

# PLAYER'S GUIDE

# EAST TEXAS UNIVERSITY



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In memory of Jade Tinnerman, a Pinebox fan and friend.

**Ed's Dedication:** To all the fans of Pinebox who have so graciously supported us in our endeavors. May y'all always come up Aces!

**Preston's Dedication:** To my family, who stuck with me despite many a "writing night," and to our dedicated Pinebox fans who kept the faith and continued encouraging us throughout this journey.

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Office of the Dean  
1 Raven's Loop  
Pinebox, TX

Dear Student,

Welcome, and congratulations on your acceptance as an incoming Freshman student at East Texas University. I would like to take this opportunity to direct you to information that will make your transition to ETU as smooth as possible.

First, I would like to remind you that all Freshmen and Sophomores are required to live in on-campus housing. This both ensures your safety and helps you build friendships that will undoubtedly last a lifetime. Go to [FightingRavens.com](http://FightingRavens.com) to fill out your dorm application and submit your deposit.

Next, I would like to remind you that Freshman orientation, which we call Sweat Lodge, coincides with dorm check-in on the third weekend in August. Please plan to attend one of the sessions on Thursday, Friday, or Saturday evening. At Sweat Lodge you'll learn about the importance of campus safety, our university traditions and fight song, the Raven's Honor Code, and advice from Seniors. The Saturday night Sweat Lodge ends with free pizza and a show by local rockers A Jury of Robots.

Again, let me congratulate you on your first step into a larger world. College is what you make of it, and an acceptance to ETU is a great start!

Go Ravens!

*James Nelson*

President James Nelson

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To most appearances, Pinebox is just like any other town. Well, any other town in Texas, that is, because as most of us know Texas is a very special place to start with. Texans are fiercely independent and as proud of their heritage as they are the size of the mosquitoes and other critters that always seem to be just a little bigger there.

Nestled near Pinebox is East Texas University, usually just “ETU” to the locals. Students from all over the world attend the small but respected college.

Some of them even survive it.

You see, Pinebox *isn't* just like any other town. It's plumb weird.

Nobody wants to admit it, but “unexplained” events happen too often to count. Officially, ETU's crime rate is in line with a campus its size, but left unspoken are the students who disappear without a trace. Without evidence of foul play, these disappearances are officially counted as “withdrawals.”

The weirdness doesn't stop at the edge of campus, either. Some of the twitchier types claim Pinebox is some sort of nexus of strangeness. They claim ghosts, demons, cultists, and monstrous creatures are drawn there.

Pinebox citizens say that's crazy talk. They're just another rural Texas town like any other. Or perhaps they just follow the old wisdom that to acknowledge darkness invites it to take notice in return.

## THE PROTAGONISTS

In *East Texas University*, characters are everyday, naive college Freshmen. Those who make it through their four or so years of academia generally become professionals—doctors, lawyers, engineers, scholars, and the like. Some, those who encounter Pinebox's particular brand of weirdness and survive it, might become heroes as well.

Success at ETU means keeping up with studies and occasionally solving strange mysteries. An adventure might center around finding a missing student or simply passing mid-term exams!

The world of Pinebox is the modern world we live in, but slightly askew. ETU students are generally normal people with normal skills, abilities, and knowledge. Part of the fun and excitement of the setting is how such ordinary people react when they realize global conspiracies, hidden societies, and myths and legends are *real*.

Under adversity, the ordinary sometimes rise to become extraordinary. Since this setting is about the journey from one to the other, heroes might start as inexperienced or even selfish teenagers, and graduate as selfless young men and women.

Heroes at ETU are those who refuse to turn a blind eye to those in need; those who have strong hearts, inquisitive minds, and a desire to fight back against the dark forces arrayed against them.



## EAST TEXAS UNIVERSITY

ETU serves 13,000 undergraduate and graduate students in almost sixty fields of study. The anthropology and folklore departments are ranked in the top ten in the country and ETU is rated in the Top 20 Best Education Values for a public university. Students from more than 35 countries attend ETU. The college has a nationally ranked ROTC program and was recently awarded a grant to become a Homeland Defense Training School. ETU has a very active Journalism department and its own award-winning, student-run television (KTRU) and radio stations (KETU).

While the town provides options for shopping and entertainment, ETU offers many amenities right on campus, and almost anything a student needs can be found there. In addition to on-campus housing (mandatory for Freshmen and Sophomores), the campus offers a movie theater, bowling alley, art gallery, well-equipped gym and recreational sports center, paintball field, bookstore, convenience store, a food court, emergency care, bus transit system, and more.

## PINEBOX, TEXAS

The city of Pinebox is located in Golan County, Texas. Pinebox is nestled in the remains of a once-vast, dense forest called the Big Thicket that ranged across Texas, Louisiana, and beyond. For many years the area's primary income derived from harvesting pine trees for timber, which is how the city came to be named. The area boasts numerous hiking and biking trails, as well as excellent fishing and water sports opportunities at nearby Lake Greystone.

Pinebox is home to slightly more than 19,000 permanent residents, plus a student population of 13,000 more. Dining opportunities include a mix of national restaurant chains and local favorites such as the Pizza Barn. Despite hosting a nationally ranked university, Pinebox has managed to maintain its rural roots. Many students have said one of the best things about ETU is how the low-pressure, small town lifestyle helped them adjust to life on their own.

BRYAN  
SYME



## TEXAS TALK

Some say Texas is like a whole other country. Maybe that's true. All of France and Britain could fit inside it, after all. Texas has a little bit of everything, from the Piney Woods and Big Thicket of East Texas, across the plains of Central Texas, to the Hill Country, to the deserts and mountains of West Texas. Texans are an eclectic mix of western dreams and northern entrepreneurship. The truth is a West Texan and an East Texan have very different accents, but the following list might help those not used to Texan or Southern lingo.

## TEXAS WISDOM

**Always drink upstream of the herd:** Be different and do your own thing. (The herd fouls the water headed downstream.)

**Better than two peas in a pod:** Very close friends or allies.

**Big hat, no cattle:** All talk, no action

**Don't dig up more snakes than you can kill:** Don't go looking for extra trouble.

**Don't make me open a can of Whoopass!:** I'm about to kick your butt if you don't stop.

**Don't slap a man who's chewing tobacco:** Could get messy.

**Don't squat with spurs on:** Think about the consequences of your actions. If you squat while wearing spurs, you will slice your butt open!

**Dumber than a box of (hammers/rocks):** The boy's extremely dumb.

**Happier than a rooster in a hen house:** A very happy state of mind.

**Having a fit:** Throwing a tantrum.

**He couldn't pour piss out of a boot with directions on the heel:** The boy's dumb!

**He's all swole up:** He's angry, looking to fight.

**He's as sharp as a mashed potato:** The boy's dumb!

**He's on a tear:** He's doing bad things. This is "tear" as in "to tear up paper."

**It's a turd floater:** A big rainstorm.

**Letting the cat out is easy, putting him back in the sack is hard:** It's easy to start something, harder to see it through.

**Looks like the cheese fell off the cracker:** Things didn't work out the way it was planned.

**More than you can shake a stick at:** A lot of them.

**Showing his ass:** Being bad, acting badly.

**Sit in the middle and you don't have to open the gate:** Pastures have gates leading in and out. Traditionally, the person sitting shotgun is obligated to open and close them for the driver. Being the middle passenger on a bench seat—usually the less desirable spot—excludes you from this obligation.

**That chaps my ass:** Makes me mad.

**That dog won't hunt:** That won't work or doesn't make any sense.

**We've howdied, but we ain't shook:** We know each other, but we haven't come to an agreement, or, we know each other, but we are not friends yet.





## TEXAS WORDOLOGY

**Aggervated:** Aggravated. Mild annoyance to crazed rage.

**Ain'noneed:** No reason to.

**Awwready!:** "All righty." Used as an affirmation or agreement.

**Ball:** To play American Football. There is no other sport. Ball is Football in Texas.

**Bloody Nickel:** Slang for Houston's 5th Ward, one of the toughest neighborhoods in the nation.

**Boondocks:** Way out in the middle of nowhere.

**Catching Cold:** Becoming sick or ill.

**Coke:** Any soft drink; not just Coca Cola, but Dr. Pepper, Sprite, Orange Crush, Mountain Dew, etc.

**Dadgummit, dadblammit:** Used instead of curse words.

**Dry County:** A county where it is illegal to sell alcohol.

**Eat Up With:** Excessively afflicted with some bad thing such as jealousy, cancer, or other disease.

**Fixin' to:** About to, or eventually will do something.

**Grocery Store:** Any place that sells food or gas.

**Holler:** To call out.

**Howdy Y'all:** Hello, everyone. Texans give bonus points for double y'all. "Y'all want some queso, y'all?"

**I imagine:** To have intent or belief. "I imagine it's time to go."

**Icebox:** A refrigerator, not necessarily the frozen part, but the entire thing.

**Ice House:** A bar, usually a biker bar.

**Lit off:** To leave in a hurry.

**Nekkid:** A state of being nude.

**Nu-uh:** No way.

**Pissed off:** Angry

**Plumb:** To do something completely.

**Recken:** To think about.

**Sko'eet:** Let's go eat.

**Switch:** A branch or stick used to spank or punish.

**Take on:** To wail or cry.

**Tank:** A pond.

**Tenny Shoes:** Any pair of athletic shoes

**Tejano:** A native Hispanic Texan, pronounced Teh-hah-no or Tay-hah-no.

**Texas Stop Sign:** A Dairy Queen; a fast food restaurant known for hamburgers and ice cream.

**To carry:** To provide a ride.

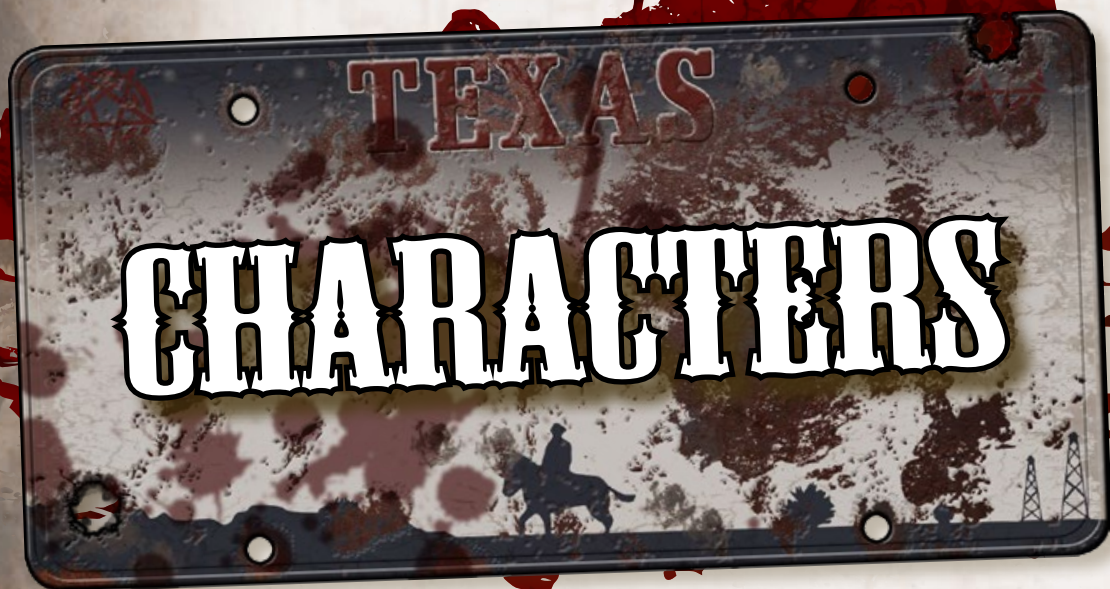
**What a Do?:** A way to say hello and ask what's going on at the same time.

**Wouldn't Take:** To refuse to sell. "I wouldn't take less than a thousand for it."

**Yankee:** Anyone not born in Texas. Can be anyone north of where you live. "Dallas is Yankee-land to Houston."







Welcome, incoming students! You're about to take your first step into the macabre world of Pinebox, Texas. This particular book, *East Texas University*, concerns itself with the town's largest enterprise and a hotbed of strange activity—East Texas University. That's ETU, for short. Here in Texas we like to keep our words short 'cause we drawl 'em out anyhow.

### SOME TEXAS TWISTS

In the world of *East Texas University*, characters are called students and we call the Game Master the Dean.

Characters in ETU are full time students. They enroll as Freshmen and must advance through their Sophomore, Junior, and Senior years. Freshman *player characters* are Novice Rank, Sophomores are Seasoned, Juniors are Veterans, and Seniors are Heroic.

