

# THE OFFICIAL GUIDE TO COVENTRY SCHOOL FOR GIRLS



**A SUPPLEMENT FOR WITCH-GIRLS ADVENTURES™**

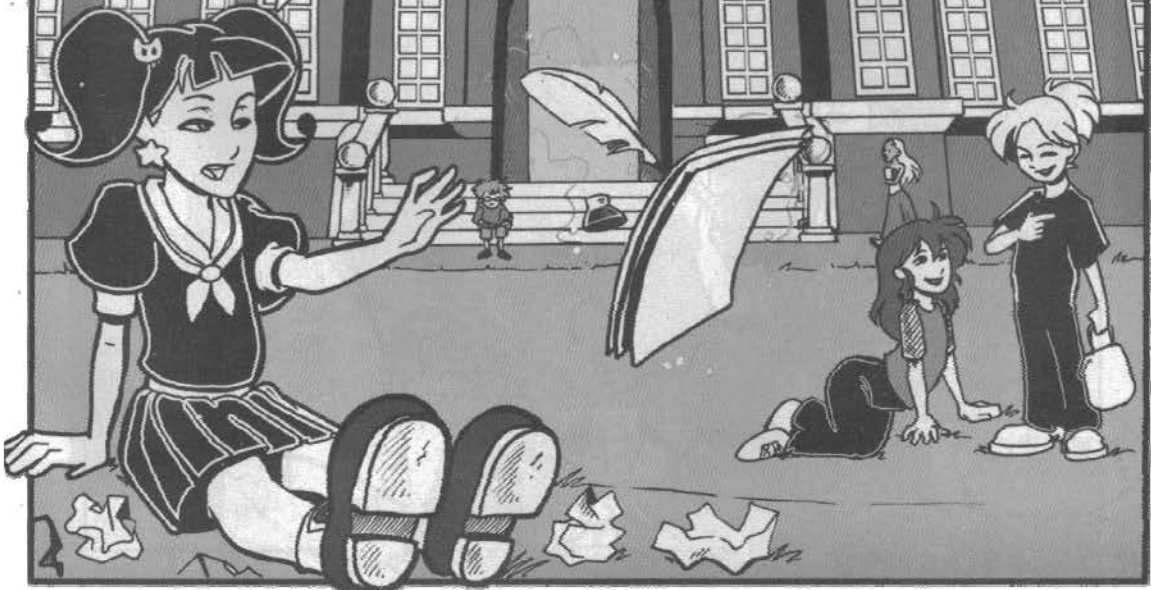
HARRIS • KRAJENBRINK • DURAN • SOTO



Coventry School for Girls. A unique school for very unique girls. Over 1000 years old, it is the most prestigious school for sorceresses in any reality. With a student body of over 400 magically blessed young ladies, it boasts some of the most potentially powerful beings in the universe.

And for today one of the most frustrated beings in the universe.

HOMWORK ASSIGNMENT, MR. SHAKESPEARE'S INATES GRAMMAR, MY LIFE STORY BY JANETTE DEVILLE, MY LIFE STORY IS SO BORING, I HATE THIS STUPID ASSIGNMENT AND I WISH I HAD TAKEN HERMETIC BOTANY INSTEAD OF THIS STUPID CLASS!







IT WAS A DARK AND STORMY NIGHT.

THAT'S A TAD CLICHÉ.

YEAH, BUT IT'S THE TRUTH. IT WAS A DARK AND STORMY NIGHT.

FAIR ENOUGH.

I WAS SIX YEARS OLD AND LIVING IN SALEM. MY BROTHER CHARLES, WHO WAS FIVE YEARS OLDER, HAD DECIDED THAT IT WAS TIME FOR MY WEEKLY TORTURE... THIS USUALLY CONSISTED OF HIM HOLDING ME UP BY MY PIGTAILS UNTIL I CRIED MYSELF SILLY.



I WAS HIDING FROM HIM IN THE ATTIC, WHEN SOMETHING HAPPENED...



SEEING WHAT I SAW THAT DAY ALMOST CONVINCED ME HE WAS RIGHT.

I COULD ALWAYS SEE THINGS OTHERS COULDN'T. CHARLES HAD TOLD ME I WAS CRAZY AND THAT I WAS GOING TO END UP IN SOME MENTAL WARD.



ARE YOU REAL?

YES, I AM.



WHAT'S YOUR NAME?

IT'S NOT NICE TO ASK A FAIRY THEIR NAME. YOUNG MISS, NAMES HAVE POWER.

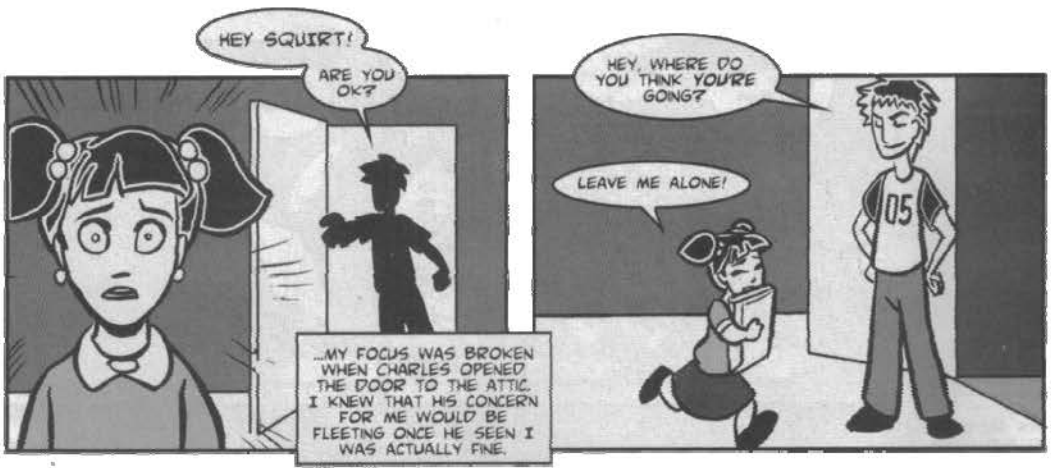


WHAT DOES THAT MEAN?

