

Mystic High School

A Risus Campaign Setting

Created by [Hollis McCray](#)

- I. [Introduction](#)
- II. [Character Creation](#)
- III. [Setting](#)
- IV. [Characters](#)

Introduction

Premise: Sometime about the turn of the Millennium, magic returned to the world. The first sign of this was the suddenly frighteningly large number of supernatural creatures crawling out of the woodwork and generally making a nuisance of themselves—dragons that breathe fire and eat people, trolls taking up post on highway overpasses and demanding tolls, etc. People quickly realized that in most cases, the creature could either be bargained with or easily disposed of. (Although we're not going to discuss Sheboygan. Ever.)

The less obvious sign of this was the slowly increasing number of teenagers demonstrating 'magic powers.' While the general public ignored this as tabloid sensationalism, when a high school student summoned up a fire elemental at a school assembly (and nearly barbecued most of the PTA), they finally decided that 'something had to be done about those dangerous kids.'

What 'something' turned out to be was creating schools specifically to train teenagers with magic powers to use their powers in a controlled manner. Not to mention instilling some discipline in the little brats—uhh, young pupils.

[Back To Top](#)

Characters:

Characters for Mystic High should all be students at the school. They can have at most three dice in mage cliches, which should be specified. Option one, option two, and option three are all in force. Option four is in force in a modified fashion. While no character may start out with a cliche that uses funky dice, they can upgrade to bigger dice later as per the funky dice rules.

Sample character:

Nikki Watkins

Description: Sixteen-year old blonde girl in a wheelchair. Perpetual scowl on her face. Takes everything said to her as if it was a direct attack. Hates being treated like a 'cripple.' Uses air magic to get around, when she can. Plays guitar and sings. Gets really annoyed if people treat her like she's different.

Cliches: Air Mage [3], Rock musician(3), Card sharp (2)

Hook: Paraplegic (paralyzed from the waist down). Needs a wheelchair or her air magic to get around.

Nikki already has a hook. If I was going to write up a tale for her, I'd put the extra die into card sharp.

Sample Mage Cliches

- Elemental Mage—Air/Earth/Fire/Water
- Shadow Mage—Manipulating the shadows and darkness
- Healer
- Alchemist—Making magical potions
- Artificer—Making magical devices
- Transmuter—Changing things into other things
- Enchanter—Setting enchantments on things

[Back To Top](#)

The school:

General:

Mystic High is located somewhere in New England in a former Catholic boarding school, which was shut down due to lack of funds. (Student rumors hold to something darker, however.) There are steam tunnels under most of the older buildings. The school has been heavily renovated, and covered walkways are now in place between most of the buildings.

The Main Hall

The main hall is where most of the classrooms and offices are located. It's the oldest building on campus. There's a clock tower with a clock you have to be dead AND deaf not to notice. Given the fact that the students often stage magical battles in the halls, it's usually undergoing repairs to some degree.

The Dorms

Students who are too far from home to commute or don't have the money to live in town live here. There are separate dorms for boys and girls, located on opposite sides of campus. Not that this will stop the students, but it should slow them down a bit.

The Garage

This is where the school's vehicles are kept. Students are allowed to store vehicles here as well, provided they have parental permission and get their parents to sign a waiver. Since this is the newest building on campus, the steam tunnels don't extend here.

The Chapel

The chapel currently stands in disuse, although the Catholic students on campus are petitioning to have it refurbished. Strange noises and lights come from the chapel every now and again, so most of the students think it's haunted.

The Gym

Another building that is new construction. Two large gyms, plus an outdoor running track and football stadium and baseball field. The school does have sports teams, even if no other school will compete with them due to fears of magical cheating. Another popular place for magical battles, and the stadium ensures that anyone watching will have somewhere to sit.

[Back To Top](#)

Characters for Mystic High

Here you will find various characters I and other people have created for Mystic High. The information for each character is limited to what the creator sends to me. If you would like to submit a character, mail me at strangething@yahoo.com. Please try not to make character descriptions too long, half a page is enough.

