

# Enrollment

To create a student to play in a WMHS game, you need to go through the enrollment process. This will determine what your student can do and also what courses your student is taking. You'll need a copy of the student report card (see page ## or download a copy from <http://boldpueblo.com/wmhs>) and a #2 pencil to complete enrollment.

The steps in the enrollment process are:

1. **Name** your student.
2. Choose a **species** and record your student's gifts and special needs.
3. Decide on your student's **year in school**.
4. Choose your student's **gender**.
5. Define which **niche** your student fills.
6. Choose a **clique** to belong to.
7. Assign your **grades**.
8. Pick **classes**.
9. Choose additional **gifts, talents, and special needs**.
10. Pick **extra-curricular activities** to participate in.
11. Choose one **signature item** and list additional **school supplies**.
12. Record four **student goals**.
13. Draw **pictures** of your student.
14. Have your report card **signed**.

## Trait Values

When you add a trait (such as a gift, a talent, a special need, an extra-curricular activity, school supplies, clique, or niche) to your student report card, you'll also see a die symbol in the same space as the trait. This is the value of that trait. If the dice are white, this is the edge value; if the dice are black, this is the levy value. (See page ## for more details on how edges and levies are used in dice rolls.)

Within each category, you can choose which line on which to write your trait. Higher numbers (such as 6) will have a higher effect on your student when they come into play, while lower numbers (such as 1) are less important.

Example: If you're playing a blob, you get the gifts Shapechanging and

Telepathy due to your student's species. You might choose to write Shapeshifting next to the 6 and Telepathy next to the 1. Why not next to the 6? Maybe you want to get the talent Teacher's Pet for your student and write that on the 6 line. This would mean you'd be better at kissing up to a teacher than you are at reading minds or changing your form.

## Student Name

You can name your student anything you want. Silly names (like Gloopadoop), fantasy-world names (like Karvathas), bad puns (like Taylor Made), or in-jokes (like Drizzle) are all appropriate. You can even name yourself something ordinary, like Bob.

If you want, you can hold off on naming your student until you've made more choices about who your student is going to be.

## Species

Your species is a major determinant of who your student is and what your student can do. You can either pick one of the standard species, listed below, or create one of your design.

All WMHS students should be creatures who are generally considered the "bad guys" in a fantasy world. They should have enough intelligence and social ability to be able to interact with others in a learning environment, and probably should be able to speak the Common Tongue. Other than that, anything goes; a WMHS student doesn't need to be humanoid, human-sized, or even alive!

## Standard Species

If you choose a standard species, your student gains one or more gifts automatically, and likely a special need. Record your species, then write down each gift (and special need) on your student report card. As described earlier (see Trait Values, page ##), you can write down these traits next to whichever dice you like, and the die beside each gift or special need will determine how strongly it affects your student.

Species	Gifts	Special Needs
Blob	Shapechanging, Telepathy	Non-Humanoid
Dark Elf	Night Vision, Second Language (Elven)	Allergy (Bright Light)
Demon	Natural Weapons (On Fire), Natural Weapons (Claws), Flight	Allergy (Holiness)
Devil	Charming, Flight	Allergy (Holiness)
Dragon	Breath Weapon, Flight, Second Language (Draconic), Natural Weapons (Claws), Really Strong	Large-Bodied, Non-Humanoid, choose one additional special need
Efreeti	Really Strong, Natural Weapons (On Fire)	Large-Bodied, Allergy (Cold)
Ghost	Immaterial, Invisible	Metabolically Challenged, Allergy (Holiness)
Giant	Really Strong, Second Language (Giantish)	Large-Bodied
Golem	Really Strong, Natural Armor	Metabolically Challenged
Harpy	Flight	--
Kobold	Second Language (Draconic)	Small Bodied
Medusa	Petrification	--
Minotaur	Natural Weapons (Horns)	--
Naga	Poison	Non-Humanoid
Ogre	Really Strong	Large-Bodied
Orc	Second Language (Orcish)	--
Owlbear	Natural Weapons (Beak)	Large-Bodied
Succubus	Charming, Flight	Allergy (Holiness)
Treant	Really Strong, Natural Armor	Large-Bodied, Special Diet (dirt, water, and sunshine), Allergy (Fire)
Troll	Natural Weapons (Claws), Regeneration	Allergy (Fire, Acid), Large-Bodied
Vampire	Natural Weapons (Fangs), Really Strong	Allergy (Bright Light, Holiness), Metabolically Challenged, Special Diet (Blood)
Werewolf	Natural Weapons (Claws)	Allergy (Silver)
Zombie	Unstoppable	Allergy (Holiness), Metabolically Challenged, Special Diet (Brains)

## Non-Standard Species

You can make up your own species or adapt one of your favorite monsters. Choose up to three appropriate Gifts, and up to two appropriate Special Needs. If you pick three Gifts, you need to choose at least one Special Need. The full list of Gifts and Talents can be found in chapter ##, "Gifted and Talented Program" of the Student Handbook, and the list of special needs in chapter ##, "Reasonable Accommodations."

Write your species on the front of your student report card, and the Gifts and Special Needs you chose on the inside of the report card.

