three.
Brain	Homework, Memory, Studying, and any one other skill.
Cheerleader	Charisma, Dancing, Friends, Leadership, and any one other skill.
Criminal	Illegal Economics, Lockpicking, Lying, Smuggling and any one other skill.
Jock	Friends, Leadership, Sports, and any one other skill.
Tough	Dirty Fighting, Driving, Drinking OR Drug Use, Intimidation, and any one other skill.
Loser	Crudeness, Isolation, Pity.

New Skills

At the beginning of each game year (September) after the first year of play, the character may choose one more skill. If the player can roll against the character's LD, then the character has acquired the skill and may subsequently increase it as described above. New skills always start at level 0 however, unlike the original skills, which start at level 1. The only time a character can gain a new skill, other than at this time, is upon the completion of a Driver Education course. At that time, if the LD roll is made, then the appropriate level of Driving is attained. The maximum number of skills a character may possess is 8.

Table 13. Skills List

Brewing	Forgery	Manners
Charisma	Friends	Memory
Cheating/Plagiarism	Homemade Drugs	Music
Coolness	Homework	Pick Pocket
Crudeness	Illegal Economics	Pity
Dancing	Intimidation	Smuggling
Dirty Fighting	Isolation	Sports
Drinking	Leadership	Studying
Driving	Lockpicking	Trained Combat
Drug Use	Lying	Weapon Knowledge
First Aid		

Skill Descriptions

Brewing	Level	0	1	2	3	4	5
	Skill Points Needed	0	3	9	18	30	45

This is the ability to produce alcohol privately, by using a still. Cost to make the still is 1D10 + 20 dollars. Quality is based on a roll of 1D10 against character's

(INT + skill level).

If the roll is less than the total, then the batch is as good as, and perhaps a bit better than, comparable commercial beverages. If the roll is equal to the number then the alcohol is slightly inferior to a similar commercial product. If the roll is missed then the batch was ruined.

Alcohol made this way costs 50% of the normal price for a similar substance (this is for cost of materials and still maintenance). It may be sold for whatever price the brewer wants, but should be similar to the store price for the same item. (see *Illegal Economics*). A batch that is superior to store products may be overpriced by 10% with no penalty.

Any amount, up to 1 gallon, can be made in a batch. It takes one day to prepare one batch. When rolling for quality, if the roll is missed there is a 1/10 chance that the still blows up (treat as a Class 1 explosive).

One skill point is gained per two hours of experimenting (up to level 4) and 1 point is gained for a good batch.

Charisma	Level	0	1	2	3	4	5
	Skill Points Needed	0	3	9	18	30	45

Charisma is the skill to act in a genuinely friendly and charming manner with those encountered. This skill gives a character: +1/level on Seductions and Individual Reactions, +1/two levels on Group Reactions; and +2/level on the success rolls for date requests, date success and flirts.

One skill point is gained each time a date or flirt is successful, or each time someone falls in love with a person possessing this skill. Two skill points are gained for seductions. Only Cheerleaders may be level 5, all others are limited to level 4.

Cheating/Plagiarism	Level	0	1	2	3	4	5
	Skill Points Needed	0	2	6	12	20	30

This is the ability to raise test scores by obtaining the answers from other people (cheating). It also includes the ability to raise assignment scores by passing the work of others off as one's own (plagiarism). The two are discussed separately below, but both fall under the general skill of Cheating and Plagiarism.

Cheating: The opportunity to cheat is equal to: character's (INT + skill level).

It is subject to the following modifications:

- +2 if teacher is distracted
- +1 if other person helping
- 1 if reported but not caught
- 2 if an exam (not a test)

Friends and lovers will always help, but others are required to roll reactions for the NPC in question (Table 26). A positive reaction means they will help, a neutral or negative reaction means they will not. If the reaction roll is negative before modification for character class are calculated, then the cheater will be reported. Those reported will have to do some fast talking to get out of trouble.

Brains shun artificial marks and have a -4 reaction when dealing with cheaters. Cheating will improve the grade of the test or exam by 1D10 points per level (plus a number of points equal to the INT of the person helping the cheater, if applicable).

One skill point is gained per successful cheating attempt.

Plagiarism: The chance of success when plagiarizing (whether from a friend or famous author) is equal to:

character's (INT + skill level) - teacher's INT.

If the character has successfully plagiarized, then the skill will add 1D10 points per level to the grade of the work. If another's homework is copied the character's grade will be the same as the other person's. Each time this skill is used unsuccessfully, modify the chance of success for that teacher by -1 per failure, for the remainder of the year.

One skill point is gained per success.

Both cheating and plagiarism skill points apply to the general skill of Cheating/Plagiarism, and not to the individual areas of cheating and plagiarism.

Coolness	Level	0	1	2	3	4
	Skill Points Needed	0	3	9	18	30

A character with Coolness exhibits little fear, and is able to remain "cool" in most situations. This translates into a +1 reaction from anyone at levels 1 and 2, and +2 at levels 3 and 4.

At level 2 no CR roll is required to ask someone for a date; at level 3 no CR roll is needed to flirt; and at level 4 no CR roll is required in attempting to seduce someone. This skill also modifies CR by +1 per level in situations where CR is a factor (such as being intimidated).

One skill point is gained for each successful seduction and/or date and one skill point is gained for a 28, 29, or 30 reaction before modifications from Toughs. (Table 31).



Crudeness	Level	0	1	2	3	4
	Skill Points Needed	0	2	6	12	20

This is the ability to say or do particularly disgusting things. The chance to be crude is equal to:

character's (CR + skill level) - target's WP.

If successful, the target will feel sick, voice disapproval and have -1 WP for the next attempt. If an individual is successful by 5 or more points, then the target actually vomits and is incapable of any other action for 1D5 turns.

If a character uses this skill successfully he must make a roll against APP. If that roll is successful add his level to group reaction or individual reaction modifier. If the APP roll is missed then the character must subtract his level from the group reaction total or individual reaction modifier. Adults and characters with the skill of Manners get a -1 individual reaction modifier in any case.

One skill point is gained for each positive individual reaction or 70% (or greater) group reaction. One skill point is also gained each time the target vomits. (Crudeness works on the principle that if a character does something disgusting boldly enough their target would be shocked and completely "grossed out". If a character was good looking the target would think their crude actions were funny, but they would be even more disgusted with ugly people who use this skill.)

Dancing	Level	0	1	2	3	4	5	6
	Skill Points Needed	0	3	9	18	30	45	63

Dancing is the ability to dance well to any type of music. It adds +1 per level to a character's CO when dancing. At level 5 it also modifies the chance of success for a dance request by +1, by +2 at level 6.

One skill point is gained per successful dance or 1 hour of practice (up to level 4 only).

Dirty Fighting	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

This skill is useful in combat, as it allows a character to do extra damage when hitting a particularly vulnerable area of the body (such as the groin). It gives +1 damage per level to all attacks except punches, slaps, and throws. It only applies to physical combat attacks.

One skill point is gained per fight, whether won or lost.

Drinking	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

This skill allows characters to consume above average quantities of alcohol without excess intoxication, or to increase the effects of alcohol. Each level allows the character a +1 CON with regard to Drinking, or if the player wishes, a -1 CON per level of Drinking.

The chance to spike a NPC's drink successfully is equal to the character's level of Drinking skill. If unsuccessful roll against target's INT. If the result is lower than INT, then the spiking is discovered, otherwise it is not imbibed due to its "funny taste".

One skill point is gained each time an intoxication level of moderate or greater results from alcohol, or an NPC's drink is successfully spiked.

Driving	Level	0	1	2	3	4	5	6
Skill Points Needed		0	2	6	12	20	30	42

This is the ability to operate one or more types of motor vehicle easily. This skill may be applied to one type of motor vehicle per level of the player's choice (see Notes on Skills). A character's basic handling rating is:

character's (CO + INT + skill level).

The handling rating is the chance in 10 of avoiding an accident in a dangerous situation (see Vehicles).

One skill point is gained for avoiding an accident, or 6 hours of driving. Driver Education adds 6 points upon completion.

Drug Use	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

This skill allows a character to increase or reduce the effects of drugs upon himself. Each level enables a character to add +1 to CON, or -1 CON per level if the character wishes.

A character may alter the effects of drugs on NPCs. To be successful, the character must roll against his Drug Use level. If the roll fails, then roll against the target's INT. If the result is lower than the target's INT, then the NPC will not use the drugs because he thinks it's a "mickey".

One skill point is gained each time an intoxication level of moderate or greater results from drugs, or a character successfully slips an NPC a "mickey".

First Aid	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

First aid enables a character to heal injured persons by using basic medical techniques. A character with First Aid may heal 1 point of type B damage per level, per person, per day by rolling against:

(character's (CO + INT) /2) + skill level.

A character with this skill may bring a person to consciousness if enough damage is healed to bring the injured person's Constitution over 0, and can roll against his First Aid level on 1D10. Anyone with this skill can prevent further damage of Type B wounds by binding wounds and administering to the injured character (see Unconsciousness). Only Type B damage is treated using this skill.

One skill point is gained per successful healing.

Friends	Level	0	1	2	3	4	5
Skill Points Needed		0	2	6	12	20	30

This is the ability to make friends with others (see Friendship). A character with this skill begins the game with 1-5 friends (player's choice, but nothing unreasonable). The Friends skill also adds 1 point per level to the chance of success when trying to attain the friendship of another and gives the character 1 one more friend (player's choice) per year automatically.

One skill point is gained per friend per year.

Forgery	Level	0	1	2	3	4
Skill Points Needed		0	3	9	18	30

A character with the Forgery skill can duplicate signatures or documents. The chance of success is equal to:

(character's (CO + INT) /2) + skill level - target's INT.

This score is modified by -2 for documents. Money cannot be forged, but of course a signature on a cheque could be.

One skill point is gained per successful forgery.

Homemade Drugs	Level	0	1	2	3	4
Skill Points Needed		0	3	9	18	30

This is the ability to combine chemicals and grow plants so as to produce various drugs. The chance of success is equal to:

character's (INT + skill level) - drug potency level.

Drug potency levels are given in the Alcohol and Drugs section. The cost is 50% of the market price for a drug created by using this skill. If the success roll fails then the drugs being produced are ruined. Characters with this skill know where to obtain the chemicals to use this skill.

One skill point is gained each time a successful mix is made.

Homework	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

This skill represents a character's ability to do superior homework, assignments, and term papers. It will increase the grade by 5 points per level.

One skill point is gained per assignment passed.



Illegal Economics	Level	0	1	2	3	4	5
Skill Points Needed		0	3	9	18	30	45

This skill allows a character to buy and sell illegal items, usually at a good profit. Finding the desired items will take an amount of time and effort that the SchoolMaster must decide. Common drugs are easy enough to find if the character knows where to go (anyone with this skill would) but an assault rifle will be almost impossible for a student to purchase for less than several hundred dollars and only after a very long search.

For each level of skill the character may subtract 5% from the market price of the item to be purchased (a 5-25% reduction). This is because most goods sought will have been stolen or illegally obtained.

This skill also allows the character to sell the item at an inflated price. This translates into a 5% increase in the market price of the item per level of skill (a 5-25% increase).

To sell to someone who wants the item, or has requested it from the character, no reaction roll is needed. If the sale is casual then a positive reaction is required from the buyer before the price increase may be applied. A reaction penalty of -1 is applied if the item is overpriced by 1-30%, -3 if overpriced by 31-50%, and -5 if overpriced by 51% or greater. (Overpriced means over the market price plus skill increase price.)

Fencing a stolen item will bring a lower price than market value. A fence will buy an item for the market price minus 5-50% (1D10 x 5). This may be increased by 5% per level of skill, but never over base price.

Only Criminals may be level 5, all other characters are limited to level 4.

One skill point is gained per sale and two points are gained for a sale where the item was overpriced by 31% or more.

Intimidation	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

This skill allows a character to cause fear in others by use of threats or a show of force. The chance of success is equal to: character's (ST + skill level) – target's CR.

If a weapon is being used the chance of success is increased by 2 plus the weapon's Damage Modifier. If successful treat such as a \$100 bribe (+ \$20 per level of skill) for determining the extent of the actions the intimidated character will perform (see Bribery).

Intimidation requires that the character using the skill have immediate access to the target, and must make an actual threat. Someone can only be intimidated from a distance if the character has a powerful missile weapon, such as a gun or bow, and even then the situation requires his presence. You cannot intimidate someone over the telephone. Only Toughs may be level 4, all others are limited to level 3.

One skill point is gained per successful intimidation.

Isolation	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

Isolation is the ability to isolate oneself from others and go unnoticed when wanted. There is a 1/10 chance per level of successfully being ignored during an encounter, or of avoiding one.

One skill point is gained per encounter avoided.

Leadership	Level	0	1	2	3	4	5	6
Skill Points Needed		0	3	9	18	30	45	63

This skill gives a character the ability and confidence required to lead a group of people. It gives +1 to group reactions per level. A person with this skill is automatically the leader of the group he associates with (unless someone else has a higher level of Leadership). If two or more characters in a group have Leadership, then the SchoolMaster could use either Individual Reactions, or Group Reactions as a percentage of people to determine which characters follow which leader. Leaders are treated as friends with regard to reactions of individuals in the group.

One skill point is gained per group reaction of 70% or higher.

Lockpicking	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

This skill enables a character to open locks without the proper keys. The chance of success is equal to:

character's (CO + skill level).

This is modified by –1 for door locks, –2 for very difficult locks, –3 for one-way deadbolts, and –4 for safe locks. Lockpicking requires the proper tools regardless of the type of lock being opened. An electronic lockpick set reduces the penalty to –2 for safes. Improvised tools, such as credit cards and clothes hangers subtract 3 from the chance of success.

One skill point is gained per lock picked, in pressure situations only.

Lying	Level	0	1	2	3	4	5	6
Skill Points Needed		0	2	6	12	20	30	42

Characters with this skill can lie to others in a convincing manner. The chance of success is equal to:

character's (INT + APP + skill level) – target's INT.

This will be modified by the target character's reaction: positive reaction +2; neutral reaction –1; negative reaction –3. If being interrogated by police roll CR or less. If the CR roll is missed, the chance of Lying success is modified by –2.

One skill point is gained each time the character lies successfully in a pressure situation.

Manners	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

Manners is the ability to be polite, respectful, and to exercise courtesy. It gives a +1 per level to reactions from teachers, police, parents, the principal, authority figures, and members of the opposite sex (it does not apply to seduction attempts, but does apply to date and dance requests). These people will side with the person possessing Manners in a situation where two or more characters are in opposition.

One skill point is gained for each positive reaction from all non-player character types named above.

Memory	Level	0	1	2	3	4	5
Skill Points Needed		0	3	9	18	30	45

This skill allows characters to retain information in their memory. It adds 5 points per level to a quiz, test or examination grade. The chance to remember something that was heard or seen without paying special attention to it is equal to:

character's (LD + skill level).

This is modified by –1 per week past. There is no modifier for specially memorized information.

One skill point is gained for each test or examination with a grade over 80%.

Music	Level	0	1	2	3	4	5	6
Skill Points Needed		0	3	9	18	30	45	63

This skill allows a character to play an instrument and/or sing. A roll of 1D10 must be made if this skill is chosen, and those who roll 1 or 2 will never be able to sing, due to a number of reasons (such as a defective voice box). A character with this skill may play an instrument per level (or sing, instead of an instrument – see Notes on Skills). To succeed, roll against:

character's CO + skill level).

If successful the character may add his level to a Group Reaction for the performance (if there is a group of musicians, use the band leader's CO and add the band members' levels – up to 5).

One skill point is gained per performance and one skill point is gained per 6 hours of practice. If the character is taking music as a subject each 10% of the final grade for the year will give the character one skill point.

Pick Pocket	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

This is the ability to remove objects from others without being detected. The chance of success is equal to:

character's (CO + skill level) – target's INT.

The chance of success is increased by 1 point if there is a large crowd and 1 point if the target is distracted. The chance of success is decreased by 1 point if there are only a few people nearby. If there are others around roll 1D10. On 1-2 roll a random character's INT – the pickpocket's level. If the NPC makes the roll then he notices the pickpocket and may inform the target of the pickpocket's actions.

One skill point is gained per successful pickpocket attempt.

Pity	Level	0	1	2	3	4	5
Skill Points Needed		0	2	6	12	20	30

This is the ability to make others feel sorry for the character. It modifies the reaction of others to characters by +1 per level if a negative reaction is rolled first, or when characters have been hurt or embarrassed. This does not apply to Toughs, because they do not have feelings, or any other character that rolls against their WP – skill level.

One skill point is gained each time Pity gains a better reaction from a NPC (i.e. if pity turned a negative reaction into a neutral or positive one).

Smuggling	Level	0	1	2	3	4
Skill Points Needed		0	2	6	12	20

Smuggling allows characters to hid objects on their person or in items they carry. The chance of success is equal to:

character's (INT + CO + skill level) – searcher's INT.

To this result, subtract –1 for medium size objects and –3 for large objects. A casual observer notices the smuggled object if the smuggler missed his success roll before the observer subtracts his INT. Roll once every 5 minutes.

One skill point is gained each time an object is successfully smuggled.





Sports	Level	0	1	2	3	4	5
	Skill Points Needed	0	3	9	18	30	45

This is the ability to participate well in sports. One sport may be chosen per level (see Notes on Skills). The chance of scoring is equal to:

$$\begin{aligned} & (\text{average of all players' CO}) \\ & + (\text{average of all players' skill level}). \end{aligned}$$

To determine the average CO and skill level, total the players' CO and skill levels separately and divide by the number of players. An arbitrary number of trials (rolls) will be made for each team. Each time the roll is less than or equal to the chance of scoring then the appropriate points for the game being played are given to the team. In most cases, the team with the higher score wins.

For individual sports such as high jumping and shotput, the appropriate attribute and Sports Level should be compared as above. Often these events allow only one or two trials. The winner is the character who makes the roll by the most or, if all miss, misses by the least. If the SchoolMaster wishes, he may allow his players to play sports in a more technical manner by considering attributes needed to play the sport; eg. movement, and range and size of the target. Only Jocks can be Level 5, all others are limited to Level 4.

One skill point is gained each time the team (or individual character) plays, or per four hours of practice. If the character is taking Physical Education as a subject, each 10% of the final grade for the year gives the character one skill point.

Studying	Level	0	1	2	3	4
	Skill Points Needed	0	2	6	12	20

This skill represents the character's ability to study for long periods without becoming bored and to remember what has been studied. It improves a test or examination grade by 5 points per level. A minimum of 1 hour must be spent studying before each test on any subject in which the bonus is desired. This bonus is over and above the normal studying bonus (see Grade System). Characters with this skill roll their:

$((WP + LD) / 2) + \text{skill level}$
once every 2 hours of studying for boredom. If they miss the roll, they must take a two hour break before resuming. Only Brains can be Level 4, all others are limited to Level 3.

One skill point is gained per 4 hours of study.

Trained Combat	Level	0	1	2	3	4	5	6
	Skill Points Needed	0	4	12	24	36	42	60

This skill is knowledge of boxing, martial arts, and similar fighting techniques. It enables a character to add 1 point per level to physical damage inflicted when attacking. At Level 5, -1 is subtracted from damage done to the character by physical attacks, and -2 at Level 6. At Level 6 a character may kick another in the head, even if the other person is standing. Trained combat also adds 1 point per level to that chance of throwing someone.

One skill point is gained per fight and one point is gained per 4 hours of instruction. A minimum of 40 skill points must come from instruction in this skill, due to its difficulty.

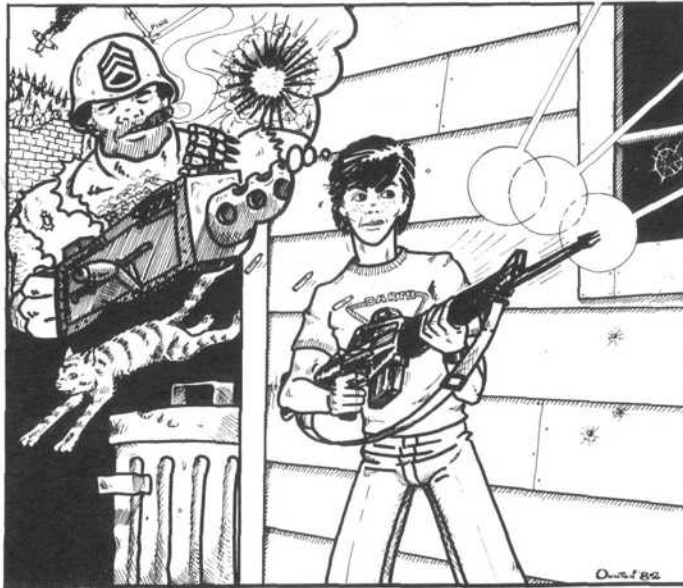
Weapon Knowledge	Level	0	1	2	3	4
	Skill Points Needed	0	3	9	18	30

A character with this skill is completely familiar with his choice of one weapon per level (see Notes on Skills). Each weapon with which the character is familiar gains a bonus of +1 per level of skill to hit an opponent. This means that at level 4, the first weapon chosen will have a +4 bonus to hit, the second +3, the third +2, and the last +1.

One skill point is gained per fight when the weapon is used, and one point is gained per 4 hours of practice.

Notes on Skills

In some cases it will be the SchoolMaster who determines when a skill is being used. For example, every time a character lies use the Lying skill to determine the success of the lie. If the character does not have the skill it is still used, but at Level 0.



With regard to the Driving, Music, Sports, and Weapon Knowledge skills, initially level one is chosen with a +1 modifier to a particular vehicle, instrument, sport or weapon. All other vehicles/instruments/sports/weapons have no modifiers. At level 2, another vehicle/instrument/sport/weapon is chosen. This item has a +1 modifier, while the first chosen now has a +2 modifier. All other items are still at "0". This progression continues as additional levels are gained.

Also, some skills require that the character actually do something. A character cannot merely say "I'm using my Crudeness skill," but must actually describe something crude. Likewise, a character cannot say "I'm lying," but must tell a lie.

These guidelines will help the SchoolMaster to determine when a skill is being used properly and to gauge the effectiveness of them.



ENCOUNTERS

An encounter is a distinct meeting between PCs and NPCs or animals. The meeting of a group of pedestrians on the way to school would not be considered an encounter unless one (or more) of the pedestrians (NPCs controlled by the SchoolMaster) interacted with the PC. For example: Janet, a PC Tough, is boarding a transit bus to take her to school. She notices that the bus is unusually crowded, so she decides to push to the front of the waiting line. There is a good chance that her action would not be taken favorably by the other people waiting at the bus stop, and an encounter between her and one (or more) of these people would be checked.

Many encounters will occur with NPCs whom the SchoolMaster has previously created. If the encountered NPCs have not been generated, then their attribute values should be determined (See Creating Characters; Changing Attribute Values). If an attribute value is too high or too low for a particular Character Class, adjust the value to the closest number within the acceptable range (Table 10).

Once the type of encounter has been established, the SchoolMaster must determine the NPC's reaction to the PC (See Reactions).

When the PC is in school, there is a 2/10 chance of an encounter each class period, or every 5 minutes when not in the classroom (Table 14). Two-tenths of all such encounters should be with NPCs from the PC's homeroom.

Table 14. School Encounters.

In classroom : 2/10 per class period
Outside classroom: 2/10 per five minutes

1D100	Encounter	1D100	Encounter
1 - 12	Average (F)	80	Animal
13 - 24	Average (M)	81 - 82	Hall Monitor/Student
25 - 28	Brain (F)		Police 1D2 (F/M)
29 - 32	Brain (M)	83	Police 1D2 (F/M)
33 - 37	Cheerleader	84 - 87	Group of Averages (1D10 + 1 F/M)
38 - 39	Criminal (F)		Band of Criminals (1D5 + 1 F/M)
40 - 42	Criminal (M)	88	
43 - 48	Jock		Gang of Toughs (1D5 + 1 F/M)
49 - 51	Tough (F)	89 - 90	
52 - 56	Tough (M)		Team of Jocks (1D10 + 1)
57 - 59	Loser (F)		Squad of Cheerleaders (1D10 + 1)
60 - 62	Loser (M)		Parade of Losers (1D5 + 1 F/M)
63 - 67	Teacher (F)	92	
68 - 72	Teacher (M)		Truant Officer
73	Principal		Roll again twice
74 - 77	Visitor (F/M) See Table 14A.	93	
78 - 79	School Worker (F/M)	94	
		95 - 00	

Table 14A. School Visitors.

1D10	Visitor	1D10	Visitor
1 - 2	Parent	7	Criminal (syndicate or similar adult)
3	School Board Member	8	Visiting student
4	Relative of Teacher	9	Sports Figure
5	Repair Man	10	Substitute Teacher
6	Delivery Man		

Outside school, there is a 2/10 chance of an encounter each half hour (Table 15).

In addition to the 2/10 chance of an encounter each class period, there is a possibility that something will disrupt or affect the class. Dice on Table 16 once each class period to determine what (if anything) occurs. Random classroom events require some quick thinking and imagination on the part of the SchoolMaster. He should never use a random event for which he is totally unprepared. Above all, never use a random event which interferes with specially planned scenarios.

Table 15. Outside of School Encounters.
1D100

1D100	Encounter
1 - 20	Encountered is from PC's school (use Table 14 and consider people encountered to be from the PC's school)
21 - 55	Encountered is from another school (use Table 14 and consider people encountered to be from another school)
56	Truant Officer
57	Object
58 - 60	Adult Average (F/M)
61	Adult Brain (F/M)
62	Adult Cheerleader
63 - 64	Adult Criminal (F/M)
65 - 66	Adult Jock
67 - 68	Adult Tough (F/M)
69	Adult Loser (F/M)
70 - 73	Children (1D10)
74	Infant
75 - 78	Family (1D5 + 2)
79	PC's relative
80	NPC's relative
81	Beggar
82	Clergyman/Cultie
83	Armed Forces Member (F/M)
84	Doctor (F/M)
85	Old woman/old man
86	Object
87	Syndicate and Toughs (1D10 + 1)
88	Hate group/racists (1D10 × 10)
89	Famous person
90	Car (roll CO + Driving Level, if in car, or it strikes PC)
91 - 93	Policeman (F/M)
94	Policeman on motorcycle (F/M)
95	Prostitute (F/M)
96	Drunk/Bum (F/M)
97	Lunatic (F/M)
98 - 00	Animal

Table 16. Random Classroom Events.
Determined once each class period.