...AND YOUR NAME IS YOUR DESTINY.







WHAT HAPPENED NEXT WAS FAR MORE AMAZING THAN I EVER IMAGINED...

WHAT'S THE MATTER SQUIRT, TOO HIGH FOR YOU??

CHARLES, THIS ISN'T FUNNY!

YES IT IS!

?!?

...I REALLY WANTED THE BOOK, BUT HIS HANDS WERE TOO HIGH UP. THE ONLY WAY I COULD REACH THE BOOK WAS IF I COULD FLY. AND FLY I DID.



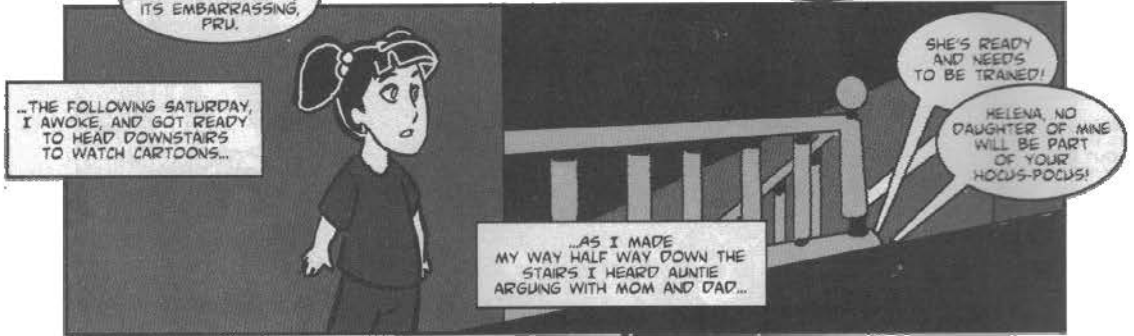
...QUICKLY I LOCKED THE DOOR TO MY ROOM AFTER CATCHING MY BREATH AND MAKING SURE I HEARD NO ONE OUTSIDE, I FOUND THE COURAGE TO TRY TO OPEN THE BOOK...

HUFF!  
HUFF!

FLIP  
FLIP

...SLOWLY I OPENED IT AND FLIPPED THROUGH THE PAGES, KNOWING THAT WHAT I SAW AND WHAT I HAD DONE WAS SOMETHING UNIQUE AND AMAZING, EVEN AT THE AGE OF SIX, I COULD FEEL MY LIFE CHANGING...



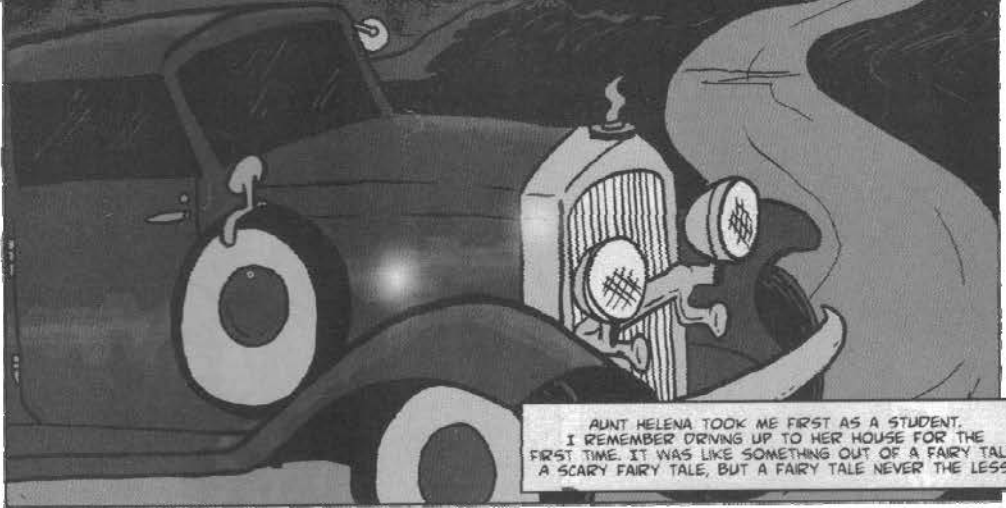


NO, I FORBID IT! MY DAUGHTER WILL BE NORMAL HELENA, SO EITHER AGREE TO THAT OR LEAVE!





MY FATHER COULD BE AS STUBBORN AS A MULE SOMETIMES, BUT SUFFICE IT TO SAY, AUNT HELENA MADE BOTH HIM AND MOM SEE THE ERROR OF THEIR WAYS.



AUNT HELENA TOOK ME FIRST AS A STUDENT. I REMEMBER DRIVING UP TO HER HOUSE FOR THE FIRST TIME. IT WAS LIKE SOMETHING OUT OF A FAIRY TALE. A SCARY FAIRY TALE, BUT A FAIRY TALE NEVER THE LESS.



IT WASN'T LONG AFTER THAT WHEN MY PARENTS THOUGHT IT WOULD BE BEST THAT I STAY WITH AUNTIE



WHY DID THEY DO THAT?



