

Huntsmen Academies

The Huntsmen Academies are the world’s finest and most heavily funded training schools of elite magical warriors. Each of them (of which there are four) operates with a degree of autonomy and power that rivals or exceeds the governments themselves. They are tasked with the highest challenges facing humanity; primarily the survival and continuation of the species against the creatures of darkness known as the Grimm.

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Administrative Division

The administration of each Huntsmen Academy oversees one of the most powerful institutions in the world, playing a central role in international affairs and the survival of humanity. It must balance these responsibilities with the operations of the academy by delegating essential tasks to other divisions. However, certain branches require direct oversight on a daily basis.

Branches	Details
<i>Domestic Affairs</i>	The diplomatic branch for national relations, particularly with regional governments and major institutions. Ambassadors negotiate with these entities to establish beneficial relationships.
<i>Foreign Affairs</i>	The diplomatic branch for international relations. The academy employs multiple ambassadors that work on behalf of the Headmaster to negotiate positive and mutually beneficial relationships.
<i>National Security</i>	Handles high-level military operations involving Huntsmen, particularly relating to Grimm attacks

	and land-based warfare. Works with the military and the academy's intelligence agency.
<i>Intelligence Operations</i>	An intelligence agency run by the Huntsmen academy with multiple operatives throughout the world. Responsible for gathering intel and a wide variety of covert operations.

Administrative Leadership

Top Executives	Details
<i>Headmaster</i>	The absolute highest authority of the Academy. Can overrule any administrator, policy, or committee.
<i>Chancellor</i>	The Headmaster's most trusted advisor and second in command. Often acts on behalf of the Headmaster.
<i>Director of Intelligence</i>	Oversees the academy's intelligence operations. Reports to the Headmaster.
<i>Director of Security</i>	Oversees the academy's military aid and operations. Reports to the Headmaster.
<i>Chief Funding Officer</i>	Responsible for understanding and budgeting for academy projects. Reports to the Headmaster.

Essential Personnel	Details
<i>Key Advisor (3-5)</i>	Key trusted advisors that work directly for the Headmaster and Chancellor.
<i>Ambassador (10-20)</i>	Domestic and foreign diplomats that represent the academy. Reports to the Chancellor.
<i>General (3-6)</i>	Oversees a major Huntsmen division and its military operations. Reports to the Director of Security.

Huntsmen Division

The Huntsmen Division is responsible for the education of all Huntsmen skills and activities: aura control and mastery, physical magic & power training, combat, athleticism, endurance, sports, battle tactics, team coordination, etc. It is overseen by the Huntsmen Directors and a handful of committees made up of Huntsmen professors.

Positions at the major academies require a high level of expertise in Huntsmen abilities, but a higher emphasis is put on one's ability on training other Huntsmen. Most veteran Huntsmen do not work at academies because their talents are desperately needed elsewhere for the survival of humanity. As part of their training, upperclassmen often assist with training younger students. This lets students receive a wide variety of learning experiences, and can also help the upperclassmen reach higher levels of mastery.

Branches	Details
<i>Sorcery Department</i>	Responsible for schooling students in the advancement and refinement of powers and the controlling, shaping, and strengthening their aura and aura abilities.
<i>Combat Department</i>	Responsible for schooling students in the art of combat, weapon use, armor use, battle tactics, team coordination, fitness training, combat magic, etc.
<i>Sports Department</i>	Responsible for sports training, classes, team building, and other operations pertaining to sports. Has an emphasis on fitness, athleticism, endurance, and physical magic where appropriate.

Professors

Professors within the Huntsmen Division are hired based on their abilities to connect with students and teach effectively. Therefore, aside from following the general teaching guidelines, they can act with near-autonomy to further the best interests of their students. Each professor, in their own right, is essentially a senior official within their domain.

Professors also hold a large amount of power through the faculty committees. It is within the power of the professors to expel students from the academy for misbehavior, so it is very rare that students cause any notable difficulties. Students are expected to treat their professors with respect and follow instructions to the best of their

ability.

Many professors are involved in multiple branches of the Huntsmen Division. Most professors that lead a sports team are also professors of combat or sorcery. A few may be professional trainers for sports year-round, or which were specifically recruited to lead varsity teams to compete in world championships.

Academics Division

The Academics Division is responsible for all intellectual and scholarly endeavors: science, technology, research, innovation, alchemy, magical engineering, etc. It is overseen by the Academic Directors and a handful of committees made up of academic professors.

Many of the world-renown alchemists and scholars work at the academies in order to receive the best possible funding, support, and access to talent. The number of academic professors also outnumber the Huntsmen professors. Huntsmen are desperately needed in active duty, whereas academic professions can perform their highest duties at the academies.

