

CLASS CRAFT

In Classcraft, players have a character class, experience points (XP), hit points (HP), action points (AP) and power points (PP).

LEVELING UP

A player gains experience points when he accomplishes certain tasks. Examples of such tasks are listed in the table below:

BEHAVIOUR	XP	For every 1000 XP points a player gains, he will level up and gain 1 PP, which he will be able to spend to buy powers. The cost of these powers is listed on the attached power trees.
Finding a mistake in the class notes	50	
Per point above a 70% score on a test	20	
Correctly answering a question in class	60	
Helping another student with their classwork	75	
Helping another player by using your powers	5	
Being positive and hard working in class	100	

LIFE

A player loses HP if he fails to accomplish certain tasks. Examples of such tasks are listed in the table below:

BEHAVIOUR	HP	Players can only regain HP by using powers, but automatically gain 4 AP per day.
Arriving late to class	10	
Disturbing the class	5	
Arguing with the Gamemaster	10	
Being negative, lacking motivation or slacking off in class	20	
Incomplete homework	30	
Per point below a 60% score on a test	5	

... AND DEATH

When a player runs out of HP, he can be revived by a Healer. Failure to do so results in death. The player must then roll the Death Die and suffer the penalty shown on the die. The possible penalties are:

Nothing	The player will then come back to life with 1 HP. When a player dies, all the players in his team suffer 10 damage to their HP. A player who dies and triggers this team penalty does not make his team suffer this again.
Saturday-morning detention	
Copying a text	
10 min less to complete the next exam	
5 min less to complete the next exam	
1 day less to hand in the following paper	



MAGE POWER TREE

MAX HP: 30 / MAX AP: 50

POWER	TIER (PP)	ACTION POINTS	DESCRIPTION	PRE-REQUISITE POWERS
Mana Transfer	1	35	All of the team members, except Mages, gain 7 AP	
Teleport	1	5	The Mage can leave the classroom for up to 2 minutes	
Invisibility	1	10	The Mage can be late for class (maximum 2 minutes)	
Mana Shield	2	3 x Damage	The Mage can transfer damage to his AP at a cost of 3 AP per HP prevented	Mana Transfer
Cheat Death	2	15	A dead teammate (other than the Mage) can reroll the death die, but must accept the new outcome	Teleport
Time Warp	2	35	The Mage gains an extra 8 minutes to beat an exam	Teleport and Invisibility
Fountain of Mana	3	40	A teammate, who isn't a Mage, replenishes all of his AP	Mana Shield
Clairvoyance	3	40	All of the team members get a hint on an exam question	Cheat Death and Mana Shield
Mage Circle	3	80 (40 x 2)	When two Mages use this power at the same time, all of the team members gain an extra 8 minutes to beat an exam	Time Warp



WARRIOR POWER TREE

MAX HP: 80 / MAX AP: 30

POWER	TIER (PP)	ACTION POINTS	DESCRIPTION	PRE-REQUISITE POWERS
Protect 1	1	10	The Warrior can take up to 10 damage instead of his teammate, receiving only 80% of the initial damage	
First Aid	1	10	The Warrior gains 1 HP/level, for a maximum of 5 HP	
Hunting	1	5	The Warrior can eat in class	
Protect 2	2	15	The Warrior can take up to 20 damage instead of his teammate, receiving only 65% of the initial damage	Protect 1
Ambush	2	20	The Warrior can hand in an assignment one day later	Protect 1 and First Aid
Counter Attack	2	20	The Warrior gets a hint on an exam question	Hunting
Protect 3	3	20	The Warrior can take up to 30 damage instead of his teammate, receiving only 50% of the initial damage	Protect 2
Frontal Assault	3	60 (30 x 2)	When two Warriors use this power at the same time, all of the team members can hand in an assignment one day later	Counter Attack
Secret Weapon	3	25	During an exam, the Warrior can use a cheat sheet provided by the Gamemaster	Ambush and Counter Attack



HEALER POWER TREE

MAX HP: 50 / MAX AP: 35

POWER	TIER (PP)	ACTION POINTS	DESCRIPTION	PRE-REQUISITE POWERS
Heal 1	1	15	A teammate gains 10 HP	
Sainthood	1	5	The Healer can open or close a window	
Ardent Faith	1	10	During an exam, the Healer can ask the Gamemaster if his answer to a question is right	
Heal 2	2	20	A teammate gains 20 HP	Heal 1
Favor of the Gods	2	20	The Healer can listen to his iPod during classwork	Sainthood
Revive	2	25	When a teammate (not including the Healer) falls to 0 HP, he avoids all penalties and comes back to life with 1 HP	Ardent Faith
Heal 3	3	20	A teammate gains 30 HP	Heal 2
Healing Circle	3	30	All of the team members gain 15 HP	Heal 2
Prayer	3	30	During an exam, the healer has access to his notes	Revive and Favor of the Gods

EVENTS

Every class, a random event occurs. These events can be beneficial, funny, harmful or simply chaotic. However, everyone, including the game master, must submit to them. The list of random events is very long as there are many possibilities. Here is a partial list:

Healing	You find a small first aid kit	Everyone gains 5 HP
Poison	You eat poisoned food	Everyone loses 5 HP
Training	You train extra hard to get strong	Everyone gains double XP today
Feeble	You forget to train and feel weak	Everyone loses double HP today
Empathy	A strange man helps the feeble	The player in each team with the least XP gains 150 XP