

High School Havoc

A "Complete" Roleplaying Game Created in One Evening

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An Outsyder Gaming Production
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Concept

You play the role of a high school student. Your goals are your own to choose, but among them is the goal of graduating from high school before you turn 21. Although dealing with classes and teachers is the backdrop of the game, your teenage character can do whatever he or she pleases, from shooting for valedictorian to shooting hoops to shooting water guns at teachers while streaking through the cafeteria as a senior prank. Remember all the things you wish you had the guts to do in high school but didn't? Now is the time to relive those fantasies.

Character Creation

Attributes

These scores define how you function in the game. They don't define what you can attempt to do, but they will influence the outcome each action you take. All scores start at 1, but when you create your character, your role choice will give you bonuses to certain attributes. You will also get to increase your character's attributes as you gain levels. The attributes are:

MS Academics (Math/Science)

Uses: Make an MS Academics roll to help pass a math or science class, find an error in your teacher's grading calculations, or create a stink bomb for the prom.

ESS Academics (English/Social Studies)

Uses: Make an ESS Academics roll to help pass English or social studies class, impress a girl with a poem, or create an insulting limerick that will be a blot on her reputation forever.

Athletics

Uses: Make an Athletics roll to help pass a PE class, help the school team win a game, or run away from the bully waiting to stuff you in the locker.

Social Skills

Uses: Make a Social Skills roll to interact with others, whether convincing a teacher to round that 34.65 up to a 70 (woohoo!) or to spreading an effective rumor about your math teacher's drug habits.

Roles

When you create your character, you choose a primary role. This will determine the bonuses to your starting attributes and the number of Floaters you get at first level. Floaters are bonuses that can be placed in any attribute you choose as long as you don't break one of the guidelines specified by your role.

Math Nerd (+3 MS Academics, 2 Floaters, no more than 1 in Social Skills or Athletics)

Book Nerd (+3 ESS Academics, 2 Floaters, no more than 1 in Social Skills or Athletics)

Sports Nut (+3 Athletics, 2 Floaters, no more than 1 in a single Academics attribute)

Social Butterfly (+3 Social Skills, 2 Floaters)

Average Guy/Gal (5 Floaters, no more than 2 in a single attribute)

How to Play

Getting Started

First, you'll need to generate characters. The character sheet provided at the end of the booklet is intended to carry your character through a year's worth of in-game time, but if you're just giving the game a quick run for craps & giggles, a scratch sheet of notebook paper will do. In fact, notebook paper might help get you in character.

Second, you'll need to determine what classes your group's characters are taking. The easiest way to do this is for the whole group to have the same classes at all times. The rules are set up so that if you take one English or social studies class each semester and one math or science class each semester, you'll be on track to graduate in four years as long as you pass enough classes. Getting more descriptive than "1st period = Freshman Math, 2nd period = Freshman English, 3rd period = Freshman PE, 4th period = Freshman Art" is possible but far from necessary. Congratulations! You're ready to go!

The primary mechanic of the game is the opposed roll. Whenever the Game Master calls for an attribute check, you roll a die (type is determined by seniority) and add your attribute score to it as well as any situational modifiers. If the number beats the opposed roll, you succeed. If the number is lower, you fail. If there is a tie, reroll.

Play order proceeds around the table. Each player describes the actions of his character to the group. The Game Master describes the outcome of each action, calls for attribute checks, and maintains order. Each school day consists of 10 turns in the following order:

1. Pre-Bell
2. 1st Period
3. Class Change 1
4. 2nd Period
5. Class Change 2
6. 3rd Period
7. Lunch
8. Class Change 3
9. 4th Period
10. Post-Bell

During each turn, students interact with teachers and peers as determined by the situation and their surroundings. The three Class Change turns should be restricted to only a few minor actions.

Grades

At the end of each week, each student makes an appropriate roll for each of his/her classes opposed by the teacher's difficulty rating roll (see the NPC section for determining a teacher's difficulty rating). The die used by the teacher is always determined by the seniority level of the class, which usually matches the die that the student is using.

In order to graduate, you'll need 27 credits (8 MS, 8 ESS, and 11 electives). Credits are earned by passing classes. In order to pass a class, you'll need to roll attribute checks for that class as the semester progresses. If you succeed on more rolls than you fail, you pass the class. Otherwise, you fail and don't earn a credit. You can always choose to fail intentionally (so your senior can stay in school another year, for example). Whenever you earn 7 credits, you advance in seniority (see below).

Growing Up

Gaining Levels

Each character begins at 1st level and gains a level each time he or she completes a semester (whether passing or not). As you gain levels, many things will become easier for you to accomplish, but you'll also find yourself trying more difficult things and competing with other students who have grown just

as much as you. Each time you gain a level, you get a number of bonuses and Floaters as determined by your role with which to improve your attributes.

- **Math Nerd** (+1 MS Academics, 1 Floater)
- **Book Nerd** (+1 ESS Academics, 1 Floater)
- **Sports Nut** (+1 Athletics, 1 Floater)
- **Social Butterfly** (+1 Social Skills, 1 Floater)
- **Average Guy/Gal** (2 Floaters; no attribute may be more than two points higher than any other)

Seniority

As you earn seven credits and complete your current grade (which is different from gaining levels), you advance in seniority. Seniority affects the type of die you roll for an attribute check. A freshman uses a d6 for all rolls, a sophomore uses a d8, a junior uses a d10, and a senior uses a d12.

Losing

While your character might be a failure at many things, "losing" only occurs if you complete 14 semesters without earning 27 credits. At this point, your character has aged out of high school and is officially retired. Perhaps he will stop by the local community college and get his GED while you start a new character?

