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## Katmeers Concordance

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### Dramatis Personae:

#### House Faron

**Dirk Aveil:** A close friend of Drew's back in school, Dirk was always at the heart of all of Drew's plans to thwart Thevardra. After graduation he entered the Ministry of Magic, and has risen all the way up to being the current Minister. Dirk was married to Ariadne Croft, but they have since divorced.

**Morgiana Aveil:** Dirk's twin sister Morgiana was one of the two students that the school rallied around the final year at Katmeers, while Drew, Dirk, and Ariadne were out searching for the Paragons. She was clever and resourceful; there were a lot of rumors that she was also somewhat mischievous and an accomplished thief. Morgiana was dating Drew for a few years before the end, and there were even rumors that they had been engaged. She has been rather reclusive since the final battle.

**Lionel Manycattle:** The other student who rallied the student body during the last terrible year, Lionel was a dauntless and charismatic leader, which came as a bit of a surprise as he was gawky and foolish when he first arrived at Katmeers as a child. Lionel became an Auror after graduation, and is personally responsible for sending many Dark Wizards to Lon-Lon, including many of your corrupted classmates from House Eldin.

#### House Lanayru

**Ariadne Croft:** Another very close friend of Drew's back in school, Ariadne was the level-headed, knowledgeable one, the one who came up with all the workable plans and did all the research. Ariadne became an Auror after graduation, but tends to work less high-profile cases than Lionel. Ariadne was married to Dirk, but they have since divorced; shortly thereafter she married the Muggle Beedle Wimsey in a secret ceremony - a scandal that rocked the wizarding world when it was discovered! The couple has been very private ever since.

**Iris Elmsley:** Iris was always rather eccentric, constantly fascinated by odd things like Muggles and chasing after figments of legends that might or might not exist. Although not always 100% reliable, her vast collection of superstitions and trivia turned out to contain many vital clues that led to the defeat of the Endless Queen. In recent years, she has emerged as a vocal advocate of Muggle rights.

**Quinn Trillian:** Even as a student at Katmeers, everyone would have described Quinn as warm and wise. He got along with everyone, even the Eldin crowd who tended to stick to themselves. Quinn had a particular aptitude for seeing hidden things and was blessed with the ability to see ghosts, who were invaluable spies in the fight against Thevardra. He continues to study ghosts to this day.

#### House Eldin

**Thuban Batreaux:** The scion of one of the most prominent wizarding families, Batreaux was the ringleader of the House Eldin crowd, perhaps to the chagrin of Marlin. He and his two cronies, Cawlin and Strich, had a bitter, seven-year rivalry with Drew, Dirk, and Ariadne, which ranged from snide remarks to occasional outbreaks of minor violence, including a duel between Batreaux and Drew that nearly left the former dead. Batreaux's parents were both Endless and it was rumored that he was too. He fled the wizarding world after the Battle of Katmeers and has only recently resurfaced.

**Marlin Murchison:** The other major social force within House Eldin was Marlin, who was the son of Salman Murchison, the Minister of Magic during the Dark Times. Murchison parents colluded with Thevardra, and in the investigation following the defeat of the Endless he, too, was convicted of being part of the conspiracy. He was let out of Lon-Lon a few years later, and embarked upon a career in the Ministry, but an aura of suspicion still clings to him. He is now Minister Aveil's press secretary.

**Stanley Strich:** Batreaux's only surviving henchman - Cawlin died at the Battle of Katmeers when the balcony she was standing on shattered. Strich was loyal and brave but not terribly bright, and has not particularly distinguished himself after graduation.

## Additional attendees

**Beedle Wimsey:** Ariadne's Muggle husband, whom she married in a secret ceremony that was the talk of the wizarding world. The couple has avoided public attention ever since.

**La'ki:** A fairy, companion to Lionel, whom he met in his many journeys post-graduation.

## Glossary:

### The Paragons:

The Paragons are three sacred artifacts of great power, each representing one of the Three Goddesses who created the world (Farore, Din, and Nayru). When united, they grant the one who united them a single, world-altering wish. They were crucial to Thevardra's plans; she was only stopped because she was unable to unite them before Drew killed her. The current whereabouts of the Paragons are unknown; they vanished in a flash of light during the final battle against Thevardra and have not been seen since. The Paragons also each correspond to one of the Virtues - Wisdom, Power, and Courage - and they tend to seek out Wielders who embody their principle. During the Dark Times, they were wielded by Headmaster Gaebora, Lady Thevardra, and Drew, respectively.

### Lady Thevardra Lefours, the Dark Lady, the Endless Queen:

A Dark wizard of the worst kind, Lady Thevardra was the terror of the wizarding world for most of your pre-adult lives. She sought immortality and omnipotence, to rule over the entire world and purify it of all those who were unworthy, which included all of the Muggles and all of you who were not members of the old wizarding families, or not good at magic, or otherwise defective in any way. She was defeated shortly before you began your time at Katmeers by Drew, but her followers resurrected her. She nearly succeeded in carrying out her plans before she was again finally defeated in single combat by Drew, at the cost of his own life. Thevardra was the wielder of the Paragon of Power.

### Beedle Wimsey:

A young and powerful wizard, and one of your classmates, who courageously battled and defeated Endless Thevardra twice, ultimately sacrificing his own life in order to finally thwart her plans and save the wizarding world from her dark designs. Drew was the wielder of the Paragon of Courage.

### **Headmaster Gaebora:**

Old and wise, the beloved Headmaster of Katmeers was considered one of the very greatest wizards of this age. Nonetheless, he was approachable by any of the students, and had a bit of advice, a cryptic hint, and a wry quip for any student who needed it. He was murdered at the end of your sixth year; rumor has it that Thuban Batreaux was the perpetrator but it was never proven. Headmaster Gaebora was the Wielder of the Paragon of Wisdom.

### **The Endless:**

One of Thevardra's titles, and also the colloquial name for her followers, who sought immortality at Thevardra's hands. The Endless were a collection of the most vicious and depraved Dark wizards of the age, but those who were not hunted down and slain are now safely locked in Lon-Lon Prison and will remain there for the rest of their lives.

### **Lon-Lon Prison:**

The most secure wizarding prison in the world, situated in the middle of a raging river. It is said that the strange entities who guard Lon-Lon come from the Shadow Realm; they feed on despair and their touch destroys the ability to feel joy. It is certain that most who are sent up the river quickly spiral into madness.