Students also have a new secondary Trait called Academics—see Step 3. This tracks how much attention she's giving her studies versus solving mysteries. Both are equally important at ETU.

### STEP 1: RACE

All characters are human. If you want to create a student who's part fish, you might try that other university up in Massachusetts. As usual, heroes start with one free Edge.

### STEP 2: MAJOR

Students enter college within a primary course of study, or

"Major." See the **Selected Majors** sidebar (page 9) for some ideas.

**Major Skill:** Students take exams (yes, you *will* be tested) with the skill most relevant to his Major. This is called his "Major Skill" and is usually something like Knowledge (Mechanical Engineering) or Knowledge (Agriculture). Check out that **Selected Majors** sidebar and don't forget to take a Major Skill as one of your starting skills. Students can have an "Undecided" Major until their Junior year, rolling Smarts -1 instead of a Major Skill.

**Minors:** Characters can also have "Minors" simply by taking the appropriate skills as they advance but there are no separate rules for them.

### STEP 3: TRAITS

**Attributes:** Pick your attributes as described in *Savage Worlds*. Every character begins with a d4 in every attribute and has 5 points to raise any or all of them to higher die types.

**Skills:** Entering Freshmen are young teenagers right out of high school, so most should not have skills above a d8 unless they have a good background reason for doing so.

While college students shouldn't have lots of combat skills, this *is* Texas and most young men and women have shot a few guns, been in a few fights, or taken a few self-defense classes.

• **Derived Attributes:** Calculate your secondary attributes—Charisma, Pace, Parry, and Toughness—as usual.





- **Academics:** Students have a new secondary attribute called Academics as well. Like Charisma, Academics is 0 unless modified by Edges, Hindrances, Extracurricular Activities, or circumstance.

## SELECTED MAJORS

Below is a list of common Majors found at ETU, but it is by no means exhaustive. Students are encouraged to discuss other disciplines with their Dean.

Some Majors require specialization, shown in parentheses after the Major, such as Biology or Chemistry for Science. A History Major, for example, has Knowledge (History), while an entering Mechanical Engineer has Knowledge (Mechanical Engineering).

Students can further specialize as desired by taking additional Knowledge skills on their own, but must still take the “core” Knowledge skill for their Major and use it for Exams. Refer to **Exams** on page 25.

- Agriculture
- Anthropology
- Archaeology
- Architecture
- Art (Music, Painting, Sculpting)
- Business
- Computer Science
- Criminal Justice
- Cultural Studies
- Education
- Engineering (Aerospace, Electrical, Civil, Mechanical, Petroleum)
- General Studies (See page 25)
- Kinesiology
- Military Science (These characters must also be enrolled in R.O.T.C.)
- Liberal Arts (Creative Writing, English Literature, Fashion, Folklore, History, Journalism, Languages, Pre-Law, Psychology)
- Science (Biology, Biotech, Chemistry, Entomology, Genetics, Geology, Pre-Med, Pre-Vet, Meteorology)
- Speech and Communications (Speech, Journalism, Radio/Television)

## STEP 4: EDGES & HINDRANCES

Choose Edges and Hindrances from *Savage Worlds* or this book as usual. Some have been modified to better suit *East Texas University*, so be sure to consult the relevant entries later in this chapter.

**Prohibited Hindrances:** Bloodthirsty, Illiterate, and Wanted (Minor/Major).

**Prohibited Edges:** All Arcane Backgrounds, Beast Bond, Beast Master, and Giant Killer, and any Edges that require them.





## CHARACTER TYPES

Every player character at ETU is a student, but there are as many different types of students as there are characters. Here are some ideas. Fully fleshed-out archetypes can be found on our website at [www.peginc.com](http://www.peginc.com).

### ACTIVIST

Conservation, the green movement, PETA, Green Peace, Anti-Nukes, Anti-War—these are your mantras. Someone has to protect the world for the next generation and it might as well be you. ETU is a small college, but one involved in agriculture, Homeland Defense, and other biological and nuclear studies types. You can make a difference. You will be heard.

### ACTOR/ PERFORMER

Whether it's singing, acting, making movies, or some other performance art, you live for the stage. ETU is small enough that you can get lots of time in front of an audience. Hopefully by furthering your studies and honing your craft, you'll catch your big break.

### COUNTRY BOY / GIRL

Who wants to sit inside and study all day when you could be getting back to nature? You love the great outdoors and believe in conservation for future generations. With ETU in the Big Thicket and several lakes and rivers nearby, it's the perfect place to enjoy nature while earning a degree.

### CRUSADER

You can't stand to see unrighted wrongs. Whether it's a haughty professor, a bully, or an

oppressive rule, you're going to stand up for the common man.

### FRATERNITY BROTHER

You might be a rising star, deeply concerned with making a real impact on society, who believes that surrounding yourself with other like-minded movers and shakers is the best way to do it. Or you might just be a "brah" looking for a hot party and hotter chicks.

### GAMER

Tabletop roleplaying games, collectible card games, the latest Euro board games, or video games are your currency. You know them all and excel at most.

### JOCK

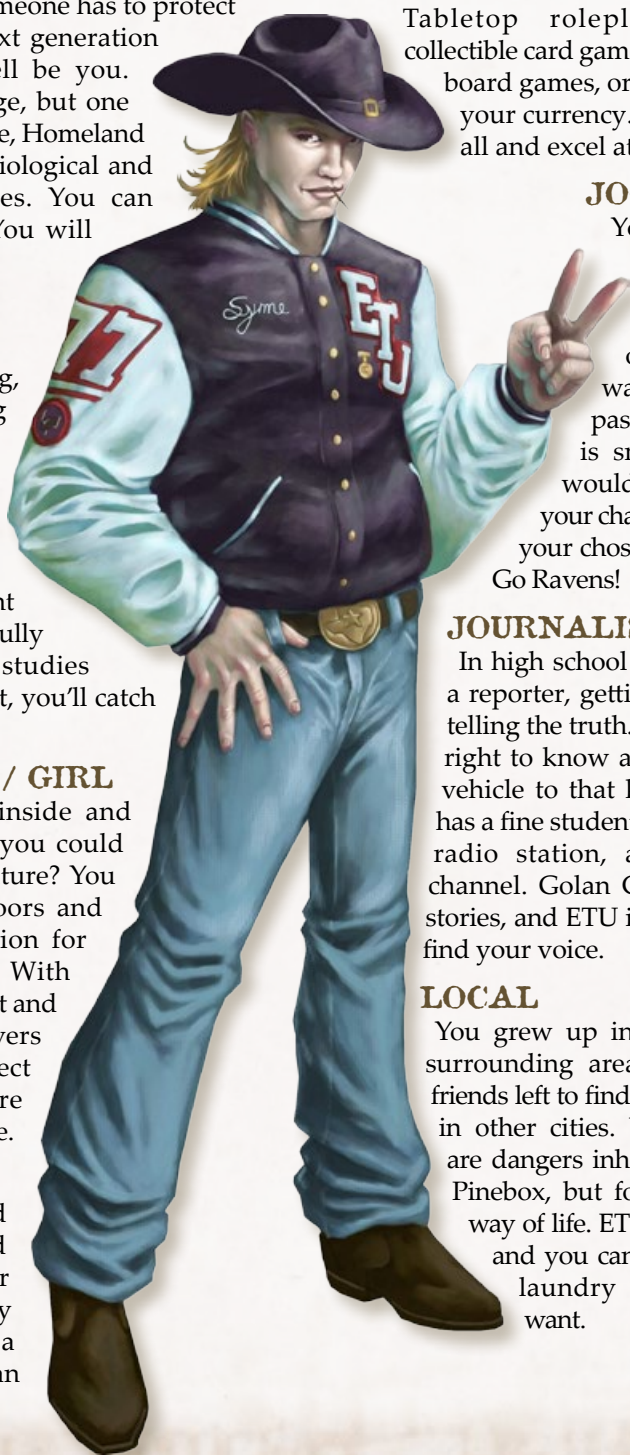
You excelled in sports in high school and the scholarship offered by ETU was too good to pass up. The school is smaller than you would have liked, but your chances of starting in your chosen sport is better. Go Ravens!

### JOURNALIST

In high school you loved being a reporter, getting the big story, telling the truth. The public has a right to know and you are their vehicle to that knowledge. ETU has a fine student-run newspaper, radio station, and even cable channel. Golan County is full of stories, and ETU is a great place to find your voice.

### LOCAL

You grew up in Pinebox or the surrounding area. Most of your friends left to find jobs or education in other cities. You know there are dangers inherent to living in Pinebox, but for you it's just a way of life. ETU is a fine school, and you can go home to run laundry whenever you want.



## MARTIAL ARTIST

You've been taking some form of martial arts since you were little. You've won a few tournaments and it's part of your life.

Your training taught you the importance of discipline in body and mind to reach your personal best. You are constantly working out at the local dojo and it helps keep you focused on what you want to achieve.

## OCCULTIST

You have always been fascinated by the idea of arcane secrets and the possibility of a supernatural world beyond what you can see. You're convinced that you can learn to wield these powers yourself... if only you can find the right teacher. Where will you find the education you seek? ETU seems a likely choice.

## ROTC

The plan is to graduate with honors in the Reserve Officer Training Corps program, then serve a stint in the active military. This helps with the bills and you get to serve your country in the process. Sure, you get a little less freedom and parties than your friends, but the price of liberty is eternal vigilance, after all.

## SCHOLAR

The new ETU library is well regarded and many professors seem top-notch. How such a relatively small college can recruit so many renowned professors is a mystery, but this school suits your needs and you eagerly look forward to getting started.

## SORORITY SISTER

Sororities look great on resumes, and you've always liked working with other go-getters like yourself. Your sorority has great parties, but the sisters also do a lot of good for Pinebox with constant fundraisers and community service projects.

And of course, it's a great way to meet cute guys as well.

## STRANGER IN A STRANGE LAND

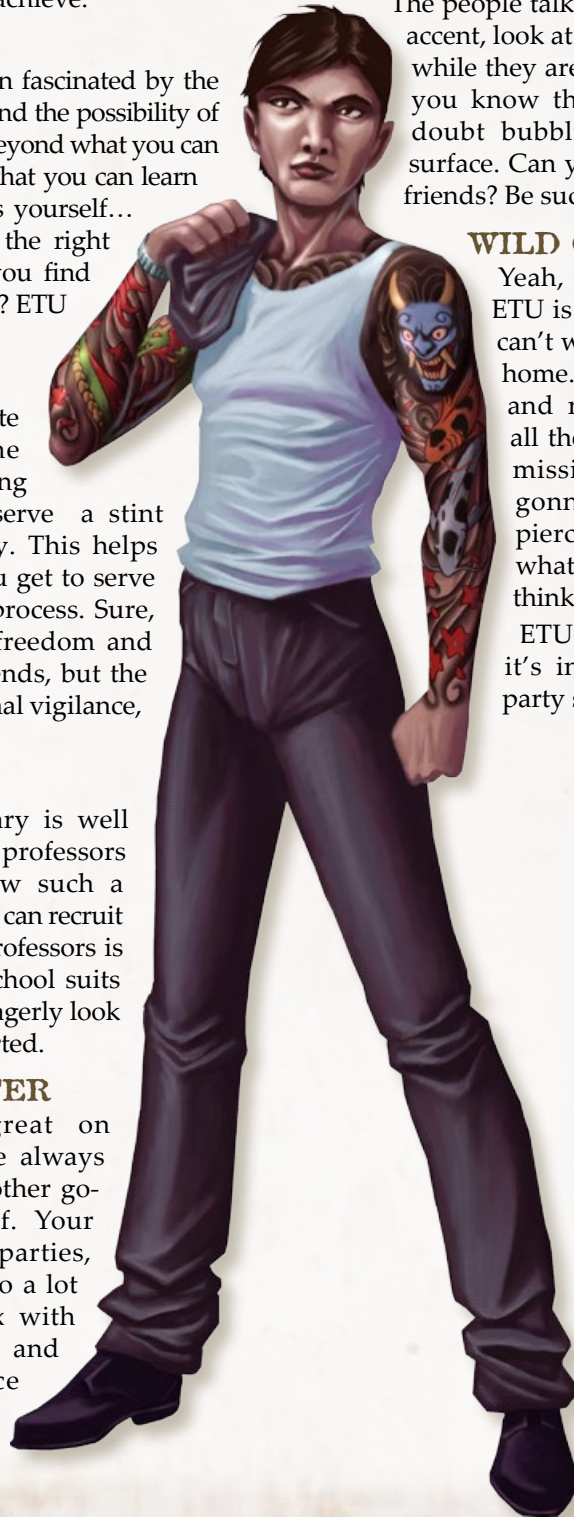
You were born in another country and have come to ETU for an American education. Now you are learning the meaning of the saying "Texas is like a whole other country."