Branches	Details
Alchemy Department	Responsible for alchemical schooling and workshops: magical botany, component harvesting & preparation, potion brewing, etc.
Engineering	Responsible for engineering schooling and workshops: magical engineering, artificing, imbuing, weapon crafting, armor crafting, sacred architecture, symbol magic, etc.
Occult Technology	Responsible for occult workshops and training: magical history & lore, monsters, astrology, auras, phantoms, chakras, leylines, rituals, attunements, enchantments, powers, etc.
Research & Development	Operates the research and development center for magical technologies. This division is restricted to trained faculty and students with privileged clearance.
Scholar's Department	Responsible for schooling the hard sciences (mathematics, physics, chemistry, quantum mechanics, etc), and handling all librarian and tutoring operations for students.

Senior Leadership

Alchemy Department	
Director of Alchemy	Runs the Alchemy Department. Reports to the Headmaster.
Director of Botany	Runs the magical gardens & harvesting operations. Reports to the Director of Alchemy.
Potions Master	Runs the Potions branch and related operations. Reports to the Director of Alchemy.
Head Gardener (per Garden)	Magical botanist that runs and oversees a specific garden. Reports to Director of Botany.
Head Brewmaster (per Lab)	Oversees a specific potion workshop or project. Reports to Potions Master.

Engineering	
Director of Engineering	Oversees engineering schooling, workshops, and coordination. Reports to the Headmaster.
Lab Manager	Ensures all engineering workshops are supplied, properly maintained, and running smoothly.
Lead Architect (per Project)	Runs a major architecture project. Reports to Key Advisor.
Lead Engineer (per Project)	Runs an engineering or artificing project. Reports to Key Advisor.

Occult Technology	
Head Sage	Regarded as the wisest occultist and a Key Advisor of the academy. Reports to the Headmaster.
Occult Director	Runs the Occult Technology Department. Reports to the Chancellor.

<i>Master Shaman</i>	Organizes rituals and maintains academy enchantments. Reports to the Chancellor.
<i>Director of Enchanting</i>	Oversees enchantment & imbuing projects and schooling. Reports to the Occult Director.
<i>Lead Shaman (per Project)</i>	Oversees a specific ritual or enchantment project. Reports to the Master Shaman.

Research & Development	
<i>Director of R&D</i>	Runs the Research & Development Department. Reports to the Headmaster.
<i>Research Lead (per Project)</i>	Runs a major research project within R&D. Reports to the Director of R&D.
<i>Master Artificer (multiple)</i>	Top engineers that develop prototypes for the researchers. Report to Research Leads.

Scholar's Department	
<i>Science Director</i>	Oversees science schooling and department management. Reports to the Chancellor.
<i>Head Librarian</i>	Runs the academy's library and all librarian operations. Reports to Key Advisor.
<i>Tutoring Supervisor</i>	Oversees the academic tutoring schedules and operations. Reports to the Science Director.

Human Resources

Human Resources handles the majority staffing operations, administrative enforcement, and campus policy. This includes hiring, payroll, disciplinary actions, maintaining records, and finances.

Branches	Details
<i>Staffing</i>	Handles most staffing responsibilities: recruitment, hiring, onboarding, training, departure, etc.
<i>Student Affairs</i>	Handles student policy and disciplinary actions. Maintains records of all students, assessments, etc.
<i>Treasury</i>	Oversees the academy's finances: budgets, purchases, accounting, payroll, project funding, etc.

Senior Leadership

Staffing	
<i>Director of Human Resources</i>	Top executive and supervisor within the Human Resources division. Reports to the Chancellor.
<i>Recruitment Officer (many)</i>	Seeks out and recruits students with high potential to be elite Huntsmen. Reports to Key Advisors.

Treasury	
<i>Treasury Director</i>	Supervises the treasury department. Reports to the Chancellor and Chief Funding Officer.
<i>Senior Accounting Supervisor</i>	The top executive responsible for keeping finances in order. Reports to the Treasury Director.

Operations

Operations is responsible for much of the critical work that keep the academy running smoothly.

Branches	Details
<i>Board of Design</i>	Responsible for deciding and implementing all design and theme choices at the academy: outfits, club themes, markets, venues, buildings, campus grounds, festivals, conventions, etc.
<i>Campus Management</i>	Oversees the campus grounds, building maintenance, market and venue operations, caretaking services, etc. Also ensures all markets, venues, labs, and other buildings are fully stocked.
<i>Public Events & Relations</i>	Oversees scheduling, coordination, hiring, and operational duties pertaining to academy events:

	conventions, festivals, fairs, tournaments, club activities, competitions, sporting events, etc.
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Senior Leadership

Campus Management	
Campus Director	Oversees Campus Management faculty and operations. Reports to Key Advisor.
Building Supervisor	Supplies and maintains main campus buildings. Reports to Campus Director.
Grounds Supervisor	Responsible for campus grounds, landscaping, beautification, etc. Reports to Campus Director.
Head Caretaker	Feeds, supplies, and tends to beasts. Reports to Campus Director.
Market Supervisor	Oversees the markets, supplies, setup, and relevant operations. Reports to Campus Director.
Venue Supervisor	Oversees the venues, supplies, setup, and relevant operations. Reports to Campus Director.

