

CLASS CRAFT

Basic game rules

There are some basic rules you will need to know to play the game. We will review them in this section.

Health Points (HP)

Every player has HP. When players lose all of their HP, they will fall in battle and will then be subject to potentially negative consequences. They lose HP when they behave negatively in class. Below is a list of what some of those behaviors could be:

- Arriving late to class : -10HP
- Being negative or slacking off in class : -15HP
- Breaking school/classroom rules : -5HP

Experience Points (XP)

Players also have XP. XP enables them to level up in the game and unlock powers. To earn XP, they must behave in a positive way in class. Here's a list of some behaviors that can earn them XP:

- Finding a mistake in the class notes : +50XP
- Being positive and hard-working in class : +100XP
- Asking/answering a great question in class : +75XP
- Helping another student with his/her classwork : +125XP
- Working collaboratively with your teammates : +150XP

Action Points (AP)

In addition to HP and XP, players also have AP. AP enables them to use the powers they've earned. For example, if a Healer wants to use the "Heal 1" power, it will cost them 15 AP. When players don't have sufficient AP, they can't use any powers.

Regeneration of HP and AP

Normally, the only way to gain HP is by using powers. By default, all players automatically regain 4 AP per day (at midnight) even when there is no class. It's with these AP that they can then use powers to regenerate their own or their teammates' HP. By default, HP does not automatically regenerate, but if you want the game to be easier, you can make it so that it does.

Power Points (PP)

At the beginning of the game, every player starts at Level 1. To level up, players must earn 1,000

XP. Every time they do, they will earn a PP. It's with PP that they can buy powers. Powers can cost between 1 and 3 PP depending on how strong they are. See the chart in the "Characters" section to learn specifics.

Gold Pieces

Gold pieces are used to buy equipment that players can use to customize their character's appearance. There are three ways players can get gold pieces:

- They earn some every time they level up (Free and Premium),
- They can train their pets (Premium only),
- If the class is a Premium class, you can award them with gold pieces if they do well in class.

Powers

Powers are one of Classcraft's most important features. They represent the privileges that players earn as they progress in the game and are a big reason why students love to play the game. Some powers are cooperative, like the Healer's "Heal" power, which helps other team members. These powers automatically award 5 XP for every AP spent (by default). Other powers only benefit the individual player. For example, Healers can learn the "Prayer" power, which gives them access to their notes during a test.

Some individual powers have nothing to do with studies, but they're still fun, like the Mage's "Teleport" power. This gives the player two minutes to leave the classroom to pick up material, get a drink of water, and so forth.

You can customize the majority of these powers on a class-by-class basis.

Learning powers

When the game starts, players are beginners and must level up to earn PP so that they can unlock new powers. Once a power has been learned, they can use it for the rest of the game, given they have enough AP to do so.

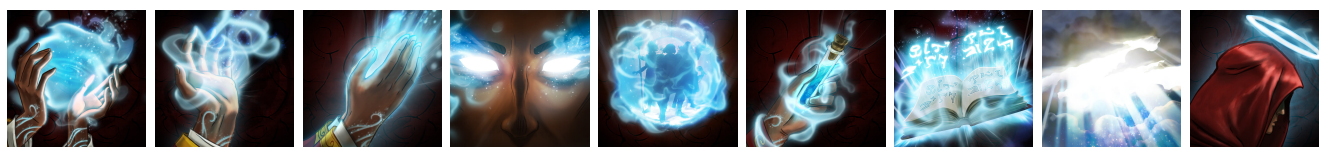
1 PP is earned every time a player gains enough XP to level up. Powers are organized according to a power tree. The power tree for each character class is divided into three tiers. The powers in the first tier cost 1 PP, and the powers in the second and third tiers cost 2 and 3 PP, respectively. Arrows also connect certain powers to others. These arrows indicate that students can only learn certain powers once they have learned the prerequisite powers first.

For example, in the Healer's power tree, players need to learn the "Heal 1" power before they can learn "Heal 2." Because an arrow connects the two, you will need 3 PP to learn "Heal 2." That's 1 PP for "Heal 1" and 2 PP for "Heal 2."

Characters

Before you begin playing Classcraft, your students will have to decide if they want to be Healers, Mages, or Warriors. Each has different maximum amount of HP and AP and different powers. Here's a breakdown of what sets these three character classes apart.

Healer



Max HP:50 | Max AP:35

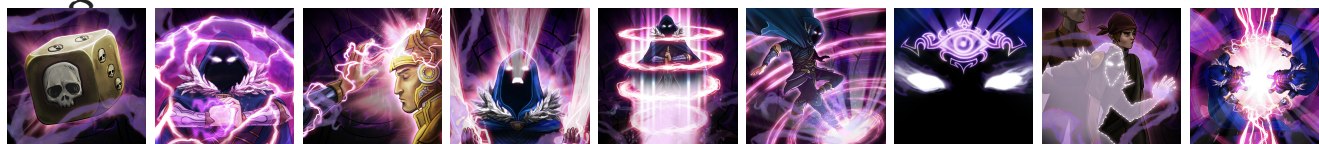
As the name suggests, the Healers perform healing functions in the game. When a team member takes damage, they can use different powers to restore HP to that player. They can also use these powers on themselves.

The Healer has a maximum of 50 HP and 35 AP, giving it an edge on strength and survival. This character class likes to help others, and team members will frequently call on them to use the "Heal" and "Revive" powers during the game. The "Revive" power is the Healer's most significant power since it can save other players from falling in battle, thereby preventing damage to the rest of their team.