I HAVE NO IDEA WHY... BUT AUNTIE HAS BEEN A PERFECT PARENT. I WOULDN'T TRADE HER FOR THE WORLD.





WHATEVER. OK, SO AFTER AUNT HELENA AND I BECAME A FAMILY, TRAGEDY STRUCK OUR HAPPY HOUSEHOLD...

WAS IT A PLAGUE? I DO HATE IT WHEN PLAGUES JUST SNEAK UP ON YOU.

A PLAGUE OF SORTS, YOU SEE, IT WAS ABOUT THAT TIME THAT ANNABELLE ARRIVED.

JANETTE, I WOULD LIKE TO INTRODUCE YOU TO YOUR COUSIN ANNABELLE. SHE'S MY BROTHER'S DAUGHTER, AND LIKE YOU, GIFTED WITH MAGIC.

IT'S GOOD TO MEET YOU, ANNABELLE!

I WISH I COULD SAY LIKEWISE, JANICE.

THAT'S JANETTE.

MY FIRST IMPRESSION OF MY COUSIN WAS OF A HAUGHTY LITTLE BRAT WITH NO REGARD FOR THE RIGHTS OF OTHERS...

I SAID NOT TO DROP MY LUGGAGE YOU IDIOT!

ZAP!

ANNABELLE, DON'T!

Chocolate!

...AND I'M SAD TO REPORT SO WAS MY SECOND IMPRESSION...

...AND THIRD AND SO ON...









EVENTUALLY, IF YOU CAN BELIEVE, ANNABELLE AND I CAME TO A TRUCE AND AFTER SOME YEARS WE ACTUALLY MANAGED TO GET ALONG. AND BY THAT I MEAN WE'VE HAVEN'T TRIED TO KILL EACH OTHER IN ALMOST A YEAR.

THE YEAR ISN'T OVER YET, COUSIN.



AND OH, WHAT A YEAR IT WAS. AFTER ANNABELLE RETURNED TO LIVE WITH AUNTE PERMANENTLY, AFTER HER PARENT'S ACCIDENT, WE ATTENDED MORTAL SCHOOL FOR A WHILE ALONG WITH MY OLDEST FRIENDS DONNY AND KAMESHA.



DONNY WAS SMITTEN WITH MY COUSIN, WHY I'LL NEVER KNOW. BUT I HAVE TO ADMIT I WAS HAPPY TO BE AWAY FROM ALL THE PRIVATE TUTORS AND AT A REAL SCHOOL.

YOU LOOK BEAUTIFUL, ANNABELLE!

I KNOW, IT'S A HAZARD OF BEING ME.



WELL AT LEAST I WAS HAPPY, UNTIL I MET MY NEW HISTORY TEACHER HARLAN MACBETH. THERE WAS SOMETHING ABOUT HIM I DIDN'T LIKE. SURE HE WAS FUN AND NICE AND KINDA OK FOR A TEACHER. BUT BEHIND ALL OF THAT I KNEW THERE WAS SOMETHING, SOMETHING NOT RIGHT.

Mr. Harlan Macbeth  
History

TODAY IN CLASS WE'LL BE STUDYING THE FALL OF THE ROMAN EMPIRE. CAN ANYONE TELL ME THE COUNTRIES CONQUERED BY THE ROMANS?



THE FIRST CLUE I HAD TO MY THEORY, WAS HOW MUCH AUNTE AND HIM HAD IN COMMON, AND THE WAY THEY LOOKED AT EACH OTHER...

IT WAS DISGUSTING. TWO ADULTS ACTING LIKE KID'S.



FEARING THE WORST, ANNABELLE AND I CONFRONTED MR. MACBETH AT HIS HOME...

THERE'S SOMETHING NOT RIGHT ABOUT YOU.

I SENSE IT TOO, YOU'RE DEFINITELY NOT A HUMAN.

AND NEITHER ARE YOU TWO, OR YOUR AUNT FOR THAT MATTER, LITTLE WITCHES.

WELL, ONCE WE KNEW THAT HE KNEW OUR SECRET WE HAD TO GET RID OF HIM, SO ANNABELLE AND I DEvised A QUICK AND SIMPLE PLAN. I BOUND HIM UP NICE AND TIGHT...



...AND ANNABELLE TELEPORTED HIM OUT INTO THE HARBOR...



NOW THAT I LOOK BACK ON IT I FEEL KINDA BAD ABOUT DOING THAT TO HIM, BUT AT THE TIME I THOUGHT IT WAS THE RIGHT THING TO DO.

IT WOULD BE JUST MY LUCK HE TURNED OUT TO BE IMMORTAL. HE AND THOSE LIKE HIM ARE EXTREMELY HARD TO GET RID OF.



AND TO MAKE MATTERS WORSE, IT SEEMS HIM AND AUNTIE HELENA WERE BECOMING REALLY CLOSE...



...REALLY, REALLY CLOSE.

I THINK YOU TWO WERENT REALLY TRYING TO PROTECT YOUR AUNT AS MUCH AS YOU WERE JUST JEALOUS OF THE ATTENTION SHE WAS SHOWING HARLAN.

PRU, IF I WANTED THERAPY RIGHT NOW I'D SUMMON THE GHOST OF DR. PHIL.

ISNT HE STILL ALIVE?

FOR NOW.

HARLAN, DESPITE HIS RIGHTEOUS STREAK, DOES HAVE SOME REDEEMING QUALITIES. LIKE THE TIME WE WERE CAPTURED BY THAT SILLY WITCH HUNTER DEACON BLACK. HE CAME TO OUR RESCUE AND MANAGED TO SAVE OUR LIVES AS WELL AS AUNTIE'S.