The people talk with a strange, slow accent, look at strangers oddly, and while they are outwardly friendly, you know there is mistrust and doubt bubbling just below the surface. Can you fit in here? Make friends? Be successful?

## WILD CHILD

Yeah, getting accepted to ETU is fine, but mostly you can't wait to get away from home. You're all grown up and ready to experience all the things you've been missing out on. You're gonna get tattoos and piercings and don't care what anybody back home thinks.

ETU doesn't know what it's in for. Let's get this party started!





## THE AMERICAN COLLEGIATE SYSTEM

Although some colleges and universities operate on different schedules, ETU operates on a semester system. The Fall semester runs from late August to mid-December, and the Spring semester runs from mid-January through early May.

While ETU does offer summer classes, most students use the break to earn money, spend time with family, or travel. Player character students might devote the summer months to the many mysteries they're likely involved with or earning a little extra money via Extracurricular Activities (see page 27).

## DEGREES

"Undergraduate" students are working toward a Bachelor's Degree. Liberal Arts degrees such as literature, history, law, etc, are called "Bachelor of Arts". These are often well-rounded programs with lots of choices for studies outside the core focus.

Bachelor of Science degrees are much more focused on specific studies, such as Biology, Chemistry, or Engineering. Students in these programs typically have far fewer electives.

## WHAT'S A FRESHMAN?

Four-year college students are grouped according to their year (assuming they progress at the usual rate):

Freshman—First Year

Sophomore—Second Year

Junior—Third Year

Senior—Fourth (and final) Year

## EAST TEXAS UNIVERSITY RAVENS

The school mascot has been nicknamed the Raven since the name was recommended in 1907 as an honorific to Texas legend and hero, Sam Houston, who was known as the "Raven" by Native Americans.

## ALMA MATER

*Hail to the Rising Raven,  
Flying on the wind so high,  
True in Flight,  
Strong in Fight,  
A bird of valor, honor, and deeds.  
Here's to the school we love,  
We raise a toast to thee.*

## SCHOOL FIGHT SONG

*Ravens Fight  
Ravens Fight  
Put on the black and white  
Ravens Fight  
Ravens Fight  
Our team will own the night!  
Fear the Fightin' Ravens,  
Our mighty team does soar!  
Fear the Fightin' Ravens,  
When we make another score!*



## FRATERNITIES AND SORORITIES

To avoid impinging upon the reputations of any true organizations, this book offers a Greek organization generator. Choose a two or three-word name and pull a card for each. If the suit is red, use the first column. If it's black, use the second.

Draw an additional card to see what kind of fraternity or sorority it is, but remember that even Social Clubs do service events, and even political groups throw a great kegger now and then.

### GREEK NAME

Card	Red	Black
2	Alpha	Beta
3	Gamma	Gamma
4	Delta	Delta
5	Epsilon	Zeta
6	Eta	Theta
7	Iota	Kappa
8	Lambda	Mu
9	Nu	Xi
10	Omicron	Pi
Jack	Rho	Sigma
Queen	Tau	Upsilon
King	Phi	Chi
Ace	Psi	Omega
Joker	Draw again. The organization is a Secret Society.	

### TYPE OF ORGANIZATION

Card	Primary Function
2-5	<b>Community Service:</b> Dedicated to helping various charities.
6-9	<b>Social Club:</b> Dedicated to making friends and connections.
10	<b>Athletic:</b> Dedicated to athletics and the betterment of physical skill.
Jack	<b>Professional Development:</b> Dedicated to making contacts.
Queen	<b>Elite Social Club:</b> Family connections.
King	<b>Political:</b> Dedicated to making legal and political connections.
Ace	<b>Cultural:</b> Dedicated to furthering the love and understanding of distinct cultures.
Joker	<b>Secret Society:</b> The group is extremely private and created to serve some secret goal, such as ensuring the individual members' success in the real world after graduation.





## NEW HINDRANCES

Below are new Hindrances and some alterations to existing ones to better model the campus setting of ETU.

### A.D.H.D. (MINOR)

Your character has a hard time applying good study habits—Squirrel!—due to Attention Deficit Hyperactivity Disorder (ADHD). He suffers a -2 to Academics (page 9) and Notice rolls, but his lack of focus results in a +2 bonus to resist Tests of Wills.

### ANNOYING ROOMMATE (MINOR)

Your student's roommate (an Extra) is an annoying tag-along. He or she appears at the most inconvenient times, is constantly tattling, or wants to be in on every adventure. Roll once on the table below to determine the roommate's Minor Hindrance.

Should an unfortunate accident befall the roomie, create a new one or buy off the Hindrance with an advance.

## ANNOYING ROOMMATE TABLE

d10	Hindrance
1	ADHD
2	Big Mouth
3	Delusional
4	Habit
5	Mean
6	Overprotective Parents
7	Trouble Magnet
8	Phobia
9	Stubborn
10	Vengeful

### ANTI-TECHNOLOGY AURA (MAJOR)

Electronics just never work right around your hero. Unlike All Thumbs, he can repair them and might even like them, but when he uses them, hard drives crash, the internet lags, and cell phones lock up. This problem limits the student's ability to do schoolwork, inflicting a -1 penalty to Academics. When he uses such a device in a stressful situation (Dean's call), roll a d6 and consult the following table:

## ANTI-TECH TABLE

d6	Effect
1	<b>Overload:</b> The device breaks, requiring a Repair roll at -2 and 1d6 hours to fix.
2-3	<b>Boogered:</b> The device locks up, requiring a reboot. This usually takes 1d6 minutes for most devices.
4	<b>Slow as Christmas:</b> The device works, but at half the usual speed or effectiveness.
5-6	<b>Normal:</b> The device works as it's supposed to. Mostly.

### CURSED (MAJOR)

Things just never seem to go right for this student. Perhaps it's due to a family curse going back generations, or maybe it's simply karmic retribution for being a jerk in high school. The player draws a card and consults the **Cursed Effects Table** (see page 15) at the beginning of each game session to see how the curse affects him.

### 'FRAIDY CAT (MINOR)

You're more nervous than a long-tailed cat in a room full of rocking chairs. On a failed Fear roll, add +2 to the roll on the Fright Table.

### OVERPROTECTIVE PARENTS (MINOR)

The student's parents suffer from a bad case of empty nest syndrome...or maybe they just don't trust him. They call to check up on their precious little troublemaker at least four days a week—usually at the most inopportune moments. They also have a habit of showing up for unannounced visits at least once a semester (at the Dean's whim).

### PARTY ANIMAL (MINOR)

*Animal House* is this student's idea of college. Whenever he attends a party or there's downtime (Dean's call), he overindulges and is wiped out, mentally drained, or just plain hungover afterwards. He must make a Vigor roll at -2 and suffers a level of Fatigue on a failure for his overindulgence. On a success he suffers no ill effects. Fatigue recovers after 12 hours as long as the student has plenty of (nonalcoholic) fluids and a good meal. Levels gained in this manner can Incapacitate but not cause death.

## CURSED EFFECTS TABLE

Card	Hindrance
2	Memory loss results in -1 on all Smarts and Smarts-linked skill rolls.
3	-2 on all Vigor rolls to resist Hazards.
4	-1 Benny.
5	The player receives no Adventure Cards this session. If not using Adventure Cards, Spirit rolls to recover from Shaken are at -2.
6	The hero has bad breath or body odor resulting in -1 Charisma for session.
7	All Soak rolls are made at -2.
8	All Fear rolls are made at -2.
9	Nonplayer character reactions are one step lower than normal for the session. (Neutral becomes Uncooperative, etc.) Hostile becomes an immediate fighting situation.
10	Technology completely fails this session. See the Anti-Technology Hindrance. If the character already has that Hindrance, an Boogered or BSoD results mean the device is damaged. Fixing the device requires Repair -2 and 50% of the device's value in replacement parts.
Jack	The character has the shakes. All Agility and Agility-linked skill rolls are made at -1.
Queen	Unlucky in love. If in a romantic relationship with an NPC, the character suffers a break-up (or other negative effect). If not in a romantic relationship, the character gains a stalker for the session.
King	Illness results in a level of Fatigue for the session. \$20 of medicine can alleviate the Fatigue for 1d6 hours per use (max 4 uses).
Ace	An unexpected expense—a parking ticket, penalty, broken computer, etc.—costs the character \$10 × 2d6.
Joker	The character draws the ire of a random antagonist and makes the character's life Hell for a session or two. This might be a creature, an organization such as a rival fraternity/sorority, a faculty member, or even the authorities!

### POVERTY (MAJOR)

This young academic comes from a poor family, if he has a family at all. He was accepted to ETU on a scholarship or saved enough money to attend, but must subsist on \$250 a semester (see **Semester Allowances** on page 19).

### SECOND FIDDLE (MINOR)

This character feels like a sidekick among her friends. Rightly or not, she thinks her close companions ignore or give credit to others for her accomplishments. This can be demoralizing, so at the beginning of each session the character must succeed at a Spirit roll -2 or start the session with one less Benny. The character may earn others by roleplaying this Hindrance as usual.

### TOWNIE (MINOR)

The character is a local resident instead of a student, but he's friends with the gang. He can skip Exams, Burnout, and Extracurricular Activities (he might be involved as a volunteer, a romance, etc. but not to the same level of

commitment as a student). The Townie has an entry level job providing the same disposable income that a student gets as a Semester Allowance.

### TROUBLE MAGNET (MINOR/MAJOR)

Trouble always finds this hero. Things never go as planned and the center never holds. Once a session, trouble wanders across your character's path. This could come in the form of an unhappy ex, a hot but crazy person of the opposite sex, a policeman with a dislike for the hero and who likes to write tickets, an unexpected flat tire, a faulty hard drive, or maybe just being the character targeted by some foe's random attack.

With the minor version of this Hindrance, the trouble is inconvenient but generally short-lived. The major version places the character in the middle of more serious or long-lasting trouble.





## NEW EDGES

Below are new Edges and some alterations to existing ones to better model the campus setting. Edges with a hyphen in front are advanced versions of the Edge listed before it.

Characters in *East Texas University* are full time students. They enroll as Freshmen and must advance through their Sophomore, Junior, and Senior years. Each year is equivalent to their Rank so Freshmen are Novice Rank, Sophomores are Seasoned, Juniors are Veterans, and Seniors are Heroic. Edges in *East Texas University* are listed by the school year for their Rank requirement.

## BACKGROUND EDGES

### DEVOUT

**Requirements:** Freshman, Spirit d6+

Devout students believe in a greater power, deity, or spirit, or perhaps just their own sense of self and willpower. They are typically religious, but don't have to be.

Devout heroes add +2 to all *opposed* Spirit rolls where their faith might come into play such as resisting evil powers (Dean's call).

### LOCAL FAVORITE

**Requirements:** Freshman

Some students were born and raised in Golan County, but this student is not only from the area but popular with the locals. He gets the best seats at hangouts in town and the locals are more willing to spill the dirt to him on at least some of the local scandals. Any randomly determined initial Reaction for an NPC local is always one level higher for this hero, and if the Dean thinks the Edge applies then predetermined Reactions may be one level higher as well. This Edge can only be taken during character creation.

### NOBLE

**Requirements:** Freshman

Noble is the equivalent of coming from a wealthy or notable family concerned about their public appearance.

The kid gets the usual benefits listed in *Savage Worlds* (+2 Charisma and the Rich Edge), but is pressured to stay out of trouble and "keep his nose clean." How this affects the student is up to the Dean,

but visits from "Daddy" and local media attention should be expected.

## RICH/FILTHY RICH

**Requirements:** Freshman

Although wealthy by student standards, your money comes from your parents, a trust fund, or some other source more restricted than the original Edges in *Savage Worlds*. Rich doubles the regular semester allowance (page 19) to \$1,000. Filthy Rich triples it to \$1,500.

## TEST TAKER

**Requirements:** Freshman, Smarts d8+

Some individuals do well on tests even when they study far less than most. Those with this Edge add a permanent +2 to their Academics secondary attribute.

## COMBAT EDGES

### BE A ZEBRA

**Requirements:** Freshman

There's protection in the herd! You gain a +2 to Parry if you are adjacent to at least one ally or fellow target (Dean's call).