- [Students](#)
- [Faculty and Staff](#)

Student Records

- [Adrienne Woods](#)-a dryad with a yearning to be human.
- [Freddy Nicks](#)-punk kid who proves that a little knowledge is a dangerous thing.
- [Rosie Rubens](#)-shy egg-head who throws a mean potion.
- [Tommy Pickering](#)-slick weasel who can make your luck change for the better or the worse.
- [David Winston \(D. W.\) Storm](#)-A lightning mage with a bad temper.

Adrienne Woods

Description: Fifteen year old girl with a dusky complexion, dark brown hair, and a body that's guaranteed to be a heartbreaker. Usually found hanging around under one of the trees on campus, not quite fitting in. Commits frequent social errors.

Cliches:

Wood Spirit [3]--She has exceptional control over plants and woods creatures. She can meld into trees, see anything any tree in a forest sees, talk to animals, etc. In a combat sense, she can turn parts of her body into wood, throw wooden spikes, extend her limbs, things like that.

Awkward Beauty (3)--While socially inept, she is *extremely* beautiful.

Poet (2)--She has a talent for verse.

Biker (1)--She's learning to ride a motorcycle.

Hook: Adrienne is not really human, but is instead a woods spirit pretending to be one of the students.

Adrienne (not her real name) is a dryad, a woods spirit from the woods surrounding the school. When the school was reopened after standing vacant so long, she became curious and decided to investigate. She found that the students were much more interesting than the previous inhabitants of the buildings. Forging some records, and stealing what she needed from a nearby town, she enrolled at the school as a student. Unfortunately, being a dryad means that she doesn't really know how to act human constantly, and she often says or does things that the other students find weird. How long she can keep up the deception before someone becomes suspicious and finds out her secret is unknown. Perhaps the administration already knows and is covering for her.

Freddy Nicks

Punk Kid (4), Magic Resistant (3), Lightning Mage (2),Forbidden Knowledge (2)

Hook: Freddy's ass is on the line. The next time he gets caught breaking the school rules, he's out on his ear.

Tale: Freddy is the worst scholar at MHS. He's a bully, a sneak, and general all-round bad egg, who stays enrolled by bribing term papers out of junior teachers and beating milk money out of freshmen. Freddy's had his nose in several of the Restricted Access textbooks under the librarian's counter; nobody knows what it is that he saw inside those pages, but he hasn't been able to wipe that smirk off his face since.

Submitted by Dylan Craig

Rosie Rubens

Alchemy (4), Egg-head (5), School Newspaper Editor (2)

Hook: Wears home-made magical contact lenses which (among other things) allow her to read much faster and gauge temperature visually, but which tend to fall out if she is jostled, leaving her totally blind.

Tale: Rosie is a hard-working scholarship student whose idea of a riveting Friday night involves a pile of Scientific Americans and a tub of Lemon Ripple. Definite makeover territory. There's currently something of an unkind conspiracy to have a date with her as the booby prize of the Football Fundraiser Raffle afoot, engineered by some of the more popular scholars.

Submitted by Dylan Craig

Tommy Pickering

DESCRIPTION: Fifteen year old boy with a pair of mirrored sunglasses and a perpetual smirk. Usually found hanging around the edges of conversations, trying to look as though he's not eavesdropping, offering to provide (for a price) solutions to any questions or problems that he overhears. Gets very offended if he's accused of butting in to someone else's business.

CLICHES:

Luck mage [3] -- He can arrange creative coincidences, cause himself good luck, or cause bad luck for others. But whenever he rolls the same result on all of his dice, something goes BADLY wrong.

Weasel (3) -- Con man, deal maker, and all-around sleazy guy.

Musician (2) -- He started playing the recorder in grade school, and developed a reluctant love for the instrument. He will not admit to this, not even if threatened with torture.

HOOK:

Greedy little weasel boy. Can't resist an opportunity to make a con or a profit.

If I added a tale for Tommy, I'd probably add something like "Sneaky". And if I were playing him, I'd be basing him my memories of a long-forgotten sitcom called "It's Your Move", which no one but me remembers.

