

MIND OVER ALMA MATER

THE PSIONICS SUPPLEMENT
FOR WANDERING MONSTERS
HIGH SCHOOL

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INTRODUCTION

Nothing spices up a fantasy roleplaying game like new rules for psionics! And thus, Mind Over Alma Mater, the supplement which introduces psionics to Wandering Monsters High School.

If you're not familiar with WMHS, you can download the latest version from <http://www.idyllmtn.com/~kynn/WMHS-sdcc.pdf> -- the San Diego Comic Con version, which includes errata updates from the original version of WMHS. Wandering Monsters High School was written in 24 hours as part of the 24 Hour RPG Challenge.

NEW GIFTS AND TALENTS

The following gifts and talents can be taken by students who pay the appropriate number of student points.

Null Mind

Cost: 3 student points

Bonus: You can't be affected by any psionic powers. On the other hand, you can't take the Psionically Gifted gift either.

Psionically Gifted

Cost: 1 student point

Bonus: You have an inborn ability to use the power of your mind to affect the world around you. You may be a member of a psionic race, or you could just be a fluke of nature. In any case, you can easily pass the Psychic Aptitude Test and take classes which require psionics as a prerequisite.

Very Psionically Gifted

Cost: 2 student points

Bonus: All the benefits of Psionically Gifted (including the ability to enroll in classes with a psionic prerequisite), plus choose one psionic power, and you can do that once per day regardless of class enrollment. If you spend another point, you can choose an additional power you can use once a day, and you can keep spending student points like this until you run out, if you want.

NEW SPECIAL NEEDS

The following special need can be taken by any WMHS student to grant additional student points.

Open Minded

Cost: You gain 1 student point

Penalty: You're really easy to read or control using psionics. Your relevant resistance grade is reduced by one full letter grade (3 steps) when someone uses psionic powers against you.

NEW CLASSES

This term, WMHS is offering new courses taught by Ohm Klepp, the newly hired psionics teacher.

FITNESS CLASSES

Sound Mind, Sound Body

Prerequisites: Fitness B-

Difficulty: Tricky

Bonus: You can make a Fitness check to throw off the effects of psionic powers; you have to beat a difficulty of Tricky.

Meditation is the key to enlightenment.

Granted, it's not a very active class, with the instructor and the students sitting around in silence for an hour. But hey, it's a way to pass the time, right?

OCCULT CLASSES

Basic Domination

Prerequisites: Occult B+, Psionically Gifted

Difficulty: Hard

Bonus: You can use the Control Someone psionic power once per day.

This class teaches you how to impose your desires on others through force of will. Your ability to cloud the minds of others only applies to your fellow students, and won't work on teachers or other high school staff.

Remote Viewing

Prerequisites: Occult C+, Psionically Gifted

Difficulty: Easy

Bonus: You can use either the Locate Something psionic power or the Spy On Someone psionic power once per day.

In this class, you're taught to reach out with your mind and do incredible acts of extra-sensory perception, such as finding your lost keys.

SCHOLASTICS CLASSES

History of the Mind

Prerequisites: None

Difficulty: Easy

Bonus: You can make a Scholastics check to recognize when someone (including yourself) is being affected by psionic powers.

This course provides young monsters with an introduction to the philosophy and principles of psionics, plus some practical information, such as "How To Know When You're Being Mind Controlled."

VOCATIONAL CLASSES

Practical Psychokinetics

Prerequisites: Occult B-, Psionically Gifted

Difficulty: Tricky

Bonus: You can use either the Move Stuff Around psionic power or Float In Midair psionic power once per day. You gain a +2 bonus on using the Move Stuff Around psionic power for fine manipulation, like writing your name with a telekinetically controlled pen. This is an applied psionics class, where you use the power of your mind to move things around.

PSIONIC POWERS

In order to use these powers, you need to be Psionically Gifted, and be enrolled in a psionic class. You need to make a check against your Occult grade, beating the listed difficulty, in order to activate the power. Each power can be used successfully once per day; if you try to use a power but fail to succeed on the activation check, you can simply try again later.

Control Someone

Type: Psionic

Difficulty: Average

Effect: You briefly make someone do what you want them to do -- a single action, or state a short sentence. They can resist this with an Occult check that beats your Occult check to activate the power. You need to see the person you're controlling. This doesn't work on teachers or other school staff.

Float In Midair

Type: Psionic

Difficulty: Easy

Effect: You float off the ground a few feet, from now until the end of the period. You can't really go any higher than two feet off the ground, but for the rest of the hour you're immune to falling damage.

Locate Something

Type: Psionic

Difficulty: Average

On a successful Occult check, you locate whatever object you were looking for, if it's in the same room as you or any immediately adjacent rooms (or hallway). You need to name the specific object, such as "the key to my room" or "the missing slamball." If it's not in the area, you won't find it.