### GUNSLINGER

**Requirements:** Senior, Shooting d10+

The senior's sidearm is like an extension of his body. He can disarm a cultist or shoot the smile off a chupacabra at 20 paces.

Gunslingers reduce any and all penalties (including Fatigue, wounds, range, etc.) by 2 when attacking with pistols.

## PROFESSIONAL EDGES

### GUTS

**Requirements:** Sophomore, Spirit d6+

This cowgirl has stared the things that lurk in the dark right in the mug and learned to handle her fear. She ignores two points of Fear penalties for both her Spirit roll and any Fright Table result.

### DEMON SLAYER

**Requirements:** Senior

Demon slayers may come from an awakened lineage, a special blessing, or occasionally just coming in contact with the blood of a demon. Regardless of the source, demon slayers add +2 to Fear tests from demonic sources (demons themselves, their minions, or powers), and ignore the demon's invulnerability to normal weapons.

## FAITHFUL

**Requirements:** Senior, Devout, Spirit d8+

This hero's faith in something—whether it's science, God, or whatever—is so strong supernatural creatures fear her.

Supernaturally evil creatures subtract 2 from any Trait roll directly affecting the character.

## FEARLESS

**Requirements:** Senior, Brave, Guts, Spirit d8+

You're not actually fearless, but you're as close as it gets. If you fail a Fear roll, the GM rolls a d12 for the Fright Table result instead of a d20.

## MULTITASKER

**Requirements:** Freshman, Smarts d6+, Spirit d6+

This character excels at scheduling her time and interests. Each semester, she may choose two Extracurricular Activities instead of one, gaining the benefits and any drawbacks of both.

## SAGE

**Requirements:** Senior, Smarts d10+

Not only did this senior pay attention in class, he actually retained it—and most everything else he's ever seen, read, or heard about.

The sage adds +2 to Investigation rolls and can make an Investigation roll without any source material (other than his memory) at a -2 penalty.

## WITCH/WARLOCK

**Requirements:** Junior

There are plenty of good witches and warlocks out there. Hopefully, this hero remains one of them.

When casting a ritual (by the time you're a Junior you'll know what they are), she ignores up to 2 points of Casting Modifiers. This does not apply to other participants, who still roll with the usual penalties.

## WEIRD EDGES

### AURA READER

**Requirements:** Sophomore, Psychically Sensitive, Spirit d8+

This Edge allows the student to read another person's energy—or "aura."

To do so, the character must be within ten feet (in person—video doesn't work) and make a Spirit roll at -2. If the roll is successful, the character knows the target's general emotional state (happy, sad, angry, nervous, etc.) and her overall health (sick, weak, strong, etc.). With a raise, she can identify specific health conditions, such as a concussion, spirit possession, Fatigue, cancer, diabetes, etc.

Failure results in a level of Fatigue and loss of the ability for 24 hours.

### CHOSEN

**Requirements:** Senior, Spirit d8+

The powers of good appreciate someone who stands up for what's right, even when it's hard. Sometimes they even pitch in and reward you for it.

When the character spends a Benny to re-roll a Trait test, he can re-roll twice and take the best of all the results.

### DANGER SENSE

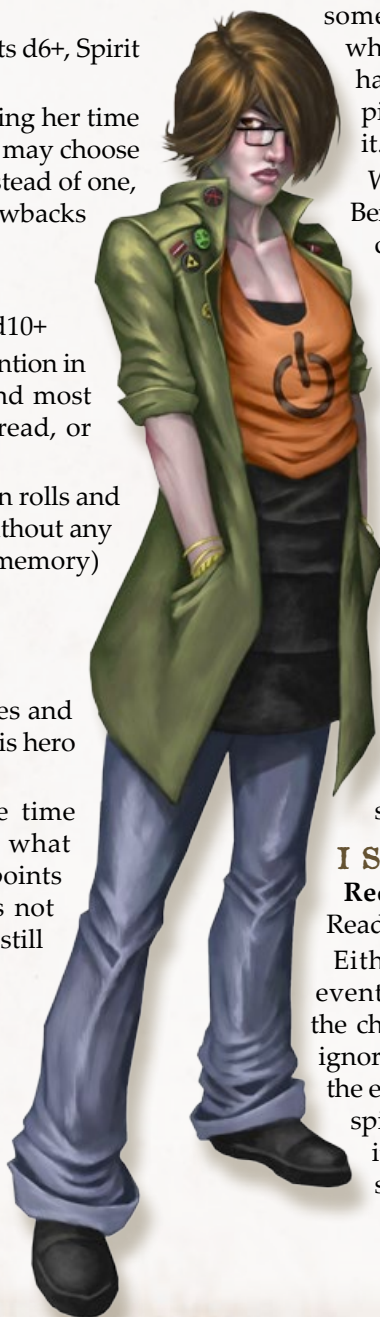
**Requirements:** Freshman, Psychically Sensitive

This Edge from *Savage Worlds* gains Psychically Sensitive as a requirement. The +2 bonus from Psychically Sensitive applies to the Notice roll for Danger Sense (negating the normal -2 penalty) if the danger is from a supernatural creature or source.

### I SEE DEAD PEOPLE

**Requirements:** Junior, Aura Reader

Either due to a traumatic event or spectral encounter, the character can see spirits. He ignores the invisibility effect of the ethereal Special Ability. The spirit can leave an area, but if it's present, the hero can see it.





## MEDIUM

**Requirements:** Junior, Spirit Guardian

You can now hear your spirit guardian. In addition to making communication easier, the spirit guardian can act as a “translator” to speak with other spirits. Unlike *grave speak*, no spirit is summoned nor required to answer truthfully, though spirits are more favorably disposed to the character. The hero has +2 Charisma when dealing with spirits.

## MEMORIZED RITUAL

**Requirements:** Freshman, Ritualism d6+

This character has memorized one ritual and no longer needs to have the written text to perform it. This Edge can be taken multiple times but only once per ritual.

## PRECOGNITIVE FLASHES

**Requirements:** Freshman, Psychically Sensitive, Danger Sense, Spirit d8+

You occasionally see visions of the future. They happen quickly, are almost always vague and hard to decipher, but they usually warn of some dangerous event that might save your life—and your friends as well.

Once per session, when it seems most appropriate, the Dean will describe a likely upcoming event or scene. The future is mutable, so it may not come to pass, but it should be a likely course, or perhaps the vision depicts a path *not* to take and won’t unless your student ignores the warning.

Make a Spirit roll immediately after seeing the vision—the Dean may modify this depending on the severity of the vision. If the roll is failed, your character is Fatigued for the next eight hours. This might manifest as violent nosebleeds, migraines, or simple weariness.

## PSYCHICALLY SENSITIVE

**Requirements:** Freshman, Spirit d6+

Something about this student gives her an affinity for paranormal energies and beings.

She adds +2 to all rolls made to sense or communicate with supernatural beings. Of course the downside is that if such a creature knows the person is receptive they’re more likely to actually attempt contact. That may not actually be something you’ll want to happen at ETU.

## PSYCHOMETRY

**Requirements:** Junior, Aura Reader, Spirit d10, Notice d8+

When touching an object (non-living thing), your character may attempt to gain impressions or visions linked to its past.

To do so, make a Spirit roll at –2. Success grants a basic impression of an important or traumatic event centered around the object, and a raise provides more details.

For example, a success might flash the image of a knife being plunged into a body. A raise reveals the knife’s wielder wore a ring with a cat’s eye stone.

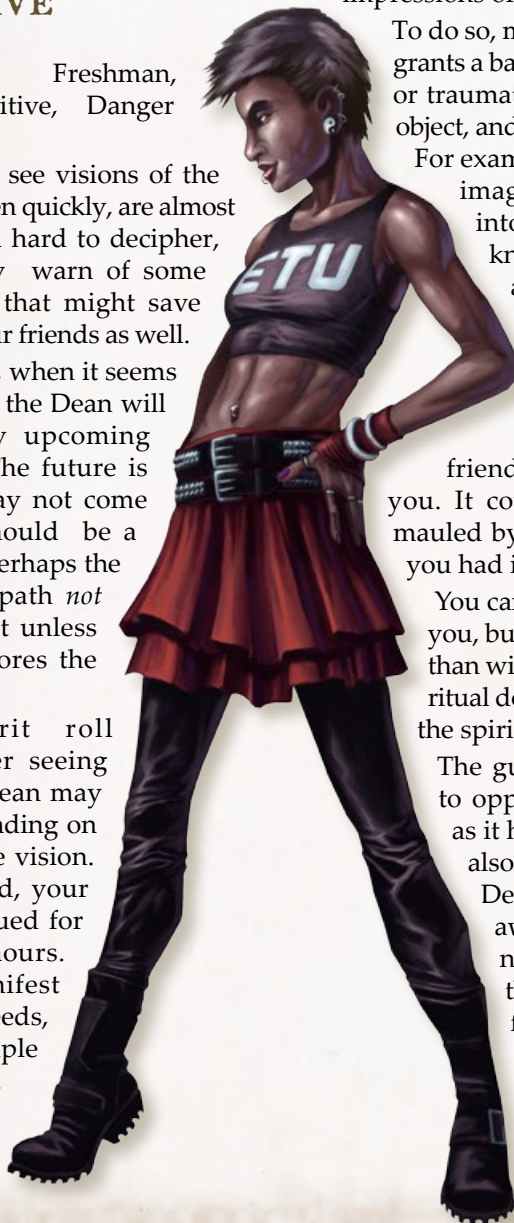
## SPIRIT GUARDIAN

**Requirements:** Freshman, Spirit d8+

The spirit of a departed friend or loved one looks out for you. It could be your last roommate mauled by a werewolf or even the dog you had in the Sixth Grade.

You can see the spirit and it can hear you, but it cannot communicate other than with basic gestures. A *grave speak* ritual does allow communication with the spirit.

The guardian provides a +2 bonus to opposed rolls with other spirits as it helps fend them off, but it can also serve more subjectively at the Dean’s whim, guiding the hero away from trouble, to friends in need, etc. The spirit is bound to the character and cannot travel farther away than its Spirit die type in inches unless prevented by a ward (use the standard ghost stats on page 91, adapted by the Dean for the specific spirit).





Students at ETU are assumed to have already paid for tuition, books, supplies, a laptop computer, living accommodations, and a campus dining hall meal plan. They also have a cell phone, plenty of clothes, books and games, and other normal trappings of modern students. They might have a vehicle as well (see page 23).

Everything else—and anything bought after play begins—must come from the semester allowance. This includes everything from parking tickets and dating expenses to wooden stakes, mallets, ammunition, or ghost hunting gear.

Allowance is renewed at the beginning of a new semester. Money comes from parents, student loans, or part-time work such as a graveyard shift at the Pinebox Gas-n-Gulp (see **Extracurricular Activities** on page 27).

**Off-Campus Housing:** ETU requires that Freshmen and Sophomores live in on-campus dorms. Once the heroes become Juniors, they may choose to stay on campus or move off campus and into an apartment or shared house. The costs for living off campus and basic living expenses are considered paid for, just as if the student still lived in a dorm.

## SEMESTER ALLOWANCE

A character's semester allowance is her disposable income after all other expenses are paid for. It's not a lot, so players must manage it carefully.

**Note:** Since money is so limited in this setting, it can be easily tracked with play money from a board game such as *Monopoly* or something similar.

## SEMESTER ALLOWANCE

Semester Allowance	Income Level
\$250	Poor (the Poverty Hindrance)
\$500	Middle Class (No special Edges or Hindrances)
\$1,000	Rich (the Rich Edge)
\$1,500	Filthy Rich (the Filthy Rich Edge)

## WEAPONS PERMITS

"Long guns" such as shotguns and rifles are generally legal in public, but sawed-off shotguns, street sweeper shotguns, and fully-automatic weapons are not.

"Open carry" of a handgun is illegal except on one's own property, legally hunting with a permit, or at a public firearms event such as a gun show.

"Concealed carry" permits can be purchased by those who are 21 years or older, after a police background check. Anyone with a warrant or significant crime, or showing signs of drug addiction, is denied. These permits allow a person to discretely carry a non-prohibited firearm in public places, though there are



many exceptions where they are forbidden such as: government buildings, schools (including ETU), businesses that serve alcohol, sporting events, and election polling areas. Concealed handgun carry permits cost \$140 and require a four hour training class, fingerprinting, and takes about 45 days for approval.

