

SMALLVILLE

ROLEPLAYING GAME

S

HIGH SCHOOL YEARBOOK

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To the other Clark in my life and to my favorite monkeys – Amanda

Good luck at Met U next year, Lana! – the staff at the Talon

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To all my students: Live what you love and love what you do. Enjoy your new summer reading! – Mr. Clements

Chloe, we’ll carry the *Torch* after you go! We’ll miss you! – The *Smallville Torch*

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Congratulations, graduates! Stay true to yourself and your vision. – LutherCorp. We make things grow.™

To Jessica, all my love, and Patrick, I can’t wait to see how high you fly. Go Crows! – Brian

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FOREWORD

Welcome, fellow classmates of Smallville High...

That's right, I said "classmates"—because although none of you seem to remember, I went to school here, people! And while 23 days of enrollment may not mean anything to you, for me it's an entire almost-month's worth of memories I'll never forget. Like Sally "Pep Rally" Dickinson leading us in a rousing school cheer of "Bak Bak Crow!" Or prom night, when my amazing cousin Chloe was crowned Queen. Yes, she was possessed by a homicidal body-switching diva who tried to burn down the school, but that's not the point.

The point is after moving from town to town for years, Smallville, Kansas gave this military brat a place where I felt like I belonged—somewhere I finally fit in. They call this the heartland for a reason, and Smallville will always have a special place in my heart. It's where I had the greatest adventures, survived the worst nightmares, and connected with people I loved—like my cousin Chloe, and Mr. and Mrs. K...and Clark. (You know, when I first met Clark, I thought he was such a nerd. And this city girl wasn't about to fall for a farm boy, even if he was decent, and kind...and had a great smile and gorgeous eyes and muscles that...but I'm getting ahead of myself.)

What I'm trying to say is Smallville gave me a chance to be part of the story. And now you can, too—by creating new characters, or guiding the ones you already know and love through entirely new stories. These are the early years, the high school years—where the friends we choose and enemies we make start us on the road to becoming heroes or villains. First dates and football games, gossip, betrayals, murders, mysterious space ships...yep, high school is filled with memories that no one can take away.

Unless you run into a meteor freak. Seriously, some of those people can literally take away your memories—or your life! Maybe you'll have a cross with kryptonite and develop an otherworldly power of your own, earning you a place on Chloe's infamous "Wall of Weird." I know every high school has tales of the weird and unexplained, but Smallville seriously has more secrets than the Kawatche Caves.

Of course, our school paper *The Torch* does a pretty good job exposing those secrets, but there are always more stories to tell. Whether it's a hometown heist, LuthorCorp's latest lab experiment, or a government conspiracy to collect alien artifacts, the possibilities are endless...and this is one reporter who loves a good story.

So grab your books, find your locker, and try not to miss too many classes (trust me, I know what I'm talking about). Because when this class yearbook comes out, you could be voted "Most Likely To Create Smallville's Next Great Story."

Bak Bak Crow!

- Lois Lane (*Daily Planet* reporter
and proud Smallville High Alum)



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**WELCOME TO
HIGH SCHOOL**

WELCOME

WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

CLUES

HIGH SCHOOL
DRAMA

SMALLVILLE
HIGH SCHOOL

WELCOME TO HIGH SCHOOL

This book is a supplement for the *SMALLVILLE Roleplaying Game*, and that means it builds on that game's rules and background. You need the *SMALLVILLE RPG* to use this book to its full potential. You can use the book to start your own brand-new spinoff campaign set in a high school of your own creation. Or, if you've already started playing *SMALLVILLE*, you can blend many of the new rules, characters, and ideas from this book into your ongoing game. And hey, you can get all of your buddies to sign the back of the book and write clever and witty comments about your crazy escapades in high school and your dazzling future in college.

Before we get started, there are a few important things to mention about why you'd want to run a high school campaign and what it means to tell stories starring students, teachers, and their peer groups.

Why Would I Want to Go Back to High School?

High school. It's like a big bottle of your favorite carbonated beverage all shook up. All those rumors, mysteries, rivalries, betrayals, and urges are just hissing at the cap, ready to burst out into some action and drama. It's no wonder so many TV writers—having just barely survived those four years to begin with—make high school the subject of primetime shows.

Look, some of us have been through high school once already. Others are in the grip of it as we speak. Either way, I don't think any of us are looking for a school simulator. Turn in your homework, study for your test, show up to class on time. This isn't that.

You know those roleplaying games where you all meet in a tavern and then go explore a dungeon? Well, think of high school as the tavern and dungeon rolled into one. You're packed in tight with a cast of extraordinary characters, any one of which might have a problem you can help solve or a secret to be uncovered. And once you accept the quest, school provides a metaphorical maze of challenges and obstacles that you'll need to face in order to win the day.

Game Time

Sidebars About Rules

If you see sidebars like this, they serve to add additional advice, suggestions, and rules to expand on what's in the main text.

High School Means Drama

High school is a breeding ground for really complicated emotions. Going through the hormonal changes of adolescence while dealing with the pressures of school and the temptations of your classmates is just rife for some juicy melodrama. Add in the relationships you form and it steps up to the next level. You're practically forced to spend every weekday with these people. Even when you're on the outs with your best friend, you have to sit in the same room with him every fourth period geometry class. And it's worse if you just broke up with your sweetheart. There's only so much avoiding you can do before you end up confronting each other in the middle of the hallway.

As if that weren't enough, a high school student also has to deal with other stuff like, you know, school. The responsibilities of school life make for some interesting consequences when they cross paths with the obligations of a hero. It's not worth making it a Test to see if Clark can make it to class on time (he can), but you can put him in a situation where he has to choose between keeping vigil on a friend in the hospital or getting to that class. Is Chloe going to follow up on that Wall of Weird lead when she has a biology midterm to study for? Whichever choice they make, there could be some fallout.

Of course, when your Leads decide to show up for class or sit down to do their homework, that's a great opportunity to end the scene and cut to a situation with more exciting potential—unless, of course, you have a way for those responsibilities to add to the drama.

Crows' Notes

Sidebars About Setting

These sidebars are about the *SMALLVILLE* High School setting itself and add more flavor and background where it's needed. Though they're specific to SHS, a lot of the info they present is applicable to any other high school setting, so you'll want to read them even if you're not playing in Clark and Lana's stomping grounds.

High School's the Beginning

The high school setting is a starting point. Let it launch your game into sweeping enterprises and grand conspiracies. Add the effects of green glowing meteor rocks into the equation and the sky's the limit. Consider some of the following story seeds and see where the decisions and actions of your Leads and Features go from there:

- ▼ A new student exhibits some surprising abilities.
- ▼ A teacher hasn't shown up for class or called in for three days.
- ▼ The lead in the school play comes down with a mysterious illness.
- ▼ Someone in the school is stalking you.
- ▼ One of your parents has just been hired as a substitute teacher.
- ▼ A fellow student dies from what appears to be a vicious animal attack.
- ▼ Some students are trying a peculiar mood-altering substance at a party.
- ▼ The class bullies start picking on your best friend.

None of these mysteries are what they seem on the outset. There's more than meets the eye and always at least one question that begs you to dig deeper. There are always Wedges to challenge your Relationships, reveals to be made, and conflicts to be had. High school's just the beginning of your heroic destiny, or your eventual spiraling descent into disaster and ruin. Enjoy it while it lasts!

Game Time

Classes & Homework

It's a pure and terrible fact that high school students must occasionally attend class and complete their homework. While some students revel in the learning environment, others avoid it at all costs. Every student is different and each finds his or her niche in different places. Your star athlete may be failing all of his classes or may secretly be a genius working on an Ivy League scholarship. The valedictorian's entire social life could be consumed by classes and homework or she could be cheating her way to the top.

While classes may not be the focus of your game, they do affect the characters in significant ways. Regardless of the shenanigans that occur in your high school setting, regularly skipping classes is noticeable and will normally be punished. Students spending time in In-School Suspension rarely save the day. Classes are also treasure troves of knowledge. Social interaction with other students and faculty members as well as the actual class itself can be useful in gathering information.

What's in this Book

So you're on board with the high school setting and you want to get to crushing on your best friend's cheerleader girlfriend or blowing up the locker rooms with meteor freak powers. Here's the breakdown of what's in the book, where to go, and what to do.

- ▼ **High School Beginnings** expands on the rules for creating Leads in the *SMALLVILLE RPG*. There's a high school flavored *Pathways*, new *Values*, and new *Distinctions*. New to the game are *Award Distinctions*, so you can present your fellow players with such classics as Most Likely to Succeed or Class Clown—in high school, other people's opinions of you really do matter.
- ▼ **Cliques** introduces rules for handling groups of people of like minds and shared agendas. Beginning with the *Rules and Guidelines*, detailed write-ups for *Academics*, *Clubs and Activities*, and *Sports* Cliques are provided for your Leads to join with or plot against.
- ▼ **High School Drama** turns the focus on *Telling High School Stories* and the perils of a student's *Social Life*. We wrap it up with some timely advice *From the Counselor's Office* about the teenage psyche.
- ▼ **Smallville High School** builds on the brief section in the *SMALLVILLE RPG* with additional details and game stats for *People* and *Places*. Even if you don't set your game in the Meteor Capital of the World, there's more than enough inspiration for creating your own high school backdrop in this section, and the lists of high school specific Resources are real keepers.

Your freshman orientation's just getting started; grab your fellow players, those dice, and your hall pass. Your new **High School Beginnings** await, and you really don't want to be tardy!

Wait. Did we just lose you there? I promise, no more cheesy transition paragraphs. Well, not too many. Move along, move along.





HIGH SCHOOL BEGINNINGS

BEGINNINGS

WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

CLUES

HIGH SCHOOL
DRAMA

SMALLVILLE
HIGH SCHOOL



HIGH SCHOOL BEGINNINGS

High school is a microcosm of anguish and love and dreams shattered and schemes unraveled. It's thrilling and it's exciting and it needs its own Pathways, Values, and Distinctions.

Well, all right, the truth is that we wanted to give you more cool things to do with your game. So here they are, in all of their anguished, loving, dreaming, and scheming glory.

Game Time

Can the Faculty Play?

Don't feel that students are the only Leads and Features you can play in these stories. Concerned teachers, coaches, parents, and administrative staff also make for compelling protagonists and antagonists. Just because you're an adult doesn't mean you have all the answers when your students turn to you to for guidance. There's enough adventure here for everyone.

YEARBOOK PATHWAYS

High school, in many ways, is a world unto itself. So here in the *SMALLVILLE High School Yearbook*, we have a brand new Pathways chart that you can use for the creation of Leads who attend or work in that world. The first stage of this chart will look familiar, but we have three new stages that are especially geared for playing academic adolescents or school faculty. You use this chart in lieu of the Early Years chart in the *SMALLVILLE Roleplaying Game*.

So you're thinking, can I use this chart when another player's using the original Early Years chart for the same *SMALLVILLE* spinoff? Sure thing. Since both charts add up to the same number of steps and benefits, the real choice is whether you want to go high school themed or not.

If you decide to use this alternate chart for Early Years, use the original chart's Pathways Map instructions starting on page 12 in the *SMALLVILLE RPG*. Those don't change. This makes it easy to have players using this chart and players using the original chart in the same Pathways session.

ORIGIN

DRAW YOUR

□ → ALL □

□ → ○

RICH

Start all Values at **d4**

↑ Value (Duty OR Power) ×2

NEW Distinction

↑ Resource

↑ Relationship, Asset, or Resource

ORDINARY

Start all Values at **d4**

↑ Value (Love OR Justice) ×2

NEW Distinction

↑ Relationship

↑ Relationship, Asset, or Resource

GIFTED

Start all Values at **d4**

↑ Value (Glory OR Truth) ×2

NEW Distinction

NEW Distinction or Ability

↑ Relationship, Asset, or Resource

STRANGE

Start all Values at **d4**

↑ Value (Glory OR Power) ×2

NEW Distinction

↑ Resource

↑ Relationship, Asset, or Resource

ALIEN

Start all Values at **d4**

↑ Value (Duty OR Truth) ×2

NEW Heritage

NEW Ability or ↑ Heritage

NEW Distinction

UPBRINGING

□ → ◇

○ OR ◇ → ○ OR ◇

NEGLECTED

↑ Value (Glory OR Justice)

↑ or **NEW** Distinction

↑ Location

↑ Relationship, Asset, or Resource

ENCOURAGED

↑ Value (Duty OR Power)

↑ or **NEW** Distinction

↑ Relationship

↑ Relationship, Asset, or Resource

TROUBLED

↑ Value (Justice OR Truth)

↑ or **NEW** Distinction

↑ Resource

↑ Relationship, Asset, or Resource

TOXIC

↑ Value (Glory OR Power)

↑ or **NEW** Distinction

↑ Relationship or Extra

↑ Relationship, Asset, or Resource

NURTURED

↑ Value (Love OR Duty)

↑ or **NEW** Distinction

↑ Extra or Heritage

↑ Relationship, Asset, or Resource

ATTITUDE

○ OR ◇ → ○ OR ◇ OR □

□ → ○ OR ◇

ARROGANT

NEW Distinction

↑ Location

↑ Resource or Relationship

DEDICATED

↑ or **NEW** Distinction

↑ Distinction or Ability

↑ Resource or Relationship

CURIOUS

NEW Distinction or Gear

↑ Distinction or Gear

↑ Resource or Relationship

RECKLESS

NEW Distinction

↑ Extra

↑ Resource or Relationship

MYSTERIOUS

↑ or **NEW** Ability or Distinction

↑ or **NEW** Heritage or Distinction

↑ Resource or Relationship

AMBITION

← □

TO DESTROY

↑ or **NEW** Award or Distinction

↑ or **NEW** Ability or Extra

↑ Relationship, Asset, or Resource

TO SUCCEED

↑ or **NEW** Award or Distinction

↑ Award or Distinction

↑ Relationship, Asset, or Resource

TO CREATE

↑ or **NEW** Award or Distinction

↑ or **NEW** Gear

↑ Relationship, Asset, or Resource

TO UNDERSTAND

↑ or **NEW** Award or Distinction

↑ or **NEW** Heritage or Location

↑ Relationship, Asset, or Resource

TO FIT IN

↑ or **NEW** Award or Distinction

↑ Ability or Relationship

↑ Relationship, Asset, or Resource

LIFE-CHANGING EVENT

□ → ○ OR ◇

← □

OPTIONAL: Switch out any Resource or Relationship for a new Resource or Relationship at same die rating OR remove any d4 Resource or 2d4 Relationship and step up a Resource or Relationship OR both

ADVANCEMENT

↑ Value (Glory OR Power) ×2

↑ Value (Any)

↑ or **NEW** Distinction

↑ Location

↑ Relationship ×2

↑ Relationship, Asset, or Resource

TRAGEDY

↑ Value (Justice OR Love) ×2

↑ Value (Any)

↑ or **NEW** Distinction

↑ Relationship ×2

↑ Extra

↑ Relationship, Asset, or Resource

POWER MANIFESTATION

↑ Value (Power)

↑ Value (Any) ×2

NEW Ability

↑ or **NEW** Ability or Distinction

↑ Distinction

↑ Location ×2

FIRST CONTACT

↑ Value (Duty OR Truth) ×2

↑ Value (Any)

↑ or **NEW** Distinction, Gear, or Heritage

↑ Relationship ×3

↑ Resource

DESTINY

↑ Value (Duty)

↑ Value (Any) ×2

↑ or **NEW** Distinction, Ability, or Heritage

↑ Resource

↑ Relationship ×2

↑ Relationship, Asset, or Resource

When starting a series that begins in the first years of high school, we recommend going through the Pathways stages up to and including the Life Changing Event. If you stop there, you end up with a cast of Leads who are just figuring out what makes them unique, freshly dealing with a big life change, and trying to sort out where they fit in. In other words, teenagers. Adults should be made the same way to keep everyone on an even power level (plus, aren't many adults still teenagers at heart in lots of ways?).

Or you can go gung-ho and press on to the After the Event chart in the *SMALLVILLE RPG* and create high-powered high schoolers. There's always room to grow, even if you proceed with the season-by-season advancement to create Seasoned Veterans.

If you decide to keep it simple and stick with Pathways up to the Life Changing Event, make sure each Lead steps up three Values so they stay on par (see page 31 in the *SMALLVILLE RPG*).

UPBRINGING

This is about your parents and the circumstances and decisions that were made in raising you. Were your parents always there for you like the Kents or were they inflicted with a sadistic brand of tough-love like Lionel Luthor?

Neglected

Your parents are never around (you're the Prince of the Latchkey Kids) or they're there, but completely uninterested in you (Daddy doesn't give affection, and you're something Mommy wouldn't wear). Either way, you've had to deal with the fact that the people who did bring you up—a nanny, an older sibling, yourself—aren't your parents.

- ▼ Do your parents do this on purpose to teach you a lesson?
- ▼ Is your family a victim of circumstances and they have to work three jobs to keep you fed?
- ▼ Do you miss them, resent them, or both?

NEGLECTED GETS:

- ▼ Step up GLORY or JUSTICE
- ▼ Add or step up a Distinction (recommended: IN OVER MY HEAD, NOT BORN YESTERDAY, WILLFUL)
- ▼ Step up a Location
- ▼ Step up a Relationship, Asset, or Resource

NEGLECTED LEADS TO:

- ▼ Mysterious, Arrogant, or Dedicated

Encouraged

Supported and promoted, your parents push—or at least lovingly nudge—you to be the best at whatever that thing is that you're good at. Figure skating? Piano lessons? Spelling bees? You've been groomed from a very young age and you feel the pressure not to let them down.

- ▼ What is that thing? Are you really good at it, or do they just wish and hope you are?
- ▼ What are their motivations? Your well-being or their bank accounts?
- ▼ Is their encouragement working? Are you on the road to success?

ENCOURAGED GETS:

- ▼ Step up DUTY or POWER
- ▼ Add or step up a Distinction (recommended: FAMOUS, PERSISTENT, WEALTHY)
- ▼ Step up a Relationship
- ▼ Step up a Relationship, Asset, or Resource

ENCOURAGED LEADS TO:

- ▼ Arrogant, Dedicated, or Curious

Troubled

Your childhood hasn't exactly been smooth sailing. Something always seems to get in the way of a stable, dependable life. Divorce, unemployment, foreclosure of the family home, loss of a parent—all of these possibilities can crack your emotional foundation. Wherever you thought life was going, that road ended, branched off, or simply faded away. You have to reinvent your options now.

- ▼ What's the cause of your trouble?
- ▼ How has the rest of your family been handling it?
- ▼ How has this affected your relationships with friends and other family members?

TROUBLED GETS:

- ▼ Step up JUSTICE or TRUTH
- ▼ Add or step up a Distinction (recommended: DISTRAUGHT, GUILTY, NOT BORN YESTERDAY)
- ▼ Step up a Resource
- ▼ Step up a Relationship, Asset, or Resource

TROUBLED LEADS TO:

- ▼ Dedicated, Curious, or Reckless

Toxic

You can pick your friends, you can pick your nose, but you can't pick your parents. Not only don't you and the 'rents see eye-to-eye, your relationship is down right ugly—maybe even abusive. You walk a fine line between dysfunctional and a guest spot on the Jerry Springer show.

- ▼ What's the cause? Is it your rebellious nature or blatant domestic abuse?
- ▼ How do you cope?
- ▼ If you have siblings, has this brought you closer together, or are you polarized over it?

TOXIC GETS:

- ▼ Step up GLORY or POWER
- ▼ Add or step up a Distinction (recommended: BACKHANDED, SNEAKY, VICIOUS)
- ▼ Step up a Relationship or Extra
- ▼ Step up a Relationship, Asset, or Resource

TOXIC LEADS TO:

- ▼ Curious, Reckless, or Mysterious

Nurtured

You have the Holy Grail of parents. No, they're not perfect—in fact, they smother you a little too much now and again (and in public) and they've made their share of mistakes. But you know your parents are always there for you, they love you, and they let you know that every chance they get.

- ▼ Are you mature enough to appreciate them yet, or are you still asking them to drop you off a block away from the movie theater?
- ▼ Do you mind, really? Or do you feign a show of teenage rebellion because, well, that's what nurtured kids are supposed to do?
- ▼ Have your parents taken on any of your friends from neglected or toxic families? How do you feel about that?

NURTURED GETS:

- ▼ Step up LOVE or DUTY
- ▼ Add or step up a Distinction (recommended: BIG-HEARTED, CONFIDENT, TEACHERS' PET)
- ▼ Step up an Extra or Heritage
- ▼ Step up a Relationship, Asset, or Resource

NURTURED LEADS TO:

- ▼ Reckless, Mysterious, or Arrogant

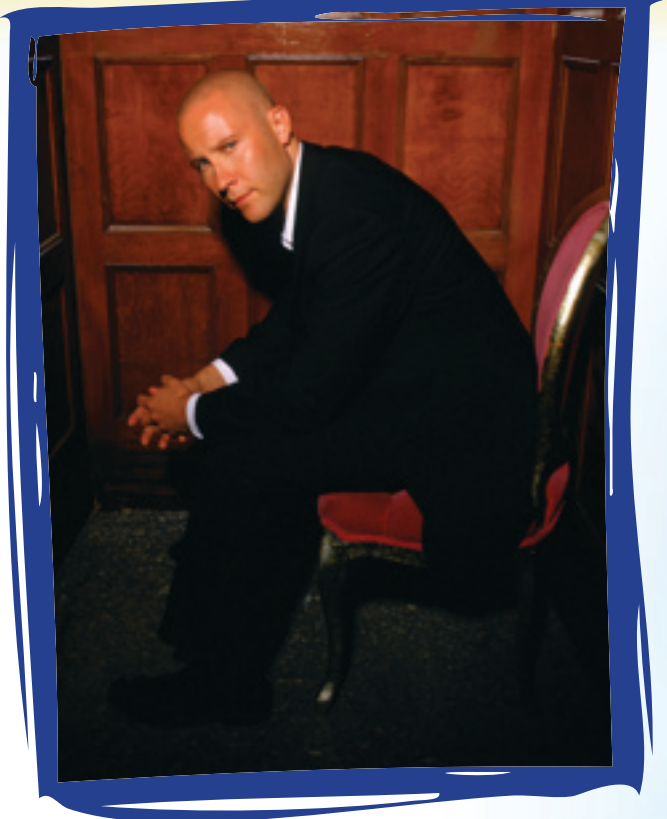
ATTITUDE

Somewhere along the way during your early years you start to develop a personality and an outlook on life. How do you approach the challenges that crop up in your path? How do you relate with your peers?

Arrogant

If you want something, just take it. It's yours. Better yet, have it handed to you a silver platter. You deserve a sports car and those fancy clothes. After all, it's not a superiority complex if you're actually superior, right?

- ▼ Why are you so arrogant?
- ▼ Do you ever show humility?
- ▼ Are you surrounded by like-minded friends and family, or are you a big fish in a little pond?



ARROGANT GETS:

- ▼ Add a Distinction (recommended: CONFIDENT, POPULAR, WILLFUL)
- ▼ Step up a Location
- ▼ Step up a Resource or Relationship

ARROGANT LEADS TO:

- ▼ To Fit In, To Destroy, or To Succeed

Dedicated

Whether it's all those hours at the gym or chaining yourself in front of your homework every night, you push yourself to be your best. It's not just about getting the grade; it's about proving something to your parents, your friends, or maybe even yourself.

- ▼ What is it you're dedicated to?
- ▼ Does your dedication get in the way of other activities?
- ▼ Have you ever overdone it, causing yourself more harm for your efforts than good?

DEDICATED GETS:

- ▼ Add or step up a Distinction (recommended: FAMOUS, ON A MISSION, PERSISTENT)
- ▼ Step up an Ability or Distinction
- ▼ Step up a Resource or Relationship

DEDICATED LEADS TO:

- ▼ To Destroy, To Succeed, or To Create

Curious

The world is full of questions and you want the answers. Unlocking secrets, revealing mysteries, exposing conspiracies—this is what drives you. You can't help yourself sometimes from probing deeper, even when your friends become weary of the consequences.

- ▼ Are there specific subjects that pique your interest more than others? Political intrigue? Alien sights? Paranormal activities? Inter-clique politics?
- ▼ Do you have Scoobies or are you a lone gunman?
- ▼ Has your curiosity ever gotten you into trouble? How many of your nine lives do you have left?

CURIOUS GETS:

- ▼ Add a Distinction (recommended: IMPULSIVE, INVESTIGATOR, WEIRDAR) or Gear
- ▼ Step up a Distinction or Gear
- ▼ Step up a Resource or Relationship

CURIOUS LEADS TO:

- ▼ To Succeed, To Create, or To Understand

Reckless

Caution is just the first thing you'll be throwing to the wind. You're only young once, so you better ride this rollercoaster for all it's worth. Forget the rules and ignore the regulations. You'll deal with detention or groundings later—now is the time for risk and mayhem.

- ▼ Is local law enforcement on a first name basis with you and your parents?
- ▼ What's the most reckless thing you've done to date?
- ▼ Has anyone you cared about ever been hurt by your actions? How did you react to that?

RECKLESS GETS:

- ▼ Add a Distinction (recommended: DARING, SHAMELESS FLIRT, WILLFUL)
- ▼ Step up an Extra
- ▼ Step up a Resource or Relationship

RECKLESS LEADS TO:

- ▼ To Create, To Understand, To Fit In

Mysterious

Who has a secret? You do. There's something from your past that you don't want even your closest friends to know about. So you play things close to your chest. Maybe you don't exactly lie, but the more you obfuscate the truth, the more the people around you start to wonder.

- ▼ What's the big secret?
- ▼ Why don't you tell anyone? Do you think they can't be trusted? Do you fear that knowing the truth might somehow harm them or their opinion of you?
- ▼ Have you ever told someone? How did that turn out?

MYSTERIOUS GETS:

- ▼ Add or step up an Ability or Distinction (recommended: OBSERVANT, SNEAKY, SOCIALLY INVISIBLE)
- ▼ Add or step up a Heritage or Distinction
- ▼ Step up a Resource or Relationship

MYSTERIOUS LEADS TO:

- ▼ To Understand, To Fit In, or To Destroy

AMBITION

In the dark hours of the morning, something more than your alarm clock gets you out of bed. As you put on your shoes and rush out the door to get to school on time, there's a little voice in the back of your mind reminding you that every choice you make has the potential to lead you somewhere greater.

To Destroy

Some people work hard to make the world a better place, to give back to the community, to help their neighbors. Screw them. You want to see that singular look on their faces as they watch their creations fall to ruin by your hand. Ah, yes. The urge to destroy really is creative.

- ▼ Is there a particular target for your destructive compulsions? A teacher that did you wrong? An unpopular student?
- ▼ Are you open about your intentions, or do you prefer to cause your mayhem in secret?
- ▼ Is there a greater motive behind your actions or is it just wanton bullying?

TO DESTROY GETS:

- ▼ Add or step up an Award or Distinction (recommended: MANIPULATIVE, SAVAGE, VICIOUS)
- ▼ Step up an Ability or Extra
- ▼ Step up a Relationship, Asset, or Resource

TO DESTROY LEADS TO:

- ▼ Any Life-Changing Event

To Succeed

Everyone has a different idea and definition of what it takes to be successful, as well as what being successful even means. Academic achievements, athletic excellence, social advancement, financial gain, or any number of goals recognized by peers become the core of future dreams. But be wary—the higher you climb, the harder you fall.

- ▼ Some people will do anything to succeed. What will you do?
- ▼ What do you most want to succeed at?
- ▼ What happens if you fail?

TO SUCCEED GETS:

- ▼ Add or step up an Award or Distinction (recommended: CONFIDENT, PERSISTENT, POPULAR)
- ▼ Step up an Award or Distinction
- ▼ Step up a Relationship, Asset, or Resource

TO SUCCEED LEADS TO:

- ▼ Any Life-Changing Event

To Create

You're a thinker and a doer. It's not enough for you to simply sit back and imagine things—artistic landscapes, musical compositions, social organizations, ingenious experiments—you make them happen. Sometimes you fail, sometimes you succeed, but most importantly, you do.

- ▼ Where do your creative interests lie?
- ▼ How do you deal with failure? How important is success?
- ▼ Any monsters in your portfolio?

TO CREATE GETS:

- ▼ Add or step up an Award or Distinction (recommended: GENIUS, IMPULSIVE, WILLFUL)
- ▼ Add or step up Gear
- ▼ Step up a Relationship, Asset, or Resource

TO CREATE LEADS TO:

- ▼ Any Life-Changing Event



To Understand

The world is a crazy place, full of insanity and mystery. You're somewhere between a philosopher and a lost sheep, looking for answers, direction, or maybe just a clue. Poets, scientists, theologians—even particularly gifted chefs—catch your eye, ears, and heart. Your desire to understand leaves no stone unturned, no book unopened, and no soul unsearched.

- ▼ Do you have a guru? Jim Morrison? Stephen Hawking? Homer Simpson?
- ▼ What will you do with the answers once you understand them?
- ▼ What is the Matrix?

TO UNDERSTAND GETS:

- ▼ Add or step up an Award or Distinction (recommended: BOOK WORM, INVESTIGATOR, WEIRDAR)
- ▼ Step up a Location or Heritage
- ▼ Step up a Relationship, Asset, or Resource

TO UNDERSTAND LEADS TO:

- ▼ Any Life-Changing Event

To Fit In

It's not that you don't have any friends; on the contrary, you may have a few friends that make up in supportiveness what they lack in size and volume. But taken on a whole, you're mostly a misfit in its most classic definition. What you'd really like is to be in with an in-crowd—any crowd—and to know what it's like to be a part of something bigger. Unfortunately, the grass is often greener on the other side.

- ▼ What do you hope to gain by fitting in?
- ▼ Who do you want to fit in with?
- ▼ Have you ever fit in? What changed?

TO FIT IN GETS:

- ▼ Add or step up an Award or Distinction (recommended: IN OVER MY HEAD, SOCIALLY INVISIBLE, TEAM PLAYER)
- ▼ Step up an Ability or Relationship
- ▼ Step up a Relationship, Asset, or Resource

TO FIT IN LEADS TO:

- ▼ Any Life-Changing Event

THE VALUES IN HIGH SCHOOL

High school characters have Values just like any character in any SMALLVILLE game. But given their experience—or lack of it—they might approach some issues from a different perspective than adults.

If you're playing an adult character, you might want to look back at the SMALLVILLE RPG for a more grown-up take on the Values, but it's still worth reading over the versions here to get an idea of how they play in a high school setting.

Here's a breakdown of the six Values from a student's point-of-view.

Duty

Students have responsibilities. To get your homework done on time, to study for tests, to be at rehearsals and practices—this is your DUTY. Maybe you have an after-school job as well. It's not just that your parents expect you to get these things done; you actually take pride in your work.

You may also have a sense of DUTY to your friends. You may feel it's important to hold up your responsibilities so that you don't disappoint those around you. This can be problematic, of course, when you take on more responsibility than you can handle—maybe you have a test on the same day a group project is due on the same day you promised to meet a friend for a heart-to-heart over coffee.

A teacher's pet has a d12 in DUTY while someone with a d4 tends to flake out.



EXAMPLE STATEMENTS FOR DUTY

- ▼ *I won't let down my team.*
- ▼ *Homework first, then party.*
- ▼ *I have to do well if I'm ever going to get out of this town.*
- ▼ *My parents have certain expectations.*
- ▼ *I'd rather play video games.*

Glory

In high school, GLORY is all about achievement. Winning the football game, getting the lead role in the play, acing the test. And if you can rub it in everyone else's face, so much the better.

You can even find GLORY outside of the school environment. Maybe it's about having the nicest car or dating a college boy or having the most extensive comic book collection in your town. Whatever you're interested in, you want to be the best at it.

Your overachieving multitaskers can get the d12 in GLORY while someone with a d4 has never signed up for an extracurricular activity and has a C average at best.

EXAMPLE STATEMENTS FOR GLORY

- ▼ *I am the champion!*
- ▼ *Everyone looks up to me.*
- ▼ *We have a great team this year.*
- ▼ *At least I have a date to the dance.*
- ▼ *Apply myself? Why?*

Justice

Some students have a heightened sense of JUSTICE. Maybe they're animal rights activists or are petitioning to keep a book from being banned from the library. Maybe they're fighting to keep a beloved teacher in a job after some baseless accusations.

Maybe your take on JUSTICE is completely in line with the school's. You're a hall-monitor extraordinaire and you want to ensure that those who break the regulations receive the appropriate punishment. We have rules for a reason, you know.

A d12 in JUSTICE is for those fiery students who never give up the fight and demand what they think is right; someone with a d4 backs down at the slightest obstacle.

EXAMPLE STATEMENTS FOR JUSTICE

- ▼ *There's an activist for every cause.*
- ▼ *The administration should treat everyone fairly.*
- ▼ *We need healthier food in the cafeteria.*
- ▼ *I'm fine as long as I don't get in trouble.*
- ▼ *There's no use fighting the system.*

Love

High school: a gladiator's arena of desperate crushes and broken hearts. You spend nearly every day with these people; it's no wonder that you might develop feelings for one of them. Your first pangs of LOVE. And then the longing stares and the secret notes passed during class.

Of course there's the guy who has a crush on someone new every week. That LOVE, while fickle, is just as real for him as anyone else. Same with the girl whose bedroom walls

are plastered with some Hollywood pretty-boy and swoons whenever someone mentions his name.

Someone with a d12 in LOVE is absolutely head over heels while someone with a d4 just hasn't felt the pull of his libido.

EXAMPLE STATEMENTS FOR LOVE

- ▼ *Lana and I are destined to be together.*
- ▼ *Oh, my precious snookums!*
- ▼ *It's better to have loved and lost...*
- ▼ *I'm just looking for some action.*
- ▼ *There's no one here for me.*

Power

POWER, in high school, is about popularity. Who has the most friends? Who dresses in the latest styles? Who's dating the quarterback? Whether you got here because of your rich family, your winning charisma, or your good looks, you're not going to let go once you're at the top.

Someone with high POWER might just be really good at manipulating people, whether by blackmail, deceit, or bullying people around. Even if you use your POWER for the sake of the less fortunate, you get a certain pride from being the one who can make it happen.

Someone with a d12 in POWER reigns supreme over the school while someone with a d4 gets picked on and bullied.

EXAMPLE STATEMENTS FOR POWER

- ▼ *I'm going to be homecoming queen.*
- ▼ *They want to be with me or they want to be me.*
- ▼ *I'm in the in-crowd.*
- ▼ *Real power comes with a few good friends.*
- ▼ *Everyone hates me.*

Truth

Is it possible that some people are actually here to learn? That it's not about your grades or your status, but you might actually be curious to know who did invade England in 1066 or how long it will take until the two trains collide? And once you start digging for the TRUTH, there's only more to be found.

There's also the TRUTH about people. The gossip in your class wants to know everything there is to know about everyone and wants everyone else to know as well. There's certainly a strong sense of this Value there.

If you have a d12 in TRUTH, your quest to uncover secrets won't stop no matter who you hurt; if you have a d4, you're happy believing whatever someone else tells you.

EXAMPLE STATEMENTS FOR TRUTH

- ▼ *There's a conspiracy here, and I will get to the bottom of it.*
- ▼ *I have my sources.*
- ▼ *You don't fool me.*
- ▼ *Don't bother me, I'm studying.*
- ▼ *I believe whatever they tell me.*

HIGH SCHOOL DISTINCTIONS

Distinctions are little finishing touches that define who your Lead is and how he's different from all the other characters populating your SMALLVILLE game. These options define who you are and how you do what you do. Whether your Lead was born with super powers, or you really are just the girl next door, you can add layers of depth to your Lead with Distinctions.

In the SMALLVILLE *High School Yearbook*, Distinctions work much the same way as in the SMALLVILLE *Roleplaying Game*. They're divided into two categories. The first deals with attributes of personality and skills. These you choose yourself during Pathways. The second is a new category: Award Distinctions (see page 16). These are chosen for you by your peers.

How To Use This

This list should be used in addition to the list starting on page 92 in the SMALLVILLE *Roleplaying Game*. Also, you can (and should!) use **Making Your Own Distinctions** on page 101 of the SMALLVILLE *RPG* to create unique Distinctions and make your Lead truly stand out.

All Distinctions in this section use the following format:

DISTINCTION NAME

A short description covers what the Distinction adds to a character's personality. This includes suggestions of when to add the Distinction's die to a Test or Contest.

d4: The first trigger.

d8: The second trigger.

d12: The third trigger.

BOOK WORM

Reading is more than a hobby or a passion; it's a lifestyle choice. You never go anywhere without your favorite paperback or a fully loaded eReader. Friends know they can nearly always find you in the library and you're also their go-to guy or gal for information. Roll BOOK WORM when your "book smarts" point the way or give you an edge.

d4: Earn a Plot Point and **Add** a d6 to Trouble when you leave a social scene you're in to indulge in a book.

d8: Spend a Plot Point to **Reveal** useful information you read about in a book.

d12: Spend a Plot Point when you understand something more about a situation to **Recover** your own AFRAID or INSECURE Stress. Knowledge is power.

CONFIDENT

When speaking in front of a crowd, meeting new people, or even just walking down the hallway, you naturally hold your head high, secure and self-assured. It's not that you can't get fazed, but generally speaking, "you got this." While some take confidence over the top and become caustic and annoying, others are less overt about it and step up to the plate whenever it's necessary. Roll your CONFIDENT die in situations when you are certain you can handle it.

d4: Earn a Plot Point when you **Choose** to act first in a situation.

d8: Earn a Plot Point and **Add** a d6 to Trouble when you Give In in a social Contest.

d12: Spend a Plot Point to **Reroll** a die in a social situation.

DISTRAUGHT

You don't need tattoos, piercings, black hair dye and lipstick to dwell in the dark places of the mind—but that doesn't mean you haven't taken to defining your dominant mood through your physical appearance. Not quite depression, not quite grief, the teenage years have a reputation for pure, unadulterated anguish and angst. Roll DISTRAUGHT when your dark mood would have an influence on the outcome of an action.

d4: Earn a Plot Point when your behavior or appearance attracts negative attention.

d8: Earn a Plot Point for another Lead and **Increase** your AFRAID or ANGRY Stress pool against them when you project your own dark mood through words or actions. Misery loves company.

d12: Spend a Plot Point to **Recover** your own AFRAID, ANGRY, or INSECURE Stress. You're used to it.

DOWN WITH THE KIDS

Kids love you. They think you're one of them: cool, with it, in the know, hip. They come to you for help and they trust you with their problems—or at least, you think they do. And you like them. It's almost like you're reliving your childhood, only this time successfully. For some adults, this is completely in their heads. But for others, it's a sincere and respectful relationship. Roll your DOWN WITH THE KIDS die when you're trying to help or relate to the kid/teen/youth crowd.

d4: Earn a Plot Point when you **Choose** to side with a kid in a conflict with an adult.

d8: Spend a Plot Point to **Reroll** a die when attempting to influence a kid.

d12: Spend a Plot Point to **Gain** a d8 Relationship with a kid Feature for the rest of the scene.

FAMOUS

In your high school, you're known as "that guy" (or gal). The one that juggles, or the rapper. You're the guitarist in the school's most recognized band, or you've been training to be an opera singer since the third grade. You could be that kid who has done commercials or the school's best dancer. Whatever your source of fame, people are more likely to know you for it than to know your name. Roll your FAMOUS die when trying to use your status for influence.

d4: Earn a Plot Point and **Give** your opposition a d6 when your reputation precedes you.

d8: Spend a Plot Point to **Reroll** a die when your opposition is part of your own peer group.

d12: Spend a Plot Point to **Gain** a 2d8 Extra (a lucky fan) for the rest of the scene.

LICENSE TO DRIVE

Literally, you have a license to drive and full access to your own vehicle. Whether it's your uncle's old four-door, the 10-year-old family van, or a brand new hatchback, you don't need anyone's permission to use it. Roll your LICENSE TO DRIVE die when you need transportation, now.

d4: Spend a Plot Point to **Reveal** that you have access to a vehicle that (pick two) is big enough to fit everyone in your group, is located nearby, and has a full tank. Use it as a d8 Useful Detail for the rest of the scene.

d8: Add a d8 to the Trouble pool to arrive at a scene you weren't in (if accessible by car).

d12: Spend a Plot Point to **Reroll** a die when you're the guy or gal at the wheel.

PERSISTENT

If at first you don't succeed, try, try again. You don't relent. With tireless devotion you eventually wear the situation down and get what you want—whether that be a date, a grade change, an interview with a local celebrity, or another cookie before dinner. Roll your PERSISTENT die when you won't take no for an answer.

d4: Earn a Plot Point and Add a d6 to Trouble when you get too pushy with someone you know you shouldn't.

d8: Spend a Plot Point to **Reroll** any die when you repeat a Test or Contest you've taken Stress from previously in the scene.

d12: Spend a Plot Point to **Decrease** your opposition's ANGRY or EXHAUSTED pool against you as a result of your persistence.

POPULAR

You're fashionable, trendy, admired, and hated. You're in with the In Crowd, which puts you on the top of the high school food chain. If you try a new clothing style or sport a new hairdo, it's only a matter of time before copies percolate down through the masses. In this small pond, you're the big fish. Roll your POPULAR die when using your social influence on the local crowd.

d4: Earn a Plot Point when you **Choose** to be distracted by your own fame.

d8: Spend a Plot Point to **Reroll** a die in a Test or Contest involving people who aren't already your fans.

d12: Spend a Plot Point to **Gain** a d8 Relationship for one scene with a Feature with whom you don't already have a Relationship.

SOCIALLY INVISIBLE

Socially speaking, you're off the grid. Below the radar of the masses, you're not hot, cool, or even lukewarm. To the outside world, there's nothing noteworthy about you. Some rage against this part-of-the-background existence, searching for ways to make a name for themselves. Others revel in it; being beyond praise also keeps teasing, taunting, and bullying at bay. Roll your SOCIALLY INVISIBLE die when you don't want to be noticed.

d4: Earn a Plot Point when you **Choose** to make yourself the subject of public attention.

d8: Spend a Plot Point to **Reveal** that you were there, in a scene, all along.

d12: Add a d6 to Trouble to **Gain** a 2d8 Location for the remainder of the scene.

TEACHERS' PET

You know how to talk and relate to adults. For some, this means sucking up and learning how to best manipulate the over 30 crowd. For others, it's more simply an ability to relate to and have rapport with your parents' generation and older. Whichever the path, you're the go-to person when dealing with faculty, administration, or generic adults. Roll your TEACHERS' PET die when maneuvering through the adult world is necessary.

d4: Earn a Plot Point when you **Choose** to involve an adult in a situation.

d8: Spend a Plot Point to **Reroll** a die when attempting to influence an adult.

d12: Spend a Plot Point to **Gain** a d8 Relationship with an adult Feature for the rest of the scene.

TEAM PLAYER

Whether you're part of an athletic team, a club, or a social group, you know that it's not all about you. You work well with others, know your place on the team, and how to support your teammates. Maybe you don't like to stick your head up above the crowd, or maybe you have enough confidence in yourself that you don't need the spotlight to prove how great you are. Either way, roll this die when you're Aiding your buddies, carrying your share of the weight, or figuring out what's best for your group.

d4: Earn a Plot Point when you **Choose** to follow instructions, stick to the game plan, or maintain strict discipline when it would benefit you more to do otherwise.

d8: Spend a Plot Point to allow another Lead or Feature to **Reroll** a die in a Test or Contest that you have Aided.

d12: Spend a Plot Point to **Recover** another Lead or Feature's AFRAID, EXHAUSTED, or INSECURE Stress with your support.

Game Time

School's All About Knowledge

If you look at the Academic Cliques (page 27), you'll notice that many of them have specific Knowledge Distinctions based on subjects you'd find in any high school curriculum. If you've already memorized page 101 of the SMALLVILLE RPG, you're familiar with [FILL IN THE BLANK] KNOWLEDGE as a customizable option. We've gone to town with it here, figuring that everyone on the faculty, and maybe even a few others, really ought to know what they're talking about (radical thought, we know).

So if you're wondering where all those Distinctions came from, now you know. And if you're wondering how to improve on them or make your own, all the better. They're intended to be adapted and personalized for your Leads and Features. (And if you haven't memorized page 101, go check it out!)

UNDERAGE

You are either literally underage—and look it—or you appear younger than you are. No matter how mature you dress or act, you look juvenile. The good news is you're likely to look younger than you are for decades to come. One day you'll be thankful for it. Roll your UNDERAGE die when seeming younger is beneficial.

d4: Spend a Plot Point to **Reroll** any die in situations where your apparent age is the deciding factor.

d8: Earn a Plot Point and **Add** a d6 to Trouble when your apparent youth makes a situation worse.

d12: Spend a Plot Point to **Decrease** your opponent's AFRAID or INJURED Stress pool. How could they be so mean to a kid?

WEIRDAR

You have an inherent attraction to all things odd. When left to your own internal compass, you will naturally guide yourself to the unexplained, the mysterious, and the downright strange. You can tell by looking at a situation when it's more than a coincidence. Roll your WEIRDAR die when investigating an unusual situation.

d4: Earn a Plot Point when you **Choose** to ignore any logical explanation.

d8: Add a d6 to Trouble to **Reroll** any die in a WEIRDAR roll.

d12: Add a d10 to Trouble to **Reroll** a second die in WEIRDAR roll.

Award Distinctions

We've come to everyone's favorite part of the yearbook: the awards! That time when we award our peers with spiffy superlatives. Who will be the *Bests* and the *Most Likely Tos* this year?

Award Distinctions work just like other Distinctions but with one important difference: you don't choose them. When you elect to receive a new Award Distinction, the other players in your group choose one for you. The players and Watchtower can choose by consensus, deciding together which would be the best fit based on what they know of your character so far, or they can vote by blind ballot. Once you have decided you're in the market for an Award Distinction, what they say goes.

Each of these Distinctions can only be awarded to one Lead. Even if your Leads are just freshmen, these Distinctions are still fair game. They represent what you're on track towards; it just won't be printed in your yearbook until your senior year.

BEST BODY

Pilates? Crunches? Fad diets? Whatever you're doing, it's working. Those chiseled abs and toned biceps are drawing everyone's attention. Not to mention how good you look in jeans. Roll this Distinction's die when you're doing something that requires physical fitness or distracting someone with your alluring bod.

d4: Add a d6 to Trouble to **Reroll** a die in a BEST BODY roll.

d8: Earn a Plot Point when you **Choose** to use brawn or beauty over brains.

d12: Spend a Plot Point to **Decrease** your opponent's INJURED or EXHAUSTED Stress pool.

BEST COACH

You've led the team to State eight times, and this year... yeah, this year you can go even further. You love these guys, but you won't tolerate anything less than 110% from them. Practice leads to dedication and dedication leads to winning. That's your formula for success. Roll this Distinction's die when your team is around to work toward your goals.

d4: Spend a Plot Point to **Gain** a 2d8 Extra from your team for the rest of the scene.

d8: Add a d6 to Trouble to **Decrease** your opponent's EXHAUSTED or INSECURE Stress pool.

d12: Earn a Plot Point when you come to the aid of a team player in trouble.

BEST SMILE

Flash those pearly whites and light up the room. All those years of braces and head-gear in elementary school were so worth it; now it's easy to make friends, melt hearts, and distract teachers. Roll this Distinction's die when attempting to get your way with a friendly demeanor.

d4: Add a d6 to Trouble to **Reveal** that a Feature has or had a crush on you.

d8: Spend a Plot Point to **Gain** a d8 Relationship with a Feature for the rest of the scene.

d12: Add a d10 to Trouble to **Reroll** a die in a Contest with someone who is attracted to you.

BEST SPORT

You take sportsmanship to whole new level: never getting upset when a penalty is called, respecting your coaches, encouraging your teammates, and you're always first in line to shake hands with the other side after the competition is over. Good game, guys. Good game. This is about honor for you. Roll this Distinction's die when it would be to your advantage to do something underhanded in a Contest but you act with integrity instead.

d4: Earn a Plot Point when you **Choose** to confront a situation head on and honorably rather than sneaking behind someone's back.

d8: Earn a Plot Point and **Give** your opponent a d6 when your sportsmanship gives them an advantage against you.

d12: Spend a Plot Point to **Decrease** your opponent's ANGRY or INSECURE Stress pool.

CLASS CLOWN

That scrunched-up, furious look on your history teacher's face? It's because he's trying not to laugh himself. Class just gets a little too serious sometimes, and everyone's a little better off when you lighten the mood. From quippy one-liners to extravagant practical jokes, you get your classmates rolling on the floor. Roll this Distinction's die when you're taunting or distracting people with jokes, trying to avoid real class work, or winning over the new kid with your laughs.

d4: Add a d6 to Trouble to **Decrease** your opponent's AFRAID or ANGRY Stress pool.

d8: Add a d10 to Trouble to **Reveal** a prank that you had planned all this time.

d12: Earn a Plot Point and **Give** your opponent a d6 when your antics get you in trouble.



CUTEST COUPLE

You two are so adorable that you make your friends want to puke. Seriously, get a room already. You're in love. And nobody has seen the two of you apart since you started dating. Plus now you have this whole secret language of cutesy nicknames for each other—so you know this is for forever. This is the only Award Distinction that can be awarded to two Leads. In which case, the two of you are the couple—assuming you're each other's type! Otherwise, choose a Feature you have a Relationship with to share this honor. Roll this Distinction's die when acting to defend or help your significant other.

d4: Spend a Plot Point to let your significant other join a scene you're in.

d8: Earn a Plot Point when you **Choose** to stand up for your significant other.

d12: Add a d6 to Trouble to **Reroll** a die when acting in a way that benefits your significant other.

FAVORITE TEACHER

Perhaps you're light on the homework, you come dressed as a different historical figure every Friday, or you simply respect your students and treat them like adults. Whatever it is, the kids adore you and they trust you. Roll this Distinction's die when acting on behalf of one or more of your students.

d4: Earn a Plot Point when you **Choose** to step in and act for a student who isn't in your class.

d8: Add a d6 to Trouble and **Gain** a d8 Relationship with a student or a 2d8 Extra when you challenge the school's status quo in front of the kids.

d12: Earn a Plot Point and **Decrease** your own INSECURE or ANGRY Stress pool when dressing down a student.

MOST DEPENDABLE

When your friends need you, you're there. It's that simple. When someone needs a ride, you're going their way. When someone needs help moving, you'll bring your truck. When someone needs a person to talk to, your door is open. Roll this Distinction's die when acting on behalf of someone, and not for yourself.

d4: Spend a Plot Point to let another Lead or Feature **Reroll** a die when you're Aiding their Test or Contest.

d8: Earn a Plot Point when you **Choose** to help someone at your own expense.

d12: Add a d6 to Trouble to arrive in a scene just in time to help.

MOST LIKELY TO GO TO JAIL

It's not just that you can't seem to do anything right, it's that you always get caught when you do wrong. You're fairly sure you've spent more after-school evenings in detention than not and you would be on a first name basis with the recipient of

STRICTEST TEACHER (see below) if calling him “Chuck” to his face wouldn’t land you in more trouble. Roll this Distinction’s die when you’re doing something against the rules and you know you’ll get snagged and be punished for it.

d4: Earn a Plot Point when you **Choose** to do something to upset an authority figure.

d8: Add a d6 to Trouble to **Reroll** a die in a Contest against an authority figure.

d12: Add a d10 to Trouble to **Reveal** some illicit item you had stashed somewhere.

MOST LIKELY TO SUCCEED

You’re not necessarily smarter than anyone else, you’ve just learned how to play the game. The homework, the pop quizzes, the papers: easy. There’s a simple formula to it all and you’ve got it figured out. And no sharing—that would just upset the curve. Everyone thinks you’re going to go far. Maybe you will, but secretly you’re very worried that the real world isn’t anything like high school. Roll this Distinction’s die when in a Contest or Test involving academics, internships, and the World of School.

d4: Spend a Plot Point to **Reroll** a die against an opponent with more dice in their pool (including Trouble).

d8: Add a d6 to Trouble to **Reroll** a second die against an opponent with more dice in their pool (including Trouble).

d12: Give your opposition a d6 to roll against you to **Reroll** a third die when they have more dice in their pool (including Trouble).

MOST SCHOOL SPIRIT

You’ve memorized all the cheers. The banner everyone sees as they walk in the doors, you did that. And the homemade muffins awaiting the team on the morning of the big game, well, you’re multitalented. These are the best years of your life, right? So why not make the most of them. Roll this Distinction’s die when acting in the interest of your classmates.

d4: Spend a Plot Point to **Gain** a d8 Relationship with a jock Feature for the scene.

d8: Earn a Plot Point when you **Choose** to start trouble with another school’s sports team, admin, or students.

d12: Add a d6 to Trouble to when you **Reveal** that you have access to a restricted or unorthodox area of school.

STRICTEST TEACHER

Spare the rod, spoil the child. Oh for the days when you could use a rod! Detention will have to do. The administration might get upset at all those pink slips if you didn’t volunteer to supervise detention yourself. Your stern lip and ability to completely ignore their pop-culture references will keep those students in line. Roll this Distinction when using your authority in Contests or Tests against students.

d4: Spend a Plot Point to **Reveal** evidence of a student’s wrongdoing.

d8: Add a d6 to Trouble to **Increase** your ANGRY or INSECURE Stress pool against students.

d12: Earn a Plot Point when you **Choose** to employ cruel and unusual disciplinary methods.

TOUGHEST COACH

“Drop and give me twenty!” is your default response to any problem. But, hey, if it works. These kids need discipline and where else are they going to get it these days? Part drill-instructor and part sports strategist, you know that tough love is the key to winning even if some of your techniques aren’t exactly condoned by the Coach’s Association. Roll this Distinction’s die when you use your authority to intimidate others into doing what you tell them.

d4: Add a d6 to Trouble to **Increase** your AFRAID or EXHAUSTED Stress pool.

d8: Spend a Plot Point to allow another Lead or Feature to **Reroll** any die in a Test or Contest you’re Aiding them in. Discipline gets results when you’re there to enforce it.

d12: Earn a Plot Point when you **Choose** to allow your team undermine your authority.





CLIQUE

CLIQUEES & CLUBS

So, you think you're unique, but it turns out that lots of people look like you, talk like you, and think like you. The harder you try to be special, the more likely you're going to end up being like everyone else. It's not all bad, though—being part of a larger group can be useful! The fact is that there's a stereotype out there for everyone, so you might as well use it to your advantage.

Stereotypes and Groups

We're all guilty of stereotyping people. If you hear someone talk like a Valley Girl, you're going to assume that she's into shopping and is completely vapid. It may not be true—she might have a PhD in Biology—but you're not even going to give her a chance before you've made up your mind about her. It's not because we're all horrible people. Stereotypes just make it easier for everyone—within seconds you know exactly how you feel, and you don't have to spend any more time on it. If you think about how many people you meet in a lifetime, it's a pretty good shortcut, even if you don't end up getting to know how much deeper every person might be.