UP UNTIL THAT, I THOUGHT AUNTIE WAS THE MOST EASY GOING PERSON I WOULD EVER MEET.



AFTER THAT THOUGH, AUNTIE WAS SO FREAKED OUT SHE SENT ANNABELLE AND ME HERE. I KNOW SHE THOUGHT SHE WAS DOING WHAT WAS BEST FOR US, BUT I STILL MISS HER.

HOW DARE YOU HARM MY FAMILY? HOW DARE YOU BRING YOUR IGNORANCE TO MY CITY! LET THIS SPELL BE PLACED AND LEFT UNBROKEN FOR ALL TIMES!

BUT AFTER BLACK WAS DEFEATED SHE WENT ALL WICKED ON THEM AND IF NOT FOR HARLAN, I THINK SHE WOULD HAVE DONE A LOT WORSE THAN TURN THOSE IDIOTS INTO FROGS.

THANKS PRU.

YOU'RE WELCOME.

ANNABELLE, DID I EVER TELL YOU I WAS A MNLIA?

I BELIEVE I'VE HEARD IT MENTIONED BEFORE.



WELL THAT'S THE END FOR NOW.



WELL, I'M GLAD YOU CAME HERE TO COVENTRY. I'VE NEVER HAD A BEST FRIEND BEFORE.



DID MIKO JUST MAKE A THREAT?

YES I THINK SHE DID.

AFTER ARRIVING AT COVENTRY I FOUND MYSELF SURROUNDED BY THE BEST BUNCH OF FRIENDS A WITCH-GIRL COULD WANT. ANNABELLE INCLUDED.

I'M SURE THAT THE ADVENTURES OF MY FUTURE WILL FAR SURPASS THE ADVENTURES OF THE PAST. I GUESS THIS IS MY DESTINY. JANETTE D. - INATE, WEST HALL.

# THE OFFICIAL GUIDE TO



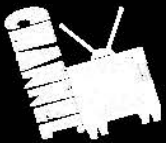
# COVENTRY SCHOOL FOR GIRLS

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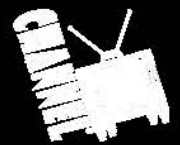
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Coventry only accepts the best of the best and the cream of the crop. Many young witches dream of the day they place on the purple and black and step foot on Avalon, but few actually do.

The Guide will give you basic information on the game, character generation, and rules. For more information, you might consider purchasing the Witch Girls Adventures Rulebook.

For current players wishing to play with the original characters, keep in mind they are slightly more powerful than the standard starting character. For this reason, we've provided rules to "beef up" starting characters so they fit in with the powerful company at Coventry.

## THE WORLD OF THE ORIGINAL WITCH GIRLS.

The world of the original Witch Girls is the same one as the current Witch Girls and Witch Girls Adventures. The bulk of the adventures, however, take place in Salem, Massachusetts and Coventry School for Girls. Janette, Annabelle, and their friends interact with a variety of creatures and people in both places and with other characters.

### CLIQUEES

In the original Witch Girls stories, most of the girls were Insiders. Even Annabelle, who seems to have Sorceress traits, was in fact an Insider.

However, as most of the witches in the book are from Coventry, they have training above and beyond the average Witch Girls. If you wish to play a Coventry witch, add in the following bonuses:



**Education:** +5 Mundane Skill Points and +5 Magical Skills.

**Magic Ranks:** +3 Magic Points.

**Bonus:** All Coventry girls have the Basic Skill at +3 for free as well as Mysticism at +3.

### SKILLS

The skills in the original are actually the bases for the skills found in the WGA Rulebook.

### TRAITS

All of the personal talents and heritages are available to originals Witch Girls.

Also available are two new Talents;

#### Humanity

The witch with this talent not only understand mundane society more than the average witch but empathize with it.

Rules: A Witch with humanity gains +1 to mundane rolls and +1 to rolls involving helping humans deal with magical problems.

#### Titled

The character and her family are considered royalty or nobility in their home land. They may carry the title Princess, Lady, Duchess or an equivalent.

Rules: The character gains +2 to all social rolls when dealing with people from her country/lands. They also gain +1 to their Allowance.

### MAGIC

Original Witch Girls, as stated in Cliques, have access to more magic ranks. Coventry characters can start the game with magic ranks of 4.

### ABILITIES

Abilities are optional capabilities that characters can have. They are innate abilities and special backgrounds, as well as increased magical power and understanding of a witch. Some directors may wish to forbid some or all abilities. You have been warned.

Starting characters have 1 ability and can buy a new one for 15 Woodollars.



- **Bargain Hunter:** This Witch Girl knows a good deal when she sees it and pays -2 allowance points (minimum of 1 allowance point) when purchasing anything.
- **Broom Talker:** The witch can talk to her broom and can spend one Zap point to call it to her or give it simple commands (like “sweep” or “wait outside a window”).
- **Caller:** This witch can make her voice heard across the astral plane, allowing her to send short messages to a willing target whom she knows by talking aloud to them. The target of the spell hears the message telepathically.
- **Chanter:** Chanters use chanting to enhance their spells, enchantments, and potions. They gain +1 to those rolls if they chant and spend extra time (usually an action or hour out of combat) to perform that task.
- **Ghost Magnet:** The character can see, talk, and hear ghosts naturally. Ghosts are also attracted to the witch. The girl also gains +2 to rolls when dealing with ghosts of all kinds.
- **Highbinder:** These witches are elitists. They believe witches are superior to everyone and should be ruling mortals. Highbinders are trained to seek power and position and gain +1 to Social rolls when dealing with witches in positions of power. They also gain +1 to Casting rolls when casting spells on mundanes.
- **Instant Karma:** The witch with instant karma knows when someone has done something wrong and gains +1 MTR to spells used to teach a person the error of their ways.
- **Lucky:** The character is extremely lucky and can spend a Zap point to give herself +1 to a



roll. (The maximum that can be added to a roll is +2.)