## SHOPPING

Below are some personal items with rules on their use. All of the mundane items in *Savage Worlds* are available in Pinebox. The Dean should also allow most other devices one might purchase in the modern world. See the **Pinebox Gazetteer** (page 29) for a list of popular shopping destinations. Being a “real world” campaign, players are encouraged to use items and prices found in actual stores or advertisements for equipment.

Cash-strapped students may also find Pinebox’s pawn shops helpful for making quick cash from equipment that has outlived its usefulness. If a hero wants to pawn (borrow money using an item as collateral) or sell an item, use the following rules. First, a successful Persuasion roll (modified by the Dean based on the value of the item to the shop) indicates the pawn shop will take the item. If pawning the item, the student gets 10% of its full value in cash. If selling, she gets 20%. On a raise the pawn shop adds 10% to either result. To get back a pawned item within 30 days, the student (or anyone with the receipt) pays the full loan amount plus 20%. Thereafter the fee increases to 50% until at the end of 60 days ownership reverts to the pawn shop.

## COMMON GEAR

Item	Wt.	Cost
<b>Binoculars:</b> Typical 10×25 binoculars.	1	\$40
<b>Binoculars, Night Vision:</b> This powered equipment allows the user to observe events at night or in very dark places. An “illuminator” (essentially a small flashlight) casts a beam of light in frequencies mostly invisible to the naked eye. Night vision binoculars allow the user to ignore darkness penalties and see at 10× the normal distance allowed.	1	\$100
<b>Camcorder, Digital:</b> A hand-held video camera that holds up to 20 hours of high definition video. It includes basic low light amplification good to about 10 yards.	12	\$200
<b>Camera, Digital:</b> This model offers high resolutions, a timer, and even a wireless remote. Just set the camera default at the highest possible resolution and it’s always ready for action.	1.5	\$150
<b>Compass, Professional:</b> A professional compass works when held at any angle or while moving quickly. It adds +2 to Survival rolls made to navigate. This can be crucial in places where line of sight is limited, such as the Big Thicket.	–	\$30
<b>First Aid Kit:</b> Contains bandages, tape, Band-Aids, antibacterial spray, and aspirin. This adds +1 to Healing rolls for four uses.	1	\$25
<b>Headsets:</b> Voice-activated, hands-free communication. The headset leaves one ear free, allowing users to remain aware of their surroundings. The range of this model is 2.5 miles in optimal conditions, or a little less than one mile under normal conditions.	–	\$80 for 2
<b>Motion Detector:</b> These detectors project infrared beams to detect movement up to 40 feet away. The detector can be set to sound an alarm or trigger another device, such as a digital camera.	1	\$90
<b>Voice Recorder:</b> High-definition versions record up to six hours of clear audio. They’re often used to log EVPs (Electronic Voice Phenomenon).	1	\$100
<b>Walkie Talkie (2):</b> A set of two hand-held receivers with 22 different channels and a 20 mile range in perfect conditions (which very rarely occurs, of course).	1	\$60

# HAND WEAPONS

Students might have occasion to use the weapons below in addition to those found in the *Savage Worlds* rulebook.

Type	Damage	Weight	Cost
Axe, Fireman's	Str+d6	5	\$75
Axe, Hatchet	Str+d4	1	\$20
Chainsaw, Small: Up to 14" blades	2d6+2	10	\$100
Notes: A natural 1 on the Fighting die (regardless of the Wild Die) hits the user instead.			
Club, Light (Stick, table leg)	Str+d4	1	—
Club, Heavy (metal baseball bat, hockey stick)	Str+d6	3	\$20
Hammer, Claw	Str+d4	1	\$10
Hammer, Sledge	Str+d6	10	\$30
Katana (non-authentic, found in souvenir stores)	Str+d6	6	\$80
Knife, Butcher	Str+d4+1	1	\$20
Knife, Small (switchblade, pocket, or steak knife)	Str+d4	1	\$10
Nail Gun, Cordless	2d4-2	5	\$200
Weed Whacker / Trimmer (Nonlethal damage)	1d6	3	\$30
Wooden Stake	Str+d4	.25	—

# PERSONAL DEFENSE DEVICES

Type	Range	Damage	RoF	Weight	Cost
Pepper Spray	1/2/—	Special	1	.5	\$10

Notes: These micro-aerosol spray cans deliver a disabling dose of eye irritant commonly used for self-defense or by police to subdue a subject. On a successful Shooting roll, targets must make a Vigor roll at -2 (-4 with a raise). Failure means a victim is Shaken for 1d4 rounds before he can recover, and gains a level of Fatigue. Fatigue from pepper spray can Incapacitate but not cause Death. Each level of Fatigue is recovered every 10 minutes, or every minute if the target has lots of water to wash off the spray and flush their eyes.

Stun Gun / Taser	1/2/4	Special	1	1	\$150
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Notes: These self-defense devices administer an electrical shock, temporarily immobilizing a target. They come in two types: a Touch Attack weapon and ranged (Range 1/2/4). With a successful attack, a target is automatically Fatigued and must make a Vigor roll at -2, or -4 if the attack hit with a raise. Failure means the target falls prone and is Shaken for 1d4 rounds before he can try to recover. Fatigue from stun guns can Incapacitate but not cause Death (at least in 99% of cases). Each level of Fatigue fades after 10 minutes.

# AMMUNITION

Ammo	Weight	Cost
Shotgun ammo, lead	6/25	\$30/50

Notes: Weight is expressed in pounds per number of shots.





## RANGED WEAPONS

Here's what a person can usually find for new weapons at Texas hunting and sporting goods stores. For used weapons deduct 20% or use "real world" prices. See *Savage Worlds* for ammunition costs.

Weapon	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Bows & Pistols							
Compound Bow	12/24/48	2d6	1	1	d6	4	\$350
Notes: Min Str d6. Modern broadhead arrows are \$50 for a half-dozen and add +1 damage. "Target" fiberglass arrows cause −2 damage and cost \$20 for 6.							
Colt 1911 (.45)	12/24/48	2d6+1	1	7	—	4	\$900
Notes: AP 1, Semi-Auto							
S&W (.44)	12/24/48	2d6+1	1	6	—	5	\$800
Notes: AP 1, Revolver							
Desert Eagle (.50)	15/30/60	2d8	1	7	d6	8	\$1,250
Notes: AP 2, Semi-Auto							
Glock (9mm)	12/24/48	2d6	1	17	—	3	\$500
Notes: AP 1, Semi-Auto							
Peacemaker (.45)	12/24/48	2d6+1	1	6	—	3	\$1,400
Notes: AP 1, Revolver							
Ruger (.22)	10/20/40	2d6−1	1	9	—	2	\$300
Notes: Semi-Auto							
S&W (.357)	12/24/48	2d6+1	1	6	—	4	\$700
Notes: AP 1, Revolver							
Shotguns							
Double-Barrel (12g)	12/24/48	1−3d6	1−2	2	—	11	\$450
Notes: +2 Shooting at Medium Range or higher.							
Pump Action (12g)	12/24/48	1−3d6	1	6	—	8	\$325
Notes: +2 Shooting at Medium Range or higher.							
Sawed-Off DB (12g)	5/10/20	1−3d6	1−2	2	—	6	\$275
Notes: +2 Shooting at Medium Range or higher.							
Rifles							
.30−06	24/48/96	2d8	1	5	d6	8	\$550
Notes: AP 2, Bolt Action, Min Str d6. (Commonly pronounced "thirty ought-six.")							
.22 Rifle	18/36/72	2d4+1	1	10	—	6	\$225
Notes: Used for hunting squirrels, or training children.							
Marlin 1895	24/48/96	2d8	1	15	d6	10	\$500
Notes: AP 2, .45-70 caliber.							
Assault Rifles (Illegal but might be encountered in the ROTC or around military operations.)							
AK47 (7.62)	24/48/96	2d8+1	3	30	d6	10	\$600
Notes: AP 2, Auto, Min Str d6.							
M-16 (5.56)	24/48/96	2d8	3	30	—	8	\$1,000
Notes: AP 2, Auto, 3RB							

## GETTING AROUND

Texas is a big place. Even the relatively small town of Pinebox is spread out over dozens of square miles. Having access to a vehicle—even if it's a friend's—is a necessity, not a “nice to have.” Those big distances and a little Texas attitude means people tend to drive fast and fairly aggressively.

Whether or not a student has a vehicle of his own, and what kind, depends on his wealth level, as shown below:

- **Poor:** The student can have a used motorcycle or compact car, but it's a clunker. Draw twice on the **Used Car Glitches Table** (page 24), applying both results and stacking any penalties or increasing the effect if the same result is drawn both times. Alternatively, the character can have a nice safe bicycle and a public transportation pass, allowing free travel within Pinebox and ETU. Going further out, such as to Lake Greystone, means bumming a ride from a friend.
- **Middle Class:** The student has a used vehicle up to a pickup truck (no SUV or sports car). Draw once on the **Used Car Glitches Table** (page 24) to see what kind

of problem the vehicle has. And yes, used cars always have glitches.

- **Rich:** This hero can ride around in style. She has a new vehicle up to a pickup truck or has a used SUV or sports car, drawing once on the **Used Car Glitches Table**.
- **Filthy Rich:** The keys to a nice car of any type rest firmly in the hero's purse or backpack. It has an alarm and most standard luxury features.

## DAMAGE

Students are assumed to have collision and liability insurance for their vehicle, but must pay the first \$250 in damages themselves (their “deductible”). A good excuse (a Persuasion roll) might get mom and dad to cover it.

On the plus side, gas prices in Texas are usually 25% below the national average!





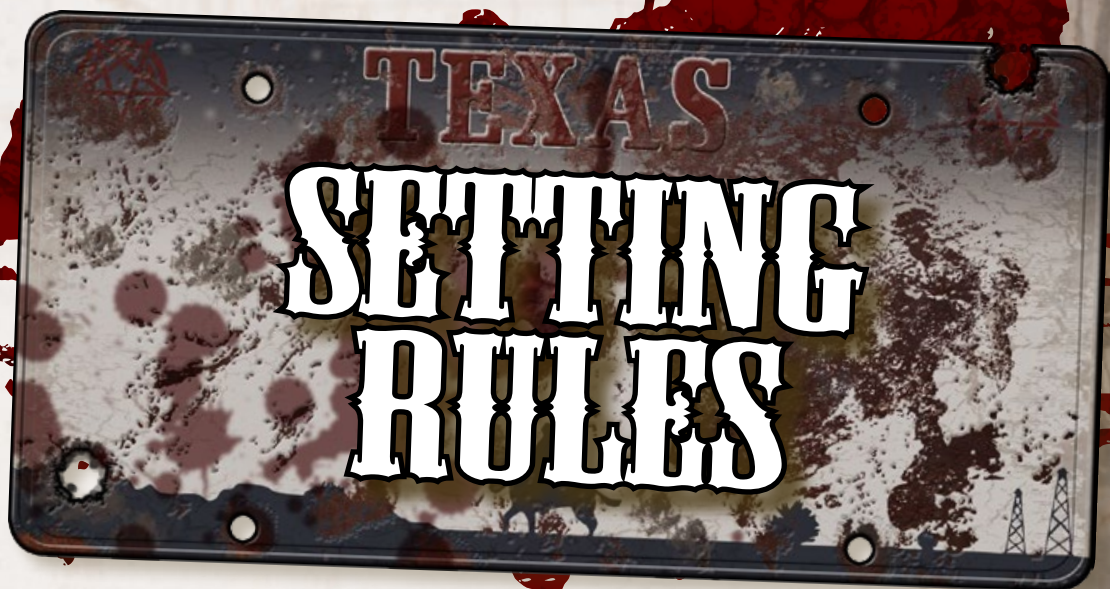
# VEHICLES

The following list represents the range of vehicle types owned by students on campus. Used vehicles always come with a glitch (see below).

