

Life at Huntsmen Academies

Academy Policies

Notable Policies

1. Students are expected to wear their academy outfits for all academic purposes (class, academy events, etc) and when in public. Exceptions may apply for unique circumstances.
2. Students are allowed to carry their weapons and other equipment at all times.
3. In all combat and sport challenges, if a student’s aura threshold ever drops to a 30% threshold, they must not be attacked. Doing so intentionally would be considered a severe violation. The offender would be marked for disorderly conduct.
4. Students must not interfere with another student’s property without their permission, or with any intent that is not meant to be helpful, unless instructed by an appropriate faculty member or where explicitly defined (such as for combat and sports). This rule is taken very seriously. Breaking it will mark the offender for disorderly conduct.
5. Students should report any uncertain actions to HR using their scrolls (phones) prior to making them. Suitable discretion with a report can eliminate concerns that may have otherwise been perceived as disorderly conduct.

Disorderly Conduct

Disorderly conduct is a ‘mark’ that is attached to a student’s record for improper behavior. These records are kept permanently by the academy and used by their network of institutions. These marks can prevent certain licenses from being attained, particularly those relating to authority over citizens, which may be critical to acquiring a Huntsmen license.

A mark of disorderly conduct can be “faded” or “expunged.” A faded mark means that the individual has redeemed their conduct through official channels. They have received approval through official counselors. In some cases, the mark can be expunged (removed entirely), though it is harder to do so. Faded marks will serve to identify previous warning signs, whereas expunged records are removed permanently.

Disorderly conduct can range from a variety of offenses and violations: damaging property, disrupting civil peace, aggression and threats, corrupt intent, etc. Even treating faculty or citizens with disrespect can potentially warrant a mark of disorderly conduct. Huntsmen in particular are observed for this behavior in order to determine concerns about their future interactions with citizens.

States of Emergency

A state of emergency is defined as an invasion against the Academy or a location within its extended area of influence. In the case of a state of emergency, an appropriate warning signal will sound.

Students can refer to their phones (“scrolls”) for additional details if they are in a state of emergency and have a moment of downtime to do so. However, the priority is to address all immediate threats and ensure the safety of the Academy and its citizens.

Emergency Sirens	Details
Precautionary Warning	The possibility of a serious threat has been detected.

<i>Aid Requested</i>	An allied location nearby has declared a state of emergency and requires assistance.
<i>Threat Incoming</i>	An incoming invasion has been detected and may be within minutes of arrival.
<i>Invasion Imminent</i>	An incoming invasion is now imminent or already present. There is no additional time for preparation.

Emergency Sirens

When a Precautionary Warning or Threat Incoming siren has sounded, all students must react as though a serious threat is about to emerge. All students must immediately report to their designated squad rendezvous. All Huntsmen students must join their squad and follow the instructions of their squad leader, who must in turn follow the instructions of their designated rendezvous faculty.

Huntsmen students should get to their designated quadrant that they are assigned to protect, and check their phones (“scrolls”) for additional information. If the student is assigned to an “active defense” squad, they should meet in the open campus grounds and prepare to seek out threats wherever they are. These designations are usually made in the beginning of the year after squads have been determined. House Solaris is always assigned to active defense, and most of House Titan is as well.

Invasion Imminent Siren

If an “Invasion Imminent” siren has sounded without a precursor siren, an emergency situation has caught the Academy off-guard and the proper preparations cannot be fulfilled. All Huntsmen students will no longer regroup with their teams and squads, instead joining nearby forces in whatever squads are available. The highest authorities suited for battle command will provide instruction.

All students still have their personal designations if they can achieve them, including their active or passive defense designations. If they are on active defense, they are expected to join up with others on active defense and address threats head on. Students with a passive defense designation must try to defend their current location, expanding outward depending on availability of students.

Huntsmen during States of Emergency

If a student drops to 70% aura, they are to report it to their team and act more defensively. If a student drops to 50% aura, they must report it to the team. If a team has any member drop to 50% aura, they must prepare to disengage the enemy, retreat to a safer quadrant, and participate in passive defense with other teams present.