- **Magician:** The character has the skill and charisma to make real magic look like stage magic. Mundanes watching her do magic must make a hard Mind roll to jump to the conclusion that she’s using real magic.
- **Natural Telekinetic:** Natural telekinetics can spend 1 Zap point to move 5 points with their minds. The range of this power is 20 feet.
- **Natural Telepath:** The witch can spend a Zap point to telepathically communicate with a willing target for up to an hour. The range of this power is one mile.
- **Natural:** This character’s presence does not frighten animals. They tend to love the character, granting her +2 to Social rolls when dealing with animals.
- **Quick Zap:** The character’s signature spell automatically works with the need of a Casting roll on any mundane with a Resist Magic under 9. That spell costs just 1 Zap point.
- **Ricochet Spell:** The witch can spend an extra Zap point to bounce a spell off a solid object to hit another target that is hiding within range behind something. The intended target must be within a straight line of the ricochet.
- **Sympathetic Magic:** The witch can use a personal item, strand of hair, drop of blood, or flake of skin to construct a poppet for 1 allowance point. The poppet is a doll of cloth, wax, and straw that acts as a representation of a specific person the witch can cast spells on. The spells effect the target that the poppet represents at any range, as long as the witch casting the spell spends an extra Zap point on the spell.





- **Wards:** The characters have magical spells cast on them, allowing them to ignore 1 point of any type of damage.
- **Wireless:** This witch can mentally talk to any cell phone, send instant messages, texts, and even e-mails to any cell phone or computer they know of in a mile range for 1 Zap point.

### EQUIPMENT

Many of the Witch Girls have unique equipment. Characters playing Coventry have access to all the standard Witch Girls Adventures equipment, as well as a custom wand worth at least 20 allowance.



### COVENTRY SCHOOL FOR GIRLS

**Established:** 900 A.D.  
**Location:** The Isle of Avalon  
**Headmistress:** Ms. Titania Morganne  
**Admission:** All Students are recruited from the top witch families

or are among the top witches of their generation.

Student body: 80 Students

**Professors:** 20 Witches and 4 Ghosts

**Colors:** Dark Purple and Black

**Mascot:** Harpies

### COMING TO COVENTRY

Coventry is an exclusive school. Only the students with the greatest potential for academic and magical success are admitted. Most students don't even apply to Coventry; instead, they are secretly observed by a Coventry staffer, watched over a month magically, and then a letter of introduction is sent.

In some cases, former Coventry students send in recommendations (usually for family members) and in those instances, the family member is scrutinized like any other student before being allowed to enter the school

### TESTING

If a student entering Coventry has attended a school of magic and performed satisfactorily, they do not have to test. If not, they must attend the tests to make sure they up to the minimal standards for a Coventry student of their age group (Neophyte: ages 6-10, Initiate: ages 11-13, Apprentice: ages 14-15, and Intern: 16+).

Vice Principal Elsa Harkens, Magical Studies Head Anansi Batu, and Councilor Sunshine Moonglow oversee the tests.

The tests are given on school grounds. Failure doesn't mean the character isn't allowed to enter, but rather, it affects how they are placed. An Initiate-aged student may be placed among the Neophytes for a year if she fails more than half the tests. Otherwise, a failure will just result in that class being taken at a remedial level.

The tests include basic academic knowledge (a hard Basic Skill roll) as well as the 6 basic magic types every witch should be adapt in according to Coventry:

- Alteration**
- Mentalism**
- Conjuration**
- Time and Space**
- Curse**
- Healing**

In game terms, the tests are different for all students, and the Director should design the tests accordingly. If a character lacks magical knowledge for a specific type, this one time they may default to casting -3 to try to do something with that type of magic. The above default roll is only applicable in the testing environment.

Also, the there are three other tests given, one for each of the following skills:

- Mysticism:** A hard Mysticism roll to pass.
- Enchantment:** Make a simple wand. Depending on the Enchantment roll, the resulting wand is as follows (keep in mind the skill can default to Magic -2 if the character lacks the skill):

Enchantment Roll	Result
7 or less	Failure
8-10	Standard wand (no special powers but can be used as a wand)
11-13	Exceptional Wand (+1 to casting when used)
14-16 +	Superior Wand (+1 to casting and spell range is doubled)

**Potions:** The characters must make a simple love potion to make a hamster and a parakeet fall in love. Depending on the Potion roll, the result will be as follows (keep in mind the skill can default to Magic -





2 if the character lacks the skill):

**Potions Roll**

7 or less  
8-10

11-13

14-16 +

**Result**

Failure  
The Hamster and Parakeet become really good friends  
They fall in love for a few minutes  
They fall in love forever and through a magical miracle eventually have little ham-keets

**Cheating on tests.**

Someone's going to try it eventually, and it must be noted in the history of the school that no one has ever successfully done it. Directors can play cheating any way they wish and give characters credit for originality on it and evil learning points (in Urchin at least). The results of the cheating are up to the Director.

If a character gets away with it, they may be placed in a class they are not ready for and fail anyway. If they don't get away with cheating, they will most likely still be allowed in the school but on probation, and they will have to take the tests again (this time under an honesty spell).