Public Events	
Club Director	Oversees club activities, events, and operations. Reports the Key Advisor.
Conventions Director	Oversees monthly conventions and operations. Reports the Key Advisor.
Festival Director	Oversees the festival operations that occur each month. Reports the Key Advisor.
Sports Director	Oversees sports events, committees, and tournaments. Reports to Key Advisor.

Alchemy Resources & Projects

A certain amount of resources are dedicated each year to alchemy research and projects. Since academies have the world’s best funding for magical projects, the world’s best alchemists often work there. Students also provide a portion of the work as part of their training.

As a general rule, alchemy students contribute about 250 hours per year toward the academy’s alchemy projects. The bulk of their work tends to be on the simpler, mundane tasks. The faculty alchemists tend to contribute about 1000 hours per year on academy projects, and focus their efforts on the more challenging tasks. With a typical student to alchemy professor ratio of about 4:1, this means that roughly 500,000 hours worth work is performed on alchemy projects for every 1000 alchemy students at the academy.

Demographics

Note: Check the “Demographics” section for the authoritative list of demographics. Anything listed here may be obsolete or inaccurate.

Youth Demographics	Percent	Pop.	School	Military Academy	Workforce	Other
Early Years (9 – 12)	8.4%	~42m	90% (37.8m)	-	6% (2.52m)	4% (1.68m)
Mid Teens (13 – 16)	8.2%	~41m	55% (22.55m)	9% (3.69m)	33% (13.53m)	3% (1.12m)
Youth (17 – 20)	8%	~40m	10% (4m)	19% (7.6m)	68% (27.2m)	3% (1.2m)

Schooling Demographic	Pop.	General	Huntsmen	Alchemist
Early Schooling (9 – 12)	~37.8m	~37.8m		
Schooling (13 – 16)	~22.55m	~22.3m	0.6% (~135k)	0.4% (~90k)
Academy (17 – 20)	~4m	~3.92m	0.5% (~40k)	0.5% (~40k)
Post-Grad (21 – 24)	~1m		0.16% (~16k)	0.32% (~32k)

Enrolled (Est.)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7	Year 8
Huntsmen	11,500	10,000	9500	9000	5600	4000	3400	3000
Alchemists	10,800	10,100	9800	9300	8700	8200	7700	7400

Huntsmen Academies	Pop.	Huntsmen	Alchemist
Atlas	22k	~14k	~8k
Beacon	10k	~7k	~3k
Haven	15k	~11k	~4k
Shade	10k	~8k	~2k
(Alchemical Academies)	23k	-	23k

Magical Project Investments

When working on magical projects, the biggest contributor to time cost is the difficulty of the enchantments. These are grouped into “tiers,” that represent the power and complexity of the enchantment. Increasing the tier of an enchantment considerably increases the difficulty to produce it.

Each enchantment tier can either support two enchantments of the tier below it or achieve a single greater power. For example: a tier 3 enchantment could either a single tier 3 enchantment or two tier 2 enchantments (which could optionally be sub-divided into two tier 1 enchantments each).

Magical Projects	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
<i>Base Hours: Enchantments</i>	500	2000	12,000	100,000	1,000,000
<i>Base Hours: Garden Upkeep</i>	100	200	400	800	1500
<i>Tier 1 Equivalent</i>	x1	x2	x4	x8	x16

Alchemist Competency	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
<i>Competent (59%)</i>	Standard	120% Duration	150% Duration	-	-
<i>Skilled (25%)</i>	80% Duration	Standard	120% Duration	150% Duration	-
<i>Superior (10%)</i>	65% Duration	80% Duration	Standard	120% Duration	150% Duration
<i>Elite (5%)</i>	50% Duration	65% Duration	80% Duration	Standard	120% Duration
<i>Master (1%)</i>	35% Duration	50% Duration	65% Duration	80% Duration	Standard
<i>Legend (~0)</i>	20% Duration	35% Duration	50% Duration	65% Duration	80% Duration

Magical Project Time Budget

Academies have to budget the amount of time they spend on magical projects. While the budget may change each year, or vary between academies, there tend to be certain consistencies. Equipment is usually a primary focus of each academy due to the need to produce magical weapons, armor, and outfits for Huntsmen. Phantoms are also given high priority, such as those that oversee a variety of academic responsibilities, run the Odyssey labyrinths, and contribute to Huntsmen training.