Stereotypes are usually positive or negative.

POSITIVE STEREOTYPES:

- ▼ Girls are better listeners.
- ▼ Boys are stronger.
- ▼ Tall kids are good at basketball.
- ▼ All nerds can hack computers.
- ▼ Blondes are more popular.

NEGATIVE STEREOTYPES:

- ▼ Girls are bad at math.
- ▼ Boys can't do laundry.
- ▼ Jocks are dumb.
- ▼ Cheerleaders are easy.
- ▼ Redheads have bad tempers.

High school is full of these kinds of stereotypes and no one escapes being labeled. "Why would you want to be labeled?" I hear you ask. Well, besides the fact that you have no choice, getting the right label can make your life easier. If people think you're dumb, you'll never be asked to help them with their homework. If you look scary, people will leave you alone, even if you spend all of your time fostering kittens.

There's a downside to stereotypes, of course. If you're tall and suck at sports, you're going to have to constantly explain why you aren't on the basketball team. While the nerd might

Crows' Notes

She's a Popular Girl

Lana Lang tried so hard to re-live her mother's supposedly perfect teenage years that she joined cheerleading and did what was expected for a popular girl, including dating the quarterback. When the football team was caught cheating, the ethical girl inside her couldn't live with the label anymore and she dropped cheerleading. Later on, Lana found out that her mom wanted to do the same thing—wanted to break free from expectations and live her own life.

get to help the popular girl study, it's more likely that he'll be pushed into doing her homework for her, and that's assuming her boyfriend doesn't beat him up first.

People are complicated. No stereotype encompasses everything that makes up an individual. So why do we accept these labels and often even fulfill their expectations? The truth is that kids spend high school roleplaying anyway. Being different can get you beaten up, so most kids do anything to fit in, and that includes pandering to a stereotype. On the flip side, some of the most interesting drama in high school stories comes when people decide to shed the labels they've been given.

SOME COMMON LABELS IN HIGH SCHOOL INCLUDE:

- | | |
|---------|----------|
| ▼ Jocks | ▼ Snobs |
| ▼ Nerds | ▼ Preps |
| ▼ Goths | ▼ Posers |
| ▼ Punks | ▼ Freaks |

It doesn't matter if you don't really belong under a label—you'll get one anyway. The kid that avoids everyone and keeps his head down may be called a Loner, or he may just be called a Loser. If you're a Popular Kid, everyone that isn't popular is a Loser, after all. The New Kid in town will get a new label after a while, and the Foreign Kid will probably always be the Foreign Kid.

A lot of these big labels can be broken down into more specific groups. If you have long unkempt hair and wear flannel, odds are that you're a Grunger. But, you might be part of a select group that thinks Dave Grohl was the best part of Nirvana. Congratulations, you've just made your own Clique!

Cliques vs. Clubs

Kids who fit similar stereotypes often gather (or are pushed) together into groups. For the sake of discussion, we'll break these groups into cliques and clubs—but in game terms, they work pretty much the same way and we refer to them all as Cliques. It's just easier than calling them "Cliques, Clubs, and Other Ways You Might Group a Bunch of Kids."

CLIQUE: NO OUTSIDERS ALLOWED

What's a clique? A clique is a group of kids with the same interests, goals, or backgrounds. How is it different from a label? Well, a clique is usually made up of people that want to be together, while a label can be applied to anyone, even if they don't want it. Cliques are exclusive—members define themselves by what they *are*, and what others *are not*. You can't just walk up and join a clique—you have to be invited and you have to know the secret password.

If you're lonely, a clique is a great way to feel accepted. You're with other people that think, look, and act the same way. They understand you. They might be your best friends who always stand up for you and support you, or they might be better defined as frenemies who hang out with you but say nasty things behind your back. Either way, they make up your social circle and offer a steady supply of people you can—and might have to—invite to parties or to the movies. At its best, a clique will help you stand up to bullies, or that sense of belonging will build up your confidence enough for you to run for student council president.

At its worst, belonging to a clique means that your own beliefs have to be squashed. Even if you think those jeans make her look fat, you can't actually tell her that. You end up lying to keep the peace—you don't want to get kicked out of the clique. Even worse is if you can't stand some of the people in your clique. Think of the popular girl who's gunning for Prom Queen with her cronies always right there behind her (literally and metaphorically), but the moment she's out of the room, they complain about her. This kind of behind-your-back cattiness is pretty common in some cliques—the higher up you are socially, the more likely it is that your friends hate you.

CLUBS: NEWCOMERS WELCOME

OK, you know what a clique is. You can guess that a club is also made up of people with similar interests. What's the big difference? Clubs usually get funding from the school, so they can't be as choosy about who gets in. While there might be some conditions for membership (like, you have to be able to write well if you want to write for the newspaper), you usually can't be disqualified for any other reason.

A club is unlikely to protect you from bullying (it might make you a bigger target, especially if you're in the Chess Club!), but it's still a great way to spend time with people who like the same things you do. While a clique might not do much besides hang out together, a club tends to have a purpose. Whether it's publishing a yearbook or playing football, clubs involve more action than cliques. Clubs also look good on your college applications, and you can gain some useful experience.

Crows' Notes

Tightly-Knit Torchers

Clark, Chloe, and Pete were never popular, but they always had each other. They also all had the Newspaper Club, AKA the *Smallville Torch*. This is a good example of cliques and clubs overlapping, since for the most part the Newspaper Club was Clark and his friends. Joining their clique represented something different than joining the club, however. When Lana gave up cheerleading, she became more of an outsider, just like them. She became part of the Newspaper, but more because she was now in their circle of friends and less because of her interest in journalism.

Sports teams are basically a kind of club—anyone who can play well enough is usually allowed in, though they might not get first string.

COMMON CLUBS IN SCHOOL:

- ▼ Band
- ▼ Cheerleading
- ▼ Debate
- ▼ Drama
- ▼ Honor Society
- ▼ Newspaper
- ▼ Sports Teams
- ▼ Student Government
- ▼ Yearbook

CLIQUE AND CLUBS: BETTER TOGETHER

Sometimes you'll end up with cliques that splinter off from clubs. Cheerleaders tend to be a tight social group even outside of practice and games; the same goes for the jocks. It might not include everyone from the team, but it'll definitely be made up of the *crème de la crème*—or at least those that think they are.

Regional Cliques and Clubs

The kind of groups, cliques, and clubs you find at a school depends on where that school is. You're not going to find a high-end technology lab at a rundown rural school; it's also unlikely that you'll find an urban school with a big focus on agriculture. And yes, we're indulging in stereotypes here—certainly you'll find all kinds of schools and opportunities in all kinds of places. But in most high school stories, the schools will fall into these general groups. Perhaps the school in your spinoff fits one of these stereotypes; perhaps it defies convention.

RURAL SCHOOLS

The stereotypical rural school will be out in the countryside, with easy access to farms and fields. Rural areas tend to be poor, so the best way out is to get picked up by a sporting scout or get a scholarship by having the best grades.

Parents are more likely to be involved in a rural school; part of this is because everyone knows everyone, and also because

WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

RULES AND
GUIDELINES

HIGH SCHOOL
DRAMA

SMALLVILLE
HIGH SCHOOL

there isn't enough money to hire more teachers. They may serve as chaperones for prom or fieldtrips, fill in as substitute teachers, and volunteer in the office. In a rural school, it's much more likely that your parents or the parents of your friends will be employed at the school. Is it embarrassing if your mom works in the cafeteria? Does the fact that the principal is your best friend's dad make it harder or easier for you to get away with stuff?

In a rural school, football is life. Homecoming is the most important time of year. You can probably play other sports, but the quarterback is king. With football comes the cheerleaders, the next most important group in school. Star football players can get scholarships to play football at prestigious colleges, while cheerleaders can marry their way into a comfortable lifestyle.

If you suck at sports, you can always try to get an academic scholarship. Whether you're gunning for a local scholarship or going for a state or national one, the competition is going to be fierce. Good grades aren't going to be enough—you'll need the *best* grades.

It's not all jocks and smarty-pants, though. A rural town is the perfect place to have an outdoors club, and with farms all around, it makes it ideal for FFA (Future Farmers of America) and FCCLA (Family, Career and Community Leaders of America—formerly Future Homemakers of America) clubs. The local 4-H chapter might be very active, as well. Youth competitions at the County Fair may be as dramatic and cutthroat as any sporting event. For those planning on leaving town to join the military, the JROTC (Junior Reserve Officer's Training Corps) is a great place to start.

EXPECTED CLIQUES AND CLUBS:

- ▼ Cheerleading
- ▼ Football
- ▼ Honor Society
- ▼ Outdoors Clubs
- ▼ Student Government
- ▼ Yearbook

LESS LIKELY TO FIND:

- ▼ Emo
- ▼ Gangs
- ▼ Goths
- ▼ Preps

Crows' Notes

Isn't Smallville a Rural School?

Well, yes and no. It's definitely out in rural Kansas, in an area known for farming and agriculture (Creamed Corn Capital of the World, anyone?) But then it's also spitting distance from Metropolis, which has made it almost a bedroom community for some of Metropolis' movers and shakers. In fact, LuthorCorp—a large multinational corporation—has been good to Smallville High, giving them equipment (like computers) and supplies (like jerseys for the football team). This is why such a small school can afford to run a newspaper—something you might not normally see.

URBAN SCHOOLS

The stereotypical urban school is an older rundown building. It's deep in the city, with easy access to museums, theaters, and other cultural centers. Good luck trying to get the community involved—everybody keeps to their own business. Teachers are overworked and underpaid, so there may be fewer electives and extracurricular activities. While an urban area may not have any more money than a rural one, there are many more opportunities for enterprising students.

Basketball is more important in an urban school than football, and artistic performance in general is more important than cheerleading. There are basketball scholarships to earn, but there is an entire city that needs entertaining. Dance, theater, art—these are the ways kids shine. Most kids come from poor families, so there won't be the same elitism based on wealth that you would see in a suburban school. Instead, gangs will likely be in charge.

EXPECTED CLIQUES AND CLUBS:

- ▼ Band
- ▼ Basketball
- ▼ Dance
- ▼ Drama
- ▼ Gangs
- ▼ Goths
- ▼ Newspaper
- ▼ Punks
- ▼ Student Government
- ▼ Yearbook

LESS LIKELY TO FIND:

- ▼ Cowboys
- ▼ Horticultural Club
- ▼ Preps
- ▼ Ski Club

SUBURBAN SCHOOLS

The stereotypical suburban school is wealthy, so the social scene there is determined by how much money you have. Popularity is determined by how expensive your clothes are, what kind of car you drive, and what stuff you own. It might even be determined by who your family is and whether you're new or old money. A wealthier neighborhood means that the school will have more resources, though, so a suburban school will have the most activities and electives. Want to play lacrosse? They probably have that. Yoga club? Sure.

Suburban parents are generally more involved in their children's education. But rather than actually working with the teachers, all too often that means throwing around whatever financial and social weight they can muster. There may also be tremendous parental pressure on kids to excel and live up to family expectations. Getting parents to volunteer to help with fundraisers and such is probably pretty easy and may even be a showcase for parenting as a competitive sport.

Suburban schools have a large student body, so it's pretty easy to disappear. This can lead to kids displaying more outlandish behavior in an attempt to express their uniqueness. You'll see many more "fringe" kids in a suburban school: goth, emo, punk, etc. The weird kids are going to stand out a mile away. Gangs may be present, but they won't have as much power in a suburban school.

EXPECTED CLIQUES AND CLUBS:

- ▼ Any of them
- ▼ All of them

THE NEW CLIQUE RULES

Cliques are influential in schools, for sure, but how are they influential in the game? Well, it works like this: Cliques are like Features. Think of it this way—they're a group of Extras who, by having common motives and a certain pull around school, have the effective power of a Feature character. They have their own Values and Relationships as well as Distinctions (what they're good at), Locations (where they hang out), and Extras (particular individuals within the Clique or hangers-on who will do things for the Clique).

Cliques on the Pathways Map

When you're creating your Leads and you draw an arrow from your square to a circle on the Pathways Map, you have the option to make that circle a group of Extras rather than an individual one. This group has the same effectiveness as a single Extra: it's still just a name (like "the Choir" or "the Football Team"), a couple of specialties, and a die rating of 2d4 to start.

When the player of a second Lead draws an arrow to this circle, you and your fellow player have the option of upgrading this group to a Clique. If you do so you're saying that this group has an impressive level of sway in your spinoff. Draw a second circle around the group's circle—just as if you were turning an Extra into a Feature—and erase the group from your Extras on your Lead sheets. Both Leads now have a new Relationship with the Clique. It starts at the same rating it had as an Extra (only now with one die instead of two).

Additional Leads can also create Relationships with this Clique and connections can be made with Features, Extras, and other Cliques as well throughout the Pathways process.

Example: Bobbi and Cam are at the Attitude stage of the Yearbook Pathways chart. Cam, playing Clark, picks Mysterious for an Attitude. He notes that Clark's father, Jonathan Kent, was the star quarterback when he was in high school and Clark has always been a supporter of the Crows and naturally made friends with some of the guys on the team. Cam draws a circle on the map: the Football Team. He then draws an arrow from Clark's square to this circle. Finally he writes the Football Team under Extras on his Lead sheet and gives it a rating of 2d4.

Bobbi chooses Curious for Chloe's Attitude. Bobbi mentions that Chloe wrote a paper on the Crows and interviewed most of the Football Team. So Bobbi draws an arrow from Chloe's square to the Football Team's circle. Bobbi and Cam decide that they don't want the Football Team to just be another group; they want it to be a Clique. So Bobbi draws a second circle around the Football Team and Cam erases it as an Extra from his Lead sheet. Chloe and Clark each establish a Relationship with the Football Team and assign it a d4.

Creating Cliques

Just like your run-of-the-mill Features, you need to come up with your Clique's Drives, Assets, and Resources. Now, time is of the essence, folks. Rather than going through the entire Pathways process, Watchtower can create Feature Cliques using a more straightforward approach. This isn't chem lab, though—nothing will explode if you mess with the formula, so think of these as guidelines more than rules.

Note: These rules are a modified version of the Minor Features rule that appears in *SMALLVILLE: The Watchtower Report*.

DEFINING VALUES

Let's start with some defining Values. Of the six Values—DUTY, GLORY, JUSTICE, LOVE, POWER, or TRUTH—one is going to most exemplify the Clique. If the group is all about academic responsibility, then it's DUTY. If it's about winning and accomplishment—which most sports teams are—then GLORY is the one for them. JUSTICE is key for those who have an agenda of fighting for what they think is right. LOVE might seem a little personal for an entire Clique, but it could be exactly the right fit for spiritual groups. POWER is likely the focus of your more popular Cliques. Finally, TRUTH is a big deal for associations that are concerned with knowledge.

Assign a rating of d10 to the Value of primary interest for the Clique. Then pick the Value that causes the Clique the most trouble. That Value gets a d4. Next, you need to pick two Values of secondary importance, rated at d8; these Values have the potential to eclipse the d10 during play, so they should be significant. The last two are the Values that the group just doesn't have on its radar, so they get the default d6.

If you have immediate ideas for Value statements, go ahead and jot them down. If nothing comes to mind right away, you can come up with the statements as the Values come into play.

DEFINING RELATIONSHIPS

Since your Clique has reached Feature status, you already know of two Leads with a connection to the Clique. Give the Clique a Relationship with each of them at a d6 rating. If any other Lead or Feature connects to the Clique during the Pathways process, do the same for them. If any other Cliques are generated on the Pathways map, give these Cliques Relationships with each other. If the two Cliques seem like they have a big role in each other's continued existence—whether it's as allies or opposition, like the student Newspaper and Yearbook staff or a hunting club and animal rights activists—give them a d8 Relationship. Some groups seem like they would have very little to do with each other making any interaction between them potentially problematic, like the Glee Club and 4-H Club; give them each a d4 Relationship with each other. Somewhere in the middle? A d6 Relationship will do.

DEFINING ASSETS

Pick two or three Distinctions for the Clique. At least one starts at a rating of d8 and the others at d6. These people are together because they have some common talent or interest, right? So give them Distinctions that demonstrate that commonality. If you want to step a Distinction up to d10, that's

fine, but give them a d4 Distinction to balance it out. Very rarely should you give a Clique an Asset rated at d12; leave those for individual Features and Leads associated with the Clique.

DEFINING RESOURCES: HANGOUTS AND HANGERS-ON

You can choose any Resources that seem appropriate for your Clique, as long as you don't go too overboard. Some people prefer guidelines, though. If that's you, read on.

Pick two Locations. One of them is where the Clique does their thing—a sports field or gymnasium, an auditorium or stage, the cafeteria, the parking lot. It's home turf, but it's where they are often challenged and expected to perform. Give this one a 2d6 rating. The second one is their headquarters, where they go to regroup. It's the locker room, back stage, a rehearsal space, or the girl's restroom. This is where, usually, it's members only. This one gets a 2d10 rating. You'll also need an Extra: someone who is technically outside of the Clique, but still has an important function to play. This might be the team's coach, a director or conductor, or a teacher who facilitates the group. This character is a 2d10 Extra. He might be a prime candidate for turning into a Wedge or other Feature at some point in your spinoff, but until we know what role he'll play, he'll sit here as a background player in scenes that involve the Clique.

Note: In the Clique writeups, we refer to these Resources as Hangouts and Hangers-on (it's just so much more high school than "Resources," don't you think?), but they're functionally identical to Resources belonging to Leads and Features.

DEPTH

If it seems like something is still missing, give the Clique a statement of Depth. This is a short phrase that covers facets of the Clique that the other Traits don't really get into. This gets a rating of 2d6 or 2d8 depending on how influential you want to make it. *We're going to win the State Chess Championship and no one better get in our way* 2d8 or *This is our lunch table, go away* 2d6. Depth works like a Resource does—twice per episode, it can Aid the Clique's rolls, but after that it's gone.

Note: Depth is most appropriate for Cliques since they represent a group of people who share stereotypes or situations. Individual Features within the Clique may or may not share this Depth Trait, but Leads never do.

EXAMPLE CLIQUE CREATION

Tiara, as Watchtower, is creating the Crow's football team as a Clique. Go Crows! The team is all about victory so Tiara picks GLORY as their primary Value and assigns it a d10. She also gives them POWER and DUTY at d8. Romance brings distractions and jealousy to the team, so she gives them LOVE at d4. TRUTH and JUSTICE don't make much difference one way or the other, so those get d6. She gives each of these a cool phrase to help indicate what the Value means to the team.

Since CLARK and CHLOE both drew arrows to the team, the Football Team gets a d6 Relationship with each of them.

Two other Cliques have also been formed by Pathways: CHEERLEADERS and the MATH CLUB. The football players get a d8 Relationship with the CHEERLEADERS and d4 Relationship with the MATH CLUB. Again, some short phrases help sell how the Relationships can be used in play.

The Football Team needs some Distinctions. ATHLETIC is a natural choice so Tiara assigns that one at d8. She also adds ON A MISSION at d6.

Next, Tiara picks two Locations for the Football Team. She adds FOOTBALL FIELD 2d6 as one and LOCKER ROOM 2d10 as the other. Finally, the Clique gets an Extra. Tiara adds COACH ARNOLD with a 2d10 rating—there's a good chance he'll become a Feature when our season begins. Then Watchtower gives specialties to each of the Locations and the Extra.

Finally, the Football Team needs some depth. Tiara writes the phrase *199 wins, let's make it 200!* 2d8 on their sheet. So now let's see what the Football Team looks like on paper.

The Crows Football Team

DEFINING VALUES

D8	DUTY	<i>Practice hard to make coach proud.</i>
D10	GLORY	<i>The big game is our chance to shine.</i>
D6	JUSTICE	<i>The Ref's calls are usually fair.</i>
D4	LOVE	<i>Girls are just a big distraction.</i>
D8	POWER	<i>The Crows are legends in this town.</i>
D6	TRUTH	<i>We take drug tests seriously. Right?</i>

DEFINING RELATIONSHIPS

Seems odd that CLARK won't try out D6
Why doesn't CHLOE give us more space in the Torch? D6
Our CHEERLEADERS are the best D8
Those MATH CLUB geeks are nerds D4

DEFINING ASSETS

ATHLETIC D8

- ▼ **Spend** a Plot Point to **Reroll** a die in any ATHLETIC roll.
- ▼ **Earn** a Plot Point when you **Choose** to use brute force instead of finesse.

ON A MISSION D6

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you foolishly pursue your mission despite the risk.

HANGOUTS AND HANGERS-ON

FOOTBALL FIELD (*Competitive, Crowded*) 2d6
 LOCKER ROOM (*Inspiration, Recovery*) 2d10
 COACH ARNOLD (*Intimidation, Training*) 2d10

DEPTH

199 wins, let's make it 200! 2d8

RELATIONSHIPS WITH CLIQUES

Leads and Features can create Relationships with Cliques like the Football Team or the PTO just like they can with any other Lead or Feature. These Relationships have die ratings and statements like Relationships with individuals do. This lets you bring the Clique Relationship on board when you either don't know anybody in that Clique or you're actually dealing with the Clique as a whole rather than a specific individual. Also, when confronted with Hangers-on within or connected to the Clique, you can roll in your Relationship with the Clique based on the Relationship statement.

When you challenge a Relationship with a Clique, the standard rules apply. If you're facing off with a member of a Clique who acts differently than your Lead might expect (i.e., different from your statement), you can challenge the Relationship to roll three dice instead of one. However, when it comes to tag scenes, you have a new option. The guy from the Clique might make you revise your opinion of the group as a whole, or you might conclude that he's just weird and different.

If your Lead revises his opinion of the whole Clique, rewrite the Relationship as normal (page 87 in the *SMALLVILLE RPG*).

If your Lead decides that this particular guy is different, leave the Relationship with the Clique with the same statement and at the die rating you stepped it down to by challenging it. Add a new Relationship to your Lead Sheet with the "weird guy" and give it a die rating of d4. Step it up by one for each additional time after the first that you challenged your Clique Relationship in that episode.

Example: Cam's playing Clark in a high school game. After Clark signs up with the Smallville Crows football team, Cam picks up the Relationship *SMALLVILLE CROWS* will stop at nothing to win the championship D8. While Clark's trying to figure out the identity of a meteor-infected cheerleader, the entire offensive line crowds Clark in the locker room and tells him to lay off, since the team needs the cheerleaders for the coming game against Granville. Cam exploits their desire to win (and supports his Relationship statement) by having Clark tell the guys that the rest of the cheerleaders are in danger unless he learns who the girl is. Cam rolls in his d8 Relationship and wins the Contest, breathing a sigh of relief that Clark didn't have to use his abilities.

Later, one of the Crows, a running back named Joe, comes up to Clark and reveals that he's the meteor freak cheerleader's boyfriend. With her new powers, she's playing a more important role in the cheerleading squad, which makes her really happy. Joe starts a Contest with Clark to get him to keep the girl's name quiet, because it's more important to Joe that she's happy than it is for the Crows to take home the cup. Since this is a total flip of Clark's Relationship statement with the Crows, Cam challenges his Relationship and gets three dice to roll in the Contest.

At the end of the episode, Cam decides that Joe isn't like the other Crows, so he isn't going to change Clark's statement for the Smallville Crows. It stays at d6, the level he challenged it down to. He writes a new Relationship with Joe (will sacrifice for love), which starts at d4. Cam rolls his Growth pool to step that up to d6. Clark's tag scene shows him meeting up with Chloe at the Talon and comparing himself to Joe, wondering if he could ever be so strong-willed that he might give up everything for love...

Game Time

Cliques As Wedges

Cliques can be used as easily as any Feature to create strife between your Leads, although it might take a slightly different perspective to see how that works. Look at the big picture. Say Pete makes it on the Football Team, and that team is a Clique—maybe grueling practices and the pressure to hang out with the guys is keeping Pete from spending time with Clark or from helping Chloe investigate something on her Wall of Weird. The obligations of being part of a group can certainly put strain on individual Relationships.

Remember that two Leads need a connection to a group to turn it into a Clique. If you have an association with a Clique, so does someone else at the table. This becomes a key opportunity to use the Clique as a Wedge. Maybe this Clique kicked your friend, the other Lead, out of the group. Now you have to decide if you're going to stick with the Clique or stand by your friend. The other Lead may try to drive you and your Clique apart as well. Either way, you may end up having to redefine one of your Relationships depending on how this plays out.

Making Features Out of Cliques

Sometimes the idea of a Clique is too nebulous to pull off a particular narrative turn. Maybe a Lead positions herself in a Contest, not with the entirety of a Clique, but just its leader. Maybe a Clique member is going behind the back of his friends to do something particularly nefarious. Watchtower may want to take these individual members and turn them into full-fledged Features.

Well, there's no reason to start from scratch unless you choose to do so. You already have the Feature stats for the Clique that, while representative of the Clique as a whole, work just as well for a typical Clique member. If the Depth statement applies to your Feature, you can use it to help you figure out a few more Assets or maybe use it as a statement for one of the Feature's Drives.

That said, even within the social conformity of Clique life, we're not all clones. Tweak the traits a little to make this Feature a unique snowflake. Consider doing one, more, or all of the following:

- ▼ Step back a Value by one step and step up another.
- ▼ Give the new Feature a Relationship with the Clique rated at a d8.
- ▼ Swap out a Relationship, but keep it at the same rating.
- ▼ Change a Distinction, but keep the same rating.
- ▼ Swap out a piece of Gear or a Location, but keep the same rating.
- ▼ Rewrite the Depth statement (or get rid of it, if you're making a major Feature).

If you need to give the Feature a bit more independence from the Clique, go back and do one of the above options a second or third time. You may find that you also need to rewrite some of the statements that go along with the Values and Relationships.

WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

RULES AND
GUIDELINES

HIGH SCHOOL
DRAMA

SMALLVILLE
HIGH SCHOOL

EXAMPLE FEATURE

Example: In preparation for our pilot episode of this new spinoff, Tiara, our Watchtower, wants to take a particular member of the Football Team and turn him into a Feature. She's going to go with the Crows' own star quarterback, Whitney Fordman. She starts with a sheet identical to the Football Team, but then she makes a few changes.

Whitney has a high sense of **DUTY**, but particularly to his family. He's proud of his position with the Crows, but his aspirations go beyond high school. His ideas of **LOVE** are colored by a relationship with Lana he doesn't know how to handle most of the time. She rewrites the phrases for **DUTY**, **GLORY**, and **LOVE** to make them more specific to Whitney.

She gives Whitney a Relationship with the **FOOTBALL TEAM** at d8. Then she changes the Relationship with the **CHEERLEADERS** to one that's specifically with **LANA**, his girlfriend, keeping the rating at d8. While she's at it, Watchtower rewrites the phrase for Whitney's Relationship with **CLARK**.

Watchtower also tweaks Whitney's Locations. She switches out the **LOCKER ROOM** for the **HARDWARE STORE**, his father's shop where he works on the weekends, with a couple Specialties of its own.

Finally, Tiara doesn't really intend Whitney to be a major player in the events of her spinoff, so he'll be a minor Feature. This means he gets his own Depth statement. She writes *I won't stay in Smallville forever*. The statement keeps the 2d8 rating from before.



Whitney Fordman

DEFINING VALUES

D8	DUTY	<i>Practice hard to make my dad proud.</i>
D10	GLORY	<i>I'm going to join the Metropolis Sharks.</i>
D6	JUSTICE	<i>The Ref's calls are usually fair.</i>
D4	LOVE	<i>I don't know what I'm doing.</i>
D8	POWER	<i>The Crows are legends in this town.</i>
D6	TRUTH	<i>We take drug tests seriously. Right?</i>

DEFINING RELATIONSHIPS

- ▼ **CLARK** spends too much time around **Lana** D6
- ▼ *Why doesn't* **CHLOE** give us more space in the **Torch**? D6
- ▼ **LANA** is my girlfriend D8
- ▼ Those **MATH CLUB** geeks are nerds D4

DEFINING ASSETS

ATHLETIC D8

- ▼ **Spend** a Plot Point to **Reroll** a die in any **ATHLETIC** roll.
- ▼ **Earn** a Plot Point when you **Choose** to use brute force instead of finesse.

ON A MISSION D6

- ▼ **Earn** a Plot Point and **Add** a d6 to **Trouble** when you foolishly pursue your mission despite the risk.

HANGOUTS AND HANGERS-ON

- ▼ **FOOTBALL FIELD** (*Competitive, Crowded*) 2D6
- ▼ **HARDWARE STORE** (*Comfort, Resources*) 2D10
- ▼ **COACH ARNOLD** (*Intimidation, Training*) 2D10

DEPTH

- ▼ *I won't stay in Smallville forever* 2D8

Game Time

Stereotypes Ahoy!

I know what you're thinking. "But not all math teachers/cheerleaders/athletes/what-have-you are like that! How dare you?"

Yes, this section's chock-full of stereotypes, some of which aren't complimentary. Yes, these stereotypes encourage conflicts with other Cliques. Of course not everyone fits these stereotypes; most people are infinitely more complex than the brief descriptions here.

Look at these writeups as shorthand for the people that might inhabit the background of your spinoff. Everyone knows how their Leads interact with geeky math teachers, snotty cheerleaders, and jerky jocks, because those are familiar themes in high school stories. So when the characters defy these stereotypes, it's even more fun.

In many schools, the administration, faculty, and staff are dedicated professionals who work tirelessly for their students. Many faculty members have advanced degrees from colleges and universities around the country, and some faculty members are alumni who return to their old stomping grounds to educate a new generation.

Of course, sometimes the adults running the high school are corrupt, misguided, or incompetent. Maybe they're merely ineffectual; maybe they're downright evil and truly are out to ruin the lives of any student who questions them or steps out of line in any way. This seems particularly true in the stories told on TV and in the movies, where it's up to the clear-eyed students to save the school and their fellow students from the actions or inactions of the adults.

Students have direct contact with many faculty and staff members during their tenure. Due to the size of most high schools, however, students often have different teachers each year and may only see previous instructors as they move from class to class. Coaches, arts instructors, and administration are generally encountered regardless of what year a student is in school.

Some teachers clearly have a great influence on the lives and development of their students. These teachers are well-known and usually well-liked and they're sought out year after year for advice on matters of all kinds. Having a trusted adult around aids students in opening up. A trusted instructor may have good advice, lend an ear, or have a pertinent bit of knowledge that the student finds extremely useful. Teachers can be mentors, role models, friends—even like family.

To those with an adversarial relationship with authority, however, teachers can be quite different. Many students have problems with one or more teachers throughout their high school careers. These can be well-deserved problems or ones completely outside the control of the student. Some teachers carry grudges from sibling to sibling while others get the wrong first impression and never seek to improve the relationship. While many teachers understand the fragile nature of the teenager, some cannot or just will not make the effort to reach out to students.

FACULTY, ADMINISTRATION, AND STAFF CLIQUES

These Cliques cover the wide range of groups within the high school's academic structure. Who's running the school, teaching classes, or keeping those kids in line? These people are. Or at least, they're trying to. These Cliques are the ideal source of any number of school officials from multiple disciplines. Some teachers even cross into more than one Clique. That's budget cuts for you.

Language Arts Department

Did you write a winning essay for your college applications? Are you an eloquent public speaker? Can you recite a Shakespearean sonnet, hold a conversation in another language, write without resorting to texting abbreviations, and read sagas from a thousand years ago? If so, you most likely learned those skills from the Language Arts Department.

Most high schools offer French and Spanish—maybe German. Larger schools might also offer Latin, Chinese, or some other more obscure language. Most World Language teachers only have a classroom knowledge of the language, probably supplemented by a semester or two abroad. The few native speakers are valued, aiding students in authentic conversational techniques and idiosyncrasies. World Language teachers from other countries offer a unique perspective on language and culture; they're often seen as quirky due to foreign customs and accents, but they're generally regarded as better instructors than their American counterparts.

The World Languages Department is usually pretty cohesive, united by their mission to teach a requirement few students see as useful—aside from learning how to say rude things their parents won't understand. They may sponsor activities such as "Cultural Foods Day," which fills the halls with the spices and smells of multiple continents.

Language Arts teachers are an oddly resourceful bunch. Their knowledge is vast and they are well-educated. Typical members of the English faculty have a high degree of literary intelligence. They are well-spoken and will usually correct perceived spoken or written mistakes quickly. These teachers can appear aloof due to their vocabulary and obscure literary references.

Game Time

Beatnik Teacher

Fresh from college and filled with ideas that education is the way to change the world, this new young member of the Language Arts faculty is cool and collegiate. He asks the students to call him by his first name and he reads passages from Kerouac in class. It'll take a few years for him to be worn down into the normal, mundane groove of the school environment.

Or maybe he'll leave the grind of the public school system to write the "Great American Novel." It's likely that he'll end up as a coffee-shop barista and write for a blog.

Adults As Leads

In the SMALLVILLE Roleplaying Game, not all of the characters need to be part of the same group. It's possible for any of your Leads to be a teacher, a coach, or some other adult typical to the high school setting. So how, you may wonder, do we deal with the apparent advantages of age and experience that an adult would have?

High school stories, though, aren't centered on the grown ups. They're stories about kids who are as (or more)

clever as the adults. Their younger age ends up being an advantage that levels the playing field. So that degree you worked so hard for? Just as useful as that TV show another Lead watched the other night (you always suspected that was the truth anyway, right?).

An adult Lead shouldn't be at a disadvantage compared to the other Leads; but despite the difference in age, he'll have moved just as far along Pathways as all the other Leads. See High School Beginnings, page 5, for more.

Crows' Notes

Without a Paddle

Teaching high school is a tough job—navigating through the rough waters of teenage turmoil and paddling upstream against the unrealistic expectations from the administration and school board. But the faculty at Smallville High School seems to have it particularly tough.

Mr. Altman, cross country coach—Grieving over the loss of his daughter, Coach Altman tried to kill those he held responsible for her death—Lana Lang, Megan Calder, and himself. Clark Kent and Jordan Cross managed to save the girls, but Coach Altman died in the fiery blaze he set.

Mr. Arnold, football coach—Coach Arnold's infamous fiery temper became literal when meteor rock exposure gave him the power to control fire. After helping his players cheat on a test, threatening them in order to ensure their silence, and attempting to kill Principal Kwan, Coach Arnold's temper finally got the best of him and he burned himself to death.

Ms. Atkins, biology—The sophomore boys were excited to learn that the young and very attractive Desiree Atkins was showing them the sex-ed film strip instead of the aged Mrs. Kowalski. However, Ms. Atkins had meteor rock enhanced pheromones that caused any male (except Clark Kent, luckily for Smallville) to do her bidding. She was finally arrested after marrying Lex Luthor and attempting to have him murdered.

Mr. Frankel, metalshop—Grades are just really, really important to some students—a student vying for a scholarship may even be willing to kill for an A. Mr. Frankel learned this the hard way when he was about to give the meteor infected Ian Randall a C. Ian created a copy of himself and the two Ians took down the metalshop teacher.

Mr. Kwan, principal—Mr. Kwan had a fairly typical tenure as principal—he stood up to the head coach over a cheating scandal, shut down the student newspaper when he didn't

like what they were publishing, and had several brushes with death. In the end, though, Mr. Kwan died for something he didn't do; Justin Gaines used telekinesis to hit him with a car, mistakenly thinking he was responsible for a hit-and-run accident.

Mr. Reynolds, principal—Formerly the headmaster of Excelsior Academy until Lionel Luthor had him fired, Mr. Reynolds runs a tight ship at Smallville High School. Although he's a stickler for the rules, he really does seem to have the best interests of the students at heart. While investigating a discrepancy in Chrissy Parker's transcript, Mr. Reynolds was nearly killed. As he was being loaded into the ambulance after Clark Kent saved him, Mr. Reynolds warned Clark not to be late.

Mr. Summers, geology—It can be hard to connect with your students, especially when one of those students is your own son. After a meteor rock turned the annual freshman geology field trip into a life-changing event for Eric Summers, Mr. Summers was less than supportive. Fearful of things beyond his understanding, he finally had Eric committed.

Mrs. Taylor, literature—Teacher of the Year 2003-2004 is a great honor. But apparently getting the scoop is even better. When a truth serum forces people to tell Chloe Sullivan things they never would have admitted otherwise, Mrs. Taylor lets slip a few things: first, she isn't prepared for class because she watched TV instead; second, she's in hiding because she played a minor role in a radical protest that went awry. Once Chloe's story broke, Mrs. Taylor was arrested.

Mr. Teague, assistant football coach—A great reputation only gets you so much good will. No matter how sweet and romantic you are, dating a student while you're the coach is still a no-no. Mr. Teague was fired after Lex Luthor revealed his secret relationship with Lana Lang.

Eloquence comes naturally for Language Arts instructors—this might be a great advantage or disadvantage to students. Those who excel in the art of the written word find themselves on the receiving end of glowing college recommendation letters. Crossing a Language Arts instructor might seem less daunting than irritating an administrator, but a deftly wielded pen can cut sharply. College recommendations refused. Essays harshly graded. Rumors spread. Teachers are not saints and the Language Arts faculty is just as gifted in dishing out wordy punishments as they are praise.

The Language Arts Department usually houses the sponsors of the Yearbook and Newspaper. Literary excellence doesn't lift one above the baser of human desires, and the proper persuasion can get you everywhere. Want to make sure the newspaper's exposé on the football team is buried in a drawer? Butter up the sponsor or write something even more sensational.

STEREOTYPICAL MEMBERS

- ▼ **Avid Reader**—Books teeter dangerously on every available surface of the Avid Reader's classroom. She's constantly recommending books to students, faculty members, parents, and any random passerby. She always has a book handy that applies to whatever situation she finds herself in.
- ▼ **Born Abroad**—This exotic World Languages teacher finds himself the object of many ladies' affection. With his suave accent and unusually good looks, students and teachers alike find themselves attracted to the Born Abroad teacher.
- ▼ **Failed Novelist**—The Failed Novelist spends much of his time waxing philosophic about the publishing industry and how publishers simply do not understand his genius. This consistently negative attitude leads many to avoid him at all costs.
- ▼ **Poet Laureate**—Always scribbling notes on scraps of paper, the Poet Laureate is one of the few active writers in the Language Arts department. Her poems may never get published, but she uses them to help inspire herself and her students.
- ▼ **Shakespearean Know-It-All**—This teacher sees himself as the end-all, be-all of literary knowledge. No matter the situation and no matter how inappropriate, he'll always have some obscure literary reference to sum up exactly how he feels.

EXCEPTIONS & OVERLAPS

- ▼ Actors may find much in common with the Language Arts faculty.
- ▼ The Language Arts faculty sponsors the Newspaper and Yearbook Clubs.

DEFINING VALUES

D8	DUTY	<i>Our students deserve our best work.</i>
D6	GLORY	<i>Fame is fleeting; words are eternal.</i>
D8	JUSTICE	<i>The pen is mightier than the sword.</i>
D6	LOVE	<i>Shall I compare this to a summer off?</i>
D4	POWER	<i>Print is dead.</i>
D10	TRUTH	<i>Through my words I will reveal the hidden truths of life.</i>

DEFINING RELATIONSHIPS

- ▼ THE ADMINISTRATION *always has my back* D8
- ▼ THE NEWSPAPER *prints the best about us since we're the sponsors* D10
- ▼ Sponsoring the YEARBOOK *means the best coverage for our events* D10
- ▼ Those DEBATE KIDS *couldn't argue their way out of a paper bag* D6

DEFINING ASSETS

BOOK WORM D8

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you leave a social scene you're in to indulge in a book.
- ▼ **Spend** a Plot Point to **Reveal** useful information you read about in a book.

COSMOPOLITAN D6

- ▼ **Give** your opposition a d6 to **Reroll** a die when dealing with other cultures.

LITERARY KNOWLEDGE D10

- ▼ **Earn** a Plot Point when you **Reveal** you know way too much about Literature.
- ▼ **Spend** a Plot Point to **Reroll** a die in any roll associated with understanding Literature.

LINGUISTIC KNOWLEDGE (ARABIC, FRENCH, GERMAN, LATIN, MANDARIN, SPANISH, ETC.) D10

- ▼ **Earn** a Plot Point when you **Reveal** you know way too much about (Specific Language).
- ▼ **Spend** a Plot Point to **Reroll** a die in any roll associated with understanding (Specific Language).

HANGOUTS AND HANGERS-ON

- ▼ ASPIRING WRITER (*Influence, Information*) 2D8. ASPIRING WRITERS are often found lurking around the LANGUAGE ARTS HALL in an attempt to curry favor with the faculty. Most will do anything to get on a teacher's good side.
- ▼ LANGUAGES DEPARTMENT FACULTY LOUNGE (*Comfort, Isolated*) 2D10. When the students are too much to handle, the FACULTY LOUNGE is the place to go. Here you can curl up with a good book, grade term papers, and hide from other responsibilities.
- ▼ LANGUAGES HALL (*Crowded, Research*) 2D8. The LANGUAGES HALL, a bright corner of the school, holds most of the English and World Language classes. Yearbook and Newspaper students can be found hanging out here at all hours.

Math Department

Math is a part of everyday life. Whether it's balancing a checkbook, figuring out a tip at The Talon, or calculating the grade you need on your final exam so you can pass the class, all of us use math. In high school Math classes, students can learn the basics of money management and Advanced Calculus. Whether you like good, solid numbers or prefer your equations to look like alphabet soup, Math teachers will show you the way.

Typical members of the Math faculty include teachers who may not have as firm a grip on the real world as others. Teaching the higher math classes requires a certain abstractness with everyday life and a firm grip on the numbers. Many lower-level Math classes are often taught by school coaches or those who majored in Business rather than Math itself. These teachers have a firmer grasp on the reality of day-to-day school politics and they work to increase their personal pull with other teachers and administrators.

Math teachers might not seem particularly noteworthy at first glance, but having them on your side can make your high school academic experience much easier. Those students who show aptitude in Math are quickly noticed by the faculty and groomed for success. Every Math instructor wants to discover the next great mathematician and see him or her succeed. They bend over backwards to tutor and teach the very brightest, but they're also happy to work with those less-skilled students who put in the extra effort. Math is work and students who work hard are appreciated. Kids might join the Math Club looking for some extra credit, but they also gain the favor of teachers. On the flip side, those who refuse to do anything beyond the bare minimum will find the Math instructors' ire to be great.

STEREOTYPICAL MEMBERS

- ▼ **Architect**—Precision and an unnatural attention to detail make the Architect a useful—if annoying—member of the Math faculty. Expect the Architect to correct any mistake, regardless of size or importance.
- ▼ **Engineer**—The Engineer is the applied side of the Architect. While focus on details is important, the Engineer sees practical and immediate uses for her math skills.

Game Time

Sports Is Just Math

You know those lines and circles and numbers in the Coach's playbook? Math. Ever wonder how the scoring pass manages to avoid the other team's clutches? Math.

When the Football Team is behind at half time in the Big Game, the Coach might seek the advice of one of the Math teachers to help find the angles and seams for the football players to get the best tackles. Getting hit by a 250 lb linebacker who has a geometrically perfect route planned is not a good way to end your Friday night.

- ▼ **Human Calculator**—Numbers are but playthings to the Human Calculator. He never stumbles on a problem, no matter how difficult, and he's the envy of every serious mathematician. If he put his skills to a nefarious purpose, who knows what he could accomplish?

EXCEPTIONS & OVERLAPS

- ▼ Many members of the Honor Society are comfortable with the Math faculty.
- ▼ Vocational students work with the Geometry teachers to create accurate design projects.
- ▼ The Math Department sponsors the Math Club.

DEFINING VALUES

D8	DUTY	<i>We must provide quality education.</i>
D4	GLORY	<i>Answers are all that matter.</i>
D6	JUSTICE	<i>Math does not take sides.</i>
D6	LOVE	<i>Pure and always fixed.</i>
D8	POWER	<i>The right equation can destroy or save the world.</i>
D10	TRUTH	<i>Math cannot lie.</i>

DEFINING RELATIONSHIPS

- ▼ *The ADMINISTRATION understands how important we are* D10
- ▼ *MATH CLUB is where we find our best classroom assistants* D8

DEFINING ASSETS

GENIUS D8

- ▼ **Spend** a Plot Point to **Reveal** that you've studied a subject and know its basics.
- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you assume others can't follow your complicated thinking.

MATHEMATICS KNOWLEDGE D10

- ▼ **Earn** a Plot Point when you **Reveal** you know way too much about Mathematics.
- ▼ **Spend** a Plot Point to **Reroll** a die in any roll associated with understanding Mathematics.

HANGOUTS AND HANGERS-ON

- ▼ **ASPIRING ENGINEER** (*Fetch, Influence*) 2D8. The ASPIRING ENGINEER works tirelessly to gain the approval of the Math faculty in hopes of a positive college recommendation. He works diligently, completing menial tasks in exchange for a few tidbits of knowledge not shared with his fellow students. The Math faculty generally ignores him until he is desperately needed or becomes so annoying as to break through the constant haze of numbers floating through their minds.
- ▼ **MATH DEPARTMENT FACULTY LOUNGE** (*Comfort, Isolated*) 2D10. Obscure equations and theoretical arguments are scrawled on every available surface of the room, staining the walls with years of proofs and calculations. No one, not even the Math faculty, finds the LOUNGE cozy, but being surrounded by truth in numbers brings a sense of contentment to the mathematical mind.
- ▼ **MATH HALL** (*Crowded, Research*) 2D8. Dingy and often neglected, the MATH HALL is avoided at all costs by most

students who don't need to be there. Even one period a day is too much for many students, and the faculty likes it that way. Dedicated math students are often found at white boards working through insanely difficult problems with no apparent reason for doing so.

Social Sciences Department

Have you ever wondered what the world would be like if the Union had lost the Civil War? Want to explore the deepest depths of the mind and the annals of history? The Social Sciences department covers classes such as History, Psychology, Sociology, Economics, and Civics—assuming your high school is big enough to offer all of those. Budding local politicians often get their start in the discussions and ruminations happening every day in the Social Sciences department. It's said that those who don't learn from history are doomed to repeat it. It's certainly true that if you don't learn your history, you'll repeat it next year.

Social Science teachers come in several flavors. History teachers work with the past and revel in it. They compare any current event, no matter how large or small, to their favorite historical events. Psychology and Sociology instructors are generally intellectuals in the purest Ivy League sense. They tend to treat all students as equally as possible, regardless of past offenses. Those who teach Econ or Civics are usually politically active in their community, having strong opinions about national issues.

Having an advocate in the Social Sciences department means having a worldly guide to help navigate the politics and day-to-day troubles that come with being an average teen in an abnormal town. An endorsement from the popular History teacher can catapult you to Student Government office. Good advice from a Psychology instructor can lead to mending a broken relationship or starting a new one. The wide range of experiences in the Social Sciences department opens many doors for the right student to enter.

The Social Sciences can be dangerous tools when used for nefarious purposes. Impressionable teenagers subjected to an immoral person trained in Psychology can be all too easily steered in the wrong direction. A purposeful misinterpretation of historical events can lead students astray on key issues of local and national importance. Arguments over the fine points of History can and do affect school and governmental policy, and a strong orator can make almost anything sound plausible.

STEREOTYPICAL MEMBERS

- ▼ **History Buff**—The History Buff has an encyclopedic knowledge of a particular branch of world history at his immediate disposal. Armed with this obscure trivia, the History Buff can tie any local event to his chosen historical era, usually to the confusion of everyone involved.
- ▼ **Political Scientist**—In another life, the Political Scientist would be an overpaid pundit on a 24 hour news network. His dedication to the Civics education of tomorrow's voters overcomes any desire to run for public office. He instead spends time maneuvering in the politics inherent in the school system—and he has his eye on the superintendent's chair.

- ▼ **Psychologist**—Examining the every nuance of her students' psyches, the Psychologist has a unique perspective on the ins and outs of high school life. She may always be available for her students who need a shoulder to cry on, but her intimate knowledge of students' problems, hopes, and dreams could make her a dangerous enemy.

EXCEPTIONS & OVERLAPS

- ▼ Student Government is sponsored by the Social Sciences faculty.
- ▼ Debate students can learn a lot in History and Civics classes.

DEFINING VALUES

D6	DUTY	<i>Country first.</i>
D10	GLORY	<i>Tales of the past inspire the best in us all.</i>
D8	JUSTICE	<i>All peoples and societies deserve our study.</i>
D4	LOVE	<i>Emotion destroyed more than one civilization.</i>
D8	POWER	<i>Those who do not understand the past are doomed to repeat it.</i>
D6	TRUTH	<i>History is written by the winners.</i>

DEFINING RELATIONSHIPS

- ▼ The ADMINISTRATION will always support us D10
- ▼ The DEBATE team is ready to win this year D8
- ▼ STUDENT GOVERNMENT is full of blowhards and kiss-ups D6

DEFINING ASSETS

BOOK WORM D8

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you leave a social scene you're in to indulge in a book.
- ▼ **Spend** a Plot Point to **Reveal** useful information you read about in a book.

Game Time

Alternate History!

From time to time, you might cross over into an alternate timeline or a "what if?" universe, or maybe people from those sideways dimensions will cross over into your world. (What? It happens a lot more often than you'd think!)

This is a perfect opportunity for the Social Sciences department to step up to the plate and explain the fundamental differences ("This is a world where Shakespeare was a woman! Amazing!") or how to fix them ("We'd need to go back in time to when George Washington crossed the Potomac...trust me, I'm a historian!").

Or, most likely, the Social Science teacher is the one who gets knocked out first, landing everybody in trouble until they can wake her up...

NOT BORN YESTERDAY D8

- ▼ **Earn** a Plot Point when you **Choose** to buy a reasonable lie.
- ▼ **Earn** a Plot Point and **Give** your opponent a d6 when confronted with a problem that defies normal common sense or logic.

SOCIAL SCIENCES KNOWLEDGE (CIVICS, ECONOMICS, GEOGRAPHY, HISTORY, PSYCHOLOGY, SOCIOLOGY, ETC.) D10

- ▼ **Earn** a Plot Point when you **Reveal** you know way too much about (Specific Field).
- ▼ **Spend** a Plot Point to **Reroll** a die in any roll associated with understanding (Specific Field).

HANGOUTS AND HANGERS-ON

- ▼ **ASPIRING POLITICIAN** (*Fetch, Influence*) 2D8. The ASPIRING POLITICIAN knows whom to kiss up to and that her path to elected office starts with the Social Sciences department. She will always do menial tasks for the promise of a future endorsement when running for Student Government.
- ▼ **SOCIAL SCIENCES DEPARTMENT FACULTY LOUNGE** (*Comfort, Isolated*) 2D10. The SOCIAL SCIENCES FACULTY LOUNGE is perhaps the least relaxing place in the school for anyone not in the department. Political and sociological arguments are in constant swing behind the closed doors, often leaving colleagues furious with each other for days. Most of them wouldn't have it any other way.
- ▼ **SOCIAL SCIENCES HALL** (*Crowded, Research*) 2D8. The SOCIAL SCIENCES HALL is always abuzz with activity. Student Government members use an extra classroom as their base of operations while the Debate team practices arguing with anyone who passes by. Maps, timelines, and visual projects line the halls and classrooms. Teachers proudly and openly display political affiliations and historical paraphernalia despite subtle warnings from the Administration.

Science Department

Whether it's explaining the physics of football or the chemical makeup of the latest energy drink, the Science department can explain it all. The Science hall is a unique blend of sounds, smells, and the occasional small explosion. Students can enroll in a variety of classes including Physics, Chemistry, Biology, Geology, and more. Occasional classes like Forensics and Anatomy help train the future scientific community. Many science whizzes go on to excel in college.

Science is a subject for those driven by discovery. Science teachers possess great curiosity mixed with intelligence. For the Science faculty, social interactions outside their own Clique can be challenging. They may see others as non-analytical thinkers or as less intelligent and may treat them with some disdain. Language Arts teachers seem flighty and Social Science teachers too stuck in the past. Even the Vocational instructors, despite the similarities, cannot escape the scorn of these Science educators. Science teachers have less difficulty with the Administration, provided each stays out of the other's way.

A dash of this, a drop of that, and a bit of research on the side all provide benefits for those on the good side of the Science department. Scientific research in schools has benefited sports teams for many years, most notably in the sports drink category. Just ask Smallville High's cheerleaders.

STEREOTYPICAL MEMBERS

- ▼ **Absent-Minded Professor**—The Absent-Minded Professor is an unpredictable danger to himself and others. This is certainly what makes his class the most fun. Forgetting to grade a quiz is one thing, but forgetting that certain elements explode when in contact with water is quite another. Remember, always wear your safety goggles.
- ▼ **Biologist**—While teenagers seem to have uncontrollable biological impulses, the Biologist knows that it's all merely a phase of life that all animals go through. There is more to Biology than simply dissecting frogs and learning about genetics. The Biologist finds all of this fascinating and is happy to let students be themselves, no matter what the Administration or PTO wants.
- ▼ **Chemist**—Mixing chemicals is one of the more enjoyable lab experiments in all of Science. The Chemist can quickly mix up batches of sweet-smelling perfumes, foul-smelling potions, or earth-shaking explosives—and still have time to make a dandy margarita for the next faculty meeting.
- ▼ **Physicist**—The Physicist may not make things move, but she knows how and why they do. Her work with the sports teams increases their on-the-field production, leading to more wins for the home team. Who says science is only for nerds?

Game Time

Mad Science!

The Mad Scientist moves in a realm of reality that we don't normally inhabit. He lets his classes toss blocks of pure sodium into buckets of water just to watch the explosion. He dips objects into liquid nitrogen then throws them against the wall where they shatter. He holds a candle to a balloon filled with hydrogen, deafening everyone in the classroom and sending students throughout the school ducking for cover.

He's easily identified by his odd dress, the occasional puff of smoke and vapor coming from his classroom, and a tendency towards absent-mindedness. And maybe the maniacal gleam in his eye and missing fingers.

While his class is never boring, students who spend their Chem classes blowing up various mixtures may find they lack the needed skills to pass college entrance exams or other standardized testing. Of course, there's always the chance that he'll blow up the school before you get to take those annoying exams anyway.

EXCEPTIONS & OVERLAPS

- ▼ Science classes are often where members of the Robotics Team first learn about electronics.
- ▼ The Football Team can often be found taking Geology, AKA “Rocks for Jocks.”

DEFINING VALUES

D8	DUTY	<i>We stand on the shoulders of giants.</i>
D4	GLORY	<i>Knowledge is the true goal.</i>
D6	JUSTICE	<i>Experimentation must be unbiased.</i>
D6	LOVE	<i>Emotion is unscientific.</i>
D8	POWER	<i>Science is neither good nor evil.</i>
D10	TRUTH	<i>There is a Scientific Method to our madness.</i>

DEFINING RELATIONSHIPS

- ▼ The ADMINISTRATION supports a strong curriculum D10
- ▼ We're the reason the ROBOTICS TEAM will win the championship this year D8

DEFINING ASSETS

DARING D4

- ▼ Add a d6 to Trouble to **Reroll** a die in a DARING roll.