1D100	Event	1D100	Event
1	Practice fire alarm	50	Pet animal in class (Roll 1D6: 1 = snake, 2 = gerbil, 3 = ant farm, 4 = guinea pig, 5 = rat/mouse, 6 = tarantula)
2	Power failure	51 - 52	Stinging insect in class (bee, wasp)
3 - 6	Teacher 1D10 minutes late	53	Valuable item lost
7 - 8	Substitute Teacher	54	Valuable item stolen
9	Short class trip	55	Students from another class sneak in
10 - 12	Study period instead of class	56	Bomb scare/fire/drug bust/school dismissed (choose one)
13 - 14	Surprise quiz if SM rolls against SD	57 - 58	Lecture in another classroom
15	Visitor (Table 14A)	59	Classroom rearranged
16 - 17	Movie/Slides	60 - 63	Homework/notebook checked
18	Guest speaker	64 - 66	Student falls asleep
19 - 20	No teacher	67 - 68	Teacher leaves class and assigns a Student Monitor
21 - 23	Accident	69	Student faints
24 - 25	Chalk fight	70 - 72	Student/Teacher injured
26	Spitball fight	73	Water fight
27 - 28	Rubber band fight	74	Heat (or air conditioning) too high or too low
29 - 30	Student gets sick	75 - 00	No random event this class - normal note-taking, lecture, etc.
31	Stink bomb		
32 - 33	NPC student leaves class		
34	NPC student disrupts class		
35 - 36	Student wanted in Principal's office		
37 - 38	Teacher called for consultation		
39 - 42	Someone needed to run errand		
43 - 44	Valuable item broken		
45 - 46	Minor vandalism		
47 - 48	Disturbance in hall		
49	Disturbance in neighboring class		

Encounters with School Workers (eg. guidance councillor, librarian, nurse, janitor), animals and police will probably not affect play to any great degree, but the SchoolMaster should decide based on the circumstances.



NPC Character Development

Primarily, this section is used to randomly determine the skills (Table 17), skill levels (Table 18), and possessions (Tables 19-29) of encountered NPCs.

Table 17. NPC Random Skills.

Brain		Cheerleader		Criminal	
1D10	Skill	1D10	Skill	1D10	Skill
1	Brewing	1	Coolness	1	Brewing
2	Cheating/ Plagiarism	2	Dirty Fight.	2	Dirty Fight./ Train. Com.
3	First Aid	3	Drinking	3	Driving
4	Friends	4	Driving	4	Forgery
5-6	Isolation	5	Drug Use	5	Homemade Drugs
7	Leadership	6	Manners	6	Intimidation
8	Lying	7-8	Pity	7-8	Pick Pocket
9	Manners	9	Sports	9	Roll as AVE
10	Roll as AVE	10	Roll as AVE	10	Roll As TGH

Jock		Tough		Loser	
1D10	Skill	1D10	Skill	1D10	Skill
1	Charisma	1	Cheating/ Plagiarism	1	Cheating/ Plagiarism
2	Cheating/ Plagiarism	2-3	Coolness	3-4	Dirty Fight.
3	Coolness	4	Crudeness	5-6	First Aid
4	Dirty Fight./ Trained Com.	5	Drinking	7-8	Homework
5	Dancing	6	Illegal Economics	9	Studying
6	Drinking	7-8	Weapon Knowledge	10	Roll as AVE (See Lower)
7	Driving	9	Roll as CRM		
8	Drug Use	10	Roll as AVE		
9	Intimidation				
10	Roll as AVE				

For Averages, roll 3 times on the Skill List (Table 13) and ignore duplicate results.

Table 18. Random Skill Level Determination.

Level	Age				
	14	15	16	17	18
1	1-7	1-4	1	—	—
2	8-9	5-7	2-4	1	—
3	10	8-9	5-7	2-4	1
4	—	10	8-9	5-7	2-4
5*	—	—	10	8-9	5-7
6*	—	—	—	10	8-10

* If the skill does not have this level, then assign the highest level possible.

Table 19. Number of Items Carried by NPCs.

Average		Brain		Criminal Cheerleader	
1D10	Items	1D10	Items	1D10	Items
1-2	Use BRN	1-2	1 Pen	1-3	Nothing
3-4	Use CHR	3-5	1 Item	4-6	1 Item
5-6	Use CRM	6-8	2 Items	7-9	2 Items
7-8	Use JOC	9	3 Items	10	3 Items
9-10	Use TGH	10	4 Items		

Jock		Tough		Loser	
1D10	Items	1D10	Items	1D10	Items
1-4	Nothing	1-4	Nothing	1-7	Nothing
5-7	1 Item	5-8	1 Item	8-10	1 Item
8-10	2 Items	9	2 Items		
		10	3 Items		

Adults		Teachers	
1D10	Items	1D10	Items
1	Nothing	1-4	1 Item
2-3	1 Item	5-7	2 Items
4-7	2 Items	8-9	3 Items
8-9	3 Items	10	4 Items
10	4 Items		

Students

Since an Average may have a variety of possession, he may have items from any other Character Class except losers (Table 19).

A Brain (Table 20) is usually dressed in corduroy trousers and a dress shirt (or better). Occasionally, a Brain will wear a formal outfit, complete with tie and jacket. Brains always have a pen.

Table 20. Brain's Possessions.

1D100	Item	1D100	Item
1-2	Ring	65-68	Slide ruler
3-14	Calculator	69-70	Ruler
15-20	Watch	71-74	Formal outfit
21-26	Pen	75-76	Pocket knife
27-30	Pens (2)	77-80	Term paper
31-32	Pens (3)	81-86	Briefcase
33-34	Pens (4)	87-88	\$1.00
35-36	Marker	89-90	Money equal to half Social Level
37-38	Pencil	91-92	Money equal to Social level
39-40	Pencils (2)	93-96	Chemicals
41-48	Book	97-98	Laboratory Equipment
49-50	Books (2)	99-00	Poison
51-52	Books (3)		
53-60	Notebook		
61-64	Geometry set		

Cheerleaders (Table 21) wear skimpy clothing that is well tailored and as revealing as possible within the bounds of school regulations. Sometimes they are found wearing their cheerleading uniforms. Regardless of other items carried, they always have a ring and a comb.

Table 21. Cheerleader's Possessions.

1D100	Item	1D100	Item
1-6	Leather jacket	53-56	Pen / pencil
7-10	Leather pants	57-58	Food / drinks
11-20	Purse	59-60	Watch
21-26	Alcohol	61-64	Whistle
27-28	Drugs	65-74	Make-up
29-32	Ring	75-76	Make-up kit
33-34	Ear rings	77-80	Birth Control Pills
35-36	Magazine	81-82	Notebook
37-40	Spiked-heel boots or shoes	83-84	Change (1D100 cents)
41-42	Cigarettes	85-86	\$1.00
43-46	Cigarettes and lighter	87-88	Money equal to half Social level
47-48	Cigarettes and matches	89-90	Money equal to Social level
49-50	Matches	91-92	Necklace
51-52	Pocket knife	93-99	Bracelet
		00	Can of 'Mace'

Criminals (Table 22) usually dress similar to Toughs, although their clothing is less expensive and in better condition.

Table 22. Criminal's Possessions.

1D100	Item	1D100	Item
1-4	Switchblade	79-82	Cigarettes
5-8	Lock-picking set	83-86	Cigarettes and lighter
9-12	Brass knuckles	87-88	Cigarettes and matches
13-20	Pocket knife	89-90	Ski mask
21-26	Credit card	91-92	Change (1D100 cents)
27-30	Poison	93-94	\$1.00
31-32	Chemicals	95-96	Money equal to half Social Level
33-34	Watch	97-98	Money equal to Social Level
35-38	Notebook	99-00	Money equal to twice Social Level
39-40	Pen and notebook		
41-42	Pencil and notebook		
43-46	Gun		
47-54	Alcohol		
55-76	Drugs		
77-78	Gloves		

Jocks (Table 23) commonly wear a T-shirt or sweatshirt, denim jeans, sneakers and a warm-up or School jacket. Sports equipment carried will usually be that of their favorite sport.

Table 23. Jock's Possessions.

1D100	Item	1D100	Item
1-6	Sports bag	73-76	Watch
7-14	Sports clothing	77-82	Stopwatch
15-30	Sports equipment	83-88	Sports magazine
31-40	Sports book	89-90	Alcohol
41-48	Cleats	91-92	Drugs
49-60	Ring	93-94	\$1.00
61-68	Cigarettes and lighter	95-96	\$2.00
69-70	Cigarettes and matches	97-98	Money equal to half Social Level
71	Matches	99-00	Money equal to Social Level
72	Condoms		

Toughs (Table 24) usually wear leather or denim jackets, a T-shirt, jeans, and boots (steel-toed or motorcycle). Female Toughs prefer to wear spiked-heel boots.

Table 24. Tough's Possessions.

1D100	Item	1D100	Item
1-10	Switchblade	61-63	Cigarettes
11-20	Brass knuckles	64-67	Cigarettes and matches
21-26	Pocket Knife	68-69	Cigars
27-30	Hunting knife	70-71	Lighter
31-34	Chain	72-73	Matches
35-36	Club	74	Bottle caps
37-38	Chemicals	75-76	Rubber bands
39-40	Poison	77-84	Change (1D100 cents)
41-42	Rope	85-86	Money equal to half Social Level
43-44	Masking tape	87-88	Money equal to Social Level
45-46	Darts	89-94	Alcohol
47-48	Slingshot	95-98	Drugs
49-52	Rocks	99-00	Gun
53-54	Brick		
55-56	Whip		
57-58	Pen and notebook		
59-60	Screwdriver		

Losers (Table 25) wear whatever clothing they can find. It is typically rotted or severely worn, inevitably dirty, smelly, and worth nothing (except, perhaps, as fertilizer).

Table 25. Loser's Possessions.

1D100	Item	1D100	Item
1-2	Bottle	51-52	Button
3-4	1 cent	53-54	Dirt
5-6	2 cents	55-56	Shoelace
7-8	3 cents	57-58	Swarm of flies
9-10	4 cents	59-60	Leaf
11-12	5 cents	61-62	Piece of wood
13-14	10 cents	63-64	Beads
15-16	25 cents	65-66	Piece of glass
17-18	98 cents	67-68	Broken pencil
19-20	Foreign currency	69-70	Aspirin
21-22	Rubber band	71-72	Nail
23-24	Cigarette butt	73-74	Bottle
25-26	Burnt match	75-76	Dead animal
27-28	Empty lighter	77-78	Insect
29-30	Toothbrush	79-80	Disease
31-32	Toothpick	81-82	Chewed gum
33-34	Bandage	83-84	Bullet shell
35-36	Thin wire	85-86	Washers
37-38	String	87-88	String
39-40	Sleeping pills	89-90	Laxative
41-42	Moldy sandwich	91-92	Piece of silk
43-44	Broken crayon	93-94	Decayed fruit
45-46	Paper	95-96	Screw
47-48	Thread	97-98	Empty pen
49-50	Pin	99-00	Mickey Mouse watch

During school hours, all students except Toughs will be carrying writing devices (eg. pens, pencils) with their textbooks.

Of course, PCs may wear or carry whatever they wish, and are not bound by the restrictions found on the foregoing tables. Likewise, the SchoolMaster may decide that a NPC is carrying a special item not found on the tables (eg. panties).

Adults

Adults are NPCs that have all the age bonuses (See Changing Attribute Values). The parents of a PC will have attribute values similar to those of their children, each attribute being modified by a D6 variable (Table 1). Where possible, both parents should be the same Character Class as their child, unless they do not meet the Character Class Attribute Value Requirements (Table 2).

Table 26. Adult's Possessions.

1D100	Item	1D100	Item
1-8	Watch	61-62	Candies
9-14	Ring	63-66	Cigarettes and matches
15-20	Jewelry	67-68	Empty wallet/purse
21-26	Keys	69-70	Medicine
27-28	Pens/pencils	71-72	Credit card
29-30	1D10 dollars	73-74	Good Luck charm
31-34	2D10 dollars	75-76	Calculator
35-36	10D10 dollars	77-78	Disease
37	Radio	79-80	Address book
38-40	Books	81-82	Briefcase with papers
41-42	Pet (snake, gerbil, guinea pig, tarantula, dog, cat, etc.)	83-84	Valuable clothing
43-44	Newspaper	85-86	Sports equipment
45-46	Magazine	87-88	Musical instrument
47-48	Camera	89-90	Cigarettes and lighter
49-52	Comb/make-up kit	91-92	Pipe/cigars and matches
53-54	Mail/letters	93-94	Gun
55-56	Notebook	95-96	Other weapon
57-58	Drugs	97-98	Alcohol
59-60	Handkerchief	99-00	1D100 cents

Teachers

Teachers should have a 3+ APP, 3+ CR, 6+ INT, 6+ LD, and 3+ WP. When generating a NPC teacher, roll these attributes normally, and compensate for these restrictions and age bonuses. Teachers must have a 5+ Social Level. Obviously, teachers may be male or female.

Teachers may be given one or more of the optional teacher skills (Cheat Catching, Detect Lies, Fear, Killer Tests, Killer Examinations, or Omnipotent Classroom), in addition to any of the student skills (Table 13). Teachers should not be given more than a few optional skills, with permanent skill levels (maximum Level 4).

Cheat Catching: This skill allows the SchoolMaster to subtract 1 per level of Cheat Catching from a student's chance of Cheating/Plagiarism.

Detect Lies: The student's chance of Lying is modified by -1 per level of Detect Lies when lying in the teacher's presence.

Fear: Fear allows a teacher to intimidate his students, forcing them to behave and do their work. The chance of success is equal to:

character's (SD + skill level) - target's CR.

If successful, treat it as a \$100 bribe (+ \$20 per Fear Level) for determining the extent of actions the frightened character will perform (See Bribery). Fear, unlike Intimidation, is effective over a distance.

Killer Examinations: Each two levels modify the SD of examinations by +1. Generally examinations count more toward the final grade, so the overall effect of this skill is worse than Killer Tests.

Killer Tests: Each level modifies the SD of tests by +1 due to obscure, complicated or irrelevant questions.

Omnipotent Classroom: A teacher with this skill has 1/10 chance per level of hearing, seeing, or otherwise detecting any activity in the classroom which is not directly concerned with the subject matter of the class (eg. paper airplanes, talking).



Table 27. Teacher's Possessions.

1D100	Item	1D100	Item
1-4	Cigarettes	61-62	Calculator
5-12	Watch	63-68	Textbook
13-14	Chalk	69-78	Attendance/ record book
15-20	Jewelry	79-84	Student assignments/ term papers
21-26	Keys	85-86	Subject equipment (chemicals, musical instruments etc.)
27-28	Pen	87	Can of 'Mace'
29-30	Pens (2)	88-90	Book
31-32	Pens (3)	91-92	Magazine
33-34	Yardstick	93-94	Change (1D100 cents)
35-40	Class lesson	95-96	2D10 dollars
41-42	Aspirin	97	Alcohol
43-44	Quiz	98	Drugs
45-48	Test	99-00	Prescription Drugs
49-50	Examination		
51-56	Student notebooks (1D10)		
57-60	Student workbooks (1D20)		

Police

All members of the Police Department (F/M) must have 5+ APP, 5+ CO, 6+ CR, 5+ INT, 6+ ST, and 5+ WP. All police officers automatically have the Detect Lies (optional teacher skill), Driving, Leadership, Trained Combat, and Weapon Knowledge (pistol, shotgun, M-16, .303 rifle – in this order; See Notes on Skills) skills at Level 1 or higher.

When on foot (Table 28A), all except plainclothesmen will carry a portable radio (Walkie-Talkie). All police vehicles (Table 28B) have a CB (Citizen's Band radio).

Table 28. Policemen's Possessions.

Table 28A. On Foot.

1D10	Items
1	Handcuffs, billyclub, .357 or .38 pistol, bulletproof vest
2-5	Handcuffs, billyclub, .357 or .38 pistol
6-7	Handcuffs, .357 or .38 pistol
8	Handcuffs, billyclub
9	Billyclub, .357 or .38 pistol
10	Plainclothesman, .357 or .38 pistol

Table 28B. In vehicle (additional possessions).

1D10	Items
1-3	Shotgun
4-5	Shotgun and tear gas cannisters
6	M-16 assault rifle
7-10	Nothing additional

Animals

At some point it may be important to know the attributes of animals which characters encounter (Table 29). There is a 1/10 chance that the animal encountered is travelling with its young, each of which have half as high attribute values of their parents.

Table 29. Animal Encounters.

Urban Areas

1D10	Animal	CON	CO	Damage	Num.
1	Rat	1-2	1D5	1D6 -4	1D10
2-3	Cat	1D5	1D5 +5	1D6 -3	1
4-5	Small sized dog	1D6	1D10	1D6 -2	1
6-9	Medium sized dog	1D10	1D10	1D6	1
10	Large sized dog	1D6	1D10	1D6 +2	1

Rural Areas

1D10	Animal	CON	CO	Damage	Num.
1	Poisonous snake	1D3	1D5 +5	1D6 -4	1
2	Bobcat / lynx	1D10	1D5 +5	1D6 -1	1
3	Cougar	2D10	1D5 +5	1D6 +3	1
4-9	Wolf / coyote	2D6	1D5 +5	1D6 +2	1D6 +1
10	Bear	3D10	1D6	1D6 +6	1

REACTIONS

In Alma Mater the reactions of various persons to the player characters are very important. There are several types of reactions and each will be detailed in the following section.

Individual

Individual reactions are the reactions of a NPC to the actions or presence of a player character. An individual reaction is rolled on 3D10 and altered by modifiers found in Tables 30A-30C. The final result is located on the Individual Reaction Table (Table 31).

Table 30. Individual Reaction Modifiers.

Table 30A. Character Class Modifiers.

NPC Class	Base	Modifiers	NPC Class	Base	Modifiers
AVE	0	None	JOC	0	-(3-PC's APP) if female PC with APP 2 or less
BRN	+3	-1 PC INT 1-4 +1 PC INT 9 +2 PC INT 10			+(PC APP-8) if female PC with APP 9 or more
CHR	+5	-(PC APP-4) if PC APP 1-4 +(PC APP-7) if PC APP 8 or more	TGH	-6	-(PC ST-4) if PC ST 3 or less
CRM	+2	+1 PC INT 1-4			+(PC ST-7) if PC ST 8 or more
JOC	0	-(3-PC's APP) if male PC, with ST 2 or less +(PC ST-8) if male PC, with ST 9 or more	LOS	0	None (Losers are too stupid to know how to react to the situation at hand)

Table 30B. Skill Modifiers.

PC's Skill	Modifier
Charisma	+1 per level
Coolness	+1 at levels 1 and 2 +2 at levels 3 and 4
Manners	+1 per level to NPC Character Classes listed under skill

Table 30C. PC Action Modifiers.

Action	Modifier
Attacks NPC	-12
Attempts to attack PC	-10
Steals or destroys NPC's property	-9
Attempts to frame or blackmail NPC	-7
Causes embarrassment or humiliates NPC	-6
Pick Pocket of NPC fails	-6
Verbally abuses NPC	-5
NPC is jealous of PC	-5
Attempt to use Crudeness skill fails	-5
Tricks or lies to NPC	-4
Flirt with NPC fails	-4
Follows or annoys NPC	-3
Beats NPC (eg. at sports)	-3
Same Character Class as NPC	+1
Successfully uses Crudeness skill	+1
Successfully flirts or impresses NPC	+3
Gives small/medium value present to NPC	+4
Helps NPC	+5
Gives great value present to NPC	+6
Successfully Seduces NPC	+6
NPC is PC's friend	+7
PC is lover of NPC	+9

Table 31. Individual Reaction Table.

Reaction Type	1D30 + Modifiers	Reaction
-R	3 or less	NPC will sneak attack and chase PC (see #1)
-R	4	NPC attacks and chases PC (see +2)
-R	5	NPC attacks PC (see #3)
-R	6	NPC steals from PC
-R	7	NPC attempts to frame or blackmail PC
-R	8	NPC tries to intimidate or threaten PC
-R	9	NPC tries to embarrass or humiliate PC
-R	10	NPC verbally abuses PC
-R	11	NPC lies or tricks PC
-R	12	NPC follows or annoys PC
NR	13	NPC teases PC
NR	14-16	NPC questions PC
NR	17	NPC challenges PC
NR	18	NPC attempts to impress PC (see #4)
NR	19	NPC reports information or delivers message to PC
NR	20	NPC asks to borrow item from PC or requests assistance
+R	21	NPC warns PC of threat or danger
+R	22-24	NPC offers PC aid, employment or other benefit
+R	25	NPC asks PC for academic help/minor help, or gives it
+R	26	NPC compliments PC
+R	27	NPC asks for date (opposite sex) or social help (same sex)
+R	28	NPC gives present to PC
+R	29	NPC observes PC to befriend (same sex) or check love (opposite sex)
+R	30 or more	NPC befriends PC (same sex) or attempts to seduce and check love (opposite sex)

-R Negative reaction

NR Neutral reaction

+R Positive reaction

Love need not be checked again if a previous check indicated that the NPC is in love with the PC.

In cases #1, to #3, CR is modified by +1 per level of Dirty Fighting, Trained Combat, or Weapon Knowledge, and by the damage modifier (DM) of the weapon being carried by the NPC (if any), plus an additional modifier of +2.

If a reaction indicates that the NPC will chase the PC, then the NPC will pursue the PC if he retreats from combat. If a reaction does not indicate a chase, then assume the NPC does not pursue if the PC retreats.

(#1) The NPC will attack if the SchoolMaster rolls less than or equal to the NPC's CR on 1D10. CR is modified by -1 per ST point of the opponent over 7.

(#2) The NPC will attack if the SchoolMaster rolls less than or equal to the NPC's CR on 1D10. CR is modified by -1 per ST point of the opponent over 6.

(#3) The NPC will attack if the SchoolMaster rolls less than or equal to the NPC's CR on 1D10. CR is modified by -1 per ST point of the opponent over 5.

(#4) The chance to successfully impress someone is equal to the appropriate attribute plus one point for every level of skill(s) pertinent to the situation, and is rolled on 1D10.

The SchoolMaster will have to use his imagination and judgement with regard to some reactions, and may have to adjust some of the reactions if they are inappropriate to the situation at hand.

For example: When Janet the Tough boarded the transit bus (See Encounters) she bumped into Mrs. Blenshaw, an elderly woman. (AVE). The SchoolMaster rolls 3D10 to determine Mrs. Blenshaw's reaction. He rolls a "10", which is modified by +1 because Janet's extra skill is Coolness (Level 1), and by -3 because Mrs. Blenshaw is annoyed (Janet bumped her solidly). The final result is "8" - NPC tries to intimidate or threaten PC (negative reaction). The SM decides that Mrs. Blenshaw will threaten Janet



with her umbrella (an attempt to intimidate). Since Janet is a PC, she may choose whether or not to be intimidated by this action (PCs have more freedom of choice than NPCs controlled by the rules).

Janet swears and makes an obscene gesture toward Mrs. Blenshaw. The SM rolls another reaction. This time the roll is a "20", modified by +1 due to Janet's Coolness, and -5 because Janet (verbally) abused Mrs. Blenshaw. The result is "16" - NPC questions PC (neutral reaction). The SM decides that a question would not be appropriate to the situation and has Mrs. Blenshaw leave in a self-righteous huff, muttering about "the problems with kids these days". She would probably like to hit Janet, but is too afraid and wishes to avoid a confrontation.

Group

Group reactions are the reaction of a group of people (5 or more) to a suggestion or action on the part of a character.

The character's INT + APP are totalled, giving a number between 2 and 24. This number is modified by:

- +1 per level of Leadership;
- +1 at levels 1 and 2 Charisma;
- +2 at levels 3 and 4 Charisma;
- +3 at level 5 Charisma;

and modifiers found in Table 32.

The final number achieved is checked on Table 33, giving a percentage of the people in the group who will follow the character in his actions or obey his commands.

Table 32. Group Reaction Modifiers.

Threat of Retaliation is:		Action is considered as:	
Great	-6	Suicidal	-10
Moderate	-4	Senseless	-6
Mild	-2	Making a point	+1
None	+4	Revenge	+2
		Fun	+3

Table 33. Group Reactions.

Leader's INT+APP	Followers	Leader's INT+APP	Followers	Leader's INT+APP	Followers
1-	0%	13-14	40%	21-22	80%
2-8	10%	15-16	50%	23-24	90%
9-10	20%	17-18	60%	25+	100%
11-12	30%	19-20	70%		

A group reaction should be checked each time the situation changes noticeably, resistance changes, or a new event or danger occurs. For example: The students have rioted as a result of one group reaction check. At the time there was little resistance, now a SWAT team has arrived and another group reaction check must be made (at different odds) to see how many students continue to riot.

Teacher

As any student will tell you, the reaction of a teacher to an action on the part of a student is often very important, especially if the student wishes to pass the year.

Each teacher has a reaction equal to their:

$$(INT + CR) / 2$$

to give a number between 1 and 10. Certain student actions will modify the teacher's CR (Table 34).

Table 34. Teacher's CR Modifiers for Reactions to Student Actions.

Student Action	Modifier
Intervention dangerous	-2
Obscene gestures/language	+1
Suspicious behavior	+1
Breaking school rule	+3
Illegal act	+4

The modifier, when added to the teacher's reaction rating will give a number from 2 to 14. The School Master then rolls 1D10 and compares the number rolled to the modified rating on Table 35.

Table 35. Teacher's Reactions.

Modified Rating	Reaction
Equal to / less than rating	Direct action, verbal and/ physical
1-2 points higher	Verbal action only
3-4 points higher	No direct action, but the teacher will report the student later if the situation warrants it
5 or more points higher	Teacher ignores the action

The SchoolMaster must judge each situation individually according to the action, teacher involved (some will more likely take action based on their personality), and the reputation of the student (whether he is a trouble-maker or not).

Parent

This is the reaction of the character's parents to something that the character has done or not done, such as pass the year in school.

The reaction should be checked if the parents learn of something their child has done which is either bad or good. This reaction is determined as follows:

$$((\text{father's INT} + \text{mother's INT}) / 2)$$

$$+ \text{character's SL} + \text{D6 variable (Table 1)}.$$

Multiply the result by -1 for negative reactions or by +1 for positive reactions. Add the modifiers below (Table 36), then check that result on Parents Reactions (Table 37).