Magical Projects	Tier	Budget by Percent	Budget per Million Hours	# Imbued per Million Hours
<i>Artifact</i>	1	2%	20,000 hours	40
<i>Artifact</i>	2	2%	20,000 hours	10

<i>Artifact</i>	3	4%	40,000 hours	3
<i>Enchantments</i>	1	2%	20,000 hours	40
<i>Enchantments</i>	2	3%	30,000 hours	15
<i>Enchantments</i>	3	5%	50,000 hours	4
<i>Equipment</i>	1	8%	80,000 hours	160
<i>Equipment</i>	2	10%	100,000 hours	50
<i>Equipment</i>	3	12%	120,000 hours	10
<i>Garden</i>	-	10%	100,000 hours	(Diff. Results)
<i>Phantoms</i>	-	15%	150,000 hours	(Diff. Results)
<i>Potions</i>	-	5%	50,000 hours	(Diff. Results)
<i>Vehicle</i>	1	1%	10,000 hours	20
<i>Vehicle</i>	2	2%	20,000 hours	10
<i>Vehicle</i>	3	4%	40,000 hours	3
<i>{Elite Projects}</i>	-	15%	150,000 hours	(Diff. Results)

Magical Equipment

Equipment is considered any magical weapon, armor, outfit, or notable item that would be carried and used by Huntsmen. These items are extremely highly prized, a sign of prestige, but also quite rare.

The most masterful Huntsmen receive magical equipment that has been specifically tailored for them. The academies design this equipment in the hopes of improving the power and survivability of such important assets. Elite Huntsmen may get to choose magical equipment that has been handed down or recovered from previous generations. The bulk of Huntsmen, however, use non-magical equipment; there is not enough to go around, even within a group as small and elite as the Huntsmen.

Elite Projects

Elite projects are the most powerful, most funded, highest tier projects that the academy works on. Only the academy’s best alchemists are assigned to these projects; usually the top professors or scientists that qualify in the elite category. Unlike standard alchemy projects, these are produced using magical materials. This significantly raises the amount of power that can be achieved with the end results.

Most academies will only operate two to four elite projects simultaneously, and some can take years before they’re completed. The Headmaster, Chancellor, and Key Advisors will be keenly interested in the developments of elite projects and generally have regular updates on their progress.

Elite projects may include new buildings, airships, large transports, war machinery, golems, powerful artifacts, or other large undertakings. Phantoms or expert craftsman handle the natural construction so that alchemists can spend their time on the magical designs. They are usually designed with a minimum power level of tier 4 (never lower), with magical materials increasing the final tier.

The cost of elite projects can raise the financial costs significantly due to the requirements for gathering alchemical and magical materials. A +1 Tier upgrade will double the financial cost (on average), while a +3 Tier upgrade will raise the financial cost by an average factor of 40.

Elite Upgrades	Avg. Cost
+1 Tier	2X

+2 Tiers	8X
+3 Tiers	40X

Campus Grounds

Executive Tower	Occupancy	Details
Advisor’s Offices	5-10	Large rooms dedicated to the Key Advisors of the academy; near the Chancellor’s Office.
Chancellor’s Office	15-25	A large room designed for the Chancellor of the academy; near the Headmaster’s Office.
Conference Rooms	15-50	A few independent conference rooms for large meetings.
Dark Room	15-30	A heavily warded room for sharing sensitive materials and orchestrating covert operations.
Executive Dining	20-50	A beautiful dining hall designed for top executives and important guests.
Executive Offices	5-15	Large offices dedicated to the top executives of the academy.
Executive Lounge	20-50	An executive lounge dedicated to comfort and socializing. Often hosts important guests.
Headmaster’s Office	15-30	Penthouse suite designed for the Headmaster of the academy. Also acts as a Dark Room.
HR Wing	100-200	An entire wing or floor dedicated to HR.
Faculty Offices	2-6	Rooms for executive faculty, secretaries, and handlers for the top executives.
Grand Lobby	30-100	A giant lobby dedicated to attending or directing guests, often including diplomats.
Meeting Rooms	5-15	Several meeting rooms for smaller groups.