### **The Houses of Katmeers:**

The students at Katmeers are organized into three houses, one for each of the virtues. House Faron is associated with Courage; its colors are green and gold. House Lanayru is associated with Wisdom; its colors are blue and silver. And House Eldin is associated with Power; its colors are red and black.

### **The Battle of Katmeers:**

The climactic final battle against Thevardra's Endless was fought in the Great Hall of Katmeers itself. Almost all of you fought in the battle, holding back the Endless while Drew dueled Thevardra in the middle of the room. The two of them pulled titanic amounts of magic into themselves as they fought; at the moment they died, all of the energy was unleashed in a cataclysmic arcane backlash that swept over the battlefield. Many of your classmates were slain by the unleashed energy; many more went insane.

### **Muggles:**

People who have no ability to cast magic and are thus not part of the wizarding world. They are generally oblivious to the existence of magic, a fact which is reinforced by the Veil.

### **The Veil:**

A complex arrangement of powerful spells that shield the world of magic from the world of the Muggles, mostly by means of illusions and invisible physical barriers, as well as a few charms of forgetting for insurance. A very few rare Muggles are able to ignore the Veil, due to close association with a wizard, e.g. the unmagical parents of a wizard child, the unmagical child of wizard parents, or most rare of all, a wizard's Muggle spouse. The Veil exists due to the general Muggle fear and distrust of the

supernatural; before its institution many centuries ago, there were many unpleasant incidents involving pitchfork waving mobs and bonfires, which no one wants to see repeated.

### **The Ministry of Magic:**

The governing body of the wizarding world, charged with regulating magic and protecting the citizenry from Dark Wizards and other arcane horrors. The guardianship of the Veil is also their sacred charge. The Ministry is presided over by the Minister of Magic, who is elected every ten years by a council of sages; the Minister's powers are roughly on par with that of the Mayor of San Francisco. The current Minister is your classmate, Dirk.

### **The Aurors:**

Something of a police force for the wizarding world, the Aurors are tasked with hunting down and stopping Dark Wizards (warlocks, necromancers, specialists in poisons or mind control - you get the idea) wherever they lurk.

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## The Katmeers System

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### 1 Combat System:

A Reunion at Katmeers will be run on the Priority System, which was devised by Mark Berghausen and Victor Cepeda.

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Name: The name of the ability being used.

Description: What the attack looks like, included for role-playing flavor.

Effect: The system effect of this ability (how much damage it deals, etc). Text will be in bold

Example: P3 Jab: Fling a quick punch at your opponent. **Deal 1 Damage to a single target.**

#### The Combat Round

First, all players involved in combat select the ability they will use that round, as well as the target(s) for their action. The attacks resolve in order of smallest priority to largest. If an attack hits you before your attack resolves, your attack is interrupted (doesn't happen this round). Attacks with the same priority happen simultaneously. Combat continues in this fashion until all players on one side are wounded.

#### Improvised Weapons

In addition to their other abilities, all characters have the ability to wield found objects (chairs, bottles, grimoires, etc.) as weapons, using the following attack:

P7 Brawl: A nonmagical weapon attack.

You pick up the closest object and give your opponent a hearty smack with it. Does 2 damage. May have other effects as well. Please pick up the object OOC so it is clear what is being used; please to do not actually wield it weapons-wise.

#### Fleeing

All characters have the following:

P5 Flee: Run away from combat. You are removed from combat.

You can only successfully flee combat if no one hits you with an attack of priority 4 or lower.

#### Wounds

Each character is assigned a # of HP between 7 and 13. If your HP are ever reduced to 0, you are Wounded. Being Wounded means you fall to the floor, incapacitated and are removed from combat. You remain in this state for a minute after the combat

that Wounded you ends. Each time you are Wounded, reduce your maximum HP by 2.

After one minute, you wake up and regain HP equal to half your new total, rounded down.

## Death

Any player may attempt to kill a Wounded player. To do this.

1. There must be no combat.
2. You must count to “10” slowly, using the phrase “Killing Blow #”. ie: “Killing Blow 1”, “Killing Blow 2”... “Killing blow 10.” At any time during this count, another player may stop you by saying “I stop you.”
3. If no one stops you before you reach ten, then your victim is dead and becomes a ghost. (They should report to the GM.) Their body will vanish after five minutes. It’s a wizard thing.

## 2 Other

### Ghosts

By default, ghosts are invisible and incorporeal, and can only interact with other ghosts. Characters who are ghosts will carry a lantern with them for quick visual reference. (Or some sort of facsimile of a lantern.) It is easy to tell ghosts apart, but not necessarily obvious who they were when they were alive.

### Cantrips

All of you wizard and fairy characters, you can cast minor cosmetic magical effects (phantom music, small and obvious illusions, other flavor-rich and not game-affecting things) at will.

Similarly, if you want to have random useless magical (or mundane!) items that I have not included on your list, feel free to make it up and reference it.

### Healing

All Katmeers students are trained in the healing arts. Unless otherwise noted, you may heal any player (including yourself and Wounded players) up to their new maximum HP after five minutes of spellcasting. Both the caster and the damaged player may engage in dialogue while this is going on, but neither party may move about or take any other actions.

Only wizards are capable of working healing magic, unless otherwise noted on your character sheet. Everyone else will need to seek out a wizard to do their healing for them.

If you finish a combat having taken damage but not being Wounded (e.g. 5/10 HP remaining), you will continue to have that damage until you get healing. If you have been Wounded so many times that your maximum HP is 0, then you die and become a ghost.

### **3 Miscellaneous**

There are some abilities that affect priority; no ability's priority can be made lower than P1.

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## **Fairies**

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These playful sprites are normally found in hidden fountains, where they often offer aid to adventurers who wander by. Adventurers sometimes catch them in bottles, which legend holds forms an unofficial contract - if the adventurer is in need of healing, they will release the fairy, and the grateful sprite will heal them before departing for their fountain. You are aware that the bottle is a superfluous prison; the fairy may choose to heal the adventurer any time she is free, and it is the act of healing that pulls her back to the fountain. Fae magic is strange and illogical like that.



