## Basic Attributes

Strength - (Blue)

Wit - (Yellow)

Bravery - (Red)

## Advanced Attributes

Discipline - Strength x Wit - (Green)

Heroism - Strength x Bravery - (Purple)

Leadership - Wit x Bravery - (Orange)

Magic - (White)

## Backgrounds

* Farmer - Strength
* Student - Wit
* Orphan - Bravery
* Soldier’s Child - Discipline
* Renegade - Heroism
* Governor’s Child - Leadership
* Wizard’s Apprentice - Magic
* Recluse - Special Scoring

## Disciplines

* Fighter - Strength
* Knight - Bravery
* Scholar - Wit
* Soldier - Discipline
* Paladin - Heroism
* Tactician - Leadership
* Wizard - Magic
* Alchemist - Special Scoring

## Main Activities

### Game 1

1. Arrive at School
   1. Roll to choose a background
2. First Day of Classes
   1. Roll to choose a discipline
3. First ranging
   1. Venture out to woods
4. Goblins attack
5. Raid of goblins layer
6. Danger - Goblin’s attack

### Cards

1. Attend first dance
2. Find stray cat on campus
3. Take tough magical test
4. Receive a letter from an admiring peer
5. Attend potion-making class
6. Learn warding spell
7. Attend a crazy party
8. Hear crazy gossip about other student
9. Meet goblin on campus selling clothes
10. Learn about school play
11. Have a crush on another student
12. Have a long essay due
13. Learn about a jousting tournament
14. Have strange nightmares
15. Attend concert
16. Visit local town
17. Meet gypsies who stop by
18. Argue with a teacher
19. Publish a newsletter
20. Join the school drama team
21. Duel with another student
22. Drink forbidden potions
23. Get sick to your stomach
24. Peruse a catalog for fancy swords
25. Flunk an alchemy exam
26. Learn a new spell
27. Break out with acne
28. Smoke a funky alchemical leaf
29. Eat an alchemical mushroom
30. Find a buried prophecy
31. Read a forbidden textbook
32. Study hard for an exam
33. Have a crush on a professor
34. Make an inappropriate joke in front of friends
35. Defend a struggling student
36. Stick up for goblins
37. Read the school newspaper
38. Meet creepy older student
39. Bash your head against a wall
40. Sleep in
41. Win a magical trivia contest
42. Dare your friend to do something wild
43. Join the talent show
44. Consider what it means to be magical
45. Write a particularly compelling essay
46. Take a nap
47. Take an enchanted room for a joy ride
48. Join the sports team
49. Be bullied
50. Obsess over classical art
51. Challenge a friend to a race
52. Share a secret with a friend
53. Hear a secret shared from a friend
54. Meet a centaur in the woods
55. Make a remark to a goblin
56. Join a worship group
57. Sneak some drinks onto campus
58. Join the varsity fighting team
59. Try a new food

## More Notes

Types of points

Resources - No Scoring

Equipment – 1 3 6 10 15 each loot level / lowest scores twice

Flat Rate – Studies, Unlock Other Cards

Relative – Athletics, 1,2,3,5 vs opponents on win, -1 on loss