GENIUS D8

- ▼ Spend a Plot Point to **Reveal** that you've studied a subject and know its basics.
- ▼ Earn a Plot Point and Add a d6 to Trouble when you assume others can't follow your complicated thinking.

SCIENTIFIC KNOWLEDGE (BIOLOGY, CHEMISTRY, GEOLOGY, PHYSICS, ETC.) D10

- ▼ Earn a Plot Point when you **Reveal** you know way too much about (Specific Field).
- ▼ Spend a Plot Point to **Reroll** a die in any roll associated with understanding (Specific Field).

HANGOUTS & HANGERS-ON

- ▼ ASPIRING DOCTOR (*Fetch, Influence*) 2D8. The ASPIRING DOCTOR is one of the few students who looks to a bigger purpose beyond himself. Mostly. Whether he hopes to cure cancer or sees himself in a sports car working as a plastic surgeon in Beverly Hills, he knows he must excel in his Science courses to pursue his dream.
- ▼ SCIENCE DEPARTMENT FACULTY LOUNGE (*Comfort, Isolated*) 2D10. The SCIENCE FACULTY LOUNGE is rarely used. There are no decorations or adornment of any kind. The faculty is most often found in their labs, cooking up the next great experiment.
- ▼ SCIENCE HALL (*Crowded, Research*) 2D8. The SCIENCE HALL is a mixture of intense smells assaulting the senses from all directions. Formaldehyde, sulfur, natural gas, and dozens of other offensive odors travel the halls during class time. While the students are greatly affected by this, the Science faculty seems to have grown accustomed to it.

Fine Arts Department

The arts community at many high schools enriches not only the school, but also the community itself. From the mural of the high school crest decorating the halls to the band marching on the field at halftime, the Fine Arts department demonstrates the best in creativity and artistry. Student works even crop up around town, on murals painted along Main Street buildings or student bands playing gigs in coffee houses.

Teachers in the Fine Arts department range from aloof to flighty to downright odd. The music faculty trends toward haughty with over-sized egos to match. This is led by the Band Director, but often stretches into Choir and Orchestra as well. Art instructors, viewing the world completely differently than those more anchored in reality, often seem odd to the average student or parent. These artistic teachers deal closely with the students' budding self-expression and help students discover unique—and occasionally avant-garde—ways of sharing that with the school at large. Drama and Dance directors often feel put upon and oppressed by an administration that simply does not understand their artistic talents. Too often, however, the Fine Arts faculty creates tightly controlled fiefdoms that prevent students from getting the best out of their arts program.

With the right cooperation between these instructors, great artistic events can happen throughout the school: musicals, combined concerts, or gallery exhibitions. Also, other faculty members with artistic talent occasionally step in and help with or run a musical ensemble. A mediocre Spanish teacher with a flair for singing and dancing can take over the Show Choir and take it in a new direction.

STEREOTYPICAL MEMBERS

- ▼ **Artsy Type**—The Artsy Type is the flighty member of the Fine Arts faculty. With less public recognition comes less collegial respect, but this never seems to bother her. She is content merely teaching her classes and completing the occasional project on the side.
- ▼ **Director**—The Director is the absolute ruler of his domain. Each Director is as unique as the group she directs. One thing that is certain about all of them, however, is the loyalty and occasional fear she instills in her students.
- ▼ **Namedropper**—This faculty member is, or was, an active performer and lets everyone know it. He was on stage this one time with that actor who's now in that movie with that woman. You know the one. They're super tight and the Namedropper taught him everything he knows.

EXCEPTIONS & OVERLAPS

- ▼ Actors, Dancers, and Musicians spend the vast majority of their time in the Fine Arts Hall.
- ▼ VoTech faculty might help build sets for performances.
- ▼ The PTO might raise most of the funds for the plays and musicals...and may pull funding from a controversial choice.

DEFINING VALUES

D4	DUTY	<i>Whatever will be, will be.</i>
D10	GLORY	<i>You like me, you really like me!</i>
D6	JUSTICE	<i>We're all equal, but I'm still better than you.</i>
D8	LOVE	<i>Beauty through art.</i>
D6	POWER	<i>Moving hearts and minds.</i>
D8	TRUTH	<i>Music reaches the inner soul and ever speaks the truth.</i>

DEFINING RELATIONSHIPS

- ▼ The ADMINISTRATION will never appreciate our genius D6
- ▼ BAND students are what keep our programs growing D10
- ▼ The DRAMA CLUB is best left alone D6

DEFINING ASSETS

FINE ARTS KNOWLEDGE (BAND, CHORUS, DANCE, DRAMA, ORCHESTRA, VISUAL ART, ETC.) D10

- ▼ **Earn** a Plot Point when you **Reveal** you know way too much about (Specific Field).
- ▼ **Spend** a Plot Point to **Reroll** a die in any roll associated with understanding (Specific Field).

WILLFUL D8

- ▼ **Earn** a Plot Point and **Add** a D6 to Trouble when you put your foot down.
- ▼ **Add** a D10 to Trouble to put your foot down and **Reroll** a die in a WILLFUL roll.

Game Time

High School Musical

Ah, the high school musical. Sometimes it's a totally cheesy amateur production. Sometimes it's a well-funded production of nearly Broadway quality. Regardless, it's bound to be fraught with conflict.

Perhaps the Director and the Administration are at odds over whether a particular musical is appropriate. Can the Director get other members of the faculty to help with music, costumes, and sets? Choosing a cast is never easy, and accusations of playing favorites will undoubtedly arise. While more serious plays tend to be the exclusive territory of the Drama Geeks, members of almost any Clique might try out for the musical—will inter-Clique conflict threaten to disrupt the production?

You can make the high school production an entire spinoff of its own, or have it be a useful background element when you need to make a theatrical point.

HANGOUTS AND HANGERS-ON

- ▼ **BAND GEEK** (*Influence, Instrumental*) 2D8. BAND GEEKS are dedicated to one thing: Band. They live, eat, breathe, and sleep Band. Nothing is more important, nor will it ever be. The Band Director is god and his word is law. Now, march!
- ▼ **CHORUS NERD** (*Influence, Vocal*) 2D8. Why bother with those annoying instruments when you already carry one around with you? CHORUS NERDS love to sing and can't understand anyone who doesn't. I mean, who doesn't love showtunes belted at them all hours of the day? If you don't have at least three award-winning shows on your music player right now, don't even bother speaking to a CHORUS NERD. They just don't have the time.
- ▼ **DANCE DIVA** (*Dance, Influence*) 2D8. Step, pivot, step, turn. Chassé, chassé, chassé and stop! DANCE DIVAS spend their lives moving to the beat. Jazz, hip-hop, ballet, even tap are practiced nonstop. They occasionally moonlight as Cheerleaders or ensemble members of the school musical.
- ▼ **DRAMA KINGS & QUEENS** (*Acting, Influence*) 2D8. Alas, poor DRAMA KINGS & QUEENS! Thy pain is unknown to those outside the confines of the green room. Grace the masses with your talent and deem them worthy to stand in thy presence. Thou art meant for better things than the latest production of an old TV show turned into a stage musical. Thou shouldst be playing Lady MacBeth or Hamlet! Thou shouldst get a summer job at the Ren Faire!
- ▼ **FINE ARTS DIRECTORS' OFFICES** (*Comfort, Isolated*) 2D10. The lone refuge from the hundreds of students coming in and out of the FINE ARTS WING constantly, the Directors often retreat to their offices for a bit of peace and quiet. All the behind-the-scenes maneuvering and fundraising takes place here and only a select number of students and parents are ever allowed inside.
- ▼ **FINE ARTS WING** (*Crowded, Rehearsal*) 2D8. The FINE ARTS WING is always filled with the sounds of practicing musicians, arguing actors, and DANCE DIVA squabbling. There's a band room and several other rooms at least partially available for rehearsals and for storing instruments and other equipment.
- ▼ **ORCHESTRA DORK** (*Influence, Instrumental*) 2D8. ORCHESTRA DORKS are BAND GEEK-Lite. They're certainly dedicated to their musicianship, but they're not nearly the rabid, mouth-foaming creatures that march out in the hot sun day after day. Besides, the humidity would ruin the brand new strings you just put on your violin. No, better to stay indoors and scowl at anyone who dares call this instrument of the gods a "fiddle."

Technical Departments

Not all students are headed to a four year college (and even those who are benefit from some hands on training), so some high school classes are aimed at providing immediately practical and useful skills, such as computer programming, keyboarding, metalworking, car repair, or carpentry.

Little Shop of Horrors

There's a reason why many horror films about high schools feature shop teachers—they have access to many, many sharp instruments. If you saw a band saw in action and had no idea that it was a common tool, you'd think it was the demented dream of an efficient psychopath. Unstable adults working with a variety of sharp objects near rude children make for a terrific film, but a terrible high school experience. Crossing a VoTech instructor is bad news all around.

Ideally, technology classes teach the basics of computing and advanced programming, focusing on integrating students directly into today's tech-savvy workforce. Of course, how well this works completely depends on how well funded and up to date the computer labs are. Some schools have relatively new computers in a well organized, comfortable, and accessible computer lab. Some computer labs are dingy and overheated, piled high with the electronic castoffs of an overworked IT guy struggling to keep the totally obsolete hardware running. There may be one consistently double-booked lab for the whole school that the teachers constantly compete to schedule for their classes, or each classroom may have access to a cart of laptops.

Regardless, the IT guy probably feels totally overworked and underappreciated as he attempts to help the technophobe teacher check his email for the 15th time today. Keyboarding classes are often taught by a typing teacher valiantly attempting to keep up with the times or by business majors who didn't make it in the corporate world. You'll find a variety of students here when the lab is available—computer nerds and gamers may spend their spare time here; if smart phones are restricted or otherwise unavailable, you'll find the social butterflies here checking their email and social networks; and occasionally there will be an underprivileged kid feverishly typing up his handwritten paper on the only computer he has access to.

Down in the Tech labs, the acrid smell of motor oil fills the halls. Shop classes cover things like woodworking, construction, auto mechanics, and computer hardware repair. Students with aptitude in their chosen subject can apply for internships all over town. Some students work as techs at the Medical Center and others intern in various positions at corporations in the big city. Even the faculty's not afraid to get their hands dirty. Students and teachers both can usually be found after school working on one project or another in the noisiest area of the school that doesn't have a line of sousaphones.

The need to fix and tinker drives the hands-on nature of most VoTech instructors. Students with interest or aptitude are more likely to find favor with these teachers. If you're willing to get dirty, they'll show you how to build, fix, or create just about anything. Students working on any mechanical project who have an in with the VoTech department certainly have a leg up on the competition.

STEREOTYPICAL MEMBERS

- ▼ **Carpenter**—The Carpenter runs the wood shop with an iron fist. No, that's not a metaphor: an accident with a table saw left him a few fingers short almost a decade ago. That hasn't slowed him down or kept him from teaching another generation of students about shop safety.
- ▼ **Computer Programmer**—A failed code monkey, the Computer Programmer often complains about the school's inefficient and obsolete network that's useless for teaching students anything. However, despite these limitations, she can quickly hack into anything she wants.
- ▼ **Grease Monkey**—The Grease Monkey is always filthy and up to his elbows in some project or another. His skills are in high demand from colleagues who can't afford to get their own cars fixed.

- ▼ **IT Guy**—Perpetually annoyed by the lack of decent resources and the need for him to interact with people instead of just machines, the IT Guy nevertheless works miracles to keep at least most of the school's obsolete computers up and running at any given moment.

EXCEPTIONS & OVERLAPS

- ▼ Artists may work within this department for Digital Art projects.
- ▼ The Fine Arts department may rely on VoTech for set building.

DEFINING VALUES

D10	DUTY	<i>The right job for the right student.</i>
D4	GLORY	<i>Hearing the roar of the engine is all we need.</i>
D8	JUSTICE	<i>Everyone can be successful in the right trade.</i>
D6	LOVE	<i>Working with your hands is the noblest of things.</i>
D8	POWER	<i>250 Horsepower, 0-60 in 3.5 seconds..</i>
D6	TRUTH	<i>If it doesn't work, find out why and fix it.</i>

DEFINING RELATIONSHIPS

- ▼ The ADMINISTRATION never comes down here D6
- ▼ The GEARHEADS know the value of hard work D10

DEFINING ASSETS

FIXER D8

- ▼ Add a d6 to Trouble to **Reveal** that you have access to small, non-unique items you're not supposed to have.
- ▼ Spend a Plot Point to **Reveal** you "know a guy."

GEARHEAD D10

- ▼ Earn a Plot Point when you inconveniently **Choose** to stop and admire fine technology.
- ▼ Spend a Plot Point to **Reveal** information about a car or other non-unique tech.

HACKER D8

- ▼ Add a d6 to the Trouble pool to **Reroll** a die in a HACKER roll.
- ▼ Spend a Plot Point to **Reveal** a fact about security holes or other exploitable weaknesses in the target of your hacking.

HANGOUTS AND HANGERS-ON

- ▼ **ASPIRING MECHANIC** (*Influence, Mechanical*) 2D8. The ASPIRING MECHANIC can fix anything. No, really, *anything*. He can rebuild the engine of a '77 VW Bug or solder a loose connection on a brand new motherboard.
- ▼ **COMPUTER LAB** (*Hacking, Research*) 2D8. Overly warm since the air conditioner can't quite keep up with the heat generated by all that hardware, the COMPUTER LAB is rarely a comfortable place to be. But thanks to a general lack of adult oversight, it's a great place for some anonymous research or rumormongering.
- ▼ **SHOP AREA** (*Crowded, Jury-rig*) 2D8. The area of the school containing the Vocational Tech classes is a noisy, dirty corner hall as far away from any core academic subjects as possible. The rooms are large, but crowded with various bits of equipment. At any one time, there are multiple construction, mechanical, and automotive projects in the works.
- ▼ **VoTECH FACULTY OFFICES** (*Comfort, Isolated*) 2D10. With offices that appear to be lifted straight from a local mechanic's shop, the VoTech faculty enjoys its cluttered existence. Even the normally straight-laced business teachers embrace the cramped existence of their messier colleagues.

Administration

Where would an army be without its generals? The high school's Administration team acts as a "Joint Chiefs of Staff" leading the school to greater glory. While some students only see the Administration when they're called to the office, others know them as members of the high school family. Administrators are regularly seen at sporting events cheering on the football team, at plays and concerts supporting the arts, and meeting with students to find new ways to challenge the student body.

Game Time

The Vice Principal

The principal may be the public face of the school, but it's often the vice principal who keeps things running on a day-to-day basis. He has to deal with the discipline problems and talk down the neurotic parents. He has his finger on the pulse of the school and is usually the second or third person to know what's going on instead of the last.

The vice principal in your game will often act as a foil for the principal. If the principal is weak and ineffectual, the vice principal might be strong and competent. If the principal is friendly and involved with the students, the vice principal might be adversarial and vindictive.

Just as in life, high school is a game of "who you know." Students who work closely with the Administration, never getting into more than cursory trouble, are awarded certain leniency and benefits above the average kid. The Administration needs a student to represent the school at a county or state function? Take your pick from the kids who work at staying in the Administration's good graces. A quick favor here or there can also gain you the advantage of a disciplinarian who looks the other way on occasion.

Some students never meet the Administration one-on-one. Others are certainly not so lucky. Call it bad luck or a bad upbringing, but a few students are on the Administration's radar the moment they enter the school. Maybe an older sibling caused nothing but trouble. Maybe you got caught helping a friend out. Maybe your reputation is entirely deserved. Whatever the case, the entire Administration has their eye on you. You are the usual suspect and are always guilty until proven innocent.

STEREOTYPICAL MEMBERS

- ▼ **Military Disciplinarian**—Students tremble when the Military Disciplinarian walks down the hall. He greets even his favorite students with an ear-shattering yell, barking reprimands at the tiniest infraction.
- ▼ **Push-Over Administrator**—Every troubled student's friend, the Push-Over Administrator thinks the best of everyone and does her darnedest to make the whole school a happier place to be. She doesn't believe in suspending students, making her a favorite of the Usual Suspects.
- ▼ **Tough-As-Nails Principal**—This administrator is the one nobody wants to cross, teachers included. If he could have the heads of students he has disciplined mounted over his desk as trophies, he'd do so gladly.

EXCEPTIONS & OVERLAPS

- ▼ Student Government is always called upon by the Administration.
- ▼ The Administration seems to give the Popular Kids preferential treatment.

DEFINING VALUES

D8	DUTY	<i>We always have the best interests of the students at heart.</i>
D4	GLORY	<i>A light, invisible touch.</i>
D6	JUSTICE	<i>Don't play favorites.</i>
D6	LOVE	<i>Inspiring students makes everything worthwhile.</i>
D10	POWER	<i>It's my way or detention.</i>
D8	TRUTH	<i>Honesty is the best policy—even if it gets you suspended.</i>

DEFINING RELATIONSHIPS

- ▼ The STUDENT GOVERNMENT *does our bidding* D10
- ▼ POPULAR KIDS *always show the proper respect* D8
- ▼ The PTO *thinks they run the school* D6

HANGOUTS AND HANGERS-ON

- ▼ **ADMINISTRATIVE OFFICES** (*Intimidating, Isolated*) 2D10. Going to the Principal's office is always a terrifying experience, even for parents and teachers. That's exactly how the admins like it.
- ▼ **MAIN OFFICE** (*Contacts, Resources*) 2D8. The center of all administrative activities, the MAIN OFFICE is the dam that holds back a flood of complaints and problems from the Administration. Things are filtered out here and flow through the proper channels to reach the right person. Without this stopgap, chaos would reign.
- ▼ **PRINCIPAL** (*Information, Protect*) 2D6. This guy found his way here after a long tenure at some prep school or another. He's very protective of his students, maintaining high standards for discipline and academics.
- ▼ **STUDENT AIDE** (*Fetch, Influence*) 2D8. STUDENT AIDES are the students most likely to rat out another teen or faculty member, so they're handy for the Administration to keep around. These roving eyes and ears keep the admins abreast of the school gossip and scandals.

DEFINING ASSETS

BIG BROTHER/BIG SISTER D8

- ▼ **Add** a d6 to Trouble to **Reveal** that you have video or audio surveillance of a Lead or Feature.
- ▼ **Add** a d10 to Trouble to **Reroll** a die whenever secrets you know come into play.

MANIPULATIVE D8

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you ask them to trust you, even if you don't mean it.
- ▼ **Spend** a Plot Point to **Gain** a d8 Relationship for one scene with a Feature with whom you don't already have a Relationship.

Support Staff

A workplace cannot function without a capable Support Staff and high school is no exception. From the moment a student or parent enters the front doors, the work the Support Staff does (or doesn't do) is obvious. Do the custodians keep the building spotless? Is there an organized security staff or just some tired ex-cop dozing through his retirement? Without a competent clerical staff, the administrators will be swamped with paperwork and phone calls. Is the cafeteria welcoming or frightening? Of course, the reality of the Support Staff is that no one notices their tireless work unless they slack off or make a mistake.

While many go through high school treating the Support Staff as invisible, those who take the time to meet and thank these hard-working men and women often find their lives to be a bit easier. Jammed lockers are opened quicker, larger slices of pizza appear at lunch, and paperwork is always filed on time and with a smile.

School Support Staff are used to being ignored by apathetic students. Just like the thankless, difficult work, it comes with the job. However, students who go out of their way to belittle the Staff or treat them as their own personal servants soon find themselves with lost paperwork in the office or some especially

Security Brief

These days, security is a major issue at most schools. Depending on the school, this may take a variety of forms. Some schools have metal detectors and a police presence. In others the security detail is some old guy dozing by the office and joking with the students. Some security guards are vindictive, viewing the students as the source of all the problems and hoping to punish them all accordingly. Others take a stand against the darkness of some outside force set on disrupting the school and harming the students.

Depending on your school, the security may be anything ranging from annoyance to comic relief, antagonistic to stalwart ally. If the Administration and the students tend to be set against each other, the security guards will have to choose sides.

gross clean-up detail on detention. Some of the Staff may even take more extreme measures. Knowing every abandoned corner of the school allows for some secret hiding spots and corners where incriminating evidence will never be found. And planting incriminating evidence isn't even a challenge. The staff may be quiet and remain behind the scenes, but that doesn't mean they don't have feelings or the ability to take revenge.

STEREOTYPICAL MEMBERS

- ▼ **Administrative Assistant**—Call her a secretary and you might just lose a finger. The school's Administrative Assistant is responsible for moving paperwork to the right places and updating appointment calendars. Every event planned in the school must pass her desk before ever seeing an Administrator.
- ▼ **Cafeteria Worker**—If the students are lucky, these cooks are nutritional specialists who work hard to make sure students receive a balanced meal for the lowest cost possible. If the students are unlucky, these are former employees of the State Penitentiary with an axe to grind.
- ▼ **Custodian**—The Custodians care for the school grounds, keeping the high school as clean as they can. Generally ignored by students and staff, they quietly do their work, taking note of everything going on around them.
- ▼ **Teaching Assistant**—Brought in from local colleges as student teachers or hired from the general community, Teaching Assistants are nearly the lowest members on the school totem pole. Without the authority of a full teacher, but having great responsibility towards student learning, this is a thankless job with quick turnover.

EXCEPTIONS & OVERLAPS

- ▼ Vocational Tech students often help with mechanical repairs around the school.
- ▼ Teaching Assistants may get hired as Faculty once they get their certification.

DEFINING VALUES

D8	DUTY	<i>Without me, the school would grind to a halt.</i>
D4	GLORY	<i>No one notices us.</i>
D6	JUSTICE	<i>Look out for the little guy.</i>
D6	LOVE	<i>Working with children is its own reward.</i>
D10	POWER	<i>I do have keys to the entire building.</i>
D8	TRUTH	<i>They don't pay us enough for this.</i>

DEFINING RELATIONSHIPS

- ▼ *The ADMINISTRATION barely knows we exist* D6
- ▼ *FOOTBALL PLAYERS and POPULAR KIDS keep using the GROUNDSKEEPER'S SHED for illicit activities* D6

HANGOUTS AND HANGERS-ON

- ▼ **BOILER ROOM** (*Hidden, Isolated*) 2D10. The BOILER ROOM is in a hidden corner of the school basement and lays undisturbed through most of the year. When the seasons change, adjustments are made and then the equipment is left completely alone, barring complete failure. With the right set of keys, this isolated room can be a convenient hideaway.
- ▼ **CAFETERIA** (*Comfort, Crowded*) 2D8. Working the crowded lunch lines is not the most glamorous job, but the CAFETERIA has several side rooms, closets, and offices where a quiet break from the bustling halls can be found. As most high schoolers suspect, the School Staff has access to much better food than will ever be put out for the teeming masses.
- ▼ **GROUNDSKEEPER'S SHED** (*Isolated, Restoration*) 2D8. Everyone assumes the School Staff has a secret room where they play cards, toss back a few drinks, and complain about the students. They're wrong: it's not a secret. The GROUNDSKEEPER'S SHED holds all the equipment needed to maintain the high school and its sports field. It also has a few couches, tables, and a fridge tucked away out of sight for extremely rough days.

DEFINING ASSETS

FIXER D8

- ▼ **Add** a d6 to Trouble to **Reveal** that you have access to small, non-unique items you're not supposed to have.
- ▼ **Spend** a Plot Point to **Reveal** you "know a guy."

SOCIALLY INVISIBLE D10

- ▼ **Earn** a Plot Point when you **Choose** to make yourself the subject of public attention.
- ▼ **Spend** a Plot Point to **Reveal** that you were there, in a scene, all along.

Parent/Teacher Organization

On any given day at high school, parents come and go, running errands for teachers, helping out in the main office, and helping students shuffle along to class on time. These moms and dads are active members of the Parent/Teacher Organization. Far from just sponsoring the occasional bake sale, the PTO helps the school run smoothly during the instructional day and into after school programs. With many parents being alumni themselves, a deep sense of pride comes in seeing their children put on the school colors. The PTO staffs concessions at all sporting events, concerts, and plays, makes copies for teachers, and works with the administration to raise money for the school. The PTO regularly sponsors benefit events around town and conducts fundraisers to renovate school facilities and keep the school looking sharp.

Most students really only come into contact with the PTO through fundraisers held throughout the year. But for those who seek power beyond the classroom, the PTO can be a useful ally. These overly dedicated helicopter parents constantly work to implement their own personal vision for how the school should run, regardless of the desires and expertise of the Administration and faculty. Being on their side as they work towards total, school-wide domination—all for the betterment of their own sweet, precious child—can lead to newfound power and respect from the adults around the school. A warning, however, to those who seek this route: even the lowest of the low on the school totem pole tend to look down on those who side with the PTO.

Game Time

The Helicopter Parent

Her precious little snowflake is the most important person ever birthed onto the face of this, or any other, planet. The Helicopter Parent will fight to the death to get her way and will step on anyone who tries to stop her. No one actually likes her very much, but she succeeds through sheer force of will.

The Helicopter Parent is often at the school, meeting with teachers, discussing "issues of concern" with the principal, and just generally keeping an eye on things. No one knows better than she does what's best for her baby, so she stays involved in every aspect of her little darling's school experience. Whenever she encounters her child at school, she never hesitates to wave or give a kiss to show that Mommy really does care, regardless of how embarrassing she seems.

The arrival of the Helicopter Parent may be as dreaded by her kid as it is by everyone else at the school.

If you think being on the PTO's side is bad, try getting on their nerves. Students who publicly rebuke the PTO or openly challenge their authority often find themselves in the principal's office to explain whatever trumped up nonsense the PTO can come up with. Their considerable heft with the admins can easily lead to a suspension.

Despite the name, very few of the teachers come to any of the functions or meetings. For that matter, neither do most of the parents.

STEREOTYPICAL MEMBERS

- ▼ **CEO Turned Stay-at-Home Mom**—Eager to put her languishing skills to work, the CEO dedicates herself to running every fundraiser as efficiently and profitably as possible. Woe be to those who don't pull their weight.
- ▼ **Concerned Citizen**—This parent actually wants the best for all the children in the school. She's of a rare breed who will put the needs of the many over the direct needs of her own children if need be. If given actual authority, the Concerned Citizen would do quite well for the school as a whole, but the rest of the parents don't trust her.
- ▼ **Ever-Present Volunteer**—The Ever-Present Volunteer is usually a quiet parent, happy to do anything to help. While other parents may fight for the spotlight, he knows that the children should be the ones given the chance to shine.

EXCEPTIONS & OVERLAPS

- ▼ Student Government is very involved with the PTO.
- ▼ The Administration keeps very close tabs on all PTO activities.

DEFINING VALUES

D8	DUTY	<i>Students deserve the best education our tax dollars can buy.</i>
D6	GLORY	<i>I really don't do any of this for me; it's all for the children.</i>
D6	JUSTICE	<i>All students should be treated equally—especially mine.</i>
D10	LOVE	<i>All for the children.</i>
D8	POWER	<i>We can easily bend the Administrators to our way of thinking..</i>
D4	TRUTH	<i>The ends justify the means.</i>

DEFINING RELATIONSHIPS

- ▼ *The ADMINISTRATION will follow our direction or else D8*
- ▼ *The STUDENT GOVERNMENT are a bunch of pushovers D6*

DEFINING ASSETS

MANIPULATIVE D8

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you ask them to trust you, even if you don't mean it.
- ▼ **Spend** a Plot Point to **Gain** a d8 Relationship for one scene with a Feature with whom you don't already have a Relationship.

ON A MISSION D8

- ▼ **Earn** a Plot Point and **Add** a D6 to Trouble when you foolishly pursue your mission despite the risk.
- ▼ **Spend** a Plot Point to **Reroll** a die in a roll that directly contributes to your mission.

HANGOUTS AND HANGERS-ON

- ▼ **MAMA'S BOY** (*Influence, Information*) 2D8. The bane of all around him, the MAMA'S BOY needs permission to do anything more dangerous than sneeze. He diligently reports all school gossip to his mother who, in turn, sends innumerable messages to the Administration. No one likes the MAMA'S BOY except for his mother.
- ▼ **THE SOCIAL FUNCTION** (*Rumors, Socialize*) 2D10. Maybe it's a fundraiser or a book fair or teacher appreciation day, but without the SOCIAL FUNCTION, the PTO would have nothing to do. Everyone knows her role and exactly what to bring for the bake sale or potluck.



CLUBS & GROUPS

WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

CLIQUEs

HIGH SCHOOL
DRAMA

SMALLVILLE
HIGH SCHOOL

High school is about much more than just going to class. In fact, you could argue that the most important stuff happens outside of the classroom, as you learn to make friends, deal with your peers, and explore your interests. In the process of wading through this social swamp, high school students typically end up falling into groups—some school sanctioned, some driven by teenage dynamics. Of course some overlap is allowed among these groups, but venture too far from what's expected? That's a recipe for disaster...and a big helping of high school drama.

The School After Hours

In class, at home, in church, or even at the mall, teenagers are watched, judged, and effectively ruled by adults. But in the space between—in the hallways between classes and in the cafeteria, the school when most of the teachers are gone or leaving—teens find themselves in limbo. Sure there are teachers and coaches still around, but the constant supervision lets up and can even be avoided all together. Lights flicker out as staff leaves and 3:00 turns into 5:30, and if you're smart, or just quiet enough, you can roam the halls or campus for hours outside of the watchful eyes of well-meaning or smothering adults. It's a few hours to make your own choices, your own mistakes, and become the person you're going to be. (At least until college or the workforce get their claws into you.)

But what do teenagers really do in this limbo? What do they do with their freedom? Generally, if they aren't tragic loner types, they fall into cliques and they engage in extracurricular activities, or they use those extracurriculars as an excuse to mess around, or they mess around without the aid, protections, and structured excuses of organized groups.

EXTRACURRICULARS

Maybe you wake up early to get to school an hour and a half before homeroom and sing your heart out even though no one really appreciates it because you're one of thirty altos, only half of which hit the notes right anyway. Perhaps you miss homeroom to get to the Yearbook room and you're late to your first class every morning no matter how many warnings you get. You might skip lunches to spend the break in a stuffy lab with a teacher who smells like chemicals. Or perhaps you spend countless hours after school when you could be with your girl so you can get the damn robot running in time for Nationals. But why? Why waste the time? Why spend more time in school around teachers with more stress and more responsibility when you could just be messing around?

▼ **Because it looks good on your transcripts.** The pressure to get into a good school after high school is so extreme that some families and students will do anything to get the edge over other students. More than a few teenagers sacrifice every waking hour in sporting activities, academic pursuits,

the arts, and community programs in the hopes that their dedication and service will propel them to the best schools because grades just aren't enough in the competitive world of higher education.

- ▼ **Because it's a group of kids who are almost required to be your friends.** In the social ebb and flow of high school, the shy and maladjusted can get really lost and left out. Finding a group of other kids who share a passion, a pastime, or at least a distraction can be an invaluable way to create a peer group that may judge you, but at least they have to put up with you because you have something in common. Plus there are teachers and volunteers enforcing friendly—or at least civil—interaction within the confines of the club or activity.
- ▼ **Because people will look up to you.** Sports, some musical pursuits, and—depending on the student body—things like the Debate Team may get you the notice and respect of your peers. Respect and admiration are the keystones to popularity, the currency of power in high school.

GROUPS THAT AREN'T CLUBS

Of course not everyone hanging around the school after hours is in a club. In fact, not every activity's wholesome or at least socially acceptable enough to justify a club. For these kids, hanging out, avoiding trouble, or doing things their parents might not approve of serves up all the connection and protection of a peer group without having to toe the line of organized extracurricular activities.

Sometimes the halls after school are also a space for self-expression and exploration. For a teen who's required to wear conservative clothes (due to a dress code or strict parents), these after hours may amount to the only chance she has each day to wear what she wants how she wants. The uniforms of these groups—the heavy makeup and dark clothes of the goth/emo kids or the loose second-hand pants and Hawaiian shirts of a group of slackers—sure seem like conformity. But it's all just an exercise in self-identification. It gives them a shot at fitting in while, in many ways, still exploring what makes them unique—at least in comparison to all the other teens.

THE CLIQUES

Some groups come together due to mutual interests, bound together in structured and sanctioned school activities. Some groups are defined by a look and a socio-economic status. Some kids gravitate toward each other simply because they don't fit anywhere else. Regardless of what brings a bunch of kids together, these groups have a force of personality in the high school setting that goes well beyond any individual in that group.

Some of these groups are discussed below (you'll find Sports in its own section starting on page 62). I'm sure we've left out lots of others that you can think of, or our descriptions don't encompass all the possibilities you can come up with. As with most things in the *SMALLVILLE Roleplaying Game*, these are only examples. Go ahead and come up with variations of your own. See **The New Clique Rules** on page 23 for ideas on tweaking and developing your own Cliques.

POWERFUL KIDS

Whether it's an urban, suburban, or rural area, everyone knows the Powerful Kids. They're the ones with the money, the looks, the power, and the talent—they have "it," whatever it is. They're the ones that everyone looks up to, wishes they could be, and whom some folks despise. They're a kid's first real experience with the notion that not everyone's created equal.

Powerful Kids can be a positive influence, though. Many of them are involved in their schools and in their communities. They can be fine role models, showcasing good leadership skills, passion about various causes, community spirit, and generosity. Adults who interact with them typically find them charming, responsible, and generally good citizens.

On the negative side, Powerful Kids can ostracize other teens and create a great deal of stress for individuals and groups. They're exclusive—there's not much interest in diversity within their ranks. They can use their power to get what they want and to interfere with the wants and needs of others—power's a tool that they have no problem wielding. They can be arrogant, narcissistic, oblivious, and superficial. They're envied and even hated.

Popular Kids

Everyone knows them—they're the Popular Kids. No one showcases the "in" crowd like they do. They have the latest fashions, know all of the latest trends, and you can't possibly hope to be as cool as they are. If you treat them well, maybe they'll deign to notice you. Don't get excited, though—you have to be something special to be included in their ranks. There are rules about that, after all, and the Popular Kids may have to try you out first to see if you're a good fit.

You can pretend that you're not interested, but they just *know* that many of you spend lots of time and energy doing whatever you can to get into their Clique. Those lucky few asked to join the Popular Kids are gifted; at least that's what the Popular Kids think, and what they think is what's important. It's not always fair, of course, but that's just the way it is (and the way it'll always be).

Naturally, there are a lot of advantages to being a part of the Popular Kids. People listen to them and take their opinions seriously. If they're invested in a cause, they have the resources and numbers to make things happen. They always have friends to turn to when they need support, and Popular Kids never lack for things to do on Friday nights. Heck, even teachers turn to them for help in getting things done at school. Who wouldn't want to join them?

Game Time

The Queen Bee

She's the epitome of what Popular Kids are all about. Everyone pays attention to her and longs to be her best friend. On the surface, she has it all. Deep down, however, she's lonely and insecure. She's brighter than she appears and finds some of the Geeks' activities very interesting. She can't think about that, however, because her so-called friends are just looking for an opening to tear her down. Instead, she torments many of the Geeks, all the while secretly envying them. It's only a matter of time before someone fights back.

So, be careful—if you don't show them respect or if you make them mad, they'll make you pay. You think you're lonely? They can make it worse. Maybe they'll just ignore you. If they want to, though, they can make you cry.

STEREOTYPICAL MEMBERS

- ▼ **The Captain of the Football Team**—Football is a popular sport in most schools, and the Captain of the Football Team is its most recognizable and popular player. Maintaining the position and being successful can take its toll, however.
- ▼ **The Cool Kid**—People want to hang with the Cool Kid. He's the lead in the metaphorical high school movie, symbolizing what everyone wishes they could be.
- ▼ **Mr. Extracurricular**—Being a part of the Popular Kids Clique is just one of the many activities that Mr. Extracurricular is involved with. Sports, clubs, after-school programs, volunteer activities...he's in it all. How he finds time to do his homework is a mystery.
- ▼ **The Mallrat**—Shopping is the Mallrat's passion. Her leisure time is spent wandering from store to store, typically surrounded by a gaggle of chatty friends.
- ▼ **The Pretty Girl**—She's accepted by the Popular Kids because of her looks. Guys hover around her hoping to catch her eye, while girls flock around her hoping her charisma rubs off on them.
- ▼ **The Social Butterfly**—The Social Butterfly is a master of the social game, knowing just what to say and how to spin situations. You can bet that the Social Butterfly knows where all the best parties are, too.
- ▼ **The Spoiled Rich Kid**—Money buys many things, including a prominent spot in the ranks of the Popular Kids. The Spoiled Rich Kid has had everything handed to him and this makes it difficult when problems can't be solved with cash.

EXCEPTIONS AND OVERLAPS

- ▼ Popular Kids and Athletes have a fair amount of overlap, especially in schools with a heavy emphasis on sports.
- ▼ Popular Kids frequently join Student Government to affirm their popularity or to focus on causes they believe in.

- ▼ Individuals from other Cliques may find themselves included in the Popular Kids Clique. It's possible that they're genuinely liked for who they are, or they may be asked to join because of what the Clique can get from them.
- ▼ Some folks find themselves in the Popular Kids Clique because they're talented and well liked by everyone regardless of other factors. Some folks just seem to rise above the arbitrary definitions of popular.

DEFINING VALUES

D6	DUTY	<i>Of course I'll do what's right.</i>
D8	GLORY	<i>Everyone will remember me after I graduate.</i>
D6	JUSTICE	<i>Things work out for the best.</i>
D8	LOVE	<i>But do you love me for me?</i>
D10	POWER	<i>I get what I want.</i>
D4	TRUTH	<i>Truth is what I say it is.</i>

DEFINING RELATIONSHIPS

- ▼ *There's no better accessory than a star* ATHLETE 2D8
- ▼ *Who do those SLACKERS & OTHER MISFITS think they are? They're losers!* 2D10
- ▼ *The YEARBOOK wants to photograph me* 2D6

DEFINING ASSETS

BACKHANDED D4

- ▼ **Earn** a Plot Point for another Lead when you **Increase** your ANGRY or INSECURE Stress pool against him.

MANIPULATIVE D8

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you ask them to trust you, even if you don't mean it.
- ▼ **Spend** a Plot Point to **Gain** a d8 Relationship for one scene with a Feature with whom you don't already have a Relationship.

POPULAR D10

- ▼ **Earn** a Plot Point when you **Choose** to be distracted by your own fame.
- ▼ **Spend** a Plot Point to **Reroll** a die in a Test or Contest involving people who aren't already your fans.

HANGOUTS AND HANGERS-ON

- ▼ **THE HALLWAY** (*Socialize, Spotlight*) 2D10. No place defines the domain of the Popular Kids like the HALLWAY. It's where you hold court and the wannabes hover. Socializing, being seen, and hanging out are what make the HALLWAY so important.
- ▼ **TOADIES** (*Lackeys, Social Boost*) 2D6. Every Popular Kids Clique needs TOADIES. Need someone to go back to your locker to get your books? Someone to write that paper you really can't be bothered to write since that trendy new band is playing at the VENUE? That's what TOADIES are for!
- ▼ **THE VENUE** (*Publicity, Retreat*) 2D8. Outside of school, everyone who's anyone goes to the VENUE. The VENUE

could be a local club, the trendy coffee shop, the mall, or the football stadium. It's wherever the Popular Kids say is the cool place to hang out.

- ▼ **WEALTHY PARENT** (*Clout, Resources*) 2D8. When Popular Kids need outside help, there are few individuals more important than the WEALTHY PARENT. Being trendy requires cash and—on those occasions when you get into trouble—a WEALTHY PARENT takes care of an assortment of problems.

Student Government

Are you passionate about what happens at your school? Interested in having others notice the important things you're doing? Whether it's running for School President, participating in Model United Nations, working with a drug & alcohol prevention group, or some other civic group, Student Government can help you accomplish your goals. It can help you find your voice and get some visibility, and you might even accomplish something remarkable along the way!

In Student Government, you can make a difference in school affairs. When school rules and regulations prove archaic or unfair, Student Government provides you with the means to address your concerns. They're involved with Administration and they can even influence outside organizations. Don't like the school dress code? Frustrated with where prom is held? Join Student Government and you can make those decisions—this is where Leadership skills are forged.

Getting involved with Student Government looks great on college applications, too. Colleges pay attention to those who show an interest in civic affairs and governance; besides, it's good practice (especially if you're interested in law). Other advantages include: learning about the process of government, building better communication skills, and gathering new contacts inside and outside school.

The biggest drawback to Student Government is that lots of students think that they really don't do anything. Worse,

Crows' Notes

Buggy Elections

Some people will do anything to get elected. Although Paul Chan was more qualified and Felice Chandler was more popular, Sasha Woodman hoped to "convince" her competition to drop out of the election for class president by sending swarms of bees after them. With the field diminishing, Pete Ross put Clark Kent on the ballot. When Chloe Sullivan, the editor of the Torch, endorsed Paul Chan, she and Clark learned that politics and friendship don't always mix. Although Clark successfully stopped Sasha's bees, Smallville High proved that student government isn't always a popularity contest by electing the most qualified candidate, Paul Chan.

The Sycophant

The Sycophant only won the election for school president because of his connections to various individuals in the Popular Kids Clique. In order to cater to his backers, he's convinced the others in Student Government to do away with the regular band for this year's prom and instead offer the gig to an unknown band whose lead singer just happens to be related to the head cheerleader. The student body isn't too happy about the change, but no one suspects that the band has its own nefarious plans for the annual dance.

some think it's just a popularity contest. Others see them as the tools of the Administration or get angry because Student Government doesn't support their pet causes. Nothing could be further from the truth! Most people have no idea how much work goes into Student Government or they'd think differently. Just join Student Government and see how it all works. You won't regret it!

STEREOTYPICAL MEMBERS

- ▼ **The "16 going on 40" Teen**—When it comes to responsibility, this member of Student Government goes overboard. In an attempt to do the "right thing," the "16 going on 40" Teen gets pulled in too many different directions. Burnout lies just around the corner.
- ▼ **The Activist**—This student has an agenda and Student Government is his tool to push it. It's his overriding concern, and it will never be far from his mind in any discussion.
- ▼ **The Budding Lawyer**—The Budding Lawyer joined Student Government to get a head start on politics, whether sharpening debating skills or gaining experience in campaigning.
- ▼ **The Control Freak**—The idea that "if you want something done right, do it yourself" defines the Control Freak. She's a hard worker but her obsessive nature can cause friction.
- ▼ **The Good Citizen**—Some folks just feel it's their duty to participate in Student Government. The Good Citizen feels it's important to give something back, while striving to protect the interests of the student body.
- ▼ **The "I'm just along for the ride" Kid**—Every Student Government has at least one kid voted in just because he's popular or because no one else was interested. He's happy to have the visibility but he shuns the idea of doing actual work.
- ▼ **Mr./Ms. School Spirit**—She wants to be involved with her school and wants others to get involved, too. She's generally cheerful, energetic, tolerant, and well rounded.
- ▼ **The Religious Type**—In Student Government, there are always those individuals who feel that their own values should apply to everyone. This student is passionate about her beliefs and Student Government gives her a place where they can influence policy. The Religious Type can

be easily redefined as the "Liberal," the "Conservative," or some other usually extreme viewpoint.

- ▼ **The Token Minority**—Whether voted in by a dedicated student body or appointed by a school administrator, the Token Minority represents diversity within the school. Sometimes, the Token Minority is a dedicated member of Student Government and wants to make sure that diverse interests are recognized and promoted. Other times, he's just happy to be there.

EXCEPTIONS AND OVERLAPS

- ▼ Student Government folks might be involved with Debate to sharpen their campaigning skills.
- ▼ Student Government typically includes at least some members of the Popular Kids.
- ▼ Geeks may gravitate towards Student Government to fit in or because they believe they can make a difference.

DEFINING VALUES

D8	DUTY	<i>With great power comes great responsibility.</i>
D10	GLORY	<i>Vote for me!</i>
D6	JUSTICE	<i>We're going to change the world.</i>
D4	LOVE	<i>Later, after I'm elected.</i>
D8	POWER	<i>I know how to work the system.</i>
D6	TRUTH	<i>It's all about the spin.</i>

DEFINING RELATIONSHIPS

- ▼ *Sometimes we clash with the ADMINISTRATION, but we have to work together* 2D10
- ▼ *Write something positive about me in the NEWSPAPER and I'll keep you in the loop* 2D6

DEFINING ASSETS

ON A MISSION D8

- ▼ **Earn** a Plot Point and **Add** a D6 to Trouble when you foolishly pursue your mission despite the risk.
- ▼ **Spend** a Plot Point to **Reroll** a die in a roll that directly contributes to your mission.

TEACHER'S PET D8

- ▼ **Earn** a Plot Point when you **Choose** to involve an adult in a situation.
- ▼ **Spend** a Plot Point to **Reroll** a die when attempting to influence an adult.

HANGOUTS AND HANGERS-ON

- ▼ **ACADEMIC ADVISOR** (*Authority, Information*) 2D8. No one's more indispensable to Student Government than the ACADEMIC ADVISOR. Whether it's a voice in Administration or a source of valuable information, the ACADEMIC ADVISOR is a good person to turn to for advice and help.
- ▼ **PTO** (*Networking, Resources*) 2D10. It's always helpful to have access to the PTO for Student Government activities. When you need to get something organized and you need resources, the PTO is a great asset. Of course, they frequently have their own agendas, but you sometimes

have to give something to get something. It's all part of the political dance.

- ▼ **HISTORY CLASS** (*Planning, Sanctuary*) 2D6. In high school, the members of Student Government typically meet in a classroom or auditorium when discussing school affairs. Usually, it's HISTORY CLASS that fits that bill, and it's where the ACADEMIC ADVISOR is near at hand.
- ▼ **THE VENUE** (*Campaigning, Visibility*) 2D8. Like the Popular Kids, individuals in Student Government also frequent the VENUE. Besides being a great place to relax and hang out, it's a setting where you can get good face time with your classmates.

GEEKS

In earlier definitions of the word, a geek was a wild man who ate live animals in carnivals and side shows—a weirdo, a freak. Somewhere along the way, geek became a certain kind of freak obsessed with one subject outside of the mainstream to such an extreme that they no longer fit in with the rest of the world. Over time, the term evolved to what we know now, and generally the freak has been left to more antiquated definitions. These days, a geek is someone with considerable expertise and love for one particular subject or activity. It sets them apart and, in many ways, makes them unique and gives them that sense of identity that's so vital to a budding young adult. In fact, many kids now proudly identify themselves as "Band Geeks" or "Drama Geeks."

Marching Band

Hail to the victors! The Marching Band takes the field at every football game to cheer the team to victory. With dramatic formations and popular tunes, the band excites the crowd and rallies the players. The band is usually the most public aspect of a school's fine arts program, including performing for the home crowd at half time, competing across the state, and participating in local parades.

Marching Band members are often treated as anonymous parts of the collective whole. "The Band" is often well liked and even begrudgingly respected by athletes and cheerleaders. The games would certainly be quieter and the opposing team less rattled without the wall of sound produced by the musical giant. As individual students, however, Marching Band members are treated rather poorly. They tend to have higher grades, take more honors classes, and belong to more extracurricular activities than other students. This, combined with an apparent lack of athletic prowess, leads many to look down on them. Band students, however, will be the first to tell you of the rigors of Marching Band and the time and effort put into the shows. Many even claim that they should be treated as well as the athletes themselves.

The family aspect of the Marching Band is one of necessity. Protecting other members from the Football Team, bullies, or even overbearing instructors is a matter of basic survival in high

Game Time

The Showoffs

The band's spirited music is often overshadowed by its on-field antics. The Showoff Band treats fans to loud blasts of funky music and skits meant to poke fun at the opposing team. The band's crazy antics might occasionally get them in trouble with the administration, but the fans love the chaos and always look forward to what the band can cook up at home games.

The band's fiercest rival sees the Showoffs as little more than a sideshow attraction, but that's OK—they're too straight-laced and stuck-up, anyway. Don't they realize band is supposed to be fun?

school. While stereotypes run rampant throughout the sections of the band, most get along with each other despite the intense competition for first chair and leadership positions. Treat one band member right and you'll find that a few hundred have your back.

Individually, band members—except for tubas—can be timid and introverted. They are comfortable around their own, but not around outsiders. Picking on a band member can have grave consequences for those foolish enough to do so. Sure, one band geek can't do anything to the star quarterback, but 300 motivated students watching your every move? Playing the moment you are set to throw the ball at the game? Mocking you incessantly from the stands? That's a collective energy that you want pointed at the other team and far, far away from you.

STEREOTYPICAL MEMBERS

- ▼ **Brass Player**—Brass players are the loudest members of the band, both on and off the field. They're the core of the marching band and they know it, flaunting it in front of the Woodwinds. Occasionally, their egos get them in trouble with other students who don't understand their particular brand of sarcasm.
- ▼ **Color Guard**—Baton and flag twirlers put a pretty face to all that unbelievably loud music at half time. The Color Guard works just as hard as any other band member and truly resents anyone who treats them as inferior. Visuals are a huge key to winning competitions and the Color Guard makes them happen.
- ▼ **Drummer**—Q: *How do you tell if a stage is level?* A: *If the drummer is drooling out of both sides of his mouth.* All jokes aside, Drummers are the easiest band student to spot in the wild. They are always, always tapping, hitting, or drumming on something. They're treated much better than other Fine Arts students since they constantly wield a dangerous pair of sticks.
- ▼ **Woodwind**—The Woodwinds are convinced that they're so much more important than those overly loud Brass Players.

Without the Woodwinds, the band would simply be a bunch of noise. Woodwinds bring beauty and a true sense of musicianship to a world full of tubas and bass drums. Woodwinds mostly keep to themselves, avoiding contact with students outside of the Band.

EXCEPTIONS & OVERLAPS

- ▼ Other Fine Arts students participate in Band as well as their primary discipline.
- ▼ A lot of the Marching Band are also in Honor Society.
- ▼ Football Players hate the Band, but love the way it pumps up the crowd.

DEFINING VALUES

D8	DUTY	<i>Band is life.</i>
D10	GLORY	<i>People come to the games to see the band.</i>
D6	JUSTICE	<i>There is a clear chain of command.</i>
D8	LOVE	<i>Twelve hours of marching a week, all for SHS.</i>
D6	POWER	<i>If you're not deaf, we're not loud enough.</i>
D4	TRUTH	<i>Winning is everything.</i>

DEFINING RELATIONSHIPS

- ▼ The BOOSTERS resent us for the money we take from football D8
- ▼ The FOOTBALL TEAM gets all the glory D10
- ▼ The YEARBOOK has a two-page spread on us D10

DEFINING ASSETS

AGILE D4

- ▼ **Reroll** a die in an AGILE roll when you **Choose** to drop everything you're carrying.

CLEVER D4

- ▼ **Earn** a Plot Point when you **Choose** to show off your smarts in an annoying or frustrating manner.

SMARTASS D6

- ▼ **Earn** a Plot Point and **Give** your opposition a D6 when you're being a SMARTASS in a dangerous situation.

HANGOUTS AND HANGERS-ON

- ▼ **BAND PARENT** (*Control, Resources*) 2D6. BAND PARENTS come in two types: those who genuinely want to help and the needy, self-centered Helicopter Parents who swoop in on any perceived infraction or detriment to their child. BAND PARENTS provide most of the physical labor it takes to keep a large music program running. Their contacts in the community and their dedication to the Marching Band itself keeps the Directors focused on the band and not the day-to-day minutia.
- ▼ **BAND ROOM** (*Comfort, Restoration*) 2D10. The BAND ROOM seems big until you get everyone and their instruments in there. Still, every student finds some secretive nook or cranny in which to take a quick nap during those long weekend marathon practices.

Game Time

The Competitive Marching Band

This Marching Band is the musical pride, not just of the school, but of the entire region. It easily competes with even small college bands. They have regional competition after regional competition and have even been finalists on the national level. The Competitive Marching Band prides itself on taking classical music and performing it with concert precision on the marching field. The band pays little attention to football games anymore, seeing them as simply another opportunity to practice a show before competition. That lack of support has the football boosters concerned that money and support will shift from the team to the band.

- ▼ **FINE ARTS AREA** (*Comfort, Crowded*) 2D8. Always filled with the sounds of practicing musicians, arguing actors, and squabbling Divas, the FINE ARTS AREA has a band room and several other rooms at least partially available for rehearsals and for storing instruments and other equipment. It's a good place to spend your free time lounging or practicing.
- ▼ **STUDENT ROADIE** (*Fetch, Influence*) 2D8. The STUDENT ROADIES aren't musical, but they love Band. They want desperately to be part of the competitions and have crowds cheer for them. These students move ladders, get water, fix instruments, build free-standing structures at the Director's whims, and generally do everything they're told. They're a tight-knit group that always looks out for their own.

Drama Club

The Drama Club is the go-to place for aspiring actors, techies, and directors. At most schools, this club sponsors an annual play and maybe a musical, if they can find the resources. In particularly active Drama Clubs, members might work together on writing their own scripts, producing short plays, and learning the skills to become the next great star of stage or screen. Improvisation exercises train actors to think on their feet while the tech and stage crews hone their skills on the light and sound boards. Students in the Drama Club find ways to express themselves through the dramatic arts at poetry readings, scene study classes, and acting workshops. These budding Shakespeares, Oliviers, and Chenoweths love to perform and want everyone in the school to know it.

While a teacher usually oversees the Drama Club, often the Student Director and Stage Manager do much of the work. These students essentially run the club, choosing the staff for each show, running the marketing, and handling other non-creative aspects of the program. These students are treated like royalty by the rest of the club, who are vying for the precious few slots available on the staff.

WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

GEEKS

HIGH SCHOOL
DRAMA

SMALLVILLE
HIGH SCHOOL

Crows' Notes

Smallville High School's Abandoned Costume Room

Hidden from even the most prying of eyes is an abandoned room full of incredible costumes, a mirrored ball, and even a crystal chandelier. Although most students and faculty are unaware of its very existence, Jason Teague brought Lana Lang down here for a romantic birthday surprise that was rather shockingly interrupted by Abby Fine.

While it may seem odd that such a large space full of amazing props has been forgotten, it just goes to show what secrets you might find behind that locked door. And perhaps it's not so much forgotten as it's a carefully guarded secret...

The Football Player who tries out for the Spring Musical is instantly thrust into the spotlight regardless of his theatrical abilities. Simply being on stage gives the rest of the club the needed cred around school to stay well off the bottom of the totem pole. Actors and techies are also notorious partiers, and those few lucky outsiders who score invites to cast parties speak of them in hushed tones with a glint of wonder in their eyes.

Running afoul of the egomaniacs in the Drama Club is not in anyone's best interest. The overabundant cattiness of the actors mixed with the know-how of the techies makes for a potentially devastating combination. They may not garner the love and admiration of the student body, but they do earn its fear. Students who want to avoid trouble with the Drama Club stay far away from the auditorium and its inhabitants.