Huntsmen Grounds	Occupancy	Details
Bastion Field	30k+	A dedicated field for Bastion, including two full-scale fortifications on either side.
Combat Arenas	3k+	Multiple indoor combat arenas dedicated to smaller matches and Huntsmen training.
Elite Grounds	-	Large outdoor training grounds reserved for elite Huntsmen; may be dangerous.
Gauntlet Arena	25k+	A large obstacle-strewn arena primarily for Gauntlet games, but can be used for others.
Hunter Field	35k+	A large obstacle-strewn course for combat sports including Hunter and Sorcerer.
Obstacle Arenas	15k+	Indoor arenas with obstacles for magical stuntwork, Phantasm, Tempest, etc.
Obstacle Courses	-	Time trial courses; includes courses for Ace, Cyclone, Beast Rider, etc.
Odyssey Labyrinth	-	The phantom-operated labyrinth for Odyssey, Huntsmen trials, and academy training.
Race Tracks	15k+	Multiple race tracks with obstacles, platforms, mechanical ramps, enchantments, etc.
Spider-Swing Tracks	-	Large aerial tracks for Spider-Swing competitions. Often combined with Race Tracks.
Stadium	50k+	A large stadium dedicated to significant events: Apex, sports, combat, performances, etc.
Training Grounds	-	Large outdoor training grounds for Huntsmen activities and practice.
Vigilante Field	15k+	Hosts outdoor track and field sports: Apex, Vigilante, Wardens, etc.

Convention Center	Occupancy	Details
Banquet Halls	100-350	Large banquet halls for social gatherings, dining events, receptions, etc.
Concert Halls	~2k	A large performance stage, auditorium, and balconies.
Conference Rooms	25-250	Several independent conference rooms for large gatherings.
Exhibition Hall	~5k	Large, open venue suitable for major events, trade shows, large galleries & showings, etc.
Lecture Halls	100-250	Large rooms with seating for lectures.
Meeting Rooms	5-25	Several meeting rooms for smaller groups.

Recreation Center	Occupancy	Details
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<i>Crafts Workshop</i>	10-25	Rooms dedicated to making, modifying, or repairing crafts.
<i>Dance Studios</i>	10-40	Studios dedicated to dancing and physical performance arts.
<i>Fine Arts Studios</i>	5-25	Studios dedicated to drawing, literature, painting, pottery, and other fine arts.
<i>Fitness Studios</i>	10-50	Rooms dedicated to various forms of fitness, weights, etc.
<i>Galleries, Small</i>	50-100	Smaller galleries for showings and exhibitions.
<i>Gallery, Large</i>	200-300	A larger gallery for showings and exhibitions.
<i>Game Rooms</i>	5-35	Rooms dedicated to social gaming, party games, card games, etc.
<i>Gymnasiums</i>	1k+	Indoor courts and arenas dedicated to playing sports.
<i>Libraries, Small</i>	10-30	Small, cozy libraries with quiet spaces to read.
<i>Library, Large</i>	100-250	A larger library with plentiful tables and shared space.
<i>Lounge</i>	20-50	A casual lounge dedicated to comfort and socializing.
<i>Music Studios</i>	5-35	Smaller studios dedicated to music and signing. Often designed for smaller bands.
<i>Playrooms</i>	10-50	Rooms dedicated to kids and younger children, overseen by a daycare staff.
<i>Pool</i>	250+	A large pool for recreation activities; often contains sporting options.

Residential Halls	Occupancy	Details
<i>Conservatory</i>	10-30	An outdoor conservatory, often filled with lush greenery and seating.
<i>Courtyard</i>	50-200	An open courtyard, often filled with lush greenery and seating.
<i>Lounge</i>	20-50	A large lounge open for socializing among residents and guests.
<i>Squad Halls</i>	32	A shared lounge or hall that provides access to eight closely-allied team apartments.
<i>Study Area</i>	16	A small area set aside for studying, tutors, reading, etc.
<i>Team Apartments</i>	4	Four-person apartment for a team. The team's squad allies are usually across the hall.

Engineering Hall	Occupancy	Details
<i>Armor Wing</i>	250-450	A floor dedicated to workshops featuring armor-based engineering projects.
<i>Artificing Wing</i>	300-500	A floor dedicated to workshops featuring artifact engineering projects.
<i>Classrooms</i>	10-50	Classrooms for learning engineering principles.
<i>Faculty Offices</i>	2-6	Offices for the engineering project leads and supervisors.
<i>Forge</i>	50-100	A large room dedicated to heating and working metal with multiple forges.
<i>Imbuing Stations</i>	1-10	Small, isolated, enchanted workstations designed for handling imbuing tasks.
<i>Lecture Hall</i>	50-150	A separate room to host lectures on engineering. Often contains workshop materials.
<i>Planning Rooms</i>	5-30	Rooms for brainstorming, drawing blueprints, coordinating on engineering projects, etc.
<i>Weapon Wing</i>	250-450	A floor dedicated to workshops featuring weapon-based engineering projects.