Team leaders are permitted to overrule or ignore this decision due to the nature of combat and chaos during invasions, but it is considered a serious violation if the decision is reviewed and determined to be reckless. Team leaders can be disbanded from their position, or even from the academy, if they are marked with this violation.

Some individuals may have special expectations. Healers may be assigned to dealing with the wounded in active combat fields. Channelers may be assigned to funnel energies into certain artifacts or enchantments. Some with unique powers may be designated to unique defenses relating to warding, defensive turrets, beastmastery, or other such tactics.

All rules that apply during States of Emergency can be ignored if following them would be more detrimental to survival than breaking them.

Citizens during States of Emergency

Alchemists, academics, and faculty without combat designations are considered citizens during States of Emergency. All are expected to remain collected and respond to the instructions of the Huntsmen teams that are responsible for their defense. Huntsmen are trained to address their safety, and are expected to give instructions

appropriate for the situation.

Expectations of Enrollment

During Freshmen Initiation, all freshmen receive an enchanted Auro ring. The ring now belongs to the student throughout their lifetime of service as a Huntsmen, but it will likely be recovered for the academy after their service as a Huntsmen has officially ended or if they start using a new Auro ring.

Huntsmen typically remain at the academy for four to eight years, depending on their goals and specializations. Alchemists usually stay at the academy for a minimum of eight years due to the intense educational requirements to attain their alchemical talents. It is common for them to remain a few years longer to extend their training accordingly or to take on more official duties within the academy.

Enrollment Requirements for Alchemists

Alchemists have significant academic requirements to attend the Huntsmen Academies. Only the most brilliant minds of humanity, representing approximately 0.0034% of the population (or roughly 1 in 30,000 people), are able to enroll. The baseline for acceptance is therefore extremely high. It is common for Alchemist students to enroll later in life than Huntsmen students due to the educational requirements.

Alchemy Focus	Minimum Requirements
Alchemy Focus	Prodigy Math I, Tesseract Geometry, Alchemy I
Engineering Focus	Prodigy Math I, Tesseract Geometry, Particle Physics I
Occult Focus	Freehand III: Symbols, ESP I: Astral Vision

Auro Rings

Each student’s Auro Ring will be capable of storing and interacting with basic energy signatures, tracking Grimm kills, and revealing Aura thresholds to any observers. When one’s Aura has been reduced below the appropriate threshold (30%), their Aura will glow and reveal that they are in danger. This effect is automatically triggered anywhere on Academy grounds due to the synchronized enchantments. It can be toggled on or off anywhere else.

Common Events & Experiences

There are an abundance of interesting events that regularly occur at Huntsmen Academies outside of the regular schedule.

Event	Description
<i>Assassin Game</i>	Students regularly participate in “Assassin,” ambushing each other within legal areas and scoring points. Assassin has official rankings with the Academy, and merits considerable prestige for high scores.
<i>Broadcast Competition</i>	The major academies will occasionally allow media to recruit student Huntsmen (often sponsored) for game shows. Viewers love to watch Huntsmen in training compete in televised activities.
<i>Game Competition</i>	The Recreation Center hosts games every night, both for league matches and casual play. Students can participate to receive rankings in games or just enjoy time with friends.
<i>Exams, Classes</i>	Some courses require examinations to prove that the class has been completed satisfactorily. These may involve trials of athleticism, combat, knowledge, etc.
<i>Exams, Testing Out</i>	The Academy hosts testing exams prior to each new season of classes; often on free days. Students can attend in order to test out of classes they already have proficiency in.
<i>Group Exams</i>	Some courses require partner, team, or even squad examinations as part of its training. For Huntsmen, these involve athletic and combat trials. For Alchemists, these involve alchemical and artificing projects.