STEREOTYPICAL MEMBERS

- ▼ **Actor**—The Actor is your standard Drama Club member on stage. He works as a capable ensemble member of the cast and is occasionally tapped for supporting roles alongside the Master Thespian. Students from all walks of life can become Actors if the theatre bug bites.
- ▼ **Diva**—The Diva is the musical theatre equivalent of the Master Thespian. She needs attention at all times and must be the best singer/actor/dancer/whatever in the troupe. Any threats to her absolute dominance are dealt with swiftly and severely. Other students acknowledge her talent but avoid her at all costs.
- ▼ **Emo Kid**—Emo Kids are drawn to the darkness of the theatre. They spend their time escaping into a world of imagination and teen angst. Considering themselves far superior to anyone else, while at the same time lamenting their difficult lives, Emo Kids are a great tech crew—they love working in the dark and already have an all-black wardrobe.
- ▼ **Master Thespian**—The Master Thespian is the greatest of all actors. He sees the art of theatre for what it truly is: a window into the soul of man. Most other students see

him for what he truly is: a self-absorbed jerk who makes a dandy punching bag.

- ▼ **Techie**—Techies hate Actors. Hate them. Actors, especially Divas and Master Thespians, can never find their light and they screw up the sound checks on purpose. If it weren't for the Actors, theatre would be great.

EXCEPTIONS & OVERLAPS

- ▼ Popular Kids often join Drama for the public exposure.
- ▼ Techies and Actors often do not get along with one another.

DEFINING VALUES

D6	DUTY	<i>I leave it all out on the stage.</i>
D10	GLORY	<i>I will be where the spotlight shines brightest.</i>
D4	JUSTICE	<i>I'm simply better than you.</i>
D8	LOVE	<i>I wear my heart on my sleeve, onstage and off.</i>
D6	POWER	<i>I can make you laugh, cry, love me, and hate me.</i>
D8	TRUTH	<i>Truth is raw emotion.</i>

DEFINING RELATIONSHIPS

- ▼ The FINE ARTS FACULTY leaves us alone and we like it that way D8
- ▼ Nobody really cares what the POPULAR KIDS think D4
- ▼ We love having the BAND around when we need them, but only when we need them D6

DEFINING ASSETS

CONFIDENT D8

- ▼ **Earn** a Plot Point when you **Choose** to act first in a situation.
- ▼ **Earn** a Plot Point and **Add** a d8 to Trouble when you Give In in a social Contest.

FAST TALKER D8

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you're caught in a lie or exaggeration.
- ▼ **Add** a d6 to Trouble to **Reroll** a die in a FAST TALKER roll.

HANGOUTS AND HANGERS-ON

- ▼ **AUDITORIUM** (*Comfort, Isolated*) 2D8. The Auditorium is fairly old, but it's recently been modernized to accommodate the current needs of the theatre program. You can come here to do homework, pass the time, or actually rehearse for a show. Any other group using the Auditorium stresses the Drama Club out. Why do they have to allow non-theatre people in the door at all?
- ▼ **FINE ARTS AREA** (*Contacts, Crowded*) 2D6. Unless the Drama Club is exceptionally well funded, you're probably relegated to using the band room as an impromptu greenroom.
- ▼ **SECRET DRAMA ROOM** (*Comfort, Hidden*) 2D10. The Secret Drama Room is, well, a secret. Only a select few people even know of its existence and pass it on to the next generation of theatre officers. It's the ultimate Drama Club hangout and non-members are never, ever let in. Couches,

plush pillows, and even a chandelier give the room an atmosphere that the Drama Club revels in.

- ▼ **TECHIES** (*Resources, Mechanical*) 2D6. Although TECHIES may hate the actors personally, their technical brilliance makes you look good.

Game Time

The Talent Show

Many schools have an annual Talent Show; this gives everyone, not just the Drama Club, a chance at the spotlight. Students from all the various Cliques in the school come together for one night to compete on an even playing field. The competition is fierce and the prestige of winning elevates you to new heights of popularity. Performance enhancers are often suspected, but cheating has never been proven.

Gaming Club

When someone asks if you want to play a game, do you get a vision of two old men playing checkers or young children playing hopscotch? If so, you've never seen the Gaming Club in action. Their meetings fill the air with sounds of fantasy battles, historical epics, military jargon, and even sports plays. But mostly the fantasy battles.

Even though many high schools don't have organized Gaming Clubs unless a particularly cool and/or geeky teacher starts one, somehow gamers always seem to find one another. They'll gather in study halls, the school library, classrooms after school, and each other's basements to play games no one else seems to understand or to geek about the latest rumors of upcoming games.

Usually, a Gaming Club encompasses many different types of games and doesn't discriminate based on preference. You might see a few members of the Football Team playing the latest professional football video game on the latest console next to a group shooting aliens in an attempt to save the universe.

Video gaming isn't the only thing displayed in force at Gaming Club meetings, however. Collectible card games, board games, miniatures, and roleplaying all share time within the club. Far from being kids' games, these hobby games are expensive and sometimes incredibly complicated. Miniature gamers take their painting and sculpting seriously, poring over each and every figure to complete their ultimate army. Card gamers often spend hours arguing over complicated strategies and deck designs in hopes of finding the best way to utterly crush anyone who dares sit down at the table with them. Board gamers often find obscure European games to entertain themselves, translating rulebooks and remaking game pieces to fit a more American sensibility. The more mainstream the game, of course, the more likely the Gaming Club member can pass for normal, but generally if you're in the Gaming Club

you're already a hard-core gaming kid. You wear it like a badge of honor.

Members of the Gaming Club are usually pretty smart and look to gaming for challenges that school sometimes doesn't offer. They're often heavily active in technical projects at the school and excel in math and science. This isn't a hard and fast rule, of course—lots of gamer kids really shine in English and drama. Popular Kids and Athletes who treat Gamers well find ready and willing tutors at hand.

STEREOTYPICAL MEMBERS

- ▼ **Board Gamer**—The Board Gamer is either a casual gamer who likes to hang out with the club in order to find other people to play his favorite board game, or he's an avid fan of the new style of European board games and wants to make converts.
- ▼ **Card Gamer**—The Card Gamer keeps binders of collectible card games in his backpack and has an encyclopedic knowledge of game editions, errata, and popular strategy. While CCGs aren't the only thing he plays, it's his default.
- ▼ **LARPer**—LARPer dress up in costumes and armor, run around in the woods, and beat each other with birdseed spell packets and foam-covered swords. Despite their Gamer social status, they're the only gamers known to get regular exercise.
- ▼ **Old School Roleplayer**—He likes his roleplaying games with all the quirky bells and whistles, the way his big brother or Dad played them in the halcyon days of fantasy gaming. He knows the newer editions are more polished and popular, but he sticks to his guns and can tell you why.
- ▼ **Video Gamer**—Video Gamers generally ignore all other gamers in favor of the Popular Kids who have the latest game consoles. While certainly not casual players, Video Gamers find time for other activities in between rounds of the newest first-person shooter multi-player extravaganza.

EXCEPTIONS & OVERLAPS

- ▼ Drama Club members often roleplay to practice their acting chops.
- ▼ The Math Club might be up on the latest strategy games.

DEFINING VALUES

D8	DUTY	<i>For the honor of the party.</i>
D10	GLORY	<i>Kick down the door, kill the monster, get the girl.</i>
D6	JUSTICE	<i>Honor above all else.</i>
D6	LOVE	<i>Gaming is life.</i>
D4	POWER	<i>I don't care what they think of me.</i>
D8	TRUTH	<i>The dice don't lie.</i>

DEFINING RELATIONSHIPS

- ▼ POPULAR KIDS *don't understand what we do and never will* D4
- ▼ THE SOCIAL SCIENCES TEACHERS *use our games in class all the time* D8

Game Time

Time for Games?

Some of the Popular Kids have decided that a new video game is the latest cool thing, elevating that hobby to prominence in the school. The Gaming Club has been approached by the Administration to accommodate this sudden craze, but does this mean the Popular Kids are taking over the Gaming Club? What do the old school gamers think? And is something more sinister going on with this phenomenally popular video game?

DEFINING ASSETS

BOOK WORM D8

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you leave a social scene you're in to indulge in a book.
- ▼ **Spend** a Plot Point to **Reveal** useful information you read about in a book.

SMARTASS D6

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you're being a SMARTASS in a dangerous situation.

HANGOUTS AND HANGERS-ON

- ▼ **CAFETERIA** (*Comfort, Restoration*) 2D8. Gamers willing to fly their geek flag in public often bring out the cards or dice during their downtime in the CAFETERIA. It's one place where the people you can hang out with aren't fully determined by your class schedule.
- ▼ **UNDERNEATH THE STADIUM BLEACHERS** (*Comfort, Hidden*) 2D8. Several years ago, a gamer got hold of the only copy of the gate key and has passed it down through the club, only to be used in gaming emergencies. The Gaming Club has set up a cozy suite for themselves UNDERNEATH THE STADIUM BLEACHERS, stocked with snacks, a drink cooler, and some old furniture. Being out of reach of their normal tormentors, the gamers can be themselves and enjoy their time together.

Honor Society

The Honor Society is made up of students with the best grades—whether they achieve them through hard work, natural intelligence, or less scrupulous means. They're under a lot of pressure to be the best, and trying to get a perfect 4.0 (or higher!) turns into an obsession. You'll find your usual nerds in the Honor Society, but you'll also find ambitious, political kids, or kids that desperately want to get somewhere better in life. If your school is involved in a Jeopardy-style trivia competition, it'll likely be your Honor Society that competes in it. Otherwise, Honor Society kids will be competing against each other for the best position—there can only be one valedictorian! Sometimes joining the Honor Society requires more than just top grades—you have to be a leader or show how you're involved with the community.

While the Honor Society is primarily about grades, there are gifted programs for people with above-average intelligence (but who might not have the best grades). There's also an honor roll or dean's list to acknowledge getting a minimum GPA. Honor Society definitely overlaps with other Geek groups, but you'll find Student Government here, for sure.

At its best, Honor Society kids will be studious and hard working and they'll help their friends and peers do better, too. Helping other kids study is a good way to study yourself, after all. The lucky ones will be naturally smart and won't have to put a lot of effort into it. The less intelligent, but more ambitious, will have to study harder and longer to get the same grades.

At its worst, Honor Society members will beg, borrow, or steal to get what they want. Whether it's for prestige or for college applications, these kids may cheat on tests or sabotage group projects to get ahead. It's especially important to avoid getting caught if your character and leadership skills are part of being a member of the Honor Society.

STEREOTYPICAL MEMBERS

- ▼ **Bootstrap Kid**—She grew up dirt poor and her parents barely finished high school. But she's going to be different—she's going to be someone.
- ▼ **The Overachiever**—More worried about grades than perfection, he'll do anything to get that A—whether it's sucking up, extra credit, or even cheating. The ends justify the means.
- ▼ **The Perfectionist**—She's obsessed with getting everything just right—there's no such thing as "good enough" in the Perfectionist's vocabulary. Whether it's handwriting or building scale models, it has to be perfect.
- ▼ **Prestigious Parent's Clone**—Mom or Dad is a lawyer, a doctor, a high-flying stockbroker—he's got some pretty big shoes to fill. The pressure is on to succeed, even if all he wants to do is be in a band.
- ▼ **Teacher's Pet**—It's not so much the grades—she just loves the attention she gets from teachers when she does well.

EXCEPTIONS AND OVERLAPS

- ▼ Ambitious Literati would be part of the Honor Society, too.
- ▼ There's going to be at least one Slacker that ends up part of the Honor Society by default—he makes no real effort, but he's naturally intelligent and can whip up an assignment in two seconds flat.

DEFINING VALUES

D8	DUTY	<i>I owe it to everyone—to myself—to succeed.</i>
D10	GLORY	<i>I will be the best—a 4.0 is everything.</i>
D6	JUSTICE	<i>I will do whatever is necessary to accomplish my goals.</i>
D4	LOVE	<i>Relationships are just a distraction.</i>
D8	POWER	<i>Getting my way is easy.</i>
D6	TRUTH	<i>Truth is good, as long as it doesn't complicate things.</i>

DEFINING RELATIONSHIPS

- ▼ *The MATH CLUB is useful when I need tutoring* D8
- ▼ *JOCKS make fun of me, but I'll show them* D8
- ▼ *The STUDENT GOVERNMENT can help me achieve my goals* D6
- ▼ *I need to keep the ADMINISTRATION on my side* D10
- ▼ *I need to manipulate LIBERAL ARTS TEACHERS—subjective grades are tricky* D8
- ▼ *There's a right and a wrong answer—MATH/SCIENCE TEACHERS are easy* D6

DEFINING ASSETS

BOOK WORM D10

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you leave a social scene you're in to indulge in a book.
- ▼ **Spend** a Plot Point to **Reveal** useful information you read about in a book.

MANIPULATIVE D6

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you ask them to trust you, even if you don't mean it.

PERSISTENT D8

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you get too pushy with someone you know you shouldn't.
- ▼ **Spend** a Plot Point to **Reroll** any die when you repeat a Test or Contest you've taken Stress from previously in the scene.

HANGOUTS AND HANGERS-ON

- ▼ *CAFÉ (Relaxation, Socializing)* 2D6. Even the smarty party needs to take a break every now and then. The CAFÉ is a good spot to get some caffeine, scope out the competition, and dream about a bright future.
- ▼ *PRINCIPAL (Contacts, Resources)* 2D8. You need a glowing recommendation to get into college, and nothing looks better than the PRINCIPAL's. The PRINCIPAL decides what clubs and activities get money, too, so having the PRINCIPAL in your pocket makes it easier to fund that field trip or trivia competition.

Crows' Notes

Ian Randall

Ian Randall was so focused on leaving Smallville and getting on with his life that he literally split into two to double up his course load. By graduating early and keeping his grades high, he hoped to win the Luthor Scholarship and attend an Ivy League school. His obsession with perfect grades led him to killing the shop teacher so he could change his grade from a C to an A. He had no problems about using people; he pretended to be interested in Chloe in order to get a positive write-up in the *Torch* and he tried to gain access to Lex by seeing Lana. When the girls figured out what was going on, he tried to kill them.

- ▼ *SCHOOL LIBRARY (Quiet, Research)* 2D8. The SCHOOL LIBRARY might be the only place to get any real work done. It has everything—books, computers, librarians—and is quiet enough to do your work in peace.
- ▼ *TEACHER (Inspiration, Knowledge [specific field])* 2D8. If you've hit a roadblock, you can always turn to a TEACHER. Whether you're negotiating your grade up or just looking for some tips, the TEACHER should be your first stop.

Math Club

Geniuses, know-it-alls, nerds, and overachievers get drawn together or tossed together by fate, social exclusion, or mutual interest. And whenever they gather, something academic is sure to happen.

An outsider might wonder what exactly the Math Club does. Do they really sit around and work out math problems for hours? While that's certainly possible, there's a bit more to it than that.

The math side of the activity takes a variety of forms like experimenting with concepts and theory not covered in their daily math classes. Additionally, there's training and preparation for competition. Math Bowls, Timed Geometry Events, Chess Championships, and even Rubik's Cube Competitions are all common reasons for a group of geniuses to get together and train their brains.

Smart, clever, and cunning, as well as competitive, the Math Club thrives on strategy, intellectual stimulation, and Monty Python references. This group of teenagers is bright and passionate about the things they care about, and that passion can easily translate from the trig book to saving the world with a little motivation. The Math Club are teens who believe in the power of their intellect and the ability of a rational mind to overcome all obstacles; as a result they can be every bit as brave and virtuous as the characters in the comic books they might read or the fantasy heroes they've always admired.

Heck hath no fury...like the Math Club. The socially awkward, easily manipulated members of the club can become ruthless antagonists by accident as much as by deliberate acts of cruelty. Many intellectuals will tend toward being reactionary and so in general they're more likely to become your enemy because of some slight you made against them (real or imagined) rather than out of some inspired plot to take over the world.

They'll operate passively, almost never confronting you directly. They may hack your social network accounts and try to destroy you with your peers; they may ruin your grades at school. They may machinate a series of elaborate traps to do you physical harm. But don't fall into the cliché of painting them as cowards or comical foils—they just tend to play to their strengths because, well, they're the smart kids.

STEREOTYPICAL MEMBERS

- ▼ **The Homeschooler**—The Homeschooler gets lessons at home and is already several grades ahead of her age group. Still, she needs some socialization and, as a result, she gets a trip to the local high school to “hang out” with the Math Club.

- ▼ **The Mathematical Genius**—Too smart for his own good with a brain that operates on a different mental level than everyone around him, he's always three steps ahead.
- ▼ **The Overachiever**—Perfection isn't a goal, or a thing to work for. It's the place to start. Pressure from her parents to get into a better school or simply to "live up to her potential" leads the Overachiever to manically seek to excel.
- ▼ **The War Fanatic**—The history, the drama, the strategy. Chess and other competitions remind him of the battles of wars past and he just can't get enough of it.

EXCEPTIONS AND OVERLAPS

- ▼ The War Fanatic might overlap with the Gamers.
- ▼ HONOR SOCIETY kids hoping to pad their transcripts might join up.
- ▼ Sometimes a SLACKER may show up, sweep a competition or match, and frustrate everyone.

DEFINING VALUES

D6	DUTY	<i>My grades are easy to maintain.</i>
D8	GLORY	<i>The club knows how great I play.</i>
D4	JUSTICE	<i>No one stops bullies.</i>
D6	LOVE	<i>Kissing is just a distraction.</i>
D10	POWER	<i>Having control proves just how smart I am.</i>
D8	TRUTH	<i>Knowledge for its own sake.</i>

DEFINING RELATIONSHIPS

- ▼ *I hang out with the GAMERS* D10
- ▼ *The FACULTY thinks I'm harmless* D6
- ▼ *The ATHLETES need me for homework help* D6
- ▼ *I've written reports for the POPULAR KIDS* D6

DEFINING ASSETS

DARING D4

- ▼ **Add** a d6 to Trouble to **Reroll** a die in a DARING Roll.

GENIUS D8

- ▼ **Spend** a Plot Point to **Reveal** that you've studied a subject and know its basics.
- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you assume others can't follow your complicated thinking.

HANGOUTS AND HANGERS-ON

- ▼ **THE COMPUTER LAB** (*Technology, Watching*) 2D10. Puzzles are solved, equations are calculated, and nerd drama unfurls over games of chess and other intellectual pursuits.
- ▼ **MATH HALL** (*Good Grades, Information*) 2D8. This is where you go to sharpen your math skills and critical thinking.
- ▼ **SOMEONE'S DAD** (*Hacker, Mathematics*) 2D8. He's a computer programmer, a remarkable mind, and socially about as developed as his sixteen year old son. He has trouble with his ex-wife, his coworkers, and even old friends from school, so he hangs out with his son and his buddies.

Game Time

The Beta Male

Out there, among the "norms" he'd be perpetually kicked to the side, a follower just like everyone else. But here, here he's got social weight and power. He rules his Clique with an iron hand and he thrives when he can shut someone out or put someone down for not being smart enough. But that kind of behavior makes enemies—can he stay king of his molehill or will a challenger take him down?

Robotics Team

When the evil robot overlords take over all of humanity, it'll be the Robotics Club that survives to gleefully serve their new masters. Or so the joke goes among the teens in Robotics. They spend hours daily tinkering, designing, and testing robots for any number of tasks or competitions and, sometimes, just to see what they can come up with. They may use their talents to land a grant by building better mousetraps, or they may earn credits for college by experimenting with robotic replacement limbs.

But of course, the real pinnacle of the year for the Robotics Team is the Robot Wars competition. Schools compete in run-offs statewide, regionally, and finally nationally to build robots with one real goal in mind: destroying other robots.

The Robotics Team loves the excitement of pushing the envelope and getting things done with their own bare hands. The act of creation, from design to (in more than a few situations) destruction is the key to stories of these teens. Failure is simply an interesting consequence to examine and learn from.

Of course, that drive to plan and create along with the dedication to complete can also be a nightmare for those who go up against the Robotics Team. They're every bit as smart as the members of the Math Club, in their own way, but with a stronger sense of self worth. They're far more likely to be aggressive and start the conflict rather than waiting until you step on their toes.

Perhaps your request for more money from the school board for prom preparations threatens the Robotics Team's funding. Perhaps a budding romance is drawing their lead operator away from what's really important. Whatever the reason for the scorn, the Robotics Team may dog their enemy incessantly with gracefully laid out plans and ruthless efficiency.

STEREOTYPICAL MEMBERS

- ▼ **The Designer**—Computer-aided drafting and hand-drawn blue prints are the tools of the designer. For her, the fact that it "works on paper" is more important than the reality. She's always on to the next design.

Game Time

The Fabricator

If it's worth having an axe attached to the top of the killer robot, it's worth doing right. The Fabricator is at home with hot metal, huge dangerous cutting tools, and torches. He's a risk taker and runs hot, but the fact that he's still got all his fingers and all his teeth suggests he's as good at his craft as he is in a fight.

Such an inventor may attract the attention of investors with much loftier goals than winning high school competitions. What will he say when they approach him with a fascinating but less than ethical offer? How will the other members of the team react when their rising star is being courted by the Military Industrial Complex?

- ▼ **The Electrician**—If the Fabricator is brawn, the Electrician is finesse. The fine detail of circuit boards and wiring falls to the Electrician, so his hands have to be steady while he works.
- ▼ **The Rocketeer**—Rockets, radio controlled planes and helicopters all call for detailed builds and the sort of outdoor space many schools have—and adult guidance. What better place to get into that sort of hands-on, technical hobby than after school?
- ▼ **The Sixth Year Senior**—He's not bright, but he's strong and he's happy to hang around and carry equipment for the team. Maybe this year he'll graduate.

EXCEPTIONS AND OVERLAPS

- ▼ With a shared love of machines, Gearheads get along okay with the Robotics Team.
- ▼ The Designer may also be in the Math Club.

DEFINING VALUES

D6	DUTY	<i>I take care of the shop when I'm done.</i>
D10	GLORY	<i>Winning competitions is how we get to keep competing.</i>
D6	JUSTICE	<i>I've cheated to get a 'bot going.</i>
D8	LOVE	<i>The team is like a family to me.</i>
D8	POWER	<i>I build machines that DO things.</i>
D4	TRUTH	<i>Winning is more important than following the rules.</i>

DEFINING RELATIONSHIPS

- ▼ The GEARHEADS and me have a lot in common D10
- ▼ The ATHLETES know I'm kinda tough D6
- ▼ The ADMINISTRATION is impressed by our awards D6

DEFINING ASSETS

GEARHEAD D8

- ▼ **Earn** a Plot Point when you inconveniently **Choose** to stop and admire fine technology.
- ▼ **Spend** a Plot Point to **Reveal** information about a car or other non-unique tech.

VICIOUS D8

- ▼ **Add** a d6 to the Trouble Pool to **Increase** your ANGRY or AFRAID Stress pool.
- ▼ **Add** a d6 to the Trouble Pool to **Increase** your INSECURE or EXHAUSTED Stress pool.

HANGOUTS AND HANGERS-ON

- ▼ THE DO NOTHING GUY (*Funny, Lazy*) 2D4. He's a good guy, and he always cracks you up, even if he's totally useless.
- ▼ SHOP AREA (*Creative, Noisy*) 2D10. You don't need to hear what other people say in order to build machines that can do anything!
- ▼ VOTECH TEACHER'S OFFICE (*Pep Talk, Planning*) 2D8. This is where you discuss what your build will look like and what you're all going to do today. Woo!

SLACKERS AND OTHER MISFITS

To the mainstream, the popular kids, the staff, and at least most parents, there will always be groups of teens that people just don't "get." Depending on the time period, they might be called the beatniks, the hippies, the goths. As long as there have been "teenagers" there have been the misfits who, either by choice or accident, go against the flow.

Why don't they just fit in? Why would they set themselves up for derision, abuse, and scorn by the rest of their class, their parents, and the rest of the establishment? For some teens, it's simply because they can't help it. Their gifts, talents, or personality set them apart and make it almost impossible to be like most other kids. For other kids, they come from disenfranchised parents, parents who were misfits themselves. And some just can't get along with the other kids because they're being groomed for a specific future by their families—this may also make them act distantly toward adults.

Stoners

So yeah, sure, everyone is running around trying to get good grades or get more friends or get the approval of their parents.

But like, who cares?

It's not that the Stoners don't care about anything or think about anything—it's just that they've prioritized their lives and decided that hanging around, not worrying, and indulging in whatever makes them feel good is more important than anything else.

Maybe everyone else thinks they're losers for spending all their time out behind the pool where the snack machines are, eating dollar cakes, laughing with their friends

about things that are only funny to them, but those other people are all uptight.

Just mellow out some and enjoy the ride and maybe you'll understand the Stoners better. They do a lot of constructive stuff, like spending hours discussing deep philosophical concepts that someone's brother in college explained late one night over winter break. Sometimes they really get to the heart of what's wrong with the high school experience and how "wrong" everyone else is about how to live. It's important to know how not to be stuck up. That bourgeoisie Faculty and their brown-nosing student body just want everyone to get in line and conform.

The Stoners would totally do something about it, but you know, maybe tomorrow. They're feeling so totally lazy right now.

There can be a lot of smarts and deep thoughts going through the hearts and minds of the Stoners. While they're a little wrapped up in their gluttony (food, sugary drinks, other things), it all tends to be part of a higher purpose. Mostly, it's to free up their time and minds to really explore philosophy and sociology. At least, as much as they understand it. They never did finish that book by Descartes.

Of course the last thing you want to do is actually confront the Stoners about their less than socially acceptable behavior. Or all the time they're wasting. The potential. Because with all the time they've spent discussing what's wrong with people, they can dress you down and leave you feeling exposed and embarrassed in no time flat, all the while laughing at inside jokes you don't understand.

STEREOTYPICAL MEMBERS

- ▼ **Gluttonous Hyenas**—Their vicious cackling is why people don't give their Clique more of a hard time. When the smarter kids among them lay out the vicious lines to rip people apart, it's their snickering and chiding that rubs salt in the wound.
- ▼ **The High School Philosopher**—She's reading. Existentialism, Pragmatism, Nihilism, Transcendentalism. She knows them all. She just wants more time to think and expand her mind. The only problem is, school keeps getting in the way.
- ▼ **The Lazy Revolutionary**—Society is literally mere years, if not months, away from completely falling apart and he'll be at the forefront of the coming revolution. Which he'll start. Tomorrow.

EXCEPTIONS AND OVERLAPS

- ▼ The Lazy Revolutionary may hang out with Student Government, sometimes.
- ▼ Popular Kids stop by to buy the means to have "better" parties from the Stoners.
- ▼ When Football Players burn out, they may end up Stoners.
- ▼ Slackerletes have a lot of things in common with the Stoners.

DEFINING VALUES

D4	DUTY	<i>I'll get to it tomorrow.</i>
D6	GLORY	<i>When I get around to it, it'll be awesome.</i>
D8	JUSTICE	<i>Society is just so uptight.</i>
D8	LOVE	<i>Is there anything more important?</i>
D6	POWER	<i>The system is corrupt.</i>
D10	TRUTH	<i>Beauty, reason, truth.</i>

DEFINING RELATIONSHIPS

- ▼ The DEBATE TEAM knows I'd beat them all if I applied myself D6
- ▼ Sometimes the HONOR SOCIETY kids come by to unwind D8
- ▼ POPULAR KIDS like what I bring to the party D6

DEFINING ASSETS

FIXER D6

- ▼ Add a d6 to Trouble to **Reveal** that you have access to small, non-unique items you're not supposed to have.

SMARTASS D6

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you're being a SMARTASS in a dangerous situation.

VICIOUS D4

- ▼ Add a d6 to Trouble pool to **Increase** your ANGRY or AFRAID Stress pool.

HANGOUTS AND HANGERS-ON

- ▼ **BOILER ROOM** (*Mellow, Privacy*) 2D8. This is where you hang out and just like, talk. It's so chill you, like, don't want to do anything else.
- ▼ **BY THE SNACK MACHINE** (*No Teachers, Snacks*) 2D8. The faculty has forgotten this SNACK MACHINE behind the pool exists, and it's awesome. You can, you know, just let loose.
- ▼ **THE HALLWAYS** (*Business, Reaching Out*) 2D6. I have what you want, you know? No worries, meet me in the HALLWAY to get it.

Game Time

The Quiet Giant

He's a giant. Possibly the biggest guy anyone in school knows of, a full head taller than most guys his age. He's as big as he is tall, too, and some of the Football Team figures he could take them in a fight. If he bothered. While the other Stoners sit and talk about deep concepts, he sits and listens and nods. He indulges in all the same things they do, and it keeps him mellow. Rumor has it he has an anger problem—a bad one. That might be why no one worries about him among the Stoners.

Metalheads

It's the drums. Or maybe it's the kicking guitar. Or the screaming awesome lyrics about things like blood and skulls and kicking butt and violence. Whatever it is, the music just means something to him. The look and lifestyle just fell into place after that. He's a hardass and he doesn't take crap from anyone. Not the Gearheads. Not the Football Team. Heck, the local law enforcement doesn't mess with him because he's just too metal for them.

Sure, it alienates him from the rest of his peers. Sure it means his parents want to disown him, and the rest of authority immediately assumes he's up to no good. So what? He can't help it. He's a warrior, a loner, just too awesome for them to comprehend. It isn't his fault they wouldn't understand his majesty if he hit them over the head with it. They're nerds and feeb.

The Metalhead is like an epic hero of old. Only with more electric guitar. He's badass and has a bitchin' sound track and isn't afraid to face anything. Head on. There's no backing down for a Metalhead protagonist. Which can be both awesome and terrible for his friends and allies.

On the other hand, the Metalhead can be violent and confrontational. Don't expect him to be subtle. It isn't that he's stupid (necessarily), but the way he chooses to live his life and the music that gets his blood pumping suggest straight up horn locking over clandestine planning. In some ways, his simplicity is noble. It's just hard to see it as noble when he's kicking your teeth out.

STEREOTYPICAL MEMBERS

- ▼ **Guy with a Van**—He digs the music, sure, but he's a little more laid back than the other Metalheads. On the upside, he's got a kicking van. It's got this painting on the side of a wizard shooting fire at unicorns flying around overhead while lightning shoots into the ground behind him. It's very retro.
- ▼ **Juvenile Hall Regular**—She's got a record and a chip on her shoulder. Rumor has it she killed a kid in her last school before she transferred here. It probably isn't true, but it's totally true that she'll put the hurt on anyone who gives her a hard time. Which is why the Metalheads like her so much.
- ▼ **The Rivet Head**—Inspired by the music of more Industrial acts, she separates herself from the other kids with music that sounds like noise played too loud. She stomps around with her piercings and intense boots.

EXCEPTIONS AND OVERLAPS

- ▼ The Juvenile Hall Regular might cross over with the Gearhead—bad boys attract bad girls.
- ▼ The Guy with a Van may spend as much time with the Stoners as he does with the Metalheads.

Game Time

The Teenage Viking

His older brother got him into the music by lending him CDs of obscure Norwegian Death Metal with album covers that look like they're straight out of a Valejo painting—you know, half-naked chicks with gold wings and bloody swords. The lyrics told grandiose stories of Vikings and dying gods and fighting dragons. It wailed and he was hooked. Now, he's got a Thor's Hammer tattooed on his chest and he secretly bleaches his hair to look more Nordic.

DEFINING VALUES

D4	DUTY	<i>The only thing that really matters is rocking.</i>
D10	GLORY	<i>No one rocks harder than I do. No one!</i>
D6	JUSTICE	<i>I'll make the world more fair, with my boot if I have to.</i>
D8	LOVE	<i>Someday I'll find "the one" and we'll ride out of this town.</i>
D8	POWER	<i>People respect me, because I am mighty!</i>
D6	TRUTH	<i>These lyrics about Ragnarök, they're right on.</i>

DEFINING RELATIONSHIPS

- ▼ My COUNSELOR *thinks I can do so much more with my life* D6
- ▼ The GEARHEADS *and I get into some friendly scraps* D8
- ▼ I *intimidate the POPULAR KIDS into leaving me alone and giving me space* D4

DEFINING ASSETS

DISTRAUGHT D8

- ▼ **Earn** a Plot Point when your behavior or appearance attracts negative attention.
- ▼ **Earn** a Plot Point for another Lead to **Increase** your AFRAID or ANGRY Stress pool against them. Misery loves company.

SAVAGE D8

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble whenever you act upon your base instincts.
- ▼ **Add** a d6 to Trouble to **Increase** your INJURED or AFRAID Stress pool.

HANGOUTS AND HANGERS-ON

- ▼ OLDER BROTHER (*Bad Influence, Over 21*) 2D4. He helps you get the music you love and gets you amped up for fights.
- ▼ THE VAN (*Awesome, Travel*) 2D10. It gets you to concerts and it's also a hangout. It's decked out with an awesome sound system, even if the rest of it is kinda beat up.
- ▼ THE WOODS (*Music, Relaxation*) 2D6. You can smoke and drink in the WOODS and listen to your favorite bands.

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Misfits

No one gets her, and that's just fine. Depending on the generation and the year, she might call herself a goth, emo, club kid, or indie. What matters is that she's a Misfit—she doesn't fit in and she doesn't *want* these bourgeoisie troglodytes to “get” her. She's an individual, and no one else in the entire world is like her.

I mean, sure, there's her friends. They may look a little like her...okay, a lot like her, but can she help it if black clothes and makeup just speak to her? She can't help it if haircuts that annoy her parents are kind of universal among her and her friends. She's so resistant to popular fashion that she's become fashionable. She's so against the system that she's a creative microcosm of what's cool and what isn't. She's exclusive in her exclusion and there's nothing wrong with that.

Just because the crowd thinks she's weird and uncool doesn't mean anything. She has her own scale of cool, and those sheep can't even rate. Her hierarchy is rigid and often mimics the social hierarchy of the “norms” even if she doesn't recognize it. It's totally different! And if people can't see that, well, it's just because they can't understand her.

Misfits really want to be antiheros, but generally they operate more like Popular Kids than they're willing to admit. Still, because of their status as outcasts and misfits, they do tend to be much more sensitive in general. Therefore, they may be more likely to want to help out the needy or the underdog. Just so long as the other Misfits don't think that's lame.

As antagonists, MISFITS are a lot of cold looks and cooler ‘tude. They cannot be flapped because they Just. Don't. Care. They may want to spite you for having the nerve to be “too cool” or possibly for some (real or imagined) slight made on a member of this Clique. “You pushed Lilly in the hallway. Now, we're totally putting a curse on you.”

STEREOTYPICAL MEMBERS

- ▼ **The Fashionista**—She makes her own clothes. Aren't they the cutest? The stuff at the mall is like, really expensive, so she hand stitched her own corset. Everyone loves it. She's a trendsetter—at least in her own Clique—and if she keeps at it, she might go somewhere someday.
- ▼ **The Musician**—So he's got this band, right? Well, maybe he doesn't—yet—but he can play all the chords to his favorite band's best song. He's written some songs too, really deep, moving songs about really deep things no one aside from his closest friends can possibly understand. Those other people just aren't deep enough.
- ▼ **The Poet**—Blake and Eliot have nothing on him. He's tapped into the true dark heart of the human consciousness and it comes out in his epic poetry. (Which by the way, the girls really love.) He doesn't need form and structure—the English Teacher is a hack. He just needs the feeling, the mood. He's too brilliant for rules.

EXCEPTIONS AND OVERLAPS

- ▼ Sometimes they go to the same concerts as the Metalheads.
- ▼ They probably share some bad habits with the Stoners.
- ▼ As long as no one notices, they may play games with the Gamers.

Game Time

The Scene Queen

The problem is, the scene just isn't what it used to be. When she started sneaking into the club they didn't have an all ages night. Now it's like they let in any idiot who pays the cover charge. It used to be exclusive, and now it's just lame. The music sucks. But she keeps going because she's at the top of the food chain here. What she wears, everyone will be copying in two weeks. Plus, without her around, how are the losers going to know that's what they are? She's vital to the pecking order. Vital.

DEFINING VALUES

D4	DUTY	<i>Things fall apart, the center cannot hold.</i>
D8	GLORY	<i>Everyone was totally shocked by my t-shirt today.</i>
D6	JUSTICE	<i>Only children think life is fair.</i>
D10	LOVE	<i>What is greater than to suffer in love?</i>
D6	POWER	<i>Everyone knows I'm the one who gets it.</i>
D8	TRUTH	<i>We're all just rotting meat puppets.</i>

DEFINING RELATIONSHIPS

- ▼ One of the METALHEADS is my big brother and he gives me rides to school D8
- ▼ I have some business arrangements with the STONERS D6
- ▼ Some of the ENGLISH DEPARTMENT really believes in my writing D6

DEFINING ASSETS

DISTRAUGHT D8

- ▼ **Earn** a Plot Point when your behavior or appearance attracts negative attention.
- ▼ **Earn** a Plot Point for another Lead to **Increase** your AFRAID or ANGRY Stress pool against them. Misery loves company.

WILLFUL D8

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you put your foot down.
- ▼ **Add** a d10 to Trouble to put your foot down and **Reroll** a die in a WILLFUL roll.

HANGOUTS AND HANGERS-ON

- ▼ THE ENGLISH DEPARTMENT (*Creative, Good Grades*) 2D10. This may be the only place in the school that understands you at all, and it provides a safe haven where you often do your best writing.
- ▼ THE PROMOTER (*Connections, Popularity*) 2D6. THE PROMOTER of the local late night scene loves having you show up.
- ▼ THE SEWING ROOM (*Creative, In Demand*) 2D8. This is where you make your unique clothes and accessories.

Gearheads

He isn't some nerd—that's the important thing to know. He works with his hands, he works with tools and sometimes computers, but only the kind of computers you need to keep a modern car running. He isn't a visionary or a planner or any of that wimpy stuff. He's too cool for that. But he isn't some lame rich kid who's only cool because he can wear designer clothes from the mall. His parents are probably nearly flat broke or lower middle class. They work blue collar, just like he will someday. He's not going to some fancy collage like the Honor Society kids, either. Even if he has the brains, his family can't afford the tuition.

So he seeks out people like him. Other kids who are probably going to a tech school after high school. Other kids who know what it's like to smoke cigarettes mostly because there isn't a lot of food around the house. Kids who are considering the military because it's better than working at the gas station down the street for the rest of your life.

So they hang out more like a pack than most of the other Cliques. They have a lot of understanding among them, all hoping they'll pick up just enough skill from shop classes to keep from having to work in that gas station.

The GEARHEAD might be hard to understand at first. His upbringing, social status, and disdain for the academic elite are cultural. He may come off like a thuggish brute from time to time; but remember, this kid isn't just trying to graduate high school. He's trying to survive it. Because Gearheads make such obvious brooding bad boys and girls in trouble, they're ideal candidates for the role of antihero.

The suggestion of pack behavior, the boorishness, and the propensity for violence—which may even be encouraged by their mentors—make the GEARHEADS pretty scary antagonists. Not to mention the fact that they have the best cars in town.

STEREOTYPICAL MEMBERS

- ▼ **The Chick with a Wrench**—She hangs with a tough crowd, which is okay; she comes from a tough background. She had to work twice as hard to get accepted as “one of the guys” by the rest of the GEARHEADS, but now that she's in, she's in for life.
- ▼ **The Grease Monkey**—Cars and car repair come naturally to him. Which is a really good thing considering the “future” he has if he follows in the family trade—scamming grocery stores and selling drugs. Car repair is his way out, and he's not going to let anyone or anything get in his way.
- ▼ **Military Brat**—He comes from a long line of respected military personnel on both sides of the family, though there isn't anyone ranked above Sergeant on either side. He likes that people think he's tough and dangerous. He thinks fear is the same thing as respect and he'll get it any way he can.

EXCEPTIONS AND OVERLAPS

- ▼ The Guy with the Leather Jacket shows up at all the Popular Kid parties. No one admits to having invited him, but he's always there.
- ▼ Some of the Robotics Team may also be Gearheads.
- ▼ Some of the Athletes who aren't as entitled or bright may also be Gearheads.

Game Time

The Guy With the Leather Jacket

Most of the girls think he's hot, even if they'll never admit it. He developed young and was possibly the first of anyone in school to grow facial hair. He fills out a muscle shirt in a way that makes the Athletes a little jealous. He smokes and drinks and doesn't care what anyone thinks about him. He radiates cool and, worst of all, he's got this classic car he built practically from the ground up. No one understands him, but everyone kind of wants to be him. But that's only because they don't know how hard it is for him, or that he's probably going to end up in the military in a few years and die under fire.

DEFINING VALUES

D6	DUTY	<i>I do the work in the bay so I can get out of this town.</i>
D6	GLORY	<i>Everyone thinks I'm hard, and that's all right with me.</i>
D8	JUSTICE	<i>The rich get away with anything, so why should I play by the rules?</i>
D10	LOVE	<i>Once I get this car off the blocks, she'll drive like a dream.</i>
D8	POWER	<i>You think I care if they see me pound your face in?</i>
D4	TRUTH	<i>Whatever.</i>

DEFINING RELATIONSHIPS

- ▼ *I keep the METALHEAD's Van running; we have an understanding* D6
- ▼ *Those HONOR SOCIETY twerps do my homework if they know what's good for them* D8
- ▼ *I'm seeing a CHEERLEADER on the side. She doesn't want people to know, and I'm okay with that* D10

DEFINING ASSETS

FIXER D6

- ▼ Add a d6 to Trouble to **Reveal** that you have access to small, non-unique items you're not supposed to have.

GEARHEAD D10

- ▼ **Earn** a Plot Point when you inconveniently **Choose** to stop and admire fine technology.
- ▼ **Spend** a Plot Point to **Reveal** information about a car or other non-unique tech.

VICIOUS D8

- ▼ Add a d6 to the Trouble Pool to **Increase** your ANGRY or AFRAID Stress pool.
- ▼ Add a d6 to the Trouble Pool to **Increase** your INSECURE or EXHAUSTED Stress pool.

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- ▼ **THE PARKING LOT** (*Showing Off, Social Status*) 2D8. It's where you keep the cars and where you have your pride.
- ▼ **SHOP AREA** (*Optimism, Support*) 2D8. This is where you do most of your work. Sometimes it's better than being at home.
- ▼ **VO TECH TEACHER** (*Inspiration, Passing Grades*) 2D10. He's the only teacher who's ever understood you. What would life be like without him?

Slackerlete

For the slacker-athletes, or the Slackerletes, there are only two things that matter—doing their thing and staying chill. You see them everywhere, no matter where the school is. Sometimes they're the guys hanging out on the steps holding onto their skateboards and watching videos of their favorite wipeouts on someone's hand-held video. Sometimes you'll see them standing in a circle in the courtyard kicking a hacky sack back and forth. If you live somewhere warm on the coast, you'll see them tanned and lazing about on the sand when the waves are too small to ride.

If you assume they're just Stoners on wheels, what you're really missing is their talent and skill. Maybe it isn't a universal truth, but for many of them, the stuff they can do on a skateboard *does* belong on ESPN. The things they do on a surfboard really should be in the Olympics. And yeah, you're right, those were some amazing tricks on the snowboard on that vacation in Aspen last winter break.

The thing that probably pisses you off the most? They make their talents look effortless. While the real jocks practice in regimented patterns every day, the Slackerletes apparently skate by on good luck and talent alone. It isn't exactly true; it's just that, from the outside, their practicing looks like goofing around. Wasting time. It's all about perspective, man.

The Slackerlete coasts easily through adventure. She may appear mellow, laid back, or even lazy. But that's just because what she does, whatever sport she's particularly known for, comes so naturally to her that it looks effortless. She may handle adventures the same way—skirting past potential conflicts to coast through to the stuff where she excels. Her relationships tend to go the same way. But make no mistake—when she decides she's going to do something, nothing is going to stop her; she becomes focused like a Buddhist monk. Apparently serene, inwardly dedicated.

It might seem that the Slackerlete makes an uninteresting antagonist. But the truth is, driven and mellow can be a fine combination to amuse and frustrate you to no end. Perhaps they're simply frustrating your plans—"No, we need this parking lot for our practice space." The Slackerletes can't be threatened, frightened, beaten, or even bribed out of what they want. They're just too laid back for that.

STEREOTYPICAL MEMBERS

- ▼ **"Hacker"**—Hacky sack may be the one true slacker sport. The hacker might be overweight, smoke heavily, and drink all the wrong things, but for whatever it's worth, he makes kicking a little knit ball around look *really* cool.
- ▼ **Skater**—She's almost an anarchist. Not because she wants to be, but because it seems like the adult world is built on

Game Time

The Teenage Has-Been

His life was one big string of competitive sports training, after-school meets, and discipline until he got to high school and his life took a sharp left turn. Whether it's because his parents split up, he met a girl, or he simply grew tired of the constant regimen, the Teenage Has-Been may be the most gifted sportsman in town—but he's determined not to do anything besides goof off in the parking lot and hang out with his buds.

Will he rise to the occasion when the team needs someone to fill in last minute during the Big Game? Will his life get back on track? Will he get noticed by a college scout? Or is he doomed to develop a beer gut when he graduates and do to his own kids what his parents did to him?

"No Skateboarding" signs. All she wants to do is practice her ollie, but everyone is giving her such a hard time.

- ▼ **Surfer**—Dude's golden tanned, muscular, and, worst of all, he doesn't know how attractive he is. He just wants to surf and have a good time with his bros. (Even if they're brolettes.)

EXCEPTIONS AND OVERLAPS

- ▼ The Hacker probably spends a lot of time hanging out with the Stoners.
- ▼ Some Athletes might be both standard and Slackerlete now that Extreme sports are so popular.
- ▼ The Surfer might actually be a Popular Kid and not even know it. Everyone likes her.

DEFINING VALUES

D10	DUTY	<i>Yeah, I think I'm going to try this move a few more times.</i>
D6	GLORY	<i>I'm not looking to get on ESPN 3, man.</i>
D8	JUSTICE	<i>Why won't they just let me do my thing?</i>
D8	LOVE	<i>What I do, my sport, it matters to me.</i>
D4	POWER	<i>I don't want to play games like that.</i>
D6	TRUTH	<i>Just stay mellow.</i>

DEFINING RELATIONSHIPS

- ▼ *I think the POPULAR KIDS really like me. Weird* D6
- ▼ *The STONERS and I have a lot in common* D8
- ▼ *I'm just cool enough to protect the MATH CLUB kids sometimes* D8

DEFINING ASSETS

ATHLETIC D8

- ▼ **Spend** a Plot Point to **Reroll** a die in any ATHLETIC roll.
- ▼ **Earn** a Plot Point when you **Choose** to use brute force instead of finesse.



LIKEABLE D8

- ▼ **Give** your opposition a d6 to **Reroll** a die in a LIKEABLE roll.
- ▼ **Earn** a Plot Point when you **Decrease** your own AFRAID or INSECURE Stress pool—you don't really mean to upset anyone!

HANGOUTS AND HANGERS-ON

- ▼ MOM'S BASEMENT (*Optimism, Planning*) 2D8. You hang out here with your buds to plan and talk about the future. Even if the future is just summer break.
- ▼ THE PARKING LOT (*Chill, Fun*) 2D10. This is where you go to chill and practice a lot.

THE LITERATI

Do you love words, written or spoken? Do you capture moments in words or pictures? Do your words and pictures persuade and inform? You just might be part of the Literati. If you want the scoop, you'll fit right in with the Newspaper, while glory hounds and artsy types might prefer the Yearbook. If you like to win arguments and you don't really care which side you're on, Debate is the club for you.

Newspaper

What does a school newspaper write about? It covers stuff like sports, club activities, student government decisions, and anything else to do with the school. The Smallville High

School's newspaper, the *Torch* often reports on stuff that happens outside of school—as long as it involves a student somehow, it's fair game. The Newspaper is the perfect place for budding reporters, photographers, and editors. Easy software and cheaper printers make it easy create the newspaper without needing a ton of people. If you're a journalist, you're expected to go to all of the parties, games, and other events (especially those secret parties). If you're Chloe Sullivan, you're insanely connected and can hack your way into anything.

The newspaper could be daily, weekly, monthly, or even less often. Some schools have a smaller newsletter rather than a full newspaper. Teacher-supervised school newspapers will be more sanitized than student-run blogs. If you're in the Honor Society, working on the Newspaper is good for your college application. If you're a photographer, you might be part of both the Yearbook and Newspaper.

This Clique is ideal for getting to the bottom of the story and rooting out the truth. Depending on who you know, you can skip the official channels and get classified information. If you get to write the editorial, then your opinion can sway student opinion, like when Chloe supported Paul during the student election. Of course, what you publish could also destroy someone's reputation.

STEREOTYPICAL MEMBERS

- ▼ **Cartoonist**—You can get away with all kinds of unpleasant truths when you make them into cartoons. The Cartoonist is witty and insightful, but underestimated.
- ▼ **Editor**—The Editor rules the newspaper with an iron grip, and she doesn't hesitate to take a red pen to other people's work. The newspaper reflects on her, so it better be perfect.

- ▼ **Investigator**—The Investigator needs to know the truth and won't rest until he gets it. Stories are great, but he loves digging for details and getting to the bottom of mysteries.
- ▼ **Journalist**—It's all about a good story—no matter where it comes from. The Journalist lives for controversy and believes there's no such thing as bad press.
- ▼ **Photographer**—It's all about capturing the moment, but the Photographer isn't above staging a shot here and there. Sometimes the truth needs a little help to make an impact.
- ▼ **Poet**—It's not just about telling the literal truth—there are emotional truths, as well. The Poet likes flowery language and feels that she's revealing her soul with every word.

EXCEPTIONS AND OVERLAPS

- ▼ Clark Kent is a Football Player who also participates in the Newspaper.
- ▼ Honor Society members looking to round out their college application might join the Newspaper.
- ▼ Photographers would also fit under Yearbook.

DEFINING VALUES

D8	DUTY	<i>I must meet my deadlines.</i>
D8	GLORY	<i>Everyone will know my name.</i>
D6	JUSTICE	<i>I can help right wrongs.</i>
D4	LOVE	<i>Love interferes with objectivity.</i>
D6	POWER	<i>I influence from the shadows—I'm not in the limelight.</i>
D10	TRUTH	<i>There's nothing more important than getting the scoop.</i>

DEFINING RELATIONSHIPS

- ▼ The YEARBOOK provides great pictures D8
- ▼ I walk a fine line with the ADMINISTRATION D8
- ▼ POPULAR KIDS are always getting up to something—it's great for news! D8
- ▼ I can help promote important issues by supporting STUDENT GOVERNMENT D6

DEFINING ASSETS

INVESTIGATOR D8

- ▼ **Earn** a Plot Point when you **Choose** to spend a scene investigating instead of taking immediate action.
- ▼ **Spend** a Plot Point to **Reroll** an INVESTIGATOR roll.

PERSISTENT D4

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you get too pushy with someone you know you shouldn't.

RIGHT PLACE, RIGHT TIME D8

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when somebody confronts you about your presence somewhere off-limits, secret, or prohibited.
- ▼ **Add** a d6 to Trouble to join a scene you weren't in.

WEIRDAR D8

- ▼ **Earn** a Plot Point when you **Choose** to ignore any logical explanation.
- ▼ **Spend** a Plot Point to **Reroll** a die in a WEIRDAR roll.

HANGOUTS AND HANGERS-ON

- ▼ NEWSPAPER OFFICE (*Editing, Research*) 2D8. This is where the magic happens. Articles are written and formatted, layouts are created, and—depending on the size of the NEWSPAPER OFFICE—the paper is printed.
- ▼ THE RIGHT PLACE (*Eavesdropping, Watching*) 2D6. You can't expect to get the scoop unless you're in the THE RIGHT PLACE at the right time. Be there, or lose the story.
- ▼ SCHOOL GOSSIP (*Gossip, Leads*) 2D6. Probably not the most reliable source of information, but the SCHOOL GOSSIP has a finger on the school's pulse and can give you ideas of what might be happening. The SCHOOL GOSSIP always knows something.
- ▼ WITNESS (*Credibility, Details*) 2D8. If you want your articles to have credibility, you're going to need a WITNESS. Find out who was there and get a quotation, and maybe some more leads.



Chloe Sullivan

Chloe is the editor of the *Smallville Torch*. The *Torch* is her personal soapbox, but she's also managed to get a bunch of contacts that have helped her get clues and information when there's a mystery afoot. Chloe always writes the truth, but she doesn't always have the evidence to back it up. Truth is the most important thing to Chloe, and sometimes she doesn't care whose toes she steps on to get to it. When no one could tell her lies, she used that to get stories that really should never have been published. She was so obsessed with the truth that she didn't care if she ruined people's lives.

Nevertheless, whether it's digging up Clark's past or hacking into the hospital's CCTV, Chloe's got the skills.

Yearbook

Are you good at capturing the perfect moment? If you have a knack for being at the right place at the right time to take the right picture, then the Yearbook club is right up your alley. The Yearbook club can make you a celebrity in your own right, with full-page spreads dedicated to your interests and causes. You're automatically going to seem more important if there are more pictures of you—especially if they're good pictures.

Will you be remembered as the popular cheerleader or the unfortunate girl with the double chin and muffin top in every picture? The Yearbook editor can make that decision. The editor can make certain students, events, or activities seem more glamorous or cool than they really are (or less, if she's so inclined), but an ethical Yearbook editor will try to capture the "truth" of the moment without influencing it.

The photographer will probably do double duty and take pictures for the Newspaper, too. This is a chance for those with an artistic bent to show off those talents—whether it's evocative scenes, impressive action shots, or skillful digital enhancements.

Fame-chasers want to make sure that they're in as many shots as possible—and make sure that only good ones of them make it in. If it's too much work to do that themselves, they'll give the job to compliant Geeks or maybe Honor Society members that want to earn a few brownie points.

Don't make the Yearbook club angry or you'll regret it. That time you spilled water down your pants? In the yearbook. Your awesome profile picture that makes you look like a movie star? Mysteriously disappeared. The Yearbook staff can and will edit you out entirely and blame it on a printing error. If your self-esteem depends on lots of great pictures of you, it's best to keep these guys on your good side. Being in Yearbook is the perfect place for passive aggressive types to get their revenge.

STEREOTYPICAL MEMBERS

- ▼ **Artsy Photographer**—Not only must the photo capture the moment, it must tell a story and move you. Simple portraits and action shots aren't good enough for him—he wants art!
- ▼ **Camera-shy**—He joined Yearbook to make sure he's taking the pictures rather than being in them.
- ▼ **Director**—Natural scenes aren't the Director's thing. She wants everyone positioned perfectly before the shot, and she'll take it again and again until she gets just what she wants.
- ▼ **Photoshop Master**—It doesn't matter how bad the picture is—she knows how to fix it. She can add or remove blemishes and backgrounds with ease, and she can twist reality to fit her own vision.
- ▼ **Stalker**—He *really* likes that person and he's going to take a million pictures of her. Most of them will go up on his wall.