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## **The Paragons**

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The Paragons are three relics of immeasurable power, representing Power, Wisdom, and Courage, respectively. They normally lie in a hidden temple, waiting for someone who holds all three virtues in balance to recover them. If such a person finds them, and unites them at the stroke of midnight, that person is granted the thing they wish for the most. The Paragons then split, vanish and move to a new sanctum. If a person who does not hold all three virtues in balance finds them, they split instead, with the wish ungranted. The finder would be left with the Paragon that most aligned with them, while the other two fragments would find new, suitable Wielders. Once the Paragons have split in this way, the wish will be granted to the first person who is able to gain possession of all three shards and unite them at midnight.



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## Additional attendees

**Beedle Wimsey:** Ariadne's Muggle husband, whom she married in a secret ceremony that was the talk of the wizarding world. The couple has avoided public attention ever since.

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The Paragons are three sacred artifacts of great power, each representing one of the Three Goddesses who created the world (Farore, Din, and Nayru). When united, they grant the one who united them a single, world-altering wish. They were crucial to Thevardra's plans; she was only stopped because she was unable to unite them before Drew killed her. The current whereabouts of the Paragons are unknown; they vanished in a flash of light during the final battle against Thevardra and have not been seen since. The Paragons also each correspond to one of the Virtues - Wisdom, Power, and Courage - and they tend to seek out Wielders who embody their principle. During the Dark Times, they were wielded by Headmaster Gaebora, Lady Thevardra, and Drew, respectively.

### Lady Thevardra Lefours, the Dark Lady, the Endless Queen:

A Dark wizard of the worst kind, Lady Thevardra was the terror of the wizarding world for most of your pre-adult lives. She sought immortality and omnipotence, to rule over the entire world and purify it of all those who were unworthy, which included all of the Muggles and all of you who were not members of the old wizarding families, or not good at magic, or otherwise defective in any way. She was defeated shortly before you began your time at Katmeers by Drew, but her followers resurrected her. She nearly succeeded in carrying out her plans before she was again finally defeated in single combat by Drew, at the cost of his own life. Thevardra was the wielder of the Paragon of Power.

### Beedle Wimsey:

A young and powerful wizard, and one of your classmates, who courageously battled and defeated Endless Thevardra twice, ultimately sacrificing his own life in order to finally thwart her plans and save the wizarding world from her dark designs. Drew was the wielder of the Paragon of Courage.

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Old and wise, the beloved Headmaster of Katmeers was considered one of the very greatest wizards of this age. Nonetheless, he was approachable by any of the students, and had a bit of advice, a cryptic hint, and a wry quip for any student who needed it. He was murdered at the end of your sixth year; rumor has it that Thuban Batreaux was the perpetrator but it was never proven. Headmaster Gaebora was the Wielder of the Paragon of Wisdom.

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The most secure wizarding prison in the world, situated in the middle of a raging river. It is said that the strange entities who guard Lon-Lon come from the Shadow Realm; they feed on despair and their touch destroys the ability to feel joy. It is certain that most who are sent up the river quickly spiral into madness.

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People who have no ability to cast magic and are thus not part of the wizarding world. They are generally oblivious to the existence of magic, a fact which is reinforced by the Veil.

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A complex arrangement of powerful spells that shield the world of magic from the world of the Muggles, mostly by means of illusions and invisible physical barriers, as well as a few charms of forgetting for insurance. A very few rare Muggles are able to ignore the Veil, due to close association with a wizard, e.g. the unmagical parents of a wizard child, the unmagical child of wizard parents, or most rare of all, a wizard's Muggle spouse. The Veil exists due to the general Muggle fear and distrust of the

supernatural; before its institution many centuries ago, there were many unpleasant incidents involving pitchfork waving mobs and bonfires, which no one wants to see repeated.

### **The Ministry of Magic:**

The governing body of the wizarding world, charged with regulating magic and protecting the citizenry from Dark Wizards and other arcane horrors. The guardianship of the Veil is also their sacred charge. The Ministry is presided over by the Minister of Magic, who is elected every ten years by a council of sages; the Minister's powers are roughly on par with that of the Mayor of San Francisco. The current Minister is your classmate, Dirk.

### **The Aurors:**

Something of a police force for the wizarding world, the Aurors are tasked with hunting down and stopping Dark Wizards (warlocks, necromancers, specialists in poisons or mind control - you get the idea) wherever they lurk.



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## The Katmeers System

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# 1 Combat System:

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Name: The name of the ability being used.

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Example: P3 Jab: Fling a quick punch at your opponent. **Deal 1 Damage to a single target.**

## The Combat Round

First, all players involved in combat select the ability they will use that round, as well as the target(s) for their action. The attacks resolve in order of smallest priority to largest. If an attack hits you before your attack resolves, your attack is interrupted (doesn't happen this round). Attacks with the same priority happen simultaneously. Combat continues in this fashion until all players on one side are wounded.

## Improvised Weapons

In addition to their other abilities, all characters have the ability to wield found objects (chairs, bottles, grimoires, etc.) as weapons, using the following attack:

P7 Brawl: A nonmagical weapon attack.

You pick up the closest object and give your opponent a hearty smack with it. Does 2 damage. May have other effects as well. Please pick up the object OOC so it is clear what is being used; please do not actually wield it weapons-wise.

## Fleeing

All characters have the following:

P5 Flee: Run away from combat. You are removed from combat.

You can only successfully flee combat if no one hits you with an attack of priority 4 or lower.

## Wounds

Each character is assigned a # of HP between 7 and 13. If your HP are ever reduced to 0, you are Wounded. Being Wounded means you fall to the floor, incapacitated and are removed from combat. You remain in this state for a minute after the combat

that Wounded you ends. Each time you are Wounded, reduce your maximum HP by 2.

After one minute, you wake up and regain HP equal to half your new total, rounded down.

## Death

Any player may attempt to kill a Wounded player. To do this.

1. There must be no combat.
2. You must count to “10” slowly, using the phrase “Killing Blow #”. ie: “Killing Blow 1”, “Killing Blow 2”... “Killing blow 10.” At any time during this count, another player may stop you by saying “I stop you.”
3. If no one stops you before you reach ten, then your victim is dead and becomes a ghost. (They should report to the GM.) Their body will vanish after five minutes. It’s a wizard thing.