<i>Heist Games</i>	There are multiple Heist games available every night, taking place either in the designated Heist buildings or in the Odyssey dungeons on levels that handle Heists. There may be less availability during Heist season.
<i>House Competitions</i>	Academy Houses occasionally run ranked, in-house competitions between its members. These are partially to identify talent, and partially for entertainment purposes. These occur once or twice each month.
<i>House Initiations</i>	Some Academy Houses have initiations for their members: rituals, pledges, trials, etc. They’re mostly for show or traditional, although some might take them more seriously.
<i>House Party</i>	Academy Houses throw occasional parties. Many are hosted publicly at their primary residences, while others might be private or invite-only.
<i>House Rivalry</i>	Academy Houses regularly challenge each other to various competitions: sports, combat, video games, board games, races, athletic competitions, etc.
<i>Odyssey Trials</i>	Odyssey Trials are typically available every night, except after major Odyssey events that may have required additional regeneration time. Students are encouraged to run the trials. Faculty will be present to assist.
<i>Sports Competitions</i>	There are many active sports competitions every night; either as student-organized matches, or as part of official Academy league events.
<i>Student Committee</i>	Student Committees may be organized in order to handle certain tasks: organizing House parties, working with the administration to determine best policy, festival preparation or decorations, etc.
<i>Student Missions</i>	The Academy may provide missions to students as a way to get real-life experience and help them understand what they’re up against. They are typically accompanied by a professional Huntsmen.
<i>War Games</i>	Occasionally, the Academy or individual Houses will organize larger-scale war games. These are less frequent, only about once each month, but tend to draw large numbers of participants.

Class Details

	Rotation 1	Rotation 2	Rotation 3	Rotation 4	Rotation 5
1st Class 9 am – 10 am	Primary Training Alchemy, Combat, etc.	Aptitude Training Signus, Occult, etc.	Primary Training Alchemy, Combat, etc.	Base Schooling Codex	Base Schooling Codex
2nd Class 10 am – 11 am	Primary Training Alchemy, Combat, etc.	Aptitude Training Signus, Occult, etc.	Primary Training Alchemy, Combat, etc.	Base Schooling Biology, Botany	Base Schooling Codex
3rd Class 12:30 pm – 2 pm	Base Schooling Math & Physics	Specialist Training Assault, Freelancer, etc.	Base Schooling Chemistry	Specialist Training Assault, Freelancer, etc.	Aptitude Training Signus, Occult, etc.

Base Schooling

These classes teach the advanced sciences required for alchemy and occult technology. Students are assigned to the level of classes they can perform well in, regardless of their age and actual grade level. It is entirely possible for freshmen to be in classes with seniors or post-graduates. This is particularly true of Alchemists, as they tend to be very high on the intellectual spectrum.

Students must have an adequate level of performance in base schooling to remain enrolled, but there are always private tutors available to students for no cost. Private tutors are there to ensure that Huntsmen can pass the minimum expectations and continue serving their primary purpose.

Primary Training: Huntsmen

This class teaches Huntsmen teams new combat techniques, weapon techniques, extreme athletic workouts, semblance use, aura powers, and other abilities that relate to battle. Time is usually allotted for active combat practice with a variety of opponents and different fighting styles. This involves individual combat, partner combat, team combat, or asymmetric combat (superior opponent, makeshift equipment, multiple opponents, etc). Elite teams may go on expeditions into Grimm territory for more hands-on experience with their teams.

Teamwork is also emphasized: signals for coordination, how to maneuver with other Huntsmen, how to fight

against variants of Grimm together, etc. Some of this involves standard lectures for the information, but most of it is hands-on training in teams. Teams design personal tactics that work for them in combat, which may influence their team archetype: stealth, infiltration, brute force, ranged, tactical, etc.

Primary Training: Alchemist

These classes further Alchemist’s understanding of the alchemical sciences and occult technologies. They train in practical, hands-on skills necessary to become magical engineers, botanists, enchanters, occultists, etc. As Alchemists refine their skills, they may be assigned to apprentice-like roles and to assist with projects being run by the academy.

Specialist Training

These classes help train the student in their specific area of expertise, which varies depending on the individual’s career and specialization.

Base Schooling

Codex

Once a student has completed the Codex requirements (either by completing the classes or testing out of them), they can use this class time for other studies. The vast majority of Alchemists that attend the major academies test out of all Occult Codex classes. A large number of Huntsmen test out of many (or most) Combat Codex classes.