EXCEPTIONS AND OVERLAPS

- ▼ Photographers will overlap with the Newspaper club.
- ▼ Popular Kids may be involved to make sure only their good pictures get in.
- ▼ This is a great extracurricular for the Honor Society.

DEFINING VALUES

D10	DUTY	<i>These pictures won't take themselves.</i>
D6	GLORY	<i>Hey, I'm the one behind the camera, not in front of it.</i>
D4	JUSTICE	<i>I'm just here to take pictures.</i>
D8	LOVE	<i>This is a great way to get pictures of my crush.</i>
D8	POWER	<i>Be careful, I can make you look terrible.</i>
D6	TRUTH	<i>I'm not above staging shots.</i>

DEFINING RELATIONSHIPS

- ▼ The NEWSPAPER publishes my pictures, too D10
- ▼ The POPULAR KIDS need me to make them look good D8
- ▼ The FOOTBALL TEAM has the best action shots D8
- ▼ CHEERLEADERS think they're so perfect D6
- ▼ BAND AND DRAMA GEEKS are entertaining D8

DEFINING ASSETS

CONNECTED D6

- ▼ **Spend** a Plot Point to **Gain** a d8 Relationship with a Feature for the rest of the scene.

OBSERVANT D8

- ▼ **Add** a d6 to Trouble to **Reroll** your first roll in any Contest or Test where you have been surprised, ambushed, or caught off guard.
- ▼ **Spend** a Plot Point and **Reroll** a die in an OBSERVANT roll when you're sure there's more than meets the eye.

SOCIALLY INVISIBLE D8

- ▼ **Earn** a Plot Point when you **Choose** to make yourself the subject of public attention.
- ▼ **Spend** a Plot Point to **Reveal** that you were there, in a scene, all along.

Brendan Nash

Brendan Nash really wanted to capture the essence of high school—so much so that he had a replica built. It just so happened that he wanted his favorite people there—the stars of the “Most likely to”—and have them relive those perfect moments over and over again. Now that’s dedication. Creepy, but dedicated. When he didn’t get what he wanted, he froze them into statues, forcing them to stay in that moment. He wasn’t too happy when Clark wanted to free everyone—he really believed that this was the only way for all of them to hold on to the best time of their lives.

HANGOUTS AND HANGERS-ON

- ▼ **FAME-CHASER** (*Attention, Spectacle*) 2D6. The FAME-CHASER wants to be in every shot. If you like the FAME-CHASER, that’s okay; otherwise it’s going to make your job much more difficult.
- ▼ **GOPHER** (*Coffee, Sherpa*) 2D6. Taking pictures is thirsty work, and you’ve got a ton of equipment to lug around. The GOPHER is a handy pack mule.
- ▼ **PHOTOBOMBER** (*Frustration, Humor*) 2D6. The PHOTOBOMBER just had to pull a funny face or make an obscene gesture. It’s funny, but you might have to reprint the Yearbook if you get caught printing those photos.
- ▼ **THE RIGHT PLACE** (*Photographing, Watching*) 2D8. You have to be there if you’re going to take pictures of it! Parties, games, fights—whatever it is, you want to be at THE RIGHT PLACE.
- ▼ **YEARBOOK OFFICE** (*Editing, Planning*) 2D6. THE YEARBOOK OFFICE is where photos are picked, layouts planned, and the real work begins. Whether it’s all digital or you’re cutting pictures by hand, you need a quiet space to work.

Debate

Do you like to argue, just for the sake of arguing? Do you take the other side, just because it’s more interesting? Are you the definition of a Devil’s Advocate? If so, you’re perfect for the Debate Team! With your silver tongue, you can convince anyone of anything. The truth? That’s not really important. Nothing’s ever black and white in a debate anyway—facts can be twisted to mean whatever you need them to mean. The most important part of debate is *winning*.

Skillful debaters think on their feet and can ad-lib as needed. They can tell by the audience’s reaction if something is working—and they know how to change their style if it isn’t. You need to know what’s going on in order to argue about it, so debaters watch a lot of TV, read a lot of news, and surf the Internet constantly. Knowing a lot of random trivia can help you stump your opponent and awe your audience.

Most debates will be against other people in the club, practicing for the competitions against other schools—both locally and nationally.

Any time smooth talking is required, a debater is a great place to start. The biggest overlap for the Debate Team will be with anyone in Student Government—you have to be a good speaker to win over the student population. It doesn’t really matter what you say—it’s how you say it. Image and attitude are everything. You might find some Honor Society students here, too; they’re in anything that’ll look good on a college application. Also, being able to change people’s minds, like convincing your teacher to give you an A instead of an A-, is definitely going to be useful.

A debater can manipulate the audience through the words he uses and how he says them. Debaters always seem genuine—they’re the ultimate actors. This comes in handy when you’re talking your way out of trouble (or talking your way in!).

Of course, they don’t always believe what they’re selling, and they have the power to make people believe in some really bad things. A skilled debater can turn an angry mob against you, or ruin your reputation. If public opinion matters to you, you don’t want to make a debater mad!

STEREOTYPICAL MEMBERS

- ▼ **Aspiring Politician/Lawyer**—He has a vision for the future, and it likely includes dollar signs. Sure, he probably believes in at least some of the things he says, but he’s more interested in the prestige.
- ▼ **Devil’s Advocate**—Arguing for the sake of arguing, the Devil’s Advocate will take the other side even if he doesn’t believe in it.
- ▼ **Know-it-all**—She nit-picks people’s arguments to death with minutiae that no one cares about and it drives people nuts. Correcting people mid-sentence hasn’t won her any friends.
- ▼ **Overachiever**—He has to be right—there’s no room in his worldview for the possibility that he might fail. Winning is everything.
- ▼ **Soapbox Activist**—She has a cause and she’ll tell everyone about it, whether they’re interested or not. Her goals are noble, but she’s scaring her friends.
- ▼ **The Wallflower**—Terrified of speaking in public, she uses the Debate Team as immersion therapy for overcoming her shyness.

EXCEPTIONS AND OVERLAPS

- ▼ Honor Society members may also be part of this group. This is particularly advantageous if they need to talk their way out of getting caught cheating, or if they need to convince a teacher to write a recommendation or bump up their grades.
- ▼ Debaters that are part of the Newspaper may use their skill with words to persuade in a written form.

Game Time

The Mole

As the big debate tournament approaches, all the members of the team devote themselves to preparation and research. The problem with the Mole is she's doing it for the other team. The Mole's boyfriend, cousin, or bookie runs with the other school's debate team, and the Mole's only purpose is to get the scoop for them and screw things up for her own team. She might be terrified of discovery or actually mean-spirited. Is she an innocent victim, or is she the snake in the grass? And once she's outed, who's going to step up and take her place on the night of the championship debate?

DEFINING VALUES

D6	DUTY	<i>I'm doing this for myself.</i>
D8	GLORY	<i>Winning isn't everything, but it's close.</i>
D8	JUSTICE	<i>I know what's right for everyone.</i>
D4	LOVE	<i>These arguments are pointless.</i>
D10	POWER	<i>I can talk my way into—and out of—anything.</i>
D6	TRUTH	<i>Sure, the truth matters, but it's easy to bend.</i>

DEFINING RELATIONSHIPS

- ▼ *I can help the STUDENT GOVERNMENT sway student opinion* D10
- ▼ *I've got the ADMINISTRATION wrapped around my finger* D8
- ▼ *I have wary respect for the HONOR SOCIETY* D8
- ▼ *I can use the NEWSPAPER for my own purposes* D6

DEFINING ASSETS

BACKHANDED D8

- ▼ **Earn** a Plot Point for another Lead and **Increase** your ANGRY or INSECURE Stress pool against him.
- ▼ **Spend** a Plot Point to **Decrease** another Lead or Feature's ANGRY or INSECURE Stress pool against you or another character.

CLEVER D8

- ▼ **Earn** a Plot Point when you **Choose** to show off your smarts in some annoying or frustrating manner.
- ▼ **Spend** a Plot Point to **Reveal** that you know a piece of useful trivia.

FAST TALKER D8

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you're caught in a lie or exaggeration.
- ▼ **Add** a d6 to Trouble to **Reroll** a die in a FAST TALKER roll.

MANIPULATIVE D4

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you ask them to trust you, even if you don't mean it.

HANGOUTS AND HANGERS-ON

- ▼ **AUDIENCE** (*Applause, Publicity*) 2D8. An AUDIENCE isn't strictly necessary, but if you can get them on your side, you'll have a much easier time swaying the JUDGES. Don't annoy the AUDIENCE or they'll boo you off the stage.
- ▼ **AUDITORIUM** (*Attention, Performance*) 2D6. This is your center stage. The AUDITORIUM is where you battle it out with other debaters for all of the glory, or at least the satisfaction of being more convincing.
- ▼ **JUDGES** (*Inspiration, Wisdom*) 2D8. The JUDGES make the final decision. Convince the JUDGES and you've won—but be sure to get tips from them for future debates, no matter the outcome.
- ▼ **SCHOOL LIBRARY** (*Quiet, Research*) 2D6. The SCHOOL LIBRARY is an ideal place to catch up on current events and get some research in. Between newspapers, the Internet, and the stacks, you're sure to find the information you need. In Smallville, Kansas, and throughout much of the

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Midwest and Southern states, sports are king and football is a religion. Football is next to godliness, and the hopes and dreams of an entire town rest on your shoulders every Friday night. The presence of the uniform, the sense of belonging to a tradition, the pride of your parents, and the roar of the crowds—it's the best thing in the world.

Kids grow up playing in Pee Wee leagues, hearing stories of their fathers' and uncles' glory days. They see the town shut down every Friday evening during football season, and everyone they know comes out to watch the games. More people attend the games than Sunday services, cramming into stadiums that can hold 10,000, 15,000, even 20,000 fans. Those youngsters who have talent and determination and grit join the hallowed ranks of the high school team. Some daydream of graduating and going off to exotic, foreign lands like Providence or California on a football scholarship; others plan no farther than following in their daddy's footsteps. But everyone shares the glorious dream of winning State.

Football players are treated like princes, given great leeway and greater rewards for performing one task to the exclusion of all else: crushing their opponents on the gridiron. Young men, barely more than boys, are watched and studied like prized fighting beasts—one part Roman gladiator and one part junkyard dog. The team is a franchise, and a winning team can become a sacred institution.

Sports and the School

The athletically gifted are seen as the "chosen ones"—in high school, perhaps more than at any other time in a young man or woman's life, beauty and physical prowess are key to social acceptance and popularity. With hormones raging and an unknown future looming on the horizon, the athletes and their entourage (the cheerleaders and rally girls) are the most fun, exciting, and privileged group in the rigid hierarchy of high school.

JOINING THE TEAM

Most of the kids who join the team have been playing since early childhood. Various Pee Wee leagues, informal clubs, and community centers all sponsor teams. Eager parents encourage their children, looking for the spark of greatness.

Some students start to play at an older age—perhaps you're struck by the desire for the fame and adoration of your classmates, or you want to impress the head cheerleader; or maybe you're a tough girl out to prove you can play ball as well as the boys; or maybe you touched meteor rock and want to show off your new freaky powers.

Regardless of what age you decide to join, high school football tends to follow the same basic pattern. First there are

try-outs. In order to be successful, you need to know the rules of the game, and you need to train (unless you just manifested super-strength or super-speed). Try-outs take place before the school season starts. Of course, for dramatic story purposes a character might join the team in mid-season (a new family moves into town; a tragic disaster wipes out the defensive line; the aforementioned meteor-charged powers), especially as your spinoff will rarely play out every single game of the season.

HELL WEEK

Football pre-season training usually starts at the end of summer vacation, in early-to-mid August. This intensive period is sometimes called "Two-A-Days," or Double Sessions, or just Hell Week. As you might guess, Two-A-Days means practice is held twice a day, once in the morning and again in the afternoon or evening. The focus on this grueling training is to get in shape for the season, to learn new plays, and for the disparate players to start to come together as a team.

Hell Week is a good time to develop the seeds of conflict and bonds of strength among members of the team, the coaches, and the families.

Most teams revert to one practice a day during the regular school year; but if a team is struggling to find its form, a hardass coach might demand Two-A-Days during the school year with one practice before school and the other after. This puts tremendous strain on players trying to stay up on their academic work, let alone those juggling afterschool jobs, relationships, or family responsibilities.

Hell Week training sessions have drawn a lot of criticism in recent years for being a health risk, since this intensive practice often occurs during the hottest days of summer. Player injury and even death due to extreme heat is not unknown.

TEACHERS & ADMINISTRATION

The teachers and administration often have a conflicted relationship to the sports programs at their school. Obviously, some teachers are filled with team spirit and do whatever they can to support the team, such as understanding the demands of practice and dressing in school colors on game day. Others, however, find the privileged attitude of the sports stars disruptive to the classroom. Teachers may experience pressure to give tremendous latitude to students who may be distracted by the football season. Those who take a hard line regarding their curriculum and insist students pass tests and complete assignments conflict with coaches and students who live and die by the game.

Obviously, the school administration (principal, vice principal, board, etc.) would never state that a winning sports program was as important as an academic program, let alone more vital. But in a town that follows the team's every win and loss with bated breath, and where a school's budget is dictated

by the largesse of the boosters, it's not surprising that some administrators are fervent fans.

CHEERLEADERS AND RALLY GIRLS

The football team is supported and enhanced by the cheerleaders and the rally girls.

The cheerleaders perform routines at games to encourage team spirit and love from the crowd. Off the field, the cheerleaders often socialize with the football team—they hang out, party, and often date. The cheerleaders tend to be the most popular (i.e., prettiest) girls in school.

Rally girls are part of a club that is also designed to support the team. There's one rally girl assigned to each player, and she's his personal pep squad. She accompanies him to functions like pep rallies and fund raisers. She helps decorate the school and promotes her particular player—she might decorate his locker, bake him cookies, do his homework, etc.

THE OTHER STUDENTS

The rest of the student body is sometimes seen as second-class citizens compared to the football team and the cheerleaders. Many are ardent fans of the school team and go to every game, rally, and party, loving the team with all their hearts. Others ignore it or hate the jocks that seem to rule the school grounds with impunity.

SPORTS AND THE COMMUNITY

Smallville stands for every small town in America—the farm towns, the factory towns, the steel and oil towns, and the single-economy towns struggling to survive. The conflicts of rich and poor, black and white (and Asian and Hispanic), urban and rural, male and female, parent and child, all play out on the field. While some of these dramas remain obscured—such as curses spat through the slits of a helmet—others are writ large by local TV stations and talk radio. The stadium lights burn away the darkness and reveal a town's aspirations and fears, all carried on the backs of these boys.

PARENTS AND FAMILY

Many of the students on the football team have parents or older siblings who once played and are reliving their glory days vicariously. As you can imagine, this can put unbearable pressure on a high schooler just trying to get by day to day—especially if the talent is unequal or, worse, seems to have skipped a generation. Even kids who show promise may feel a crushing weight to succeed or else risk the disappointment and wrath of a father; for some players, failure is not an option.

A poor student may feel embarrassed by his ramshackle, under-the-poverty-line homestead, unwilling to bring friends or girls home. Is dad a bum? Is mom struggling to survive on welfare? Is there a brother or a sister with a young baby or a drug problem? Or maybe grandma has her “spells” and there's



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absolutely zero money to get her help. In any of these cases, you may be forced to become the man of the household, which might conflict with the role you need to play on the team.

Conversely, and perversely, a kid from too rich a family may face other problems. Imagine the vice-grip of expectation if your father is one of the richest men in town. Worse if he loves football. Absolute hell if he once enjoyed the thrill of a State championship (or if he didn't), and he needs to relive every moment through a son with one iota of talent. Dad can pay for the personal trainers and coaches. He can even move the family across the state to ensure you join a winning franchise. You live in a gorgeous mansion, but it's a gilded prison removed from the world of your classmates. You may be big man around campus, with the fancy clothes and the nice car, but he's big man around town, separate from and above those trying to survive the hardscrabble economics.

THE BOOSTERS

The boosters are, for the most part, the rich and successful members of the community who support the team. The boosters are often older men (or women) who once played for the team, and who have grown up and entrenched themselves in the town. Many boosters follow the team's successes and failures with more attention than they pay to their families; freshmen may appear every year like green grass, seniors may graduate, coaches may come and go, but the boosters remain.

The boosters are extremely possessive of *their* team and will offer advice to the coaches at every opportunity. The boosters host rallies and fundraisers, bringing money to the school (with strings attached to what the booster thinks is in the best interests of the team). Boosters may recruit star candidates through the lure of gifts and tributes. And they certainly will involve themselves in local politics when it affects their team. Some see them as meddlesome and interfering, but it's ill advised to ignore them, and worse to offend them. A coach or parent or even principal who crosses the boosters risks the fury of some of the most powerful members of the community.

HARD FEELINGS

It's just football, right? Right? When the town lives and breathes with each victory, and weeps real tears at any loss, it's far more than "just a game." Football is the religion, and a State championship is the panacea for the town's ills—at least until next season. But Heaven help you if you lose a game, because your neighbors sure won't.

Losing an important match will result in any number of retributions from those who feel like you've betrayed them (never mind that they weren't the ones getting their asses busted on the field). The coach might find a *For Sale* sign or five punched into his lawn as a gentle suggestion it's time to find a new job—in another town. Threatening phone calls harass you or your family at all hours of the night. Houses and cars are vandalized—egged, spray painted, wrecked. Anonymous rednecks racing by hurl epithets, curses, or beer cans from their pick-up trucks. And expect to hear it all day long on the local news station and talk radio shows, where the hosts will play to the armchair quarterbacks who spout the most venom over the phone lines.

Hard feelings may also be directed at an opposing team and their community. Pranks like stealing a team's mascot are not uncommon, or putting thousands of toothpicks in the field of a hated rival (forcing them to spend hours cleaning them up or risking injury), or even damaging or destroying an enemy's field or equipment. While the perpetrators of misdemeanors face detention, extra tough practice, or a one-game suspension at most, more serious actions could result in expulsion from the team or school, community service, or criminal charges.

Games In Your Game

The moments of silence before leaving the locker room for the coin flip are the worst—the crowd is thundering like a starving beast and the tension ratchets up to an almost unbearable level. If the coach is terrific, he'll say those critical, poetic words needed to get you over the hump and into the zone. If the coach is terrible, he'll let you twist in the wind and be consumed by your own nerves and bile until the snap. But how does a game actually get resolved in a session of SMALLVILLE?

Most of the time it's a Clique vs. Clique Contest. Who wants to win the most? What other factors or modifiers are involved? Whose field are you playing on, and how jazzed are your cheerleaders?

You don't want to roll for each play, and you might not even want to roll for each quarter. First, Watchtower must determine how important the outcome of this game is. If it's just for general color, she might have the result predetermined, or base her



decision on the relevant player's descriptions. But unimportant games are, as you might have guessed, uninteresting to roll for.

Step 1: Watchtower secretly decides how important the game is to the overall plot. If football is simply background noise to the Return of Brainiac, then don't overplay it. However, if reaching the State Championship is a driving, spiritual goal for the growth of the Leads, then give it full weight.

Step 2: Ask each Lead affected to define how important this game is to him or her. If the Lead players think the game isn't that big a deal (maybe it's just a pre-season scrimmage, or the team has already made it to the playoffs), again don't overplay it. Unless the victory or defeat will bring out a big plot twist, of course, in which case you should run it as a dramatic scene, perhaps starting at a high, abstract level and zooming in to make it personal and direct.

Step 3: Based on Steps 1 and 2 above, Watchtower runs the scene and any relevant Contests (or Tests, if needed).

Again, if it's unimportant in the grand scheme, either have the players (including Watchtower) decide the appropriate outcome, or resolve it with a simple roll. However, if the outcome matters to the story, a series of rolls might be called for.

In TV and film, important games are portrayed through a series of quick cuts. The audience will see some or all of:

- ▼ The tension right before the game starts
- ▼ An early lead in points if one team is much better (or luckier) than the other
- ▼ A hard scrabble over every play if the teams are matched and/or feuding
- ▼ Close-ups of the most relevant players, each given a chance to shine or fall
- ▼ The coach stoically enjoying his early lead, or trying not to lose it when the other team is dominating
- ▼ The half-time break where the team catches its collective breath, but the pressure mounts—often this necessitates an inspiring speech from the coach
- ▼ A possible injury—is the player out, or can he shake it off?
- ▼ The faces of the fans as the tension mounts
- ▼ Emotions running wild
- ▼ The final few critical seconds, the desperate play or culmination of perfect strategy, which will result in victory for one side and tears for the other

STRESS IN THE BIG GAME

For every Contest, if one side Gives In, the game's essentially over and the acting team wins. However, most teams aren't just going to lie down the moment they take the field, so a lost Contest results in Stress and is effectively a "point" (touchdown, field goal, goal—whatever is appropriate).

Stress Relief is an option during the half-time locker room break, a few key words from the coach during a time-out at the sidelines, or even as a final prayer in the last huddle, but it shouldn't be offered more than once a game, if that.

Game Time

Other Sports

While football is king in Smalltown, USA, other sports have their place in the hierarchy. Roughly speaking, after football, you'll find the popular sports ranked as: basketball, track & field, baseball/softball, and then soccer. In northern climes hockey is second (or even first, in Canada). Wrestling is the next most popular sport for boys, while volleyball is the next favorite for girls. After those are more "fringe" sports like lacrosse, swimming, gymnastics, tennis, golf, and bowling, which may be more common in some schools, but as a whole don't really rate on the chart.

Depending on the high school in your game, you may want to put the focus on a sport besides football. But in Smallville and many other American towns, there essentially are no other sports!

IT'S OVER WHEN IT'S OVER

As a bit of guidance, or an optional rule, Watchtower can decide how many Contests any game will go (it should be an odd number). Whoever is ahead at that time wins. This keeps games from going on forever and ever, and it gives the other side a reasonable chance to Give In when it's clear they can't win. As a rough guideline:

- ▼ 3 Contests for a moderately important game
- ▼ 5 Contests for an important game
- ▼ 7 Contests for a critical game that the campaign hinges on

An alternate method is to say there aren't a fixed number of Contests, but instead it's a "best of" scenario, so the first team to get to 3 points (best of 5) or 5 points (best of 9) wins the game.

Example: The Smallville Crows need one more W to make it to the playoffs—if they lose this one, it's all over for this season. It's senior year, and Clark (played by Cam) is on the team as the star quarterback. They're going up against the number two rated team in Kansas, the hated Granville Blues. The Granville Blues will also do anything to win—in fact, last night two of their cheerleaders tricked Clark into partying with them all night and they gave him a powerful concoction laced with meteor rock. Clark didn't get to bed until dawn and he wakes up super late that evening. Tiara tells Cam the game is already on—what's he going to do about it?

Cam says Clark is going to race to the field—he spends a Plot Point for his Super-Speed's Special Effect. There, Coach Wayne Quigley is furious that his star player would be irresponsible enough to party before a game and benches him.

It takes some sweet-talking intervention from Lois, played by Amanda, to explain to Coach Quigley how Clark was shanghaied and it wasn't (totally) his fault. Quigley relents, as they are being killed on the field, and decides to send Clark in after halftime.

Since Clark has a dominant role in the line-up and is the only Lead on the football team, Tiara tells Cam that he's going to play the Smallville Crows Football Team Clique as the Lead in this scene. The Crows are down by 14 points, and it's going to take all their effort to win. She asks Cam what they're going to do. Cam describes a quick huddled pep talk to the team—he decides not to apologize abjectly, but instead he focuses on how they can turn this around and use their anger to fuel their comeback. He picks up some dice. Cam first rolls for Clark's Aid and gets a 4, which he can add to the Clique's roll. Then he grabs dice for the Smallville Crows Football Team—*DUTY Stand with the team!* D10, *THE COACHES are almost always there for us...* D8 (because Coach Quigley saw the value of putting Clark in the game), and *ATHLETICS* D8—and gets a 7, 5, and 5, getting a 12+4 from Clark's Aid. 16 is a damn respectable result.

Tiara admits it's pretty good, but the Granville Blues are not going to just fall over. Their Clique Feature sheet is almost the same as the Crows, with a few key differences. She goes for *POWER 20,000 Fans* D8, *We hate the CROWS* D8, and *ATHLETICS* D8 and gets a 14. They take *ANGRY* Stress and the Crows are up on the board, 7-14.

To determine the Stress rating, Cam picks up the same dice pool (*DUTY* D10, *COACHES* D8, and *ATHLETICS* D8) and gets 3, 5, and 7. The Blues now have *ANGRY* D8. Tiara growls that the Blues ain't gonna give in that easy. She decides to up the ante, starting a second Contest and grabbing new dice: *GLORY State or Die!* D10, *THE RIVAL FOOTBALL TEAM (CROWS) is intimidated* D8, and *VICIOUS* D8. She gets 8, 8, and 8 for a tough 16.

Cam rolls his dice again plus d8 *ANGRY* Stress from the Blues; he gets a 17. Interception! Tiara snatches up her dice, trying to beat the now-active Crows. But she only gets a 12, and the Crows tie the game going into the fourth. Cam rolls his pool again for the Blues' Stress, stepping it up to a d10.

Tiara says it's up to Cam, Clark, and the Crows—this will be the final Contest. Cam has Clark tell the team, "This is it." He rolls *DUTY* D10 again, and notes that *THE CHEERLEADERS are their kind of people*, for another d10, plus *ATHLETICS* D8, plus the Blues' *ANGRY* D10. He gets 10, 3, 2, and 4, but he spends a Plot Point to activate the d4 *ATHLETICS* trigger to reroll that lousy 2; he gets an 8. 18. Great roll.

Tiara rolls her dice—*GLORY* D10, *RIVALS* D8, and *VICIOUS* D8. Finally, she calls in Aid in the form of an *INTIMIDATED REFEREE* 2D8. She gets 10, 5, and 2, and 2 & 4 from the Ref the Blues own. That's a 19, she gloats. 4th down and infinity, it seems.

Cam picks up his lucky dice. They're going to go for it. He rolls *DUTY* D10, *CHEERLEADERS* D10, *ATHLETICS* D8, and *ANGRY* D10. And then he remembers they're playing this game at Arnold Stadium, *their field*, so he uses the Location *THE FIELD* 2D8. He gets 10, 1, 7, and 6 plus 1 & 3 from *THE FIELD*. That puts them at 20! Tiara has the Blues Give In, resulting in an epic win for the Crows. Now she just needs to decide what Complication ensued from that final, desperate play...

ATHLETIC CLIQUES

Sports are such an integral part of the school environment that they have their own groups, culture, and support system. Those are reflected here in a variety of Cliques for both kids and adults. You may want to develop separate Cliques for individual sports in your game.

The Football Team

You step out onto the gridiron, a warrior for your school, your colors wrapped around you like a suit of armor. The crowd is nothing but vague forms and strange shadows—you're bathed in the stadium lights—but you can hear them shouting, yelling, roaring for you. 20,000 screaming fans cheering for you to do one thing: bring them victory on the field of battle. 20,000 voices chanting your name—that's a high that no drink, drug, or girl can match. It doesn't matter what you did before high school; hell, it doesn't matter what you did yesterday. This is what is best in life—to crush your enemies, see them driven before you, and hear the lamentations of their cheerleaders.

Small towns want to believe so much in their football team that anyone who makes it onto the team is automatically elevated above his fellow students. Fathers and uncles and older brothers who never escaped the gravitational pull of the town want to relive their glory days vicariously through the current generation. Kids are further fueled by rags-to-NFL stories pumped out by ESPN and Hollywood. In truth, few high school football stars turn pro and are able to buy the big house and the gold SUV, but the dream persists. And for

Game Time

Sidelines

As a note of caution, remember to tie in other Leads, Features, and Cliques (and players!) whenever possible. It's easy to let the Big Game dominate a session. And while you want to give the showdown an appropriate amount of time in the spotlight, you don't want to ignore everyone else at the table. Remember that fans and cheerleaders and coaches all have an impact on the game. They can give *INSECURE* or *ANGRY* Stress, for instance.

Also, don't forget what the other characters are doing while one of the Leads is on the field. Try to take a break between Contests to focus on the other players to mix things up. It's a good way to break up the tension (or effectively increase it by having a parallel conflict ramping up at the same time).

a short time the football players—especially the players on a winning team—get the fame and the respect and the girls. These “chosen sons” are given all the praise and gratitude they could want. Heady stuff for a hormone-fuelled teenager dealing with fears of the future and the anxiety of growing up. Who wouldn’t want to be on the team?

When the members of the Football Team are the heroes of the story, they’ll face individual challenges. Some of those challenges might include:

- ▼ Overcoming serious injury (can the player recover his courage and fearlessness and return to the field? Or is he only symbolically connected to the team?)
- ▼ Being forced to step up from the sidelines to a prominent position (especially when a star leaves the team due to injury or other catastrophe)
- ▼ Needing to be excellent in order to earn a ticket to a better tomorrow
- ▼ Battling racism within the team and within the town
- ▼ Avoiding the temptation of steroids, or otherwise cheating at the game
- ▼ Resisting the lure of too much partying
- ▼ Fighting with parents who don’t believe in the team’s value
- ▼ Dating the coach’s daughter

Ultimately, the members of the football team need to learn to come together under the guiding hand of the coach, for the team is always greater than the sum of its parts. Team challenges obviously involve each member overcoming his individual tests, because otherwise the team simply can’t come together. Other team challenges include:

- ▼ Keeping it together emotionally or psychologically when something dire happens (a star player is critically injured; the coach quits under pressure; they lose an easy game unexpectedly)
- ▼ Helping the community
- ▼ Using a moral or emotional victory as a driving force for their tactics
- ▼ Answering in kind the pranks and vandalism of other teams
- ▼ Defeating hated rivals on the field

Of course, sometimes the Football Team isn’t the hero of the story. Football players make good antagonists because of the easy slide into corruption. They’re some of the strongest, toughest, and most privileged students in school—how quickly will they become bullies and braggarts? Many players are just one bad choice away from drunken keggers and debauched pig-roasts. They think they can get away with anything—and they often can, whether it’s skipping a test, playing hooky (except for practice, of course), or hitting on your girlfriend.

Game Time

But I Don’t Know Anything About Football!

The high school football team may have 30, 40, even 50 students on the team, but it tends to break down into the “starting line-up”—also known as the principal players of the Clique—and everyone else. A team can have 11 players on the field at one time. The most common positions in dramatic stories include:

- The **Quarterback** (QB), the team captain, who takes the snap, calls the plays, hands the ball off, throws it downfield, or runs it by himself
- The **Center**, who may be the captain of the Offensive Line and snaps the ball
- **Linemen**, who block and can run the ball
- **Wide Receivers**, who are fast and able pass catchers
- The **Fullback**, who powers through the opposition, clearing the way
- The **Running Back**, who is normally the fastest player on the team and runs the ball in a dazzling display of speed and finesse

STEREOTYPICAL MEMBERS

- ▼ **The Bad Boy Fullback**—He’s tough, he’s mean, and he likes to hurt people. He could go far if he’d only clean up his act.
- ▼ **The Perfect Player with No Soul**—Trained from an early age to be the best, he doesn’t know how to think, or act, or live for himself.
- ▼ **QB1**—Quarterback 1: he’s the core of the team with the all-star good looks and amazing arm.
- ▼ **Running Back from the Wrong Side of the Tracks**—Fast, hungry, and filled with heart, but he’s burdened by his family history of poverty, desperation, and hardship.
- ▼ **The Shy and Reserved Reserve Quarterback With Heart**—Never seen as a starting player, he has the spirit to shine when given the chance—if he can get over his nerves and terrible anxiety, of course.

EXCEPTIONS AND OVERLAPS

- ▼ Who says a Math Geek can’t be the brainy running back?
- ▼ Popular Kids might be popular because they’re on the team.
- ▼ Is there a rule that says the quarterback can’t like to sing and dance, maybe even joining Band or the Glee Club?
- ▼ A team alumnus might come back as one of the Coaches.

Game Time

Is Football King Everywhere?

Some schools might have another sport that tops football in popularity, particularly in urban areas where getting access to a basketball court is much easier than maintaining a football field. Or if a nearby school drains all the best football players, another sport will rise to prominence. Many private and parochial schools excel in a sport other than football, for instance.

If this is the case for your SMALLVILLE spinoff, adapt the Football Team Clique to suit whatever sport is dominant in your high school setting.

DEFINING VALUES

D10	DUTY	<i>Stand with the team!</i>
D8	GLORY	<i>We're going to State, baby.</i>
D6	JUSTICE	<i>The rules are there for a reason, and the righteous will triumph.</i>
D6	LOVE	<i>Love of the game.</i>
D8	POWER	<i>20,000 screaming fans lift you up on their shoulders.</i>
D4	TRUTH	<i>I don't care to see beyond these blinders.</i>

DEFINING RELATIONSHIPS

- ▼ *Baby! The CHEERLEADERS are hotties, and they're our kind of people* D10
- ▼ *The COACHES are almost always there for us. Until we do something stupid* D8
- ▼ *THE BOOSTERS will take care of us today and in the future—as long as we do well* D8
- ▼ *THE TEACHERS know we rule this school* D6
- ▼ *The YEARBOOK won't ever forget us once we win State* D6

DEFINING ASSETS

ATHLETIC D8

- ▼ **Spend** a Plot Point to **Reroll** a die in any ATHLETIC roll.
- ▼ **Earn** a Plot Point when you **Choose** to use brute force instead of finesse.

POPULAR D8

- ▼ **Earn** a Plot Point when you **Choose** to be distracted by your own fame.
- ▼ **Spend** a Plot Point to **Reroll** a die in Test or Contest involving people who aren't already your fans.

TEAM PLAYER D6

- ▼ **Earn** a Plot Point when you **Choose** to follow instructions, stick to the game plan, or maintain strict discipline when it would benefit you more to do otherwise.

HANGOUTS AND HANGERS-ON

- ▼ **THE DINER** (*Public, Social Life*) 2D6. Where better to grab a bite after practice or celebrate after a game than at THE DINER? This is the heart of the team's social life and where you go to see people and to be seen.
- ▼ **THE FIELD** (*Tactics, Team-building*) 2D8. The FIELD defines the team in so many ways—it's your arena, your home, and your battlefield. It's a place for quick decisions and ensuring your partners have your back, and you theirs.
- ▼ **THE LOCKER ROOM** (*Rumors, Strategy*) 2D8. The LOCKER ROOM is a safe haven for the team; it's where you put on your armor and become something greater than yourself. It's also where you strategize. Finally, the LOCKER ROOM is a place where you can relax, hang out, and discuss rumors.
- ▼ **THE RALLY GIRLS** (*Comfort, Morale*) 2D6. Each player is assigned his very own rally girl. She'll help decorate your locker, make posters for the team, bake you cookies, do your homework, etc.

Crows' Notes

Super-Powered Athletes

What could be cooler than being a football player with super-speed, super-strength, and invulnerability even without pads? Nothing, of course. However, super powers bring up lots of issues. Sure, you're not on performance enhancing drugs, but it's still pretty much cheating. And can you control yourself well enough that you're not a lethal threat to all the normal kids you're playing with and against?

This became a major issue between Clark Kent and his dad, Jonathan. Clark desperately wanted to play football—Smallville High's surest path to popularity. His dad had been a football star back in the day and Clark wanted to share in that experience. Jonathan steadfastly refused to give Clark his blessing to play, fearing that Clark would inadvertently hurt another player.

Despite his father's misgivings, Clark did join the team briefly his freshman year, although he quit before playing in a game. He joined again his senior year, becoming a star quarterback, leading his team to an undefeated season and state championship, and getting a full athletic scholarship to Metropolis University—despite a few incidents where his abilities caused some complications. He turned down the scholarship and gave up football when he realized how hard it would be to hide his powers under the scrutiny of collegiate sports.

The Situation Room

Coaches have to deal with the challenges that each new crop of students brings them. While a veteran Coach has pretty much seen it all before, each situation is still unique and must be treated carefully. Mishandling a student could be devastating to the student and disastrous to the team. Some scrapes the players might get into that the Coach will have to deal with are:

- Conflicting responsibilities (team vs. school work, or team vs. home life)
- Fights with other Cliques
- Getting in trouble with the law
- Experimenting with doping or some other way to enhance his ability
- Being thrown out of his home
- Being wooed by another school or college
- Developing strange new powers

The Coaches

The Coach of the Football Team is akin to the Trinity—he is the Father, Son, and Holy Ghost all at once. He plays father to all of the sons on the team, giving them words of wisdom, teaching them how to be good boys, and preparing them to become men. He is the proverbial son of the town, inheriting from all who have come before him the responsibility to do good work and win State championships. And he is the spirit of the team given form—a spirit that has to motivate and move through his players, guiding them to victory.

Or perhaps that's overstating things. Maybe he's just a man who's trying to do a hard job the best he can, trying to win the hearts and minds of the next generation of students, and instill in them a bit of respect and pride. Being the football coach doesn't sound like a difficult job, but when the town's support ebbs and flows with every win or defeat, when a single mistake can turn former friends and neighbors into a blood-hungry mob, you have to admit it's a hard way to make an easy living.

Most Coaches start somewhere other than fielding the #1 ranked team at the start of the season. Every other Coach is going to be gunning for that #1 spot, and they'll fight for every inch on the gridiron. The "lucky" Coach ranked in first place when the season begins has nowhere to go but down. It's a lonely place at the top, often with a rapid fall from grace with every mistake the Coach makes. Smallville, and towns like it throughout Middle America, does not suffer defeat easily, and a Coach who doesn't deliver may be cajoled, bribed, or threatened to move on.

But it's not all religious metaphors and a fickle township. The Coaches take great pleasure in teaching and guiding these young men. They get to watch them mature, growing into the challenges they'll face on and off the field. A good Coach knows when hearing a fatherly word is critical for a player to overcome

some crisis, and when stoic silence is the proper response to an issue that the Coach can't afford to be drawn into. He may be a father figure to many of his players, but he must retain some distance or else the players won't be able to keep the proper perspective. The players must have some sense of awe—and perhaps even fear—of the Coach and his assistants, or else they might start to question him or disrespect his decisions.

The Coaches are an integral part of the school, working in the field house long before school starts during the dog days of summer. They put in long hours under the grueling sun, working on both sides of double-practices, getting to know the boys and their strengths and weaknesses. During the season, the Coaches put in brutal hours, planning strategies, reviewing game tapes, scouting the opposition, and working with the players. The Coaches also have to act as ambassadors for the school, attending pep rallies and fundraising events, and maintaining strong ties to the community.

Good coaches always have to balance the needs of the individual player vs. the welfare of the team. While the Coach may be a father figure to a player, he is *not* that player's father; there is only so far he can extend himself for any one student, because the Coach often has his own family and responsibilities to consider. On the other hand, those who need the Coach's help most may have no one else to turn to, and if he keeps too much distance they may fall into the cracks.

As antagonists, Coaches might be as overtly monstrous as Coach Walt Arnold (encouraging his players to cheat, manipulating kids to join the team, being abusive, and ultimately threatening to burn his enemies to a crisp); on the other hand, Coaches might be more insidious, playing up their entrenched position in the school and encouraging the more troublesome players to act as bullies in the school. A bulletproof Coach can extend his protection to his team, letting them get away with some heinous stuff.

Crows' Notes

The Smallville Crows

The Smallville Crows are the storied heroes of Smallville High, with over 30 years of history. Dressed in goldenrod and red, the Crows have won the State Championship at least 3 times in those 30 years. The Crows call Arnold Stadium their home and, despite Coach Arnold's fall from grace, his memory burns brightly. Perhaps unfortunately, that metaphor applies all too well to many high school football players and athletes—no candle burns hotter or more quickly. They are often seen as the most popular, most successful, and most destined-for-fame students in any given year, but few continue their stratospheric rise in the trials and tribulations after graduation.

STEREOTYPICAL MEMBERS

- ▼ **The Angry Coach**—The Angry Coach is a bit like the Hardass, if he got promoted to head coach. The Angry Coach is a mean, petty, vindictive S.O.B., and he has ruined many a good team and many a good player.
- ▼ **The Former Star Player (With No Prospects) Turned Coach**—Few players hit the big time, no matter how good they were in high school. For whatever reason, the Former Star Player's dreams evaporated and he needs a job, and the thing he is—or was—best at is football. It can be a great fit for some, and a vision of hell for others.
- ▼ **The Goofy Assistant Coach**—Counterpoint to the Hardass, the Goofy Assistant really, really, really wants to be there. He might be there just for comic relief, but he can also be a vehicle for tragic or touching stories, too.
- ▼ **The Hardass Assistant Coach**—The Assistant Coach often feels like he has something to prove. Perhaps he's been doing this job longer than the Head Coach and he feels like he was passed over, or maybe he has some deeply buried resentment about the kids he teaches. He may not be a bad man or a bad coach, but he has issues.
- ▼ **The Head Coach**—The man (or woman) at the center of the team who gets things done. There's something romantic about the Head Coach, like a warrior-poet who must sacrifice and endure pain in order to secure ultimate victory.

EXCEPTIONS AND OVERLAPS

- ▼ The Coach might also be the parent of a student or player.
- ▼ The female Coach out to prove herself in a man's sport might also be the hard-assed PE teacher.
- ▼ The History or English Teacher who's also a coach might be more of a free spirit than a disciplined instructor.
- ▼ The Vice Principal may also be the grumpy, foul-mouthed coach who claims to hate everything and everyone.

DEFINING VALUES

D10	DUTY	<i>My first responsibility is to the team.</i>
D8	GLORY	<i>It's just football.</i>
D6	JUSTICE	<i>The rules are there for a reason, and the righteous will triumph.</i>
D8	LOVE	<i>Love of the game.</i>
D6	POWER	<i>They'll follow as long as we keep winning.</i>
D4	TRUTH	<i>Know the players, know the game.</i>

DEFINING RELATIONSHIPS

- ▼ *The FOOTBALL TEAM is in my charge* D10
- ▼ *The BOOSTERS are a valuable asset, but they have to be handled carefully* D8
- ▼ *The TEACHERS have to support us throughout the season* D8
- ▼ *The PTA can be a real PITA* D6
- ▼ *The other SCHOOL ATHLETES have to know that football is king here, and we'll get to their little games next* D6

DEFINING ASSETS

ON A MISSION D8

- ▼ **Earn** a Plot Point and **Add** a D6 to Trouble when you foolishly pursue your mission despite the risk.
- ▼ **Spend** a Plot Point to **Reroll** a die in a roll that directly contributes to your mission.

WILLFUL D8

- ▼ **Earn** a Plot Point and **Add** a D6 to Trouble when you put your foot down.
- ▼ **Add** a D10 to Trouble to put your foot down and **Reroll** a die in a WILLFUL roll.

Crows' Notes

Coaches of the Smallville Crows

The Crows have been around for at least three decades, and Jonathan Kent himself played for them during his high school years. Walt Arnold was the renowned Coach of the victorious Crows for more than 25 years and won 200 games, including at least two State Championships (1979, 2001). Arnold's teaching style never changed in all his years, including his famous "There comes a time when you gotta step out of your father's shadow and be your own man. Now what do you say? You ready to be your own man?" speech.

Coach Arnold was known to be hard on his team, and he was obsessed with winning—even going so far as helping his players cheat on at least one test. But his years of service—and victories for the team—made him many friends on the school board, and these allies looked out for him and protected him.

The Smallville High Alumni Association presented Coach Arnold with a sauna in honor of his 20th year of service. One night five years later, he used green meteor rocks in the sauna and the fumes gave him the ability to control heat and fire. Driven to the edge by his desire to win, the coach used his abilities to intimidate and threaten anyone who stood in his way—including his players, Chloe Sullivan, and Principal Kwan. However, during a fight with Clark Kent, Coach Arnold overexerted his powers and burned himself to death.

Walt Arnold was replaced by Coach Wayne Quigley and his assistant coach, Jason Teague. They won State in 2004.

HANGOUTS AND HANGERS-ON

- ▼ **THE FIELD** (*Tactics, Team-building*) 2D8. The FIELD defines the team in so many ways—it's their arena, their home, and their battlefield. It's a place for quick decisions and a good Coach knows how to use it as a crucible to forge teammates from the chaotic rumble.
- ▼ **THE FIELD HOUSE** (*Planning, Research*) 2D10. The LOCKER ROOM is a shared space between the Coaches and the team, but the FIELD HOUSE is where the Coaches retreat when you need to pull back and make your hardest decisions. It is also where you review game tapes, player files, budgets, etc. It is both your sanctum and your war room.
- ▼ **THE LOCKER ROOM** (*Rumors, Strategy*) 2D6. The LOCKER ROOM is a safe haven for the team and the Coaches. It's where they put on their uniforms and transform into something much greater than the sum of the parts. It's where the Coaches work with the kids to strategize how to best win each battle. It's also where the Coaches learn bits and pieces of the players' lives.

School Athletes

Football may be the big dog in town, but it's not the only game, to mix metaphors. The School Athletes Clique encompasses all the sporty kids who are not on the Football Team, including those who play basketball, soccer, hockey, baseball, volleyball, or lacrosse and those who compete at swimming, wrestling, track, or cross country sports.

Football isn't played all year round; even in football towns, basketball can have almost as fanatic a following as the football team. For example, in Indiana and Kentucky, the gyms might be filled to seat 5,000 spectators for a weekly basketball game. Similarly, up north, hockey rises to at least the #2 most popular sport. Meanwhile, female athletes favor basketball, soccer, and volleyball.

Game Time

The Tomboy Who Wants to Play with the Boys

Who makes these rules? If she wants to play with the boys—at whatever sport—then let her. Of course, she'll upset the players, piss off the parents, disrupt the town, and challenge their normative views in the process. Which isn't necessarily a bad thing, but it won't be an easy road.

Who will stand beside her and who will stand in her way? Does she want to play to prove a point for girls everywhere? Or it just that there's only one team for her chosen sport and it happens to be a boys' team?

Some schools even offer more esoteric sports, such as fencing, archery, crew (rowing), field hockey, rifle, orienteering (navigating the countryside with a compass), bicycle polo, parkour, martial arts, and curling. These tend to be found in smaller, private institutions, but go with whatever offers the best dramatic choices for your game.

School Athletes face many of the same individual and team challenges as the Football Team. However, their programs are almost never as well funded or supported, even by their own families and administration. The School Athletes are not given as much freedom or slack as the Football Team, and as such they may be better and more well-rounded (or at least more grounded) students for it. They're still often treated like royalty, but more like dukes and barons—given respect, but not seen as untouchable. They have to learn how to balance their academic studies with practice and competitions. They have to do their own rallying and fund-raising for equipment and travel expenses.

School Athletes tends to have a one-sided rivalry with the Football Team, irritated that the thick-necked jocks get all the money and spotlight and glory. But it's one-sided because the Football Team barely registers the School Athletes; to them, there's only football, and everything else is a waste of time.

School Athletes face many of the same challenges that the Football team does, such as dealing with racism and classism in small towns; trying to balance home and academics and sports; avoiding the temptation to cheat to score high marks and attract scholarships as a way out of this stifling small town; learning how to work with the Coaches; trying not to party too much, etc. Some parents believe school sports are a good thing, promoting discipline and encouraging teamwork. Others, however, worry about the risk of injury or distraction from studies. A serious injury doesn't just impact the student's day-to-day activities; it could derail their future chances of riding a sports scholarship into higher academics.

In addition to football, Smallville High also offers baseball, swimming, gymnastics, and track.

STEREOTYPICAL MEMBERS

- ▼ **The Girl's Soccer Goalie**—She's fun and cheerful, but able to withstand the punishment that the opponents throw (kick) at her, blocking every shot to keep her team safe.
- ▼ **The Headstrong Swimmer**—She knows what she wants, and she'll do whatever it takes to get it, pushing herself to the limit.
- ▼ **Rookie Player With a Lot of Heart Who Happens to be a Werewolf With Amazing Abilities**—Sometimes a player just isn't any good until he gets special abilities from meteor rocks or finds out his dad goes through a razor every week.
- ▼ **The Underdog**—Too short, too slow, too fat, too ugly. Maybe it's true, maybe not. The odds are stacked against him, but everyone likes to root for an underdog. And with some luck and a lot of tenacity, he might show them all up.

EXCEPTIONS AND OVERLAPS

- ▼ Some members of the Football Team may play basketball or run spring track to keep in shape during the off season.
- ▼ Some of the Popular Kids are likely naturally gifted athletes.
- ▼ Math Club members or Gamers may know how to fence.
- ▼ The twins in the Robotics Club are using cybernetic implants to improve their game!
- ▼ The Cheerleaders support the School Athletes (even if they are second to the Football Team).

DEFINING VALUES

D6	DUTY	<i>I'm a critical part of the team.</i>
D10	GLORY	<i>It's a lot of fun to beat the other guys, all day and night.</i>
D6	JUSTICE	<i>Keep it clean.</i>
D8	LOVE	<i>Love of the game.</i>
D8	POWER	<i>We're hot and at the top of our game.</i>
D4	TRUTH	<i>Truth? People remember the myth.</i>

DEFINING RELATIONSHIPS

- ▼ The COACHES keep us focused on the goal D10
- ▼ The POPULAR KIDS are part of our group, and vice versa D8
- ▼ THE CHEERLEADERS have to support us throughout the season D8
- ▼ The FOOTBALL TEAM is both a rival and an ally D6
- ▼ The NEWSPAPER records our victories (and defeats) D6

DEFINING ASSETS

AGILE D8

- ▼ **Reroll** a die in an AGILE roll when you **Choose** to drop everything you're carrying.
- ▼ **Spend** a Plot Point to **Decrease** your opponent's INJURED or EXHAUSTED Stress pool.

ATHLETIC D8

- ▼ **Spend** a Plot Point to **Reroll** a die in any ATHLETIC roll.
- ▼ **Earn** a Plot Point when you **Choose** to use brute force instead of finesse.

HANGOUTS AND HANGERS-ON

- ▼ THE ARENA (*Tactics, Team-building*) 2D8. The ARENA defines the team in so many ways—it's your arena, your home, and your battlefield. It's a place for quick decisions and ensuring your partners have your back, and you theirs.
- ▼ COFFEE SHOP (*Contacts, Socialize*) 2D6. The Football Team owns the diner, so the School Athletes took over the COFFEE SHOP. It's where you socialize, grab a bite, meet up, and hang out.
- ▼ THE LOCKER ROOM (*Rumors, Strategy*) 2D8. The LOCKER ROOM is a safe haven for the School Athletes; it's where you put on your armor and become something greater than yourself. It's also where you strategize. Finally, the LOCKER ROOM is a place where you can relax, hang out, and discuss rumors.

Cheerleaders

Hit me with your best shot! The Cheerleaders are the girls' parallel to the boys' Football Team at the high school level. Although sometimes seen as a "powder puff" sport, it's an intensive physical activity, combining tumbling, dancing, jumping, cheering, and stunting into organized routines. Stunting, in case you didn't know, includes two-legged stunts, one-legged extended stunts, front and back handsprings, high-flying tosses, twists, flips, high splits, Swedish falls, three-high pyramids, and much, much more.

Cheerleading is sometimes seen only as a supportive pep or spirit squad for other athletic programs, like the football or basketball teams. But there are also extremely fierce cheerleading spirit competitions that take place all over the US. In fact, there are all-star cheerleading squads devoted solely to competing. While the majority of the members of a cheerleading squad are girls, there are normally a few male members who fill out the team, providing raw strength and gender balance, and acting as bases—plus they get to hang out with all the girls.

Young girls may start cheerleading at almost any age—the same time they start gymnastics or ballet, or around the time the boys start in their Pee Wee games. Many girls aspire to become cheerleaders in high school, and it has taken on as mythical a role as the Football Team, the Band, or the Yearbook. It makes you popular and has a wholesome yet sexy, all-American appeal. Most high schools have a varsity team and a junior varsity team; each has its respective captain and co-captains. The team holds tryouts in the spring, but they practice year round, at least three times a week. High school is an overwhelming labyrinth to kids at that age, and cheerleading is one glorious path through the trials and tribulations of the teenage years.

Cheerleaders are often the most popular (and attractive) girls in their school, and as such are often sent out as ambassadors for their schools. However, they tend to develop nasty rivalries with other squads. They have the drive, energy, and will to tackle any challenge with a combination of rocking beats and smoking moves. Competition simply fires them up.

Some see cheering and stunting as nothing more than "performance art," like dancing, and not as a real sport at all. They see cute, all-American girls-next-door and think, "Aw, the wittle girls are jumping and dancing. That looks like fun." That's so wrongheaded it hurts. Now, how tough are Cheerleaders, you might ask? Well, football players are tough—they crash into each other full speed and slam into the ground. Heck, the Cheerleaders do that, too, but without the kneepads, shoulder pads, or helmets! Football players might lift weights for hours on end, but Cheerleaders lift girls all day long. Cheerleaders perform gravity defying stunts, whipping and spinning through the air, in short skirts and mid-riff baring tops. I'd hazard to say they're the toughest athletes around—Rah, Rah, Siss-Boom -Bah!

Notable cheerleaders at Smallville High have included Lana Lang, Julia Altman, Megan Calder, Mandy, Mara, and Rhonda, Haley Timmonds, and Delia Watkins. Upon graduation and acceptance into university, a number of girls hope to try out and qualify for the Metropolis Sharks Cheerleaders squad.

Stories featuring the Cheerleaders are ripe with possibility as the girls (and guys) have to prove themselves as tough and resilient as other sports stars; must navigate the Machiavellian undercurrents of girls (and guys, and possibly teachers) outside the squad, who just want the team to fail; and deal with growing up when petty rivalries can turn cheerleader against cheerleader and sister against sister. Social by nature, Cheerleaders will interact with nearly every other type of student on a regular basis (except the extreme nerdy or gross types), and can form metaphorical bridges between Cliques.

Cheerleaders as nemesis is a no brainer. Just take the prettiest girls in school, then mix that sugar and spice with glugs of cruelty, spitefulness, green-eyed jealousy, backstabbing, and betrayal. Mean girls, indeed. This spirit squad wants to run the roost, date (and drop) whoever is most popular this week, manipulate their teachers, and wrap their parents around their little fingers. Their bullying and domination is mirrored and amplified within the group, making them a force to be reckoned with.

Being a cheerleader is great. You can be as feminine as you want, and yet still be a badass athlete. If that's not enough for you, there are plenty of stories of amped up cheerleaders. More fantastic versions of cheerleading squads include ninja cheerleaders, robot cheerleaders, demonic cheerleaders, and monster slaying cheerleaders—just consider what meteor rocks might bring to the team. Bring it on!