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### Ghosts

By default, ghosts are invisible and incorporeal, and can only interact with other ghosts. Characters who are ghosts will carry a lantern with them for quick visual reference. (Or some sort of facsimile of a lantern.) It is easy to tell ghosts apart, but not necessarily obvious who they were when they were alive.

### Cantrips

All of you wizard and fairy characters, you can cast minor cosmetic magical effects (phantom music, small and obvious illusions, other flavor-rich and not game-affecting things) at will.

Similarly, if you want to have random useless magical (or mundane!) items that I have not included on your list, feel free to make it up and reference it.

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All Katmeers students are trained in the healing arts. Unless otherwise noted, you may heal any player (including yourself and Wounded players) up to their new maximum HP after five minutes of spellcasting. Both the caster and the damaged player may engage in dialogue while this is going on, but neither party may move about or take any other actions.

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If you finish a combat having taken damage but not being Wounded (e.g. 5/10 HP remaining), you will continue to have that damage until you get healing. If you have been Wounded so many times that your maximum HP is 0, then you die and become a ghost.

### **3 Miscellaneous**

There are some abilities that affect priority; no ability's priority can be made lower than P1.

Some abilities are labeled "Dark." Dark Magic is extremely obvious; you will not be able to conceal from any observers that you just cast a Dark spell, and in fact must announce OOC that you have used Dark Magic.



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## **The Paragons**

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The Paragons are three relics of immeasurable power, representing Power, Wisdom, and Courage, respectively. They normally lie in a hidden temple, waiting for someone who holds all three virtues in balance to recover them. If such a person finds them, and unites them at the stroke of midnight, that person is granted the thing they wish for the most. The Paragons then split, vanish and move to a new sanctum. If a person who does not hold all three virtues in balance finds them, they split instead, with the wish ungranted. The finder would be left with the Paragon that most aligned with them, while the other two fragments would find new, suitable Wielders. Once the Paragons have split in this way, the wish will be granted to the first person who is able to gain possession of all three shards and unite them at midnight.





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A Dark wizard of the worst kind, Lady Thevardra was the terror of the wizarding world for most of your pre-adult lives. She sought immortality and omnipotence, to rule over the entire world and purify it of all those who were unworthy, which included all of the Muggles and all of you who were not members of the old wizarding families, or not good at magic, or otherwise defective in any way. She was defeated shortly before you began your time at Katmeers by Drew, but her followers resurrected her. She nearly succeeded in carrying out her plans before she was again finally defeated in single combat by Drew, at the cost of his own life. Thevardra was the wielder of the Paragon of Power.

### Beedle Wimsey:

A young and powerful wizard, and one of your classmates, who courageously battled and defeated Endless Thevardra twice, ultimately sacrificing his own life in order to finally thwart her plans and save the wizarding world from her dark designs. Drew was the wielder of the Paragon of Courage.

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The most secure wizarding prison in the world, situated in the middle of a raging river. It is said that the strange entities who guard Lon-Lon come from the Shadow Realm; they feed on despair and their touch destroys the ability to feel joy. It is certain that most who are sent up the river quickly spiral into madness.

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The students at Katmeers are organized into three houses, one for each of the virtues. House Faron is associated with Courage; its colors are green and gold. House Lanayru is associated with Wisdom; its colors are blue and silver. And House Eldin is associated with Power; its colors are red and black.

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People who have no ability to cast magic and are thus not part of the wizarding world. They are generally oblivious to the existence of magic, a fact which is reinforced by the Veil.

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A complex arrangement of powerful spells that shield the world of magic from the world of the Muggles, mostly by means of illusions and invisible physical barriers, as well as a few charms of forgetting for insurance. A very few rare Muggles are able to ignore the Veil, due to close association with a wizard, e.g. the unmagical parents of a wizard child, the unmagical child of wizard parents, or most rare of all, a wizard's Muggle spouse. The Veil exists due to the general Muggle fear and distrust of the

supernatural; before its institution many centuries ago, there were many unpleasant incidents involving pitchfork waving mobs and bonfires, which no one wants to see repeated.

### **The Ministry of Magic:**

The governing body of the wizarding world, charged with regulating magic and protecting the citizenry from Dark Wizards and other arcane horrors. The guardianship of the Veil is also their sacred charge. The Ministry is presided over by the Minister of Magic, who is elected every ten years by a council of sages; the Minister's powers are roughly on par with that of the Mayor of San Francisco. The current Minister is your classmate, Dirk.

### **The Aurors:**

Something of a police force for the wizarding world, the Aurors are tasked with hunting down and stopping Dark Wizards (warlocks, necromancers, specialists in poisons or mind control - you get the idea) wherever they lurk.

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## The Katmeers System

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Name: The name of the ability being used.

Description: What the attack looks like, included for role-playing flavor.

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Example: P3 Jab: Fling a quick punch at your opponent. **Deal 1 Damage to a single target.**

#### The Combat Round

First, all players involved in combat select the ability they will use that round, as well as the target(s) for their action. The attacks resolve in order of smallest priority to largest. If an attack hits you before your attack resolves, your attack is interrupted (doesn't happen this round). Attacks with the same priority happen simultaneously. Combat continues in this fashion until all players on one side are wounded.

#### Improvised Weapons

In addition to their other abilities, all characters have the ability to wield found objects (chairs, bottles, grimoires, etc.) as weapons, using the following attack:

P7 Brawl: A nonmagical weapon attack.

You pick up the closest object and give your opponent a hearty smack with it. Does 2 damage. May have other effects as well. Please pick up the object OOC so it is clear what is being used; please to do not actually wield it weapons-wise.

#### Fleeing

All characters have the following:

P5 Flee: Run away from combat. You are removed from combat.

You can only successfully flee combat if no one hits you with an attack of priority 4 or lower.

#### Wounds

Each character is assigned a # of HP between 7 and 13. If your HP are ever reduced to 0, you are Wounded. Being Wounded means you fall to the floor, incapacitated and are removed from combat. You remain in this state for a minute after the combat

that Wounded you ends. Each time you are Wounded, reduce your maximum HP by 2.

After one minute, you wake up and regain HP equal to half your new total, rounded down.

## Death

Any player may attempt to kill a Wounded player. To do this.