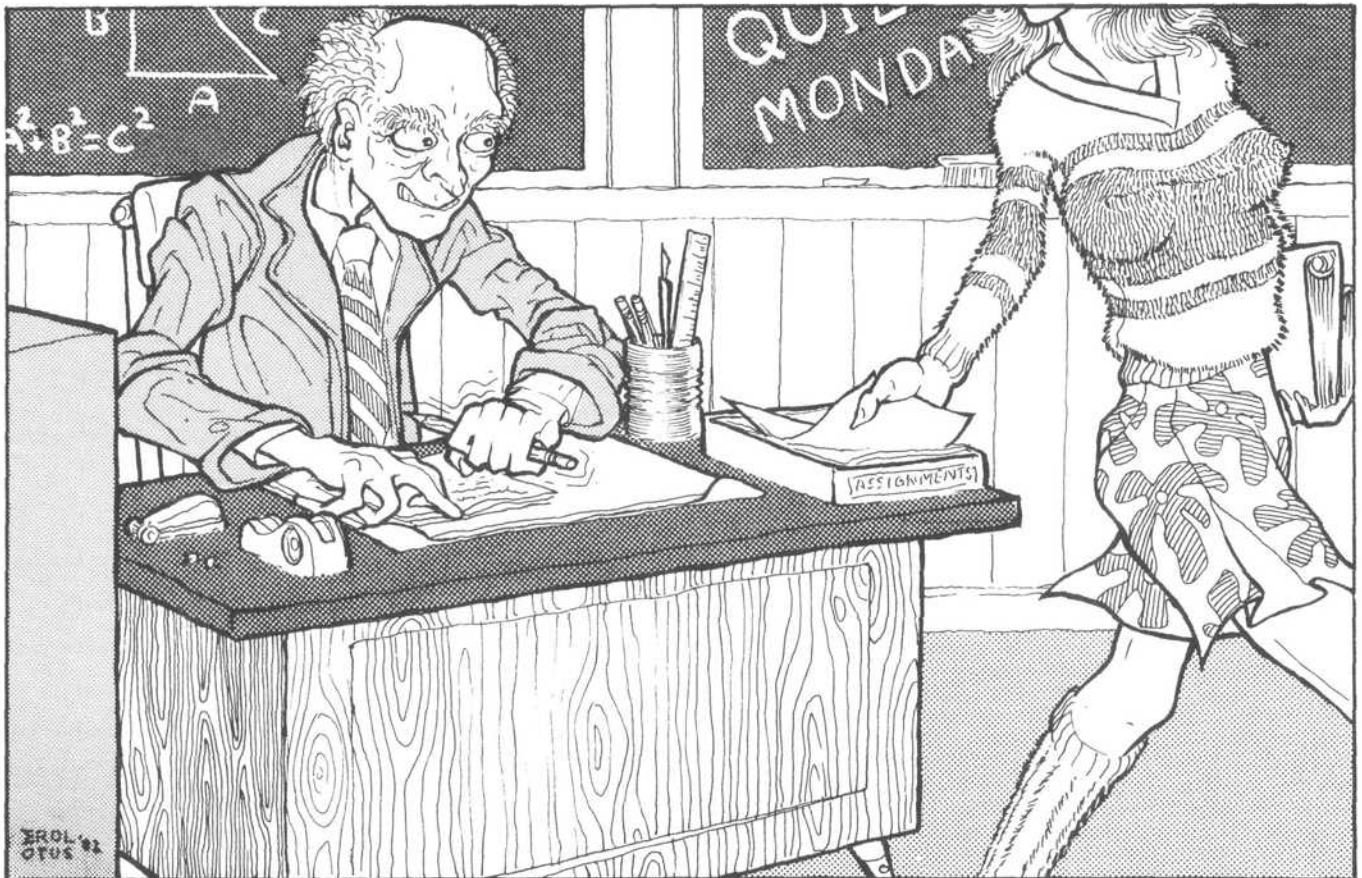


Table 36. Parent's Reaction Modifiers.

Character's Action	Modifier
Commits felony	-9
Fails school year in multiple subjects	-8
Fails school year in one subject	-7
Minor "crime" (misdemeanor, intoxicated)	-6
Fail semester / defy Parents	-5
Very poor school work / bad comment made by teacher	-4
Poor school work	-3
School work not done / skipping classes	-2
Each time an action is repeated	-2
Character age 14 (for negative reactions only)	-2
Character age 15 (for negative reactions only)	-1
Behavior / attitude poor	-1
Good comment from teacher	+1
Above average test/examination grade	+2
Above average semester grade / win aware	+3
Large increase in semester grade / win scholastic award	+4
Increase in subject grade for school year	+5
Increase in year average	+6

Table 37. Parent's Reactions.

Reaction Rating	Action	Permission Modifier
-26 or less	Family moves or character disowned	-7
-23 to -25	Change school	-6
-20 to -22	Revoke allowance	-5
-17 to -19	Confiscate item	-4
-13 to -16	Grounded	-3
-9 to -12	Speak to teachers / police and lecture	-2
-6 to -8	Watched	-1
-3 to -5	Lecture	0
+1 to -2	No action	0
+2 to +4	Compliment	0
+5 to +8	Negative reaction dropped	+1
+9 to +11	PC gets use of an object	+2
+12 to +15	Buy gift	+3
+16 or more	Increased allowance (treat +1 Social level and recalculate allowance)	+4

The Parents Permission Modifier (Table 37) is used to modify a permission roll when the character has done something which would modify the parents' chance to grant permission (or not) in the near future.

Parents' Permission

Table 38. Parents' Permission Modifiers.

Reason	Modifier
Character has behaved badly at a similar event	-4
Cost is great (Social Level x 11 in dollars or more)	-4
Event involves alcohol, drugs or sex	-4
Character has behaved badly prior to asking permission	-3
Parents believe event is dangerous	-3
Character has broken promises in past	-2
Character's age is 14	-2
Cost is moderate (up to Social Level x 10 in dollars)	-2
Character's age is 15	-1
Cost is slight (equal to Social Level in dollars or less)	0
Character's age is 16	0
Character's age is 17	+1
Parent's INT is 2	+1
Character makes promises	+1
Character is hard working	+1
Character has Manners skill	+1/level
Character is helpful at home	+2
Character's age is 18	+2
Parent's INT is 1	+2

Parents believe event is important

(prom etc.)

+2

Character has never acted badly before

+3

Whenever a PC requires approval from his parents before participating in an event or activity, alter the result of 2D10 by the modifiers in Table 38 (only if the parents know or suspect what will happen if the character goes to the event or activity; note that successfully lying will eliminate one negative modifier). Check the modified result on Parents' Permission (Table 39), to see if the character's parents grant permission for the character to participate in the activity.

Table 39. Parents' Permission.

Modified 2D10	Result
5-	Permission not granted by either parent
6- 8	Permission not granted by one parent*
9	Uncertain, but negative inclinations (roll again with a -1 modifier)
10-12	Uncertain, need time to think (roll again later) **
13	Uncertain, but positive inclinations (roll again with a +1 modifier)
14-16	Permission granted conditionally ***
17-18	Permission granted by one parent ****
19+	Permission granted by both parents
*	Roll other parent's permission separately with a -2 modifier
**	Time, roll 1D6: 1 = a few seconds; 2 = several minutes; 3 = 1D6 hours; 4 = 2D10 hours; 5 = 1 day; 6 = 1D6 days. Apply a -1 modifier to the re-roll if parents are not given enough time to think about the situation.
***	Condition, roll 1D6: 1 = character must pay money; 2 = curfew; 3 = choice of companions limited; 4 = cannot take part on certain day; 5 = must do work before leaving; 6 = better school work required.
****	Roll other parent's permission separately with a +2 modifier



Animal

To determine animal reactions, roll 1D10 and modify the result with the situation using Table 40. Check the modified result on Table 41.

Table 40. Animal Reaction Modifiers.

Reason	Modifier
Animal's young are threatened	-4
Animal is being attacked by characters	-3
Animal is cornered	-3
Animal is starving	-2
Characters are outnumbered - for each animal over the number of characters	-1
Animal is in it's lair	-1
Opponent appears weak	-1
Opponent appears dangerous to animal	+1
Animal is outnumbered - for each opponent over the number of animals	+1
Animal is alone	+3

Table 41. Animal Reactions.

Modified 1D10	Reason
2 or less	Animal attacks
3-4	Animal makes warning sound
5-8	Animal ignores character
9 or more	Animal runs away

COMBAT

Introduction

Combat in Alma Mater is conducted in five second turns. During each turn, characters may exercise up to two options, or do nothing. Any form of attack, defense, or other maneuver constitutes one option.

In each turn, defenses are determined first. If a defense is successful, it applies for the entire turn. Any option which is not an attack is considered to be a defense.

A character may engage in three forms of combat:

- A) Close Combat
 - 1) physical — the attacker uses part of his body as a weapon;
 - 2) weapon — the attacker is armed with a weapon;
- B) Ranged Combat
 - 3) ranged — the attacker uses a weapon from a distance.

It is not necessary for both combatants to be engaged in the same form of combat. For instance, one could be armed with a crossbow (ranged) while the other uses a body slam (physical).

For an attack to be successful, the attacker must roll against his modified CO. All three forms of attack are initially modified by Table 42. In ranged combat, the distance between the combatants is also taken into consideration, as a CO modifier (Table 48).

Table 42. Coordination Modifiers.

These values modify the chance "to hit".
Roll against the modified CO.

Situation	Modifiers
Complete darkness / blinded	-10
Aiming for tiny specific target area (eg. eye)	-6
Attacker running & dodging	-3
Target running & dodging	-3
Aiming for head	-2
Aiming for small specific target area (eg. arm)	-2
Attacker running	-2
Target running	-2
Aiming for chest	-1
Aiming for abdomen / groin	-1
Dust, fog, obscured vision	-1
Attacker walking	-1
Target walking	-1
Attacker wounded, CON less than half original	-1
Attacker in vehicle	-1 / 10 mph
Target in vehicle	-1 / 10 mph
Target partially hidden (only exposed areas may be hit)	-1
Aiming for medium specific target area (eg. human)	0
One turn taken to aim weapon	+2
Aiming for large specific target area (eg. house)	+2

Damage is determined by modifying the roll of 1D6. For physical attacks, modify the damage roll by the attacker's ST (Table 43), defender's armor (Table 50), and attacker's option (Table 45). In weapon and ranged combat, if a specific location is not targeted, consult Table 47 to determine the hit location and the corresponding Damage Modifier (DM). If the attacker is aiming for a specific location, then use Table 47 to obtain the DM for the area targeted. Additional DMs for weaponed and ranged combat are attacker's ST (Table 43), attacker's weapon (Table 48), and defender's armor (Table 50).

The modifier for damage due to Strength (Table 43) applies only to forms of attack where the physical power of the attacker is important. It does not apply to weapons like guns, bows, and blowtorches.

Table 43. Strength Damage Modifiers.

ST	DM	ST	DM
1	-2	10-11	+2
2-3	+1	12-13	+3
4-7	0	14-15	+4
8-9	+1	16+	+5

Negative damage is treated as zero. All damage, after it is determined, is subtracted from CON. Damage is rated as Type A or B (Table 48), which is a measure of its severity (See Healing Damage). In other sections of the rules, when a character's CON is reduced, so are ST and WP (See Disease; Sleep). This is NOT the case in Combat. Only CON itself, not its component parts is reduced.

First Strike

As stated before, there are two options in every turn. Options occur simultaneously, with the first options being compared first, and the second options being compared second. Note, however, that defenses may carry over into the second option (See Defensive Options).

At the start of any fight, the CR of the combatants are modified by the First Strike CR Modifications (Table 44), and compared. The combatant with the highest modified CR gets the first attack, consisting of one option, while the other character does nothing.

Table 44. First Strike CR Modifications.

Character's Action	Modification to CR
Must stand up from lying down to attack	-6
Must turn around to attack	-4
Must stand up to attack	-3
Allows opponent to act first	-2
Moves suddenly into view of opponent	+1
Attacks from above/below without warning	+2
Attacks from behind without warning	+3



Physical Attacks

Each individual attack or defence takes one option. A character may choose any combination of attacks or defences during a turn (any 2 attacks, any 2 defences, or any 1 attack and any 1 defence). Table 45 is a compilation of the most common physical attacks.

Table 45. Physical Attack Options.

Attack Option	Hit Location		
	Head	Chest/abdomen	Arms/legs
Bite	-3	-4	-4
Claw	-3	-4	-4
Elbow	-1	-2	-3
Head	0*	-2	-3
Kick	0**	-1	-3
Knee	-1**	-2	-4
Punch	-1	-2	-3
Slap	-4	-5	-5

* Attacker takes 1D6 - 2 damage to his head unless he is wearing a helmet

** These attacks are only possible when the target is sitting or lying down, or if the attacker is sufficiently above the target (See Trained Combat)



Additional attack options are available:

Crushing, twisting, or pulling body parts (-2): It is possible to crush, twist, or pull the body parts of an opponent.

Body slam/tackle (-2): To do a body slam or tackle, the attacker must roll less than his ST on 1D10. If the attacker rolls equal to his ST, both characters fall. If the roll is greater than the attacker's ST, both characters remain standing. If the body slam / tackle is successful, check for first strike next turn (Table 44).

Bear hug (-2), choke (-4), or headlock (-4): If caught by one of these attacks, the defender must strike back at -3 to hit and -2 to damage. Bear hugs, choking, and headlocks cause asphyxiation (See Damage from Unusual Sources). These attacks require that the attacker maintain his hold on the defender. If the attacker can roll against his ST + 2, minus the defender's ST on 1D10, the hold is maintained for that turn. The hold is broken if the roll is higher than the number needed.

Body Throw (-3): The chance to Body Throw is equal to:

$$(\text{attacker's CO} + \text{ST}) - (\text{defender's CO} + \text{ST}).$$

If successful, check for first strike next turn (Table 44).

Bear hugs, chokes, headlocks, and body throws require that the attacker first seize his opponent using the Grab option (see Defensive Options).

Trip (-4): If the attacker makes his "to hit" roll, he trips his opponent and the defender will fall, taking damage unless he can roll his CO or less. If the trip is successful, check for first strike next turn (Table 44).

Push (-5): The effects of a push are like those of a trip, except that the attacker must also roll against his ST in order to knock his opponent off balance.

Pin / hold: Pins and holds take effect only after the attacking character has grabbed the target. Successful pins and holds do no damage, but the defending character fights back at -4 to hit and -3 damage. The chance to keep a character in a hold or pin is equal to:

$$(\text{attacker's CO} + \text{ST}) - (\text{defender's CO} + \text{ST}).$$

Defensive Options

There are several defensive options which can be used by a character.

Advance: Advance is the opposite of Retreat. Combatants resume close combat.

Block: If the defender can roll against his CO, the attacker is at -3 to hit for one option. If the block is being used to defend against two attacks, the attacker(s) is at -1 to hit.

Dodge: This defense is used in the same manner as the block, and has the same effect, but is used against ranged rather than close combat attacks.

Grab: If the person using this option can make his "to hit" roll (roll against his CO), then he has seized the limb (or object) in question, or placed the defender in the desired hold, and may inflict damage on the next option and on each option the hold is not broken. This option may also be used to pick up (or pull out) objects during combat.

Retreat: If the defender can roll against his CO, then he can move out of the attacker's effective range. The attacker is -6 to hit for that option and then must move closer (Advance) to the defender if he wishes to continue combat.

Weapon Range

All weapons have a maximum range, beyond which they will not operate, and cannot be employed. For thrown weapons the maximum range is 5 feet (plus 10 additional feet for heavy objects, and 20 feet for light objects) for each point of ST possessed by the character using the weapon.

Table 46. Weapon Range Boundaries.

Range	Boundary
Short	1 - 20 feet
Medium	21 - 50 feet
Long	51 or more feet

Hit Location

Unless the attacker aims for a specific location, Table 47 is used to determine the location of the hit on the target. The Damage Modifier is applied when a weapon strikes that area.

Table 47. Hit Location.

1D10	Location	Damage Modifier
1	Head/Neck	+3
2	Right Hand/Arm	(Roll 1D10. 1-3 = hand hit, -1 DM. No DM if arm hit.)
3	Left Hand/Arm	Same as right hand/arm.
4-6	Chest	+2 (If from behind the area hit is on upper back.)
7-8	Abdomen	+1 (If from behind the area hit is on lower back.)
9	Right Foot/Leg	(Roll 1D10. 1-3 = foot hit, -1 DM. No DM if leg hit.)
10	Left Foot/Leg	Same as for right foot/leg.

Dropped Objects

Additional damage is added for objects dropped from a height. Heavy objects (eg. boulder) dropped from a height do an additional one point of damage for every 10 feet they fall to a maximum of +8 points.

Medium weight objects (eg. hammer) do one additional point of damage per 20 feet fallen, up to a maximum of 4 points.

Light objects (eg. coins) add one point of damage per 40 feet, up to a maximum of 2 points additional damage.

Weapons

Table 48 gives the statistics on a wide array of weapons (bladed, impact, pointed, heat, miscellaneous, and advanced). The DM (damage modifier) is applied to the damage score. The Range Modifier is applied to the CO "to hit" roll. Damage Type is classified as either A or B.

Table 48. Weapons Statistics.

Table 48A. Bladed Weapons.

Weapon	DM	Range Modifier			Damage Type
		S	M	L	
Axe	+5	-4	-6	-8	B
Chain saw	+6	-8	-	-	B
Electric fan (operating)	-3	-	-	-	A
Hatchet	+3	-3	-5	-7	B
Hunting knife	0	-1	-3	-6	B
Lawnmower (operating)	+4	-	-	-	B
Paper cutter	0	-	-	-	B
Paper shredder	+2	-	-	-	B
Pocket knife	-1	-2	-4	-7	B
Power saw	+4	-	-	-	B
Razor blade	-4	-8	-	-	B
Saw	-2	-6	-	-	B
Switchblade	+1	-1	-3	-6	B

Table 48B. Impact Weapons.

Weapon	DM	Range Modifier			Damage Type
		S	M	L	
Apple/orange	-4	+2	0	-3	A
Baseball	-2	+2	0	-2	A
Baseball bat	+2	-1	-4	-	B
Basketball	-4	0	-2	-5	A
Belt	-4	-	-	-	A
Billy club	-1	-1	-3	-6	A
Book (hardcover)	-4	-2	-3	-6	A
Boot/shoe (thrown)	-4	+2	-1	-4	A
Boulder (dropped only)	+10	-2	-4	-7	B
Brick	+1	+1	-4	-6	B
Broom	-2	-1	-3	-	A
Briefcase	-3	+2	-	-	A
Can (full of pop/beer)	-3	+1	-3	-	A
Cane	-1	-1	-4	-7	A
Chain (1 to 2 feet)	0	+1	-2	-4	B
Chair	+2	+3	-	-	B
(+4 to hit in close combat)					
Chalk	-5	+1	-2	-5	A
Chalk eraser	-4	+1	-1	-4	A
Coin	-5	-1	-3	-	A
Crowbar	0	-2	-5	-7	B
Desk/table	+4	+3	-	-	B
(+4 to hit in close combat)					
Discus	+4	-3	-7	-9	B
Door	+2	-3	-	-	B
Egg	-5	+2	0	-4	A
Football	-5	0	-5	-4	A
Golf ball	-3	+1	0	-2	A
Hammer	0	-3	-5	-8	B
Hockey puck	-3	+1	0	-3	A
Hockey stick	-1	-2	-5	-	A
Marble	-4	+1	-1	-4	A
Medicine ball	-2	-2	-	-	A
Pan/pot	-2	+1	-2	-6	A
Pliers/wrench	-2	-2	-4	-6	B
Pool stick	-2	-1	-3	-	A
Purse	-5	+1	-3	-8	A
Rope (lasso)	-5	-2	-8	-	A
Rock	-2	+1	0	-3	B
Rubber band	-5	-1	-4	-	A
Shot put	+4	-4	-6	-	B
Shovel	-1	-3	-6	-10	B
Sledge hammer	+4	-4	-7	-	B
Small tree	+8	-	-	-	B
Snowball	-5	+2	0	-3	A
Soccer ball	-4	0	-2	-5	A
Tennis ball	-5	+2	0	-3	A
Trash can	-2	+3	-	-	A
Two by four	+3	-1	-	-	B
Umbrella	-2	-2	-5	-	A
Whip	-2	-	-	-	B
Yardstick	-3	-2	-6	-8	A

Table 48C. Pointed Weapons.

Weapon	DM	Range Modifier			Damage Type
		S	M	L	
Bottle (broken)	-2	-1	-3	-5	B
Bottle cap	-5	-1	-3	-	A
Compass	-1	-2	-5	-	B
Dart	-3	+1	-1	-3	B
Dinner fork	-2	-4	-7	-	B
Fish hook (with line)	-4	-2	-6	-	B
Javelin	+3	+2	+1	0	B
Meat hook	+3	-6	-	-	B
Glass (broken)	-2	-5	-	-	B
Nail	-4	-6	-9	-12	B
Pen/pencil	-4	-4	-7	-10	B
Pickaxe	+4	-3	-5	-	B
Pitchfork	+3	-2	-5	-9	B
Scissors	-2	-4	-	-	B
Screwdriver	-2	-2	-5	-8	B
Tack	-5	-	-	-	A

Table 48D. Heat Weapons.

Weapon	DM	Range Modifier			Damage Type
		S	M	L	
Match	-3	-6	-	-	B
Cigarette	-3	-5	-	-	B
Lighter	-2	-	-	-	B
Blowtorch	+1	-	-	-	B
Hot liquid	-1	-5	-	-	B

Table 48E. Miscellaneous Weapons.

Weapon	DM	Range Modifier			Damage Type
		S	M	L	
Blowgun (with darts)	-3	+2	+1	0	B
Aerosol spray	Co- 1D5	+3	-	-	15 mins.
(if hit eyes)					
Garbage/waste	APP- 1D5	+1	-2	-	Until clean
Sling shot	see Marble	+2	+1	-1	see Marble
Spitball	-	-2	-6	-9	None
Wet towel	-4	-	-	-	A

Table 48F. Advanced Weapons.

The second DM is applied when the weapon is used in close combat as a club.

Weapon	DM	Range Modifier			Damage Type
		S	M	L	
Zip Gun (Pistol)	+4/-2	+2	0	-1	B
Bow	+4/-3	+2	0	-1	B
Crossbow	+4/-2	+3	+1	0	B
BB Gun	-3/-3	+2	-1	-2	A
Pellet Gun	-2/-2	+3	+1	0	A
.357 Pistol/.38	+5/-1	+4	+2	0	B
.45 Pistol/.44	+6/-2	+4	+2	0	B
.22 Rifle	+4/-1	+4	+3	+2	B
.22 Sat. Night Special	+4/-2	+4	+2	0	B
.303 Rifle	+5/-1	+4	+3	+2	B
M-16	+4/-1	+4	+3	+1	B
Shotgun	+10/0	+2	+6	+3	B

Table 49. Advanced Weapons Rate of Fire And Ammunition.

<u>Weapon</u>	<u>Rate of Fire</u> <u>(Shots per option)</u>	<u>Ammunition</u>
Zip gun	1/3	1
Bow	1/2	1
Crossbow	1/4	1
BB Gun	1	20 x 1D5
Pellet Gun	1/2	1
.357/.38	3	6
.45/.44 Pistol	3	8
.22 Rifle	1/2	10
.22 Pistol	4	8
.303	1	16
M-16	7	30
Shotgun	3	5

Impact weapons which do 6 or more points of damage to the head will stun the target for 12 turns - 1 per point of target's WP.

Bladed and pointed weapons which do 6 or more points of damage cause a loss of 1 Constitution point per turn until the wound is bound up. This only applies if a single weapon does this much damage.

Armor

Certain types of clothing will act as armor to reduce damage, and this is shown in Table 50. A character must be hit in the area where the armor is worn for it to have effect.

Table 50. Armor Damage Modifiers.

Armor	Modifier	Damage Type	Areas Protected
Bulletproof vest	-8	A & B	chest, abdomen
Motorcycle helmet	-8**	A & B	Head
Sports helmet	-6**	A & B	Head
Steel-toed boots	-4	A & B	Feet
Sports padding	-3	A & B	Shins, elbows, groin, shoulders
Winter jacket	-3	A & B	Arms, abdomen, chest
Leather jacket	-2	A & B	Arms, abdomen, chest
Leather pants	-2	A & B	Legs, groin, buttocks
Boots	-2	A & B	Feet
Jean jacket	-1	A & B*	Arms, abdomen, chest
Jeans	-1	A & B*	Legs, groin, buttocks
Leather gloves	-1	A & B	Hands

* Only if cutting or puncturing

** Adds 2 points damage to attacks made with the head

If a character is wearing armor which protects the attacked area, then the DM for the armor (Table 50) is applied to the damage roll. Otherwise armour does not serve a purpose. If an armored area is targeted, then armor covering the area reduces the damage taken.

Effects of Damage

In addition to reducing CON, damage may have adverse effects on the character during combat. When determining additional effects of damage, the original, not the current Constitution, is used. Also, the damage must be inflicted in a single attack.



If damage is taken which is equal to or less than one-third of a character's CON, then the character must roll his original CON or less on 1D20. If he misses the roll, then he is stunned and unable to attack or defend for a number of options equal to the amount by which the roll was missed.

If damage is taken which is equal to or less than two-thirds of a character's CON (but greater than one-third CON), then the character must roll against his CO or fall down, as well as against his original CON (as above) and be stunned.

Damage equal to CON or greater will knock the character unconscious and may kill him (See Unconsciousness).

To locate the points of damage required to equal one-third or two-thirds of a character's CON, cross reference the character's original CON with the one-third or two-thirds damage lines in Table 51.

Table 51. Constitution/Damage Matrix.

Damage	Original Constitution							
	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24
one-third	1	2	3	4	5	6	7	8
two-thirds	2	4	6	8	10	12	14	16

There is no chance of a character being stunned if he is greatly intoxicated, but he can still be knocked over.

Unconsciousness

If a character has exactly a 0 CON, he will be unconscious until 1 point is recovered, and no points will be lost. If a character has a CON value below 0 but above -5 he will slowly lose points until he reaches -5, at which point he will die. One CON point is lost after a number of minutes equal to his original CON plus his current CON (-1 to -4). This applies only to Type B damage. A character dies when his current CON becomes -5 or less. During the time of unconsciousness, CON points are regained at the normal rate (1 per day). Type A damage can knock someone unconscious, or kill them. But once unconscious their condition will not worsen and they will heal normally. Only Type B damage worsens the longer the victim remains unconscious.

Healing Damage

Each weapon attack is rated for either type A or B damage. Type A damage is relatively minor, superficial damage. It is healed at a rate of 1 point per hour not spent in strenuous activity.

Type B damage is serious, lasting damage. It is healed at 1 point per day not spent in strenuous activity.

Damage can also be healed as described under the First Aid skill.

Movement

It may be important to know how far a character may travel in a turn. The table below shows various movement rates, based on the character's current Constitution, for a 5 second turn. Current Constitution is Constitution minus wounds and injuries.

Table 52. Movement Allowance.

Rate for activity is per turn (5 seconds).

Activity	Constitution			
	1-7	8-12	13-17	18+
Crawl / roll	6'	12'	16'	20'
Run	60'	72'	88'	104'
Run & Dodge	32'	40'	44'	52'
Swimming	12'	16'	20'	24'
Walking	20'	24'	32'	36'

The first turn of movement is at half the speed listed for Run and Run & Dodge because of the need for acceleration.

The weight a person carries is not usually an important factor in a normal situation, but it can make a big difference in combat.

The maximum weight a character can carry is 10 times his Strength, in pounds. The maximum weight that can be lifted (or dragged), but not moved, is equal to 15 times Strength, in pounds.

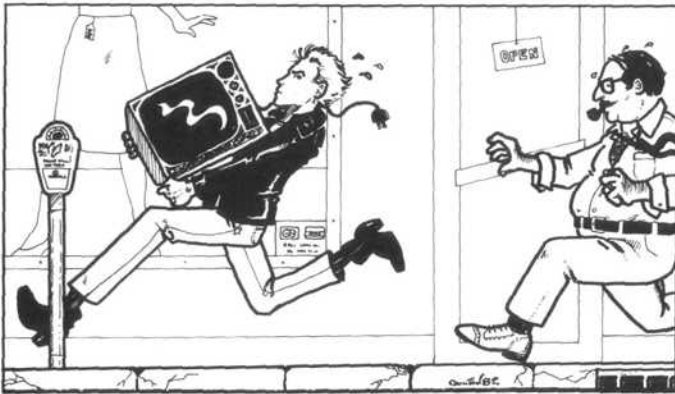


Table 53. Effects of Encumbrment on Movement.

Weight Carried	Movement Rate
10 pounds or less	Normal, as listed on Table 52
11 pounds to half maximum allowed	Encumbered, 3/4 of values in Table 52
More than half maximum allowed	Heavily encumbered, half of values in Table 52

Morale

Morale is the reaction of characters to a combat situation. When a NPC or animal has suffered a loss of 50% or more of his remaining CON points he must make a morale check. For animals this consists of rolling for animal reactions (Tables 40, 41). NPCs this means rolling against Courage. If the roll is made the character may continue to fight, checking again only if wounded for 50% or more of his remaining CON points. If the roll is missed by 3-, the character retreats and attempts to leave the fight, with an eye for personal safety. If the roll is missed by 4+ the character flees the combat immediately, heedless of safety or the consequences.