**WHAT STUDENTS CAN BRING**

- **Non-Magical** :Students may bring up to two large trunks of clothing and other mundane items to the school. The closet space in a room will look small on the outside but is actually is a 20 ft by 10 ft walk-in closet usable by both students.
- **Magical** :Students can bring one wand, one form of magical transport and up to five miscellaneous magical items. All items must be registered with the vice principal.
- If a student cannot afford a wand, a standard wand will be provided.
- **Pets and Prisoners:** Students may bring one magical pet under 50 lbs and are responsible for the upkeep of said pet (failure to pick up after the pet will result in one demerit). Some witches that collect fairies or shrunken mortals may bring their collections but are again responsible for upkeep. Coventry is not responsible for shrunken mortals that escape and are eaten or stepped on.
- **Contraband:** Some things are just not allowed on campus and will be destroyed (or sent back home) if discovered. They include potions that

enhance intellect or cause others harm, servants and boyfriends who are snuck in (usually as other things), and magical items designed for cheating. Alcohol, tobacco, and weapons are also forbidden, even though witches are immune to the effects of the first two.

**SCHOOL PROVISIONS**

Coventry provides a variety of things to students, aside from the best education on the planet. Students who cannot afford certain essentials like a proper broom or wand will find little extra gifts in their rooms when they arrive. All students will receive the following upon arrival:

- 2 Standard school uniforms consisting of Blouse, dress, vest, tie, socks and buckled shoes.
- 1 All weather long coat that morph into a hooded rain slicker.
- 1 All weather boots that morph into galoshes.
- 1 One Coventry book bag or back pack.
- 1. One Coventry Athletics warm up suit.
- 1. Coventry Student guide (Commonly called the guide)
- All books and supplies for classes are provided by the school.

Students are responsible for up keep on supplies and cleaning (Cleaning is a Rank 1 Alter Spell)

**TECHNOLOGY**

Students who come to Coventry should keep in mind that though it's a large and in many ways luxurious school, it's not very modern. Electricity is at a premium here and is often used just for lighting. Each dorm room has one double wall socket, meaning characters needing hair driers, laptops, and DVD players will need to share.

Ms. Foster, the Cybermancy Instructor, has installed a magical, wireless internet service in the main hall and dorm, but being on the Island of Avalon means there is no cellular, satellite, or cable service.

**DORM ROOM**

All students above Neophyte live in a dorm room with one other student. Each room is 40 ft x 40 ft, plus closet and bathroom (with bath and shower).



Each room comes with two floor-to-ceiling shelving units, study desks, and standard-sized, canopied beds.

More information on dorms is available in the Grounds section.

### STUDENT GUIDE

When students arrive, they are given a student guide. This is usually a student close to the new arrival's age who has been at the school for a year or more. The guide shows the new student or students around. She does this for up to a week. She also gives out information on school classes, teachers, and activities, as well as rules. During this time, the guide is responsible for her charge and if said charge gets a demerit during this time, the guide gets one too. Most guides take this job very seriously for that reason.



### SCHOOL RULES

Coventry follows the standard student rules of most schools of magic.

### Student Code of Conduct:

- Students shall treat all other students as sisters.
- Students shall not cast harmful spells on other students.
- Students shall not haze other students.
- Students shall report on time to all school functions and classes.
- Students are not to run, fly, or teleport in the halls.
- Students are to treat staff members with respect and kindness; they are to use "Ma'am" when speaking to them and curtsy as a sign of respect. Spectral teachers are to be referred to by the title they held when they were alive (i.e. Professor Einstein, Sir William Shakespeare).
- Students whose grades are unacceptable (not passing all classes) shall not be allowed to participate in extracurricular activities.
- Students shall treat the school grounds and environs as if they were their home.
- Students shall not leave the school grounds without written permission from the headmistress or vice principal.
- Students shall not talk in class unless requested to do so by a teacher.
- Students shall not speak loudly in the corridors of the main hall.

### DEMERITS

When students break a rule and are caught, they will receive (depending on who caught them) demerits. Demerits are placed in a student's permanent record, and if enough are given, the student may even be dismissed from the school. (This usually takes 10 demerits.)

Demerits can be worked off by performing a task for another student or staff member to specifically remove a demerit. Elsa Harkens, the vice principal, is notorious for handing out such tasks to students, and Elsa always knows how many demerits a student has. Depend on the severity of the crime and/or Elsa's mood, the task to remove the demerit can be anything between cleaning dragon dung out of the cryptozoology pen to running an errand on or off Avalon. Usually a task removes just one demerit, so multiple days or multiple tasks are needed to remove multiple demerits. Sample of possible Punishments include.

- Cleaning the main hall or dorm floors non magically.





- Clearing and beautifying the school grounds and garden non-magically
- Cleaning up the animal waste at the Crypto zoology pens and clinic non magically.
- Working in the Library organizing books and exhibits.
- Extra Course work assignment. (Example: a 20 page report on Famous Chinese Witches of the Ming dynasty)
- Security Detail: Working with Elsa to make sure the school is safe.
- Teacher aid: Working with a teacher as an assistant.

Sometimes a good deed or an act of kindness towards a student teacher or school guest may result in the removal of a demerit. (Don't worry about telling Elsa or the Headmistress; they know, they always know). Directors should give Stars a chance to work off demerits.

### DISMISSAL

If a student reaches 10 demerits, they are placed on probation. One more demerit, and they are placed in school court to determine if they should be dismissed from the school. School court allows the defendant (the student on trial) to choose anyone not on the staff as their attorney (including themselves). Some students have summoned brain-washed, mortal attorneys and even fictional ones to help them get off. The Headmistress acts as judge, while a random gathering of five teachers act as the jury.