Brewmaster Annex	Occupancy	Details
<i>Biodome</i>	500+	A large, magically sealed environment for specific magical plants to grow.
<i>Botanical Gardens</i>	500+	Large indoor botanical gardens; home to many magical and alchemical plants.
<i>Classrooms</i>	10-50	Classrooms for learning alchemy principles, botany, potion making, components, etc.
<i>Components Wing</i>	100-250	A wing of laboratories that specialize in extraction and production of alchemy components.
<i>Courtyard</i>	50+	A glass-ceiling courtyard; often contains alchemical plants and seating.
<i>Faculty Offices</i>	2-6	Offices for the project leads and supervisors of magical botany and potions.
<i>Library</i>	10-40	A library that features subjects on magical botany, components, potions, etc.
<i>Medical Bay</i>	15-30	A special medical bay that treats unique issues, usually with alchemical potions.

<i>Potions Wing</i>	200-350	A floor of laboratories that specialize in the production of specific potion archetypes.
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Research Hall	Occupancy	Details
<i>Artificing Labs</i>	25-50	Laboratories for researching magical crafting. Often builds simple prototypes for testing.
<i>Aura Labs</i>	20-40	Laboratories for researching auras, chakras, attunements, powers, and internal energy.
<i>Botany Wing</i>	50-150	A wing dedicated to researching botany and potions. May connect to Brewmaster Annex.
<i>Classrooms</i>	10-50	Classrooms for learning on research subjects pertaining to alchemy.
<i>Director's Office</i>	5-15	A large and beautifully-furnished office for the Director of R&D.
<i>Enchantment Ward</i>	100-250	A large wing or floor dedicated to research on enchantments, leylines, etc.
<i>Faculty Offices</i>	2-6	Offices for the researching project leads and supervisors.
<i>Incantus Ward</i>	100-200	A wing dedicated to studying and advancing magical languages and texts.
<i>Lecture Hall</i>	50-150	A separate room to host lectures or present research material.
<i>Occult Library</i>	50-120	A large library that features subjects on every area of occult lore and technology.
<i>Occult Tech. Ward</i>	150-400	A large wing or floor dedicated to research on occult technology.
<i>Project Rooms</i>	5-25	Rooms dedicated to individual research projects or teams.
<i>Science Wing</i>	100-250	A room dedicated to the sciences and their relation to the magical arts.
<i>Signus Ward</i>	200-350	A wing dedicated to studying and advancing magical gestures, athletics, and actions.

Occult Tech. Hall	Occupancy	Details
<i>Classrooms</i>	10-50	Classrooms for learning about occult technologies.
<i>Conference Rooms</i>	5-25	Meeting rooms to meet, plan, or coordinate on large efforts.
<i>Director's Office</i>	5-10	A large office dedicated to the Occult Director.
<i>Faculty Offices</i>	2-6	Offices for the researching project leads and supervisors.
<i>Occult Library</i>	20-50	A library that features subjects on every area of occult lore and technology.
<i>Prep Rooms</i>	5-15	Rooms dedicated to ritual prep: components, astrology, leylines, incantus, attunements, etc.
<i>Project Rooms</i>	10-25	Rooms dedicated to shamanic projects: enchantments, phantoms, terrain rituals, etc.
<i>Ritual Annex</i>	200-400	A separate, magically warded building dedicated to performing powerful rituals.
<i>Sage's Office</i>	5-10	A large office dedicated to the Head Sage.
<i>Shaman Ward</i>	250-400	A floor or wing dedicated to shamanic projects and ritual preparation.
<i>Shaman's Office</i>	5-10	A large office dedicated to the Master Shaman.
<i>Warded Rooms</i>	5-15	Small, magically warded rooms for ritual preparation, simple rituals, or practice.

Other Residences	Occupancy	Details
<i>Alumni Lodges</i>	100-200	Ornate vacation housing for alumni.
<i>Faculty Lodgings</i>	100-200	A number of beautiful apartment complexes for general faculty lodging.
<i>Professor Quarters</i>	25-60	A number of beautiful and ornate condominiums for professors of the academy.
<i>Temporary Lodgings</i>	1500+	Large hotels to host guests for major conventions, festivals, and other events.

Other Buildings	Occupancy	Details
<i>Aquatic Center</i>	600-1k	A building dedicated primarily to athletic aquatics, sports, and water-based training.
<i>Dining Venues</i>	50-250	Several fine dining venues and restaurants.
<i>Grand Theater</i>	3500+	A large theater for major performances, concerts, shows, etc.
<i>Great Library</i>	500+	The largest library on campus. Contains books on all subjects and personal interests.