Table 54. Morale Modifiers to Courage.

Situation	Modifier
Opponent uninjured	-1
Previous morale checks made by character this round (per check)	-1
Opponent 50% or more injured	+1
Opponent 75% or more injured	+2

Player characters never check morale, and may continue to fight as long as the player controlling them wishes (unless the characters are killed, or lose consciousness).

Damage from Unusual Sources

It is possible for characters to be damaged by means other than those covered to this point. Here is a guide for damage sustained from other sources.

Fire: Fire results in Type B damage at the rate of 1D5 points per turn.

Electricity: Electricity causes Type A damage if 11- points are taken. When damage is 12+, it is assessed as Type B. Depending on the voltage, 1D20 points are taken per option.

Falling: Falling causes Type B damage. For every 10 feet, 1D6 points (modified by -9 if in water, -7 if in snow, and -1 if in grass) are taken. If a character falls less than 10 feet, and can roll against his CI, no points are lost. If this roll is missed, he loses 1-2 points.

Asphyxiation: Asphyxiation results in Type A damage. Every 4 turns, a roll must be made against WP. If the roll is missed, the character falls into unconsciousness with a -4 CON. Death will occur in 4 turns if regular breathing is impossible. If the WP roll is made, each subsequent roll against WP is further modified by -1, as are CO, INT, and ST.

Drowning: Drowning causes Type A damage. Follow the guidelines for Asphyxiation (above), except that the WP roll must be made every 2 turns when under water.

CHEMISTRY

Explosives

There are four classes of explosives:

1. Liquid combustibles, such as gasoline (1 gallon is the standard unit). See Misc. Damage for additional burn damage.
2. Primitive powders, such as gunpowder (1 pound is the standard unit).
3. Advanced powders, such as dynamite (1 stick is the standard unit).
4. Chemicals, such as nitroglycerin or plastic explosives (1 ounce is the standard unit).

The damage and burst radii of each of the four classes of explosive are given in Table 55. For example, a stick of dynamite (Class 3) is ignited near two characters. The SchoolMaster rolls 4 on 1D6, modified by +13 because of the class, gives a total of 17 damage points. The first character is just 10 feet from the explosion (i.e. 0 feet from the first radius) and must take the full damage of 17 points. The other character is 15 feet from the explosion, (i.e. 5 feet away from the burst radius), and must take 15 points of damage.

Table 55. Explosives.

Class	Damage	Burst Radius
1	1D6 +3	5'/gallon
2	1D6 +8	10'
3	1D6 +13	10'
4	1D6 +15	10'

Damage Modifiers:

- 2 per 5' outside burst radius
- 4 lying flat more than 10' away
- 6 soft cover (table; thick hedge)
- 10 hard cover (brick wall)

All explosives cause Type B damage.

Often, structural damage caused by explosives is important and may be computed using the following method. Damage is determined and then compared to the structure in question (Table 56). If the total or accumulated damage is equal or higher than the damage capacity (DC), the structure is destroyed.

Table 56. Structure Damage Capacity.

Structure	Damage Capacity
Wooden door	8
Thin Metal	4*
Thick Metal	24*
Wall, Floor, Roof	32*

*Class 1 explosives are ineffective

Corrosives

There are three types of corrosives: mild (cleaning agents), moderate (bases), and powerful (acids). Each cause a varying degree of damage dependent upon whether it is internally or externally applied, and the amount of continued exposure, to a maximum level. Type B damage is assigned for each time interval, dependent on the type of exposure (Table 57).

Table 57. Corrosives.

Type	Internal Damage	External Damage	Maximum Damage		Time Interval
			Internal	External	
Mild	2	1	4	2	10 min.
Moderate	2	2	6	4	5 min.
Powerful	3	2	9	4	1 min.

It should be obvious that these values are for relatively small amounts of the chemical (an extremely small amount for chemicals such as hydrochloric acid), and the damage will increase with a larger amount. To what degree damage increases with volume is for the SchoolMaster to decide. One ounce of HCl will probably act as above, but think of the poor loser who dumps 6 gallons of the stuff on himself....

Poisons

Poisons (Table 58) do Type A damage if proper care is received, otherwise poisons do Type B damage.

Table 58. Poisons.

Type	Damage	Maximum Damage	Time Interval	Notes
Arsenic	3	18	half hour	2 ounce dosage, no vomiting
Cyanide				Paralyzes victim's muscles, including heart and lungs. Death follows in minutes. It can be neutralized with respirators, heart machines and time.
Rat Poison	3	8	half hour	Roll against CON every half hour or vomit (eliminates poison)
Rattlesnake poison	2	16	half hour	Damage per bite; anti-venom will restore lost points in 2 hours

Sleep Inducing Agents

Sleeping Inducing Agents (Table 59) include chloroform, sleeping gas, and sleeping pills. Sleeping pills are considered to have a potency of 2 with regard to overdoses (see Alcohol and Drugs). They produce no intoxication, however. A character that is put to sleep, will sleep for half of his normal required time (See Sleep), if he is not disturbed.

Table 59. Sleep Inducing Agents.

Type	Knocks character out if	Notes
Chloroform	Roll against WP-6 is missed	Roll each time character breathes while exposed
Sleeping gas	Roll against WP-4 is missed	Roll each time character breathes while exposed
Sleeping pill	Roll against WP-1 is missed	-1 per pill. Characters remain awake for a number of minutes equal to their reduced WP.



Poisonous Gases

Poisonous gases will be fairly rare, but the SchoolMaster should be able to derive their effects with a basic knowledge of chemistry and these guidelines.

Three gases which are lethal and are well within a chemistry student's capability to produce are phosgene, chlorine, and hydrogen cyanide.

Tear gas, while not poisonous, will obscure vision and reduce CO by 1D10 points. It can be obtained by students fairly easily, or simulated by filling a nasal mist sprayer with formaldehyde (embalming fluid). When someone is sprayed with this solution, the effects are the same as tear gas.

SOCIAL RULES

There are various social situations in which a character may find himself. The guidelines for these situations are given below. In all cases, Skill Modifiers for Social Situations (Table 60) and Social Situation Modifiers (Table 61) should be consulted for possible modifiers.

Table 60 Skill Modifiers for Social Situations.

All values in this table are applied per level of skill.

Skill	Dance	Flirt	Date Request	Date Success	Seduction	Love
Charisma	0	+2	+2	+2	+1	0
Coolness	+1 per level of Coolness to all CR rolls					
Dancing	+1*/+2*	0	0	0	0	0
Manners	+1	0	+1	+1	0	0
Friends	+1 per level of Friends to chance of gaining a friend					

* +1 at Level 5 / +2 at Level 6

Table 61. Social Situation Modifiers.

All modifiers are cumulative.

Situation	DN	FL	DR	DS	SE	LV
Age differences:						
Asker younger by 1 year	0	0	0	0	-1	0
Asker younger by 2 years	0	-1	-1	0	-2	0
Asker younger by 3 years or more	-1	-2	-2	0	-3	0
Asker older by 1 year	0	+1	+1	+1	+1	0
Asker older by 2 years	0	+1	+2	0	+2	0
Asker older by 3 years or more	-1	-1	-1	-1	-1	0
Asker has known asked:						
Up to one week	0	-1	-2	0	-2	-1
One week to one month	0	0	-1	0	-1	0
One to six months	0	+1	0	0	0	0
Seven or more months	+1	+1	+1	0	0	0
Asker and Asked are friends	+3	+1	+1	+1	0	+1
Asked loves Asker	+5	+4	+4	+2	+3	-
Asked loves another person	-1	-2	-1	-1	-2	-3
Asked dating another person	-1	-1	-2	-1	-1	-1
Asker pays attention to Asked	0	0	+1	0	0	0
Asker has a disease	0	-1	-1	0	-2	0
Asker has a social disease	0	-2	-1	0	-3	0
Asker's APP higher (add difference)	*	*	*	-	*	*
Asked's APP higher (subtract diff.)	*	*	*	-	*	*
Not on a date or at a party	-2	-2	0	0	-2	0
Unusual request (bondage etc.)	0	-1	0	-2	-4	0
Stimulation (music, aphrodisiac)	+1	+1	0	0	+1	0
Asker has harmed Asked	-1	-3	-2	-2	-3	-1
Asker gives Asked gifts						
Small value	+1	+1	+1	+1	0	0
Moderate value	+3	+1	+2	+2	+1	0
Great value	+5	+2	+4	+3	+2	0
Asker has mistreated dates/lovers	-1	-2	-2	-1	-2	-1
Asker has helped Asked	+2	+1	+1	0	0	0
Asker has saved Asked's life	+3	+2	+2	0	+1	+1
Asker has accomplished great deed	+3	+2	+2	0	+1	0
Each successful dance ****	+2	+1	+1	**	0	0
Each unsuccessful dance ****	-1	-1	-1	***	0	0
Each successful flirt ****	+3	+3	+2	+1	+1	0
Each unsuccessful flirt ****	-2	-4	-2	-2	-1	0
Each unsuccessful date request ****	0	0	-1	0	0	0
Each successful date	+1	+1	+2	0	+1	0
Each unsuccessful date	-1	-2	-3	0	-2	0
Each successful seduction	+4	+3	+3	+4	+3	+1
Each unsuccessful seduction	-4	-5	-3	-5	-6	-1
Individual Social Success						
Reaction Modifier	*	*	*	*	*	-

* Modifier derived applies in that situation

** +1 per three successful dances

*** -1 per three unsuccessful dances

**** Applies for the rest of the situation or day, whichever is greater

- Situation does not apply

DN Dancing FL Flirting DR Date Request
DS Date Success SE Seduction LV Love

Dancing

When a character wishes to ask another character to dance, a roll against APP is made. If the roll is successful, then the other character has accepted the request.

The chance to dance successfully is equal to:
character's CO + Dancing skill level.

This is determined each time a character dances, or every 5 minutes during a long dance (try "Disco Inferno").

All dance modifiers in Table 61 are for the request only, and apply for the duration of the social event in question.

Flirting

Flirting includes any activity short of seduction, including making out. In order to successfully flirt with an individual for the first time, the character must first roll against his CR + 1. If the roll is successful, then he must roll against his APP for the flirt to succeed. After 4 dates, or when the characters are lovers, no CR roll is required. Subtract half the target's WP from the chance of success if the target is reluctant.

Dating

Request: The chance for a NPC to accept a date is determined by rolling against the APP of the Asker. A CR + 2 roll is required by any character asking another for the first time (+1 CR if asking over the telephone, -1 CR if asking in person). A CR roll may only be attempted once per situation. Love is checked on each successful date after the fourth, until it occurs.

Success: The success of a date is based on:

(Asker's INT + APP) - (Asked's INT + APP).

After modifications, the result is checked on Table 62.

Dates with a 3+ result are considered to be successful, those 2- are not (See Going Steady for the application of the Going Steady Modifier).

Table 62. Date Success.

Result	Going Steady Modifier
-2 or less	-2
-1 to +2	-1
+3 to +5	0
+6 to +10	+1
+11 or more	+2

Going Steady

The chance of going steady is equal to the sum of all of the Going Steady Modifiers to the present time. This value is modified by:

- 1 if the two belong to different Character Classes,
- +1 if the two characters are friends, and
- +2 if the two characters are lovers.

Characters that are going steady do not roll for date requests (they accept all the time), but they still must check for date success.

After each unsuccessful date, or once per month, there is a chance that the characters going steady will break up. If the number rolled on 1D10 exceeds the chance of going steady, then the characters will break up. For example: Spaz has been dating Puddle. They have had three excellent dates (result 11+ each time) and one bad date (-1 result). They are friends (+1), but not of the same Character Class (-1). The chance of going steady is 5/10 (+2 + 2 + 2 - 1 + 1 - 1). Spaz rolls a "1" and he and Puddle are now going steady. Their next date is a disaster (-6 result). They must check to see if they are still going steady. The chance of going steady is now 3/10 (+2 + 2 + 2 - 1 + 1 - 1 - 2). If Spaz rolls anything greater than 3, they will break up.

Seduction

Before attempting to seduce someone, a character must roll against his CR-1 or he is too timid to try to make his move for the rest of the situation. There is no CR modifier for the second and subsequent attempts after the first success. CR is also modified by -1 if the seducer lacks experience compared to the character he is trying to seduce. The chance to successfully seduce another character is rolled against:

((character's INT + APP) / 2) - Target's WP.



If the target is not passively resisting the seduction, then his WP is not subtracted from the chance of success.

If two characters wish to have sex, a seduction roll is not necessary, but both must roll against CR-1.

Note that it is almost impossible to seduce a character who is actively resisting (fighting back), but if your character does, it is called "rape".

Pregnancy

Girls involved in sexual activity will become pregnant 2/10 of the time. If birth control devices are used there is a 1/10 chance that the device will malfunction. If this occurs, then there is a 2/10 chance of pregnancy. Birth control pills will always work, but if a "1" is rolled there was an oversight.

Love

In some situations there is a chance that a character will fall in love with another. Love is checked if an Individual Reaction (Table 31) requires it, after a certain number of dates, after a successful seduction, or whenever the SchoolMaster thinks that it is appropriate.

The chance that an NPC will fall in love with a PC is equal to the PC's APP + CR + WP + an attribute that the NPC's class prefers (ST for Toughs, INT for Grains, APP for Cheerleaders etc.) + the Social Success Individual Reaction Modifier + Social Situation Modifiers (Table 61); all divided by 6.

Love which is not returned will last for 1D10 weeks. A roll against CR is required by a character who wishes to tell another of his love.

If characters are in love, it will last until one of the characters breaks it off. There is a 1/10 chance per month of this occurring. The chance of getting back together after breaking up is equal to one half the original chance of falling in love (divide by 12 instead of by 6).

Friendship

The chance that characters will become friends is checked when required by an Individual Reaction (Table 31), or once per month after the characters have become acquainted with each other for a month or longer.

It is the PC's choice whether to befriend a NPC (no check required), but the chance that an NPC will befriend a PC is equal to:

- (total of PC's attributes)
- (total of NPC's attributes).

This result is modified by:

- 2 if they are of different Character Classes
- + 1 per level of Friends skill
- + 2 if the characters share common activities (i.e. sports, street fighting).

Diseases

Each month a character must roll against his CON on 1D20 or he contracts a disease. If a disease is contracted, consult Table 63.

Table 63. Diseases.

1D10	Disease	Damage to CON	Maximum Damage	Roll Required to Cure (1D20)
1- 7	Cold	1 / day	half CON	original CON or less
8- 9	'Flu	2 / day	three-quarters CON	current CON or less
10	Unusual	SchoolMaster's discretion		

Unusual diseases may be chosen by the SchoolMaster. Some suggestions are Mononucleosis (Mono), Tonsillitis and Appendicitis. These generally incapacitate the character for a number of weeks. All diseases require bed rest, otherwise the chance to be cured is modified by – 4. Antibiotics and other appropriate medication will modify the cure roll by + 3 (There are no known curative drugs for colds, just painkillers and other medication which relieve the symptoms).

Constitution points that are lost through disease reduce WP and ST alternately for the duration of the illness. Once the cure roll is successful, the lost CON points are recovered at a rate of three per day.

The SchoolMaster must designate which NPCs have social diseases, there should not be very many, but in a large school there are sure to be at least a few.

A 1D10 should be rolled to determine which type of social disease is contracted. A result of 1-7 means Syphilis; and 8-10 indicates Gonorrhea.

The SchoolMaster should have some knowledge of these diseases, and explain to the players what symptoms their characters experience.

Each year a character has the disease, beginning after the onset of symptoms, a 1D20 roll must be made. As long as the roll is less than or equal to the character's CON, then nothing serious happens. If the roll is higher, however, characters with Syphilis may die or be disabled (unfortunately long after play has terminated). Those who have Gonorrhea will become sterile.

Cures are automatically successful within the first three months of contracting the disease. Each month thereafter a 1D10 is rolled. There is a 1/10 chance that a cure is impossible. This is cumulative per month, so that after ten months a cure will be possible only if a "1" is rolled.

Parties

For those characters who wish to throw parties, here are a few guidelines to determine the cost and success of such a venture.

Parties cost a minimum of \$1 per person invited.

The number of people who attend a party is based on the (INT + APP)/2 of the character who is throwing the party (Table 64), plus Party Attendance Modifiers (Table 65), plus the Attendance Modifier for Next Party (Table 66), plus the Group Reaction Modifier for Social Success (Table 80). The resulting number is also the chance in ten that a specific individual will arrive. Table 66 rates Party Success, and gives the attendance modifier for the next party. Obviously, the first party will have an attendance modifier of 0.

Table 64. Party Attendance.

((INT + APP)/2) + Modifications	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
Number of asked that come	0%	10%	33%	50%	66%	66%
((INT + APP)/2) + Modifications	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>	<u>11 +</u>	
Number of asked that come	66%	100%	100%	150%	200%	

Table 65. Party Attendance and Success Modifiers.

Situation	Modifier
No illegal acts allowed	– 2
33% or less attendance	– 2
Party crashed	– 2
Parents / police visit	– 2
Less than \$1.00 spent per guest	– 1
150% to 200% attendance	– 1
50% to 66% attendance	– 1
Fight between guests	– 1
Food runs out	– 1
100% attendance	+ 1
Party theme	+ 1
Illegal acts allowed	+ 1
1 to 4 popular people attend	+ 1
More than \$1.00 spent per guest	+ 1
Special event	+ 1
5 or more popular people attend	+ 2
Drugs / alcohol given away	+ 2

Table 66. Party Success.

Success Rating*	Description	Attendance Modifier for Next Party**
1	Disaster	– 3
2	Flop	– 2
3	Bad show	– 1
4	Poor	– 1
5-6	Average (O.K.)	0
7	Pretty good	0
8	Good time	+ 1
9	Great time	+ 2
10	Wild / fantastic	+ 3

* Success Rating = Host's (INT / 2) plus Success Modifiers (Table 65)

** First party has an attendance modifier of 0

The SchoolMaster should organize parties similar to a normal session of play with regular encounters, as well as random party events, which are rolled twice an hour, on 1D20 (Table 67).

Table 67. Random Party Events.

1D20	Random Event
1	Item broken (1D10 × 10 dollar value)
2	Parents arrive (Randomize to see whose)
3	Police visit / raid
4	Neighbors complain (if nothing is done about the complaint, then there is a 7/10 chance they will call the police)
5	Relative of host gets involved in party
6	1D10 people leave
7	Fight between 1D5 + 1 people at party
8	Outside encounter (Table 16)
9	Item stolen (1D10 × 20 dollar value)
10	Party crashed (roll 87-00 on Table 16)
11	Food / drinks run out
12	Alcohol runs out
13	Drugs run out
14	Random person becomes very drunk / high
15	Fuse blows
16 +	No random event

Some of these random events could not possibly happen at some parties, if such an event occurs, re-roll.

Bribery

There is a chance that a character may bribe or be bribed to reveal information or perform an action. To calculate the success of a bribe, divide the cash value of the bribe by the modified WP of the individual being bribed (Table 68). The Bribery Table (Table 69) shows what the character being bribed will do, dependant upon the final numerical result.

All students and adults who hold positions, such as student council members, teachers and policemen, have + 2 WP with regard to bribery.

ALCOHOL AND DRUGS

Both alcohol and drugs are given potency ratings (1 to 5) which determine how much of that particular substance a character may consume, based on his CON, before becoming intoxicated. The SchoolMaster will have to make a subjective determination as to the potency of some drugs, but Table 70 gives a few common examples, along with the potency level for each category.

Table 70. Alcohol and Drug Potencies.

Substance	Potency
Beer, home-grown marijauna, glue, wine	1
Hashish, imported marijauna (eg. Columbian, Hawaiian, Mexican), gin, vodka, whiskey	2
Amphetamines, hashish oil, 'magic' mushrooms, tie stick	3
Cocaine, LSD, mescaline, PCP	4
Heroin, morphine, opium	5

The potency rating is for 1 dose of the substance being used (1 joint, 1 bottle of beer, 1 mixed drink, 1 hit of cocaine and so on). Thus, 2 hits of cocaine would have a potency rating of 8. Watered drinks or shared joints have half effect. When a character mixes alcohol and drugs, the potency ratings are added together (1 Columbian joint and a gin would have a rating of 4).

The potencies given in Table 70 are average ratings for the substances listed. Therefore, it is possible to buy home-grown marijauna with a 2+ potency, while some poor LSD (see Starr's Party) could have a potency of 1.

When an intoxicating substance is consumed the potency is compared to the character's CON to determine the level of intoxication (Table 71). Overweight characters add 1 to their CON to determine intoxication from alcohol. Those underweight, and all females have -1 CON.

Table 71. Intoxication Levels.

Potency	Intoxication Level
1/3 CON	Slight
2/3 CON	Moderate
CON	Great
CON x 2	Comatose
CON x 2	Dead from overdose

The level of intoxication will cause modifications to reactions from others and a character's attributes. Cross reference the intoxication level and the attribute in question to find the modifier (Table 72). The modifiers are applied for the duration of intoxication.

Table 72. Effects of Intoxication.

	Intoxication Level		
	Slight	Moderate	Great
Coordination	0	-2	-5
Intelligence	-1	-2	-4
Courage	+1	+2	+4
Willpower	-1	-2	-4
Reactions of others	0	-1	-5

Recovery time is also determined by the level of intoxication. The effects of stimulants (eg. caffeine pills) will reduce the recovery time from alcohol, and must be calculated at each level of intoxication (Table 73). A character who is greatly intoxicated will recover in 4-6 hours, moving to moderate intoxication for 2-4 more hours, and then to slight intoxication for an additional 1-2 hours, after which he returns to normal.

For drugs, the character returns to normal once the time required to recover from the greatest intoxication level has passed. Since drugs differ widely, this is not a completely accurate system, although it serves its purpose. If anyone has more accurate information, do not hesitate to use it.



Table 68. Willpower Modifiers for Bribery.

Threat of Retaliation is:	Character regards action as:
Great +6	Suicidal +15
Moderate +3	Illegal +10
Mild +1	Senseless +6
None -2	Neutral 0
Threat of Capture or Injury:	Making a point -1
Probable +6	Fun -2
Possible +4	Action to be taken against Character's
Unlikely +2	Friend/lover -1
Impossible -2	

The above modifications should be judged carefully, dependent upon the character's class and personality. A Tough would consider it fun to total the Principal's car, but a Brain would probably think the action was illegal or senseless.

If there is any question as to whether a friend or lover will perform an action, they are considered to have been bribed \$100 + \$10 per month of friendship for friends, and \$200 + \$10 per month for lovers. The character never actually pays the friend or lover. This is also the additional amount of money required before a friend will consider harming his peer.

Table 69. Bribery Table.

\$ / WP	Extent of Action
0.0 to 1.0	None
1.1 to 2.0	Gives information (roll 1D10, 1-5 = False)
2.1 to 5.0	Gives information (always the truth)
5.1 to 10.0	Gives information (always the truth)
	Roll 1D10:
	1-5 do anything
	6-10 have another do it or makes excuses
10.0 or more	Do or say anything requested

Table 73. Recovery Time.

Intoxication Level	Recovery Time	Stimulant
Slight	1 to 2 hours	x 0.80
Moderate	1D3 + 1 hours	x 0.85
Great	1D3 + 3 hours	x 0.90
Comatose	1D5 + 5 hours	x 0.95

Note that characters who become greatly intoxicated by alcohol and do not have the Drinking skill must roll CON or less on 1D20 or vomit. The roll must be made for each drink taken after great intoxication is reached. Characters who reach moderate intoxication by using marijuana will not vomit no matter how much alcohol they drink (thus introducing the possibility of alcohol poisoning).

Anyone who uses strong drugs (potency 4 or 5) must roll CON +5 or less on 1D20 or half of the value for each negative attribute modifier (Table 72) becomes permanent (damage to the nervous system). Any character who has an attribute permanently reduced to 0 or less is dead. The amount of drug needed should be determined by the SchoolMaster. He should base his decision on the chance of addiction, blackouts (with memory loss) and foolish actions that may result from the use of "controlled substances".

For those who do not travel in such circles, Table 74 is provided to use as a guideline for determining drug prices. Obviously, it is impossible to form an accurate price list that will reflect the costs in every area. Drug prices fluctuate greatly with locality and availability.



Table 74. Drug Prices.

Drug	Price
Cocaine (CocaCola, snow)	\$80.-\$100./gm
Hashish (hash)	
good buy	\$ 8./gm
average buy	\$12.-\$15./gm
true black hash	\$15.-\$20./gm
hash oil	\$40.-\$50./gm
Heroin (horse, smack)	\$30.-\$35./gm
LSD (acid)	\$ 4.-\$ 8./hit
Magic mushrooms	\$ 5.-\$10./gm
Marijuana (grass)	
homegrown (uncured)	\$30./oz
homegrown (cured)	\$35.-\$45./oz
imported (cured)	\$65.-\$75./oz
joint (homegrown)	\$ 1./1
joint (imported)	\$2. or \$5./3
seeds	see a friend
Mescaline	\$20.-\$30./gm
Morphine	\$30.-\$35./gm
PCP	\$20.-\$30./gm
Tye stick, each	\$50

An ounce of marijuana (or a four-finger bag) will make 40 - 50 joints (rolled with 2 papers). A character must take about 20 magic mushrooms to get buzzed, while 40 or more will cause hallucinations. Wholesale buyers of hashish usually like to make twice their cost on resale. There are many kinds of LSD. The best known, in order of potency, are: green microdot, purple, strawberry, white, orange double barrel and window pain. Locally made LSD (blotter), may be good or bad (variable potency) and is hard to obtain.

ACADEMICS

No game about school would be complete without a system for determining the grades of the students involved in the game. The final grades will, of course, be averages of all tests, examinations, assignments and class participation. When calculating grades keep in mind any skills possessed by the student which would modify them.

Examinations

For those who would like to have the letter grade equivalent of a numerical grade, here are some guidelines:

A	is from 90 - 100,
B	is from 80 - 89,
C	is from 70 - 79,
D	is from 60 - 69,
E	is from 50 - 59,
F	is from 30 - 49, and
F-	is assigned to any grade 29 or lower.

A character's grade is determined by using the following procedure for each quiz, test or examination. A base score of 50 is modified by the INT and LD of the student as well as the Subject Difficulty (SD) and the time spent studying (Table 75). A 1D10 variable (Table 1) is added to the result. SD is a measure of the difficulty of the course (1 = super slack or 'birdy', 10 = very tough).

Table 75. Grade Modifiers.

	INT, LD, or SD Value									
	1	2	3	4	5	6	7	8	9	10
INT	-15	-10	-5	0	0	0	+5	+10	+15	+20
LD	-6	-4	-2	0	0	0	+2	+4	+6	+8
SD	+15	+10	+5	0	0	0	0	-5	-10	-15

Each hour of studying adds 4 to the base score. Each week of work being covered subtracts 2 from the base score. The maximum amount of time that a character may study and count the bonus is one hour for each week of work covered, plus two hours. (For example a character could have a test on two weeks of material and study as long as he wanted, but could only count the +4 per hour for four hours (+16 total)).