STEREOTYPICAL MEMBERS

- ▼ **The Doe-Eyed Innocent**—She just moved into town from somewhere nicer, quieter, quainter (even if it was a Big City) and she's like a deer in the headlights of the other girls, let alone the dreamy football players, or the creepy meteor rock freaks.
- ▼ **The Mean Captain**—She's hot and knows it; she clawed her way up to the top, so there's no reason why she shouldn't take it out on all y'all.
- ▼ **The Outsider With Great Spirit**—Another transplant, this girl has mad skillz even if they did it totally differently back wherever she came from. However, her arrival means a culture clash with the locals, and possibly a head-on collision with the Mean Captain. But if she can convince the rest of the team to follow her lead, you know they're going to rock hard, and leave it all on the stadium floor.
- ▼ **The Partygirl**—Chika-chika boom-boom, this girl knows that after every game there's a party, and after every party there's an after-party, and after the after-party there's breakfast!

EXCEPTIONS AND OVERLAPS

- ▼ The Brainy Cheerleader has a plan to take down the opposition.
- ▼ The Goth Athlete transferred in from another school, only to find no gymnastics here, only cheering!
- ▼ Competitive Cheerleaders might not do any sideline cheering and may have more in common with School Athletes than Cheerleaders.
- ▼ Some Cheerleaders might join Yearbook or Newspaper; there are more ways to support the team than just cheering!

DEFINING VALUES

D6	DUTY	<i>Practice, practice, practice—then party, party, party.</i>
D8	GLORY	<i>We collect the top prizes—whether trophies at the championships, or boyfriends from the Football Team.</i>
D6	JUSTICE	<i>Bring it to the floor and let the judges decide.</i>
D8	LOVE	<i>Totally crushing on that guy, while the whole sophomore class crushes on me.</i>
D10	POWER	<i>You can't be this beautiful without breaking some hearts.</i>
D4	TRUTH	<i>Her brother's girlfriend's sister said she did what?!?</i>

DEFINING RELATIONSHIPS

- ▼ The FOOTBALL TEAM are sweethearts. But we keep them on a tight leash D10
- ▼ The POPULAR KIDS are part of our group, and vice versa D8
- ▼ THE NEWSPAPER better publish those pictures of us in action D8
- ▼ The BAND AND DRAMA GEEKS are pushovers D6
- ▼ Our PARENTS are wrapped around our little fingers D6

DEFINING ASSETS

AGILE D8

- ▼ **Reroll** a die in an AGILE roll when you **Choose** to drop everything you're carrying.
- ▼ **Spend** a Plot Point to **Decrease** your opponent's INJURED or EXHAUSTED Stress pool.

ATTRACTIVE D8

- ▼ **Earn** a Plot Point when your looks draw you unwanted attention.
- ▼ **Spend** a Plot Point to **Reroll** a die in an ATTRACTIVE roll.

Crows' Notes

Mandy, Mara, and Rhonda

Sometimes being part of the Football Team can distract the boys from what's really important—their girlfriends. To solve this annoying problem, Mandy developed a love potion by combining the hormone phenyl ethylamine with meteor rocks. She and other Cheerleaders, primarily Mara and Rhonda, spiked the water coolers during football practice, turning their boyfriends into devoted slaves—exactly the way it should be. So what if their jealousy sometimes caused them to hurt people? At least they stopped putting football before things like shopping with their girlfriends.

HANGOUTS AND HANGERS-ON

- ▼ **CAFETERIA** (*Crowded, Socialize*) 2D6. The CAFETERIA is the best vantage point in school, where you see everyone parade before you and you can pass judgment easily. It's where the Cheerleaders lord over the other students and bask in their praise.
- ▼ **THE GYM** (*Tactics, Team-building*) 2D8. The FIELD defines the Football Players, and the ARENA the School Athletes; but the GYM is home to the Cheerleaders. It can be a place of tough love and internal competition, but ultimately it's about working with your team and smoking the opponents.
- ▼ **THE LOCKER ROOM** (*Rumors, Strategy*) 2D8. The LOCKER ROOM is a safe haven for the Cheerleaders; it's where you put on your emotional armor (mini-skirts and all) and become something greater than yourself. It's also where you strategize for competitions (planning routines, how to intimidate your opponents, etc.). Finally, the LOCKER ROOM is a place where you can relax, hang out, and discuss rumors.

The Boosters (Family & Friends)

There's a whole support structure that surrounds, embraces, and encourages the various elements of high school sports. Although this category could be broken into three distinct parts—Boosters, Family, and Friends—it makes just as much sense to abstract them into a single Clique. The high school football legacy could not endure from year to year

without entrenched institutions to reinforce it and shepherd it to greatness. This group is made up of people who have touched the glory of football, and they've discovered their lives are not complete without a regular pilgrimage to the Friday night lights.

It's not uncommon for members of the Football Team—or the Basketball Team, or the Cheerleaders, etc.—to have older siblings who ran the same gauntlet of crushing pressure and nigh-limitless praise a few short years ago. Those not lucky enough to have a brother or sister will undoubtedly have a parent who walked this path twenty or more years ago. And those tragic souls who are the first of their clan to join the team and have no support from their family...well, they'll always have the Boosters.

It's said (they say), "that friends are fair-weather, and family may disown you, but the Boosters will always stand by the team." The Boosters are not necessarily a uniform group, of course, but they have a common purpose—to ensure their team is protected, provisioned, supported, and loved, so that it can do what it does best: win games and championships. In a very real sense, the Boosters may have more influence over the team and a particular player than parents, friends, teachers, or the school principal. The only person who can stand toe-to-toe with them is the Coach, and even he must learn to work with these people rather than against them. They say (I wonder who "they" are?) that a smiling Booster can "deliver new uniforms, a brand new tour bus, repairs to the field, or



LuthorCorp

While not exactly your typical boosters, both Lionel and Lex Luthor use their money and influence when it's to their advantage. Involved in more than just sports, LuthorCorp also funded a computer lab for Smallville High. After Clark Kent made the football team, Lex bought the team new uniforms to try to improve his strained friendship with Clark. After Lex learned about the relationship between senior Lana Lang and assistant coach Jason Teague, he used his influence with the school board to get Jason fired. While he claimed the moral high ground in outing this inappropriate relationship, his true motives were much less clear.

a state-of-the-art Jumbotron—and even sunny days,” while a disenfranchised Booster is like “nothing but a season of rain and world of pain.”

Who are the Boosters, you ask? Well, I'm glad you did. The Boosters can come from any walk of life, but they are established, successful members of the community. Their ranks may include:

- ▼ The owner of the biggest auto-dealership in the county
- ▼ The owner and cook of that great BBQ joint
- ▼ An oil-rich fat cat who lives on the edge of town
- ▼ The mayor.

In all likelihood, any Booster who was able played the sport (read: football) when he was in high school, and those who couldn't (like female Boosters of the football team) had a brother or father that did. These are the pillars of the earth for their community. Now, nothing says they have to love the Coach or every last player; their passion is for the franchise, the sense of being a part of something that's bigger than any one man or woman can be, like a nation or the armed forces. The game is almost incidental, as it is their love for the team that drives them.

Boosters are magnanimous allies. They can help with fundraising (watermelon feeds, BBQ nights, and homecoming rallies are all infused with their essence). They can shield a favored Coach from a meddling principal, or sweet-talk a backwards family that just doesn't understand why it's so important that their QB son with the passer rating of 90.1 be allowed to stay on the team despite harvest.

They are the backroom masters of *realpolitik*—they want what's best for their team this season, this Friday, this moment, not some highfalutin' Platonic ideal of what the game could be. That doesn't mean they can't be patient or construct long-term plans. Far from it. They might be involved in luring new hotshot players to town, or helping a star running back find a cheap apartment in the right school district, or finding the wide receiver a math tutor (or convincing the math teacher to give him the benefit of the doubt), or even working with the

School Board on the redistricting of the town. The Boosters know that each year brings a bumper crop of new faces to the team, and while they prefer to have a Coach they can trust to build a winning empire, if he or she isn't working out there's no reason not to fire the Coach and begin anew. There's next season to think of, and these games aren't going to win themselves.

STEREOTYPICAL MEMBERS

- ▼ **The Father of the Head Cheerleader, Owner of the Auto Dealership**—One of the key boosters, he runs a very successful local dealership, and through it promotes the team (and also gets great advertising in return). The fact that his daughter is fulfilling her destiny and dating the quarterback makes him love the team all the more.
- ▼ **The Former Great, Now Owner of the Family Restaurant**—He was a star back in the day. These days he may be a bit reserved, but he's stayed in the community and built a place for himself and his family. He's reluctant to get dragged back in, or to use his place as a gathering point for the team, but when he finally commits to helping the team he's full in.
- ▼ **The King of the Boosters**—All of the Boosters have power and influence, but the king has risen to the top of the castle. He has more wealth, or connections, or even blackmail material than the others, but this doesn't mean he can't be toppled—especially if his team is defeated, leaving him in a weakened state.
- ▼ **The Meddling Mayor**—She loves the team, the way she loves power and politics, and she'd never miss a game. Or miss a chance to tell the Coach when he should be using a Wildcat formation.

EXCEPTIONS AND OVERLAPS

- ▼ The Family may represent the Boosters or be opposed to them.
- ▼ The Newspaper might have an alumnus Booster, who's happy to fund field trips and investigative reports.
- ▼ The former Football Player who loved the sport and became bitter might be very slowly drawn back to support the team.
- ▼ The head Cheerleader may be the daughter of the King of the Boosters.

DEFINING VALUES

D6	DUTY	<i>This is about tradition, about spirit, about football. It's all we got.</i>
D8	GLORY	<i>The team needs a W. The town needs a W. I need a W.</i>
D6	JUSTICE	<i>Call it—heads or tails.</i>
D8	LOVE	<i>Life wouldn't be worth living without a team to support.</i>
D10	POWER	<i>You can't do what's best for your team unless you're at the top.</i>
D4	TRUTH	<i>Your truth, my truth, what is the truth, really?</i>



DEFINING RELATIONSHIPS

- ▼ *The FOOTBALL TEAM—our team* D10
- ▼ *The COACHES better realize who calls the shots around here* D6
- ▼ *THE CHEERLEADERS and BAND kids better give it their all in support of the team* D8
- ▼ *The ADMINISTRATION are pushovers* D6
- ▼ *The PARENTS we can deal with* D6

DEFINING ASSETS

MANIPULATIVE D10

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you ask them to trust you, even if you don't mean it.
- ▼ **Spend** a Plot Point to **Gain** a d8 Relationship for one scene with a Feature with whom you don't already have a Relationship.

MASTERMIND D8

- ▼ **Add** a d6 to Trouble to **Reroll** a die when dealing with characters you have a history of manipulating.
- ▼ **Spend** a Plot Point to **Reveal** that you've planned for this eventuality and have the resources necessary for your plan.

HANGOUTS AND HANGERS-ON

- ▼ *THE FIELD (Contacts, Tactics)* 2D8. *THE FIELD* defines the team in so many ways—it's their arena, their home, and their battlefield. So it's no surprise the Boosters hang out there whenever they can, to watch their Coach and their team get it on. It allows you to suggest advice when you think the Coach is receptive, and perhaps badger him for his plans before a big game. And you can also meet there for a quiet word on the bleachers, lost in the noise of practice.
- ▼ *LUXURY CAR (Fast, Private)* 2D8. Sometimes even more privacy is needed, and there are lots of quiet places under

the big sky. What better way to explore it than in a *LUXURY CAR*, where you can drive in comfort and have a nice little chat. The *LUXURY CAR* also ensures the Boosters can get whenever they need to be—to see a game, review a player, or make a backroom deal—and they can get there fast.

- ▼ *THE RESTAURANT (Backroom Dealings, Socialize)* 2D10. More formal than the *DINER*, this is where the Boosters meet to have a steak and a beer and plan their season. More metaphorical blood is spilled on their table than in the slaughterhouses that provide the aged steaks, and any Coach or player who knows what's good for him dreads an invitation to dinner.

Game Time

Leading Boosters

Boosters don't usually make great Leads, but they're terrific Features. Once you've established a few of the Boosters for your game, you can fill out their ranks with Hangers-on—secondary and tertiary characters that give the world a greater sense of depth and texture, without needing a full Feature sheet for each one. The Boosters can support the Leads and protagonists of your story, or they can be steadfast opposition and some of the nastiest antagonists you'll ever meet.

If you want to play a Booster as a Lead, you'll have your fingers in every pie. What other Leads' goals and plans will you support? Whose will you thwart? With your power and influence, you'll be a strong ally and a formidable foe.



HIGH SCHOOL DRAMA

TELLING HIGH SCHOOL STORIES

Telling spinoff campaigns set in high school may seem intuitive. After all, most people have at least a passing acquaintance with secondary education. But unless you want to spend your SMALLVILLE game-playing time reliving personal glories or traumas, you'll want to spend some time reading this chapter for an overview of the high school genre in movies, television, and books.

You have a lot of options when it comes to the time period of your high school spinoff—poodle skirts and pompadours, bellbottoms and belly buttons, jelly bracelets and gelled hair. Of course you can always set it in the present day—but keep in mind that, unless the players at your table graduated in the 21st century, high school's changed a lot since you remember it. If you're looking for ideas on jazzing up the time-period flavor in your spinoff campaign, this chapter is for you.

1950s: Squeaky Clean with a Dark Side

Teen culture was born in the 1950s. With a resounding (and explosive) victory in World War II, the United States clinched its position as a world power, both politically and culturally, and the postwar economic boom lifted a burden from middle and upper class families. Teenagers, now free of economic and civic responsibilities, pursued recreational activities like driving their new American-made cars and hanging out in ice cream parlors and hamburger joints after school.

Who is the typical 1950s teenager? In fact, Clark Kent, in his original incarnation, epitomizes the clean cut, responsible young man who can be counted on to show a girl a good time without crossing any social or moral boundaries. He's perfectly matched by the original "girl next door," Lana Lang, who excels in home economics and dreams of marrying young. In their group of friends you're likely to find a jock or two, and one of them is surely student council president. They're all respectful to adults and careful to follow the rules.

Of course, all this good behavior by nice kids masks the roiling tensions that haunt any story set in this period. The 1950s also gave the world Eddie Haskell, who buttered up parents to pursue his own agenda. Some filmmakers from the 1970s and early 1980s set high school stories in the 1950s. From these movies we get Ratso Rizzo, the bad girl who breaks the world's taboos and her own heart, and the archetypal Greaser/Soc class war that pits the straight laced, conservative crowd against the working class auto-shop types.

If you're telling stories set in the 1950s, keep in mind the conflict between appearance and reality. Think repression, contradiction, and ostracism. Imagine a world in black and white that's slowly turning to color.

TYPICAL 1950s SITUATIONS:

- ▼ Showdown between preppies and greasers at the malt shop
- ▼ Sock hop
- ▼ Cruising in cars on Saturday night
- ▼ Sleepover
- ▼ Beach party

1960s: Let Down Your Hair

The beginning of the 1960s looked a lot like the end of the 1950s, but one key figure appeared who represented the emerging changes in teen culture. James Dean, the rebel without a cause, epitomizes the shift from repression to rebellion. Not content to let anyone keep their head in the sand, this proto-bad boy melds the trickster nature of Peter Pan with the melancholic introspection of Hamlet (perhaps literature's first teenager).

A entertaining subgenre in the 1960s is the "reform school" story. Thanks to the decade's obsession with the juvenile delinquent, a whole slew of B-movies and pulp novels set in teen prison settings cropped up. Typically, these stories center around a charismatic bad girl—or, less frequently, bad boy—who fights the man and subverts the system. Think hair-pulling catfights.

By the end of the 1960s, nobody wanted anything to do with the wholesomeness of the 1950s. With adults acting more like teenagers, high school stories went underground for a time, surfacing again in the mid-1970s with the first 1950s nostalgia pieces.

TYPICAL 1960s SITUATIONS:

- ▼ Standing up to an authority figure
- ▼ Protests and demonstrations
- ▼ Spring break road trip
- ▼ Experimentation with illicit substances
- ▼ Dance shows on TV
- ▼ Screaming for The Beatles

1970s: Malaise and Misbehavior

The tremendous shift in culture and rising divorce rates meant the teens of the 1970s (and 1980s, for that matter) were dealing with the hard truths of life, and popular culture rose to the occasion. Judy Blume's books, and those of her contemporaries, focused on increasingly edgy subject matter, from alcohol abuse to teen sexuality and more. On TV, the Afterschool Special educated latch-key kids on all the different ways they could get in trouble before their parents got home.

Teens in 1970s high school stories are wise beyond their years. They're sarcastic, mouthy, rebellious, and sneaky. They aren't into consumerism or anti-consumerism. They just want to be left alone. The 1970s was the decade of the anti-hero, and that notion certainly trickled down into high school stories, infusing them with a grit and realism that sets this decade apart from others.

TYPICAL 1970s SITUATIONS:

- ▼ Home alone after school
- ▼ Working a crappy job
- ▼ Dropping out of high school
- ▼ Anything covered in "A Very Special Episode" of any TV show

1980s: Gross-outs and John Hughes

In the 1980s, the teen movie really came of age. The prosperity of the Reagan years meant more spending money, and Hollywood targeted the teen demographic with movie after movie just for them. These stories are split into three main genres: the gross-out comedy, the slasher film, and the coming-of-age story.

The gross-out comedy is defined by over-the-top humor centering on the awkwardness of adolescence. In telling these stories, look for opportunities for broad humor that embarrasses a character or Clique. The slasher film puts a group of teens in peril from some outside evil with potentially supernatural powers. In this genre, the last victim is typically a virgin female who manages to defeat the villain—at least

for now. Finally, the coming-of-age story takes an innocent through some kind of emotional or physical passage that brings him into adulthood. That passage can range from getting your crush to acknowledge your existence to saving the world from nuclear war, but they're all ways of exploring the process of growing up.

TYPICAL 1980s SITUATIONS:

- ▼ Truancy
- ▼ Big house party
- ▼ Class warfare
- ▼ Embarrassing gym class

1990s: Socially Mobile, Socially Conscious

The 1990s were marked by satire and self-referential humor. Teen movies especially played around with genre conventions in order to poke fun at them. But on television, everything got incredibly earnest. This was the decade of *Beverly Hills, 90210*, after all. The issues may seem deep, but the emotion is pure cheese. Setting a high school story in the 1990s is a great opportunity to use characters like the wifty treehugger or the white boy who thinks he's Straight Outta Compton. Sending characters off to visit a college campus is also very 1990s, especially if they encounter a host of politically correct stereotypes.

Computers hit big in the 1990s, so consider taking your story into cyberspace. Teens and technology have always paired well, never more so than in the 1990s when the internet really



WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

CLIQUE

TELLING
HIGH SCHOOL STORIES

SMALLVILLE
HIGH SCHOOL

took off. Online forums, cybercrime, hacking, and instant-messaging provided the fodder for many a tale of a high school kid in over his head.

TYPICAL 1990s SITUATIONS:

- ▼ Fish out of water
- ▼ Confronting a friend who has a Problem
- ▼ Underage night club
- ▼ Volunteering at a soup kitchen
- ▼ Hacking into the mainframe

2000s: I Want It That Way

So far, the 21st century has been all about aspiration and acquisition. Whether on reality TV or in high school dramas, labels abound and the bling reigns supreme. Teen girls are expected to have shoe collections that rival Carrie Bradshaw's, while the boys drive outsize Hummers. The hotbutton issues all have an online component, such as cyberbullying and pro-ana websites.

Reality television has also influenced teen stories, with MTV making the switch from music videos to lifestyle programming for teens. In many ways, teens of the 21st century live their lives more publicly than ever before, playing to the camera even when offscreen. Their behavior is more gauche, less restrained than that of high school students in previous decades. They see reality stars and celebutantes getting into catfights and three-ways, making sex tapes for publicity purposes, bouncing in and out of rehab, and flashing the goods at the paparazzi.



Everything is extreme in the world of reality TV—when telling stories set in the 00s, remember that you can never take things too far.

TYPICAL 2000s SITUATIONS:

- ▼ Shopping spree
- ▼ Mean girls showdown
- ▼ Facebook drama
- ▼ Internet dating
- ▼ Super Sweet Sixteens
- ▼ Jersey Shore catfights
- ▼ The Intervention

Other Times, Other Places

You can also take your high school story into the past or into a different reality—like a Victorian girls' boarding school, an elite space flight training academy, or a school for budding wizards—by changing a few details in any of the situations discussed here. The setting may be unusual, but the emotions are universal and many of the situations will still apply with a little adaptation.

VICTORIAN GIRLS' BOARDING SCHOOL:

- ▼ Uniforms
- ▼ Sexy male teachers
- ▼ Grim female teachers
- ▼ Ghosts and apparitions
- ▼ Sexual repression
- ▼ Indian influence
- ▼ Horseback riding
- ▼ High tea
- ▼ Proper social behaviour and manners

ELITE SPACE FLIGHT TRAINING ACADEMY:

- ▼ Battle simulators
- ▼ Coed locker rooms
- ▼ Military hierarchy
- ▼ Friendly rivalries and competition
- ▼ Zero gravity
- ▼ Virtual reality
- ▼ Bug-shaped alien enemies

SCHOOL FOR BUDDING WIZARDS:

- ▼ Dormitory rivalries
- ▼ Flying practice
- ▼ Magic wands
- ▼ Shape changing teachers
- ▼ Nameless villains
- ▼ Secret hiding places
- ▼ Spells, potions, and curses

SITUATION GENERATOR

So you're running a game in 20 minutes, but you had to pull an all nighter to get that paper done and then you had track practice all afternoon. Never fear—the Situation Generator is here to bail you out. Just find your favorite d10 and something to write on and in no time flat you'll have a great situation to throw at your Leads.

Do the math with me—with eight different tables of ten choices, that comes out to 100,000,000 different possible combinations. Oh, wait, since the last entry in each table includes a second roll, that's...lots. Yeah, that's the technical term for it.

Keep in mind that the Situation Generator is just a guide. Consider the results more inspiration than declaration. Prefer a different outcome? Go with that. Make the adventure your own.

If you want, you can modify the tables or come up with entirely new ones on your own. This is especially useful if your game is set in an unusual place or time. It's your game. Play it the way you like it. It's not like you're getting graded on this.

Using the Generator

Roll a d10 on each chart and record the results. When you're done, you should have the basic outline of a situation to play with. Dress it up a bit, and you're ready to go.

SETTING

d10 RESULT

1	Raging kegger
2	Chem lab
3	Prom
4	Under the bleachers
5	The principal's office
6	Fast food joint
7	School newspaper office
8	Math Olympics
9	The mall
10	Roll twice on this table, ignoring any 10s.

This table describes the initial setting of the story.

- ▼ **Raging kegger:** Out in the woods under a full moon, or in a swank suburban home while someone's parents are in the Caribbean—or anywhere else you can chug those beers provided by someone's older brother.
- ▼ **Chem lab:** Everyone wants a cool lab partner, but watch out for the guy in the corner who really seems to know what he's doing...
- ▼ **Prom:** Where dreams come true and hearts are broken, and every once in a while someone gets a bucket of pig blood dumped on her head.
- ▼ **Under the bleachers:** Many a taboo is broken under the bleachers.

- ▼ **The principal's office:** Nobody wants to get called down to the principal's office—but that's nothing compared to having the principal leave the office to see if you really are home sick.
- ▼ **Fast food joint:** Maybe someone works here, or maybe everyone's having a late night snack attack. The manager's a jerk, and everyone hates having to wear those stupid paper hats.
- ▼ **School newspaper office:** After hours, early morning, or working lunch, this hive of activity can be a safe haven or a site of high anxiety.
- ▼ **Math Olympics:** High pressure nerdathon where the stakes are high and the pants cuffs even higher.
- ▼ **The Mall:** This can be a suburban monstrosity or an urban strip mall. It could even be the Mall in Washington, DC during the Senior field trip.

CLASSMATE

d10 RESULT

1	The BMOC
2	The poor little rich kid
3	The geek
4	The new kid in town
5	The greaser
6	The loser
7	The class clown
8	The party girl
9	The jock
10	The freak, plus roll again on this table, ignoring any 10s.

This table describes a Classmate who needs help, whether or not he knows it.

- ▼ **The BMOC:** For the big man (or woman) on campus, high school is the best it'll ever be.
- ▼ **The poor little rich kid:** She got a sweet ride for her sweet 16, but it's no substitute for Daddy's love.
- ▼ **The geek:** Lacking any vestige of a social skill and teeming with esoteric information.
- ▼ **The new kid in town:** Doesn't know anything or anyone.
- ▼ **The greaser:** He loves cars and hates school.
- ▼ **The loser:** Some are born losers, others have loser-ness thrust upon them; some embrace their fate while others rail against it.
- ▼ **The class clown:** He might just order pizza during history class.
- ▼ **The party girl (or boy):** She doesn't take anything seriously except her social life.
- ▼ **The jock:** He could be a meathead or a brainy quarterback.
- ▼ **The freak:** Maybe it's exposure to meteor rock or some other cause, but a weird ability or talent makes this kid different.

PROBLEM**d10 RESULT**

1	Crush
2	Dumped
3	Parents
4	Frenemies
5	Grades
6	Broke
7	Dreams
8	Outcast
9	Detention
10	Weird ability/talent, plus roll again on this table, ignoring any 10s

This table describes the general nature of the Classmate's problem. The problem may be about to happen or may have already taken place, but either way it's a huge deal.

- ▼ **Crush:** Either the Classmate has a crush or someone has a crush on the Classmate.
- ▼ **Dumped:** The Classmate's love life is in a shambles.
- ▼ **Parents:** The Classmate's parents just don't understand.
- ▼ **Frenemies:** The Classmate is being tormented by his friends.
- ▼ **Grades:** The Classmate's schoolwork isn't up to snuff.
- ▼ **Broke:** The Classmate has no money.
- ▼ **Dreams:** The Classmate wants something that seems impossible.
- ▼ **Outcast:** The Classmate is ostracized.
- ▼ **Detention:** The Classmate is in trouble with the school.
- ▼ **Weird ability/talent:** The Classmate is dealing with a new, changing, or suddenly public ability/talent.

PRESSURE**d10 RESULT**

1	Curfew is too early
2	Sent a letter/email/text to the wrong person
3	Lost or broke something important
4	Crashed the car
5	A parent is embarrassing
6	A teacher is coming down hard
7	Took a stupid dare
8	Locker won't open
9	All the wrong clothes
10	Roll twice on this table, ignoring any 10s

This table tells why the Classmate is so wound up.

- ▼ **Curfew is too early:** The Classmate has to make it home at an impossible time or has to leave before the party even really gets started.

- ▼ **Sent a letter/email/text to the wrong person:** The Classmate is freaking out over the contents of this miscommunication.
- ▼ **Lost or broke something important:** This item could belong to the Classmate or to someone else.
- ▼ **Crashed the car:** Could be the Classmate's car, or a parent's, or a friend's, or even a teacher's.
- ▼ **A parent is embarrassing:** The Classmate faces social death thanks to mom or dad.
- ▼ **A teacher is coming down hard:** The Classmate is feeling academic or athletic pressure.
- ▼ **Took a stupid dare:** The Classmate must complete some embarrassing or impossible task.
- ▼ **Locker won't open:** Something important is inside.
- ▼ **All the wrong clothes:** The Classmate has broken a dress code—it might be official or unofficial, literal or figurative.

CLASSMATE'S PLAN**d10 RESULT**

1	Masquerade
2	Lie
3	Pay
4	Switch
5	Cut
6	Cheat
7	Quit
8	Perform
9	Tattle
10	Use an ability/talent, plus roll again on this table, ignoring any 10s

This table describes how the Classmate intends to resolve his problem.

- ▼ **Masquerade:** The Classmate wants to change his identity.
- ▼ **Lie:** The Classmate wants to tell a lie.
- ▼ **Pay:** The Classmate wants to use money to get out of a difficult situation.
- ▼ **Switch:** The Classmate wants to trade places with someone in a different situation.
- ▼ **Cut:** The Classmate wants to skip out on a responsibility.
- ▼ **Cheat:** The Classmate wants to do something unethical or immoral.
- ▼ **Quit:** The Classmate wants to give up or drop out.
- ▼ **Perform:** The Classmate wants to put on some kind of public display.
- ▼ **Tattle:** The Classmate wants to tell a secret or rat someone out.
- ▼ **Use an ability/talent:** The Classmate wants to use his unusual skill, regardless of the risks to himself or others.

CLASSMATE'S VULNERABILITY

die RESULT

1	Family
2	Student council
3	Learning disability
4	Bad taste
5	Peer pressure
6	No driver's license
7	Scholarship
8	Low self-esteem
9	Wrong side of the tracks
10	Secret, plus roll again on this table, ignoring any 10s

This table describes the Classmate's fatal flaw, which might threaten everyone's goals.

- ▼ **Family:** The Classmate has family drama that dominates his life.
- ▼ **Student council:** The Classmate holds a high position in the school government.
- ▼ **Learning disability:** The Classmate has dyslexia, ADHD, or some other condition which hinders his academic progress.
- ▼ **Bad taste:** The Classmate makes very questionable sartorial choices.
- ▼ **Peer pressure:** The Classmate is highly susceptible to the influence of others.
- ▼ **No driver's license:** The Classmate cannot legally operate a car or has some other issue preventing him from getting someplace he desperately needs to be.
- ▼ **Scholarship:** The Classmate is either on a scholarship or needs a scholarship in order to finish his education.
- ▼ **Low self-esteem:** The Classmate hates himself.
- ▼ **Wrong side of the tracks:** The Classmate lives in the bad part of town and/or runs with the wrong crowd.
- ▼ **Secret:** The Classmate wants to keep something hidden, perhaps pertaining to a weird ability/talent.

WHO ELSE IS IN PLAY?

die RESULT

1	The principal
2	The hot mom/dad
3	James Dean
4	The annoying younger sibling
5	The gym teacher
6	The graduate
7	The janitor
8	The school shrink
9	The exchange student
10	Person with weird ability/talent, plus roll again on this table, ignoring any 10s

This table describes someone else who's going to play an important role in the story.

- ▼ **The principal:** Runs the school—or at least that's what the principal thinks.
- ▼ **The hot mom/dad:** The hottest ticket in the carpool lane.
- ▼ **James Dean:** Aloof, sexy, rebellious, and trouble.
- ▼ **The annoying younger sibling:** Always underfoot, wanting to be a part of everything.
- ▼ **The gym teacher:** The shorts are too tight and the whistle too loud, and excuses count for absolutely nothing.
- ▼ **The graduate:** Graduated a few years ago, but hasn't moved on yet.
- ▼ **The janitor:** He's always where you least expect him, and he knows everything about you.
- ▼ **The school shrink:** Nosy and meddlesome, the school shrink always wants to talk about your feelings.
- ▼ **The exchange student:** From another school or another country, the exchange student wants to fit in but can't understand the culture—this may lead to an alluring sense of exotic mystery, or it may reek of desperation.
- ▼ **Person with a weird ability/talent:** When you roll again, give the person who comes up a weird ability or talent; if there's already a weird ability or talent in play, choose one that opposes it in some way.

THE ISSUE

die RESULT

1	Eating disorder
2	School bullies
3	Hothousing
4	Class warfare
5	Dating violence
6	Substance abuse
7	Racism
8	Gender
9	Mental illness
10	Weird ability/talent, plus roll again on this table, ignoring any 10s

This table gives the Watchtower a social issue to throw into the mix.

- ▼ **Eating disorder:** Anorexia, bulimia, and overeating.
- ▼ **School bullies:** One Clique is pulling a power play over another Clique.
- ▼ **Hothousing:** Academic success at any cost.
- ▼ **Class warfare:** Rich vs. poor.
- ▼ **Dating violence:** The Classmate could be the victim or the oppressor.
- ▼ **Substance abuse:** Problems with drinking and drugs.



- ▼ **Racism:** Any problems between differing races or cultures.
- ▼ **Gender:** Good old-fashioned sexism, or problems related to sexual orientation.
- ▼ **Mental illness:** Depression, anxiety, ADHD, bipolar, and anything else that needs meds.
- ▼ **Weird ability/talent:** Whatever the issue is, it'll express itself in extreme ways.

THE GENERATOR IN ACTION

Here's an example of a story you could construct from these tables:

- ▼ **Setting:** Math Olympics
- ▼ **Classmate:** Weird ability/talent and the greaser
- ▼ **Problem:** Crush
- ▼ **Pressure:** Locker won't open
- ▼ **Classmate's plan:** Cheat
- ▼ **Classmate's vulnerability:** Learning disability
- ▼ **Who else is in play:** Weird ability/talent and the janitor
- ▼ **The issue:** Mental illness

Chloe is competing in the Math Olympics and Clark is reporting on it for the *Torch*. The greaser has entered the Math

Olympics because he has a huge crush on his partner Chloe, although his dysgraphia makes the competition a particular challenge. At the last minute, his locker won't open and so he can't access the meteor rock that gives him super math powers which would let him win the Math Olympics and Chloe's heart.

The janitor has a cache of meteor rock that the greaser decides to steal. Unbeknownst to the greaser, the janitor is unhinged due to his own meteor rock infection that gives him the ability to control logical brain processes in others; the janitor's master plan is to hijack the Math Olympics to turn all of the math nerds into an army and take over the school. The meteor rock makes the greaser super-smart; however, he responds poorly to it this time which causes him to think irrationally, and in his crazed state he kidnaps Chloe.

How will Clark and the other Leads rescue Chloe? How will they save the school from the janitor's scheme?

SOCIAL LIFE

The social scene is the heart of any high school, and navigating it is a matter of life and death. The social events throughout the year keep that heart pumping—those occasions where your reputation and status thrive, wither, or die a fiery death. These four years of high school are an introduction to the adult world—encountering new situations and people; learning to be responsible for yourself; hanging out with friends without an adult looking over your shoulder; coping with difficult situations; fumbling through romance—all of this and more as you prepare to leave the parental nest.

Social events are the set pieces of your *SMALLVILLE* spinoff. They don't need to happen every session, but they should be the anchor points for the spine of your story. They should be tied to major reveals and twists and turns, propelling the story forward. From your first day in ninth grade, all the way to senior prom and graduation, high school is a maze of great risks and great rewards.

All Cliques have different social lives—in fact, many Cliques are defined by the social events that shape them. The Football Team forms around tryouts and pre-season training, evolves through a season of challenges and rivalries, and culminates with the chance for the ultimate glory of a State championship ring. The Yearbook and Newspaper recruit new members at the start of every year, and they chart the conquests and defeats at every social event; what better way to immortalize your greatest peak or deepest shame?

For many students, their social life is the crucible that forces their coming of age. These events define, shatter, and reforge the characters' social and sexual maturity; in other words, they're loaded with potential for your episodes.

Using Social Events in Your Episodes

When planning for the next episode, social events make great hooks for the character drama and plot conflicts. Social events may be defined by time (Freshmen Hazing Week), or place (Zoo Field Trip), or both (Prom Night). So a social event can make a great nexus for your *Wedge* characters—a way to introduce them, or as a point for their plots to unfold, or the backdrop for a major confrontation.

When you create your Episode Map (see **Chapter 5: Episodes** in the *SMALLVILLE Roleplaying Game* for more on *Wedges*, Episode Maps, and other stuff about preparing for your episodes), you might want to add social events to highlight how/where/when things develop. Separating them visually from the Leads by using a different color or placing them in a triangle helps keep them distinct.

Alternatively, if a social event plays too broadly to be easily pinned to the map, create a rough Episode Outline with bullet points that define:

- ▼ Opening Scenes
- ▼ Reveals
- ▼ Conflicts
- ▼ Climax
- ▼ Tag Scenes

MILESTONES

Social events are milestones in your journey through high school. They tend to be very emotionally charged, so they're great sources of stress—perfect for Watchtower to exploit. As mentioned earlier, social events don't need to happen every session, and they shouldn't. Instead, use them to make certain episodes stand out. If your game has a strong sense of ongoing story arcs, then ending an episode knowing that a special day is just one session away heightens the expectation. Imagine a TV show where you know the premiere will feature *The First Day of School* or the finale will culminate at Senior Prom—those tend to be the shows everyone remembers and talks about years later.

Because these are milestones for the average high school student, they should be even more spectacular for the Leads and associated hangers-on in your game. The way these milestones are spectacular in your story could be positive or negative, depending on the choices the players make, the luck of the dice, and the outcome of the episode.

Take Freshmen Hazing, for example. High school hazing is normally embarrassing, but not dangerous or violent. Yet the *Smallville* Homecoming tradition is for the senior football players to pick a freshman as their “scarecrow”—they strip him down to his underwear, tie him to a cross, paint a red “S” on his chest, and leave him in the cornfield at Riley Field—a brutal, humiliating, and dangerous scenario.

Or for another example, consider the freshman geology field trip. What is ostensibly a boring exercise in trying to collect a list of specific rocks is usually an excuse for the kids to get out of the classroom for a bit, stretch their legs, and burn off some of their hormonal energy. But in *Smallville*, nothing is that simple. Eric Summers uses the trip to try to get close to a pretty blonde girl in his class, Holly. Her boyfriend, however, puts the kibosh on that plan, and the two fight until the teacher, Eric's dad, breaks them up. Feeling hurt, Eric slips away from the group. Clark finds the missing teen moping on the edge of the *Smallville* Dam—Eric is hit by a lightning strike, and when Clark saves his life, the lightning supercharges a meteor rock and causes all of Clark's powers to transfer to Eric. Now that's a memorable field trip!

STRUCTURING SOCIAL EVENTS

In terms of pacing, most social events should begin and get resolved in a single episode. It's good to foreshadow an upcoming date to heighten expectations, but once the Leads reach the event, try to resolve it quickly and with panache. If you drag the event out over too many play sessions, it loses much of its specialness and impact. Ideally, start and wrap in one episode, or at most build it as a two-parter (especially effective if you can end Part 1 on a cliffhanger).

Obviously, a social event might not be able to showcase or involve everyone at the center of the action. Focus on the core Relationships and conflicts of a few Leads, and make sure the other players get to do at least a couple of significant things. Then, when it's time to include another social event, choose different Leads who need some time in the limelight.

WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

CLIQUEs

SOCIAL LIFE

SMALLVILLE
HIGH SCHOOL

HAPPY DAYS AND TRAGIC NIGHTS

Social events can take on almost mythic proportions in all of our lives, not just for teenagers. The milestones of high school seem all the more intense for several reasons:

- ▼ They're a common experience to most people growing up in the US or Canada (and to anyone who watches Hollywood movies).
- ▼ Teenagers don't have a lot of worldly experience to contrast it with.
- ▼ Our media is so fascinated with youth that it creates an echo chamber, turning a significant but mundane right of passage, like turning 16 (and now being legal for a driver's permit) into a *My Super Sweet 16* extravaganza.

Now, take some meteor rocks, a splash of four-colored action, and some hot-tempered personalities and your social event becomes *My Super Sexy 16*, or *My Super Psychotic 16*, or *My Super Sexy Swinging Demonic 16*.

Social events that end well—getting the cute kid's phone number, acing the test, partying like it really is 1999, or snogging with the class hottie—are ones to immortalize as best you can. These are the things Wall posts and musicals are made of. You *want* those tales to get out, adding to your personal mythology.

Ones that end poorly, however, can leave psychic scars and incredible stress. It turns what should be a happy event into a dire tragedy. And SMALLVILLE is a nexus for both minor and major tragedies. Relationships break-up, people get transformed by meteor rocks and go crazy (or at least their sociopathic tendencies come to the forefront), natural disasters zoom in like cruise missiles, folks get injured or die. And—despite SMALLVILLE being a world of secrets—in an Internet age (where everyone is famous for 15 minutes and everyone is famous to 15 followers), secrets have a way of getting out, being tagged, and going viral. It's a mess. Your Leads are the stars of your episodes—but remember that stars can rise and fall, and stories of broken stars make the most memorable legends of all.

For more ideas on how to handle Stress and related issues in your story, see **From the Counselor's Office** on page 89.

The Big List of Events

What is a normal day in high school, anyway? It seems like there's always something going on. With so many activities, big games, disciplinary actions, and other special occasions, the list of things you can include in your episodes is endless. Here are just a few of the many things—major and minor—that might happen in your high school stories.

ACT/SAT TESTING

Some students see this as a day of reckoning—a day that will make or break their entire futures. Conscientious (or neurotic) students will invest hours and hours of essentially futile preparation in anticipation of one or both of these tests, resulting in megatons of stress and anxiety. Others, however, will roll out of bed, show up late, and ace it.

BAND/CHOIR TRIP

The culmination of hours of rehearsal, years of dedication, weeks of practice, all for a social adventure and a few nights away from mom and dad in the big(ger) city.

BANQUET

At the end of the season, every sports team or extracurricular activity has a banquet—a chance to dress up and celebrate the year's efforts. Awards, pins, and letters are given and seniors are specially honored.

BIG GAME

For whatever reason—a chance at the State Championship, avenging a long-term rivalry, or proving a point—the Big Game is all anyone can think of that week, and it's where everyone will be come Friday night.

CAREER DAY

Astronaut? Lawyer? Brain surgeon? Pancake waitress? This is the big day when the Powers That Be tell you what you're good at—generally based on a few circles filled in on a standardized questionnaire—and students have a chance to meet with would-be mentors in their possible future careers.

CHARITY CASINO

Held in the school (or a community center, or even church) the charity casino puts the fun in fundraiser. Volunteers dress up and run poker, craps, and roulette tables, or act like pit bosses and hand out chips and cash them in. Guests pretend they're in Monte Carlo, wearing tuxedos and cocktail dresses, splashing chips around like high-rolling whales. A dash of James Bond in your SMALLVILLE makes everything seem more thrilling, and it's for a good cause!

COLLEGE WEEKEND

When college is less than a year away and applications are coming due, it's every budding university freshman's dream to get a sample of what higher education—and freedom from the 'rents—tastes like. Of course it's important to get a sense of the academics and all, but how's the party scene?

DETENTION

What happens when five teenagers, all members of different Cliques, have to spend a Saturday in detention together? They learn that there's more to each of them than a shallow stereotype—and likely they'll encounter meteor freaks, know-it-all janitors, and other weirdness in the process!

GALA CONCERT NIGHT

The end of the year concert performance for the high school bands, orchestra, and choirs is a semi-formal event and the highlight of the Music Department's year.

FIELD TRIP

A chance to get away from the school building and see something of the world: museums, zoos, fertilizer plants, you name it! Just don't forget to have your permission slip signed.

FINALS

At the end of every semester, students encounter the same test of academic valor—the final exam. Will you prove what you’ve learned and move forward? Or confirm your lacking intellect and muddle along (or not)?

FIRST DATE

The first date is a time of crushing anxiety and desperate hope. Will he (or she), won’t she (or he)? Who asked out whom? Is the date in a comfortable location (that’s possibly something be ashamed of) or is it in new territory (with unknown possibilities for embarrassment)? And the biggest question of all: will you get a second date?

FIRST DAY OF SCHOOL

Full of hope and expectation and stress, the first day of school is a culture shock after a summer of late nights and waking-after-noon. Obviously, this is magnified by the power of 10 for freshmen starting their first day of high school—worse for those transferring from another city or country. What to wear? What to bring for lunch? What Clique to join?

Returning students contend with a different set of issues. Will past mistakes and embarrassing situations be forgotten, or will they live in infamy? Who went on adventures and changed over the summer, and who was left behind?

FRESHMAN HAZING

For the senior bully, this is an exciting time—all that fresh meat to terrorize and make examples of. For the newbie freshmen? Not so much.

GRADUATION

This is it, the big moment, one of the most prominent rites of passage in an American teenager’s life. For some it’s a struggle just to get there, for others it’s a nerve-racking moment of expectation and speech-giving. For all it’s caps, gowns, pomp, and circumstance.

GETTING THE YEARBOOK

The culmination of the Yearbook Clique’s work, this tome ties together Finals, Prom, and Graduation, and puts a big bow—signed “You’re a great kid, never change, xxx, Bobbi”—around it. For many, getting your friends and fellow students to sign the book is a terrific game. It’s a symbol to save forever and flip through every now and then when nostalgia hits you. Or you could just log into Facebook.

HALLOWEEN

Some regions celebrate Devil’s Night (or Hell Night, the night before Halloween) as an evening of pranks, or even serious vandalism and arson. Other towns may reschedule Halloween if it falls on the same night as a major sporting event. Whenever and however it happens, high school is the last bastion of dressing up and trick-or-treating. Even those darned teenagers who don’t dress up but still demand candy get a sugar-thrill out of it. Couple this with sexy costumes, haunted house parties, meteor rocks, vampires, demons, turning into your costume, and James Earl Jones reading “The Raven.” Spooky!

HOMECOMING

This is the biggest of Big Games, when members of graduating classes long past return for a chance to relive their Glory Days. The student body usually kicks the week off with activities building up to a pep rally during which a Homecoming King and Queen are crowned. A parade of students, floats, and the marching band leads the way to the field before the game.

HOUSE PARTY

The first time one of your classmate’s parents go away for a long weekend is a time-honored tradition: house par-tay! Someone is always old enough to buy booze, and kids enjoying themselves without adult supervision is never pretty. A perfect event to mix up Relationships, introduce new Wedges, and let simmering conflicts flare up. And who the hell is going to help me clean this place up?

OPENING NIGHT OF THE SCHOOL PLAY OR MUSICAL

This is the equivalent of the Big Game for the Theater crowd, when the curtain opens on everything they’ve worked for, cat fought over, bled, sweated, and teared for. All for one moment in the spotlight of their high school stage...and tomorrow, the world.

PARENTS’ NIGHT

One home game a season, all the players’ and cheerleaders’ parents attend a special game in their honor. Before the game, parents are announced and mothers are presented with a flower. This is a great night for some kids, not so much for others.

PARENT/TEACHER CONFERENCES

By high school, this may not be the regularly scheduled event it was in elementary and middle school. But if a student is experiencing “difficulties” or the faculty is “concerned” over a student’s performance, a one-on-one with the parents causes dread for everyone involved.

PICTURE DAY

A day that goes down in infamy for all teenagers. A day when your identity is forever etched in the stone tablet that is the High School Yearbook. Get this wrong and your social life is doomed.

PIZZA DAY

This may not seem like much of an event to the outside world. But in the realm of high school, this day of days—when the lunchroom serves something that is both recognizable and palatable—has long been revered and highly anticipated. It’s the one day you really don’t want to miss lunch or forget (or lose) your lunch money.

POOL PARTY

Like the house party—only in the summer and with bikinis—the pool party may be the event of the summer. People who know people (or at least who know the Popular Kids) are at the top of the VIP list. So many beautiful people will be there; you can’t miss this for some stupid job.

PRESIDENTIAL PHYSICAL FITNESS DAY

Also known as “Climb the Rope Day” or “Four Laps Around the Track Day,” this is an event when all teenagers prove their citizenship and make the President proud of their physical prowess. Or feel the burning shame and public ostracism by failing.

PROM

The formal of all adolescent formals, Prom generally marks the most traditional dance of the school year. It's vital to your social life to have a date for Prom, even if it means going with your best friend, cousin, or anything with a pulse. In some schools, this is an event solely for seniors, maybe juniors, and their guests. In smaller schools, it's open to the entire student body. The election of the Prom court lays out the social class order of the high school in medieval-like splendor.

PROM AFTER PARTY

Some say this is the real event—kids go to one of the Popular Kids' houses in a small town, or a hotel in the big city (or they might go bowling, to a late night coffee shop, an all-you-can-eat diner, whatever). Arriving in limos, in their tuxes and beautiful prom dresses, some a bit tipsy from pocket flasks, this is where the kids cut loose. Do you go all the way? Where will you wake up? It's the time of your life.

SADIE HAWKINS DANCE

Why should the boys get all the fun (by which I mean the palm-sweating anxiety) of asking someone to a dance? While of course it's fine for a girl to ask a guy out any time (honest, they won't think you're too forward!), this is one time when it's actually the norm.

SENIOR SKIP DAY

This unofficial event is generally frowned upon by the school administration, but nearly every high school gets away with it at least in part. This is a day, chosen by the seniors, when all members of the graduating class “skip out” or “play hooky.” What they do instead? Depends on how daring and imaginative they are.

ST PATRICK'S DAY

This day in March is generally considered a great excuse to dress up in green, eat green food, and have some fun, regardless of any actual Catholic or Irish roots in the student body.

STATE

Making it to State is the pinnacle achievement for any student group, whether it's a sports team, academic group, or competitive artistic organization. Getting to State, and then the drama of success garnered there, is the stuff of legend around which many teenagers' lives revolve.

SUMMER BREAK

The flip side to the first day of school is the summer break. Warm, sultry days that seem to go on forever (until they don't), filled with pool parties and steamy nights. How do you make the

most of your time off? Do you have to work? Can you get away from your hometown for awhile and expand your horizons?

TRY OUTS

Whether it's for the football team, danceline, drama club, or the wind ensemble, try outs are a day of making or breaking. All you've hoped and practiced for comes down to one moment between you and a panel of judges.

VALENTINE'S DAY

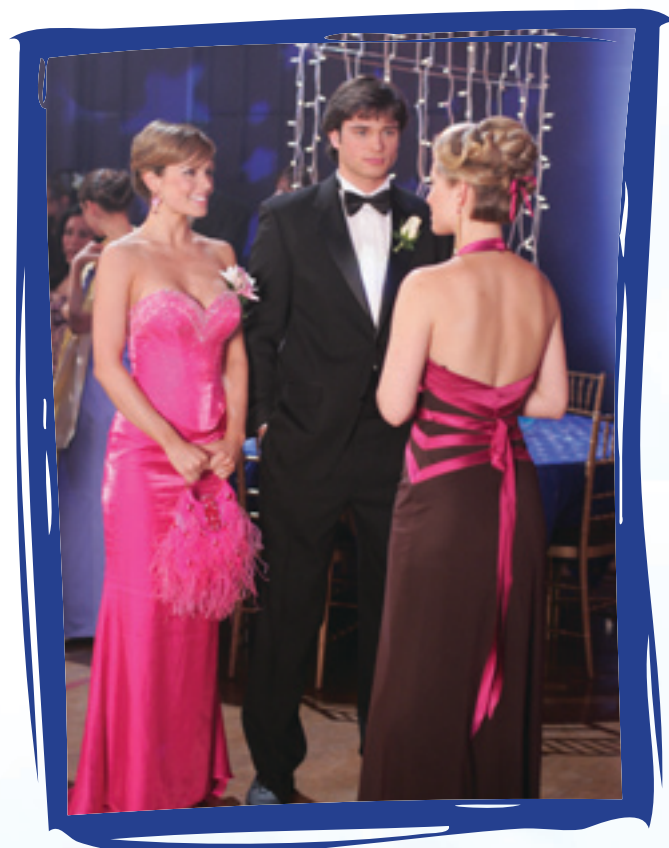
A Valentine from a secret admirer. A chance to ask your crush to the semi-formal dance. A make-or-break test for budding romance. Valentine's Day is supposed to be about love, but in high school that usually means anxiety, jealousy, and humiliation.

WINTER FORMAL

Winter formal takes on a lot of different guises across the country: King Cold (a semi-formal dance with a crowned King), Hoopcoming (a sort of Homecoming for the Basketball Season), or a Valentine's Day Dance. This is a sort of social midterm between Homecoming and Prom.

WINTER HOLIDAY BREAK

It may only last a little over a week, but to a young adolescent it can feel like an eternity. This vacation over Christmas and New Year is a symbolic mid-year marker and the longest break students will have until summer. Are you grateful for the break from the grind or desperate to get away from all the family stuff and back to the people whose opinions matter most to you?



FROM THE COUNSELOR'S OFFICE

High school stories inherently deal with teenagers. Most people playing the *SMALLVILLE Roleplaying Game* are probably lucky enough to have already survived high school more or less intact, but even having lived through it doesn't mean that you know why teenagers do the things they do.

So, you want to understand what makes teenagers tick? It's probably easier to understand calculus, but I'll do what I can do to help unlock the great mystery.

The Basics

Let's start with the basics. In the past, the concept of adolescence didn't really exist—you were a child, then, **poof!** you became an adult. It's only in recent history that we've created this in-between state we call adolescence. Adolescence is tough to define, so it's no wonder that teens spend so much time and energy on self-exploration. If you're going to understand the adolescent psyche, however, I think it helps to break it down into a person's physical, cognitive, emotional, and moral development.

PHYSICAL DEVELOPMENT

Physically, adolescence is marked by changes in height and weight, the onset of puberty, and a budding awareness of the impact of these changes on sexuality. Puberty is the most dramatic physical change, starting in the pre-teen years and affecting girls a couple of years earlier than boys. Hormones course through a teen's body, signaling all sorts of changes, and this can take a fair amount of getting used to. Depending on how their friends and family react, puberty can lead to positive changes in identity and self-esteem for teenagers or lead to insecurity, shame, and anxiety. It's probably no wonder then that puberty—coupled with the growth spurts—makes teens fairly self-conscious about their appearance. The middle school years are the worst in terms of peer pressure to fit certain ideals (such as wearing certain clothes and interacting in prescribed ways), but you can see some of these same patterns in high school. Cliques become more important at this time as teens strive to make sense of the changes that they're dealing with. As a result of all of these pressures, adolescents may make poor choices or do some crazy things to fit in and to avoid feeling insecure while undergoing puberty.

All of this presupposes normal physical development, of course. It doesn't take into account freak occurrences like we see here in regard to Smallville's ever-present meteor rocks. You can argue that there's some logical explanation (and I share your skepticism), but we've seen our share of strangeness in this town as a result of meteor contamination.

Crows' Notes

Meteor Rocks and Physical Development

Jodi Melville is a great example of how physical development and the pursuit of certain ideals can lead to significant problems when combined with unusual outside circumstances. Tired of enduring insults and longing for positive attention from her peers, Jodi embarked on a fairly hazardous, meteor-enhanced vegetable diet. While Jody did manage to lose weight, she also developed serious side effects that caused her to harm others and eventually required her hospitalization. Not comfortable in her own body, Jodi sacrificed her health in an attempt to fit others' perceptions of physical perfection. Her example, unfortunately, is not an uncommon one.

COGNITIVE DEVELOPMENT

On the cognitive front, we see a surge in more complex thinking patterns. Teens use deductive and inductive reasoning skills more effectively, they look at wider ranges of possibilities, and they're able to compare and contrast differing viewpoints. Despite our view that teenagers tend to be overly self-centered, it's during these years that teens actually start to grow more aware of others' perspectives and to think more critically about how their actions affect others. Unfortunately, teens tend to apply more complicated thinking patterns to their academic work first before being able to apply these same principles to other areas of their life, such as relationships. This is probably one of the main reasons why relationships are so tumultuous in the early teen years. Being afraid, angry, and generally stressed are great ways to sidetrack critical thinking.

Crows' Notes

Meteor Rocks and Cognitive Development

Despite being in a coma after her car crashed into a gorge full of meteor rocks, Dawn Stiles still managed to pursue her quest to be Prom Queen. Her desperate and irrational spirit transferred from person to person, causing them to do things that only made sense to her—she was incredibly rude to anyone who bad mouthed Prom, she tried to hurt several people and attempted to kill the boy who dumped her, and finally she tried to set the school on fire.