Game Master Section

As the Game Master (GM), it is your responsibility to describe the outcome of each action, call for attribute checks, maintain order, and provide the imaginary school in which the characters exist. You'll need plot hooks, nonplayer character names, and rival students with which to irritate your players' characters. Some samples are included in this section, but your own high school yearbook might be a better source of ideas!

Creating NPCs

Creating NPC students is as easy as creating a player character. Just pick a role, assign the floaters, and you're finished. All scores start at one and each student has $\text{Level} \times 2 + 3$ attribute points to distribute, so once you finish the character you can double check your math by adding the four attribute scores together and consulting the following chart:

Level	Point Total
1.	9
2.	11
3.	13
4.	15
5.	17
6.	19
7.	21
8.	23

Creating a teacher is a little different. Teachers have the same attributes students have but with only one restriction when it comes to placing attribute points: the highest stat has to be somehow related to the subject he or she teaches. Teachers can have as many points as the GM desires, but should not have less than 30. This number takes into consideration that even the youngest teacher will have four years more experience than a high school senior and should, therefore, be better at several things, at least. However, a teacher need not have those points distributed equally. The math teacher might be a genius but can't walk across the classroom without getting winded. In addition to attribute points, teachers also have a difficulty rating between one and ten. When students make rolls to determine their success in class, the difficulty rating is added to the teacher's roll.

Sample NPCs

These are stereotypes. Use them accordingly or add a twist to make them more believable.

- **Adam** is an outgoing guy who is popular but not all that bright. He's been doing well in school because of his charm. (1st level social butterfly; MS 1, ESS 1, Athletic 3, Social 4)
- **Johnny** is dangerous. He's a senior, it looks like he'll be one for a while, and even though he's never played sports, he's just as big as some of the football players. Worst of all, he gets a real kick out of hurting anyone smaller than he is. (7th level sports nut; MS 3, ESS 3, Athletic 10, Social 3)
- **Marcus** is a quiet guy with a lot going for him. He's smart and athletic. If only he could stop stuttering... (3rd level math nerd; MS 6, ESS 3, Athletic 3, Social 1)
- **Isabella** is the girl all the guys want but none of them can seem to keep. She's flirtatious to a fault. (1st level social butterfly; MS 2, ESS 2, Athletic 1, Social 4)
- **Jane** is plain and well rounded. She's overlooked by almost everyone and, because she's a little shy, she doesn't mind too much. (1st level average gal; MS 2, ESS 3, Athletic 2, Social 2)
- **Sarah** is a tomboy through and through. She plays every sport she can fit into her schedule. (4th level sports nut; MS 3, ESS 3, Athletic 7, Social 2)
- **Mrs. Peterson** is old, wears thick black glasses, and hates everybody. Nobody gets anything past her in English class. (MS 7, ESS 13, Athletic 3, Social 10, Difficulty 10)
- **Miss Humphries** is the cheerleading coach and quite a few guys have crushes on her, but she's a pretty tough social studies teacher. (MS 11, ESS 6, Athletic 9, Social 8, Difficulty 6)

- **Mr. Payne's** name matches his personality. He's a real pain in the butt. Fortunately, he's also a pushover in class, so most of the students take his science class despite his abrasive personality. (MS 8, ESS 13, Athletic 8, Social 3, Difficulty 1)
- **Mr. Lurchins** is the head of the chess club and would put the nerdiest of students to shame in a contest of geekdom. His math class is challenging but fair. (MS 15, ESS 11, Athletic 3, Social 4, Difficulty 4)

Plot Hooks

Nerd Plot Hooks

- There's a Star Wars convention coming to town next weekend, but I've got to convince someone to give me a ride and I know I'm the only one in this school who wants to go...
- Johnny has picked me as his next target. I've got to figure out a way to get through PE without getting caught alone with him!
- All those guys want to do in class is talk to Miss Humphries about her cheerleaders! I've got to help her stay on task so I can pass the state test at the end of the year!
- I need three recommendation letters for summer space camp, but none of the teachers like me because I'm smarter than they are.

Athlete Plot Hooks

- How can I make sure Sarah doesn't knock me out of the starting lineup without having to pull a Tonya Harding?
- I've got to train harder so we don't lose to East County High School next week. They're our biggest rivals and they trounced us last year!

Social Scene Plot Hooks

- The party this weekend is going to be awesome if I can just make sure I don't get bogged down by drama while I'm there. I'd like Stacy to go with me, but she won't go if Heather is there, and I know Heather will be there because her boyfriend Bobby lives next door, but if I can get the guys together to play ball that afternoon Heather won't go to his house because she'll think he's sweaty and gross even if he gets a shower right after the game, so maybe if I can...



High School Havoc Character Sheet



Character Name: _____

Gender: _____

Role: _____

Seniority Level: _____

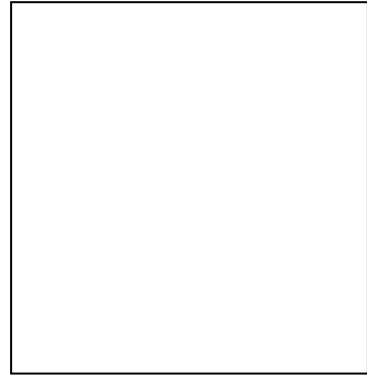
Attributes

Math/Science Academics: _____

English/Social Studies Academics: _____

Athletics: _____

Social Skills: _____



Physical Description: _____

Personality Traits: _____

History: _____

"Passing Class" Checks	1 st Period:	2 nd Period:	3 rd Period:	4 th Period:
Week 1				
Week 2				
Week 3				
Week 4				
Week 5				
Week 6				
Week 7				
Week 8				
Week 9				
Week 10				
Week 11				
Week 12				
Week 13				
Week 14				
Week 15				
Week 16				
Week 17				
Week 18				

Notes: _____