For each hour of studying the character must roll against (character's LD + WP) / 2.

If the roll is missed then the character must take a break equal in duration to half the time that has been spent studying. For example, if a character studied for 4 hours and then missed the roll he would have to take a 2 hour break before he could do any more studying.

Calculators and computers add 5 and 10 points, respectively to all mathematics and science grades (if the teacher allows their use).

If a student has a tutor for regular, or summer school, then the SD is reduced by 1 because he has a better understanding of the subject.

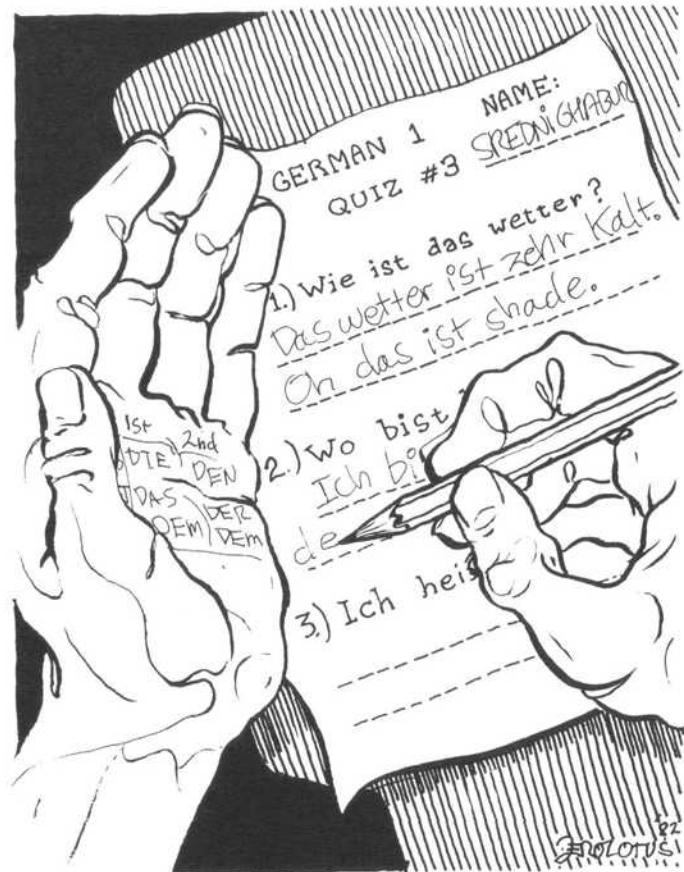
Assignments

Assignments, homework and projects have a base score of 50 which is modified by INT, LD and SD + the result of a 1D10 variable (Table 1), as listed for Quizzes, Tests and Examinations (Table 75). Typing will add 5 points to all written assignments. To determine the amount of time it takes to complete this type of work, the SchoolMaster should roll 1D6 and consult the Table 76. Add 1 to the die roll for each grade level over the 9th. All results are in minutes.

Table 76. Completion Time Required for Assignments.

Values in this table are base values which will be modified by Table 77. A value of '0' indicates that no assignment was given.

Modified 1D6	Subject Difficulty Value									
	1	2	3	4	5	6	7	8	9	10
1	0	0	0	0	5	10	15	20	25	30
2	0	0	0	5	10	15	20	25	30	35
3	0	0	5	10	15	20	25	30	35	40
4	0	5	10	15	20	25	30	35	40	45
5	5	10	15	20	25	30	35	45	45	50
6	10	15	20	25	30	35	40	45	50	55
7	15	20	25	30	35	40	45	50	55	60
8	20	25	30	35	40	45	50	55	60	65
9	25	30	35	40	45	50	55	60	65	70



The actual time it takes a character to complete an assignment is based on INT and LD. The following Table (77) shows the percentage of the time that it takes the character to complete the assignment. Projects take ten times the amount of time shown.

Table 77. Assignment Completion Time.

(INT + LD)/2	Completion Time	(INT + LD)/2	Completion Time
1	140%	6	100%
2	130%	7	90%
3	120%	8	80%
4	110%	9	70%
5	100%	10	60%

For each 1% of extra time spent over the required time, add ½ point to the grade. For each 1% of time spent under the required, subtract one-half point.

For example: Ron has an INT of 6 and a LD of 5. He is in the 10th grade and is taking a subject with a difficulty of 5. He is given an assignment and the SchoolMaster rolls a 4 on 1D6, adding 1 because this is a 10th grade assignment. Cross-referencing this number with the SD of 5 shows that the assignment will take 25 minutes. The average of Ron's INT and LD is 5, so the assignment will take him 100% of the time rolled (25 minutes). Ron has more important things to do than homework, so he only does five minutes of work. This means that he has spent 80% less time than he should have on the assignment, and 40 points are subtracted from the base score of 50. The 1D10 variable result was +2 (a roll of 7). Ron's INT and LD will not modify the grade, and he has no skills that affect it so his final grade for the assignment is an impressive 12%.

Class Participation

Class participation is a grade reflecting the character's actions in the classroom. Class participation has a base score of 10, which is modified by:

- 1 each time an assignment is failed or not completed;
- 1 for each incident caused in class;
- +1 per level of Manners skill; and
- +1 each outstanding effort to maintain peace, quiet and an atmosphere of learning in the classroom.

The maximum score possible for a class participation grade is 10.

NPC Grades

At some time it may become necessary to work out the grade of an NPC for the year. This is done by adding the appropriate modifiers to the base score of 50 (Table 78).

Table 78. NPC Grades.

	INT, LD, WP, and SD Values									
	1	2	3	4	5	6	7	8	9	10
INT	-20	-15	-10	-5	0	+5	+10	+15	+20	+25
LD	-8	-6	-4	-2	0	0	+2	+5	+15	+20
WP	-4	-3	-2	-1	0	0	+1	+2	+4	+6
SD	+20	+15	+10	+5	0	-5	-10	-15	-20	-25
NPC skills		Cheating		+3 per level						
		Homework		+2 per level						
		Manners		+1 per level						
		Memory		+3 per level						
		Studying		+4 per level						

A 1D10 variable is added to the grade of the NPC to determine the final score. Grades in excess of 100% are treated as 100%.

Summer School

If a character fails a course and wants to pass the year, he may attend summer school. Characters may only attend summer school if they failed the course during the regular school year and their final grade was not below an F- (29%). Of course they could deliberately fail a course in order to attend summer school if they desired.

Summer school lasts for 1 month and is held every weekday morning from 9:00 a.m. until 12:00 noon or 1:00 p.m. Tests and assignments are computed in the same manner as during the regular year, with the following changes:

- 2 SD if the teacher is the same person the character had for the course during the year; and
- 1 SD for all summer school courses.

SUCCESS

Success is the measure of life. "Am I doing things right?" is a question asked not only by oneself, but by one's character as well. Everyone knows how important it is to be successful, and thus popular, especially when one is a teenager.

Social Success (SS) is equivalent to popularity and is only gained or lost when what a character has done is publicly known. If others do not know what a character has achieved, then he would not be treated differently.

Academic Success (AS) is a measure of scholastic success and is gained regardless of who knows about it.

General Success (GS) is success that is neither social or academic.

In the following descriptions of Success, the PC will be referred to as "you" for the sake of simplicity and because the player is supposed to assume the character role during the game.

Social success is gained in the following ways. It is possible for a character to have a negative value, or get negative success points. This indicates a drop in popularity.

Dancing with someone is worth 1 social success point per 3 APP points of your partner. This is awarded each time you dance. Cheerleaders get twice as many points for dancing.

A **date** is worth 1 point for each APP point of the person you date, if the date is successful. If the date is not successful the same number of points are lost. Cheerleaders and Jocks get twice as many points for a date.

A **fight** must last 1 minute or at least one of the participants must be injured for it to count toward success. If you are more popular than your opponent (higher Social Success) or if you did not start the fight then you get points equal to your APP whether you win or lose the fight. If you are less popular or start the fight you lose points equal to your opponent's APP, whether you win or not. A fight is worth a number of points equal to your opponent's CO + CON if you win. If you lose the fight you lose points equal to your CO + CON. Toughs get double the number of success points for fighting.

Flirting, if successful, is worth 1 point for every two appearance points of the person you are flirting with. If the flirt is unsuccessful, then the same number of points are lost. Cheerleaders earn twice as many points for flirting.

Gaining a friend or lover is worth the average of that character's attributes as points, per month. If you gain a lover you also get a number of points equal to that character's APP. Cheerleaders and Jocks receive twice as many points for friends or lovers.

Gaining positions, such as a club president or student representative, is worth $2 \times$ your INT, divided by the importance of the position (1 for a president, 2 for vice-president and so on) for each month the position is held. Brains get twice as many points for this.

Helping someone is worth a number of points equal to his or her Social Level plus APP.

Being **humiliated** will cause a loss of points equal to the value of your pertaining attribute(s). For example, if someone made you look stupid you would lose points equal to your INT. If someone made you look cowardly you would lose points equal to your Courage. If you humiliate someone you gain as many points as they lost. Humiliation is worth twice as many points for Brains. (The SchoolMaster should decide when these points are to be awarded because obviously you are not humiliated if you miss a few questions on a test, or can't make a comeback to a smart remark. Humiliation usually takes a bit of planning on the part of the character doing the humiliating.)

Intoxication is worth 1 point for each level of intoxication (slight, moderate, great or comatose). Jocks and Toughs get double the number of points.

Being **invited to a party** is worth 1 success point for each point of the Party Success rating. Cheerleaders earn twice as many points for this.

Killing someone is a good way to get removed from the game by the authorities. If you do manage to get away with killing someone you lose a number of social success points equal to the number of social success points possessed by your victim, or the total of his attributes + SL, whichever is greater (this does not apply to Losers you kill). In short, you will become VERY unpopular. (Unless the victim happens to be a Loser, in which case your popularity may even increase.)

If you are a female and become **pregnant** you lose a number of points equal to $(12 - \text{guy's APP}) \times 10$. If you are a male who is responsible for a pregnancy you lose a number of points equal to $(13 - \text{girl's APP}) \times 5$.

Being raped results in a loss of points equal to your (APP - social success individual and group reaction modifiers) $\times 10$. Raping someone causes you to lose points equal to (your APP + the victim's APP + his or her Social Success Individual and Group Reaction Modifiers) $\times 5$.

A successful **seduction** is worth a number of points equal to 2 times the APP of your partner. If a seduction attempt is unsuccessful you lose the same number of points. Cheerleaders and Jocks get double the number of points for a seduction.

Sports awards are worth $(2 \times \text{CO}) + \text{level of Sports skill (if any)}$, divided by the importance of the award (1st place, 2nd place, etc.) The points are then multiplied by the appropriate number on Table 79.

Participating in Sports is worth your CO + your team's score, divided by the other team's score. The points are then multiplied by the appropriate number on Table 79. If the result is a negative number you don't lose anything, but instead get a number of points equal to your APP (sympathy from your fans). Jocks get twice as many points from sports and sports awards.

Throwing a party is worth a number of success points equal to twice the success rating of the party itself (see Parties). Cheerleaders get twice as many points.

Academic success is gained in two ways. It will never be a negative number, but in some cases may be quite low.

Academic awards are worth $2 \times$ your INT, divided by the place of the award (1st, 2nd, etc) and then multiplied by the Success Point Modifier appropriate to it (Table 79). Brains get twice as many points for this.

Grades are worth 1 academic success point for every 2% in each subject per semester. Brains get double the number of points from this.

General success can be gained in three ways, but gaining it can be hazardous to your social success, which will be explained below. You may only claim a maximum of 50 points per act or occurrence.

Illegal gains, such as selling drugs, are worth 1 general success point per \$10 earned in this way. Criminals earn twice as many points from this.

Stealing will earn 1 point per \$20 of merchandise stolen. Criminals earn double the number of points for stealing.

Vandalism is worth 1 general success point per \$20 of material destroyed. Toughs receive double the number of points from vandalism.

Here's the catch to general success. It is subtracted from the social success of any character except a Criminal or a Tough. General success is a dangerous way for anyone to obtain points, but for someone who is not a Criminal or Tough it is a waste of time, the final score will not be any different. Criminals and Toughs do not lose social success points for general success, the score for them remains the same.

Table 79 shows what to multiply Sports and Academic awards by in order to get their point value, as well as sports in general.

Table 79. Sports and Academic Award Multipliers.

Importance of Award / Event	Success Point Multiplier
Inter-class	1/2
Inter-grade	1
Inter-school	2
County	3
State	4
National	6

Social success will modify the reactions of individuals and groups as shown in Table 80.

Table 80. Social Success Reaction Modifiers.

Social Success	Individual Reactions	Social Success	Group Reactions
150-299	+1	100-199	+1
300-449	+2	200-299	+2
450+	+3	300+	+3

A similar negative Social Success will give a similar negative modifier (eg. -200 would give -1 to Individual Reactions and -2 to Group Reactions).

It is important to remember that Social, Academic and General success are separate scores and are not combined until the end of the game.



Winning

Most normal boardgames end at some point, while role-playing games generally do not, except upon the death of the player character. Alma Mater, although a role-playing game, does come to an end.

After four years of play (game time) the success points of each character are tallied and the character with the highest score is the winner. There is no reason a character must complete high school in order to win the game, but if he fails, his Academic success will be lower and will not contribute as much to his final score.

Characters may quit school (if they are the legal age) and still gain success points (Social and General only), but it is unlikely that they will win. Indeed, since the SchoolMaster will be running situations in school for the other players, the out of school player will probably become bored.

Any characters who die or are sent to prison for the remainder of the game can total their success points at that time and can compare that total to that of the others when they finish their four years of play. Unless the game is well along in time it is more likely that such players will create a new character and begin play in the same grade as the rest of the players. They do not begin with any Success points (i.e. a new student moves to town). This is acceptable, but they will have to work hard for Success in order to make up for lost time.

After everyone has finished four years of school they can begin the game over again with new characters. This adds the challenge of not only winning, but of surpassing your previous score(s).

VEHICLES

Operating A Vehicle

This section deals with the maneuvering of a vehicle and the ability of the driver to avoid an accidental situation. It is intended mainly for land vehicles, but certain of the modifiers can be applied to vehicles of all types. Table 81 gives modifiers to a character's ability to drive (see the Driving skill for the method of determination). All modifiers are cumulative.

Table 81. Driving Modifiers.

Situation	Modifier
Speed	
40 - 60 MPH	-1
61 - 80 MPH	-2
81 - 100 MPH	-3
101 or more MPH	-4
Degree of any turn	
up to 30 degrees	-1
31 - 60 degrees	-2
61 - 90 degrees	-3
91 or more degrees	-4
Climatic condition	
fog	-1
night	-2
rain	-2
snow	-3
ice	-4
Traffic	
light	-1
moderate	-2
heavy	-3
Vehicle type	
bicycle	-2
bus, van or truck	-1
sports car	+1
Miscellaneous	
blown tire* / object hit	-3

* Speed is reduced by 20% for each tire lost.

There are many vehicles a character may use, and this section will cover the various types of vehicles, damage caused by them, their ability to withstand damage and repair costs (Table 82).

Damage Capacity (DC) is the amount of damage a vehicle can withstand before becoming inoperative.

Table 82. Vehicles.

Vehicle Type	Maximum Speed	DC	Vehicle Type	Maximum Speed	DC
Bicycle	35	15	Pickup Truck	95	110
Motorcycle	100	40	Truck	75	130
Snowmobile	65	50	Semitrailer truck	85	180
Police M.cycle	110	50	School Bus	45	120
Compact Car	110	90	Bus	70	160
Mid-size Car	110	100	Train	70	250
Luxury Car	120	110	Canoe	15	20*
Police Car	120	105	Rubber Raft	5	10*
Sports Car	150	100	Speedboat	65	60*
Foreign Spts Car	160	85	Police Boat	80	80*
Jeep (4WD)	65	115	Helicopter	120	70\$
Van	90	110	Twin-prop Plane	190	80\$

* If Damage exceeds this number the boat will sink.

\$ If Damage exceeds this number the vehicle will crash (explosives do double damage).

Acceleration takes 6 turns to reach maximum speed from a standstill. It takes 3 turns to reach half speed. For each level of Driving skill with that vehicle, acceleration time is reduced by half a turn.

If struck by a vehicle a character will take damage as shown on the Table 83. The values listed are per 10 MPH. All damage is type B.

Table 83. Damage done by Moving Vehicles.

Vehicle Weight	Damage per 10 MPH
Very Light (bicycle)	1D6 - 2
Light (motorcycle)	1D6 - 1
Medium (car)	1D6
Heavy (truck)	1D6 + 1
Very Heavy (train)	1D6 + 2

Damage To Vehicles

The following Table (84) shows how much damage is sustained by a vehicle when it strikes, or is struck by, an object of similar mass.

Table 84. Damage to Vehicles' DC.

Speed	Damage to DC	Speed	Damage to DC
1-10	1D10 variable	81- 90	80 + 1D10 variable
11-20	10 + 1D10 variable	91-100	90 + 1D10 variable
21-30	20 + 1D10 variable	101-110	100 + 1D10 variable
31-40	30 + 1D10 variable	111-120	110 + 1D10 variable
41-50	40 + 1D10 variable	121-130	120 + 1D10 variable
51-60	50 + 1D10 variable	131-140	130 + 1D10 variable
61-70	60 + 1D10 variable	141-150	140 + 1D10 variable
71-80	70 + 1D10 variable	151-160	150 + 1D10 variable

Damage To Passengers

If a vehicle is involved in an accident it is likely that the passengers will take damage. The amount of damage is based on the portion of the vehicle's damage capacity that is destroyed. This is shown on the Table 85, along with the chance of an explosion following an accident.

Table 85. Vehicle Passengers' Damage.

DC Destroyed	Passenger Damage	Chance of Explosion*
1-10%	1D6 - 2	0
11-20%	1D6 - 1	0
21-30%	1D6	0
31-40%	1D6 + 1	0
41-50%	2D6	0
51-60%	3D6	10%
61-70%	4D6	10%
71-80%	5D6	20%
81-90%	6D6	20%
91-100%	7D6	30%

*If there is an explosion, consider it as Class 1 (See Explosives) and occurs 1D20 seconds after impact.

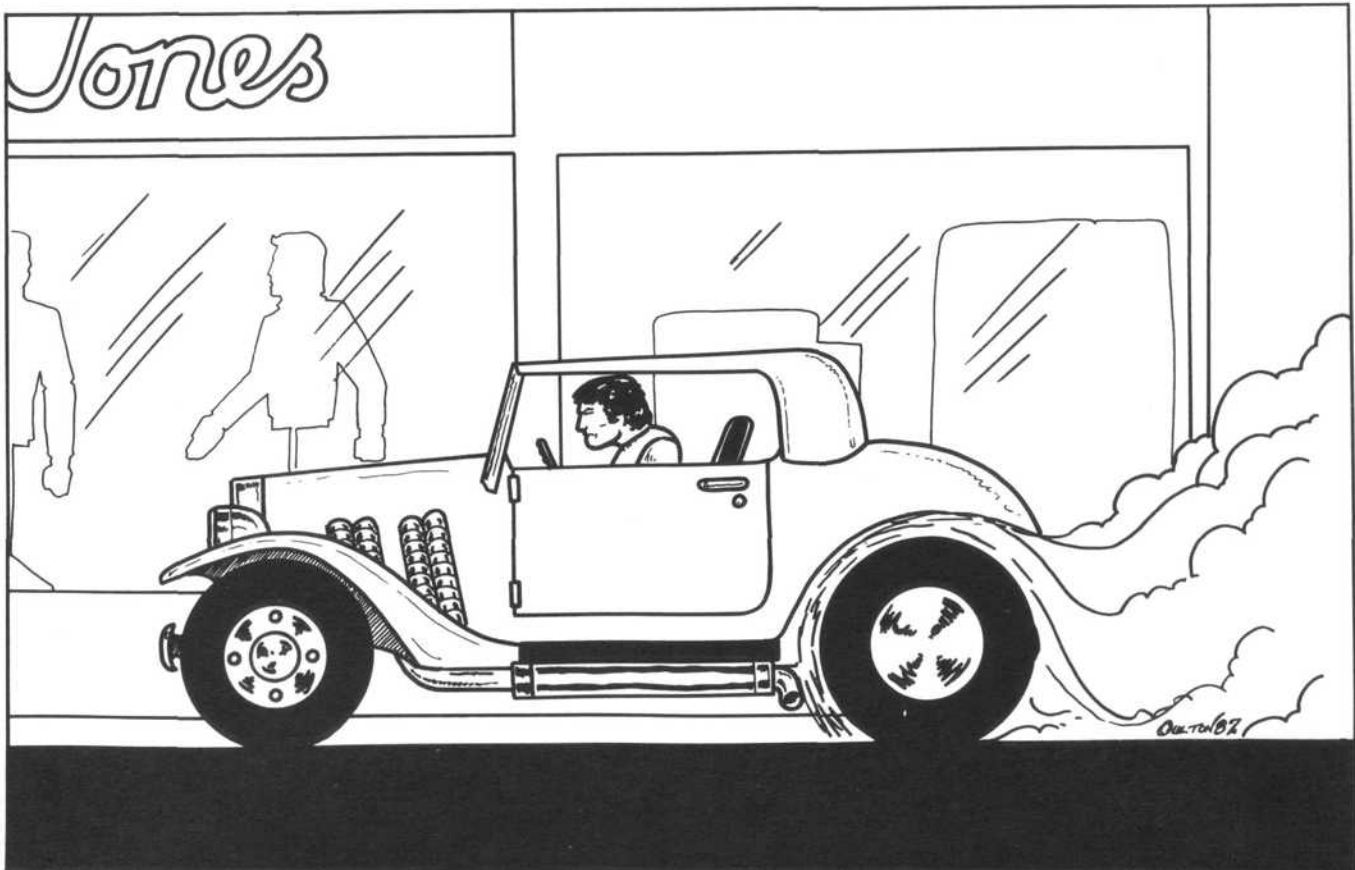
Damage taken by characters reduces CON and is treated as Type B damage. The amount of damage taken is modified by the following circumstances:

- 5 per die vehicle does not hit a solid object;
- 1 per die wearing a helmet;
- 1 per die soft impact (eg. snow);
- 1 per die in back seat; and
- + 1 per die no seat belts.

A vehicle which hits a soft target (such as snow) has damage taken to its DC reduced by $1D10 \times 3$. A vehicle which does not hit a solid object has damage taken reduced by $1D10 \times 8$.

The cost of repairing a vehicle is equal to the amount of the vehicle destroyed (or DC lost) + 1D10, expressed as a percentage of the value of the vehicle.

The annual cost of maintaining a vehicle is equal to 1D10% of its value minus 4% (never less than 1%) and increasing by 1% each year.



MISCELLANEOUS

Sleep

Each character must sleep a certain number of hours out of every twenty four. The exact number of hours will be determined by the character's CON, and is shown on Table 86.

Table 86. Required Sleep.

CON	Required Sleep
2- 7	10 hours
8-12	9 hours
13-17	8 hours
18-20 +	7 hours

Those characters who do not obtain the needed amount of sleep each night must subtract 1 point from their WP and ST alternately for every 2 hours missed. INT and CO are also reduced by 1 point alternately for every 2 hours, and APP is reduced by 1 point per 3 hours missed. If CON goes to 0 the character has fainted from fatigue.

For example, a character with A CON of 12 needs 9 hours of sleep, but only gets 5 on one night. Until the lost 4 hours are made up the character will have his APP, CO, INT, ST, and WP reduced by 1 each.

A character may ignore the effects of lost sleep for 24 hours if he can roll against his WP.

Weather

The weather conditions on any given day can be determined by rolling on Table 87. This table is rather general and should be modified by the SchoolMaster to suit the area of his campaign.

Table 87. Weather.

Table 87A. Season.

Season	Weather Type (1D10)			
	Sunny	Cloudy	Rain	Snow
Winter	4-	5-8	9	10+
Spring	3-	4-7	10+	-
Summer	5-	6-8	9+	-
Autumn	3-	4-8	9	10+

Table 87B. Degree of Condition.

Modifier is for next roll for weather type/degree of condition.

Degree of Condition (1D10)	Sunny	Cloudy
1- Slight	-1/+1	+1/-2
2 Slight/moderate	0/+1	0/-1
3-6 Moderate	-2/+1	+2/ 0
7 Moderate/great	0/+2	0/ 0
8 Great	0/+2	0/+1
9 Great/extreme	-2/+2	+2/+1
10+ Extreme	-3/+3	+3/+1

Table 87C. Wind Condition.

1D10	Wind
1	None
2-6	Slight
7-8	Moderate
9	Strong
10	Very Strong

Information for SchoolMaster

Employment

The SchoolMaster must determine how a job is obtained, what types are available to students, the rate of pay, and the hours worked. This should not be too difficult since most people have some idea as to what types of jobs a high school student can obtain.

Some students have no need for jobs, such as Criminals and rich students who can live on their allowances. At some point in the game, however, most characters will want to earn some extra money in a legal manner. The SchoolMaster should be prepared for such an eventuality so it can be dealt with quickly and realistically.

The Expanding Campaign

Unlike other role-playing games the area of play for Alma Mater is not an entire world, but an area much smaller. Like any scenario area, the school must be developed in detail. This may seem like an impossible task, but if it is taken a grade section at a time it is much easier. The SchoolMaster's job can be further simplified by using floor plans and people from his own school. A large number of NPCs can be drawn from people known personally, and using them in the game can sometimes be rather entertaining.

Environment

The home of a character is not the classroom but a house or apartment. Like the school, a simplified way to handle this is to get out maps of your city or town and work around the most important sections first. The school area should be covered, then residential and shopping areas.

Individual houses can be drawn with floor plans, for the most important NPCs as well as for the PCs. In fact, a good way to deal with this is to have the players reproduce floor plans of their homes, modifying them slightly to fit their character's Social Level.

The school is just the beginning. Play need not be restricted to it, but can expand to the entire city or state. By drawing hangouts, shops and homes, the world of Alma Mater may become as real as your own.

Duties of SchoolMaster

Since the SchoolMaster is the overall coordinator of game play, much of the time and effort to get the game going must be on his part. This is not to say that the SchoolMaster does not have fun, just that it takes a certain type of gamer to be one.

In order to make the game more elaborate (and to a certain extent, playable), the SchoolMaster may go beyond the rule book and modules to create more material that is as extensive as he wishes.

Here is a list of duties of a SchoolMaster:

1. Create additional NPC students, teachers, school administration, etc.
2. Plan special encounters or events each game day. This is called a day plan, and is similar to the table of events provided with the Central High module.
3. Develop special scenarios. Another school which would allow inter-school competition, a summer camp, class trips, and drag races are a few of the examples provided in the Module. Special scenarios help to keep both the players and the SchoolMaster interested in the game by adding new characters and situations.

Advice for the Novice SchoolMaster

Maintain authority in the group. Be fair and impartial to all players, but remember, YOU ARE THE BOSS!

Be familiar with this rule book. You don't have to memorize it (although it helps), but at least know where everything can be found. Nothing slows a game more than endless flipping through the rules to find some essential piece of information. In order to help, an index is included at the end of this book.

It is not necessary to tell the players everything their characters would see or know. When they are rolling for chance of success, you do not have to tell them their probability of success, especially if there are secret modifiers to be considered. This is true in everyday life, because people do not necessarily know their chances of success.