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EMOTIONAL DEVELOPMENT

Emotions are another area we associate most strongly with adolescence—the image of the sullen, dramatic teen is etched into our subconscious. While there's some truth to this, of course, it's not as if adolescents have a monopoly on emotional displays. Teens feel things a bit more intensely than adults, but they don't typically respond much differently. When emotions do get out of control, however, it's usually centered on parents, friends, and romantic partners. Teens react strongly when family rules and responsibilities challenge their relationships with their friends, when interactions with friends challenge their blooming self-perceptions, and when they're caught up in the passion of new relationships. How teens manage to deal with all of that without their heads exploding is still one of life's great mysteries. These emotions can seem extreme at times, but most teens weather these storms with the help of their friends and families. When deprived of these support systems, however, we can see some serious difficulties arise.

Crows' Notes

Meteor Rocks and Emotional Development

Not to belabor the point, but meteor contamination has also been blamed for some of our students' (and faculty's) poor choices over the years.

When Clark Kent felt that he'd hurt his family and friends, he let his emotions get the best of him and he ran away to Metropolis. Drunk on the freedom and trying to drown his guilt, he got himself mixed up in some dangerous situations before his father convinced him to return home.

Coach Walt Arnold's temper was fairly well known around Smallville High, but his meteor-infused sauna fueled his obsession with winning. His fiery temper and blind eye to cheating sparked confrontations with Principal Kwan, leading to a literal explosion. Coach Arnold's anger and pyrokinesis eventually led to his own fiery death.

MORAL DEVELOPMENT

While we tend to focus on it less nowadays (at least in my opinion), morality is also something that's shaped in adolescence. Teens move beyond the idea that right and wrong are based solely on consequences. They start to look at intentions and focus on love, empathy, trust, and concern for others. Morality is redefined with regard to what's "good" for their families, their communities, and what they see as societal expectations. The rights of the individual versus the rule of law are also matters of strong debate amongst teens. Concepts of duty, justice, and truth are paramount. A lot of energy and thought is expended struggling with moral dilemmas, and the foundation for our adult belief system is solidified during this time. Indeed, adults don't show a lot of change in their attitudes versus what they believed during their teen years. Sobering, isn't it?

Crows' Notes

Meteor Rocks and Moral Development

Throw outside factors into the mix, like the meteors or toxins from LuthorCorp, and you can see where moral development could wander down some dangerous paths.

Take Jeremy Creek, for example. He wakes from a coma twelve years after the first meteor shower and—in response to his hazing—takes it upon himself to punish those responsible. Jeremy's pain, unfortunately, blinded him to other possibilities beyond hurting others the same way he'd been hurt. Without the intervention of Clark Kent, he might have harmed a number of innocent souls.

Perhaps the best example of challenges to moral development, however, comes from the strange case of Eric Summers. Gaining superpowers following a lightning strike while holding a meteor rock, Eric initially started off using his powers to help others. Over time, however, the relationship with his father as well as the seductive nature of his powers led him further and further down a dark, self-centered path.

Identity

It's probably redundant by now, but the teenage years are all about change and transition. Between figuring out who you are and how you relate to others, there's not much left for adolescents to obsess over (except their activities, of course. Forget academics! Studying is a lost art). Teens define themselves in numerous ways and change dramatically during adolescence. They try on identities like wealthy socialites try on shoes. Still, it doesn't have to be complicated. If you think about a few stereotypes you can understand how physical, moral, cognitive, and emotional development drive them.

STEREOTYPES

Take four typical stereotypes: the **Geek**, the **Jock**, the **Popular Kid**, and the **Troubled Teen**. For the purposes of this examination, we'll rate them on each of the four dimensions I've already told you about—physical, cognitive, emotional, and moral—with ratings of low, medium, and high. Low ratings indicate less sophisticated development or a lack of interest in that area. Medium describes typical, age-appropriate development or moderate investment. High ratings describe an individual who is exceptional on this dimension or strongly invested in it (even if his functioning is relatively poor).

The Geek—the stereotype of the highly intelligent, socially challenged student is a common one in the media today. The typical stereotype is low physical, high cognitive,

Crows' Notes

Meteor Rocks and Identity

Tina Greer is a great example of someone with a number of identity issues. Due to a rare bone disease, Tina developed the ability to alter her appearance after being subjected to meteor-enhanced radiation as a treatment for her condition. Unhappy with herself, Tina emulated Lana Lang (even taking on her appearance and later, the appearance of her boyfriend, Whitney Fordman). The duality of who she could be versus who she actually was eventually fractured her sanity. When all was said and done, Tina Greer had no idea what identity fit her.

low emotion, and high moral. The Geek is most closely associated with one of the Geeks Cliques. In terms of Pathways, the Geek is likely to be **Gifted**, have an Upbringing of **Encouraged**, and an Attitude of **Dedicated** or **Curious**. In terms of Ambition, the Geek is most likely to want **To Understand**.

The Jock—this stereotype speaks to those individuals with exceptional athletic skills, good popularity, and generally poor academic performance. The typical stereotype is high physical, low cognitive, medium emotion, and medium moral. The Jock is typically associated with Sports and/or the Popular Kids. With

Pathways, the Jock is likely to be **Gifted**. Upbringing is best served with **Encouraged** or **Nurtured**. On the Attitude side, **Arrogant**, **Dedicated**, or **Reckless** fits best with the Ambition **To Succeed**.

The Popular Kid—these kids are obsessed with the latest “in” thing, dominate the social arena, and are often stereotyped as cruel. The typical stereotype is high physical, medium cognitive, high emotion, and low moral. As you’d expect, the Popular Kid is associated with the Popular Kids. They’re likely to move through Pathways starting with **Rich**, come from any type of Upbringing, and have any one of the different Attitudes. On Ambition, the Popular Kid wants **To Succeed**, **To Fit In**, or **To Destroy**.

The Troubled Teen—another popular stereotype, the Troubled Teen is a dramatic individual, passionate about causes, cynical, and frequently an outsider. The typical stereotype is average physical, average cognitive, high emotion, and high moral. The Troubled Teen is usually associated with the Slackers & Other Misfits. The Troubled Teen might come from any Origin where Pathways are concerned, be **Neglected**, **Unsettled**, or **Troubled** in regards to Background, and have Attitudes like **Arrogant**, **Reckless**, or **Mysterious**. **To Destroy**, **To Create**, and **To Understand** are Ambitions worthy of the Troubled Teen.

While stereotypes are a poor measuring stick, they’re a good place to start. If you tweak some of the tropes of the stereotype, you get a more interesting picture of the typical teen. What about the athletic Geek? The popular Troubled Teen? Slight variations on the moral, physical, emotional, and cognitive dimensions can produce interesting portraits.



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RELATIONSHIPS

Beyond the developmental issues we've discussed, you can't talk about teens without talking about identity and relationships. Psychologists rate identity as one of a teenager's primary pursuits. Boys and girls experiment with different roles and start to establish a firmer idea of who they are. Adolescence is also where teens play around with and attempt to make sense of their darker natures. We see this all the time in their music, their appearance, and their media interests. Teens will experiment with minor delinquency, start to rebel, and struggle with self-doubt. In most cases, this kind of exploration is healthy and harmless (if annoying to their elders). Sometimes, though, these are signs that point to something deeper.

Teens also define themselves by the relationships around them—by their friends, the groups and activities they belong to, and their families (even as we wonder at the aliens who have possessed our offspring). Family continues to be a dominant factor in the teenage years, but friends and romantic relationships take on more importance. Hormones surge. Insecurity is an ever-present companion. Intimacy is both exciting and terrifying. Status and self-worth are defined by affiliations with people and groups. With love and relationships being so incredibly important during the teen years, it shouldn't surprise us how easily teens get in over their heads.

Stress

You can't talk about teens without talking some about stress. In the guidance office, we see a number of circumstances that can significantly impact teens: substance abuse and dependence, physical and sexual abuse, parental neglect and impoverished environments, exposure to traumatic events, mental health concerns, and prejudice and discrimination (amongst other concerns). All of these issues dramatically affect how teens see themselves and the world. As adults, we sometimes miss the signs and add to the problems that these teens face. Let's spend a little time talking about how these things impact our youth.

THE IMPACT OF TRAUMA

Trauma, whether it's the result of a natural disaster or suffering from abuse, has a profound impact. While the majority of people won't suffer lasting effects such as posttraumatic stress disorder (PTSD), no one is ever quite the same after living through a traumatic event. It shakes our belief in a just universe and the illusion that we're safe. A teen may react to these events by withdrawing, acting out, or engaging in any number of self-destructive behaviors. Individuals dealing with trauma are more likely to focus on the Values of POWER and JUSTICE,



typically with more extreme views in either direction. There can be despair over a feeling of powerlessness and unfairness or—at the other end—an obsession with having and holding power and crusading for justice. TRUTH can also be a powerful motivating factor.

Trauma can lead to all kinds of Stress (ANGRY, AFRAID, EXHAUSTED, INJURED, or INSECURE). While supportive family and friends can relieve some trauma, the best option is counseling, whether it's a school counselor, a psychiatrist or psychologist, a priest or pastor, or another professional. Medications or a trip to a psychiatric hospital, such as Belle Reve, may also be a good option.

Physical violence is its own special category of trauma. One in three teens surveyed indicate that they know a friend who's been physically assaulted by a partner. Violence is all around us—it's glorified on TV, in movies, and in video games. We try to shield our youth from sex but few think twice about the impact of violence. Studies show that we become desensitized to violence the more we see it. Those same studies also show that there's a correlation between exposure to violence and aggressive behavior. Is it any surprise then that we've seen more incidents of violent behavior in schools? POWER is an addictive drug, and there's little room for LOVE.

Physical violence can play a role in all kinds of Stress, especially being INJURED. Medical attention may be needed to relieve the worst effects of violence, but any Stress is possible. For those individuals who deal with physical abuse, an underlying ANGRY core of emotions typically simmers below the surface, ready to explode at any moment.

DEPRESSION AND ANXIETY

Depression and anxiety are the two most common mental health concerns for everyone, including teens. While genetics are a factor, stress plays a huge role in depression and anxiety. Break-ups of relationships, stress over grades, family strife, peer pressure, and a whole host of other problems can spiral a teen out of control and into despair and fear.

Depression manifests a bit differently in adolescence than it does in adulthood. Adolescents tend to exhibit more anger and irritability when depressed. They also isolate themselves and cut themselves off from support systems (but not all friendships). Physical complaints may be more common. They seem more sensitive to criticism and are more rebellious. Academic performance suffers and motivation appears poor. Suicide attempts and self-destructive behavior are bigger problems for teens, as they tend to act more impulsively and have a less developed sense of their own mortality. Overall, depression is linked with negative thinking and poorer self-esteem and this lends itself to poorer perceptions of GLORY, POWER, and LOVE.

EXHAUSTED and INSECURE are likely Stress outcomes for depression. Rest, support from family and friends, counseling, and medications are the best ways to manage depression.

Anxiety is a pretty normal reaction to many typical circumstances. Asking someone out on a date, for instance. Or the first day at a new school. Anxiety disorders, though, are much more extreme. For the teen with an anxiety disorder, it's paralyzing. They worry constantly, fret about details over and

Game Time

A SAMPLE DISTINCTION FOR TRAUMA

FORGED IN FIRE

You grew up in unusually difficult circumstances. While these difficulties have created a number of challenges for you, they've also strengthened you in ways that others can't begin to understand. Some people may think you're "broken," but you can be surprisingly resilient in situations that would cripple others.

d4: Earn a Plot Point and **Add** a d6 to Trouble when you allow your past to influence your better judgment or to put yourself in a bad situation.

d8: Spend a Plot Point to **Reroll** a die in a Contest or Test where you've already taken Stress previously from the same opponent or situation.

d12: Add a d10 to Trouble to Increase your AFRAID or ANGRY Stress pool against opponents who confront you.

over again, react with irritability to changes in their routines, and avoid even low stress events. Anxiety may impact on DUTY, since its manifestation frequently makes it quite difficult to focus on responsibilities.

As with depression, anxiety can usually be alleviated in many of the same ways. AFRAID, EXHAUSTED, and INSECURE are the most likely Stress outcomes for anxiety.

SUBSTANCE ABUSE

Despite various campaigns to raise awareness of substance abuse and dependence, adolescents continue to experiment with alcohol and marijuana from an early age. There's a fair amount of peer pressure to experiment and there's a pervasive indifference over the past couple of decades to the seriousness of drug use. With the latest designer drugs, performance-enhancing supplements, and prescription drugs, there's a lot of temptation lying around. Substance abuse issues have an impact on a number of different Values, but TRUTH certainly takes a hit when alcohol and drugs are involved. Given the illegality of it all, there's a fair amount of pressure to cover up problems and to obscure the truth.

While substance abuse can lead to all kinds of Stress, ANGRY, EXHAUSTED, and INJURED are the most prominent types. For bouts of abuse, rest and self-care should take care of most effects. Specialized treatment programs and therapeutic approaches, however, are the standard of care with substance dependence. Most of these approaches emphasize the need for abstinence from addictive substances and—with the allure of meteor-enhanced products—this can be an even harder sell for impressionable teens.

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Other Distractions

Finally, it's also important to remember that teens nowadays have more happening in their lives than ever before. The Internet is a more integrated part of teenage life as well as devices such as cell phones. Music is as important as ever, but the medium has changed with portable music coming in a number of different packages. Teens today are tech-savvy and connected. They're exposed to knowledge on levels previously undreamed of, which can be a blessing and a curse. This can make teens seem more adult than they really are and sometimes expose them to adult concerns before they're ready.

Additionally, teens experience pressures from the invasiveness of social media that weren't nearly as pervasive in the past as they are today. Embarrassing photos, regrettable comments, and awkward moments—everything is accessible nowadays on instant messaging, email, social networking sites, and phones. Falling prey to social media mishaps can easily cause a teen to become insecure, even to the point of getting Stressed Out.

High school also brings additional stress to a teenager's life: hazing rituals, bullying, dating, and final exams—the possibilities are nearly endless. I suppose that you can say that these events are Tests of character, opportunities for high school students to rise above concerns or to become weighed down by Stress. Needless to say, these are challenges that every teen faces in the midst of their daily lives in high school. Whether or not you get asked out on a date, get tied up in a cornfield as a freshman hazing ritual, get challenged to a fight after school, or decide to go to the dance versus studying for the final exam, these are all part of the high school experience and how you deal with them goes hand-in-hand with a teen's overall development.

BULLYING

According to some recent surveys, about half of teens say they've bullied others or been the victim of bullying. With the advent of social media, bullying has taken on new meaning. While a teen might change schools and see an immediate change in how others treat him, bullying over social media isn't nearly as easy to escape. In the worst cases, this can lead to extreme responses such as suicide.

Bullying can take many forms, whether it's physical, emotional, verbal, or social. For instance, physical bullying bears a resemblance to physical violence as outlined above, while social bullying tends to be more indirect and aims to isolate the victim. Ultimately, power is at the center of the bully's agenda but there are a number of different characteristics of bullies. In general, bullies tend to be dominant personalities, display a lot of impulsive behaviors, and have low frustration tolerance. Some may have lower self-esteem and self-confidence, while others may be more narcissistic and controlling.

The effects of bullying can be severe. There's a strong correlation between bullying and suicide, depression, and stress-related disorders. Without intervention, bullying can lead to all forms of Stress. Bullies tend to pick on those they feel will be easy targets. As such, standing up to a bully assertively can be an effective deterrent. Anti-bullying campaigns have also met with some success, especially those that focus on getting others involved in challenging the bullying.

I hope that this gives you a place to start. In understanding the teen perspective, it's important to remember that impulsive acts, insecurity, emotional reasoning, and lack of control and power can drive an awful lot of teen behavior. Still, it's not like these are exclusively adolescent traits.

Very Special Episodes in Your Game

At some point in the *SMALLVILLE Roleplaying Game*, you may want to look at a special topic for an episode. Stories about abuse, eating disorders, rape, suicide, school violence, and other issues can make for powerful episodes, if they're handled properly. These topics can also make your group uncomfortable, however. Here are a few suggestions for dealing with sensitive topics in your game:

- ▼ Is the group in agreement on the topic? Watchtower should have a discussion with the group ahead of time to see if everyone is comfortable with the idea.
- ▼ Is there a personal connection to the topic for anyone in the group? Will it put them in a difficult position? It's important to remember that players with a personal connection to a particular topic may not feel comfortable sharing that information with the group. Be sensitive to the possibility.
- ▼ What level of detail is needed? Is additional research on the topic a good idea? Too much detail can make an episode too immersive, while too little information may just make things trite.
- ▼ Even if everyone's in agreement that you all want to explore a topic, it's probably best to work with special topics as they relate to Features or Extras rather than Leads.
- ▼ Remember that this is a game. Don't tackle a topic unless there's strong agreement that it would be good to explore in your group.

There are no simple answers when working with special topics. These issues can be a powerful and enriching experience for your group—or they might be a disaster waiting to happen. If handled with maturity and sensitivity, however, a special topic can be a noteworthy event that will be remembered for many years to come.



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When creating a thrilling scene, where you are is just as important as who's there with you and what you're doing. The specific setting directly influences the sorts of actions and reactions that occur there.

Here's some information on specific Smallville Hangouts (our high school lingo for Locations), as well as a list of generic Hangouts with ideas for adapting them to your setting. See page 122 in the *SMALLVILLE RPG* for more on using Locations as Resources.

HOW TO USE THIS

So, you've decided to set your spinoff at Smallville High? Here are some of the important Hangouts that recur in the show. Even if you're going with a different setting, these Hangouts can easily be adapted to your school or town.

The entries are in the following format:

HANGOUT NAME

A short description of the Hangout.

Types of scenes: The sorts of activities you'd expect to happen here.

Specialties: Some characteristics of the Hangout that may contribute dice when Aiding a Lead or Feature, or to the Trouble pool in a Test. Specialties are intentionally vague and open to interpretation, rather than being strict limiters. Choose two from the list or make up your own.

Extras: Minor people you'd expect to see here.

Leads and Features: Major people you'd expect to see here.

SMALLVILLE

Blink and you'll miss it. Stick around a while and you'll find out that Smallville isn't your cookie-cutter farming community in Kansas.

Once upon a time, Smallville was the *Creamed Corn Capitol of the World*. That changed in 1989 when the first meteor shower carved a path of destruction through this otherwise quiet community. Since then, the town and its citizens have experienced wave after wave of mysterious deaths, mutations, disappearances, and blatantly bizarre occurrences. Now renamed the *Meteor Capitol of the World*, Smallville has also been dubbed *America's Weirdest Town*.

What only a select and (mostly) trusted few know is that the '89 meteor shower brought a tiny ship bearing the infant Kal-El from a distant star. Jonathan and Martha Kent, who could have no children of their own, found and adopted him (thanks to some under-the-table help from Lionel Luthor) and named him Clark after Martha's maiden name.

From its historic old downtown to its collection of farms, fields, ponds, and gorges, Smallville has a little bit of everything and a whole lot of freaky. Below is a list of some places in Smallville that may be of most use to you in your spinoff.

THE BEANERY

Long before the Talon was remodeled, Smallville already had a mildly hip caffeinated hangout for the local teen crowd. Located on Main Street, the Beanery inhabited two old storefronts—the first had the counter for ordering, the second held all the seating. Lana Lang even worked here briefly after quitting the cheerleading squad, but she never quite got the hang of the Beanery's vibe. Decorated with twinkling lights and an upright piano (that was almost never used) the Beanery was the place to socialize after school. And in typical small town-fashion, it closed every night by nine o'clock.

When the Talon opened, there was some fierce competition between the two. The Beanery manager even declared war on the Talon, promising to run it out of business. Eventually, the Beanery lost the great coffee war and closed its doors due to some neglected health code violations.

Types of scenes: A great place for studying, hanging out with friends, or reading a book, the Beanery was small but comfy.

Specialties: *Comfort, Friendly, Public, Regular Clientele, Restoration, Socialize*

Extras: Baristas, Wait Staff

Leads and Features: Chloe, Clark, Lana, Lex, Lois, Pete, Whitney

KAWATCHE CAVES

More impressive than the caves at Lascaux, Smallville's local archaeological gold mine—the Kawatche Caves—are full of petroglyphs telling the story of a traveler from the stars and the legend of Naman. Found just under the earth's surface, the caves are massive—in some places several stories high—and accessible from at least two known entrances: a walk-in entrance near Miller's Bend and a hole in the ground that can drop an unwary hiker 100 feet or so to the rocky floor.

The Kawatche Caves also contain a secret that's meant for Clark alone. From here, using the pendant from his Kryptonian ship, Clark can access the Fortress of Solitude, left for him by his biological father, Kal-El.

Types of scenes: The caves are dark, mysterious, and more than a little spooky. Full of information about the Kawatche Tribe and their skinwalker legends as well as those of Naman, the caves certainly draw those interested in folklore and mythology.

Specialties: *Isolated, Kryptonian, Mystery*

Extras: None

Leads and Features: Chloe, Clark, Jonathan Kent, Jor-El, Lex, Martha Kent, Pete



KENT FARM

The two-story yellow farmhouse, surrounded by a classic white picket fence, has been the home to four generations of Kents. It's the sort of thing Normal Rockwell would have painted for a cover of the *Saturday Evening Post*. As the reigning "Oldest Farm in Lowell County," Kent farm has grown just about every crop and raised any type of animal the region can support. Today, as an organic farm, the collection of outbuildings is surrounded by small gardens of tomatoes, squash, herbs, and similar crops. There's also a small apple orchard and a now-famous army of free-range chickens.

Clark spends most of his time in the loft—the open area above the stables in the old barn. Furnished with a couch, desk, bookcases, and a telescope with a convenient view of Potter Farm (where Lana Lang lived with her Aunt Nell), Jonathan Kent converted the loft as a "fortress of solitude" for Clark long before the discovery of the Kryptonian base in the Arctic.

Other notable buildings on Kent Farm include their roomy two-story house, a large barn, silo, windmill, and the cellar where Jonathan and Martha initially hid the spacecraft they found with Clark.

Types of scenes: The Kent Farm has witnessed a lot of non-farming activity over the years. Action scenes vary from dramatic natural disasters to fight scenes with a wide variety of villains attempting to get their clutches on Clark or cause his friends and family harm. The loft is where much of the

drama happens, though; it's the backdrop for many emotional relationship-building scenes. Ultimately, the farm is primarily a place where Clark, his friends, and family come to recover and find refuge.

Specialties: *Comfort, Friendly, Isolated, Private, Quiet, Restoration*

Extras: None

Leads and Features: Chloe, Clark, Lois, Jonathan Kent, Lana, Martha Kent, Pete

LUTHORCORP FERTILIZER PLANT LEVEL THREE

LuthorCorp's third fertilizer plant was built on the site of the former Ross Creamed Corn Factory. Experiments on the effects of meteor rocks on crop growth were run here—with results that were a little too interesting to the morality-bedamned Lionel Luthor. The information gathered here was the impetus for the creation of Level 33.1 in the LuthorCorp headquarters in Metropolis.

Types of scenes: Since any public attention at this location was quickly hushed up, the extent of LuthorCorp's experiments here are completely unknown. With all the structural changes to hide parts of the building, there could well be forgotten experiments still lurking in the corners.

Specialties: *Guarded, Investigation, Isolation, Private*

Extras: Private Security

Leads and Features: Lex Luthor, Lionel Luthor

LUTHOR MANSION

When Lex Luthor was banished to Smallville by his father, Lionel, he took up residence in what can probably be called Smallville's oddest building—Luthor Mansion. In the 1980s, Lionel had this Scottish castle transported stone by stone all the way to Smallville, although he never lived in it until blindness caused him to move in with Lex for a while. This grandiose monstrosity, located at the end of a tree-lined private road just outside of Smallville, is riddled with secrets—hidden passageways, mysterious rooms, even the décor and iconography offer hints of secret societies and ancient mysteries. Between Lex's security staff and the complex network of cameras, this is one of the most heavily guarded private homes in all of Kansas.

Most of the action happens in Lex's ostentatious office. Oak and rosewood panels line the walls of this spacious room. It boasts a large fireplace, high end furniture and glass tables, a pool table (sometimes replaced by a piano), and a mezzanine. A stained glass window of the Luthor family crest dominates the wall behind Lex's desk. This room holds many secrets including several hidden vaults and a panic room.

Types of scenes: Luthor Mansion is ripe with intrigue and investigation possibilities—just what secrets is Lex keeping in there? What mysteries has Lionel never bothered to let Lex in on? To Lex, this is a place where he can be at home, relax, recover, and plan his next plot.

Specialties: *Breakables, Comfort, Guarded, Investigation, Isolation, Private*

Extras: Private Security

Leads and Features: Lex Luthor, Lionel Luthor

MAIN STREET

Okay, not all of these are technically on Main Street—but hey, Smallville's no Metropolis or Star City. If you've made it this far, just roll your window down and ask a local where to turn.

Belle Reve Sanitarium: It can't be a coincidence that this federally run sanitarium is located in Smallville. This depressing throwback to a century past holds some dangerous residents, many of whom are actually psychotic metahumans.

Fordman's Hardware Store: A Smallville Main Street staple since 1943, Fordman's Hardware Store sells a little bit of everything—small appliances, camping gear, shoes, you name it. The Fordmans have always owned and operated the store.

Nell's Flower Shop: Sharing a wall with the Talon, Nell's Flower shop was owned and operated by Eleanor "Nell" Porter, Lana Lang's aunt, for years; eventually she shut down the business and sold the entire building.

Smallville Savings and Loan: The town's local bank is owned by LuthorCorp and has a habit of being robbed under mysterious circumstances.

Wild Coyote Tavern: On the outskirts of Smallville, this is where the shadier element of town goes to drown their sorrows.



SMALLVILLE HIGH SCHOOL

Home of the Crows, Smallville High School is the heart of this small town. The student population is just small enough that everyone knows everyone else; every teacher remembers your older brother, sister, or maybe even your parents; and the faculty members, despite the heavy turnover, know where you should be and what you should be doing at any given moment. Although it may seem like your typical small town school, SHS (Go Crows!) has produced its fair share of brilliant prospects on both the academic and athletic fronts.

One gem hidden inside these hallowed walls is the Smallville *Torch* office. The *Torch* is SHS's school paper, covering not only the school's news (Go Crows!), but the happenings around Smallville as well. The office itself has seen its fair share of excitement—fires, attempted murders, raids for recovering hard drives—and it's also home to the Wall of Weird. What began as a bulletin board scrapbook of the bizarre occurrences around Smallville eventually turned into an entire wall mural dedicated to anything and everything, you know, weird.

Types of scenes: The high school is what ties Smallville's teenagers together. It's where they're expected to come along with each other, to get along, be responsible, and work together. In short, it's a hotbed for strife, competition, and antagonism.

Specialties: *Education, Gossip, Research, Socializing*

Extras: Administration, Faculty, Staff, Students

Leads and Features: Chloe, Clark, Jason, Lana, Lois (for about 5 minutes), Pete, Whitney

SMALLVILLE MEDICAL CENTER

As Smallville's primary care center, this small but effective hospital has attracted high quality doctors. Pretty much everyone in this strange-occurrence-ridden town has spent time here. On the rare occasion that a case is too complicated, Metropolis is just a short helicopter hop away.

Types of scenes: A lot of accidents happen in Smallville and this is the place to recover or to visit with anyone recuperating from any number of weird mishaps.

Specialties: *Breakables, Comfort, Guarded, Private, Recovery*

Extras: Candystriper, Doctor, EMT, Nurse

Leads and Features: Any—eventually, everyone checks in.

THE TALON

Lana's Aunt Nell owned the building that included both her Flower Shop and the Talon movie theater for years. Lana spent every Saturday of her childhood in the movie theater, eighth row center. She has said, "When the lights went down and the screen flickered to life, the problems outside these doors just disappeared. It was like being transported to a magical place." The Talon was where her parents met, when her dad worked the concession stand and her mother got bored watching *Close Encounters*.

Faced with financial strain after the movie theater closed down, Nell put the entire building up for sale. A nostalgic Lana made a plea to the only potential developer she knew: Lex Luthor.

Lana took on the responsibility of overseeing the Talon's conversion into the eccentric coffee house it has become. Having survived despite surprises in the plumbing and the delivery of a disembodied hand, today the Talon is four locations in one:

The Coffee Shop: When remodeling the theater's lobby into a coffee shop, Lana, true to her childhood memories, did transport it into a magical place. Inspired by Ancient Egyptian culture, the Talon is decorated with bright gold, blue, and violet walls covered in sphinxes and hieroglyphs. This is the place to go for an espresso, pastries, Wi-Fi, and the occasional live music performance. In addition to the main entrance on Main Street, the Talon also has a back exit. From the coffee shop there's access to the apartment, theater, and basement.

The Apartment: Above the coffee shop and accessed by an internal, open staircase over the coffee bar is the apartment. This was added during the more recent renovations and has a design motif to rival the public space below. More gold, blue, and violet walls can be found in this quiet, open-plan living space.

The Theater: The 750-capacity movie theater is still in occasional use today. It's Smallville's best venue for film festivals and indoor concerts. The Egyptian motif spreads into this domain with gold walls, blue seating, glittering lights, and no shortage of hieroglyphs.

The Basement: The only access to the basement is through a door at the back of the coffee shop and down a short flight of stairs. This is the main storage space for the building.

Types of scenes: Among the Talon's four sections, there are a lot of possibilities for scenes here. The coffee shop is a good, public place to meet people. Many secrets have been hidden in both the basement and apartment. And if that weren't enough, this is a hot location in Smallville for date night.

Specialties: *Comfort, Friendly, Planning, Private, Public, Regular Clientele, Socialize*

Extras: Baristas, Students, Wait Staff

Leads and Features: Chloe, Clark, Lana, Lex, Lois, Martha Kent, Pete

Out of Town

Despite the name, plenty of stuff in SMALLVILLE takes place outside the city limits. Here are some of the interesting locations if you wander a bit further afield.

CRATER LAKE

The destination of choice for the swimsuited or skinny-dipping, Crater Lake is also a major meteor rock site. The waters have at times been heavily irradiated, making it the location of many meteor freak Life Changing Events. For much of the summer, Smallville High students flock to the lakeshores, grill out, and play loud music. Deep beneath the water, one might find a LuthorCorp installation or mutant fish-person.

Types of scenes: Crater Lake is ideal for after-school or weekend get-together scenes, for catching up on the gossip during summer break, and for anything that requires a large body of water with or without mutagenic effects.

Specialties: *Public, Research, Socialize, Water*

Extras: Eco-Activists, LuthorCorp Researchers, Students, Tourists

Leads and Features: Chloe, Clark, Lana, Lois, Whitney

Other Meteor Rock Sites

During the meteor shower of '89, dozens of sites around Smallville were impacted with the last remnants of distant Krypton. 90% of these sites yielded Green K, although at least one (Hob's Pond) is a source for Red K. Blue kryptonite is the rarest of all, most of it coming down elsewhere in Lowell County and not in Smallville's immediate neighborhood.

While Carlton Gorge, Lemaris Pond, and Shuster's Gorge are the most significant sites for meteor rocks outside of Crater Lake, any backyard or random spot in Burnham Woods can be a potential krypto-site. Many opportunities for trouble are just waiting out there for some hapless high school student or long-lost uncle to stumble upon.

LOCAL FIELDS

Given that it's a farming community and, well, located in Kansas, there's a predominance of wide-open cornfields, soy plantations, and grassy plots around Smallville. Whether fenced in and auctioned off in times of economic downturn or plowed over and bought out by LuthorCorp, Smallville's fields are a mainstay of action outside of the town itself. Things are always landing in, being lost in, or cropping up in—pun intended—a field somewhere nearby. Here's a sample of some of the more well-known fields in the Smallville area.

Chandler's Field: Only a short bicycle trip west of the high school, this field's main attraction is a windmill. It's been climbed up (and blown up) by students and sightseers for years, and it affords a great view of the tall skyscrapers of Metropolis. On a clear day, you can see the Daily Planet...assuming you also have telescopic vision.

Lawson's Field and Riley's Field: Every year, the Smallville Crows haul off some poor kid and tie him up as the Scarecrow in one of the fields adjacent to the Elbow River. It's always fun and games until somebody gets hurt and then comes back years later as a meteor freak. LuthorCorp's Fertilizer Plant #3 is adjacent.

Miller's Field: While most people in the area aren't privy to the things that have happened in Miller's Field over the last decade or two, the Kent family sure is. Rumors about it being the site of a particularly large meteor strike abound, and who knows what other secrets are buried out there?

Types of scenes: Fields are not only useful for agrarian income; they're also great for setting the mood. At nighttime, a cornfield is one of the scariest places around. During the day, it's a destination for a love tryst or an epic duel between rivals—or both. If a field is a Resource for a Lead, it's a place to look up at the stars, hide the bodies, make a little summer income, or flee to when bullies are in force.

Specialties: *Isolated, Open, Quiet, Windy*

Extras: Farmers, Farmhands

Leads and Features: Clark, Jonathan Kent, Lex

LOEB BRIDGE

While not a major landmark by any means, the Loeb Bridge is still famous because it's where Lex Luthor's Porsche plunged into the Elbow River. Many people travel the bridge when heading out of town, so taking out a bridge rail becomes a talking point for weeks.

Types of scenes: Bridges make excellent set pieces. Loeb Bridge might not have another high profile car wreck happen there, but it's useful as a site to push a minion out of a car, meet an estranged loved one halfway, or exchange prisoners far enough from town that the residents won't see.

Specialties: *Public, Quiet, Rumors, Water*

Extras: None

Leads and Features: Clark, Lex

METROPOLIS

Close enough to be seen from the windmill in Chandler's Field, Metropolis is the local "big city." As one of the largest cities in the United States, Metropolis is the headquarters of many large businesses such as LuthorCorp and the prestigious *Daily Planet* (owned by LuthorCorp). It's also the hometown to the Metropolis Sharks—a professional football team, owned, of course, by LuthorCorp. For some it's a dream location where they can make it big. For others, it's a place to escape from. Ultimately, any of the things Smallville doesn't have, Metropolis does, and it's only a blink away (well, at least for some).

Types of scenes: To the citizenry of Smallville, Metropolis is a place to go for shopping, sophisticated days out, professional associations, and, of course, important dates.

Specialties: *Planning, Private, Public, Regular Clientele, Socialize*

Extras: Bartender, Club Hopper, Criminal, Lawyer, Politician, Reporter, Thug

Leads and Features: Chloe, Lionel Luthor

LOWELL COUNTY, KANSAS

Smallville and Metropolis are both located in Lowell County, up in the northeastern corner of the state. County-level activity and competition occurs on a frequent basis in high school, especially when talking about 4H or sporting events. All of the Smallville Crows' main rivals come from elsewhere in the county, for instance, and when you live only an hour and change from a bustling city like Metropolis, you can be sure the county is going to play a large role in politics and daily life overall.

Here's a quick guide to some notable features of Lowell County outside of Smallville and Metropolis.

Apart from Crater Lake, Lowell County boasts a number of streams, reservoirs, and other bodies of water. **Reeves Dam** and **Smallville Dam** reinforce the local aquifers near Metropolis and Smallville respectively. The **Elbow River** snakes by Smallville, supplying irrigation to local farms. Metropolis itself has a substantial riverside area, enough to make cargo shipping to the region possible.

Everyone who's anyone in the Smallville High School sports community knows about **Granville**, Smallville's primary rival. It's a farming community much like Smallville,



though with a growing real estate market that appeals to many developers in Metropolis. But really, it's all about the football.

Edge City is Lowell County's second-largest community, but it's cursed to be in the shadow of Metropolis, the Reno to Metropolis' Las Vegas, the Fresno to Metropolis' Los Angeles. It's a good place to go looking for a runaway or a long-lost brother. It's an even better location for a spinoff series if you're looking for understatement.

Example Hangouts

Location, location, location! In **SMALLVILLE**, where you are can directly affect your Lead's actions. Some Locations are special and can provide bonus dice to characters that control them or are spending a scene in them (see **Shared Resources** on page 127 of the **SMALLVILLE RPG**).

Most Locations in high school are places where kids, you know, hang out. So, we call this sub-category of Locations **Hangouts**. There are dozens of specific Hangouts written up with the Cliques, so if you're looking for something already tailored to a certain group, that's a good place to start. But your high school is unique and deserves its own Hangouts. You can use the following general ideas as a base for building your own.

The Hangout entries are in the following format:

HANGOUT TYPE

A short description of the Hangout.

Specialties: These are suggested attributes that may offer dice when Aiding a Lead or Feature, or adding to the Trouble pool in a Test. Specialties are intentionally vague and open to interpretation, rather than being strict limiters. Choose two from the list or make up your own.

BUS

Sure, it's the way you get to school. But your time on the BUS could mean a lot more than just getting from here to there. Perhaps you hold court in the back seat; perhaps it's where you're most vulnerable to that bully who lives down the street from you. With the driver focusing on, well, driving, kids have pretty free rein here, for good or ill.

Specialties: *Chaotic, Crowded, Loud, Private, Vulnerable*

CAFETERIA

In addition to acting as the source to one of the great high school equalizers—bad food (all Cliques see eye-to-eye on this one)—the CAFETERIA is host to the social high point of the day: lunch. Lunch is when information is passed, allies are made, and plots are hatched.

Specialties: *Chaotic, Contacts, Crowded, Information, Planning, Public, Regular Clientele, Rumors, Socialize*

FLAG POLE

So at your school maybe it's not an actual pole with a flag. But there's someplace where you can be sure everyone will see you, whether you're making an impassioned speech, professing your love, or trying to rescue your friend from vicious hazing. It's probably near the main entrance to the school.

Specialties: *Mortifying, Public, Rumors, Socialize*

FOOTBALL FIELD (OR ANY OTHER ATHLETIC PRACTICE SPACE)

For some Cliques, this is the place to be after school, either to take part in some kind of athletic practice or to be amongst the honored allowed to watch said practice. Beware of under the bleachers—this is a primary danger zone. Accidents can happen and people are known to go missing “under the bleachers.”

Specialties: *Crowded, Investigation, Loud, Public, Socialize*

GYM

In some buildings, the GYM is the real heart of the school. Large, loud, and lively, this is often the scene of pep rallies, big games, Prom, concerts, and even graduation, not to mention gym class.

Specialties: *Chaotic, Crowded, Loud, Public*

HIDEYHOLES

Maybe it's an empty locker, the prop closet in the drama room, the shower in the girls' locker room that never gets used, the boiler room in the bowels of the school, or the maintenance shed behind the school away from the windows. Wherever it is, it's relatively private and secure, and you have access to it.

Specialties: *Private, Secluded, Secrets*

HIGH SCHOOL PARKING LOT

For two brief periods of the day—just before school starts and immediately after it ends—this is the prime location for spying. You can check out who's coming and going with whom, what they're driving, and where they're driving to.

Although the PARKING LOT isn't exempt from searches, it's still a slightly more secure place to keep your contraband than your locker tends to be. Sure, you aren't supposed to be out here during the school day, but the enterprising student can find a way around that rule.

Specialties: *Breakables, Public, Security, Transportation*

HIGH SCHOOL HALLWAY

Lined with primary-colored lockers, decorated with handmade posters, and populated with students and never enough teachers to keep an eye on everything, the HIGH SCHOOL HALLWAY is a conduit of social life where all the Cliques are funneled through their day. A lot can happen here very quickly as everyone is thrown into each others' paths with only a few minutes to spare. It can be chaotic, people can get hurt, and news travels fast.

Specialties: *Confined, Crime, Crowded, Information, Loud, Public, Rumors, Security, Tactics*

HOMEROOM/STUDY HALL

Often dismissed as wasted time, this is one of the few places where students have little control over who they're with. All the Cliques get mixed together since the roster is often determined by schedule and the first letter of your last name. This is a place to finish your homework, to attempt to finish your homework and fail miserably, to scheme and plan, and to mingle with people outside your social group. The teacher will either be effectively absent or completely tyrannical.

Specialties: *Crowded, Information, Loud, Productive, Rumors, Scheming, Silent*

INFRACTORIUM

Whatever minor school rules you want to break, this is where you go to do it. It might be behind the field house, just over the hill, near the fence, or in the first floor girls' bathroom. Wherever it is, as long as you don't make a scene or talk about it too loudly, the teachers and administrators won't bust you.

Specialties: *Open Secret, Private, Rumors*

LIBRARY

Libraries, of course, contain information. However, that's not necessarily what makes high school libraries most useful. Whether due to outdated information and obsolete equipment or simply a lack of interest from the students, the LIBRARY is often a place to blow off class with a veneer of legitimacy, meet with your friends in the stacks, or just escape someplace quiet.

Specialties: *Comfort, Information, Private, Quiet*

LOCKER ROOM

For both the girls and boys, the LOCKER ROOM is a prime battlefield of trash talk and Clique wars. From the lockers to the showers, the steam room to the coach's office, the LOCKER ROOM is riddled with virtual landmines. It's a wet, slippery, maze-like area where bad things happen—usually while you're changing.

Specialties: *Confined, Rumors, Socialize, Vulnerable*

OFFICES

This is strictly the realm of the adults, where the day-to-day running of the school and handling of red tape occurs. The records here are private and secure, and the conversations behind closed doors stay secret.

Yeah, right. There's tons of valuable information here for those clever or sneaky enough to get it. And it's so much easier to get to than the grownups think it is.

Specialties: *Discipline, Information, Security*

SCIENCE LABS

You need the ingredients for a love potion or a stink bomb? Those poorly locked cabinets in the SCIENCE LABS are certain to have whatever you need. You might even find the tools necessary to dissect that strange plant you found in the woods.

Specialties: *Chemicals, Equipment, Explosives, Information*



WELCOME TO
HIGH SCHOOL

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PLACES

STUDENT "LOUNGE"

The actual location will vary depending on who you are and what you do, but many students have some place in the school to call their own. It might be the classroom of a favorite teacher, the yearbook or newspaper office, the art room, the locker room, computer lab, or library, but there's probably someplace where you can let your guard down at least a little.

Specialties: *Comfort, Restoration, Socialize*

TEACHERS' LOUNGE

If you're a teacher, this is a student-free zone where you can be yourself and hang out with the other grownups. You can relax, have a cup of coffee, and snack on the cookies leftover from last night's PTO meeting.

If you're a student, you know this is where you come after hours to use the fridge and maybe snag a snack. It also houses the only vending machine in the school where you can get carbonated, caffeinated, sugary beverages.

Specialties: *Comfort, Rumors, Snacks, Socialize*

THE VENUE

You can't spend all day at school, and there are probably several places off campus where people meet to see and be seen. It might be the bar where the teachers meet after a rough day, the nearby coffee shop the students hit on the way to school, or the diner where everyone celebrates after the big game. Perhaps only your Clique gathers there or maybe it's more inclusive.

Specialties: *Publicity, Rumors, Snacks, Socialize*

PEOPLE

WELCOME TO
HIGH SCHOOL

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HIGH SCHOOL
DRAMA

SMALLVILLE
HIGH SCHOOL

Obviously, high school's more than just a big building filled with classrooms and hallways. The people—students, faculty, staff, the hangers-on, the movers and shakers—are what make high school what it is. People create drama, so just like in the *SMALLVILLE Roleplaying Game*, we've included a big sampling of Extras and Features you can play around with in your spinoff.

The Features that headline this chapter are based on Fourth Season characters, with some exceptions. You'll see a few familiar faces, but look a little closer—each has been tweaked for a high school spinoff. They're drawn from the revised Pathways included earlier in this book, but like the Features in the *SMALLVILLE RPG* some have more or fewer steps in Traits than you'd expect if you played it straight. Feel free to swap out Assets, flip around Values, or replace Relationships.



CLARK KENT

For most of his childhood, Clark flew under the radar (so to speak); but he really came out of his shell during his senior year of high school when, as the starting quarterback, he led the Crows to the State Championship. The people of Smallville thought their football hero was out of this world. Most of them don't realize how very true that is.

Born on the planet Krypton, Clark—Kal-El to his Kryptonian family—was sent to Earth in a tiny space ship right before Krypton exploded. After a destructive meteor shower, he was found in a local field by Jonathan and Martha Kent and raised to be an all-American farm boy—a farm boy that can lift tractors, fix miles of fences in minutes, and run to town and back in a blink of an eye.

Although seemingly invincible, Clark has a few Achilles heels. One of these is kryptonite—the meteor rock from his home planet Krypton that litters the area surrounding Smallville. It comes in several colors, each of which has a unique effect on Clark, from significantly changing his personality to sickness and death. His other weakness is his secret—whenever anyone finds out what he can really do, his friends and family suffer. Protecting this secret is important enough that he will lie even to those he loves the most.

Gossip: Although Smallville High's star quarterback has received a ticker-tape parade's worth of scholarship offers, Clark has decided to quit football and attend Met U next year in Metropolis as a regular Joe student. The dish on his love life? Clark seems to be flying solo after the tragic death of Alicia, though it's suspected he's still pining for a certain Lana Lang—and no one's sure what's up with this Lois Lane who's living with the Kent family.

VALUES

D10	DUTY	<i>I'm responsible for the suffering of those around me.</i>
D6	GLORY	<i>I wish I could show them everything I'm capable of.</i>
D6	JUSTICE	<i>I should use my abilities to correct the wrongs of the world.</i>
D8	LOVE	<i>I will never have the love I want.</i>
D4	POWER	<i>There's more to life than money.</i>
D8	TRUTH	<i>Even the greatest secret must be shared with someone.</i>

RELATIONSHIPS

- ▼ CHLOE is my secret-keeper D8
- ▼ JASON is everything I can't be for LANA D6
- ▼ I need to step out from JONATHAN KENT's shadow D8
- ▼ LEX always seems to have my back, but what exactly is he up to behind it? D10
- ▼ LANA is the one I'm supposed to be with D10
- ▼ MARTHA KENT only wants what's best for me D8

ASSETS

BIG HEARTED D8

- ▼ Earn a Plot Point when you **Choose** to buy somebody's sob story.
- ▼ Earn a Plot Point and **Add** a d6 to the Trouble pool when you risk yourself to help somebody in need.

FAMOUS D4

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when your reputation precedes you.

GUILTY D6

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when your guilt stymies or confuses you.

IMPULSIVE D8

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you act rashly.
- ▼ **Earn** a Plot Point when you **Choose** to Interfere in a Contest.

HEAT VISION D6

Spend a Plot Point to...

- ▼ Create a wide-angle sweep effect that inflicts INSECURE or AFRAID Stress.
- ▼ Destroy an inanimate object as big as a car. **Spend** two Plot Points for an object as big as a house. **Spend** three for an object as big as a skyscraper or a river.

INVULNERABILITY D6

Spend a Plot Point to...

- ▼ **Decrease** an opponent's INJURED or EXHAUSTED Stress pool.
- ▼ **Recover** your INJURED or EXHAUSTED Stress.

KRYPTONIAN HERITAGE D6

Limits: Kryptonite, Magic, Red Sun

- ▼ **Earn** a Plot Point when your Abilities are **Shutdown** by green or blue kryptonite or you **Choose** to act on baser instincts under the sway of red kryptonite.

SUPER-SENSES (HEARING, SIGHT) D6

Limits: Lead (Sight), Sonic (Hearing)

Spend a Plot Point to...

- ▼ See through objects to find specific people or objects.
- ▼ Hear or see into a nearby scene you're not in.

SUPER-SPEED D8

Spend a Plot Point to...

- ▼ Join a scene or switch to a new scene regardless of distance.
- ▼ Catch bullets or other missiles out of the air.
- ▼ Run fast enough to cross water as if it were solid ground.

SUPER-STRENGTH D8

Spend a Plot Point to...

- ▼ Perform a fantastic feat of strength.
- ▼ Throw or knock another character out of a scene.
- ▼ Break through a wall—even a brick or stone wall—to grab a target or object on the other side.

HANGOUTS & HANGERS-ON

- ▼ KENT FARM (*Solitude, Support*) 2D6

Game Time

Awards & Cliques

If you look over the Features presented here, you may wonder why none of their writeups has any of the Award Distinctions or Cliques that appear in High School Beginnings. That's because your players are the ones who assign Awards to each other's Leads, even if those Leads come pre-generated from this chapter. This provides a greater sense of investment and ownership.

The same is true for Cliques. Your players—and you, as Watchtower—are the final say on which Cliques are important and which ones just don't matter. Assign at least one or two of those for each Lead and Feature to get them started and see how it goes from there. Some of them are no-brainers, but you never know. Wouldn't it be interesting to see what would happen if Clark Kent became a Mathlete or Chloe signed up for the Lacrosse Team?

WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

Game Time

The Mr. & Mrs. Kent Rule

Some of these Features have Martha and Jonathan as a single Relationship. That's because many people treat certain groups of adults, especially married couples, as a single entity. In a sense, they're a Clique.

To have separate Relationships with them, you need to spend the Growth to do so; the advantage to that is that if one Relationship is challenged or stepped back during the game, you can always go the other one. That's how Clark handles it, for instance.

But at this point, Chloe, Lana, and others don't have the distinct connection to each of the Kents that they'll later have. For now, Martha and Jonathan are just "my friend Clark's parents" and are essentially interchangeable.

CLIQUEs

TELLING
HIGH SCHOOL STORIES

PEOPLE



CHLOE SULLIVAN

Chloe and her dad moved to Smallville just in time for the eighth grade; she immediately became friends with Pete Ross and developed a crush on Clark. Chloe's dad worked for LuthorCorp and, although she didn't know it until senior year, her mom was self-committed to a mental institution.

Young Chloe soon realized her new hometown was full of, well, weird. Using her burgeoning investigative skills, she figured out that the meteor shower of 1989 had something to do with it. By the start of high school, Chloe was already in charge of the *Torch*—Smallville High's weekly newspaper—turning one of its office walls into an out of control scrapbook of all the odd occurrences associated with the town. As the Wall of Weird grew, Chloe's journalistic abilities and motivations grew, turning her into a damn fine reporter.

Gossip: Although she'd deny it, Chloe seems to continue to carry the torch for a certain Clark Kent. In truth, the two are closer than ever now that Chloe has learned Clark's true identity. This fall she'll be heading to Met U along with Clark and Lana.

VALUES

D6	DUTY	<i>It's up to me to keep the Torch burning.</i>
D8	GLORY	<i>That's going to be me on the byline.</i>
D8	JUSTICE	<i>Those who suffer need help.</i>
D6	LOVE	<i>So it's unrequited; so what?</i>
D4	POWER	<i>Information is power.</i>
D10	TRUTH	<i>Some secrets need to stay hidden.</i>

RELATIONSHIPS

- ▼ *I must keep CLARK's secret D10*
- ▼ *What is JASON hiding? D6*
- ▼ *LANA has to accept that she can't know everything D8*
- ▼ *LEX isn't fooling anyone D8*
- ▼ *LIONEL will get what's coming to him D10*
- ▼ *It's nice to have LOIS around D8*
- ▼ *I can depend MARTHA & JONATHAN D8*

ASSETS

GENIUS D8

- ▼ **Spend** a Plot Point to **Reveal** that you've studied a subject and know its basics.
- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you assume others can't follow your complicated thinking.

HACKER D4

- ▼ **Add** a d6 to the Trouble pool to **Reroll** a die in a HACKER roll.

INVESTIGATOR D8

- ▼ **Earn** a Plot Point when you **Choose** to spend a scene investigating instead of taking immediate action.
- ▼ **Spend** a Plot Point to **Reroll** an INVESTIGATOR roll.

PERSISTENT D4

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you get too pushy with someone you know you shouldn't.

TEAM PLAYER D8

- ▼ **Earn** a Plot Point when you **Choose** to follow instructions, stick to the game plan, or maintain strict discipline when it would benefit you more to do otherwise.
- ▼ **Spend** a Plot Point to allow another Lead or Feature to **Reroll** a die in a Test or Contest that you have Aided.

WEIRDAR D10

- ▼ **Earn** a Plot Point when you **Choose** to ignore any logical explanation.
- ▼ **Add** a d6 to Trouble to **Reroll** any die in a WEIRDAR roll.

HANGOUTS & HANGERS-ON

THE TALON (*Restore, Socialize*) 2D6

SMALLVILLE TORCH (*Research, Rumors*) 2D10



JASON TEAGUE

When Jason Teague started work at Smallville High as the Assistant Coach, nobody knew much about his background. In fact, as far as anyone knew, he was just a good-looking former football star, sidelined by a knee injury and ready to pass on his talents to others. Quick with a smile and a supportive word, Coach Teague had the qualifications and experience to help the Crows make the regional finals.

Jason's generally an easy-going and fun-loving guy. He's devoted to his mother, generous with his time, and seems to have benefited from traveling the world and growing up in an affluent family. It's a shame that not all young heirs to wealth can be this nice, isn't it?

Gossip: It's hard to be a paragon of honesty, openness, and values when you've been raised in a culture of deception and backstabbing. Oh sure, his mother's a world-famous philanthropist and his father's a successful lawyer, but the level of manipulation that factors into Jason's past would rival any given day in the Luthor household. Oh, and then there's the whole dating a high school senior thing. That'll get you fired...

VALUES

D10	DUTY	<i>I want my own life, but I can't have it.</i>
D6	GLORY	<i>I had my shot at fame already.</i>
D4	JUSTICE	<i>Eventually we get what's coming to us.</i>
D8	LOVE	<i>I know it's possible, and I want it.</i>
D8	POWER	<i>Being rich doesn't solve your problems.</i>
D6	TRUTH	<i>Everyone has their own take on the truth.</i>

RELATIONSHIPS

- ▼ CHLOE is loyal to her friends D6
- ▼ CLARK stands in the way of my shot at a real relationship D8
- ▼ JONATHAN & MARTHA really need to stay out of the way D6
- ▼ LANA is the kind of girl I never thought I'd be with D10
- ▼ LEX is the product of a lifetime of betrayal D8
- ▼ LIONEL is a bad dad D6

ASSETS

ATHLETIC D8

- ▼ **Spend** a Plot Point to **Reroll** a die in any ATHLETIC roll.
- ▼ **Earn** a Plot Point when you **Choose** to use brute force instead of finesse.

COSMOPOLITAN D8

- ▼ **Give** your opposition a d6 to **Reroll** a die when dealing with other cultures.
- ▼ **Give** your opposition a d10 to **Reroll** two dice when dealing with other cultures.

FAMILY REPUTATION (TEAGUES) D4

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when your family reputation precedes you.

GUILTY D10

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when your guilt stymies or confuses you.
- ▼ **Spend** a Plot Point to **Reroll** a die on any roll when trying to make amends.

Game Time

Aren't You a Little Young to Be an Assistant Coach?

Jason and Lex aren't high school kids, yet they're not quite adults, either. At least, not in the same way that Genevieve, Jonathan, Lionel, and Martha are. They're a few years older, they've graduated high school, but they're still quite capable of acting in the same peer group. The trick with playing a Lead like this is that you're going to have responsibilities and even authority over some of the younger Leads, but without the whole generation gap to make it obvious. The same is true, incidentally, of playing teenagers in different grades. It's a potential problem that you can turn into an opportunity.