1. There must be no combat.
2. You must count to “10” slowly, using the phrase “Killing Blow #”. ie: “Killing Blow 1”, “Killing Blow 2”... “Killing blow 10.” At any time during this count, another player may stop you by saying “I stop you.”
3. If no one stops you before you reach ten, then your victim is dead and becomes a ghost. (They should report to the GM.) Their body will vanish after five minutes. It’s a wizard thing.

## 2 Other

### Ghosts

By default, ghosts are invisible and incorporeal, and can only interact with other ghosts. Characters who are ghosts will carry a lantern with them for quick visual reference. (Or some sort of facsimile of a lantern.) It is easy to tell ghosts apart, but not necessarily obvious who they were when they were alive.

### Cantrips

All of you wizard and fairy characters, you can cast minor cosmetic magical effects (phantom music, small and obvious illusions, other flavor-rich and not game-affecting things) at will.

Similarly, if you want to have random useless magical (or mundane!) items that I have not included on your list, feel free to make it up and reference it.

### Healing

All Katmeers students are trained in the healing arts. Unless otherwise noted, you may heal any player (including yourself and Wounded players) up to their new maximum HP after five minutes of spellcasting. Both the caster and the damaged player may engage in dialogue while this is going on, but neither party may move about or take any other actions.

Only wizards are capable of working healing magic, unless otherwise noted on your character sheet. Everyone else will need to seek out a wizard to do their healing for them.

If you finish a combat having taken damage but not being Wounded (e.g. 5/10 HP remaining), you will continue to have that damage until you get healing. If you have been Wounded so many times that your maximum HP is 0, then you die and become a ghost.



### **3 Miscellaneous**

There are some abilities that affect priority; no ability's priority can be made lower than P1.

Some abilities are labeled "Dark." Dark Magic is extremely obvious; you will not be able to conceal from any observers that you just cast a Dark spell, and in fact must announce OOC that you have used Dark Magic.



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## **Fairies**

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These playful sprites are normally found in hidden fountains, where they often offer aid to adventurers who wander by. Adventurers sometimes catch them in bottles, which legend holds forms an unofficial contract - if the adventurer is in need of healing, they will release the fairy, and the grateful sprite will heal them before departing for their fountain. You are aware that the bottle is a superfluous prison; the fairy may choose to heal the adventurer any time she is free, and it is the act of healing that pulls her back to the fountain. Fae magic is strange and illogical like that.



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## Katmeers Concordance

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### Dramatis Personae:

#### House Faron

**Dirk Aveil:** A close friend of Drew's back in school, Dirk was always at the heart of all of Drew's plans to thwart Thevardra. After graduation he entered the Ministry of Magic, and has risen all the way up to being the current Minister. Dirk was married to Ariadne Croft, but they have since divorced.

**Morgiana Aveil:** Dirk's twin sister Morgiana was one of the two students that the school rallied around the final year at Katmeers, while Drew, Dirk, and Ariadne were out searching for the Paragons. She was clever and resourceful; there were a lot of rumors that she was also somewhat mischievous and an accomplished thief. Morgiana was dating Drew for a few years before the end, and there were even rumors that they had been engaged. She has been rather reclusive since the final battle.

**Lionel Manycattle:** The other student who rallied the student body during the last terrible year, Lionel was a dauntless and charismatic leader, which came as a bit of a surprise as he was gawky and foolish when he first arrived at Katmeers as a child. Lionel became an Auror after graduation, and is personally responsible for sending many Dark Wizards to Lon-Lon, including many of your corrupted classmates from House Eldin.

#### House Lanayru

**Ariadne Croft:** Another very close friend of Drew's back in school, Ariadne was the level-headed, knowledgeable one, the one who came up with all the workable plans and did all the research. Ariadne became an Auror after graduation, but tends to work less high-profile cases than Lionel. Ariadne was married to Dirk, but they have since divorced; shortly thereafter she married the Muggle Beedle Wimsey in a secret ceremony - a scandal that rocked the wizarding world when it was discovered! The couple has been very private ever since.

**Iris Elmsley:** Iris was always rather eccentric, constantly fascinated by odd things like Muggles and chasing after figments of legends that might or might not exist. Although not always 100% reliable, her vast collection of superstitions and trivia turned out to contain many vital clues that led to the defeat of the Endless Queen. In recent years, she has emerged as a vocal advocate of Muggle rights.

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**Marlin Murchison:** The other major social force within House Eldin was Marlin, who was the son of Salman Murchison, the Minister of Magic during the Dark Times. Murchison parents colluded with Thevardra, and in the investigation following the defeat of the Endless he, too, was convicted of being part of the conspiracy. He was let out of Lon-Lon a few years later, and embarked upon a career in the Ministry, but an aura of suspicion still clings to him. He is now Minister Aveil's press secretary.

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## **Additional attendees**

**Beedle Wimsey:** Ariadne's Muggle husband, whom she married in a secret ceremony that was the talk of the wizarding world. The couple has avoided public attention ever since.

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A Dark wizard of the worst kind, Lady Thevardra was the terror of the wizarding world for most of your pre-adult lives. She sought immortality and omnipotence, to rule over the entire world and purify it of all those who were unworthy, which included all of the Muggles and all of you who were not members of the old wizarding families, or not good at magic, or otherwise defective in any way. She was defeated shortly before you began your time at Katmeers by Drew, but her followers resurrected her. She nearly succeeded in carrying out her plans before she was again finally defeated in single combat by Drew, at the cost of his own life. Thevardra was the wielder of the Paragon of Power.

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After one minute, you wake up and regain HP equal to half your new total, rounded down.

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Any player may attempt to kill a Wounded player. To do this.

1. There must be no combat.
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The Paragons are three relics of immeasurable power, representing Power, Wisdom, and Courage, respectively. They normally lie in a hidden temple, waiting for someone who holds all three virtues in balance to recover them. If such a person finds them, and unites them at the stroke of midnight, that person is granted the thing they wish for the most. The Paragons then split, vanish and move to a new sanctum. If a person who does not hold all three virtues in balance finds them, they split instead, with the wish ungranted. The finder would be left with the Paragon that most aligned with them, while the other two fragments would find new, suitable Wielders. Once the Paragons have split in this way, the wish will be granted to the first person who is able to gain possession of all three shards and unite them at midnight.