## Year in School

Choose what year in school your student will be. The following table will help explain the terminology for those not familiar with the names of each year as used at WMHS:

Year	Name of Year
First	Freshman
Second	Sophomore
Third	Junior
Fourth	Senior

WMHS is a four-year school; students who attend for all four years either graduate at the end of their senior years or are kicked out and banished from the school grounds for all eternity.

Your choice of year will affect what classes your student is eligible to take.



## Gender

Write down the gender for your student on your student report card. A student WMHS can be male or female, or both genders, neither gender, a third (or fourth gender), or some other gender that makes sense to you. You don't have to feel restricted by gender binaries when writing down your student's gender. Also, your student doesn't have to dress or act in any stereotypical way based on gender; you can pick whatever gender expression you want.

WMHS is surprisingly progressive when it comes to gender; a strict non-discrimination policy was implemented several decades back when a group of matriarchal dark elves started systematically oppressing the male students and faculty.

## Niche

A student's niche is a word or short phrase that describes the role that student plays in the school's social ecosystem. Examples include "popular cheerleader," "brainy social outcast," "rebel without a clue," "non-threatening asexual best friend," or "nosy student reporter."



Write down your niche on your student report card; there is a  on the same line, which means that when your student's niche comes into play, you gain an Edge  on appropriate rolls.

Unlike other Edges, niche can't be combined with anything else; you can only use your niche Edge if you don't have any other Edges that apply to the die roll. Niche is your fallback Edge that enables you to roleplay your student appropriately even in situations where the game mechanics don't fully encompass your role.

## Clique

The group that your student hangs out with is your student's clique. They could all be friends, but most commonly there are conflicts and rivalries even within the clique.

You can choose to join an established clique, or you can create your own clique. With the Headmaster's approval, your student and the other players' students can all belong to the same clique. For a complete list of established cliques on campus, see chapter ##, "Campus Life," of the Student Handbook.

When you record your student's clique on the student report card, you'll see a  on the same line; when your student's membership in the clique comes into play -- such as convincing someone else to do something for you -- you gain an Edge  on those rolls.

## Grades

Grades tell you how good your student is at each academic subject, and determine how many dice you roll when making checks. The following describes what each subject means in game terms.

**Citizenship:** This measures how well your student behaves, and affects how well you can influence authority figures at school -- ranging from hall monitors to the headmaster. Students who have high grades in citizenship can get away with a lot more than troublemakers with low citizenship scores. Poor attendance is also reflected in a low citizenship grade.

**Fitness:** Fitness is your student's physical soundness and ability; all sorts of physical challenges are measured by this subject, including physical combat if it becomes necessary. Healthy students have high fitness grades.

**Hygiene:** Your hygiene grade measures your student's basic grooming skills, as well as your student's ability to interact with other students. Aesthetics are obviously relative and arbitrary with a student body as diverse as that at WMHS; however, nobody likes the unkempt and filthy. You make a roll based on your hygiene grade if you're asking someone out on a date or making other romantic overtures.

**Occult:** Living in a fantasy world requires knowledge of magic; your occult grade measure how well you student understands arcane principles. If your student knows how to cast spells, you'll make occult rolls when doing so.

**Scholastics:** Your student's scholastics grade measures how much book learnin' has finally sunk in. Scholastics checks are made whenever your student needs to remember some fact, or do well on a test, or write a paper.

**Vocational:** Not all knowledge is theoretical. Your student's vocational grade measures how well your student has mastered the practical arts, from crafting to looting. This is applied knowledge, the type that may lead to a trade -- legal or otherwise.

Grades are ranked from F (the lowest) to A (the highest), and skip over the letter E for reasons that have never been fully understood. Each grade also corresponds to a numeric value, the grade points, which represent how many dice you roll when making a check using that grade, as shown on this table:

Grade	Meaning	Dice
A	Excellent	4
B	Above Average	3
C	Average	2
D	Below Average	1
F	Fail	0

You get to choose your student's grades as part of the enrollment process, representing your student's prior learning or natural aptitudes. Choose one of the following sets of grades and then assign one grade to each subject as you desire:

A, A, A, B, D, F

A, A, B, C, C, D

A, B, B, C, C, C

B, B, B, B, C, C

Record your student's grades on the inside of your student report card, and then write down the number of dice that correspond to each grade.

## Classes

Each term at WMHS, your student must enroll in six classes. Each class is taught by a different department in the school, grouped by subject as with grades. You record each class under the subject on your student report card.

Because you're learning about the topic of the class, your student acquires some knowledge about that topic -- even if just goofing off in and picking up the details though osmosis. This is represented by the  $\square$  beside the name of the course: your student gains an Edge of  $\square$  whenever attempting to put into practice the lessons taught in class.

During the enrollment process, select which classes you wish your student to take from the list of classes in chapter ##, "Course Catalog." Note that some classes have prerequisites, so make sure your student qualifies before signing up for a class.

You must pick one class from each subject list, so that your student has a total of 6 classes.

## Elective

If your student is a junior or senior, you can choose one subject and skip choosing a class for that subject. Instead, choose a second class from your student's favorite subject and write the name of that class on the elective line.