NEW INSTRUCTOR

Move Stuff Around

Type: Psionic

Difficulty: Average

You can make something that weighs up to 5 pounds float around slowly. You can't use it for any sort of effective attack against someone else, but you could probably break something fragile if you moved it off into midair and then dropped it. This lasts until the end of the period, or until you get bored moving that one object around. If you try to take something away from someone else, she can resist with a Fitness check against your Occult grade. Any fine motor control is done using your Vocational grade instead of your Occult grade on the relevant check.

Spy On Someone

Type: Psionic

Difficulty: Average

You can tune in on what someone else is doing, using clairvoyance and clairaudience to figure out what they're up to. This lasts for just a few seconds, but you may hear some juicy gossip or otherwise find out things that you weren't meant to know. The range is anywhere in the school grounds. This doesn't work on teachers or other school staff.

NEW EXTRA-CURRICULAR ACTIVITY

Extra Special People

Prerequisite: Psionically Gifted or Telepathy

Cost: 1 student point

Bonus: This is an afterschool club for psionic students. You meet regularly with the other ESPers to discuss your natural superiority to all other minds; this gives you a +1 bonus on Occult checks to activate your psionic powers.

The newest teacher hired by WHMS isn't really all that keen on being there, but he's had a number of personal failures in his life, including a recent divorce, and nobody else would hire him.

OHM KLEPP

Race: Phrenic Scourge

Courses Taught: History of the Mind, Sound Mind Sound Body, Basic Domination, Remote Viewing, Practical Psychokinetics

Grade Equivalents: Citizenship: B-, Fitness: A-, Hygiene: B+, Occult: A+, Scholastics: A+, Vocational: A-

Gifts and Talents: Energy Drain, Natural Weaponry, Night Vision (total darkness), Telepathy, Tentacles, Very Psionically Gifted

Special Needs: Non-Humanoid

Extra-Curricular Activities: Advisor for the Extra Special People club.

Psionic Powers: Unlimited use of Control Someone, Float In Midair, Locate Something, Move Stuff Around, Spy On Someone, and any other things the Headmaster wishes him to do be able to do.

Mr. Klepp is a mass of writhing tentacles that walks like a man. Even with phenomenal psychic powers at his command and an innate aura of creepy that oozes from his robed form, he still comes across as a bit of a putz, even to his students. Were he not an awful tentacle beast wrapped in cloth, he'd likely be an overweight, balding middle aged teacher who is already bored with his students but unable to find gainful employ doing anything else, like eating brains. He sighs a lot.

SAMPLE CHARACTERS

The Headmaster can use these students as non-player characters in a Wandering Monsters High School game, or with the Headmaster's permission, players can choose to take on the challenging roles of Mason or Yuukah!

MASON CRANIUM

Race: Brain in a Jar

Year: Junior

Grades: Citizenship: B-, Fitness: D, Hygiene: C+, Occult: A, Scholastics: A, Vocational: B-

Class Schedule: Physical Education, Basic Domination, Practical Psychokinesis, Common Tongue, Modern History, Metal Shop

Gifts and Talents: Flight, Perfect Recall, Psionically Gifted, Telepathy

Special Needs: Non-Humanoid, Small-Bodied, Unlucky

Extra-Curricular Activities: Extra Special People, Young Overlords

Student Goals: Create (or steal) an animated metal body to use instead of floating around in a jar all day; find someone who actually appreciates his awful poetry.

Mason's father is a powerful wizard and benefactor of the school, whose son happens to be a brain in a large glass jar. Mason isn't really all that bitter; he's more bothered by being a frustrated would-be beatnik whose poetic stylings are vastly unappreciated by the general public. To please his dad, he joined Young Overlords, which at least got him a minion -- Yuukah the girallon.

YUUKAH

Race: Girallon

Year: Freshman

Grades: Citizenship: B-, Fitness: A, Hygiene: B, Occult: C+, Scholastics: C, Vocational: B+

Class Schedule: Physical Education, Health and Wellness, Common Tongue, Basic Assassination, Basic Study Skills, Poisons and Antidotes

Gifts and Talents: Null Mind, Really Strong

Special Needs: Large-Bodied, Visually Impaired

Extra-Curricular Activities: Henchmen, Hirelings, Handymen, and Housekeepers

Yuukah is a large white ape with four arms, who can't see all that well. He squints a lot. He joined HHHH to follow in his family tradition of being thuggish cohorts to evil overlords, and met Mason at a joint HHHH/YO drinking party. Mason discovered that Yuukah is oddly immune to psionics, making the ape one of the few people who Mason can't mentally control. Thing is, he doesn't need to - Yuukah finds Mason fun to be around (although he even he doesn't like the brain's poetry) and serves willingly. Yuukah's goal is to be an assassin when he graduates, but unfortunately his pure white fur makes him stand out when trying to hide in shadows anywhere except the arctic circle.