World Codex Class	Prerequisites
World History: Major Events	
World History: Grimm	
World History: Huntsmen	

Combat Codex Class	Prerequisites
Bestiary: Grimm	
Bestiary: Beasts	
Tactics I: Essentials	
Tactics I: Advanced Movements	Tactics I: Essentials
Tactics I: Signals & Phrases	Tactics I: Advanced Movements
Tactics I: Battle Coordination	Tactics I: Signals & Phrases
Tactics II: Aura in Combat	Tactics I: Battle Coordination
Tactics II: Powers in Combat	Tactics II: Aura in Combat
Tactics II: Large-Scale Combat	Tactics II: Powers in Combat
Tactics II: Huntsmen Operations	Tactics II: Large-Scale Combat

Occult Codex Class	Prerequisites
Magical Plants & Animals	
Magical Materials	
Magical Artifacts	Magical Materials
Potions	Magical Plants & Animals
The Astral	

Spirits	The Astral
Incantus & Linguis Basics	
Signus Basics	
Auras & Chakras	
Chambers	Auras & Chakras
Energy Circuits	Chambers
Sorcery Powers	Energy Circuits

Mathematics

Class	Prerequisites
{ Prior to Calculus }	
Calculus I	Precalculus
Calculus II	Calculus I
Prodigy Math I	Calculus II
Prodigy Math II	Prodigy Math I
Occult Algorithms	Prodigy Math II
Sidereal Math	Occult Algorithms
{Specialized Fields}	Sidereal Math

Geometry

Class	Prerequisites
Complex Geometry	Calculus II
Abstract Geometry	Complex Geometry
Tesseract Geometry	Abstract Geometry, Prodigy Math I
4D & 5D Geometry	Tesseract Geometry, Prodigy Math II
Sacred Geometry	4D & 5D Geometry, Occult Algorithms
Astral Geometry I	Sacred Geometry, Sidereal Math
Astral Geometry II	Astral Geometry I
{Specialized Fields}	Astral Geometry II

Chemistry

Class	Prerequisites
Prior to Chemistry I	
Chemistry I	
Chemistry II	Chemistry I
Component Chemistry	Chemistry II
Alchemy I	Component Chemistry, Tesseract Geometry
Alchemy II	Alchemy I, 4D & 5D Geometry
Sacred Alchemy	Alchemy II, Sacred Geometry
Astral Alchemy	Sacred Alchemy, Astral Geometry I
{Specialized Fields}	Astral Alchemy

Physics

Class	Prerequisites
Physics I	Calculus I
Physics II	Physics I, Calculus II
Particle Physics I	Physics II, Complex Geometry, Chemistry I
Particle Physics II	Particle Physics I, Chemistry II
Quantum Essentials	Particle Physics II, Abstract Geometry
Quantum Dimensions	Quantum Essentials, Tesseract Geometry
Quantum Tunneling	Quantum Dimensions, 4D & 5D Geometry, Alchemy I
Quantum Metaphysics	Quantum Tunneling, Alchemy II
Quantum Anti-Entropy	Quantum Metaphysics, Astral Geometry I, Sacred Alchemy
Astral Circuitry I	Quantum Anti-Entropy, Astral Geometry II, Astral Alchemy
Astral Circuitry II	Astral Circuitry I
{Specialized Fields}	Astral Circuitry II

Biology

Class	Prerequisites
Prior to Biology I	
Biology I	
Biology II	Biology I
Anatomy	Biology II
Genetics	Biology II, Anatomy
Physiology	Biology II, Anatomy
Microbiology	Biology II, Chemistry II
Biochemistry	Microbiology
Adv. Genetics	Genetics, Biochemistry
Adv. Physiology	Physiology, Biochemistry
Metabiology I	Adv. Genetics, Adv. Physiology, Alchemy I
Metabiology II	Metabiology I, Alchemy II
Chakra Circuitry	Metabiology II, Sacred Alchemy
Aura Circuitry	Metabiology II, Sacred Alchemy
Astral Biology	Chakra Circuitry, Aura Circuitry, Astral Alchemy
{Specialized Fields}	Astral Biology

Botany

Class	Prerequisites
Botany	Biology II
Adv. Botany	Botany, Biochemistry
Metabotany I	Adv. Botany, Alchemy I
Metabotany II	Metabotany I, Alchemy II

Components I	Metabotany II
Components II	Components I
Potions I	Components II, Sacred Alchemy
Potions II	Potions I, Astral Alchemy
{Specialized Fields}	Potions II

Aptitude Training

A full “season” of Aptitude courses is equal to three classes per week, and often involves learning Signus (magical actions). See “Magic Actions” supplement for full details.