Powers

Power	Tier	AP	Description	Requires
Heal 1	1	15	A teammate gains 10 HP.	
Sainthood	1	20	The healer gains a 3% bonus for participation.	
Ardent Faith	1	10	During an exam, the healer can ask the Gamemaster if his/her answer to a question is correct.	
Heal 2	2	20	A teammate gains 20 HP.	Heal 1
Favor of the Gods	2	30	The healer gains a 5% bonus for participation.	Sainthood
Revive	2	25	When a teammate (not including the healer) falls to 0 HP, he/she 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 team members, other than the healer, gain 15 HP.	Heal 2
Prayer	3	35	During an exam, the healer has access to his/her notes.	Revive Favor of the Gods

Mage



Max HP:30 | Max AP:50

Mages are the game's AP suppliers. Mages are the strongest class in terms of powers because they can acquire a maximum of 50 AP. They can also use powers like the "Fountain of Mana," which enables them to give AP to another team member, which in turn allows them to use their

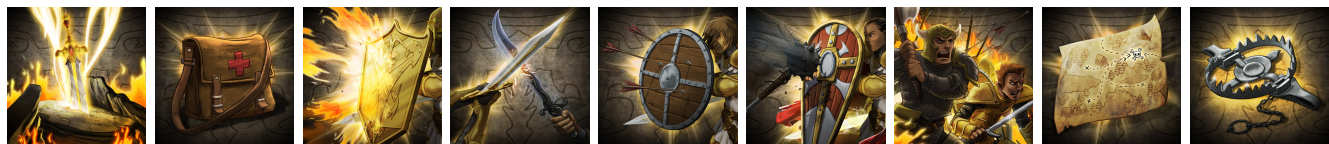
powers more frequently.

Mages are also more at risk of falling in battle since they can only acquire a maximum of 30 HP. The Mage class is recommended for students who are confident that they can survive on just 30 HP with the help of their teammates.

Powers

Power	Tier	AP	Description	Requires
Mana Transfer	1	35	All team members, except mages, gain 7 AP.	
Teleport	1	20	The mage can accept the sentence for one of his/her teammates.	
Invisibility	1	10	A teammate can unlearn a power and reuse the power points.	
Mana Shield	2	0	The mage can transfer damage to his/her AP, at the cost of 3 AP per HP prevented.	Mana Transfer
Cheat Death	2	15	A fallen teammate (other than the mage) can reroll the cursed die but must accept the new outcome.	Teleport
Time Warp	2	35	The mage gains an extra 3% bonus on an exam.	Teleport Invisibility
Fountain of Mana	3	40	A teammate, who isn't a mage, replenishes all of his/her AP.	Mana Shield
Clairvoyance	3	45	All of the team members can work together (silently) on an exam.	Cheat Death Mana Shield
Mage Circle	3	45	All team members gain an extra 5% bonus on an exam.	Time Warp

Warrior



Max HP:80 | Max AP:30

Warriors are the game's protectors. When a team member is about to lose HP, Warriors can use their powers to absorb the damage for the player while simultaneously neutralizing it so that the Warrior loses fewer HP. These powers can save a team member from falling in battle and spare the rest of the team from the damage caused by it.

If a student might be at risk of losing a lot of HP, the Warrior class is an ideal choice for them because Warriors can acquire a maximum of 80 HP and can even heal themselves using the "First Aid" power. However, because they can only acquire a maximum of 30 AP, Warriors don't have very strong powers and can't use them very often.

Powers

Power	Tier	AP	Description	Requires
Protect 1	1	10	The warrior can take up to 10 damage instead of his/her teammate, receiving only 80% of the initial damage.	
First Aid	1	10	The warrior gains 1 HP for each level they have, but always gains at least 5 HP.	
Hunting	1	10	The warrior can eat in class.	
Protect 2	2	15	The warrior can take up to 20 damage instead of his/her teammate, receiving only 65% of the initial damage.	Protect 1
Ambush	2	20	The warrior gains a 3% bonus on a homework assignment.	Protect 1 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/her teammate, receiving only 50% of the initial damage.	Protect 2
Frontal Assault	3	30	All team members gain a 5% bonus on a homework assignment.	Ambush
Secret Weapon	3	25	During an exam, the warrior can use a cheat sheet provided by the Gamemaster.	Ambush Counter Attack

Dealing with Damage and Falling in Battle

Dealing with damage

Taking damage is a normal part of the game. At some point, every student will take some, be it for arriving to class late or having a difficult time with an assignment. It's important for students to learn how to work together as a team to manage that damage. Here are some ways they can deal with it:

- Healers can use "Heal 1, 2, 3" and "Healing Circle." If a teammate loses all his/her HP, they can also use "Revive" to make sure the player doesn't fall in battle.
- Warriors can use "Protect 1, 2, 3" to help others and "First Aid" on themselves.
- Mages can use "Mana Shield" on themselves to avoid taking damage.

Falling in battle

When players lose all their HP, they fall in battle and must roll the cursed dice to come back into the game. The cursed dice contains six sentences that you can customize in the game rules. By default, these are:

- Your team loses all their AP. Another random team (that does not have this sentence) gains full AP.

- Assist the Gamemaster after school
- Learn and recite one of the school songs and yells
- Fix furniture
- Nothing!
- Copy a text

If players have the right power and choose to use it, they can save a teammate who has lost all HP. If no one saves that player, he/she must then roll the cursed dice and live with its outcome. Once this is done, the player is brought back into the game, but with only 1 HP. In addition, all their fellow team members lose 10 HP because a teammate fell in battle, and if one of them falls as a result of this penalty, the remaining team members lose another 10 HP!

This can create a cascading effect. That said, the same player can't fall twice as a result of the original incident, so it will stop eventually.