<i>Guild Hall</i>	1500+	An entire building dedicated to the permanent headquarters of the academy clubs.
<i>Marketplace</i>	-	A very large, open market area with many venues. Essential to conventions and festivals.
<i>Medical Center</i>	500+	Contains a full hospital, recovery wing, diagnostics & checkups, etc.
<i>Memorial Hall</i>	500+	Dedicated to historically significant lore, fallen heroes, and important figures.
<i>Museum</i>	2500+	A museum of notable historical pieces and large exhibition areas for galleries.
<i>Nightclubs</i>	100-250	Host live music, serves snacks and delicacies. Open space for dancing and congregating.
<i>Temple</i>	500+	Contains shrines to the various gods and legends. Worship welcome.

Transport Grounds	Occupancy	Details
<i>Airport</i>	-	An airport with the academy's personal fleet of airships.
<i>Beast Stables</i>	-	A large, often multi-annex set of magically warded stables to contain beasts and familiars.
<i>Rail Station</i>	-	A rail station connecting the academy to nearby cities by railway.
<i>Vehicle Bays</i>	-	Parking and vehicle bays near outskirts of campus & vehicle fields where they are allowed.

Additional Campus Details

Dining Venues

The dining venues are usually indoors, isolated from other venues with high foot traffic. These venues provide a longer, slower-paced, more relaxed dining experience similar to a fine restaurant. Beauty, positive atmosphere, sound quality, and low traffic are valued at these venues. Meals are typically served in small courses, and patrons are given time to enjoy themselves.

Patrons are treated with great respect. The staff are paid to be excessively professional, but they also have the right to ban anyone from the venue if they desire. Their bans can only be contested by other staff, not by the patrons themselves. If these bans are not followed voluntarily, they will be enforced swiftly and may result in bans from the festival itself.

Dining is free for students, important guests, and convention or festival attendants. However, venues are widely spaced for atmospheric comfort and have fairly restricted occupancy limits. Priority attendants (including students and faculty) can make reservations hours in advance, but reservations will be discarded if the attendants are not on time. Most occupancy issues are solved by having several dining venues available.

Guild Hall & Club Venues

The Guild Hall is a large building dedicated to hosting the academy's major clubs. Every club that meets the minimum requirements of the academy is given lodging, and it generally remains consistent between years. The needs and popularity of the club determine how much room is allotted to them. Some clubs have a single room to gather, while others may have multiple rooms or an entire wing.

Clubs use their space for official meetings, casual gatherings, storing supplies and projects, providing sign-ups and information, club activities, networking, demonstrations to outsiders, exchanging services, and various other purposes.

Each club's lodging is decorated by professionals and maintained by the academy. Club leaders are allowed to make theme decisions and directly participate if they're sufficiently talented with design, but the quality is left to the experts. A full redesign can be requested once per year, but most clubs keep their designs or only make small adjustments as needed.

Market

The market is a high-traffic, centralized venue with permanent stores and kiosks that get redecorated before each festival to match it's theme. It is open year-round, but tends to have higher foot traffic during important events. There are spacious walking lanes throughout the market. It is an excellent place to browse for goods, food, or to just explore. Stores are not allowed to have similar products, with a few exceptions, generally making each one a unique experience.

Service is extremely fast, and there are rarely lines for anything. Cafes and food kiosks usually offer pre-made options that are maintained by the location's enchantments and can simply be taken from the shelves or racks as desired. Even retail kiosks that require payment tend to be self-serve or have very quick payment options, allowing much faster delivery of goods. Vendors are often only there to stock items as they need replenishing.

Residential Halls

Residential Halls are designed to maintain connections between allied teams, ideally through their entire academic career and beyond. If teams remain together after their initial schooling, it can significantly improve their odds of survival and contribution to the threats against humanity.

Teams each have an apartment dedicated to them, with their primary squad team across the hall. Other squads that regularly coordinate with them will also be in the near proximity in the "Squad Hall" – generally composing about eight apartments in total for that hall. Most Residential Halls have an occupancy of 300 or more, and are always grouped in sections of Squad Halls.

Residential Halls are also divided into groups of expertise. The elite teams, teams that have proven themselves to be well above the fold, reside in the coveted "Elite" Residential Halls. Their residence is similar in structure, but has several advantages. It is more ornate in its decoration, there are additional convenience and quality of life enchantments, it has its own phantom to service the students at all times, and it is closer to the central academy and major facilities. It also exists as a status symbol for those Huntsmen who manage to reside there, as they are much more likely to be participating in the major competitions and working with veterans.

Sporting & Combat Arenas

Many of the arenas that mention obstacles, platforms, or ramps will have automated mechanical setups that allow them to move, transform, or be toggled in and out easily. Arenas are typically designed to be versatile and reusable. They can often be adapted to multiple games and sports, or multiple layouts and playthroughs within each game. Phantoms are also used to rapidly modify arenas between matches when the obstacles cannot be mechanically or magically transformed.

Academy Details

Funding

Huntsmen academies are funded from a variety of sources, including privately contracted Huntsmen missions and government subsidization through taxation. Their funding has a much higher budget on a per-individual basis than the military due to their importance in the survival of humanity.