The standard time investment to learn a tier 3 magical action is approximately 1 full season, with some extra time to hone and master it. This process requires more than just the time investment, however. The courses include trained Alchemists that help build and manipulate the correct energies to enable these gifts and make them permanent. Without the aid of the Huntsmen Academy’s resources and the Alchemists, this training would take nearly twenty times as long.

Magical Athletics

Most Huntsmen complete several Magical Athletics courses during their time at the academy; often the full list of standard lessons. These are considered extremely important (if not essential) for Huntsmen combat.

Class	Time Investment (Approx.)
Balance + Slither	1 Season
Distributed Grip	1 Season
Force Transfer	1 Season
Gravity Lunge	2 Seasons
Jump Boost	2 Seasons
Light Step	1 Season
Momentum Shift	1 Season
Propulsion	2 Seasons
Tolerant Force	1 Season
Wall Step	1 Season

Magical Gazes

Class	Time Investment (Approx.)	Often Taught To
Animal Kin	2 Seasons	Beast trainers, to drastically increase training speed.
Aura Gaze	2 Seasons	Many useful purposes for both Huntsmen and Alchemists.
Eyelock	2 Seasons	Rogues, for distractions and special operations.
Friendly Gaze	4 Seasons	Beast trainers, to drastically improve domestication.
Magic Sight	1 Season	Alchemists, to improve enchanting, imbuing, etc.
Mind Touch	2 Seasons	Huntsmen, to exchange information silently.
Mind Trace	2 Seasons	Huntsmen, to exchange information silently.
Quick Impression	2 Season	Rogues, for special operations and undercover work.

Royal Gaze	4 Seasons	Rogues, for special operations and undercover work.
Suggest	4 Seasons	Rogues, for special operations and undercover work.
Stay	1 Season	Team leaders, for giving silent instructions.

Magical Gestures

Class	Time Investment (Approx.)	Often Taught To
Aura Flare	2 Seasons	Team leaders, so they can highlight targets.
Flick	2 Seasons	Rogues, for general purpose utility.
Gravity Lift	1 Season	
Illumine	1 Season	Explorers, for night travels and cave exploration.
Knock	2 Seasons	Rogues and operatives, for distractions.
Mystic Chop	1 Season	Alchemists, for quick component and food preparations.
Piercing Whistle	1 Season	Beast caretakers and handlers, for calling them.
Shimmer	1 Season	
Tattle	2 Seasons	Team leaders, to communicate silently to teammates.
Unravel	1 Season	Rogues, to deal with binds or rapid release of binds.
Waterwane	1 Season	Alchemists, for mixing and potion brewing.

Magical Movement

Class	Time Investment (Approx.)	Often Taught To
Passage	2 Seasons	Huntsmen, for exploration purposes.
Silent Step	4 Seasons	Rogues, to infiltrate and operate silently.
Sync Step	1 Season	Shamans and ritual casters, to synchronize movements.
Trackless Step	1 Season	Rogues, to avoid leaving traces.
Wounded Step	2 Seasons	Huntsmen, to deal with the aftermath of dangerous scenarios.

Magical War Cry

Class	Time Investment (Approx.)
Intimidate	2 Seasons
Lure Evil	1 Season
Morale Boost	4 Seasons
Pull Threat	2 Seasons
Warning	1 Season

Magical Writing

Magical writing actions and techniques are primarily learned by Alchemists, to significantly aid them in their future studies, research, and alchemical work.