If the student manages to convince the judge and jury that she should stay, she will be placed on one semester of probation. If during that time, they gain a single demerit or fail one class, they will be dismissed without trail from the school. After that time, all demerits are removed, and the student is back to full status as a student.

If the student fails, she is expelled from Coventry for one year, but after that year, she may write a letter of apology and ask for re-admittance. The Headmis-

stress can then decide to let the student back in.

### HEALTHCARE

Witches don't normally get sick in conventional ways. They are immune to magical disease and are usually smart enough to avoid injury, but accidents do happen. Ms. Moonglow is in charge of the six-bed clinic in the main hall. Most injuries can be cured with a well placed spell, and treatments for magical diseases are available. Ms. Moonglow is assisted by an Intern-level student with exceptional first aid, curse breaking and healing magic skills, as well as the occasional student working off demerits.

Magical fatalities can even be undone here if enough of the body is left and less than 24 hours have passed. (They say Ms. Moonglow once brought a student blown up in a potions explosion back from a charred pinkie finger.) Sometimes, when students injure themselves because of lack of judgment (look at how close I can fly broom to that cliff) Ms. Moonglow decides to allow them to heal in a typical, mortal fashion.



Health care also covers the removal of harmful spells from students on campus. Usually this is done, no questions asked, if the spell happened in a class. If a student is, say, cursed with acidic projectile mucous outside of class, Ms. Moonglow or her assistants usually ask questions such as where the curse came from.

### FREE TIME

School isn't all work. A student has the entire weekend and any time not studying or in class on weekdays before curfew to fill. Students may spend this time any way they choose that does not break school rules. They may also participate in school sponsored clubs or athletics. (See Classes for more information.)

Coventry school grounds include gardens for medi-



tation, fields and glades for picnics, trails and forests for exploration, and beaches for swimming. Musically inclined students are welcome to start impromptu concerts with fellow students. Artistic students can find plenty of places and things worthy of creative recreation or poetic text.

Students into more mundane pursuits can always find someone with a large DVD collection showing movies after study time or a Cybermancy student willing to play a computer game with them.

## CLASSES AT COVENTRY

Coventry students are expected to take six to seven different types of classes a semester. A student must have at least three magical classes and two mundane (non-magical classes) a semester.

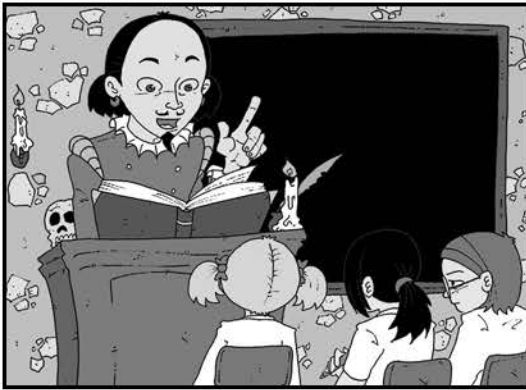
Classes are held five days a week (although Saturday classes can be taken when available on a volunteer

basis). Classes are usually divided up into Monday/Wednesday/Friday classes and Tuesday/Thursday classes. Monday through Friday classes are one and a half hours long; and Tuesday and Thursday's classes, 2 and a half hours long.

Coventry's first available classes usually start at 9 a.m. and the last class available usually ends at 6:30 p.m. A MWF class schedule allows a character can take up to five classes if she starts at 9, takes an hour lunch, and leaves at 6:30 (not recommended for your semester at Coventry). On Tuesday and Thursday, up to three classes can be taken usually.

Long, four-hour lecture classes are available from 9 a.m. to 1 p.m. There are very few teachers who hold such classes on the weekend. After all, even teachers need time off.





### TYPICAL MUNDANE CLASS

School isn't all work. A student has the entire weekend and any time not studying or in class on weekdays before curfew to fill. Students may spend this time any way they choose that does not break school rules. They may also participate in school sponsored clubs or athletics. (See Classes for more information.)

Coventry school grounds include gardens for meditation, fields and glades for picnics, trails and forests for exploration, and beaches for swimming. Musically inclined students are welcome to start impromptu concerts with fellow students. Artistic students can find plenty of places and things worthy of creative recreation or poetic text.

Students into more mundane pursuits can always find someone with a large DVD collection showing movies after study time or a Cybermancy student willing to play a computer game with them.

### Mundane Class Teachers-

- Art:** Ms. Cadmium
- Computers:** Ms. Foster
- Cooking:** Ms. Bole
- Grammar:** The Ghost of William Shakespeare
- History:** Ms. South
- Literature :** The Ghost of William Shakespeare
- Liberian:** Ms. Athena Olympia
- Mathematics:** Ghost of Albert Einstein
- Mundane Science:** Ms. Myers
- Mundane Studies:** Ms. Stone
- Philosophy:** Ms. Athena Olympia
- Music:** Ms. Diva

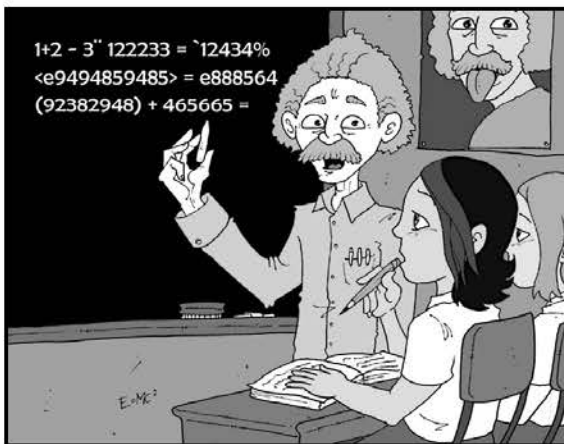


### TYPICAL MAGICAL CLASS

The first half of the class is typically discussion of lessons, tests and lecture while the last half is lab work where students get to practice what they have learned or see it in use.