Don't let the rules or dice control you, or get the better of your judgement. It is your responsibility to interpret the rules as you see fit.

Finally, and perhaps most important, never let part of the rules spoil your fun. It is better to have fun, rather than be completely realistic. Realism is important, but it should never supplant enjoyment of the game. Remember that each decision you make will set a precedent in the minds of your players.

Information for Players

There are some basic facts for players to remember if they are to do well in Alma Mater. Some may be obvious; some may not.

Read this rule book, if you have access to one. This will give you a feel for the game and helpful knowledge of game mechanics.

Respect the SchoolMaster's decisions. This does not mean that you cannot disagree with them if you do it in a reasonable manner (no temper tantrums or fits of berserk rage, please). Remember that the SchoolMaster's rulings are final. He is not out to "get" you, but to give everyone a fair chance.

At the outset of the game, give each of your characters goals to accomplish. The goals can be anything you wish, whether it is to pass the school year, become the football captain, score with a perfect '10', or start your own gang. Such goals add interest and help to define your character's personality. When you accomplish your goals, you can move on to others, just as in real life.

Make as many friends as possible, you may need them.

Raise skill levels as rapidly as possible. The more proficient you are at a skill, the easier it will be to use when you need it.

Do not neglect Academics or Social Success, even if you detest both. Both are necessary if high success scores are to be reached. Also, concentrate on the activities that bring the most success points to your particular character class.

Avoid crime, especially major crimes (unless you are a Criminal). The penalties for crime are the same in Alma Mater as they are in real life. It would be a shame for a character with a success point total in the thousands to be arrested and convicted (and thus removed from the game). If you do become involved in crime – remember DON'T GET CAUGHT!

Finally, Alma Mater differs from other role-playing games in that if you do nothing, NOTHING will happen. Take the initiative and do what you want to do (but wouldn't dare in real life). That's what the game is all about!

Variants

Although Alma Mater was written with a modern American high school in mind, it is perfectly acceptable to play the game in another context (although you may run into a few problems).

Possible variants include:

1. Different locations (including countries – imagine Alma Mater in the U.S.S.R.);
2. Different eras – the 50's are a good example, but the '60s and '70s are also possible;
3. Different schools – private, elementary, or even university;
4. Start in high school but in a grade other than the ninth;
5. Solitaire play – the encounter and especially the reaction sections were written for this possibility;
6. Two SchoolMasters – one controls the NPCs and the other rolls encounters, reactions and interprets the rules;
7. No SchoolMaster – players take turns controlling NPCs and rolling encounters for their friends; if there is a question about a situation, it can be resolved by logic or voting; and
8. Combine Alma Mater with other role-playing games (fantasy, science fiction, etc.); we have tried, and it is definitely not recommended as part of a campaign (in fact, it is not recommended at all, except as a special one-shot scenario; it can be done, but it's gross!).

No matter how you play, the game demands a great deal of creativity on the parts of the players and the SchoolMaster. If neither uses his imagination to enliven the situations, the game will quickly become like real school – DULL!

If you use your imagination, there are no limits to the possibilities of Alma Mater.

EXAMPLE OF PLAY

Name	Class	ST	CO	APP	INT	LD	CR	WP	CON	SL
Ace (PC)	TGH	8	6	5	3	3	7	5	15	4
Stench (NPC)	LOS	4	3	1	2	3	3	4	8	2
Problems: unusual practice, short, vision (-8)										
Mr. Pain (teacher)	AVE	7	5	6	8	9	6	5	12	6

SM: You walk into class, about half of the other students have arrived, but the teacher hasn't.

Ace: Where's Stench?

SM: Sitting at his desk, staring at pictures of male anatomy in the Biology textbook.

Ace: (with a look of disgust) I'll kick his desk over.

SM: Roll your Coordination.

Ace: (rolls a '3' which is less than his CO of 6) Made it.

SM: The desk falls over before Stench can get his short, dirty body out. He is crushed under the desk and his multitude of books and takes some damage. Desk is -4 (SM's evaluation of DM of a desk falling on someone) because it was not thrown at him, and two? hardcover books (-4 each). I rolled a '6' (-4) for the desk and a '5' (-4) plus '5' (-4) for the books gives '4' points total (Ace's ST is not a factor in determining damage this time). Stench looks rather battered. Since 4 points are more than 1/3 but less than 2/3 of his CON, does he make his CON roll? (SM rolls a 13 on 1D20) No, he misses his CON roll, and lies there stunned (See Effects of Damage).

Ace: I'll pick up one of his books.

SM: Are you sure?

Ace: Yes... but why?

SM: Because it stinks and is in the first stages of decay.

Ace: (horrified) Yechh! I'll go over to this window (pointing to the map), open it, and toss his book out.

SM: Hmm, Stench is no longer stunned (SM determines that it takes 5 options (amount by which Stench missed his CON roll = 13-8) to perform his actions (See Effects of Damage), so I need not roll for his reaction versus attack, because he is capable of making decisions and would react to having his property stolen ('21' on 3D10 minus 9 (individual reaction to property being stolen rather than being attacked) equals 12). Stench cries out, races to the window, and frantically tries to grab the hundreds of scattered pages of his book.

Ace: (what an opportunity!) I'll toss Stench out the window.

SM: O.K., you'll have to grab him first, (Ace rolls) and make a body throw (Ace rolls).

Ace: Successful twice (Ace rolled less than his CO in the first case, and exceeded his CO + ST – Stench's CO + ST in the second case. See Combat.).

SM: Out sails Stench, but just to be fair...

Ace: Boo! Hiss!

SM: If he can roll his CO, he has grabbed the ledge.

Ace: A Loser couldn't do that!

SM: (rolls) '2', he made it, desperately hanging on to the ledge.

Ace: \$%&*%\$!%* !!

SM: (in his best Mr. Pain voice) "What are you doing by the window?" Mr. Pain just arrived and is standing behind you.

Ace: Just getting some fresh air.

SM: Ha! Roll your Lying ability. (after he does the calculation) You have a 1 in 10 chance (Ace's INT + APP + Lying level-Mr. Pain's INT=0, but there is always a 1/10 chance of success).

Ace: (rolls) Damn! I missed, but I'll slam the window down on Stench's fingers.

SM: (window frame equals club? for damage) Stench takes three more points damage (rolls '3' – 1 + 1 for Ace's ST). He misses his CON (See Additional Effects of Damage) and with an effeminate cry, plunges from the second storey window. (in Mr. Pain's voice – slightly bewildered) "What was that? Alright everybody, sit down, you have a test to write".

Ace: You never told us!

SM: (in Mr. Pain's voice) "Life's just full of surprises, isn't it?"

CENTRAL HIGH

Central High is a high school located somewhere in America. It was built in a good section of the city in the 1950s, when it's enrolment was higher.

Students who enroll here in the ninth grade must take the following courses: English, Mathematics, Science, Social Studies, Physical Education, and one elective.

Students in tenth and eleventh grades must take Mathematics, English, and four electives. Twelfth grade students must take English and four electives. To graduate from high school a student needs 20 credits. Each course is worth one credit.

Table 88. High School Electives.

Ninth Grade	Eleventh Grade	Twelfth Grade
Art	Art	Amer. History
Home Economics	Chemistry	Art
Industrial Arts	Economics	Biology
Music	Geography	Biology (Honors)
Spanish	History	Chemistry
	Home Economics	Computer Sci.
	Industrial Arts	Geography
	Music	Mathematics
	Physical Ed.	Math. (Honors)
	Physics	Modern World Problems
	Spanish	Music
	Typing	Physical Ed.
		Physics
		Political Sci.
		Sociology
		Spanish Seminar
Tenth Grade		
Ancient History		
Art		
Biology		
Geography		
Home Economics		
Industrial Arts		
Music		
Physical Ed.		
Spanish		
Typing		

To attain Honors, the student must have an average of at least 80%. All Honors courses are 1 SD.

The school year consists of two semesters of 18 weeks each, with an examination at the end of each semester in each subject. School begins each morning at 9:00 and ends at 3:00 in the afternoon. The school year begins the first week in September and ends the last week in June. There are vacations at Christmas and Easter, and days off school on regular holidays.

School Rules

Students are to refrain from:

1. Smoking or chewing tobacco on school grounds if less than 16 years old. Smoking is not permitted in the school building.
2. Fighting on or near school property or leaving the school grounds to observe or participate in a fight.
3. *Flagrant disrespect for teachers.*
4. Destruction or defacing of school property.
5. Rowdy behavior or running in school building.
6. Possession or use of alcoholic beverages or drugs on school property.
7. Bringing weapons, rubber bands, firecrackers, water-guns, or other dangerous objects to school.
8. Gambling of any kind.
9. Bringing friends, brothers, sisters, or other visitors to school. Patrons and Parents are welcome, but they must sign in at Principal's Office.
10. Dressing or acting in such a manner which disrupts or detracts from the instructional procedure of the school, or tends to diminish the disciplinary control of the teacher.

Crime & Punishment

Whenever an action is deemed punishable by the administration, the Crime number of the offence (Table 89) and the punishment modifier (Table 90), as well as a 1D6 modifier (Table 1) are added together. The result is checked on either the Office Punishment (Table 91) or Classroom Punishment (Table 92) tables to determine the disciplinary outcome.

Table 89. School and Classroom Offences.

Crime	School	Crime	Classroom
1	Smoking (underage)	1	Sleeping
2	Gambling	2	Lateness
3	Obscene speech	3	Causing commotion
4	Fighting	4	Obscene speech
5	Vandalism (small amount) *	5	Skipping class
6	Cheating **	6	Smoking
7	Vandalism (large amount) *	7	Cheating **
8	Theft (small amount)	8	Fighting
9	Obscene action	9	Defiance of authority
10	Dangerous driving ***	10	Vandalism (small amount) *
11	Defiance of authority	11	Vandalism (large amount) *
12	Theft (large amount)		
13	Possession of alcohol		
14	Under influence of alcohol		
15	Assault teacher		
16	Possession of drugs		
17	Under influence of drugs		
18	Sale of alcohol		
19	Sale of drugs		
20	Possession of dangerous weapon		
21	Use of dangerous weapon		

* Vandal must pay for the item destroyed

** Cheater gets a grade of zero

*** Cars are not permitted on School grounds except for Students who have drivers licenses and School parking permits

Other offences such as arson, kidnapping, and murder are tried in the law courts, not the Principal's Office.

Table 90. Punishment Modifiers.

Modifier	Action Taken
-2	Turning yourself in
-2	Classroom offence: provoked or forced
-1	School offence: provoked or forced
-1	Female being punished
-1	per level of Manners skill
-1	Brain
-1	Age 14 - 15
+1	Age 17 - 18
+1	Tough
+1	Third and each additional offence by same person
+2	Each time offence repeated by same person

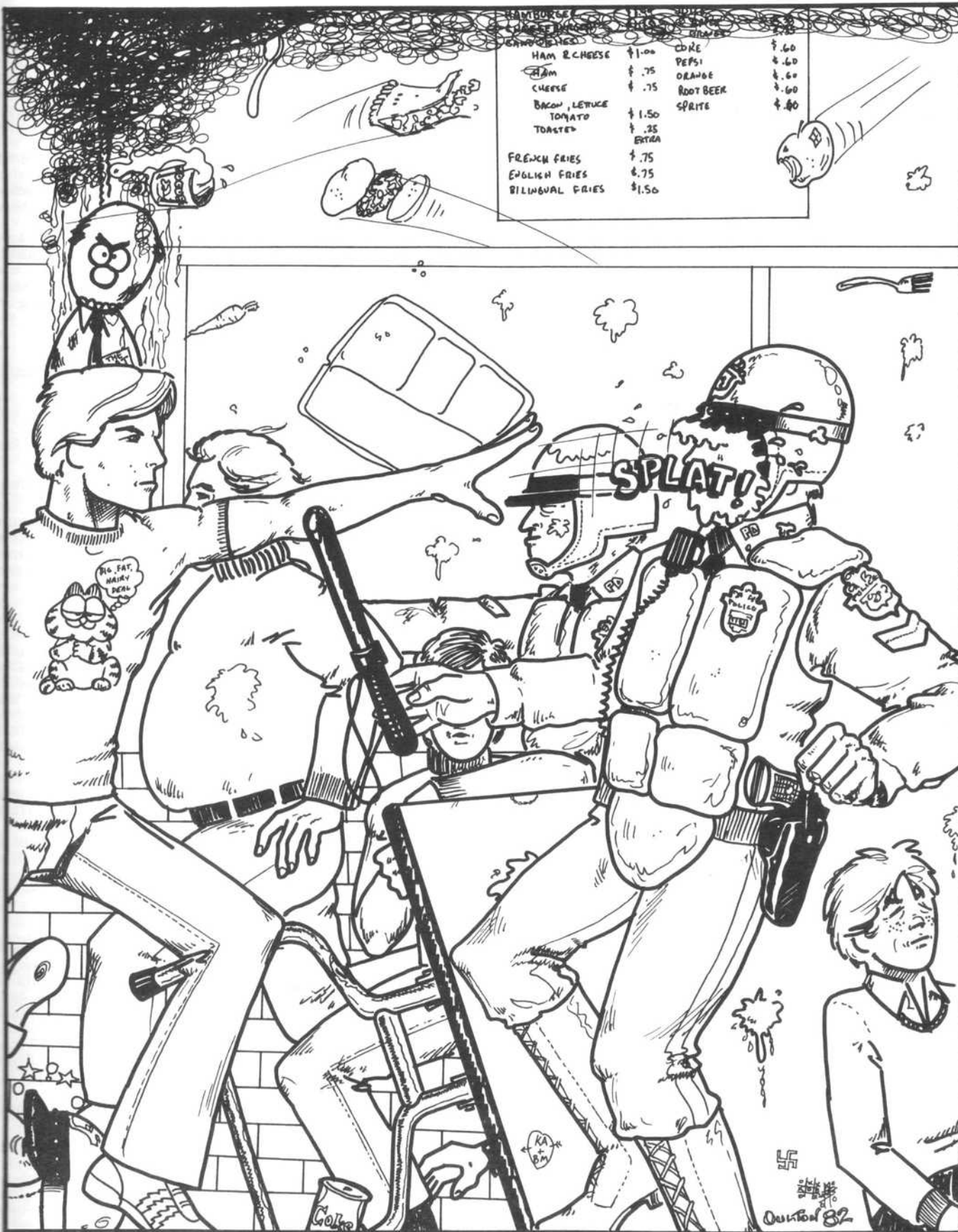
Table 91. Office Punishment.

Crime + Modifiers	Punishment
3 -	Office lecture
4 - 6	Office lecture / report to parents
7 - 10	One-week suspension / report to parents
11 - 14	Two-week suspension / report to parents
15 +	Expulsion / report to parents

Table 92. Classroom Punishment.

Crime + Modifiers	Punishment
1 -	Lecture
2	Write lines - minor
3 - 4	Write lines - major
5 - 6	Detention - minor
7	Kicked out of class
8	Detention - major
9	Kicked out of class for a week - report to parents
10 +	Kicked out of course for rest of year

If dangerous and/or constant crimes are being committed in class, the teacher will take the student to the Office, where the offence will be handled by the Principal.



Teachers

Here is a list of the ninth grade teachers, as well as some of the school administration:

Table 93: Ninth Grade Teachers – Central High.

Name	Subject	SD	ST	CO	APP	INT	LD	CR	WP	CON
The Rat	Principal	–	4	7	2	10	10	8	10	14
Holly Seven	Secretary	–	3	9	11	7	6	6	4	7
Sam	Janitor	–	7	8	4	3	2	4	6	13
Bubbles	Bus Driver	–	6	6	2	6	5	8	9	15
Mr. Fettish	English	10	7	6	3	10	9	9	7	14
Clint	Mathematics	7	11	7	6	7	7	10	6	17
Mr. Buzz	Science	1	7	6	6	9	4	5	4	11
Mr. Loss	Social Studies	6	6	5	5	8	4	4	3	9
Miss Hogg	Home Economics	5	5	6	6	7	6	7	4	9
Rocky	Phys.Ed/Health	3	13	4	5	4	3	9	9	22
Mr. Ford	Industrial Art	4	7	6	3	5	6	7	6	13
Mr. Dopp	Music	6	6	6	6	7	9	6	5	11
The Mouse	Art	4	2	5	4	7	7	3	8	10
Mrs. Gordaza	Spanish	7	6	7	7	7	8	6	5	11
Nurse Goodbody	Nurse	–	4	7	8	8	6	6	7	11

The **Rat** is an underweight, little man who enjoys inflicting harsh, sadistic punishments on those who break his rules. He tries to mould all his students into model citizens, often using devious, cruel, and unlawful methods. He has the Detect Lies and Fear skills.

Holly Seven, a beautiful blond school secretary, is warm, kind, and does not approve of the Rat's extreme punishments. She is a sociable person and attends many of the school dances as a chaperone.

Sam is an easy-going older man who is well respected. He rarely reports anyone for breaking school rules unless they are causing serious trouble or making a big mess, nor does he mind if the students make the building dirty or untidy, since he gets paid overtime for extra work.

Bubbles has an extremely biting wit and is never at a loss for a snide comment at the expense of another person. He almost never arrives at the bus stop on time, either being very early or very late. He is overweight, has a vision defect (–6) and is asexual (i.e. is not interested in sexual activities).

Mr. Fettish is a thin man who wears thick glasses (vision defect –3) and enjoys giving tests in order to brag about the failure rate in this class (over 50%). The poems he studies are often suggestive (obscene) and he is fond of dirty puns. He assigns very little homework. Mr. Fettish will show favoritism to those students who perform actions he wishes. He has a +1 for class punishment. His skills are: Killer Tests, and Omnipotent Classroom (Level 1).

Clint is an ex-football player who likes to give assignments daily and tests every week. He rules the class with an iron fist and does not tolerate sass from anyone. Often, Clint uses physical force, like arm breaking. Clint's homeroom class is one of the toughest in the school, and he sometimes lets them fight without interference. He has a +2 modifier for class punishment. He has the Fear skill and acrophobia (the fear of spiders).

Mr. Buzz is unkempt and wears a loud, bizarre neck tie every day. He gives no assignments or homework, and only two tests and one examination per semester. His classroom is disorderly and his teaching is sporadic at best. He likes to play fantasy-role-playing games until all hours of the night, much to the disgust of fellow teachers. Since he is a poor teacher, he often chaperones, goes on trips, etc. He has a –2 modifier for class punishment.

Mr. Loss likes to give more homework than his students can handle. His class is rather dull and many students use it to catch up on their sleep. To date, he has not caught anyone who has dozed off. He has a –1 modifier for class punishment.

Miss Hogg always has to win arguments. Although she is overweight, she loves dancing on the more solid tables and checking students' personal appearance. Her class is not too difficult, but those students with low APP find it mysteriously hard to pass. She does a lot of cooking in her class, always sampling everything her students prepare.

Rocky keeps pushing his Physical Education students until they drop. Students with a 8 – CON usually quit his class or have heart attacks. He does not care for anything except sports and he thinks students should too. He totally neglects his Health classes.

Mr. Ford is short with a crew cut. He constantly berates his students if they make a mistake or need help with their work. He is a perfectionist. He grades projects very hard, with an eye for the smallest mistakes. He thinks that students who don't take his course are effeminate and treats them worse than his own students. He has the Omnipotent Classroom skill.

Mr. Dopp is often off in his own little drug-induced world paying no attention to his class. His tests are vague and long. He has the Killer Tests skill.

The Mouse is the wife of the Rat, and is a quiet individual. She fears her husband, as well as many students. She does not share her husband's love for punishment, but does agree that the school should guide way-ward youth on the road to becoming better citizens.

Mrs. Gordaza is a teacher who loves to laugh and joke in class. In spite of this, her students learn a good deal and enjoy it. She has a weakness for overspiced Mexican food.

Nurse Goodbody is the leader of the school's First Aid Society. In addition to her other activities, she is also a boxing and wrestling fanatic.

Table 94 is a list of assignments, projects, tests and examinations given by each of the teachers in the Ninth grade.

Table 94. Ninth Grade Course Grade Make-up.

Term	Name	Class Grade	Exams	Labs	Projects	Quiz	Tests
1	Buzz	10%	1 (50%)	5 (4%)	–	–	2 (10%)
2	Buzz	10%	1 (40%)	10 (2%)	1 (10%)	–	2 (10%)
1	Clint	20%	1 (50%)	–	–	–	2 (15%)
2	Clint	10%	2 (20, 40%)	–	–	–	3 (10%)
1	Dopp	10%	1 (40%)	–	–	–	2 (25%)
2	Dopp	10%	1 (30%)	–	1 (10%)	–	2 (25%)
1	Fettish	10%	1 (50%)	–	–	5 (4%)	2 (10%)
2	Fettish	10%	1 (40%)	–	–	10 (2%)	3 (10%)
1	Ford	10%	1 (40%)	–	1 (20%)	–	2 (15%)
2	Ford	10%	1 (30%)	–	2 (15%)	–	2 (15%)
1	Gordaza	10%	1 (40%)	–	–	2 (5%)	2 (20%)
2	Gordaza	10%	1 (40%)	–	–	1 (5%)	3 (15%)
1	Hogg	20%	1 (30%)	4 (5%)	–	–	3 (10%)
2	Hogg	20%	1 (30%)	–	1 (20%)	–	5 (6%)
1	Loss	20%	1 (40%)	–	–	–	2 (20%)
2	Loss	20%	1 (20%)	–	1 (20%)	–	4 (10%)
1	Mouse	10%	1 (30%)	12 (5%)	–	–	–
1	Mouse	10%	1 (30%)	20 (3%)	–	–	–
1	Rocky	30%	1 (30%)	–	–	–	2 (20%)
2	Rocky	30%	1 (30%)	–	–	–	4 (10%)

The first number in a group is the number per semester of the activity. The second is the value for each in the term grade. Both semesters are averaged for a final (year) grade for a subject.

Schedules

How one works out a schedule is up to the players. The easiest one would have courses at the same time each day. There are two classes in the morning, each are 40-minutes long. These are followed by a 15-minute recess, three more 40 minute classes, and a 55-minute lunch break. The afternoon consists of two 40-minute classes. In addition there are 5-minute announcement breaks at 9:00 A.M. and 3:00 P.M. The SchoolMaster should check all schedules to make sure that there are no conflicts (such as different classes in the same room at the same time), and that as many PCs are in the same class as possible.

The subjects taken and the grades received go on the characters' character sheet.

Students

Below is a list of the students in Mr. Buzz's homeroom. Since this is the most complete, it is the classroom in which the PCs should be placed when they start school. The SchoolMaster can randomly generate other homerooms in a very short time if he/she does not try to immediately develop complex Student personalities.

Table 95. Mr. Buzz's Homeroom.

Name	Class	ST	CO	APP	INT	LD	CR	WP	CON	SL	Age	Elective
Angel	AVE	3	4	9	8	7	5	9	12	7	14	Art
Bambi	CHR	4	6	10	1	7	5	8	10	7	15	Home Ec.
Blotto	AVE	7	5	4	6	2	9	6	13	6	14	Home Ec.
Boris	AVE	8	5	3	9	6	7	5	13	7	14	Spanish
Daisy	AVE	6	6	7	6	6	5	4	10	5	14	Art
Dewey	BRN	4	7	8	10	9	6	10	14	9	14	Music
Doctor K	JOC	8	8	7	5	3	8	6	14	6	14	Art
Foxy	AVE	5	6	7	5	6	8	3	8	6	14	Ind. Arts
G.I. Jim	AVE	8	6	7	4	4	10	9	17	4	14	Ind. Arts
Leo	TGH	7	5	6	3	2	7	4	11	3	15	Ind. Arts
Moose	TGH	9	4	4	5	4	6	5	14	5	14	Ind. Arts
Perv	AVE	5	8	5	5	5	7	5	10	7	14	Home Ec.
Puddle	BRN	4	6	4	8	9	4	7	11	5	13	Spanish
Rocket	JOC	8	7	9	7	6	7	7	15	6	14	Ind. Arts
Roxy	CRM	6	6	8	6	4	9	6	12	6	14	Spanish
Sid	AVE	6	7	5	6	4	9	4	10	5	14	Music
Snake	TGH	10	9	5	4	2	10	9	19	4	15	Ind. Arts
Spaz	AVE	4	1	5	9	8	5	9	13	7	14	Art
Starr	CHR	6	9	10	8	6	6	4	10	8	14	Home Ec.
Tank	JOC	10	9	8	4	3	10	10	20	6	15	Ind. Arts
Toad	AVE	1	3	2	5	7	3	3	4	5	14	Music
Vedge	BRN	5	4	5	10	10	8	7	12	7	14	Music
Weasel	AVE	3	6	2	4	2	2	2	5	3	15	Spanish
Crow	LOS	2	3	2	3	3	2	3	5	3	14	Music
Stench	LOS	4	3	1	2	3	3	4	8	2	15	Home Ec.
Wony Tong	LOS	4	2	1	4	3	2	1	5	3	16	Music

Descriptions of Students

Angel is squareness personified because she never allows the immoral, unhealthy or illegal aspects of life to invade her reality. Shy and introverted, she walks with tunnel vision through her life. She suffers from erotophobia and an overprotective older brother in the Tenth grade. Angel's skills are Manners, Pity, and Sports (horseback riding). Her friends are Bambi and Puddle.

Bambi, a heart's delight, is a gorgeous, busty Cheerleader who is warm, kind, and incredibly stupid. Although suffering from "empty head" syndrome, she manages to obtain passing grades. She successfully plays follow-the-leader, and does not take the initiative in any situation. Her strong instincts and steel willpower keep her virtue well intact. Bambi's extra skill is Pity. Her friends are Angel and Starr.

The beer-guzzling, partying **Blotto** is any refrigerator's nightmare. When not eating his favorite snack (Hostess Twinkies), he can be found "grossing-out" the masses in the school cafeteria. Blotto curls his twinkies when Foxy saunters his way. Blotto's skills are Cheating/Plagiarism, Crudeness and Lying. His friends are Perv and Sid.

Boris' eyes (vision defect -2) gleam as he rubs his hands together in fiendish anticipation of playing with his home computer. He spends hours formulating highly complex computer problems. Last year he was expelled from school for using his computer to divert school funds into his bank account. When not working with his computer, he can be found playing video games, many of which he has mastered. Boris' skills are Drinking, Homework, and Studying. His friend is Dewey.

A leftover flower child of the '60s, **Daisy** floats around the school hallways distributing her words of wisdom: "love", "dig it", "peace", and "groovy". Daisy is down on violence, war, and the establishment, and up on drugs and free love. Daisy's skills are Charisma, Drug Use, and Homemade Drugs. Her friend is Vedge.

A model student, that is **Dewey**! A champion supporter of the school system and a hard worker, he relishes good grades. His favorite activities are verbally assassinating those who crap on the school system, getting good grades, snearing at those who succumb to low grades, and teacher slurping. Dewey's skill is Leadership. His friend is Boris.