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The souls of the dead usually wind up in the Shadow Realm, but rage, hatred, or another strong emotion keeps a few of them chained to the physical world. As the passion dissipates over time, the ghost may likewise fade, and eventually move to the Shadow Realm where they belong. Ghosts carry lanterns which contain their tormented souls. They are immune to all damage; however, a person wielding an empty bottle can trap them inside it.



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A Dark wizard of the worst kind, Lady Thevardra was the terror of the wizarding world for most of your pre-adult lives. She sought immortality and omnipotence, to rule over the entire world and purify it of all those who were unworthy, which included all of the Muggles and all of you who were not members of the old wizarding families, or not good at magic, or otherwise defective in any way. She was defeated shortly before you began your time at Katmeers by Drew, but her followers resurrected her. She nearly succeeded in carrying out her plans before she was again finally defeated in single combat by Drew, at the cost of his own life. Thevardra was the wielder of the Paragon of Power.

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The governing body of the wizarding world, charged with regulating magic and protecting the citizenry from Dark Wizards and other arcane horrors. The guardianship of the Veil is also their sacred charge. The Ministry is presided over by the Minister of Magic, who is elected every ten years by a council of sages; the Minister's powers are roughly on par with that of the Mayor of San Francisco. The current Minister is your classmate, Dirk.

### **The Aurors:**

Something of a police force for the wizarding world, the Aurors are tasked with hunting down and stopping Dark Wizards (warlocks, necromancers, specialists in poisons or mind control - you get the idea) wherever they lurk.



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In addition to their other abilities, all characters have the ability to wield found objects (chairs, bottles, grimoires, etc.) as weapons, using the following attack:

P7 Brawl: A nonmagical weapon attack.

You pick up the closest object and give your opponent a hearty smack with it. Does 2 damage. May have other effects as well. Please pick up the object OOC so it is clear what is being used; please to do not actually wield it weapons-wise.

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All characters have the following:

P5 Flee: Run away from combat. You are removed from combat.

You can only successfully flee combat if no one hits you with an attack of priority 4 or lower.

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Each character is assigned a # of HP between 7 and 13. If your HP are ever reduced to 0, you are Wounded. Being Wounded means you fall to the floor, incapacitated and are removed from combat. You remain in this state for a minute after the combat

that Wounded you ends. Each time you are Wounded, reduce your maximum HP by 2.

After one minute, you wake up and regain HP equal to half your new total, rounded down.

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Any player may attempt to kill a Wounded player. To do this.

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The Paragons are three sacred artifacts of great power, each representing one of the Three Goddesses who created the world (Farore, Din, and Nayru). When united, they grant the one who united them a single, world-altering wish. They were crucial to Thevardra's plans; she was only stopped because she was unable to unite them before Drew killed her. The current whereabouts of the Paragons are unknown; they vanished in a flash of light during the final battle against Thevardra and have not been seen since. The Paragons also each correspond to one of the Virtues - Wisdom, Power, and Courage - and they tend to seek out Wielders who embody their principle. During the Dark Times, they were wielded by Headmaster Gaebora, Lady Thevardra, and Drew, respectively.

### Lady Thevardra Lefours, the Dark Lady, the Endless Queen:

A Dark wizard of the worst kind, Lady Thevardra was the terror of the wizarding world for most of your pre-adult lives. She sought immortality and omnipotence, to rule over the entire world and purify it of all those who were unworthy, which included all of the Muggles and all of you who were not members of the old wizarding families, or not good at magic, or otherwise defective in any way. She was defeated shortly before you began your time at Katmeers by Drew, but her followers resurrected her. She nearly succeeded in carrying out her plans before she was again finally defeated in single combat by Drew, at the cost of his own life. Thevardra was the wielder of the Paragon of Power.

### Beedle Wimsey:

A young and powerful wizard, and one of your classmates, who courageously battled and defeated Endless Thevardra twice, ultimately sacrificing his own life in order to finally thwart her plans and save the wizarding world from her dark designs. Drew was the wielder of the Paragon of Courage.

### **Headmaster Gaebora:**

Old and wise, the beloved Headmaster of Katmeers was considered one of the very greatest wizards of this age. Nonetheless, he was approachable by any of the students, and had a bit of advice, a cryptic hint, and a wry quip for any student who needed it. He was murdered at the end of your sixth year; rumor has it that Thuban Batreaux was the perpetrator but it was never proven. Headmaster Gaebora was the Wielder of the Paragon of Wisdom.

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One of Thevardra's titles, and also the colloquial name for her followers, who sought immortality at Thevardra's hands. The Endless were a collection of the most vicious and depraved Dark wizards of the age, but those who were not hunted down and slain are now safely locked in Lon-Lon Prison and will remain there for the rest of their lives.

### **Lon-Lon Prison:**

The most secure wizarding prison in the world, situated in the middle of a raging river. It is said that the strange entities who guard Lon-Lon come from the Shadow Realm; they feed on despair and their touch destroys the ability to feel joy. It is certain that most who are sent up the river quickly spiral into madness.

### **The Houses of Katmeers:**

The students at Katmeers are organized into three houses, one for each of the virtues. House Faron is associated with Courage; its colors are green and gold. House Lanayru is associated with Wisdom; its colors are blue and silver. And House Eldin is associated with Power; its colors are red and black.

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The climactic final battle against Thevardra's Endless was fought in the Great Hall of Katmeers itself. Almost all of you fought in the battle, holding back the Endless while Drew dueled Thevardra in the middle of the room. The two of them pulled titanic amounts of magic into themselves as they fought; at the moment they died, all of the energy was unleashed in a cataclysmic arcane backlash that swept over the battlefield. Many of your classmates were slain by the unleashed energy; many more went insane.

### **Muggles:**

People who have no ability to cast magic and are thus not part of the wizarding world. They are generally oblivious to the existence of magic, a fact which is reinforced by the Veil.

### **The Veil:**

A complex arrangement of powerful spells that shield the world of magic from the world of the Muggles, mostly by means of illusions and invisible physical barriers, as well as a few charms of forgetting for insurance. A very few rare Muggles are able to ignore the Veil, due to close association with a wizard, e.g. the unmagical parents of a wizard child, the unmagical child of wizard parents, or most rare of all, a wizard's Muggle spouse. The Veil exists due to the general Muggle fear and distrust of the

supernatural; before its institution many centuries ago, there were many unpleasant incidents involving pitchfork waving mobs and bonfires, which no one wants to see repeated.