Class	Time Investment (Approx.)
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Erase	1 Season
Etch Freely	1 Season
Fast Scribe + Perfect Curves	1 Season
Rendition	1 Season
Write Freely	1 Season

Magical Swimming Techniques

Magical swimming techniques are not commonly trained to Huntsmen, except for those that are designed to be specialized in aquatic regions or tasked with many aquatic missions. Those with specialized aquatic training tend to train in many of these techniques, making them unquestionably dominant in water.

Class	Time Investment (Approx.)
Breath Tech	1 Season
Dart	1 Season
Descend + Rise	1 Season
Gymnastics	2 Seasons
Ignore Current	1 Season
Join Current	1 Season
Lung Expansion	1 Season
Mobility	2 Seasons
Move Speed	1 Season
Sense Currents	2 Seasons
Surface Swim + Orient	1 Season
Viscous Resist	1 Season

Occult Work

Occult work covers a variety of important topics involving energy channeling, imbuing, intuition, etc. It is essential for Alchemists working with enchanting, rituals, imbuing, symbol magic, or any form of magical craftsmanship.

Class	Time Investment (Approx.)	Details
Freehand	1 Season	Teaches energy manipulation using freehand movements and gestures.
Mental Shaping	1 Season	Teaches energy manipulation with the mind. Prerequisite: Freehand.
Essence Shaping	2 Seasons	Teaches advanced channeling techniques. Prerequisite: Mental Shaping.
Tethering	2 Seasons	Teaches entanglement of energy particles. Prerequisite: Essence Shaping.
Intuition	1 Season	Teaches basic forms of intuition.
Sense Energy	4 Seasons	Teaches sensing & identification of energy fields, circuits, auras, etc.

Magical Languages

Class	Time Investment (Approx.)	Often Taught To
<i>Bellow</i>	8 Seasons	Huntsmen with plans to command a large number of soldiers.

<i>Birdsong</i>	8 Seasons	Beastmasters.
<i>Canon</i>	12 Seasons	Rare specialists.
<i>Enigmos</i>	6 Seasons	Restricted to special applications, generally in the Rogue class.
<i>Flamespeak</i>	8 Seasons	Huntsmen and Military Officers.
<i>Flash</i>	6 Seasons	
<i>Flow</i>	8 Seasons	Covert operative specialists.
<i>Grove</i>	8 Seasons	Beastmasters.
<i>Gurgle</i>	8 Seasons	Beastmasters.
<i>Gust</i>	6 Seasons	
<i>High Druidia</i>	8 Seasons	Beastmasters.
<i>Howl</i>	8 Seasons	Beastmasters.
<i>Idyllic</i>	4 Seasons	Performers, Entertainers, occasionally Rogues.
<i>Indulgu</i>	2 Seasons	Rogues and Covert Operatives.
<i>Jargon</i>	2 Seasons	
<i>Knit</i>	6 Seasons	Shamans, Ritual Channelers, Occultists.
<i>Ling</i>	16 Seasons	Specialists of magical language.
<i>Low Astra</i>	6 Seasons	Rogues and Covert Operatives.
<i>Low Druidia</i>	4 Seasons	Druids, Alchemists.
<i>Mer</i>	8 Seasons	Beastmasters.
<i>Mesh</i>	10 Seasons	
<i>Muse</i>	3 Seasons	Shamans, Ritual Channelers, Occultists.
<i>Omni</i>	4 Seasons	Rogues.
<i>Orate</i>	3 Seasons	Religious Shamans, Ritual Channelers, Occultists.
<i>Perceptus</i>	2 Seasons	Casters, Illusionists, Shamans, Occultists.
<i>Prime</i>	4 Seasons	
<i>Raven Cant</i>	4 Seasons	Restricted to special applicants, generally in the Rogue class.
<i>Saga</i>	6 Seasons	
<i>Shados</i>	8 Seasons	Restricted to special applicants, generally Covert Operatives.
<i>Smokespeak</i>	8 Seasons	Restricted to special applicants, generally Covert Operatives.
<i>Straddle</i>	8 Seasons	Beastmasters.
<i>Terran</i>	4 Seasons	Alchemists.
<i>Thamos</i>	1 Season	
<i>Tset</i>	8 Seasons	Beastmasters.
<i>Wave Piercer</i>	8 Seasons	Beastmasters.