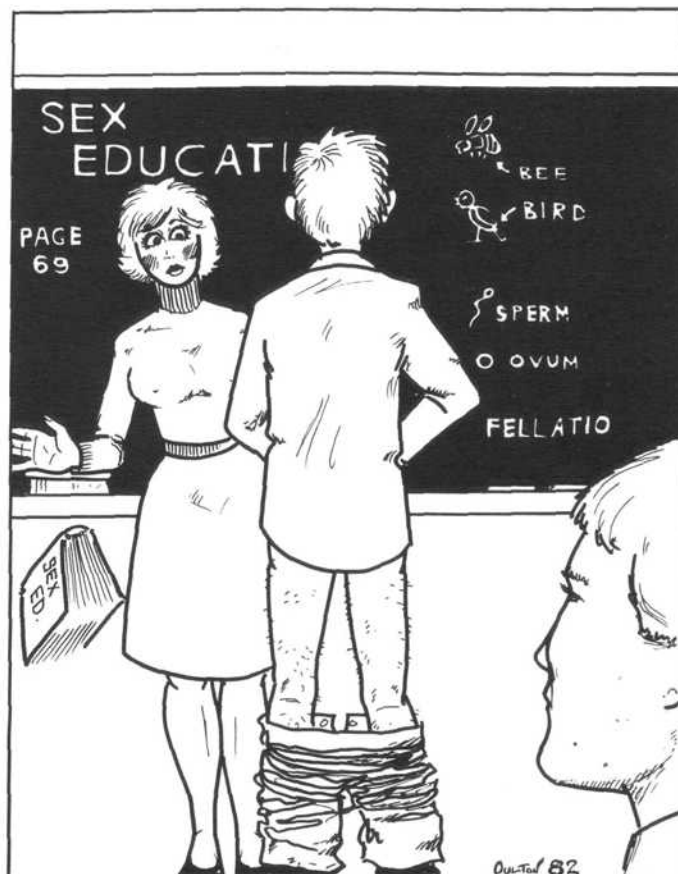
Doctor K is likeable, although he is strange and inarticulate. When not in school, he can be found sharpening his knife and chainsaw collection, or watching murder movies such as *My Bloody Valentine* and *Mother's Day*. He delights in threatening people with anonymous death threats. His skill is Lying; and his friend is Rocket.

Foxy is smooth, sleek, sexy, and easy. When not studying to make above average grades, Foxy can be found cavorting with the most convenient guy (excluding Losers). She has erotomania and gonorrhea. Her skills are Charisma, Dancing and Drinking. Her friend is Starr.

G.I. Jim is one of Uncle Sam's future military leaders. His rigidly disciplined military conversation is excruciating dull. This insufferable paranoid enjoys sneaking around "on patrol", sometimes with his fellow army cadets, attacking everything that looks vaguely Communist. He is daring to the point of stupidity. At home he pleasurably cleans his several elaborate weapons (assault rifles, missile launchers). G.I. Jim has the Leadership, Trained Combat, and Weapon Knowledge (AR15) skills. He has no friends in this class.

Leo is a sleazy looking Tough who spends his time skipping school, and harassing little old ladies and Losers. He uses his time to fanatically hunt and try to eliminate Losers. Leo is a member of Snake's gang, "The Rattlers", and acts as Snake's right hand man. Leo's skills are Drinking and Weapon Knowledge (switchblade). His friends are Moose and Snake.

Moose is a fat, insecure kid who is openly hostile to "fat" jokes. Eating, domination and arm-wrestling take up most of her time. When she is not pushing other people around, she frequently engages in arm-wrestling matches. Moose's skills are Drinking and Sports (wrestling). Her friends are Leo and Snake.



Perv is sexually depraved and is always flaunting what he hasn't got. He is a "strike out" in the scoring game. He faithfully attends school to stare at, spy on, or fondle females who come within hand's reach. His skills are Drinking, Lying, and Memory. His friends are Blotto and Sid.

Puddle, at the tender age of thirteen is a social isolate. Several years ago, she skipped a grade and is now a year younger than her classmates. She hides behind her books in presumed study. Puddle is easily offended, very temperamental and cries frequently. She has a vision defect (-4). As for why she is called Puddle... Puddle's skill is Isolation and Angel is her friend.

The **Rattlers** are a gang of streetwise, cruel, immoral, and ruthless toughs. Their primary activities are streetfighting and the ceaseless persecution of Losers. The Rattlers frequently take drugs. All members have a snake tattooed on their arm. The group numbers a half dozen, including Snake (their leader), Leo, and Moose.



Arno Flesk
Nemo Fushkin

Sid Foton
Nick Ga

X. Friebough
Holly Germu

Sheena Frojeeni
Kaspar Gestalt



Sredni Ghabur
Ralf Granitski

F. Gillikson
Zevon Gur

R. Gillikson
Alice Gylsoua

Jean Golper
Reggie Hahumbo

Mr. Jock himself, **Rocket** excels in Physical Education. Well liked and respected, Rocket plays on many school sports teams and is the Captain of each one. Although he is not pushy or obnoxious regarding his enthusiasm for sports, he simply ignores people who are not "jock-minded". Rocket encourages team spirit and motivates players to try to play harder. His skill is Charisma and his Sport is basketball. His friends are Doctor K, Starr, and Tank.

Roxy is a fence for illegal weapons and stolen jewelry. She wears unusually styled and exotically colored clothing. She wears jewelry around her neck, arms, and legs. Roxy belongs to an all girl gang. Her skill is Weapon Knowledge (Saturday Night Special). She has no friends in this class, although she is Foxy's twin sister.

Sid is aspiring to become a punk rock musician. The songs he writes reflect a sick punk mentality. Sid's clothes are in keeping with the punk tradition and his hair is colored electric blue. When he is not practicing his guitar or writing songs, Sid can be found reciting his obscene poetry to girls. His skills are Coolness, Crudeness, and Music (electric guitar). His friends are Blotto and Perv.

Snake is a fifteen-year-old psychotic low-life. His name is derived from the hissing sounds he makes when his respiratory problem bothers him. He strikes with vengeance if provoked by anyone, setting his gang, "The Rattlers" after them. Snake's skills are Drinking and Leadership. His friends are Leo and Moose. He has a pet rattlesnake.

Spaz is the kind of guy who trips over the only rock in a parking lot (vision defect -9). He always says the wrong thing at the wrong time and is constantly hurting himself. Excluded from social circles because of his incompetence, Spaz tries to look and act "normal". His efforts are usually rewarded by another accident or embarrassment. He loves Angel and will do anything to get her attention. His skills are First Aid, Isolation, Manners. His friend is Tank.

Starr is a Social Queen who is constantly surrounded by friends, boyfriends, and admirers. Her grades are good, but she is not overly concerned with school, preferring to let her popularity carry her through life. She becomes jealous if another female out does her in popularity. She usually hangs around Jocks as if she were a team mascot, and often grants them "favors" to enhance her popularity. Her skill is Drug Use. Bambi, Foxy, and Rocket are her friends.

Tank is big and not too smart. He attends school to "jock out" in sports. He is on all of the sport teams and intimidates people so they will go to games to watch him play. He is like a Knight in shining armor; forever getting into brawls to protect some female's honor. Tank's skill is Intimidation. His friends are Rocket and Spaz.

A repulsive individual, **Toad** seems to radiate an unconscious weakness. He has a vision defect (-5) and often tends to give in because he knows he doesn't have the strength to handle the situation at hand. Toad is Average, but is frequently mistaken for a Loser because he is so weak and hopeless. He thinks that anyone who puts him down is a "fascist pig". Toad's skills are Homework, Pity, and Studying. He has no friends.

Once a hopeful intellectual, **Vedge** has had his brain short-circuited due to drug abuse. He moves slowly, speaks in a painful, slow, deep voice, and generally "vedges out". He is apathetic, and cares about nothing except mathematics, which has almost become a cult activity with him. Vedge does not take part in extra-curricular activities because he has a full schedule of sleeping, studying, and "vedging". He has a vision defect (-10). His skill is Drug Use. His friend is Daisy.

Weasel is the class dope dealer. He hangs around Losers to sell his poor quality merchandise (-1 potency), and to support his own habit. He lies, cheats, and worms his way through school because he knows he needs a high school education to get into college and the really big dope markets. His lack of manners, bad taste, and insulting wit usually lead to fights. His skills are Cheating/Plagiarism, Dirty Fighting, and Lying. He has no friends. Because he doesn't have the Illegal Economics skill, he is forced to pay inflated prices for his low quality merchandise. He sells this rot to his customers at a higher price than he paid for it (normal drug prices x 1.5), and certainly more than it is worth.

Crow enjoys singing along to opera with a voice that squeaks like fingernails on a chalkboard. She is a hideous little brat who likes to make people suffer through her singing. She wants to form a school opera club with herself as President. Crow could only have friends who are completely deaf.

Stench (vision defect -8), a Loser, does not seem human in many ways. He is short, pushy, obnoxious and has the physical defect of smell. This means that anyone who gets within five feet of him must roll against their CON on 1D20 or they vomit. Characters must make this roll every 15 minutes they are in range, or every minute if they are eating with him. Although he tries to hide his unusual practice, he is a closet homosexual. He has no skills or friends.

Tall, dark, and greasy, **Wony Tong** is the disco king. He is always playing disco tapes on his portable tape deck (stolen). Wony tries to be everyone's friend so that he can rob, swindle, and use them. He wears the same clothing everyday, has bad breath, and a vision defect (-3), and spits when he talks. He has a criminal record for disturbing the peace (playing loud disco music) and shoplifting (disco records for his collection). Wony Tong's skill is Pick Pocket. He has no friends but does not realize it.



Scenario Recommendations

Many events could take place at Central High. The following are examples of some of the more common ones, though some may be omitted as the game progresses.

1) Various sports events, of any variety, between schools. Accidents could happen to spectators as well as participants. Practice is less fun but necessary.

2) School dances may be held throughout the year. Some events should have age and dress restrictions. Teachers (chaperones) and occasionally policemen oversee events.

3) Food fights in the cafeteria during lunch might occur spontaneously. Depending on the circumstances, different levels of resistance may be put up by the teachers, police, or rarely, a SWAT team.

4) Students taking over of the intercom system from the Principal's Office may throw insults and humiliate various staff members and students. The school administration would obviously try to stop such an occurrence.

5) Elections of student council members can turn into a campaign of propaganda, lies, and corruption to achieve the highest group reaction.

6) Class trips can bring relief to scholastic boredom. By just travelling short distances by foot or bus, students can encounter new situations, NPCs, and assorted dangers. Try walking twenty miles after the bus breaks down...

7) Examinations can cause almost anyone to do nearly anything to insure a pass. Cheating, bribes, and stolen examination papers are not below many students whose future depends on these few short hours. The expression on forgetful players' faces when a SchoolMaster tells them "examinations are tomorrow" are memorable.

8) An empty school has many opportunities. There are lots of valuable equipment to steal or vandalize, as well as the office safe... School break-ins will undoubtedly result in police investigations.

9) Special events like the Homecoming and Winter Carnival are characterized by sporting events, dances, and the choosing of a King and Queen.

10) There is a darker side to every school, one of gang fights and rivalry. The control of drug markets may even involve adult criminals. A contest always arises when one person proclaims himself the Kingpin of crime.

Many other events occur outside the school, and the Schoolmaster should develop these events as a counter balance to inside school events.

After the SchoolMaster has a general theme for an adventure, it should be expanded in detail, describing all the important facts that the players and SchoolMaster require. A party scenario is described below. It may be interpreted in a variety of ways; and the SchoolMaster may alter it in whatever fashion he wishes.

DAY PLANS

The following are two examples of Day Plans, which describe special events and encounters that the SchoolMaster has planned. These Day Plans are for the first two days of school.

IMPORTANT: Do not forget to roll for encounters every class period or once every five minutes outside the classroom (Table 14) and for random classroom events (Table 15) once each class period, in addition to the encounters described in the day plan.

DAY PLAN – TUESDAY, SEPTEMBER 7

First Day of School (Monday was Labor Day)

The PCs arrive anytime before 9:00. At 9:00 everyone is called to the auditorium.

9:05 - 9:40	Principal's Welcome (first period). The Rat welcomes students to another "banner year" at Central High. He has booklets with school rules (including a map of the school) distributed to every student. He then proceeds to explain all the rules to make sure that no one misunderstands them. A number of students in the audience make obscene gestures causing others to snicker.
	<i>For the rest of the day the students will run through a normal schedule. Fourth period, however, which would normally be a study period has been cancelled for today so that Social Studies could be rescheduled from first period.</i>
9:40 - 10:20	Science (second period)
9:45	Buzz is late getting to class, so Stench announces loudly that he will go to try to find him. As he heads for the classroom door, Snake and Leo intercept him and he runs into a corner.
10:05	Buzz walks in and everyone sits down. He gets texts from the storage room and passes them out.
10:06	As Buzz is passing out the books, Roxy walks into the storage room and steals three bottles of hydrochloric acid (eight ounces per bottle). Buzz does not notice.
10:20 - 10:35	Recess
10:25	Starr tells the PCs about the party she is having this evening and invites them to it (see Starr's Party).
10:30	The Rattlers chase Stench to the top floor and he does not return (he has been tied in one of the boy's washrooms).
10:35 - 11:15	English (third period)
10:40	Mr. Fattish gives a course syllabus and distributes books.
11:00	Mr. Fattish gives the class a vocabulary test.
11:15 - 11:55	Social Studies (fourth period today only)
11:20	Mr. Loss takes the class on a trip around the school grounds to point out various geographic and historic sites.
11:40	Foxy and Sid disappear into some nearby bushes.
11:45	Spaz trips over a rock and gets a bloody nose.
11:55 - 12:35	Mathematics (fifth period)
11:50	Clint is late and Leo erases the information on the chalkboard.
11:51	Clint arrives and takes Leo to the office.
12:00	Clint returns and hands out three large textbooks and assigns 35 minutes of homework.
12:35 - 1:30	Lunch - As usual the cafeteria food "sucks" (hot dogs, greasy french fries and a rotten banana).
12:45	Wony Tong gets his portable tape deck from his locker and plays a disco tape loudly.
1:00	Crow asks a PC to change \$20 for her. Then she asks him (or her) to join the school opera club.
1:30 - 2:10	Elective (sixth period) - The SchoolMaster must decide what encounters will occur. The PCs will be taking a variety of elective courses so that it is impossible to cover all of them in this limited space.
2:10 - 2:55	Physical Education (seventh period)

2:15 Rocky starts a basketball game. Teams are created by assigning numbers to characters ("1", "2", "1", "2"...). Those assigned "1" make up one team, while the "2"s comprise the other. Different colored tops are provided for each team.

2:30 Wony Tong emerges from the locker room, but has not changed.

2:55 - 3:00 Announcements

END OF DAY ONE

The players are free to do whatever they wish (within the rules of the game) until 9:00 in the evening when Starr's Party begins. The SchoolMaster may create another situation to play between 3:00 and 9:00 (game time) if he wishes.

DAY PLAN – WEDNESDAY, SEPTEMBER 8

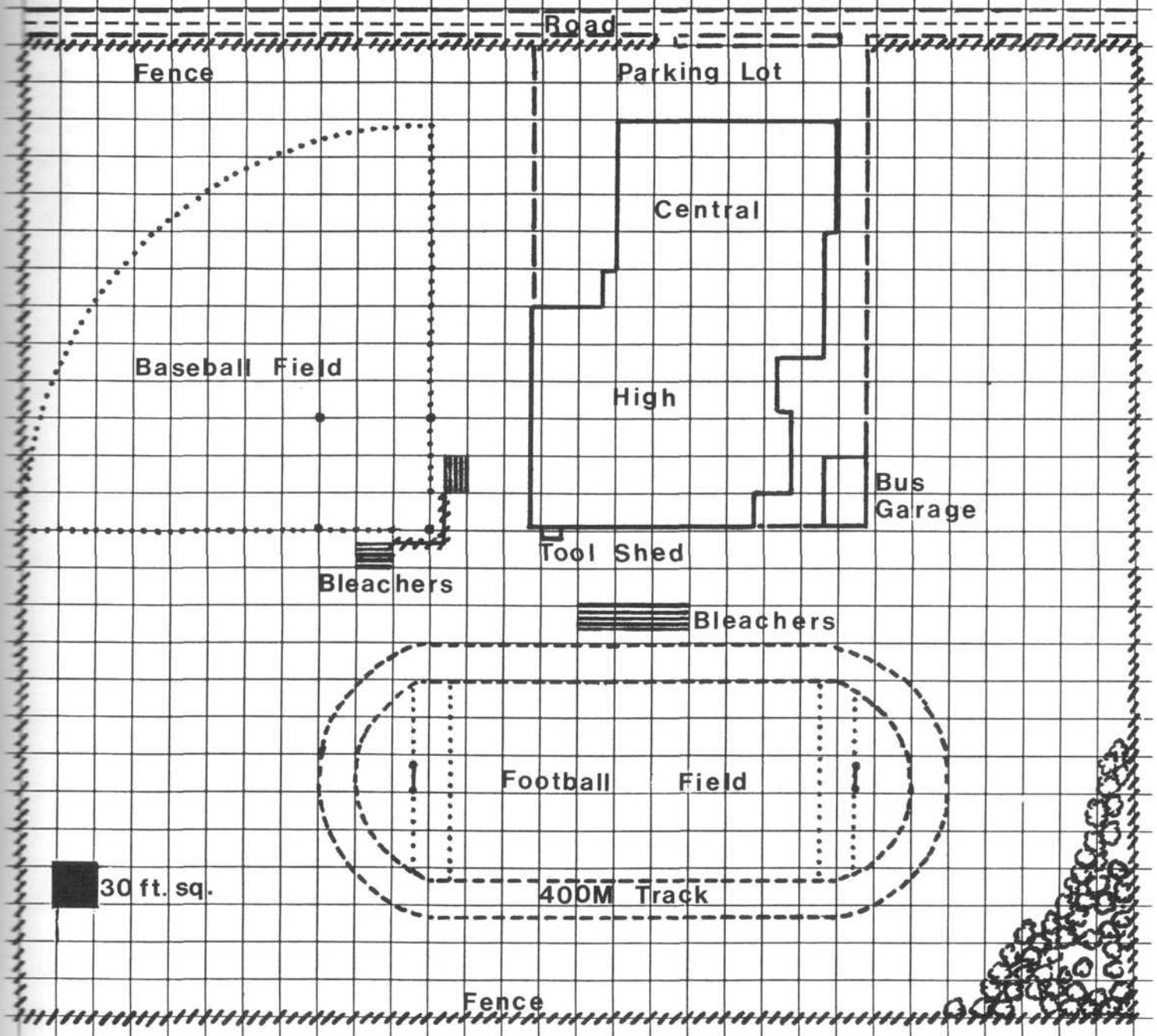
Second Day of School

As on the previous day, the PCs can arrive any time they wish before 9:00.

9:00 - 9:05	Announcements
9:05 - 9:40	Science (first period)
9:05	Buzz tells everyone to choose a lab partner and read Chapter 26 in the text.
9:06	Buzz falls asleep at his desk. Those who try to read Chapter 26 will find that the book stops at Chapter 16.
9:40 - 10:20	English (second period)
9:41	Mr. Fattish gives a surprise spelling test.
9:50	Stench asks to use the washroom, but Fattish allows no one out of the classroom during a test.
10:00	Stench suffers the obvious consequences as he did not get to the washroom.
10:20 - 10:35	Recess
10:25	Spaz is playing basketball in the gym and catches the ball the wrong way, spraining his wrist.
10:30 - 11:15	Social Studies (third period)
10:35	Everyone falls asleep as Loss is giving an extremely boring lecture on rainfall patterns in the Southwest United States.
11:15	Loss catches on and gives everyone a half hour detention after school (putting up maps).
11:15 - 11:55	Study (fourth period)
11:25	Stench makes a discreet pass at a male PC.
11:40	Wony Tong plays loud "Disco Devil" tape.
11:45	Wony Tong gets sent to the office by the study period teacher (Buzz).
11:55 - 12:35	Mathematics (fifth period)
12:00	Clint checks yesterday's homework and gives a lecture for the rest of the class. He then assigns homework (determine length randomly on Table 76).
12:35 - 1:30	Lunch - The food (hamburger, greasy fries, cheese crisp, and chocolate pudding) as usual, is terrible.
12:40	Weasel offers a PC three joints that he says are "really great", for the amazing price of \$6. (The joints are each potency 1, since they are 10% marijuana and 90% tea leaves.)
1:05	Bambi asks PC to help her find something she lost.
1:06	Bambi remembers that she forgot what it was she lost.
1:30 - 2:10	Elective (sixth period)
	The SM is largely on his own here, for the same reason as on Day One.
2:10 - 2:55	Physical Education (seventh period)
2:10	Rocky sets up a health film on "The Truth About Venereal Disease".
2:11	Rocky leaves to scout the elementary school for future players. Rocket is left in charge of running the film.
2:12	It is discovered that Rocky ordered the wrong film. Instead of the V.D. film the students get to see "Debbie Does Dallas".
2:55 - 3:00	Announcements - There will be a dance in the auditorium on Friday September 10 from 8:00 PM until 11:00 PM. Admission: \$2.50.

END OF DAY TWO

SCHOOL GROUNDS



These examples should show the SchoolMaster how to proceed, and provide many ideas for future games. Random encounters and events can alter a Day Plan, as can the events of a previous day. The SchoolMaster will have to deal with this as it arises. Nevertheless, a Day Plan provides a good solid framework which can be used to keep the game moving. As such it is a valuable aid.

Note that you, as a SchoolMaster, should never tell the players what is planned or allow them to view your notes. This would spoil much of the surprise and spontaneity in the game.

STARR'S PARTY

Introduction

Starr frequently hosts parties at her home. She always throws a party on the last day of school and when her parents are away. Being a Social "Queen" Starr will go to no end to hold the wildest parties of the year. To make sure everything goes well she only invites popular people and gives out drugs and booze.

For many people of lower social standing Starr's parties represent a meeting place for the social elite. Of course there are many greatly exaggerated rumors of what happens at her parties. Whenever the most popular girl in the ninth grade throws a party, plenty of action is expected.

Additional NPCs

Starr has two sisters:

Name	Class	ST	CO	APP	INT	LD	CR	WP	CON	SL	Age
Bunny	CHR	7	8	12	8	6	10	7	14	8	21
Twinkle	—	3	8	8	7	8	7	6	9	8	11

Bunny was a former, very popular member of the Central High Cheerleading squad. Now she works in the local Playboy club, where she stays until late at night. Bunny has been through it all and can easily judge others' intentions. She prefers not to get involved in her sister's parties, often staying in her bedroom. Bunny has been known to drink too much on occasion. When she is wearing her costume and makeup, her APP is increased to 14. Her extra skills are Drinking, Driving and Drug Use.

Twinkle is Starr's sweet, innocent little sister. She adores Starr, even if it is with a little resentment. Twinkle likes to compete with Starr and there is rivalry between them. This frequently leads to trouble, but Starr is never too far away to rescue her. Twinkle is too young to have any skills.

Residence Description

Starr's residence is a split-level stone house in an upper middle class neighborhood. A six foot high stone wall surrounds the property. The front lawn slopes down to the back and the lower level of the house leads out on to the back lawn. A paved driveway and cobblestone walk lead to the front door. There are several trees and bushes of moderate height on the lawn. The property is well maintained and fairly new. All rooms except the washrooms, kitchen and furnace rooms have been carpeted.

Garage: The garage has an unlocked steel door which is closed. Inside there are four tires, chains, a toolbox, lawnmower, shovel, shears, bags of fertilizer (Loser's clothes), four bicycles, and pool cleaning equipment. The connecting door to the house is unlocked.

Foyer: The foyer has a coat rack and switches for the external floodlights.

Living Room: The living room contains two sofas, three armchairs, a stereo, a coffee table, a side table with lamp, and a bar.

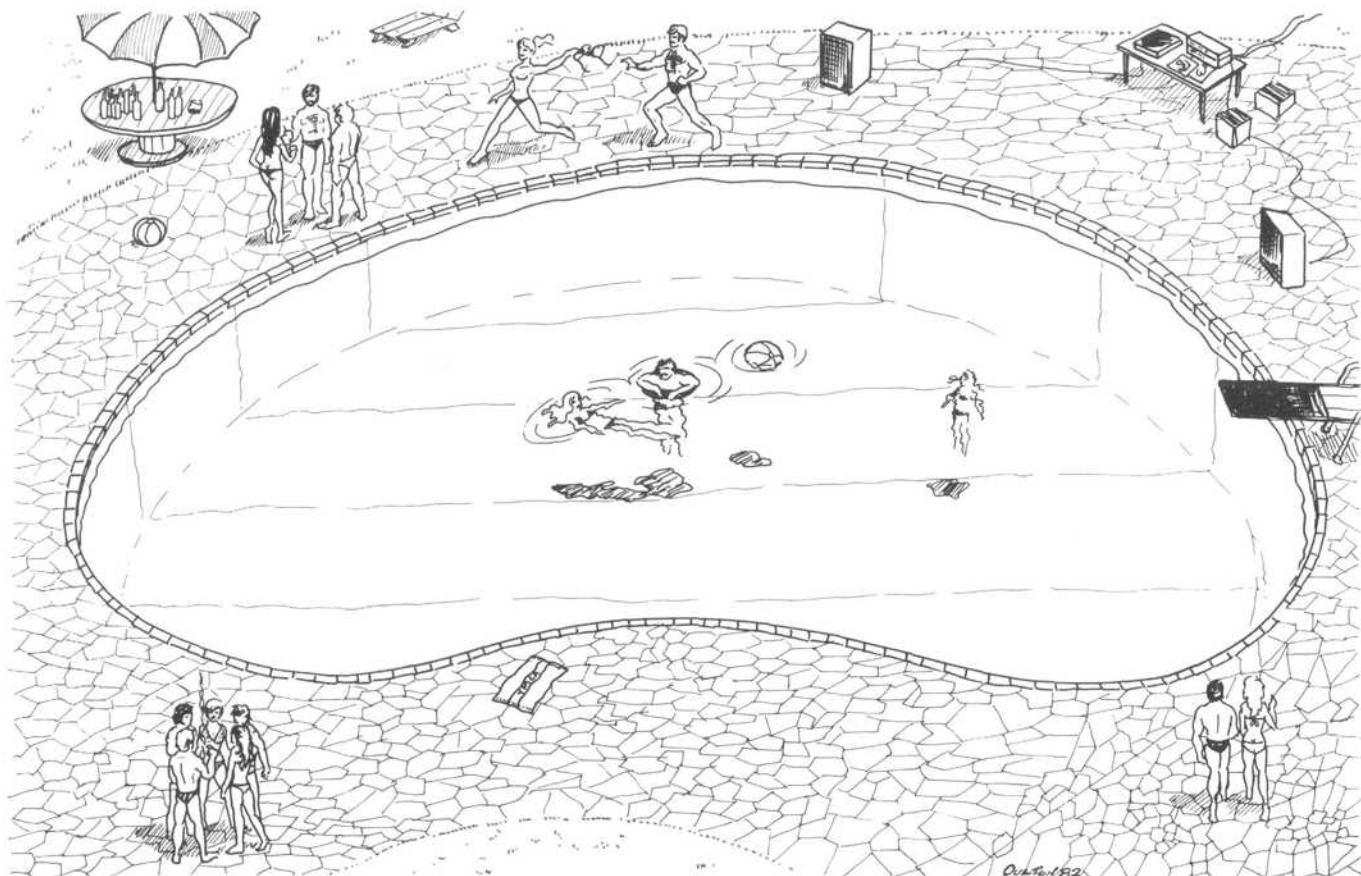
Dining Room: The dining room has a long wooden table and six chairs, a cabinet with silverware and china worth \$2500 and a wine cabinet with several full bottles in it (2D6 in number). A sliding glass door leads to the patio.