### **The Ministry of Magic:**

The governing body of the wizarding world, charged with regulating magic and protecting the citizenry from Dark Wizards and other arcane horrors. The guardianship of the Veil is also their sacred charge. The Ministry is presided over by the Minister of Magic, who is elected every ten years by a council of sages; the Minister's powers are roughly on par with that of the Mayor of San Francisco. The current Minister is your classmate, Dirk.

### **The Aurors:**

Something of a police force for the wizarding world, the Aurors are tasked with hunting down and stopping Dark Wizards (warlocks, necromancers, specialists in poisons or mind control - you get the idea) wherever they lurk.



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## The Katmeers System

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# 1 Combat System:

A Reunion at Katmeers will be run on the Priority System, which was devised by Mark Berghausen and Victor Cepeda.

## Combat Abilities

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Name: The name of the ability being used.

Description: What the attack looks like, included for role-playing flavor.

Effect: The system effect of this ability (how much damage it deals, etc). Text will be in bold

Example: P3 Jab: Fling a quick punch at your opponent. **Deal 1 Damage to a single target.**

## The Combat Round

First, all players involved in combat select the ability they will use that round, as well as the target(s) for their action. The attacks resolve in order of smallest priority to largest. If an attack hits you before your attack resolves, your attack is interrupted (doesn't happen this round). Attacks with the same priority happen simultaneously. Combat continues in this fashion until all players on one side are wounded.

## Improvised Weapons

In addition to their other abilities, all characters have the ability to wield found objects (chairs, bottles, grimoires, etc.) as weapons, using the following attack:

P7 Brawl: A nonmagical weapon attack.

You pick up the closest object and give your opponent a hearty smack with it. Does 2 damage. May have other effects as well. Please pick up the object OOC so it is clear what is being used; please do not actually wield it weapons-wise.

## Fleeing

All characters have the following:

P5 Flee: Run away from combat. You are removed from combat.

You can only successfully flee combat if no one hits you with an attack of priority 4 or lower.

## Wounds

Each character is assigned a # of HP between 7 and 13. If your HP are ever reduced to 0, you are Wounded. Being Wounded means you fall to the floor, incapacitated and are removed from combat. You remain in this state for a minute after the combat

that Wounded you ends. Each time you are Wounded, reduce your maximum HP by 2.

After one minute, you wake up and regain HP equal to half your new total, rounded down.

## Death

Any player may attempt to kill a Wounded player. To do this.

1. There must be no combat.
2. You must count to “10” slowly, using the phrase “Killing Blow #”. ie: “Killing Blow 1”, “Killing Blow 2”... “Killing blow 10.” At any time during this count, another player may stop you by saying “I stop you.”
3. If no one stops you before you reach ten, then your victim is dead and becomes a ghost. (They should report to the GM.) Their body will vanish after five minutes. It’s a wizard thing.

## 2 Other

### Ghosts

By default, ghosts are invisible and incorporeal, and can only interact with other ghosts. Characters who are ghosts will carry a lantern with them for quick visual reference. (Or some sort of facsimile of a lantern.) It is easy to tell ghosts apart, but not necessarily obvious who they were when they were alive.

### Cantrips

All of you wizard and fairy characters, you can cast minor cosmetic magical effects (phantom music, small and obvious illusions, other flavor-rich and not game-affecting things) at will.

Similarly, if you want to have random useless magical (or mundane!) items that I have not included on your list, feel free to make it up and reference it.

### Healing

All Katmeers students are trained in the healing arts. Unless otherwise noted, you may heal any player (including yourself and Wounded players) up to their new maximum HP after five minutes of spellcasting. Both the caster and the damaged player may engage in dialogue while this is going on, but neither party may move about or take any other actions.

Only wizards are capable of working healing magic, unless otherwise noted on your character sheet. Everyone else will need to seek out a wizard to do their healing for them.

If you finish a combat having taken damage but not being Wounded (e.g. 5/10 HP remaining), you will continue to have that damage until you get healing. If you have been Wounded so many times that your maximum HP is 0, then you die and become a ghost.

### **3 Miscellaneous**

There are some abilities that affect priority; no ability's priority can be made lower than P1.

Some abilities are labeled "Dark." Dark Magic is extremely obvious; you will not be able to conceal from any observers that you just cast a Dark spell, and in fact must announce OOC that you have used Dark Magic.



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### Dramatis Personae:

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**Dirk Aveil:** A close friend of Drew's back in school, Dirk was always at the heart of all of Drew's plans to thwart Thevardra. After graduation he entered the Ministry of Magic, and has risen all the way up to being the current Minister. Dirk was married to Ariadne Croft, but they have since divorced.

**Morgiana Aveil:** Dirk's twin sister Morgiana was one of the two students that the school rallied around the final year at Katmeers, while Drew, Dirk, and Ariadne were out searching for the Paragons. She was clever and resourceful; there were a lot of rumors that she was also somewhat mischievous and an accomplished thief. Morgiana was dating Drew for a few years before the end, and there were even rumors that they had been engaged. She has been rather reclusive since the final battle.

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## **The Paragons**

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The Paragons are three relics of immeasurable power, representing Power, Wisdom, and Courage, respectively. They normally lie in a hidden temple, waiting for someone who holds all three virtues in balance to recover them. If such a person finds them, and unites them at the stroke of midnight, that person is granted the thing they wish for the most. The Paragons then split, vanish and move to a new sanctum. If a person who does not hold all three virtues in balance finds them, they split instead, with the wish ungranted. The finder would be left with the Paragon that most aligned with them, while the other two fragments would find new, suitable Wielders. Once the Paragons have split in this way, the wish will be granted to the first person who is able to gain possession of all three shards and unite them at midnight.





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One of Thevardra's titles, and also the colloquial name for her followers, who sought immortality at Thevardra's hands. The Endless were a collection of the most vicious and depraved Dark wizards of the age, but those who were not hunted down and slain are now safely locked in Lon-Lon Prison and will remain there for the rest of their lives.