Vehicle	Acc/TS	Toughness	Crew
Motorcycle, Street Bike	20/36	8 (2)	1+1
Motorcycle, Dirt Bike	15/32	8 (2)	1
Notes: +4 Toughness vs. jumps; Off Road (4WD)			
Motorcycle, Harley	18/30	10 (2)	1+1
Compact Car	10/36	10 (3)	1+3
Mid-Sized Car	20/40	11 (3)	1+4
Notes: Air bags, luxury features			
Pickup Truck	20/40	12 (3)	1+2(7)
Notes: Air bags, pickup can carry 5 unprotected passengers in the bed (against state law).			
SUV	20/40	14 (3)	1+7
Notes: Luxury features; 4WD			
Sports Car	30/56	10 (3)	1+3
Notes: Air bags, luxury features			

# USED CAR GLITCHES

Card	Glitch
2	<b>Hard to Crank:</b> When it's important, the hero must make a Driving roll at -2 to get the car started—just like in every horror flick ever made.
3	<b>Slick Rires:</b> The tires are balder than Captain Picard, inflicting a -1 Driving modifier.
4	<b>Engine Misses:</b> Reduce ACC by 2.
5	<b>Gas Guzzler:</b> The vehicle requires an additional \$20 a week in fuel.
6	<b>Engine Leaks:</b> The car dribbles oil, costing an extra \$20 each semester to keep running.
7	<b>Engine Overheats:</b> The car leaks coolant and heats up fast. Any time the driver fails a Driving roll the car starts to sputter and steam. The engine shuts down 1d6 minutes later and requires more coolant (about \$10 per use).
8	<b>Loud Muffler:</b> The vehicle can be heard coming a mile away.
9	<b>Pulls to the Left:</b> The tires just never align right. Drivers suffer a -1 Driving penalty.
10	<b>A Few Horses Shy:</b> Reduce Top Speed by 10.
Jack	<b>Doppelganger:</b> Somebody has a similar vehicle and they're always up to no good.
Queen	<b>Jealous Bitch:</b> The vehicle seems to have an affinity with its owner. Other drivers suffer a -4 penalty when driving it.
King	<b>Lead Foot:</b> Now and then the engine revs all on its own. At the Dean's discretion, the car increases its current speed by 25% for 1d4 rounds or until the driver slams on the brakes (a Driving roll).
Ace	<b>Gremlins:</b> The vehicle's electrical system goes on and off at random—but only when it seems to matter most. Headlights go out, the radio comes on at full volume at the worst possible moment, etc.
Joker	<b>Possessed:</b> The vehicle acts like it's inhabited by a full-on entity of some sort. Those who believe in such things say it's a demon or the spirit of the former owner who died within. It's the Dean's call how real this is.



College life at *East Texas University* has a few particular quirks not common to other settings.

## ACADEMICS

Part of the challenge of *East Texas University* is that characters must balance studying for that hard exam with investigating all the strange happenings. That means taking—and passing—exams might be as challenging as investigating some mystery!

At ETU, fall semesters run from late August to mid-December. The spring semester runs from mid-January through early May. The passage of time at ETU is marked by Experience Points, so occasionally Deans will need to allow some dead time between adventures to match up the timeline.

## EXAMS

Twice during a semester, students demonstrate their knowledge mastery through a series of Exams. These intense tests and papers take place midway through the semester (mid-terms) and again at the end (final exams).

Players make an Exam roll every time they earn 5 XP, prior to resolving their Advance. Exams should occur at a time that makes sense in the narrative, which could be before, during, or after an adventure.

Mechanically speaking, Exams involve a single roll using the Major Skill (page 9)

modified by the student's Academics and the Exam Difficulty.

## EXAM DIFFICULTY

Rank	Exam Difficulty
Freshman	0
Sophomore	-1
Junior	-2
Senior	-4

If a player fails the roll, she “falls behind” with a -2 Academics until after her next Exam. On a 1 or less she is on Academic Probation, suffering -2 Charisma with faculty and staff until she passes an exam. On a success, she rolls 2d6 and consults the **Passed Exams Chart** (page 26). If the player gets a raise, she rolls twice and chooses the result she wants.

**General Studies:** Underclassmen with undecided Majors are in the General Studies program. They use Smarts -1 to take Exams until they declare a Major by taking a Major Skill. General Studies students **MUST** declare a Major before becoming Juniors.

## CHANGING MAJORS

Students can change Majors as they wish. There is no “cost” except they should take a new Major Skill to successfully pass exams.



## PASSED EXAMS CHART

2d6	Result
2	<b>Breakthrough:</b> You actually learned something this semester, go figure. Gain one die type in any skill (max d12).
3–4	<b>Teacher's Pet:</b> You've caught the eye of a professor (Dean's choice). The teacher's attitude toward you increases one level on the Reaction Table in <i>Savage Worlds</i> .
5–6	<b>Administrative Privilege:</b> Someone in administration likes you... for now. You get the Connections Edge with a non-teacher at ETU (Dean's choice) until your next advance.
7	<b>Lucky 7!:</b> Something you did this semester paid off in karma. You get one extra Benny each session until your next Advance.
8–9	<b>Windfall:</b> You intrigued someone on campus who offers you a one time only job. The Dean creates the details, but the job pays 2d6 × \$25.
10–11	<b>"Wanna grab a drink?":</b> Another student (Dean's choice) takes an interest in you. You get +2 Charisma when dealing with him or her.
12	<b>"What's this?":</b> You discover something extraordinary while studying. Draw a card and the Dean checks the Research Adventure chart (page 74) for the result.

## DOUBLE MAJORS

Ambitious students may take two Majors. The extra work is hard, however, so they suffer a –2 penalty to Academics.

Exam rolls are normally taken with the highest Major Skill even if the student has others (Minors). Double Majors make an Exam roll using each Major skill—applying all Academics and difficulty modifiers to both—and take the highest result.

Students who find the academic burden too strenuous may drop a Major (declaring it a Minor) at the beginning of a new semester.

## BURNOUT

All work and no play eventually leads to cranky, worn out students. Characters who need to find their focus can blow off steam once a semester to earn +1 to Academics. Resolve this as an Interlude (players gain the usual benefit as well), but with the categories listed below.

**Clubs—Personal:** The character does something just for her. This might be a gaming binge, painting, programming an original computer game, time home with the family, watching an entire, multi-season TV show, a big date night, hunting, camping, or reading a book or set of graphic novels.

**Hearts—Party:** It's time to cut loose and get wild, whether it's a small but intimate group or a

massive block party. College and parties go together like ham and cheese. They're a way to blow off steam, meet new people, and maybe even explore burgeoning romantic relationships.

**Diamonds—Spending Spree:** One sure cure for the blues is to blow some money.

## TESTS AIN'T FAIR!

You say it isn't fair that a single roll could set back your next semester? If you are going to embrace what makes ETU special, then it means embracing all the tropes of college life—partying, dating, running out of money, unfair Deans, and yes, even studying. Sometimes you'll just have to choose between studying for that hard exam and fighting off intelligent, mind-controlling insects.

It's not all bad, though. ETU offers many ways to improve your Academics modifier, such as through the Test Taker Edge, Extracurricular Activities, and dealing with Burnout. You also have the choice to spend points on your major's Knowledge skill die instead of that fancy combat Edge.

Still, no matter how much you prepare it's possible that you'll roll so poorly that you fail an exam. Embrace it. Roleplay it to the hilt!

Whether it's for some stylin' new clothes, a hot new video game, an expensive meal, or a rare tome of arcane rituals off eBay, you blow at least 25% of your semester allowance in cash or credit (next semester's allowance).

**Spades—Road Trip:** A group of friends might take a trip to one of the big cities, like Houston or Dallas, for the weekend. Maybe they go there to hit the clubs, get some local history, hike, camp, or maybe even hit up a big game store. This costs at least \$50 of your remaining cash.

## EXTRACURRICULAR ACTIVITIES

A lot of what one learns in college comes from outside the classroom. At the beginning of each semester, your student can choose one Extracurricular Activity from the list below. Some of the activities may indicate continuing involvement, such as joining a sorority. Choosing a different activity for a semester doesn't mean the student leaves the organization, but her active involvement is lessened so the effects doesn't apply.

### ATHLETE

This activity requires Agility, Strength, or Vigor at d8+. The student is on an ETU sports team such as football, baseball, soccer, basketball, cheerleading, swimming, etc. This keeps your character in great shape, adding +1 to Agility or Strength rolls (player's choice) including damage. The bonus isn't cumulative between semesters and fades should he choose another activity. Being a member of a team requires attending practices, inflicting a -1 to Academics for the semester. If the student is willing to attend extra practices and training, the bonus increases to +2 but he suffers a -2 to Academics.

### AUDITING CLASSES

This extracurricular activity means the student sits in on extra classes in hopes of better grades. She gains a +2 to Academics for the semester, but suffers a -1 to Charisma with other students for missing social activities and generally making them self-conscious of their own study habits.

### COMPUTER/LIBRARY TECH

The student signs up to help out in the computer labs or school library (pick one). The hero gets off-hours access to their particular location, providing a +2 bonus to Investigation rolls when using computers in the lab or books in

the library (some information may only be found in one or the other).

### FITNESS

A concentrated effort to exercise and eat right makes the student leaner and more active. He adds +2 to avoid Fatigue from any source, physical or mental.

### FRATERNITY/SORORITY

The character belongs to a fraternity or sorority (see the sidebar on page 13 to create its name). The student gains the Connections Edge with her brothers or sisters with a +2 bonus to the Persuasion roll. Once a character pledges, she stays a member unless she drops out or is kicked out, but being active requires a time commitment to fraternity/sorority projects, applying a -1 to Academics.

### GAMING

The student is a hard-core gamer. She knows her Tolkien, is up on the latest superhero comics and movies, and can quote hundreds of movie lines. She spends a lot of time playing World of Warcraft by herself, or best-selling, award-winning roleplaying games like *Savage Worlds* with other discriminating and intelligent friends. Due to her continual exposure to gaming details and minutiae, she adds +2 to any Knowledge roll (including Common Knowledge) concerning lore, myth, and the supernatural.

### PART TIME JOB

The character has a paying, part time job such as dorm Resident Assistant, convenience store clerk, teacher's aide, tutor, data entry clerk, or waiter at the Pizza Barn. This puts extra money in his pocket for the semester, but comes with the responsibility to actually show up for work during appropriate hours. How strenuous of a time commitment determines the amount paid. An easy job provides an extra \$50, a hard job provides \$100 but inflicts a -1 to Academics, and a tough job provides \$250 but inflicts a -2 to Academics.

### PARTY HARDY

It's not 1999, but you're gonna party like it is! Your socially active hero becomes very popular with the party crowd. His Charisma increases by +2 and he gets one use of the Connections Edge with the general student body this semester, but his schoolwork doesn't tolerate the late nights and hard living, suffering a -1 to Academics.





## PERFORMER

This rock and roller or actor is in a garage band, community theater, campus improv comedy troupe, or the like. The local celeb has +2 Charisma with most young people in and around town. Fame fades quickly, however, so even if she's known in future semesters, she doesn't get this bonus unless she chooses to focus on her craft by taking this activity. Success requires a continual dedication to rehearsals and performances, applying a -2 to Academics.

## ROMANCE

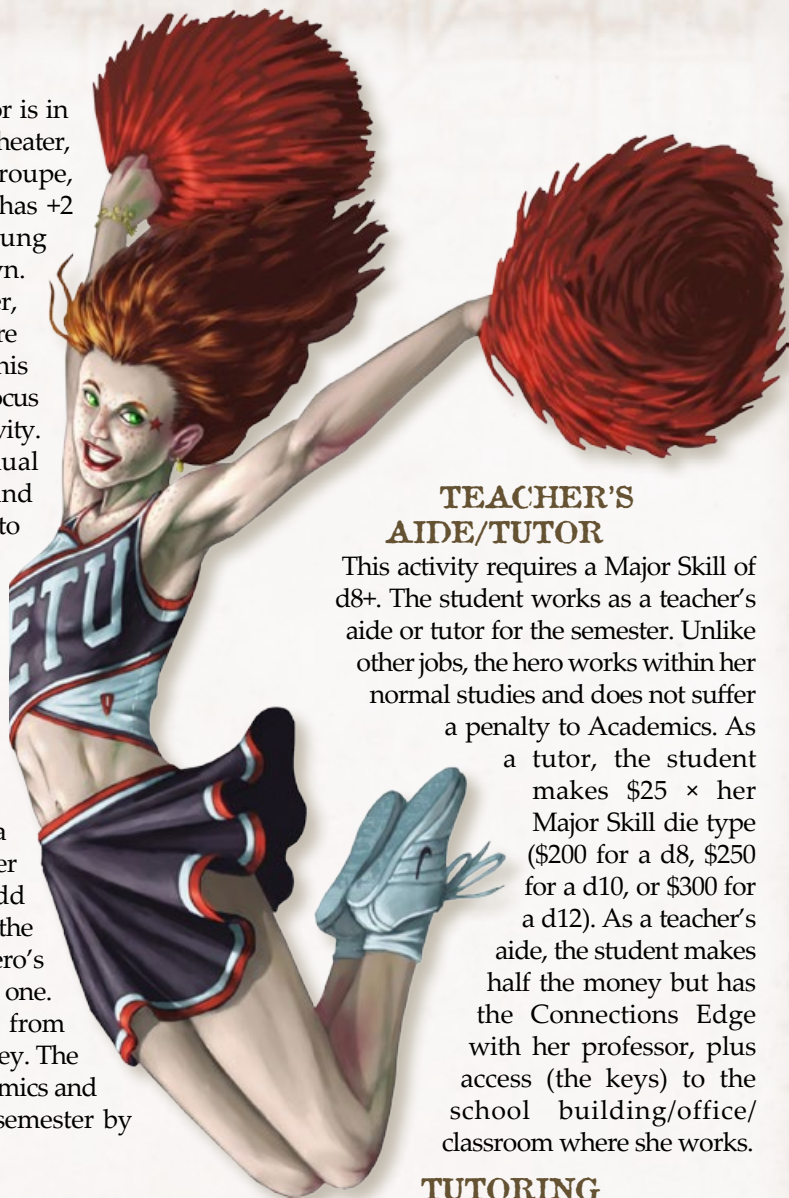
Love is in the air. Your student focuses on his romantic entanglements. This strengthens the bond between him and his girlfriend or boyfriend and gives him something extra to strive for. When the player spends a Benny, he may add an extra d6 to the Trait roll if the Dean agrees it reflects the hero's will to press on for his loved one. Snuggling takes time away from studying and dates cost money. The student suffers a -1 to Academics and reduces his allowance this semester by 10%.