Submitted by John Crimmins

David Winston (D. W.) Storm

Description: Fourteen years old, long dark hair and brown eyes with thick glasses, a year young for his grade, small for his age, and skinny on top of that, but hot tempered, surprisingly strong for his size and in excellent condition. Rides a bicycle everywhere, and gets there as fast as a car (at least in town); also an excellent swimmer despite having too little body fat to float. Reads anything, five times as fast as an average kid, and remembers most of it.

Clichés:

Berserk Lightning Mage [3], Closet Athlete (3), Eclectic Speed Reader (3)

Hook: Can be teased into berserk rage in a matter of minutes by any Bully or other cliché that includes taunting ability; when berserk, always double-pumps Mage cliché (+2 dice after the doubling) and attacks without warning, but is -2 dice on defense beyond the loss of die from pumping (i.e. gets one good shot and then he's toast).

Tale: Parents pulled him out of a school he liked after first grade, and put him in a church school so small he was the entire second grade. Bigger kids in higher grades (and one bigger first grader) in the same classroom teased him mercilessly because he was small, tormented him for being a good student, beat him up every time he took physical action -- until one day, in sixth grade, his pent-up rage was so great that he lashed out with magic he didn't know he had and put the head bully in the hospital with major burns. Between then and the opening of Mystic High when he was a sophomore, he attended eight schools, only one of which had a working power grid when he left. Hasn't killed anyone -- yet -- but not for lack of trying. At the last school, however, he set a dangerous precedent by starting a fight _before_ he was too angry to see straight, and seriously injured a much bigger boy before the rest of the gang kicked his face in.

Submitted by Donald Qualls

[Back To Top](#)

(Losing Your) Faculty and Staff Personnel Files

- [Principal Elaine Masterson](#)-Iron-willed principal descended from Valkyries.
- [Mrs. Watkins](#)-Terrorizing Librarian with a hidden shame.

Principal Elaine Masterson Description: A grey-haired woman in her forties or early fifties. Dresses very professionally, in a pants-suit. Takes no shit from anybody.

Cliches:

Reborn Valkyrie Battle-Mage [3], Iron-Willed Principal (4), Jazz Fanatic (3)

Elaine Masterson is the principal at Mystic High. She transferred here at the request of the Department of Magic (the federal agency responsible for administering Mystic High). Before this, she spent twenty years as the principal of the toughest high school in New York City. She has no magic powers, but she's a tough old battle axe. Don't cross her.

Unknown to her, Principal Masterson is the reincarnation of a Valkyrie battle-mage. Since magic returned to the world, she sometimes thinks like a Valkyrie, especially when she's mad. And when danger threatens the students, she turns into the Valkyrie, mind *and* body. Elaine doesn't remember what happens when the Valkyrie takes over, and doesn't have conscious access to her powers.

Ms. Watkins

Description: You know those old busybody librarians that rule the library as if it was their own domain to terrorize? The ones that insist on everybody being deathly quiet? The ones that treat late books as if they were a deadly sin? Didn't you ever wonder where they come from? All Ms. Watkins lacks is the grey hair. Give her twenty years.

Cliches:

Terrorizing Librarian (4), Fire-Mage [2], Romance Novelist (4), Bicyclist (2).

Hook: Ms. Watkins has a secret career as a romance novelist. While it's not nearly enough to pay her bills, she dearly loves to write and would be mortally embarrassed if someone found out.

Tale: Ms. Watkins went to college with no idea what to major in, thinking that she would 'figure it out as she went along.' Being rather mousy in appearance, and having the social graces of a road kill squirrel, she found college rather dull. Eventually, she majored in Library Science simply because it would let her spend all her time with books. Then she discovered that she had a talent for writing romances. She was doing very well, until a rival author used water magic to soak her at a book signing. Enraged, she instinctively responded with her fire-magic, putting the woman in the hospital. While the charges were dropped, she still regards this as the most embarrassing moment of her life. She tries to hide her magic powers, although she has used them to give hot-foots to students she feels behave inappropriately in the library. She can mostly be seen in the library, or terrorizing the campus grounds on her ladies' bicycle.

[Back To Top](#)