### **Lon-Lon Prison:**

The most secure wizarding prison in the world, situated in the middle of a raging river. It is said that the strange entities who guard Lon-Lon come from the Shadow Realm; they feed on despair and their touch destroys the ability to feel joy. It is certain that most who are sent up the river quickly spiral into madness.

### **The Houses of Katmeers:**

The students at Katmeers are organized into three houses, one for each of the virtues. House Faron is associated with Courage; its colors are green and gold. House Lanayru is associated with Wisdom; its colors are blue and silver. And House Eldin is associated with Power; its colors are red and black.

### **The Battle of Katmeers:**

The climactic final battle against Thevardra's Endless was fought in the Great Hall of Katmeers itself. Almost all of you fought in the battle, holding back the Endless while Drew dueled Thevardra in the middle of the room. The two of them pulled titanic amounts of magic into themselves as they fought; at the moment they died, all of the energy was unleashed in a cataclysmic arcane backlash that swept over the battlefield. Many of your classmates were slain by the unleashed energy; many more went insane.

### **Muggles:**

People who have no ability to cast magic and are thus not part of the wizarding world. They are generally oblivious to the existence of magic, a fact which is reinforced by the Veil.

### **The Veil:**

A complex arrangement of powerful spells that shield the world of magic from the world of the Muggles, mostly by means of illusions and invisible physical barriers, as well as a few charms of forgetting for insurance. A very few rare Muggles are able to ignore the Veil, due to close association with a wizard, e.g. the unmagical parents of a wizard child, the unmagical child of wizard parents, or most rare of all, a wizard's Muggle spouse. The Veil exists due to the general Muggle fear and distrust of the

supernatural; before its institution many centuries ago, there were many unpleasant incidents involving pitchfork waving mobs and bonfires, which no one wants to see repeated.

### **The Ministry of Magic:**

The governing body of the wizarding world, charged with regulating magic and protecting the citizenry from Dark Wizards and other arcane horrors. The guardianship of the Veil is also their sacred charge. The Ministry is presided over by the Minister of Magic, who is elected every ten years by a council of sages; the Minister's powers are roughly on par with that of the Mayor of San Francisco. The current Minister is your classmate, Dirk.

### **The Aurors:**

Something of a police force for the wizarding world, the Aurors are tasked with hunting down and stopping Dark Wizards (warlocks, necromancers, specialists in poisons or mind control - you get the idea) wherever they lurk.

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## The Katmeers System

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### 1 Combat System:

A Reunion at Katmeers will be run on the Priority System, which was devised by Mark Berghausen and Victor Cepeda.

#### Combat Abilities

Each player is assigned a number of combat abilities they have access to. Combat abilities have the following parts: Priority #: (abbreviated P#) This is a measure of how quickly your attack happens; attacks with lower priority #'s happen first. (Attacks cannot have a priority lower than 1.)

Name: The name of the ability being used.

Description: What the attack looks like, included for role-playing flavor.

Effect: The system effect of this ability (how much damage it deals, etc). Text will be in bold

Example: P3 Jab: Fling a quick punch at your opponent. **Deal 1 Damage to a single target.**

#### The Combat Round

First, all players involved in combat select the ability they will use that round, as well as the target(s) for their action. The attacks resolve in order of smallest priority to largest. If an attack hits you before your attack resolves, your attack is interrupted (doesn't happen this round). Attacks with the same priority happen simultaneously. Combat continues in this fashion until all players on one side are wounded.

#### Improvised Weapons

In addition to their other abilities, all characters have the ability to wield found objects (chairs, bottles, grimoires, etc.) as weapons, using the following attack:

P7 Brawl: A nonmagical weapon attack.

You pick up the closest object and give your opponent a hearty smack with it. Does 2 damage. May have other effects as well. Please pick up the object OOC so it is clear what is being used; please do not actually wield it weapons-wise.

#### Fleeing

All characters have the following:

P5 Flee: Run away from combat. You are removed from combat.

You can only successfully flee combat if no one hits you with an attack of priority 4 or lower.

#### Wounds

Each character is assigned a # of HP between 7 and 13. If your HP are ever reduced to 0, you are Wounded. Being Wounded means you fall to the floor, incapacitated and are removed from combat. You remain in this state for a minute after the combat

that Wounded you ends. Each time you are Wounded, reduce your maximum HP by 2.

After one minute, you wake up and regain HP equal to half your new total, rounded down.

## Death

Any player may attempt to kill a Wounded player. To do this.

1. There must be no combat.
2. You must count to “10” slowly, using the phrase “Killing Blow #”. ie: “Killing Blow 1”, “Killing Blow 2”... “Killing blow 10.” At any time during this count, another player may stop you by saying “I stop you.”
3. If no one stops you before you reach ten, then your victim is dead and becomes a ghost. (They should report to the GM.) Their body will vanish after five minutes. It’s a wizard thing.

## 2 Other

### Ghosts

By default, ghosts are invisible and incorporeal, and can only interact with other ghosts. Characters who are ghosts will carry a lantern with them for quick visual reference. (Or some sort of facsimile of a lantern.) It is easy to tell ghosts apart, but not necessarily obvious who they were when they were alive.

### Cantrips

All of you wizard and fairy characters, you can cast minor cosmetic magical effects (phantom music, small and obvious illusions, other flavor-rich and not game-affecting things) at will.

Similarly, if you want to have random useless magical (or mundane!) items that I have not included on your list, feel free to make it up and reference it.

### Healing

All Katmeers students are trained in the healing arts. Unless otherwise noted, you may heal any player (including yourself and Wounded players) up to their new maximum HP after five minutes of spellcasting. Both the caster and the damaged player may engage in dialogue while this is going on, but neither party may move about or take any other actions.

Only wizards are capable of working healing magic, unless otherwise noted on your character sheet. Everyone else will need to seek out a wizard to do their healing for them.

If you finish a combat having taken damage but not being Wounded (e.g. 5/10 HP remaining), you will continue to have that damage until you get healing. If you have been Wounded so many times that your maximum HP is 0, then you die and become a ghost.



### **3 Miscellaneous**

There are some abilities that affect priority; no ability's priority can be made lower than P1.

Some abilities are labeled "Dark." Dark Magic is extremely obvious; you will not be able to conceal from any observers that you just cast a Dark spell, and in fact must announce OOC that you have used Dark Magic.

