

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/she accomplishes certain tasks. Examples are listed in the table below:

BEHAVIOUR	XP
Finding a mistake in the class notes	50
Per point above a 60% score on a test	15
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

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.

LIFE

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

BEHAVIOUR	HP
Arriving late to class	-10
Disturbing the class	-5
Arguing with the Gamemaster	-10
Being negative, lacking motivation or slacking off in class	-15
Incomplete homework	-20
Per point below a 60% score on a test	-5

Players can only regain HP by using powers, but automatically gain 4 AP per day.

... 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
Detention
Copying a text
Stand in the corner silently for 10 minutes
Two extra questions on the next exam
1 day less to hand in the next assignment

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.



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 4% bonus on 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 5% bonus on 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 receives a random prize from the Gamemaster	
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 use the printer during class time.	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
 Poison - You eat poisoned food
 Training - You train extra hard to get strong
 Feeble - You forget to train and feel weak
 Empathy - A strange man helps the feeble

Everyone gains 5 HP
 Everyone loses 5 HP
 Everyone gains double XP today
 Everyone loses double HP today
 The player in each team with the least XP gains 150 XP