## ROTC

The individual belongs to the Reserve Officer Training Corps and will join the US Army as a commissioned officer on graduation. The character knows something about military operations and gains the Connections Edge with his fellow cadets for the semester.

## STUDENT ORGANIZATION

This activity requires a Major Skill at d6+. The hero belongs to a student organization such as the debate club, robotics team, drama guild, band, or student paper/radio/webcast. She gains a +1 bonus with one skill this semester. The only excluded skill is Ritualism. Combat skills—students can join the gun club or take martial arts, for example—and Major Skills (all Majors have an associated club or organization of some type) are all possible.



## TEACHER'S AIDE/TUTOR

This activity requires a Major Skill of d8+. The student works as a teacher's aide or tutor for the semester. Unlike other jobs, the hero works within her normal studies and does not suffer a penalty to Academics. As a tutor, the student makes  $\$25 \times$  her Major Skill die type (\$200 for a d8, \$250 for a d10, or \$300 for a d12). As a teacher's aide, the student makes half the money but has the Connections Edge with her professor, plus access (the keys) to the school building/office/classroom where she works.

## TUTORING

The student hires someone to help him pass his courses. A tutor provides a +1 bonus to Academics for \$100 or a +2 bonus for \$250.

## VOLUNTEER

The hero volunteers at an animal shelter, hospital, Hospice Care, or similar charity. She starts with one extra Benny per game session for her good works. She also gets one time use of the Connections Edge this semester with a +2 bonus to the Streetwise and Persuasion rolls.

The connection should be somewhat related to the cause she served. Serving food to the poor at the Risen Church of Pinebox soup kitchen, for example, might net some additional assistance from Reverend Michaels.





East Texas isn't the tumbleweed-strewn desert depicted in Westerns. To the contrary, it has many rivers, streams, and lakes, and is known for its water skiing, bass fishing, and camping at several state parks, not to mention hundreds of miles of hiking and biking trails through heavy forest.

### CLIMATE

The region is well known for hot, humid summers with average temperatures in the 90s. The high humidity interferes with the body's ability to cool itself through the evaporation of sweat. A measly 95° Fahrenheit with 80% humidity yields a heat index of about 113°. This makes the threat of heat stroke and dehydration a serious factor. Large-scale forays into the wild better involve lugging along copious amounts of water, which in turn greatly increases your odds of becoming fatigued or passing out.

Winters are relatively mild, with high temperatures in the 60s common through November. Cold fronts usually strike during December, January, and February, with at least a few that produce below-freezing temperatures. The area occasionally experiences an ice storm that causes downed trees and power lines. Snow is very rare.

East Texas suffers from huge thunderstorms and tornadoes. Summer months have the possibility of a hurricane or tropical storm hitting the Texas coast and moving inland. These spawn great rainstorms and lead

to localized flooding, dangerous winds, lightning, and tornadoes. Typically, folks have plenty of time to prepare for hurricanes but tornadoes strike with very little warning.

### FLORA & FAUNA

All kinds of critters make East Texas their home. In reality, most wild animals do not pose a great deal of danger. Not many bears live in the area (mostly Louisiana black bears that have been re-introduced into the wild), nor panthers or wolves. The largest carnivore is the alligator, some of which grow quite large at 13 feet long and 600 pounds.

Rabies outbreaks sometimes cause wild animals to attack, and hikers always face the possibility of encountering a razorback, pack of wild dogs, or being chased by an angry 2,000 lb. bull that strayed off a local ranch.

However, most people overlook the little things. The greatest animal nuisance are fire ants, which are pervasive. If anyone stands still for very long he will very likely get bitten. Some fields are so dense with fire ants that the mounds are within two or three feet of one another. Their foragers and scouts are everywhere looking for food (or threats) and are not shy about biting or stinging. In a gunfight, staying prone could be very inconvenient in the middle of such a field!

Heaven forbid someone should faint outdoors in East Texas. Fire ants quickly swarm bodies, and locals can recite tales of an elderly



person passing out in a garden and later dying of complications caused by ant bites.

East Texas is the home of all kinds of snakes, venomous and non-venomous. The most common venomous snakes are water moccasins (also called cotton mouths) and copperheads. Rattlesnakes and the deadly coral snake occasionally make an appearance, but are less common in East Texas.

Venomous spiders and scorpions strike often from their hiding spots, such as in boots stored in closets. People still die from attacks by the dreaded Africanized or “killer” bees. Even the billions and billions of mosquitoes and ticks can carry potentially deadly diseases, such as the West Nile virus and Lyme disease.

As far as plants go, poison ivy, poison sumac, and poison oak are common. While usually not life threatening, they can become a serious health nuisance.

East Texas is known for its great pine forests, although other hardwood trees are also very common. Pinebox is in the extreme north end of the last remaining North American jungle known as the Big Thicket. This woodland is so dense that locals claim if anyone loses sight of the road he will never find it again.

## HISTORY

The area around Golan County in East Texas was first settled by various tribes of Native Americans, most numerous being the Caddoans. The Caddoans lived for several centuries in what is today known as Indian Mounds State Park, a popular tourist stop and the site of ongoing archaeological studies by ETU researchers.

In 1825 Carter Greystone recruited over 150 families to settle around Lake Greystone. Due to a series of floods, the original settlement eventually moved east and became the town of Pinebox in 1855. Carter Greystone's brother William served as its first mayor until his death in 1875 at the age of 72.

East Texas Woman's College was founded in 1888 and became the South East Texas Institute in the early 1900s. Early president Howard O'Brien recommended the Ravens nickname in honor of Texas legend and hero,

Sam Houston, who was known as the Raven by the Native Americans. The name was changed to East Texas University in the 1980s.

## THIS AIN'T THE OLD WEST

There's no question that Pinebox is a unique place. Some say it's downright dangerous. Be that as it may, it's the real world and not movie make-believe. Anyone caught flashing a gun on campus or shooting up the town is going to get arrested and face the full force of the law. People in these parts understand and even approve of self-defense, but they're also downright twitchy about students who look like they're ready to go on a killing spree. If you feel the need to arm yourself, do it inconspicuously. If you get into a fight, don't stick around when the law dogs show up. Sheriff Butch Anderson is known for keeping the peace by making examples of troublemakers.

Golan County prospered as a farming community, but farming was soon overshadowed by the timber industry. Dozens of small mills once dotted the hills and the industry remains strong to this day.

In the late 1930s, Lake Greystone underwent a transformation as the Works Progress Administration built a dam, moved the course of Whiskey Creek, and tripled the size of the natural lake.

In the 1940s the War Department bought up a large swath of the northern part of the county as a wilderness navigation training camp. Budget cuts have been unkind to “Base X” over the decades but it is still staffed today, if barely.

In 1953 an area of forest east of Pinebox suffered a forest fire, the cause of which was never determined. More than 60 years later, the two square mile section of the forest—known locally as the Burn—remains as blackened and lifeless as the day after the fire.

## PINEBOX, TEXAS

Pinebox is a town of 19th century East Texas charm and 21st century progress. Boasting a city population of over 19,000 and serving a student population of 13,000 more, Pinebox is one of the most important economic centers in East Texas. Located in the heart of what



was once the Big Thicket of Golan County, Pinebox serves as a hub of commerce on Highway 96.

East Texas University provides many jobs and recreational facilities for Pinebox, and it owns buildings in the downtown area for ancillary office space. The Ravens have also partnered with the local school district to offer state-of-the-art recreational baseball, softball, and football fields just north of Church Street.

## CITY GOVERNMENT

Pinebox is the Golan County seat, meaning that it is home to the county courthouse as well as city hall. The Pinebox Police Department's jurisdiction ends at the city limits, where it is picked up by the Golan County Sheriff's Department. Through a longstanding zoning agreement, the East Texas University campus is not within the city boundaries. Consequently, anything that can't be handled by Campus Security falls under Sheriff Butch Anderson's jurisdiction.

## LOCAL BUSINESSES

**Bonner's Bail Bonds:** Because sometimes a night of innocent fun doesn't end up that way.

**Golan County Regional Hospital:** Serves as an emergency center for the town and has many medical and dental offices.

**Horners Used Books or Mary Lynn's Used Books and Emporium:** Both offer a variety of popular fiction and nonfiction, as well as hard-to-find special editions upon request.

**Mom's Diner:** Great stick-to-your ribs home cooking in an old-fashioned diner.

**Pinebox Pawn or 4-Kit-Up Pawn:** Students sometimes need cash quick, making these pawn shops good sources for second-hand equipment.

**Pinebox Fishing and Hunting:** This shop offers a variety of camping, fishing, and hunting supplies, including legal weapons.

**Pizza Barn:** This converted red barn is a student favorite. The pizza is fresh, the beer cold, and the mechanical bull never tires. It even offers a small dance floor and live bands every weekend.

**Sanctuary Comics and Collectibles:** A small comic and game store. Owners Ron and Veronica serve snacks and drinks on Friday and Saturday evenings for the two game rooms in the back.

**Wal-Mart:** Every Southern town has one. A reliable source of clothing, camping supplies, ammo, household goods, and jobs.

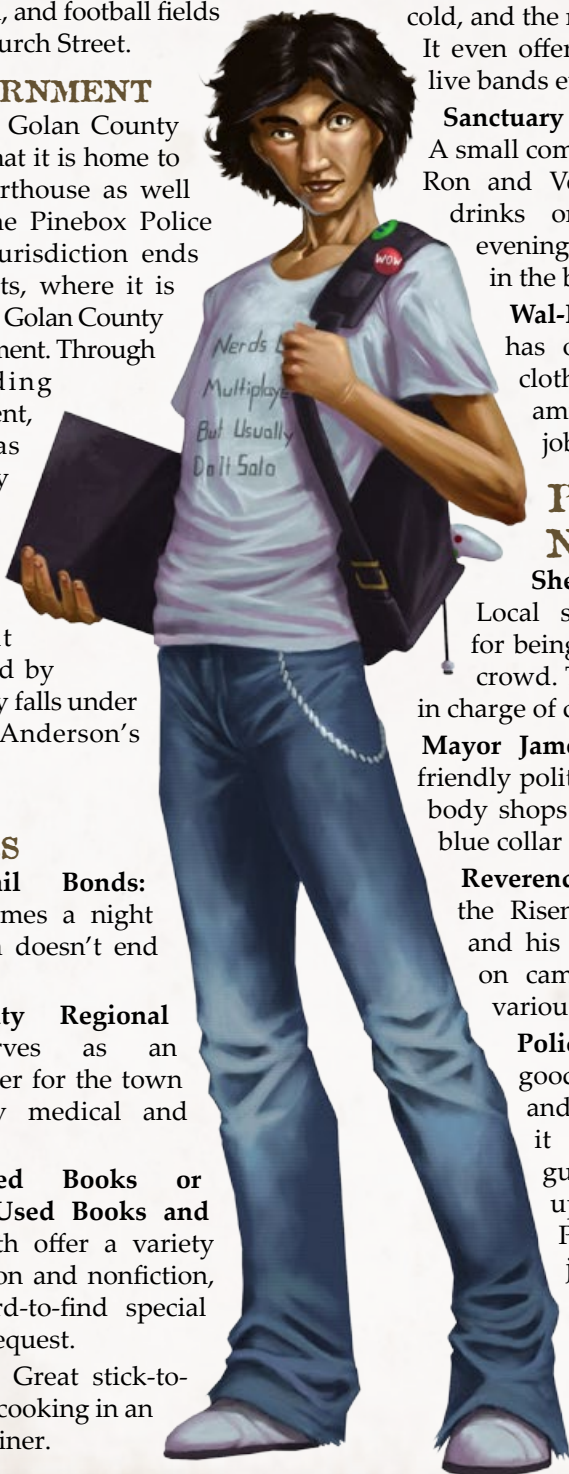
## PEOPLE OF NOTE

**Sheriff Butch Anderson:** Local sheriff with a reputation for being extra hard on the college crowd. The Sheriff's Department is in charge of county matters.