All Huntsmen have a portion of their payouts returned to the academies that trained them; often a significant cut, and sometimes voluntarily increased. Their contributions are noted in the official records and given utmost respect and prestige. The academies regularly stress the importance of their work and contributions to continue the beneficial cycle.

Student Life

In order to focus on the mastery of their skills, one of the primary goals of the Huntsmen academies is to simplify their students' lives and remove any external stresses. The students are not expected to perform chores. All mundane tasks are handled for them, and their free time is enhanced through every quality of life service the academy can reasonably manage.

Students spend their classes engaged in their primary specializations, either as a Huntsmen or an Alchemist. Huntsmen focus heavily on combats, sports, and athleticism. Alchemists focus heavily on intellectual feats, enchantments, and occult technologies. However, each is expected to have some overlap with the others.

Festivals & Conventions

The end of each month while class is in session has a full, week-long festival with no classes; although the world festivals may be held in other kingdoms. Each festival has an important theme such as Combat Festivals, Sports Festivals, Academic Festivals, Cultural Fairs, and so forth. The purpose of these festivals is to give students purpose, recreation, a sense of competition, and to otherwise improve their experiences at the academy.

The weekend of the 13th to 15th of every month also has a convention where students are free to participate at their leisure. Conventions are often more about leisure than competition, but there are also opportunities to show off one's skills from time to time.

Partners

Partners are assigned only after intense assessments of one's first official month during freshman year. Professors will observe the students in a variety of differing settings to rank potential and determine which students make good partners. Students that get along, compliment each other's skills, and coordinate well together are more likely to be paired together. However, students are also given a fair degree of choice involving their partners; just as they do with teams and squads.

Partners are an essential experience of the Huntsmen Academies. In most cases, a partner remains with them through their entire academic career, just as their team does. A partner is considered to be their strongest ally and the one they must each rely on during combat; or in the case of Alchemists, a partner for collaborative occult magic.

Teams

Teams consists of two pairs of partners, making a full team of four. They are confirmed only after intense team assessments in a similar manner to choosing partners.

Teams are often built with specialized purposes in mind. Some are designed for strategy, others for brute force, others for reconnaissance, others for precision combat, others for infiltration or stealth, etc. Considerations will be made for whether the team prefers melee or ranged, if they need balance or are lacking in certain areas, etc. Each team is supposed to have a leader that will be best suited for helping their team achieve optimal efficiency in their designated grouping.

Teams are encouraged to remain together after their academic career, which they often do. This has a tendency to increase success rates among the groups the remain together due to their extended training together. Some elite teams may be selected to return to academies for special operations training, but generally only after they've had some proven experience in the field.

Quality of Life Services

There are many quality of life services. There are faculty services such as cleaning services, laundry services, cooking services, general chores and task-running, and so forth. There is also an abundance of magical enchantments infused into the campus buildings, often introduced for the purposes of saving time. A constant stream of enjoyable recreational activities is also available including monthly conventions, festivals, and after school events.

Tailors, Stylists & Designers

Some of the world's best tailors, stylists, and designers work for the major academies to produce the finest outfits and accessories for the Huntsmen. The academies expect Huntsmen to look and feel their best for the public, as well as to impress their image on the public. The designers work with each student to imagine their desired symbol, theme, accessories, and outfits. This generally includes two casual outfits, a specialized warrior outfit, and a formal outfit. The outfits are each typically variants of a common theme for that student.

It is common for students to also hire the tailors, stylists, and designers for other garments, such as sleepwear or variant styles of new outfits that they want to try. These additional garments will potentially cost money out of their own pocket, but they receive the services at a very high discount or in exchange for services provided while acting as a student Huntsman.

Quality of Life Enchantments

There are several enchantments throughout the campus to improve quality of life. Most buildings will clean themselves, maintain the building, and operate its facilities automatically. There are still janitorial and custodial services, but the enchantments make everything run very smoothly.

Bathroom facilities usually have artifacts or enchantments designed to reduce time costs. Users can wash quickly and efficiently. Hair can be styled with a very quick and simple hair-styling apparatus found in each bathroom; one that takes only a few seconds to complete. A full haircut can be achieved within a few seconds.

Team apartments are enchanted with meditation and rest-assist enchantments to allow peaceful, undisturbed, and restful sleep. For the major academies, most students only have to sleep six hours for an easy awakening and a fully rejuvenated night's rest that lasts through the entire day.

Private Education Tutors

Private tutors are available for all educational services: math, physics, chemistry, language, history, alchemy, and so forth. These tutors are a free service. They are tasked with ensuring every Huntsmen can perform at the required standards to graduate.