Because this is a class your student actually enjoys, you get an Edge of  $\square$  when making rolls related to the class.

## Gifts, Talents, and Special Needs

When you chose your student's species, you wrote down one or more gifts and/or special needs. You can add additional gifts, talents, and special needs to further distinguish your student from the rest of the student body.

- You can choose up to 2 additional gifts, although you cannot have more than 6 gifts and talents combined.
- You can choose up to 3 talents, although you cannot have more than 6 gifts and talents combined.
- You can choose up to 2 additional special needs, although you cannot have more than 3 special needs.

## Extra-Curricular Activities

All study and no play makes for very dull monsters.

During the enrollment process, you can choose up to three extra-curricular

activities for your student -- such as varsity slamball team, Papers & Paychecks guild, or The Random Encounter (the school's weekly student newspaper). A complete list of school-sanctioned activities can be found in chapter ##, "Extra-Curricular Activities."

Each extra-curricular activity has an Edge value determined by the line upon which you write the activity's name, ranging from Edge  $\square$  to Edge  $\square$ . These Edges apply whenever your student is attempting a roll related to the activity in question.

## School Supplies

Whenever your student uses a normal item of some kind -- a notescroll, a slamball, a quarterstaff, a bouquet of shambling roses, or a library book, for example -- you can gain an Edge  $\square$  on appropriate die rolls.

Your student can usually get their hands (or tentacles or whatever) on normal items easily, although the Headmaster may require an appropriate roll for more unusual items. For example, if your student wants ninja throwing stars, a roll for Vocational (to make them in the metal shoppe) or Hygiene (to convince a metal shoppe student to make them for you) might suffice.

Normal items are usually temporary, which means your student only has them until the end of the current period; see chapter ##, "School Bell Schedule," for more information on time-keeping in WMHS. If there are some normal items your student really wants to keep around, you can write down up to three of them on your student report card under "School Supplies," on one of the blank lines with an Edge  $\square$  symbol.

## Signature Item

In addition, your student also has one specific, unique-on-campus item. Instead of granting an Edge  $\square$  like normal items, this signature item gives an Edge  $\square$  on related checks.

Your student's signature item can be magical -- such as the fabled universal hall pass -- or it can simply be an item of personal significance -- like last year's championship-winning slamball.

For more information on school supplies and signature items, see chapter ##, "Campus Store."

## Student Goals

Directionless students are boring; they have nothing they want to accomplish. Your student will have four different goals that you try to fulfill while playing Wandering Monsters High School; you get to choose what those goals will be.

Each goal is associated with a category: social, treasure, relationship, and achievement, and each category is represented by a card suit. Write down one goal for each category on your student report card. For now, ignore the progress checkboxes.

**Social (Clubs):** Choose a goal related to a group on campus, such as joining it, quitting it, humiliating it, leading it, earning its gratitude or admiration, or insulting it. Examples: "Join the drill team" or "embarrass the rich kids clique."

**Treasure (Diamonds):** Choose a goal related to treasure, wealth, artwork, or some other valuable item, such as stealing it, giving it away, earning it, researching it, creating it, or destroying it. Examples: "Locate the stone of philosophy" or "sell a love potion."

**Relationship (Hearts):** Choose a goal related to a relationship with someone else, such as becoming friends, breaking up, humiliating an enemy, seducing a teacher, finding a date for the prom, or uncovering someone's hidden secret. Examples: "Ask Jenny Tentacles out to homecoming" or "get Drizzle to stop following me."

**Achievement (Spades):** Choose a goal related to your student's school activities, such as passing a class, getting a story for the school paper, earning a letter of recommendation, scoring a winning slamdown, or destroying the alchemy lab. Examples: "Don't flunk Common Tongue" or "create life in Lair Ec."

For more on using your goals in play, see the optional rules in chapter ##, "Student Goals."

## *Student Portraits*

Draw two pictures of your student on the front of your report card. One should be a close-up on your student's face (or closest equivalent) while the second is a full-body picture.

It doesn't matter if you can't draw. That's okay. Try anyway!

## **Sponsor or Guardian's Signature**

Attending Wandering Monsters High School isn't cheap -- it costs dozens of silver pieces each semester. Your student is too young to afford to pay for this expensive training, so someone else is paying their way through school.

This benefactor could be a wealthy family member, but most students are sponsored by a warlord, high priest, guildmaster, or archmage who seeks better-trained minions for his or her armies. A tiny number of scholarships are available to relatives of staff and children of former students. (There's a high attrition rate after graduation; many WMHS students don't live long

enough to reproduce, thanks to marauding bands of adventurers.)

Whoever signs your student's report card gets to decide who that sponsor or guardian is. You get to choose who signs it:

- You can sign your student's report card. Make up the name of the guardian and what relationship they have to your student. You can't choose a scholarship, but any other option is fine.
- Another player can sign your student's report card. Hand the report card to a player of your choice and let them decide who the sponsor is. Your student is obligated to be a future part of that sponsor's conquering army of evil.
- The Headmaster can sign your student's report card. Only the Headmaster can give your student a scholarship, and the Headmaster can decide what your student needs to do in order to maintain that scholarship.