**Mayor James Flowers:** Flowers is a friendly politician who owns a series of body shops and presents himself as a blue collar fellow who made good.

**Reverend Michaels:** Father of the Risen Church of Pinebox. He and his followers are often found on campus and volunteering in various organizations.

**Police Chief Jacob Miner:** A good chief who loves Pinebox and does all he can to make it safe. He's a pretty nice guy until he thinks you're upsetting the peace. The Police Department's jurisdiction is the town limits of Pinebox.













# Key

## Public/Government:

- A. Golan County Court House
- B. Pinebox City Call
- C. Pinebox Police Department
- D. Golan County Sheriff's Department
- E. Golan County Memorial Hospital

## Town Features:

- 1. Crenshaw's Woods
- 2. Lost Pond
- 3. Whisky Creek

## Enjoy these Fine Establishments:

- 4. Pizza Barn
- 5. Pinebox Pawn
- 6. ITS-A-LOCK Self Storage
- 7. Mary Lynn's Used Books & Emporium
- 8. Indian Summer Trailer Park
- 9. Timber Ridge Motel
- 10. Whisky Creek Apartments
- 11. Bonner Bail Bonds



**Pinebox  
TEXAS**

**CHAMBER OF  
COMMERCE**



## EAST TEXAS UNIVERSITY

The original institution was founded in 1888 as East Texas Woman's College. However, by 1905, enrollment had dropped from a peak of eighteen students to only five. Fortunately, it was saved from closure by rags-to-riches oil wildcatter Howard O'Brien, whose wife was an ETWC alumnus. Mrs. O'Brien convinced her husband to donate a million dollars to her alma mater, insuring its financial security for years to come.

Of course, nobody gives away that kind of money without strings attached. Mr. O'Brien insisted that enrollment be opened to men as well as women. That, in turn, meant a name change. The name South East Texas Institute lasted until 1987, following the embarrassing notoriety of being in a magazine list of top party schools. A new president, Paul Patterson, was hired to clean house. As part of his initiative for a clean start, he lobbied the state legislature to change the college's name to East Texas University. Since the late 1990s the university has been run by President James Nelson, a somewhat absentminded, grandfatherly figure loved by the student body.

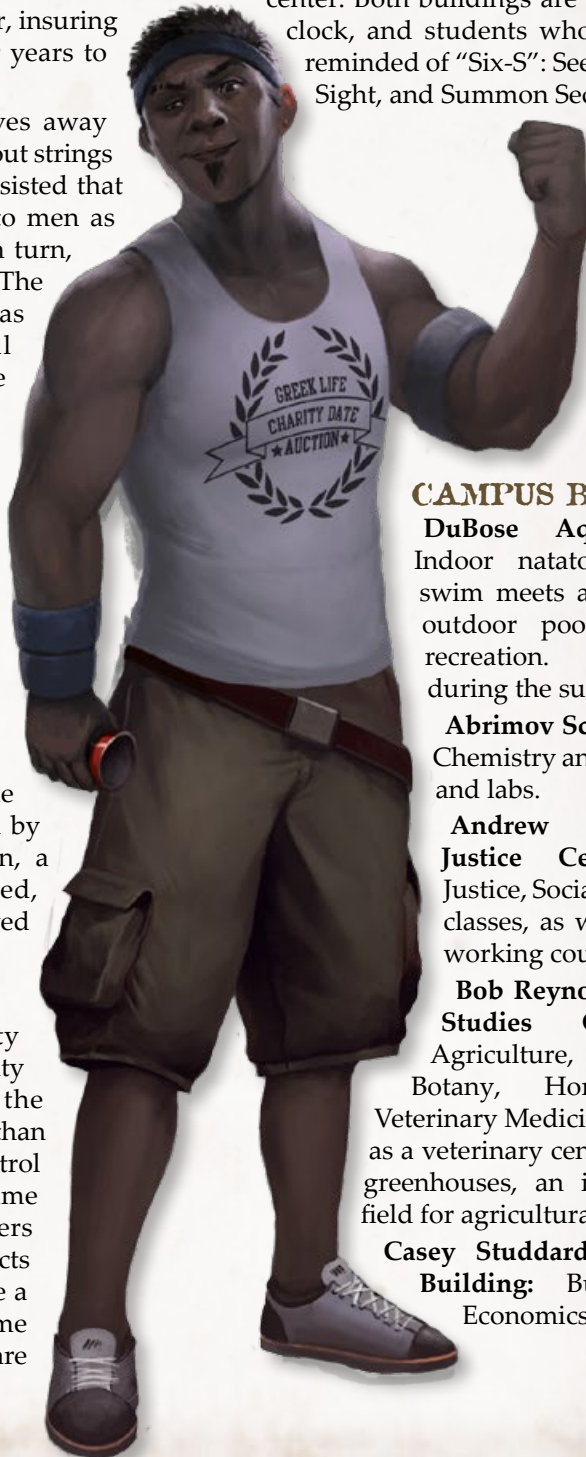
### SECURITY

East Texas University employs a team of security officers who patrol the campus 24/7. No fewer than three security officers patrol campus at any given time and a dispatcher answers emergency calls and directs officers as needed. While a few officers are full time employees, most shifts are

filled by off duty law enforcement or trained students.

Security officers are not allowed to carry firearms, but they do carry a stun gun and handcuffs. Security officers can detain suspects until a sheriff's deputy can perform an arrest and book the suspect in the county jail.

Two campus buildings have been designated as "safe zones"—the library and the student center. Both buildings are open around the clock, and students who feel unsafe are reminded of "Six-S": Seek Shelter, Stay in Sight, and Summon Security.



### CAMPUS BUILDINGS

#### **DuBose Aquatics Center:**

Indoor natatorium used for swim meets and an adjoining outdoor pool primarily for recreation. Very popular during the summer.

#### **Abrimov Sciences Building:**

Chemistry and Biology classes and labs.

#### **Andrew Tate Criminal Justice Center:**

Criminal Justice, Social Work, and Law classes, as well as an actual, working courtroom.

#### **Bob Reynolds Agricultural Studies Center:**

Hosts Agriculture, Animal Science, Botany, Horticulture, and Veterinary Medicine classes as well as a veterinary center, several large greenhouses, an insectary, and a field for agricultural research.

#### **Casey Studdard Business Arts Building:**

Business and Economics classes.





**Edgar Garland Student Center:** This rectangular building boasts an open, interior courtyard which is home to Ravens pep rallies. The basement contains a bowling alley and pool tables. The ground floor contains meeting rooms and a food court. The building also holds a movie theatre, convenience store, and college bookstore.

**Edmund Dale Memorial Building:** Military Sciences and ROTC program, as well as an indoor gun range, drill field, and small outdoor paintball arena known as the War Zone.

**Hardy Travis Building:** Kinesiology and Physical Education classes.

**Hearst Art and Journalism Center:** Art, Journalism, Television, and Radio classes and technology labs.

**Lansdale Language Center:** Named after a famous local writer, this building houses English, Computer Science, and Foreign Language classes.

**Martha Patterson Annex:** Houses various special classes and exhibitions.

**Martha Patterson Language Arts Center:** Liberal Arts, Speech, and Communications classrooms.

**Morris Education Center:** Education, Special Education, and Theology classes, including a large lecture hall and a small chapel.

**Melinda O'Brien Physical and Life Sciences Building:** Various science-related classes.

**Dr. Patrick O'Brien Administration Building:** Students go here for various student services such as paying tuition, applying for a student loan, getting transcripts, and so on.

**President's Hall, the O'Brien Estate:** This plantation style building is the home of ETU's presidents.

**Ravens Athletic Complex:** The Ravens' baseball and softball teams play here.

**The Raven's Nest:** ETU's football stadium, built in the mid 1980s. The area under the stands is enclosed and holds offices, concessions, lockers, equipment storage, physical therapy, and classrooms.

**R.E. Lee Engineering and Applied Sciences Building:** Engineering classes.

**Rockefeller Psychology Center:** Culture studies classes and various labs. This building is four stories tall and home of the ETU bell tower.

**The Roost (Multi Use Indoor Arena):** Home of the Ravens basketball and volleyball teams.

**Sam Houston Gymnasium:** This recently renovated gym offers several weight rooms, workout rooms, and more.

**Sam Rayburn Library:** The ETU library contains three floors of books, classrooms, study rooms, several private collections, computer labs, and a lecture hall.

**Shickman Concert Hall:** Home of the Symphony Orchestra, dance troupe, and various speaking engagements.

**William Greystone Building:** Cultural and Social Studies classrooms.

**Zelmanek Mathematics Center:** Mathematics classes.

## DORMITORIES

**George Danford Dormitory:** This five story dormitory is the tallest male dorm and most modern on campus. Each floor offers a commons area with televisions and small workout equipment such as stationary bikes, punching bags, and weights.

**Halloway Suites:** This small women's dorm resembles a vintage bed and breakfast. It was the original dorm built in the 1890s and is now a proud memorial to the earliest of the student body. It has been remodeled several times and currently contains 24 rooms, but is the most pricey dorm on campus.

**Lester Hughes Dormitory:** This male dormitory was built in the 1940s and the windows of each room are very small. It is a two story building accessed via a common entrance door on each floor which leads to an interior hallway.

**Linda Kirchman Tower:** This female dormitory is the tallest dorm on campus. It also houses the campus security department on the first floor.

**Manuel Travis Athletics Dormitory:** This co-ed dormitory is the nicest of all of the dorms on campus. The Travis building is four floors, the first being for female athletes, and the top three for male athletes. Each floor has a study room, a workout room with full equipment, and entertainment rooms with large screen televisions and stereo equipment.

**Stanbury Hall:** This two story tall dormitory for females offers large rooms and bathrooms, making it highly desired.

**Whitehall Dormitory:** This is a co-ed dormitory built in the 1930s, but has been renovated several times—unfortunately the last time was in the early 1970s. It is a three level structure with an outside set of stairs going from floor to floor, with concrete balconies and small wrought iron hand rails. The rooms are a little larger than the other dorms and the first floor dorms include a small kitchen. Many stories of haunting and weirdness originate from Whitehall.

## NOTEWORTHY PEOPLE

- President James Nelson
- Dr. K.N. Wiegel, Chemistry Professor
- Dr. Lisa Cormis, Psychology Dept. Head
- Dr. Homer Bell, Dean of Animal Sciences
- Terry Easton, ETU Public Relations Officer
- Dr. Bethany Moore, Dean of Sciences
- Coach Preston Blakemore, Head Football Coach of the Ravens
- Dr. Thomas Shelby, Dean of Fine Arts
- Dr. James Siri, Archeology Professor
- Dr. Sindu Sureet, Biology Professor
- Coach Donald Peterson, Track and Field
- Bill Simms, ETU Athletics Director
- Sonya Alvarez, Special Reserves librarian
- Matthew Cutter, English Professor
- Dr. Steven Anderson, Director of Student Affairs
- Carol Keller, Campus Life Director
- Dr. Nancy Mortvelt, Visiting Professor from University of Vienna, Physics
- Dr. Timothy Dolby, Astronomy Professor
- Dr. Hewlitt Cooper, Geology Professor
- Conner Mayes, Theater Professor
- Dr. Mark Reynolds, Geography Professor
- Dr. Rick Barton, Botany and Agricultural Science Professor
- Dr. Jose Ramirez, Organic Chemistry Professor
- Dr. Chad Dougherty, Archaeology and Ancient Cultures Professor
- Dr. Alicia Rhyvies, Library Science Professor
- Dr. Frank Mendoza, Human Biology/Pre Med Professor
- General Ed McPherson US Army Ret., ROTC Program Director