You might tackle this in various ways, but the most important thing to remember about the SMALLVILLE RPG is that age isn't necessarily a factor. Clark and Lana can be just as capable in their efforts as Jason or Lex, and often more so. So consider ways to frame scenes in which this inequality is part of the conflict. If Jason's coaching the team that Clark is on, there's an implicit understanding that Jason can send Clark to the bench or even off the field entirely if he wants. Even if it's not explicitly called out through Relationship statements and the like, you can use the disparity in their ages to create tense situations between Leads or inspire Wedges that play off of this age difference.

LIKEABLE D8

- ▼ **Give** your opposition a d6 to **Reroll** a die in a LIKEABLE roll.
- ▼ **Earn** a Plot Point when you **Decrease** your own AFRAID or INSECURE Stress pool—you don't really mean to upset anyone!

ON A MISSION D8

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you foolishly pursue your mission despite the risk.
- ▼ **Spend** a Plot Point to **Reroll** a die in a roll that directly contributes to your mission.

VICIOUS D4

- ▼ **Add** a d6 to the Trouble pool to **Increase** your ANGRY or AFRAID Stress pool.

WEALTHY D4

- ▼ **Spend** a Plot Point to **Reroll** one die in a Contest or Test swayed by money.

HANGOUTS & HANGERS-ON

GENEVIEVE TEAGUE (*Resources, Vengeance*) 2D10
SMALLVILLE CROWS (*Brawl, Contacts*) 2D8

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JONATHAN KENT

Clark Kent's dad is a frequent sight around Smallville, and he's no stranger to the high school. He's the salt of the earth type, a hard-working farmer with a strong moral center and no patience for fools and liars. For most students in town without ambitions in Metropolis or out of state, he's a symbol of their future: the icon of the Midwest farmer and 4-H exemplar. He's free with a smile and an encouraging word to any of Clark's friends or even a stranger, but don't expect to escape the stern look and one-on-one conversation if you're caught doing something you shouldn't.

Game Time

Mentors & Role Models

The existing rules for interacting with other Leads and Features are perfectly suitable for handling the relationship between father and son, coach and athlete, role model and fresh-faced student. After all, that's easily handled by the statements you choose for particular Values and Relationships.

In a campaign centered on high school, however, you can emphasize this interaction by focusing on recovery scenes during the episode (so the mentor can eliminate Stress) and allowing the mentor to Aid the younger Lead ahead of an actual scene. This inspirational method means that not only can Clark draw on his Relationship with Jonathan in a scene, but Jonathan can roll his own dice in a previous scene and "hold" the die until Clark needs it. The timing is the only thing that's changing, but it's enough of a tweak that you can see the effect play out in a real sense.

Gossip: Jonathan Kent was a football star in the making when he was younger, so it's a little strange he hasn't been so keen to put Clark on the field until senior year. It's almost like he's afraid something will go wrong. Jonathan's also had some serious heart trouble in the past year, too—enough that he's causing his family to worry about him.

VALUES

D8	DUTY	<i>I'll uphold my principles to the end.</i>
D4	GLORY	<i>I have no time to grandstand.</i>
D8	JUSTICE	<i>We all have to make the right choices.</i>
D10	LOVE	<i>My family is worth any sacrifice.</i>
D6	POWER	<i>Money never bought anything but trouble.</i>
D6	TRUTH	<i>I prefer to believe in people.</i>

RELATIONSHIPS

- ▼ CHLOE shares our burdens of secrecy D6
- ▼ CLARK must create his own destiny D10
- ▼ I worry that JASON will push my son too far D6
- ▼ LANA has weathered great trials D8
- ▼ LEX is headed along a dark path D8
- ▼ LIONEL is a corrupting influence D10
- ▼ LOIS is a hard-working young woman D6
- ▼ MARTHA is my confidante D12

ASSETS

BIG HEARTED D8

- ▼ Earn a Plot Point when you **Choose** to buy somebody's sob story.
- ▼ Earn a Plot Point and **Add** a d6 to the Trouble pool when you risk yourself to help somebody in need.

DOWN WITH THE KIDS D6

- ▼ Earn a Plot Point when you **Choose** to side with a kid in a conflict with an adult.

EXTRATERRESTRIAL KNOWLEDGE D4

- ▼ Earn a Plot Point when you **Reveal** you know way too much about an alien culture.

FAMILY REPUTATION (KENTS) D4

- ▼ Earn a Plot Point and **Give** your opposition a d6 when your family reputation precedes you.

GEARHEAD D6

- ▼ Earn a Plot Point when you inconveniently **Choose** to stop and admire fine technology.

GUILTY D8

- ▼ Earn a Plot Point and **Give** your opposition a d6 when your guilt stymies or confuses you.
- ▼ **Spend** a Plot Point to **Reroll** a die on any roll when trying to make amends.

LIKEABLE D6

- ▼ **Give** your opposition a d6 to **Reroll** a die in a LIKEABLE roll.

NOT BORN YESTERDAY D12

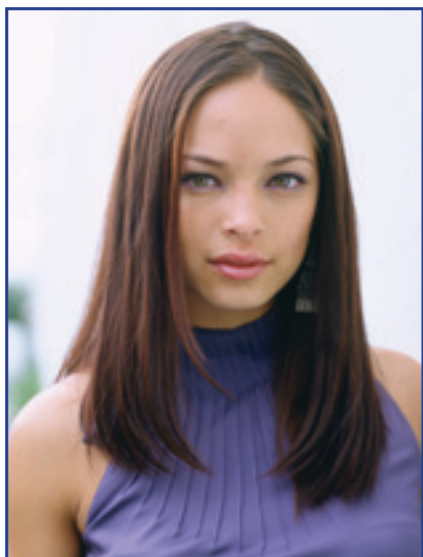
- ▼ **Earn** a Plot Point when you **Choose** to buy a reasonable lie.
- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when confronted with a problem that defies normal common sense or logic.
- ▼ **Spend** a Plot Point to **Reroll** a die in a Contest or Test when you're convinced you're being lied to, swindled, or distracted.

WILLFUL D4

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you put your foot down.

HANGOUTS & HANGERS-ON

- ▼ **KENT FARM** (*Comfort, Recovery*) 2D10
- ▼ **SMALLVILLE SHERIFF DEPARTMENT** (*Information, Law*) 2D6



LANA LANG

Smallville High's cheerleader-cum-entrepreneur is already making a name for herself in the adult world. Lana Lang, orphaned when the 1989 meteor shower killed her parents, spent her adolescent years living with her Aunt Nell on Potter's Farm, next door to the Kents. During her freshman year, Lana seemed to find herself, quitting the cheerleading squad and going into business with Lex Luthor to remodel the Talon movie theater into a trendy coffee shop. Between her junior and senior years, Lana studied art in Paris where she met Jason Teague; she could have stayed for a much longer time, but she wasn't quite ready to leave Smallville behind just yet.

Lana's the same girl she always was, if a little more confident and a snappier dresser. She's growing up, using her senior year to explore new ideas and new relationships. If only the past wouldn't keep coming back to haunt her.

Gossip: When her secret relationship with Assistant Coach Jason Teague was revealed, her rep took a bit of a battering. Many tongues wagged over the frequency of his visits to her apartment above the Talon. Their relationship cooled, however, and now there's talk that Lana may be Lex Luthor's next eye candy.

Game Time

What I Did On My Summer Vacation

Most of the time in a high school campaign, the students are at school or the school's in the background as a daily reminder of the set that the drama plays out on. Locker rooms, classrooms, football fields—it's the default.

For a change of pace, spend an episode or two in summer vacation, shifting the game to another environment or tempo. Maybe all your Leads are counselors at the same summer camp or they get summer jobs at neighboring resorts. You can do the Very Special Christmas Episode the same way, as they all head off on the Senior Class ski trip.

The other option is to skip summer entirely, framing it as a break in the campaign or a shift to a new arc. Ask the players what their Leads were up to over summer, and how much the other Leads know about their escapades. You might choose to keep it undefined and flash back to it during the game, perhaps to explain spending Plot Points or Growth on a Relationship with a new Feature—turns out the Lead knows the new guy from some summer adventure. This gives you the Paris trips, the Metropolis internships, and the unfortunate prison sentences, without having to play through them completely. And, perhaps most importantly, it gives the players some time to redefine their Leads a little in anticipation of the new school year.

VALUES

D6	DUTY	<i>The future is what we make it.</i>
D4	GLORY	<i>Don't put me up on a pedestal.</i>
D8	JUSTICE	<i>If you hurt me, I will make you pay for it.</i>
D10	LOVE	<i>I need a relationship without secrets.</i>
D6	POWER	<i>I'm beginning to understand the attraction.</i>
D8	TRUTH	<i>I just need you to be honest with me.</i>

RELATIONSHIPS

- ▼ **CHLOE** is my closest confidante D6
- ▼ **CLARK** is always there for me but I just can't trust him D8
- ▼ **JASON** is too good to be true D8
- ▼ **Being with LEX** is exciting D6
- ▼ **LIONEL** is responsible for his son's problems D6
- ▼ **JONATHAN & MARTHA** want what's best for their family D6

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More On Black Kryptonite

You can read a little about this rare remnant of the planet Krypton on page 130 of the *SMALLVILLE RPG*, but we're going to take the opportunity to go into a little more detail here. Black K is an isotope that's created by super-heating Green K, and its primary effect is to divide a person into two versions of himself: a good or innocent version, and an evil or malicious version. Black K also fuses separated personalities together if they've been split, so it's its own antidote. The trick is making sure the dark side that emerged during the split doesn't dominate the fused version.

Black kryptonite should be used as the central axis of an episode; it's a plot device that first splits a person and then, later, helps in restoring him. It's much like an Empower storyline (page 75 of the *SMALLVILLE RPG*) in this way. You can choose to let the player of a Lead affected by Black K play the "good" version or the "bad" one (it's a nice chance to flex your roleplaying skills). The other side becomes a Feature with many of the same Traits, though inverted. Confident players might decide to play them both, or hand one of the halves to another player to control for the duration. As Watchtower, you'll want to allow scenes with both halves to occur often enough to give this some screen time, but not enough that the episode is dominated by two versions of one of the Leads.

ASSETS

ATHLETIC D6

- ▼ **Spend** a Plot Point to **Reroll** a die in any ATHLETIC roll.

ATTRACTIVE D8

- ▼ **Earn** a Plot Point when your looks draw you unwanted attention.
- ▼ **Spend** a Plot Point to **Reroll** a die in an ATTRACTIVE roll.

CONFIDENT D10

- ▼ **Earn** a Plot Point when you **Choose** to act first in a situation.
- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you Give In to a social Contest.

COSMOPOLITAN D6

- ▼ **Give** your opposition a d6 to **Reroll** a die when dealing with other cultures.

LIKABLE D8

- ▼ **Give** your opposition a d6 to **Reroll** a die in a LIKEABLE roll.
- ▼ **Earn** a Plot Point when you **Decrease** your own AFRAID or INSECURE Stress pool—you don't really mean to upset anyone!

POPULAR D8

- ▼ **Earn** a Plot Point when you **Choose** to be distracted by your own fame.
- ▼ **Spend** a Plot Point to **Reroll** a die in a Test or Contest involving people who aren't already your fans.

TEACHER'S PET D4

- ▼ **Earn** a Plot Point when you **Choose** to involve an adult in a situation.

HANGOUTS & HANGERS-ON

- ▼ THE TALON (*Recovery, Resources*) 2D8
- ▼ AUNT NELL (*Comfort, Rumors*) 2D4



LEX LUTHOR

Lex Luthor is, in a word, complicated. The son of ruthless business tycoon Lionel Luthor—who has his own rotten history with the town of Smallville—Lex was raised in emotionally appalling conditions. After the death of his mother, Lionel subjected Lex to a very strict tough love approach. A gawky little red-headed child who permanently lost all his hair—and nearly his life—in Smallville during the 1989 meteor shower, Lex went to an expensive boarding school where he was horribly teased and taunted.

Ultimately, this ugly duckling grew into a handsome and arrogant swan, banished by Lionel to the family estate in Smallville to grow up. His life was forever changed when his car went off Loeb Bridge and into the freezing water below. "Miraculously" and, to Lex, mysteriously, Clark saved him. The brotherly friendship that resulted initiated many positive changes in both their lives, but it was always tainted by suspicion that grew and festered.

Gossip: Despite heartfelt oaths that he's as different from his father as possible, Lex has begun to walk the shadier paths—secret deals, manipulations, disappearances. His obsession with Clark still boils under his skin and now he has an eye on Lana.

VALUES

D6	DUTY	<i>I am what my father made me.</i>
D8	GLORY	<i>I must not show weakness.</i>
D6	JUSTICE	<i>I'm not above a little dirty work.</i>
D4	LOVE	<i>Blood's no thicker than water.</i>
D10	POWER	<i>I need to take power from those who won't use it.</i>
D8	TRUTH	<i>Knowledge is the key to everything.</i>

RELATIONSHIPS

- ▼ CHLOE *has a habit of getting in my way* D6
- ▼ CLARK *needs to come around to my point of view* D10
- ▼ JASON'S *always been a mama's boy* D6
- ▼ JONATHAN & MARTHA *simply don't trust me* D6
- ▼ LANA *is worth every investment of my time* D8
- ▼ *I can't believe a single word* LIONEL *says anymore* D10

ASSETS

ATHLETIC D6

- ▼ **Spend** a Plot Point to **Reroll** a die in any ATHLETIC roll.

COSMOPOLITAN D8

- ▼ **Give** your opposition a d6 to **Reroll** a die when dealing with other cultures.
- ▼ **Give** your opposition a d10 to **Reroll** two dice when dealing with other cultures.

FAMILY REPUTATION (LUTHORS) D8

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when your family reputation precedes you.
- ▼ **Add** a d6 to Trouble to **Reveal** you have access to someone who owes your family a favor, allowing you to buy your way out of a situation.

GENIUS D6

- ▼ **Spend** a Plot Point to **Reveal** that you've studied a subject and know its basics.

MANIPULATIVE D4

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you ask them to trust you, even if you don't mean it.

MARTIAL ARTIST D6

- ▼ **Spend** a Plot Point to **Reroll** a die when you redirect an opponent's momentum.

MASTERMIND D6

- ▼ **Add** a d6 to Trouble to **Reroll** a die when dealing with characters you have a history of manipulating.

PERSISTENT D10

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you get too pushy with someone you know you shouldn't.
- ▼ **Spend** a Plot Point to **Reroll** any die when you repeat a Test or Contest you've taken Stress from previously in the scene.

Game Time

The Money Problem

In the *SMALLVILLE RPG*, money is something that can help or hinder you, but it's usually thought of as just another character trait. If your Lead has the Wealthy Distinction and another player's Lead doesn't, this just means you have a financial boost to your actions and he doesn't. Simple, right?

In the high school scene, though, the Wealthy Distinction and some Resources might have more of an impact. Unless your spinoff campaign is set in an affluent California zipcode, having one or two Leads flush with cash is going to be something of a big deal, especially if they're students.

So how do you resolve this? You shouldn't ignore it; this just means the Lead has a wasted Distinction and potentially a couple of Resources that won't come up often. But you shouldn't let the player with the money abuse the power, either. It's no fun to have every problem solved by the rich kid flashing a credit card.

It's worth hanging a lampshade on the Leads with the money and working it into episodes as a source of conflict. Introduce Wedges, like rival rich kids. Make the money problematic from time to time. Bring up the plight of those on the poverty line, or bring in the IRS. Whatever you do, ensure that the players have buy-in...so to speak!

REGENERATION D4

Limit: Time

Spend a Plot Point to...

- ▼ **Recover** EXHAUSTED or INJURED Stress.
- ▼ Cure yourself from any ailment or disease.

WEALTHY D8

- ▼ **Spend** a Plot Point to **Reroll** one die in a Contest or Test swayed by money.
- ▼ **Spend** a Plot Point to **Reveal** that you own a large non-unique item such as a car, call center, or evil corporation as a d8 Useful Detail.

WEIRDAR D8

- ▼ **Earn** a Plot Point when you **Choose** to ignore any logical explanation.
- ▼ **Add** a d6 to Trouble to **Reroll** any die in a WEIRDAR roll.

HANGOUTS & HANGERS-ON

- ▼ LUTHOR MANSION (*Guarded, Recovery*) 2D10
- ▼ LUTHORCORP (*Finances, Resources*) 2D8
- ▼ LUTHORCORP SECURITY TEAM (*Retrieval, Security*) 2D10
- ▼ THE TALON (*Comfort, Rumors*) 2D6

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LIONEL LUTHOR

Lionel Luthor rose to power from his impoverished youth in Suicide Slums by skillfully and ruthlessly leading his company, LuthorCorp, to international prominence. Investing in biotech and later in weapons development, Lionel secured a billionaire portfolio and a worldwide reputation as a successful industrialist and corporate giant. Shortly before the meteor shower changed Smallville forever, LuthorCorp bought out the Ross Creamed Corn Factory and turned it into a fertilizer plant. Later, Lionel had his ancestral mansion moved brick by brick to the small Kansas town. Ever since, Lionel's been a major player in local events, though at times he's trumped by his rebellious son.

Lionel's activities are conducted more in Metropolis than Smallville, but living so close means he's often present when big things happen in town. LuthorCorp's quite generous and community-minded at times—which is a small comfort, considering how many people were laid off when the LuthorCorp plant closed down and how many others have seen their lives uprooted by Lionel's schemes.

Gossip: Shortly before Clark Kent's senior year at Smallville High, Lionel was thrown in prison for murdering his parents. This experience seems to have changed him. Whether the new, relaxed, contrite Lionel is for real or just another cover to get closer to the Kent family and evade further justice is yet to be revealed. Lionel also has a connection with Genevieve Teague, the mother of Smallville High's own assistant coach Jason Teague, but what is it? Former lovers? Business partners? Arch-rivals? All of the above? Some of us may never know for sure...

VALUES

D4	DUTY	<i>I will make up for the things I have done.</i>
D8	GLORY	<i>Fame belongs to those who deserve it.</i>
D6	JUSTICE	<i>I'm reaping what I've sown.</i>
D6	LOVE	<i>I only want to be a proud father.</i>
D10	POWER	<i>Control can only be won with power.</i>
D8	TRUTH	<i>I'm going to find out, one way or another.</i>

RELATIONSHIPS

- ▼ CHLOE *knows too much* D8
- ▼ CLARK *holds all of the answers* D10
- ▼ JASON *is a devoted son* D6
- ▼ JONATHAN *is too stubborn for his own good* D8
- ▼ LANA *is no mere pawn in the game* D6
- ▼ LEX *is weaker than he looks* D12
- ▼ MARTHA *will protect those she loves* D8

ASSETS

BACKHANDED D6

- ▼ **Earn** a Plot Point for another Lead and **Increase** your ANGRY or INSECURE Stress pool against him.

BIG BROTHER D8

- ▼ **Add** a d6 to Trouble to **Reveal** that you have video or audio surveillance of a Lead or Feature.
- ▼ **Add** a d10 to Trouble to **Reroll** a die whenever secrets you know come into play.

CONNECTED D6

- ▼ **Spend** a Plot Point to **Gain** a d8 Relationship with a Feature for the rest of the scene.

EXTRATERRESTRIAL KNOWLEDGE D4

- ▼ **Earn** a Plot Point when you **Reveal** you know way too much about an alien culture.

FAMILY REPUTATION (LUTHORS) D10

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when your family reputation precedes you.
- ▼ **Add** a d6 to Trouble to **Reveal** you have access to someone who owes your family a favor, allowing you to buy your way out of a situation.

GUILTY D4

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when your guilt stymies or confuses you.

MANIPULATIVE D6

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you ask them to trust you, even if you don't mean it.

MASTERMIND D8

- ▼ **Add** a d6 to Trouble to **Reroll** a die when dealing with characters you have a history of manipulating.
- ▼ **Spend** a Plot Point to **Reveal** that you've planned for this eventuality and have the resources necessary for your plan.

WEALTHY D10

- ▼ **Spend** a Plot Point to **Reroll** one die in a Contest or Test swayed by money.
- ▼ **Spend** a Plot Point to **Reveal** that you own a large non-unique item such as a car, call center, or evil corporation as a d8 Useful Detail.

HANGOUTS & HANGERS-ON

- ▼ LUTHORCORP (*Finances, Resources*) 2D6
- ▼ VERITAS SOCIETY (*Contacts, Knowledge*) 2D6
- ▼ HIRED AGENTS (*Brawl, Sneaky*) 2D8

Game Time

If You've Just Joined Us

Introducing new Leads to the game can seem like a challenge when you've already put together such a nice Pathways map. But, whether it's a foreign exchange student who's suddenly become a part of the major story or someone's brassy cousin joining the gang, new Leads (and new players) are a fact of life. It's an opportunity to advance the story in new ways, give players someone else to flex their roleplaying muscles with, or inject some fresh drama into a campaign that's getting a touch stale.

SMALLVILLE: *The Watchtower Report* provides a number of excellent means for introducing new Leads, but perhaps the most direct and useful method is to have the new player go through the Pathways process, adding their various circles and diamonds to the map, just as the others did. The other players at the table can pitch in with ideas or suggestions, too.

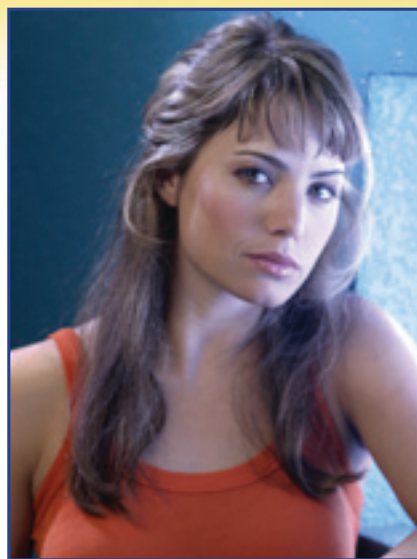
Once this is done, the other players draw lines on the map:

- between their Lead square and the new Lead's square
- from their Lead's square to one of the new circles or diamonds
- between any new circle or diamond and another circle or diamond on the map

Once everyone gets out their character sheets and adds in the new Relationships or Resources that come out of this, then you're ready to go!

Another good source of new Leads is upgrading a Hanger-on. The new Lead's previous existence as an Extra gives her an immediate connection to at least one of the other Leads. This is a good choice if that Lead seems a little out of the loop and could benefit from a new Lead who has a significant attachment to him.

Jason Teague's mother, Genevieve, fits the bill here. Her addition to the story adds interesting layers to Jason's Relationship with Lana, as well as giving Lionel more reason to care about what Jason is up to.



LOIS LANE

Lois only came to Smallville to track down her missing cousin, Chloe, but she stuck around when she realized she could make up her missing high school credits at Smallville High. Smart and sassy, and with a world of experience outside of the sheltered Midwestern angle most of her peers have, Lois quickly got into just as much trouble as her cousin. She took a stab at Metropolis University once her credits were made up, but that lasted no longer than her stint at Smallville High. Luckily, the Kents were very welcoming...or at least Martha and Jonathan were.

Gossip: So she was only at Smallville High for five minutes. Did anyone notice the good-looking gal who signed up for the *Torch*? It sure seemed as if Lois was making up for lost time. She's got a nose for trouble, that's for sure, but in this town that's a risky quality to have. Rumor has it her father's a general and her sister's a thief. Maybe it's a good thing she's still new to town.

VALUES

D8	DUTY	<i>I need to make the General proud.</i>
D4	GLORY	<i>I'm waiting in the wings.</i>
D6	JUSTICE	<i>Someone has to read the bad guys the riot act.</i>
D8	LOVE	<i>Family's a powerful motivator.</i>
D6	POWER	<i>So you're rich; what are you going to do with it?</i>
D10	TRUTH	<i>I need to get to the bottom of things.</i>

RELATIONSHIPS

- ▼ CHLOE is the one person I feel safe with D10
- ▼ CLARK is aggravating D8
- ▼ JONATHAN is an All-American Dad D6
- ▼ LANA has her own agenda D6
- ▼ LEX is a real piece of work D6
- ▼ MARTHA is an icon D8

ASSETS

ATTRACTIVE D6

- ▼ Earn a Plot Point when your looks draw you unwanted attention.

WELCOME TO
HIGH SCHOOL

HIGH SCHOOL
BEGINNINGS

CLIQUEs

TELLING
HIGH SCHOOL STORIES

PEOPLE

BACKHANDED D8

- ▼ **Earn** a Plot Point for another Lead and **Increase** your ANGRY or INSECURE Stress pool against him.
- ▼ **Spend** a Plot Point to **Decrease** another Lead or Feature's ANGRY or INSECURE Stress pool against you or another character.

FAST TALKER D4

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when you're caught in a lie or exaggeration.

IN OVER MY HEAD D8

- ▼ **Earn** a Plot Point and **Add** d6 to Trouble when you get into trouble over your head.
- ▼ **Add** a d6 to Trouble to **Increase** your INSECURE or ANGRY Stress pool against opponents who outclass or capture you.

KARATE D6

- ▼ **Spend** a Plot Point to **Reroll** a die when rolling your INJURED or EXHAUSTED Stress pool.

MILITARY BRAT D6

- ▼ **Earn** a Plot Point when you **Choose** to have your military knowledge get you in trouble.

PERSISTENT D8

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you get too pushy with someone you know you shouldn't.
- ▼ **Spend** a Plot Point to **Reroll** any die when you repeat a Test or Contest you've taken Stress from previously in the scene.

HANGOUTS & HANGERS-ON

- ▼ **THE GENERAL** (*Courage, Tenacity*) 2D8
- ▼ **KENT FARM** (*Comfort, Safe*) 2D6

Game Time

The Incomplete Relationship Map

In the default SMALLVILLE RPG spinoff campaign, every Lead has some Relationship with all of the others. This means that you end up with a nice, tightly integrated cast of characters who act as the hub of the greater social network of the game.

However, this may not always be true for high school games, especially those with strange outsider Leads who aren't even teenagers, like Lionel. While it's easy to imagine Martha having a connection to all of Clark's friends, Jason Teague's mother, Genevieve, never even met Clark in person. So if you want to make things more interesting during Pathways, you might have each Lead choose one Lead they have no Relationship with at all—they don't know of them, haven't met them, whatever. This lets the players establish those Relationships in play based on first impressions, just like meeting new Features.



MARTHA KENT

Martha Kent has been involved in her son's school life since he first showed up at elementary school, so no surprise that she's also active in the Parent/Teacher Organization. Chaperone at the Senior Prom? Of course. A hot meal for a stranger from out of town she barely knows? Definitely. Champion of fair play in Smallville? Absolutely. With her natural ability to summon up just the right calming word or reproachful glare, Martha Kent is the iconic Midwestern mom.

Martha wasn't born and raised in Smallville, but she made the choice to move here to get married and raise her family. This gives her a friendly outsider's perspective that differs markedly from, say, Lex and Lionel. She has a deep affection for the town, for the people in it, and for the institutions that represent it in the outside world. Above all, Martha's understanding of the world outside of rural Kansas makes her a good choice for a heart-to-heart about the struggles of country living...and why it's not really as bad as it could be.

Gossip: What's Martha going to do when her son graduates? What's in her future? Whatever it entails, she'll be right beside her husband, Jonathan. In an age of broken homes and dysfunctional families, it's sure nice to see that Martha's family shows no signs of spontaneous combustion or revealing skeletons in the closet, isn't it?

VALUES

D8	DUTY	<i>I'm a mother and a wife and I take both seriously.</i>
D4	GLORY	<i>Fame isn't necessary.</i>
D6	JUSTICE	<i>Doing what's right doesn't mean being weak.</i>
D10	LOVE	<i>Nothing is more important than my family.</i>
D6	POWER	<i>I won't accept that money can ever buy trust or happiness.</i>
D8	TRUTH	<i>Sometimes the hardest secrets to keep are someone else's.</i>

RELATIONSHIPS

- ▼ *I have the highest expectations for* CLARK D12
- ▼ *CHLOE can be trusted with our secrets* D8
- ▼ *JASON is a positive influence on my son* D6
- ▼ *JONATHAN has always been my rock* D12
- ▼ *LANA may be my son's only chance at true love* D8
- ▼ *LEX wants more than he can have* D6
- ▼ *LIONEL has reformed, but for how long?* D8
- ▼ *LOIS is such a nice young woman* D6

ASSETS

CONFIDENT D8

- ▼ **Earn** a Plot Point when you **Choose** to act first in a situation.
- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you Give In in a social Contest.

DOWN WITH THE KIDS D8

- ▼ **Earn** a Plot Point when you **Choose** to side with a kid in a conflict with an adult.
- ▼ **Spend** a Plot Point to **Reroll** a die when attempting to influence a kid.

EXTRATERRESTRIAL KNOWLEDGE D4

- ▼ **Earn** a Plot Point when you **Reveal** you know way too much about an alien culture.

LIKEABLE D8

- ▼ **Give** your opposition a d6 to **Reroll** a die in a LIKEABLE roll.
- ▼ **Earn** a Plot Point when you **Decrease** your own AFRAID or INSECURE Stress pool—you don't really mean to upset anyone!

NOT BORN YESTERDAY D8

- ▼ **Earn** a Plot Point when you **Choose** to buy a reasonable lie.
- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when confronted with a problem that defies normal common sense or logic.

TEAM PLAYER D12

- ▼ **Earn** a Plot Point when you **Choose** to follow instructions, stick to the game plan, or maintain strict discipline when it would benefit you more to do otherwise.
- ▼ **Spend** a Plot Point to allow another Lead or Feature to **Reroll** a die in a Test or Contest that you have Aided.
- ▼ **Spend** a Plot Point to **Recover** another Lead or Feature's AFRAID, EXHAUSTED, or INSECURE Stress with your support.

HANGOUTS & HANGERS-ON

- ▼ KENT FARM (*Friendly, Recovery*) 2D8
- ▼ THE TALON (*Resources, Socialize*) 2D6



PETE ROSS

The Ross family has been a part of Smallville's history since the 1870s. Pete Ross, the youngest of five kids, is the son of Judge Abigail Ross and former creamed corn giant Bill Ross. His siblings were all football stars and overachievers, but Pete always coasted along. Childhood best friend of Clark Kent and later a part of his inner circle, Pete's loyalty and fierce devotion to his buddies made up a big part of his life. He tried out for the football team and had some success with it, but after his parents divorced and he moved with his mom to Wichita, he left his Smallville Crows ambitions—and his friends—behind him.

Pete is a ladies' man—though whether he ever really has strong feelings for the girls he dates is up for debate. He's an excellent DJ and knows his way around the gym; the photography bug has also bitten him in the past. Pete's occasionally been in trouble, including getting caught up in street racing, or stricken from time to time with bizarre sicknesses or manic episodes, but his friends and family are eternally forgiving. How can you hold any sort of grudge against such a nice guy?

Gossip: Pete's got secrets. Big secrets. He knows a little about a lot of people, and a lot about a handful more. He had a crush on Chloe Sullivan for years without admitting to it, so if nothing else the power of his will is impressive. That, or he just knows how to keep his mouth shut. Why do people feel the need to share things with Pete Ross? Have these secrets been too much for him to bear? There's a good chance that's part of why he chose to move away from Smallville. Will he return from this self-imposed exile from his closest friends? That's something of a stretch.

VALUES

D10	DUTY	<i>You gotta stick by the promises that you make.</i>
D6	GLORY	<i>Rah rah, go me.</i>
D6	JUSTICE	<i>Sometimes the law ain't right.</i>
D8	LOVE	<i>Friends and family are where it's at.</i>
D4	POWER	<i>Are you kidding? Who needs it?</i>
D8	TRUTH	<i>I don't lie; I just avoid the answers.</i>

RELATIONSHIPS

- ▼ *I will always love* CHLOE D10
- ▼ *It's not easy being* CLARK's friend D10
- ▼ *LANA is a trouble magnet* D8
- ▼ *It all leads back to* LEX D8
- ▼ *I hate* LIONEL *for what he did to my family* D8
- ▼ *MARTHA & JONATHAN are good people* D8

ASSETS

ATHLETIC D6

- ▼ **Spend** a Plot Point to **Reroll** a die in any ATHLETIC roll.

FAMILY REPUTATION (ROSSES) D4

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when your family reputation precedes you.

GUILTY D8

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when your guilt stymies or confuses you.
- ▼ **Spend** a Plot Point to **Reroll** a die on any roll when trying to make amends.

INVESTIGATOR D6

- ▼ **Earn** a Plot Point when you **Choose** to spend a scene investigating instead of taking immediate action.

LICENSE TO DRIVE D6

- ▼ **Spend** a Plot Point to **Reveal** that you have access to a vehicle that (pick two) is big enough to fit everyone in your group, is located nearby, and has a full tank. Use it as a d8 Useful Detail for the rest of the scene.

LIKEABLE D6

- ▼ **Give** your opposition a d6 to **Reroll** a die in a LIKEABLE roll.

RIGHT PLACE, RIGHT TIME D10

- ▼ **Earn** a Plot Point and **Give** your opposition a d6 when somebody confronts you about your presence somewhere off-limits, secret, or prohibited.
- ▼ **Add** a d6 to Trouble to join a scene you weren't in.

SHAMELESS FLIRT D4

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you flirt with someone you know you shouldn't.

TEAM PLAYER D10

- ▼ **Earn** a Plot Point when you **Choose** to follow instructions, stick to the game plan, or maintain strict discipline when it would benefit you more to do otherwise.
- ▼ **Spend** a Plot Point to allow another Lead or Feature to **Reroll** a die in a Test or Contest that you have Aided.

WEIRDAR D8

- ▼ **Earn** a Plot Point when you **Choose** to ignore any logical explanation.
- ▼ **Add** a d6 to Trouble to **Reroll** any die in a WEIRDAR roll.

HANGOUTS & HANGERS-ON

- ▼ JUDGE ABIGAIL ROSS (*Law, Recover*) 2D8
- ▼ SMALLVILLE CROWS (*Brawl, Publicity*) 2D6
- ▼ SMALLVILLE TORCH (*Research, Rumors*) 2D6

Whitney Fordman

It's tough being popular. In the case of high school football hero Whitney Fordman, being popular was the only way to feel tough. Coming from a middle class family with an abusive dad, Whitney took every chance to secure a future outside of Smallville and avoid being stuck in a small town all of his life, like his parents. He proved to be a star athlete, which made him a hit with the girls and with the jocks, and this led to dating one of the prettiest girls in school: Lana Lang. It also meant Whitney was responsible for more than his fair share of bullying and pranking other kids, but he'd usually make amends when he saw how miserable his victims were. Popular, yes, but not clueless.

Whitney's father eventually died of heart disease and left his son a collection of medals earned in service during the Vietnam Conflict. This, combined with losing his football scholarship, deeply affected Whitney. He chose to forego any future as an athlete and instead joined the Marine Corps. He left Lana behind in Clark's care and escaped Smallville just as he always wanted to do. He died in Indonesia, saving the life of a fellow marine.

Gossip: Reports of Whitney returning from foreign lands alive are certainly false, but as yet unexplained. Was it a doppelganger? Some kind of meteor freak? Hallucinations? If Whitney were still alive somehow, would he be a bitter and twisted version of himself, or has he somehow made peace with his teenage years and moved on in anonymity somewhere in South-East Asia? Sadly, it's possible that Whitney's greatest achievement was in forcing Clark Kent to realize that sacrifice is often the choice we must all make, even if it means that the sacrifice is you.

Note: Contrast this version of Whitney with the version in **Cliques** on page 26. This writeup focuses more on Whitney's progression toward being a selfless young man than a football jock, but many of the elements are still the same.

VALUES

D8	DUTY	<i>I need to do what's right for my country.</i>
D10	GLORY	<i>I'm going to be a star and get out of here.</i>
D6	JUSTICE	<i>I'm not sure anything's truly fair.</i>
D4	LOVE	<i>I don't know what I'm doing.</i>
D8	POWER	<i>If you've got the influence, use it.</i>
D6	TRUTH	<i>Everyone knows more than I do.</i>

RELATIONSHIPS

- ▼ CHLOE *is a snoop* D6
- ▼ *Why is* CLARK *always around?* D10
- ▼ *LANA is the girl of my dreams* D10
- ▼ *LEX is a generous sort of guy* D6
- ▼ *PETE's got the makings of a great ball player* D6

ASSETS

ATHLETIC D10

- ▼ **Spend** a Plot Point to **Reroll** a die in any ATHLETIC roll.
- ▼ **Earn** a Plot Point when you **Choose** to use brute force instead of finesse.

ATTRACTIVE D4

- ▼ **Earn** a Plot Point when your looks draw unwanted attention.

IN OVER MY HEAD D8

- ▼ **Earn** a Plot Point and **Add** d6 to Trouble when you get into trouble over your head.
- ▼ **Add** a d6 to Trouble to **Increase** your INSECURE or ANGRY Stress pool against opponents who outclass or capture you.

ON A MISSION D6

- ▼ **Earn** a Plot Point and **Add** a d6 to Trouble when you foolishly pursue your mission despite the risk.

POPULAR D10

- ▼ **Earn** a Plot Point when you **Choose** to be distracted by your own fame.
- ▼ **Spend** a Plot Point to **Reroll** a die in a Test or Contest involving people who aren't already your fans.

SOLDIER D6

- ▼ **Earn** a Plot Point when you **Choose** to follow orders, stick to protocol, or maintain strict discipline when it would benefit you more to do otherwise.

HANGOUTS & HANGERS-ON

- ▼ FOOTBALL FIELD (*Competitive, Crowded*) 2D6
- ▼ HARDWARE STORE (*Family, Restore*) 2D10
- ▼ SMALLVILLE CROWS (*Publicity, Socialize*) 2D10
- ▼ UNITED STATES MARINE CORPS (*Inspire, Tactics*) 2D6

Example Hangers-on

The Extras in the SMALLVILLE RPG (see page 119) are perfect for most spinoffs; but for a high school story, you might want a more thematic lineup. Hangers-on to the rescue!

In addition to the many Hangers-on listed in the Feature and Clique writeups, this section provides dozens of examples you can mine for ideas. You can easily whip together a quick episode plan by taking a Hanger-on and getting him into major trouble (grab your d10s and check out the Situation Generator on page 81 for tons of ideas). The Leads can take it from there.

The Hangers-on entries are in the following format:

TYPE OF HANGER-ON

A short description of the Hanger-on.

Specialties: These are suggested attributes that may offer dice when Aiding a Lead or Feature, or adding to the Trouble pool in a Test. Specialties are intentionally vague and open to interpretation, rather than being strict limiters. Choose two from the list or make up your own.

ADMINISTRATIVE ASSISTANT

She has control over the main schedule and knows what's going on anywhere in the school. You need her on your side to gain access to, well, pretty much everything and everyone. She could be cute as a button or blend completely into the background, ignored by everyone until it's too late.

Specialties: *Access, Information, Red Tape, Technology*

ADVISOR/COACH/MENTOR

Whatever the title, this adult is on your side and willing to help you succeed—whether it's through a sympathetic ear, an encouraging word, or a kick in the pants. Sometimes, today's mentor is yesterday's arch-enemy or tomorrow's inspirational memory.

Specialties: *Inspiration, Restoration, Training, Unflappable*

BOOSTER CLUB

It's good to have wealthy and motivated people on your side. Whether you need new equipment, access to important people, or something else (as long as it'll help the team win) the BOOSTER CLUB will go to bat for you.

Specialties: *Contacts, Inspiration, Resources, Rumors*

CAFETERIA WORKER

The terrifying old maid in the plastic cap serving up spoonfuls of mystery meat and growling at the kids is an awful stereotype. Today's CAFETERIA WORKER has to be an expert on hygiene and food prep standards, a spokesperson for healthy nutrition, and savvy enough to work with payment systems connected to student accounts. That said, they can't all be paragons of virtue.

Specialties: *Crowd Control, Intimidation, Resources, Restoration*

CUSTODIAN

He's the eyes and ears of the school. He has keys to every door and has a reason to be anywhere he wants to be. He might be seen with a scrawny cat and a sneer, but the CUSTODIAN may also be a lone champion of security in a dark world of juvenile delinquency.

Specialties: *Access, Information, Security, Surveillance*

FOREIGN EXCHANGE STUDENT

She's the shy girl with the funny accent, or the hot guy with the cosmopolitan charm. The FOREIGN EXCHANGE STUDENT's big draw is that window into another world, whether it's a far-off land with an unpronounceable name or just Canada. A little gullibility, a desire to fit in, and an incomplete knowledge of your school's social conventions can make the FOREIGN EXCHANGE STUDENT the perfect dupe or perhaps the one who can tell you just how silly you're all being—especially since he's leaving the country at the end of the semester.

Specialties: *Attractive, Information, Perspective, Weird*

FRIEND WITH A CAR

It's such a drag to beg Mom and Dad for a ride. A FRIEND WITH A CAR is an incredible taste of freedom. Make sure you don't leave anything important (or incriminating) in the back seat, because who knows who'll be in the car after you?

Specialties: *Access, Socialize, Technology, Transportation*

FRIEND WITH AN ID

Too young to get what you need? No problem. A FRIEND WITH AN ID (legit or not) can help you out. Want one of your own? Wait in line, buddy.

Specialties: *Access, Contraband, Red Tape, Resources*

GOON

GOONS can beat people up, intimidate people into cooperating, and generally help you out with all the stuff that might get your hands dirty. They're completely loyal...until someone else offers them a better deal or the authorities show up.

Specialties: *Brawl, Crowd Control, Intimidation, Violence*

THE GOSSIP

Whenever you need the latest rumors about anything, she's the one you go to. Maybe her information isn't completely accurate, but she definitely knows what everyone's saying. But don't quote her in your school paper. Well, not unless you make sure you spell her name right.

Specialties: *Information, Publicity, Rumors, Slander*

HACKER

Need to change that bad grade? Gain access to restricted files? Send out a nasty email in someone else's name? Steal the answers to the quiz? The HACKER is your key for those and other electronic escapades.

Specialties: *Access, Cheating, Information, Slander*

HALL PASS GENERATOR

Maybe she doesn't quite keep track of her hall passes or perhaps she'll unquestioningly write passes for anyone who asks—even better, she'll sign blank ones without caring who uses them to go where. If your presence someplace needs to have a veneer of legitimacy, she's the one you go to.

Specialties: *Access, Distraction, Intimidation, Red Tape*

THE "I'M OUTTA HERE" TEACHER

With the chip on his shoulder growing at the same rate his budget is shrinking, this teacher knows this is his last year. Maybe he's retiring or maybe he just can't stand another year at this school, but with his cards already on the table, he'll say and do things other teachers wouldn't dare. If your values, passions, or goals align with his, he may be willing to take some risks for your cause.

Specialties: *Distraction, Excuse, Inspiration, Knowledge*

THE IT GUY

Your computer doesn't work? You need your equipment upgraded? Your password won't let you in to anything? THE IT GUY is the person you need.

Specialties: *Fixed, Resources, Technobabble, Technology*

LIBRARIAN

Obsessed with quiet and the Dewey Decimal System, the LIBRARIAN's no slouch when it comes to hi-tech info gathering and research. Because she sees a cross-section of student life and gets called on to be a substitute all the time, she knows almost everyone by name and she knows what they're reading and researching.

Specialties: *Information, Knowledge, Lore, Research*

MOM AND DAD

No one loves you quite like MOM AND DAD. If you need money for that thing, a ride to the big game, an excuse to get out of class, or a shoulder to cry on, your parents will come through for you.

Specialties: *Excuse, Resources, Restoration, Transportation*

NERD WITH FREE TIME

You've got a busy schedule. After-school activities are seriously cramping your homework time. What's the solution? You need a NERD WITH FREE TIME. Sometimes they charge a fee, other times it's all just to get in your good books. And maybe you've given them some "encouragement" in the past. Whatever the reason, they've got your Calc or Trig homework in the bag.

Specialties: *Cheating, Information, Knowledge, Technobabble*

PRINCIPAL

Whether you're a student, teacher, or parent, it's always helpful to have the PRINCIPAL on your side. He'll give you the benefit of the doubt, override a judgment against you, and generally ease your way through the school.

Specialties: *Excuse, Protection, Publicity, Red Tape*

PTO

The PARENT/TEACHER ORGANIZATION, or PTO, is your go-to group for achieving anything on a quasi-political scale at high school. Raising money's their big priority. If you have the PTO on your side, you're one step closer to a new gymnasium, recognition for your favorite English teacher, or bringing in a foreign exchange student from Themyscira.

Specialties: *Contacts, Publicity, Red Tape, Resources*

SCHOLARSHIP SEEKER

Who cares about knowledge and experience? For the SCHOLARSHIP SEEKER, it's all about getting the grades, test scores, and extracurriculars that will make her look good on paper. While she'll turn on you in a heartbeat if you threaten her position at the top of the class rankings, it's easy to get her help with something if you convince her it'll look good on a scholarship application.

She's also a great source of information about anything even vaguely related to college applications and scholarships. She has several college recruiters on her contacts list.

Specialties: *Contacts, Driven, Knowledge, Research*

SCHOOL COUNSELOR

As long as you can cry on cue, the SCHOOL COUNSELOR will get you out of anything. Big test you forgot to study for? Have an anxiety attack and spend the period "resting" in the counselor's office. Need to get out of gym class or avoid the cafeteria? Explain your "fears" and get excused. Of course, this is also a good place to go when you really are hurting.

Specialties: *Comfort, Excuse, Restoration, Therapy*

SIBLING

Blood is thicker than water, and whether this is your kid sister or older brother, having them around is a plus rather than a minus. Maybe they're completely impossible at home, but at school they're there to show you the ropes, beat up that kid who gives you trouble, introduce you to that cute older boy, and even pull the wool over the eyes of your enemies. If you're a parent or teacher, then your SIBLING might be someone of influence in the community.

And if they're your twin, then the possibilities are endless.

Specialties: *Distraction, Excuse, Family, Restoration*



STUDENT AIDE

Some places are simply off-limits to students—except for the STUDENT AIDE who helps out in the office. He has access to student files, official forms, and possibly even master keys or office gossip. Give him some time and he can dig up all kinds of dirt on your high school enemies, or sweep that dirt under the rug when it's your file he's swiped.

Specialties: *Access, Distraction, Favors, Information*

SUBJECT OF MY AFFECTION

So maybe he likes you a whole lot more than you like him. But you know he'll always be there to do you a favor or speak up for you or whatever you need. His actual talents will vary, but he's bound to have something of value.

Specialties: *Devotion, Favors, Protection, Restoration*

SUBSTITUTE KILLER

He might be an angel when your regular teacher is there—but he can do in a substitute in 30 seconds or less. This amazing skill can get you out of quizzes, create distractions, and maybe even get you out of class.

Specialties: *Cheating, Distraction, Excuse, Unflappable*

TEACHER

This teacher's taken a shine to you, or perhaps he owes you big time for something you did. Either way, you'll have a much easier time in his class and probably get away with anything. The trick is not to let the other teachers know, or your pet teacher will get relocated to another school...or worse.

Specialties: *Cheating, Distraction, Knowledge, Protection*

TEACHER'S PET

If you don't want the paper trail to lead back to you, it's often better to have the teacher's favorite student pulling strings for you. This kid's sometimes obnoxious, sometimes annoying, but always helpful to know. And if you happen to be a teacher, the Teacher's Pet is your dependable go-to guy, even if the other kids think he's a suck-up.

Specialties: *Access, Cheating, Distraction, Rumors*

TOADY

Not somebody who does your homework, not even somebody who fights for your honor, the TOADY is the kid with whom you have a special arrangement: he's a gopher, a sycophant, or a patsy. He's your fall guy when you need someone to take the heat; but for some reason he never ceases to amaze you with his loyalty. He might idolize you or owe you big-time, but chances are this debt won't be repaid until you graduate.

Specialties: *Distraction, Inspiration, Scapegoat, Workhorse*

CLIQUE

While it might be hard to navigate the social mazes of all the Cliques in high school, at least you'll easily be able to find their writeups in the *SMALLVILLE High School Yearbook*.

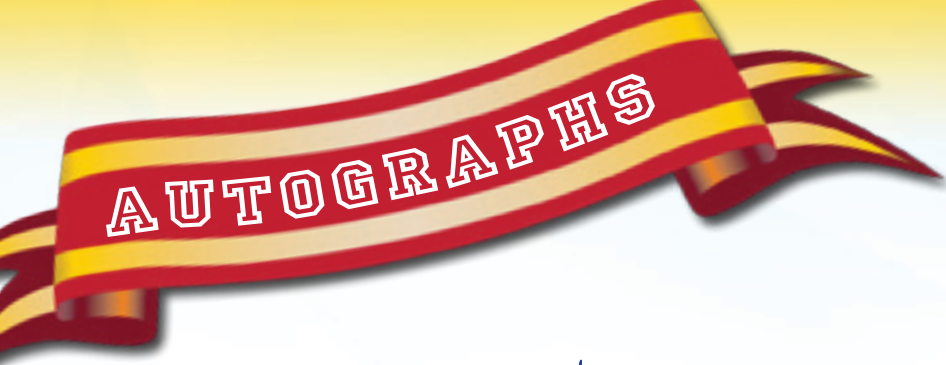
CLIQUE	SECTION	PAGE
Administration	Academics	Page 36
Boosters	Sports	Page 74
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Coaches	Sports	Page 69
Crows Football Team	The New Clique Rules	Page 24
Debate	Clubs, Groups, & Activities	Page 60
Drama Club	Clubs, Groups, & Activities	Page 45
Fine Arts Department	Academics	Page 33
Football Team	Sports	Page 66
Gaming Club	Clubs, Groups, & Activities	Page 47
Gearheads	Clubs, Groups, & Activities	Page 55
Honor Society	Clubs, Groups, & Activities	Page 48
Language Arts Department	Academics	Page 27
Marching Band	Clubs, Groups, & Activities	Page 44
Math Club	Clubs, Groups, & Activities	Page 49
Math Department	Academics	Page 30
Metalheads	Clubs, Groups, & Activities	Page 53
Misfits	Clubs, Groups, & Activities	Page 54
Newspaper	Clubs, Groups, & Activities	Page 57
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Popular Kids	Clubs, Groups, & Activities	Page 41
Robotics Team	Clubs, Groups, & Activities	Page 50
School Athletes	Sports	Page 71
Science Department	Academics	Page 32
Slackerletes	Clubs, Groups, & Activities	Page 56
Social Sciences Department	Academics	Page 31
Stoners	Clubs, Groups, & Activities	Page 51
Student Government	Clubs, Groups, & Activities	Page 42
Support Staff	Academics	Page 37
Technical Departments	Academics	Page 34
Yearbook	Clubs, Groups, & Activities	Page 59

DISTINCTIONS

Wondering where exactly to find a specific Distinction? This handy list can help you out. Award and Heritage Distinctions are marked with (A) and (H) respectively.

DISTINCTION	BOOK	PAGE
Agile	SMALLVILLE <i>Roleplaying Game</i>	Page 92
Almeracan Noble Heritage (H)	SMALLVILLE <i>Roleplaying Game</i>	Page 99
Athletic	SMALLVILLE <i>Roleplaying Game</i>	Page 92
Atlantean Heritage (H)	SMALLVILLE <i>Roleplaying Game</i>	Page 99
Attractive	SMALLVILLE <i>Roleplaying Game</i>	Page 92
Backhanded	SMALLVILLE <i>Roleplaying Game</i>	Page 92
Best Body (A)	SMALLVILLE <i>High School Yearbook</i>	Page 16
Best Coach (A)	SMALLVILLE <i>High School Yearbook</i>	Page 16
Best Smile (A)	SMALLVILLE <i>High School Yearbook</i>	Page 16
Best Sport (A)	SMALLVILLE <i>High School Yearbook</i>	Page 16
Big Brother/Big Sister	SMALLVILLE <i>Roleplaying Game</i>	Page 92
Big-Hearted	SMALLVILLE <i>Roleplaying Game</i>	Page 92
Book Worm	SMALLVILLE <i>High School Yearbook</i>	Page 14
Class Clown (A)	SMALLVILLE <i>High School Yearbook</i>	Page 16
Clever	SMALLVILLE <i>Roleplaying Game</i>	Page 92
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Cutest Couple (A)	SMALLVILLE <i>High School Yearbook</i>	Page 17
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Kryptonian Heritage (H)	SMALLVILLE <i>Roleplaying Game</i>	Page 100
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Manipulative	SMALLVILLE <i>Roleplaying Game</i>	Page 95
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Martial Artist	SMALLVILLE <i>Roleplaying Game</i>	Page 95
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Most Likely To Go To Jail (A)	SMALLVILLE <i>High School Yearbook</i>	Page 17
Most Likely To Succeed (A)	SMALLVILLE <i>High School Yearbook</i>	Page 18
Most School Spirit (A)	SMALLVILLE <i>High School Yearbook</i>	Page 18
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Willful	SMALLVILLE <i>Roleplaying Game</i>	Page 98



Stay Cool!
-Pete Ross

Best Wishes!
-Chloe

Good luck!
-Lana

Go Crows!
-Whitney

Clark Kent

My Name Is:

Also Known As:

I'm Played By:

VALUES

	Die Rating	Value Statement
Duty		
Glory		
Justice		
Love		
Power		
Truth		

RELATIONSHIPS

Name	Die Rating	Relationship Statement

ASSETS






	Die Rating	Triggers & Special Effects

HANGERS ON

HANGOUTS

STRESS

Use check marks to indicate the current die rating of each Stress Trait.

						
Afraid	d4	d6	d8	d10	d12	
Angry	d4	d6	d8	d10	d12	
Exhausted	d4	d6	d8	d10	d12	
Insecure	d4	d6	d8	d10	d12	
Injured	d4	d6	d8	d10	d12	

PATHWAYS

Origin		
Youth		
Attitude		
Path		

BACKGROUND NOTES

LIFE-CHANGING EVENT

Priority		
Modus		
Motivation		
Identity		

LEAD AND FEATURE NOTES

DAILY SCHEDULE

GROWTH POOL

SMALLVILLE

ROLEPLAYING GAME

HIGH SCHOOL YEARBOOK

THE KIDS ARE ALL RIGHT

Being a teenager is never easy, and it's even worse if you're from another planet or you're some kind of meteor freak! This sourcebook for the **SMALLVILLE Roleplaying Game** takes you back to high school, exploring the early seasons of the hit TV show on the CW Network and presenting expanded rules for teenage drama with a kryptonite twist. From high school cliques to a handy random situation generator, the **SMALLVILLE High School Yearbook** keeps you copacetic with your BFFs...or whatever the kids are calling it these days.

Go Crows!

Yearbook Staff: Tiara Lynn Agresta, Cam Banks, Sally Christensen, Brian Thomas Clements, Annie Young Frisbie, Jeremy Keller, Brad McMillan, Roberta Olson, Jesse Scoble, Amanda Valentine, and Filamena Young



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