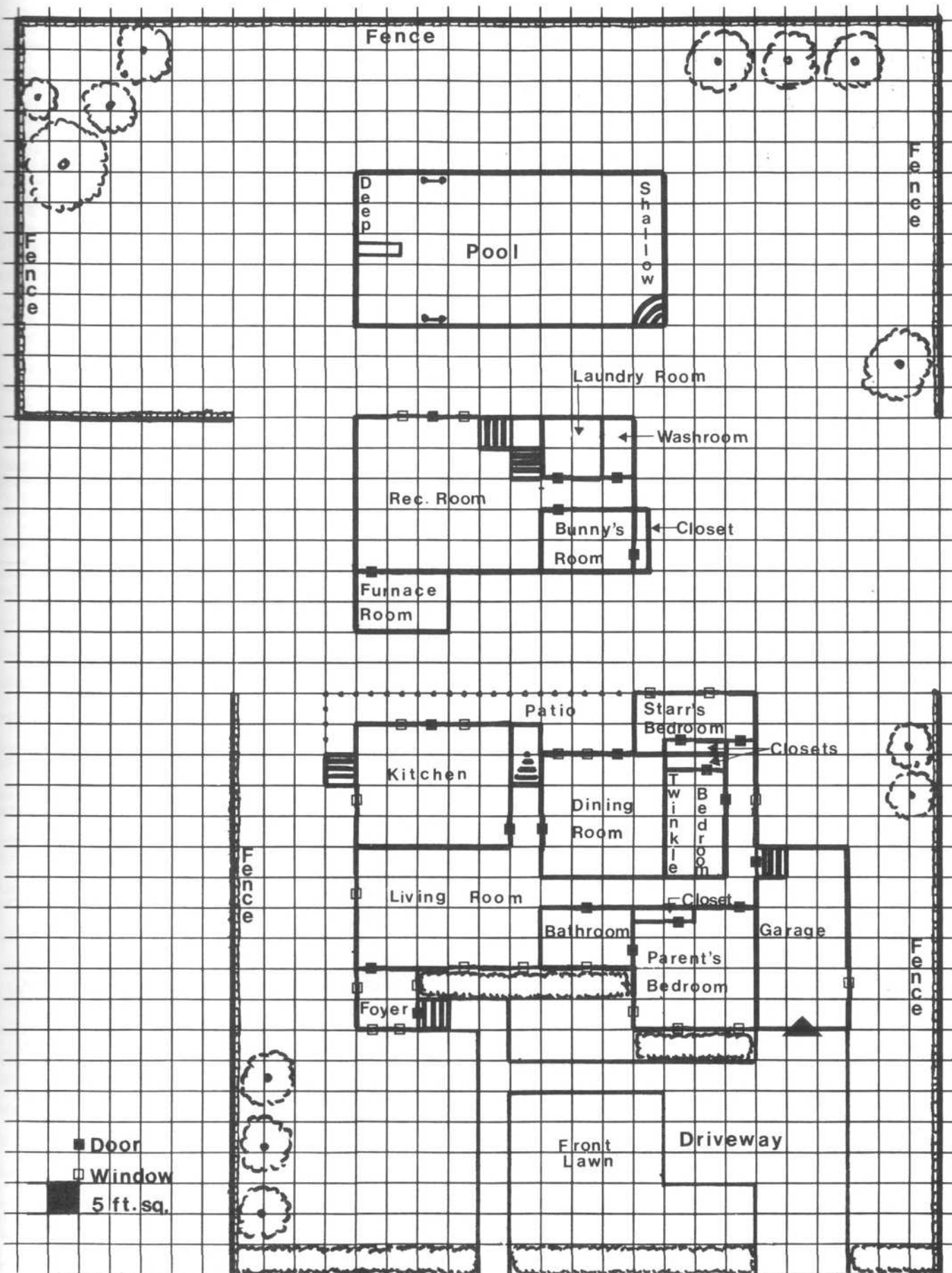
Kitchen: The kitchen has a range, refrigerator, microwave oven, sink, cupboards full of dishes, and a table with four chairs. A sliding glass door leads to the patio.

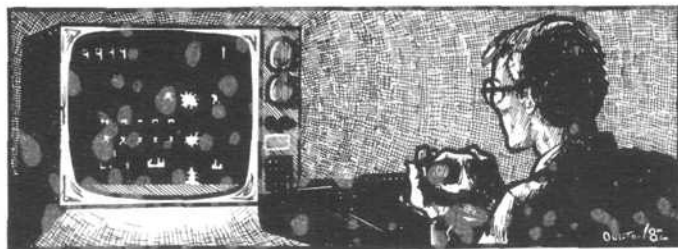
Bathroom: The bathroom contains double sinks and a medicine cabinet (holds Aspirin and sleeping pills, 2D10 of each), a rack with several towels, a toilet, a whirlpool bathtub and a small sauna. The walls and ceiling consist of rose-colored mirror tiles. The door can be locked from the inside.

Parents Bedroom: The master bedroom has a double bed, two side tables with lamps, and a chest of drawers with an attached mirror. In the drawers are clothes, 2D10 dollars and a package of birth control pills. On top of the chest is a jewelry box containing \$1950 in jewelry. The closet contains shoes and more clothes. The doors are usually locked.

Twinkle's Bedroom: Twinkle's bedroom contains a single bed, a table and chair, a chest of drawers with clothes, shelves with dolls, a trunk with more toys, and an empty closet.







Starr's Bedroom: Starr's room has a double bed, a stereo, chest of drawers and a full length mirror. In the chest are clothes, makeup, jewelry (worth \$200), a package of birth control pills, some Spanish Fly and seven joints. There is an assortment of modern records on a shelf by the stereo. Her closet has shoes and clothes, plus a collection of jock straps.

Patio: The patio is a wooden deck that projects out over the back lawn. It is surrounded by a wooden rail and contains four chairs. The patio can be lit at night by external floodlights.

Recreation Room: This room contains a sofa, pool table, two arm chairs and a television complete with an Atari videogame. There is a rack of billiard equipment on one wall and a shelf on another holds games and video game cartridges. A collapsible poker table is behind the sofa. A sliding glass door leads out on to the back lawn.

Furnace Room: This room has a furnace, the fuse box and a box of maintenance equipment.

Bunny's Bedroom: Bunny's room has a waterbed (single), a chest of drawers and a full length mirror. The chest has clothes in it and on top, there is a box of jewelry worth \$1700. There are 1D6 bottles of booze on the chest, as well as several wine glasses. Bunny's costumes are in the closet. The door is usually locked whether Bunny is home or not.

Laundry Room: The laundry room contains a washer, dryer, sink and baskets of clothes (clean and soiled).

Washroom: The washroom has a toilet, sink and mirror.

Pool: The pool is chlorinated and surrounded with cement tiles. It is ten feet deep at the deep end and three feet deep at the shallow end. There are underwater lights so the pool can be used at night and there are several lawn chairs around the pool. There is a diving board at the deep end.

There are four areas where the majority of the guests will be found. These are the livingroom (for dancing and drinking), the patio (for smoking), the rec room (for "making out") and the pool (for swimming or "making out").

Starr does not want her guests to venture into her room or Twinkle's, her parents' room or the dining room.

Starr's "Refreshments"

In order to ensure a good time for all, Starr has obtained the following items for her party: Three cases of beer (72 bottles total, in the refrigerator), two quarts of gin and two quarts of rum (behind the bar) and assorted soft drinks, water and ice (also behind the bar).

On the coffee table, in a 100-serving bowl, is Starr's mystery punch. Only she knows for sure what is in it, but one cup has the effect of potency 3 alcohol. In a cigar box on the side table are fifty joints and Starr has ten grams of hash with her. Also on the side table is a bowl of a dozen oranges. Starr has mistakenly purchased some bad blotter (LSD) which she has injected into the oranges. It has the effect of a potency 1 drug, but also acts as rat poison.

Guests

For the sake of simplicity, Starr's first party is held soon after school starts, and because she knows few people, everyone in her homeroom class (except Losers) are invited. Later, when the SchoolMaster has a more extensive list of NPC students he can choose who will attend. Naturally, all PCs are invited, since it would be ridiculous to have a scenario without them.

The NPCs who attend Starr's party will usually be found in one particular area, after they have checked out the party. Note, however, that players can still encounter a NPC anywhere, but if he is looking for a NPC then that NPC will be in a certain location. Also, NPCs will probably be engaged in an activity when a player finds them. Both the location and action of each NPC present at the party is shown on Table 96.

Table 96. NPC Locations at Starr's Party.

Name	Location	Action
Angel	Twinkle's room	playing with Twinkle
Bambi	rec room	sitting
Blotto	Kitchen	eating
Boris	rec room	playing Atari
Bunny	her room	drinking
Daisy	patio	smoking pot
Dewey	patio	using a telescope
Doctor K	pool	"waiting"
Foxy	Starr's room	lying on the bed
G I Jim	in trees	on lookout for communists
Leo	furnace room	taking LSD
Moose	furnace room	taking LSD
Perv	laundry room	waiting for unsuspecting girl
Puddle	livingroom	studying
Rocket	livingroom	drinking
Roxy	livingroom	socializing
Sid	livingroom	playing records on stereo
Snake	furnace room	taking LSD
Spaz	stairway	lying unconscious
Starr	livingroom	socializing
Weasel	garage	sniffing gasoline fumes
Tank	livingroom	"protecting" girls
Toad	bathroom	hiding
Twinkle	her room	playing with dolls
Vedge	patio	"vedging"

The SchoolMaster can use the following list of events (Table 97) and the times they occur to enliven the party and keep it going. They also serve to maintain a sense of time and continuity.

Table 97. Starr's Party Events.

Time (p.m.)	Event
9:00	party starts
9:10	Blotto vomits on random PC
9:11	Sid vomits on random PC
9:30	Dewey spots Saturn with his telescope
9:35	Puddle asks random PC for help with calculus
9:40	Rattlers (all moderately intoxicated) try to recruit new members. Initiation is to beat up Puddle.
10:00	Losers (Crow, Stench and Wony Tong) crash party by way of the front door.
10:01	Tank and Rocket practice punting with the Losers
10:05	Puddle has one glass of punch and passes out on the sofa
10:10	Bunny returns home and retires to her room
10:15	Bunny asks PC to help her with stuck zipper in her costume
10:20	Tank finds Perv and throws him over the back wall
10:30	Starr suggests that everyone go for a swim
10:40	Doctor K releases his pet dogfish shark in the pool
11:00	Derelect comes to the front door and begs for food
11:05	Vedge makes contact with the spirit of his dead grandfather while vedging
11:15	Weasel propositions Starr
11:16	Rocket attempts to drown Weasel in the punch bowl
11:25	Blotto eats all the remaining oranges in the bowl and has to go to the hospital to have his stomach pumped
11:30	Twinkle comes out of her room and flirts with PC
	Angel has fallen asleep in Twinkle's bed
11:35	Rattlers (now greatly intoxicated) drags the best looking female PC (or Foxy) into the furnace room
11:40	G I Jim spots the RED ember of Daisy's joint and sprays the patio with bullets (hitting no one)
11:45	Bambi wanders out by the pool, falls in and cries for help
11:50	Dewey gives random PC an IQ test
12:00	An orgy starts in the livingroom
12:02	Starr's parents arrive home
12:03	All NPCs but Starr, Twinkle and Bunny run out the back door
12:04	Starr's parents enter through the front door, smoking a joint

GLOSSARY

Acne – a skin disorder marked by inflammation of skin glands and hair follicles and by pimple formation especially on the face.

Asexual – a person who prefers to fore-go the pleasures of sexual activity. These people have no interest in either males or females.

Attribute – a facet of a character, either physical or mental, which defines his abilities to a greater or lesser degree, depending on the situation. Specific attributes in Alma Mater are Strength (ST), Coordination (CO), Appearance (APP), Intelligence (INT), Learning Drive (LD), Courage (CR), Willpower (WP), and Constitution (CON).

Bisexual – a person who has no sexual preference. These people can "swing either way", engaging in sexual activity with both males and/or females.

Blotter – locally made LSD. Blotter typically has variable potency.

Burst radius – the effective radius of an explosive device. Anything within this radius can be damaged by an explosion.

Character – a game persona whose role is assumed by one of the participants in the game, and who represents a specific individual.

Character Class – a term which is used to describe the manner of a game persona. Average (AVE), Brain (BRN), Cheerleader (CHR), Criminal (CRM), Jock (JOC), Tough (TGH), and Loser (LOS) are all descriptive labels for the characters encountered in the game.

Close Combat – collectively refers to physical and/or weapon attacks when opponents are in close proximity.

Condom – a birth control device worn by the male during sexual intercourse. Other colloquial expressions include "rubber" and "safe".

Damage Capacity – the amount of damage a vehicle or structure can withstand before being completely destroyed.

Damage Modifier – a modification to the amount of damage sustained from any source (such as an attack).

Damage, Type A – light, superficial damage. It can kill, but is unlikely to, and heals quickly.

Damage, Type B – serious damage. It can kill more readily than Type A damage and heals much more slowly.

Day Plan – an organizational plan used to outline the activities of a class or teacher for a particular day. It can also be used as a guideline for a scenario.

D6 – a six-sided die. If preceded by a number, that number indicates the number of dice to be rolled. For example, "3D6" indicates that three six-sided dice must be rolled.

D10 – a ten-sided die. If preceded by a number, that number indicates the number of dice to be rolled. For example, "3D10" indicates that three ten-sided dice must be rolled.

D20 – a twenty-sided die. If preceded by a number, that number indicates the number of dice to be rolled. For example, "3D20" indicates that three twenty-sided dice must be rolled.

Erotomania – the compulsive urge to engage in sexual activity.

Erotophobia – the fear of engaging in sexual and similar activities.

Gonorrhea – a bacterial inflammatory venereal disease of the genital tract.

Hemophilia – an usually hereditary tendency to severe and prolonged bleeding caused by lack of blood clotting mechanisms.

Homosexual – a person who expresses sexual desire toward a member of his (or her) own sex. Colloquial expressions include "gay", "limp wristed", and "queer" or "lesbian" if female.

Mace – a commercially available aerosol which produces the same effects as tear gas.

Mania – an often uncontrollable desire to do a specific activity whenever an opportunity presents itself.

Masochist – a person who has an abnormal sexual passion characterized by pleasure in being abused.

Modifier/Modification – a factor that will influence the outcome of a die roll or a situation. Unless specifically stated otherwise in the rules, all modifiers which could apply to a situation or die roll are cumulative.

Non-player Character – a character that is controlled by the SchoolMaster, and to a certain extent, random factors in the rules.

Option – a specific action, either an attack or a defense, which is taken in combat. A character may take two options in a turn.

Paranoia – mental disorder marked by delusions and irrational suspicion of the actions of others.

Phobia – an irrational persistent fear or dread of a particular activity or object.

Phosgene – a poisonous gas with a phosphorus base.

Physical Attack – an attack which uses part of the attacker's body to inflict damage. It is only used in close combat.

Player character – a character that is controlled by an individual who is playing the game, other than the SchoolMaster.

Ranged Attack – an attack made over a distance. It always uses a weapon of some kind.

Ranged Combat – a form of attack where the combatants are at a distance from one another.

Reaction – a response made by an NPC or group of NPC's to the presence or actions of a player character.

Rolling Against – a roll (usually, but not always, on D10) which is compared to a modified attribute or formula. If the result of the roll is less than, or equal to, the chance of success then the roll is considered to be successful. If the result of the roll is higher than the chance of success it fails.

Sadist – a person who gets abnormal delight in being cruel to others.

Sadomasochist – a person who likes to have pain inflicted on himself or others.

SchoolMaster – the referee and play coordinator of Alma Mater. The SchoolMaster is responsible for creating scenarios, controlling NPCs, and interprets the rules.

Skill – an ability with which a character has knowledge and proficiency.

Skill Level – a measure of proficiency in a skill. A high Skill Level obviously means that the character is very good at the skill in comparison to others.

Social Level – the measure of a player character's social status and wealth.

Speech Impediment – an abnormality in speech (eg. stuttering).

Subject Difficulty – the relative academic difficulty of a particular school subject.

Syphilis – a destructive, contagious (usually) venereal disease caused by a bacterium.

Turn – a five second period of time which is used primarily in combat. A character has two options during a turn.

Unconscious – not aware of a person's surroundings and incapable of any actions. Colloquial expressions include "knocked out" and "zonked".

Variable – a randomly generated number which alters the outcome of a situation.

Weapon Attack – a close combat attack which uses a weapon to inflict damage.

LIST OF

ABBREVIATIONS

APP Appearance
AVE Average
BRN Brain
CHR Cheerleader
CO Coordination
CON Constitution
CR Courage
CRM Criminal
DC Damage Capacity
DM Damage Modifier
DN Dancing
DR Date Request
DS Date Success
FL Flirting
INT Intelligence
JOC Jock

LD Learning Drive
LOS Loser
LV Love
Mi Middle
NPC Non-player Character
NR Neutral Reaction
PC Player Character
Pr Poor
-R Negative Reaction
+R Positive Reaction
SE Seduction
SL Social Level
ST Strength
TGH Tough
Up Upper
WP Willpower

INDEX

A

Adults
Encounters 15-16
Possessions 15-16
Reactions 18-19
Age 5
Alcohol
Drinking Skill 9
Intoxication 28
Potency 28
Recovery 29
Allowance 5
Animals
Encounters 16
Reactions 19
Appearance 4
Armor 23
Assignments 30
Attacks
Physical 20-21
Ranged 20-21
Weapon 20-21
Attributes
Changing values 7
Descriptions 4
Rolling against 3
Average 4
NPC possessions 14
Awards 31

B

Birth Control device 26
Birthday 5
Blotter 29
Brain 4
NPC possessions 14
Brewing 4
Bribery 27

C

Central High 36-43
Crime & Punishment 36
Day Plans 42
Electives 36
NPC students 38-41
Scenario suggestions 41
School rules 36
Teachers 38
Characters
PC creation 4-7
NPC creation 14-16
Encounters 12-13
Grades 30
Reactions 16-19
Charisma 8
Cheat Catching 15
Cheating/Plagiarism 8
Cheerleader 4
NPC possessions 14
Class participation 30
Combat 20-24
Constitution 4, 23
Coolness 8
Coordination 4
Modifiers to Courage 20
Corrosives 24
Courage 4
Criminal 4
NPC possessions 14
Crudeness 8

D

Damage
Combat 20
Dropped Objects 21
Effects 23
Healing 8, 23
Strength modifiers 20
Structural 24
Types 23-24
Unusual sources 24
Vehicle 33
Dancing 26, 31
Skill 8
Dating 26, 31
Day Plans 42, 46
Dental Problem 6
Detect Lies 15
Dice 3
Variable dice 3
Dirty Fighting 9
Disease 27
Social disease 27
Drinking (see Alcohol)
Driving 32
Skill 9
Dropped Objects 21
Drugs
Drug Use skill 9
Homemade Drugs skill 10
Intoxication 28
Potency 28
Prices 29
Recovery 29

E

Employment 34
Encounters 12-16
Classroom 13
Outside School 13
School 12
Encumbrance 24
Environment of game 34
Examinations 29
Explosives 24

F

Failing Courses 30
Fear skill 15
Fighting 31
First Aid 9
First strike 20
Flirting 26, 31
Forgery 9
Friends 9
Friendship 27, 31

G

Going Steady 26
Grades 29-30, 31

H

Hit Location 21
Homework 30
Skill 9
Humiliation 31

I

Illegal Economics 9
Illegal gains 31
Intelligence 4
Intimidation 10
Intoxication 28, 31
Isolation 10

J

Jock 4
NPC possessions 15

K

Killer Examinations 15
Killer Tests 15
Killing a character 31

L

Leadership 17
skill 10
Learning Drive 4
Lockpicking 10
Loser 4
NPC possessions 15
Love 26
Lying 10

M

Mania 6
Manners 10
Memory 10
Missing Teeth 6
Money 5
Morale 24
Movement 23
Encumbrance 24
Music 10

N

NPC (see Character)

O

Omnipotent Classroom 15

P

Parents 18
Parties 27, 31
PC (see Characters)
Phobia 6
Pick Pocket 10
Pity 10
Plagiarism 8
Players' information 35
Poison 24
Gases 24
Police 16
Pregnancy 26, 31
Problems 6-7
Projects 30

R

Rape 31
Reactions 16-19
Animal 19
Adults 18-19
Individual 16
Group 17
Respiratory Problem 6

S

SchoolMaster 3
Advice 34
Duties 34
Seduction 26, 31
Sexual activity 26
Short problem 6
Skills 7-12
Learning 7
Skin Problem 6
Sleep 34
Inducing Agents 25
Smuggling 10
Social Level 5
Social Rules 25-28
Speech Impediment 6
Sports
Awards 31
Participation 31
Skill 11
Starr 41
Starr's Party 44-46
Guests 48
NPCs 38-41, 44
Refreshments 46
Residence 44-46
Stealing 31
Strength 4
Studying 30
Skill 11
Success 31-32
Academic 31
General 31
Points 32
Social 31
Winning 32
Summer School 30

T

Tall problem 6
Tear gas 25, 33
Teachers
Encounters 15-16
Possessions 16
Reactions 18
Skills 15
Tough 4
NPC possessions 15
Trained Combat 11

U

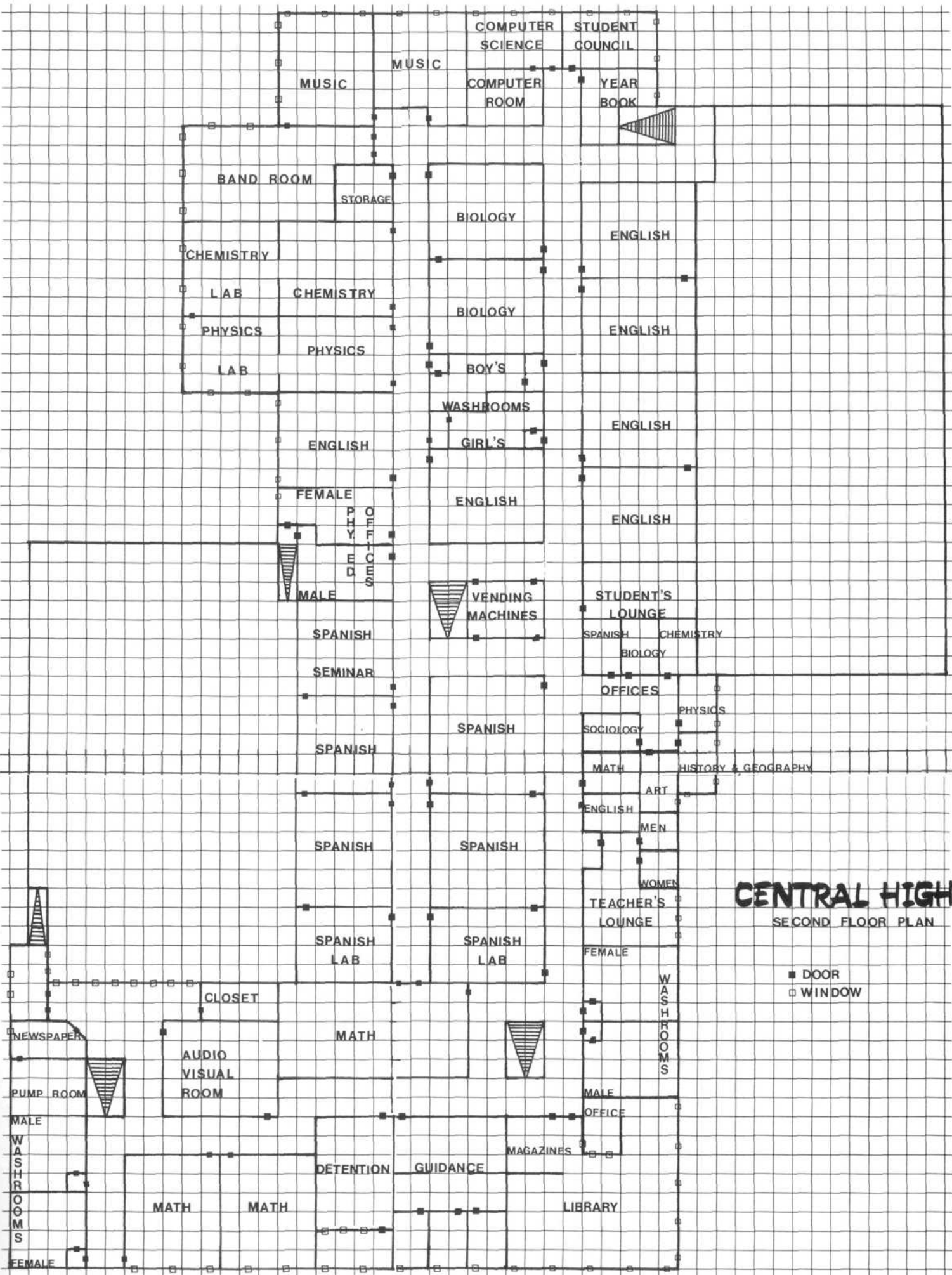
Unconsciousness 23
Unusual Diseases 27
Unusual Defect 7
Unusual Practice 6

V

Vandalism 31
Variable dice 3
Variants 35
Vehicles 32-33
Acceleration 32
Damage 32-33
Operating 32
Passengers 33
Repair 32
Vision Defect 6

W

Weapon Knowledge 11
Weapon Range 21
Weapons 22
Advanced 22
Bladed 22
Heat 22
Impact 22
Miscellaneous 22
Pointed 22
Weather 34
Weight Problem 6
Willpower 4
Bribery Modifiers 28
Winning 32



CENTRAL HIGH
SECOND FLOOR PLAN



I felt as if I had butterflies in my stomach as I waited apprehensively outside the principal's office. Inside, no doubt, the Rat was planning some deviously sadistic punishment.

"So what!", I mused, "Yesterday, I started a food fight in the cafeteria, blew up the chemistry lab, got caught in the locker room with the girl's volleyball team, and smoked a joint in Mr. Fetish's English class. Still, did I deserve this torture?"

Suddenly the office door opened. "Get your tail in here, Snake!", the Rat commanded sternly.

Time stood still as I inched my way into the dark recesses of the Rat's office. "Just wait until I get my hands on that snitch, Dewey," I thought furiously, "I could tell that the day was off to a great start!"

Alma Mater is a role-playing game in which players may choose to be either a Jock, Cheerleader, Tough, Brain, Criminal, Average, or Loser. Their challenge is to successfully live as a teenager through four years of modern day American high school. However, play is not restricted to school. The game rules cover nearly every aspect of teenage life, including sports, social situations, fights, and hot rods.

In Alma Mater, you can act out your wildest fantasies and do anything that you would normally consider exceptionally foolish, suicidal, or down-right crazy.

This 48-page rule booklet, illustrated by Erol Otus and Owen Oulton, contains a description of the high school, "Central High" including NPC teacher and student descriptions; and a sample scenario, "Starr's Party". Maps for the school and Starr's home are provided along with a 17x22" color poster of the cover painted by Otus.

Six-sided and twenty-sided dice are required for play, and must be bought separately.

WARNING:

This game deals with mature subject matter and is not suitable for children under 14 years of age.