### Magical Class Teachers-

- Alteration:** Ms. Sinclair
- Conjuration:** Ms. Boyle
- Curses:** Ms. Juarez
- Cryptozoology:** Ms. Artemis Olympia
- Cybermancy:** Ms. Foster
- Divination:** Ms. Andres
- Elementalism:** Ms. Nightwoman
- Enchantment:** Ms. Harkens
- Healing:** Ms. Moonglow
- Illusion:** Ms. Fang Xiao
- Herbalism:** Ms. Artemis Olympia
- Magical Etiquette:** Ms. Stone
- Mentalism:** Ms. Levy
- Mysticism:** Ms. Stone
- Necromancy:** Ms. Frost
- Offense:** Ms. Aizawa
- Protection:** Ms. Johansson
- Poisons:** Ms. Scheherazade
- Time and Space:** Ms. Batu







**LUNCH**

Lunch time is usually said to be any time between 11:30 am and 1:30 p.m. when a student can grab a bite to eat. Most classes during weekdays do not take place during the noon hour because teachers like to eat too. Students may take lunch anywhere outside the main hall and library. Most eat in the dorm common or picnic outside as weather allows. Others eat in their rooms.

Students can conjure food to eat or use the tables in the dorm common room on the first floor to summon up whatever meal, drink, and utensils they need. All a student needs do is touch a table, picture what they wish to have, and say it out loud. The tables' magic does the rest. Instantly, the food appears, tasting as close to magically perfect as possible.

Daring students with a gourmet touch will find a kitchen on the dorm first floor.

**EXTRACURRICULAR ACTIVITIES**

Coventry students can take as many extracurricular activities as they like as long as they maintain a passing grade in all their classes, are an Initiate or higher ranked student, and have the time. Extracurricular activities do not count toward class totals.

Each extracurricular activity is sponsored by a teacher who oversees the students and escorts them to off-campus activities. Athletics also have coaches to help train students and teach the rules of a game.

**Athletics**

Coventry has three athletic teams available for players. All athletic organizations are sponsored by Vice

Principal Elsa Harkens, who also runs morning calisthenics in the sports field at 7 a.m. Calisthenics is open to any student who gets up that early.

**Spring-**

Softball: Softball was the first Mortal sport Coventry had ever participated in. Coventry students play mostly mortals on east coast, American private schools. Coach Carl "Wild Cat" Jones is the spirit of a former American Negro league all-star killed in a car accident in the 1950's.



**Fall-**

Soccer: (commonly called "football" outside of America). Soccer is the most popular sport at Coventry for spectators and is coached by Domingo Ibanez, a Brazilian soccer star who died in 1986. Coventry Soccer plays in a league consisting of magical and mundane European schools.

**Year Round-**

Ariel Expertise Team: (Broom riding and flight based competitions.) This is the only "sport" where Coventry exclusively competes against other witches. The so-called "Broom Rodeo" consists of various kinds of flight-based contests, some involving brooms; others magic carpets, self-propelled magical flight, and riding magical creatures.





Broom rodeo is coached by Wakenda Nightwoman, the Coventry Elementalism teacher. The Headmistress also occasionally teaches students, giving them the benefit of her time as a World War II Royal Airforce Broom Ace pilot.

**Academic and Arts Teams:**

Spelling Bee Team: This team represents Coventry in magical competitions. The organization is sponsored by Ms. Anansi Batu.

Cyber-zons: A computer game competition team. Students practice solo and group game tactics in first person shooters and online role-playing games. Ms. Foster, the school computer and Cybermancy teacher, sponsors this group, which is near and dear to her geeky, little heart.

The Gourmet Group: Sponsored by Ms. Bole, this group competes in cooking contests throughout Europe. Students not only learn how to cook but also how to enjoy good food and not be afraid of new culinary experiences.

Choir: Ms. Diva, the schools only gorgon teacher, oversees this award-winning choir.

evilness of more wicked witches and improve witch/mortal relationships. The young and idealist Ms. Foster is the Sponsor of W.H.A.M.



Hex Scouts: Existing for almost eighty years, the Hex Scouts attempts to teach young witches how to appreciate the magical world and its history by experiencing it. Hex Scouts earn various magical badges and learn skills that make them more well-rounded witches. The Hex Scouts current Hex-Mother is Alumni member Helena Deville.

Godmother's Guild: The Godmother's Guild attempts to train and revive the ancient tradition of fairy god-mothering. Students learn the history of the occupation, how to be a godmother, and even how to grant wishes. Ms. Moonglow, a part-time Fairy Godmother, is the backer of this organization.

Daughters of Secrets: The Daughters of Secrets are for young witches interested in the lost secrets and history of witches. They research ancient witches, travel to ancient witch-created sights, and seek the lost spells and magic of old. Ms. Sadie Jo South sponsors the Daughters of Secrets.



Orchestra: Ms Diva, with the help of the ghost of Mozart, has made the Coventry orchestra one of the best youth concert groups in the world.

**Organizations**

Organizations do not compete but rather meet and talk on a common subject or socialize based on a common agenda.

Highbinders: The Highbinders are a worldwide organization of witches dedicated to wickedness and power. So exclusive is this club and secretive its tradition that its sponsor must be a Highbinder. Minerva Stone, always the keeper of tradition, looks after this junior branch of the elite club.

W.H.A.M.: Created as an anti-Highbinder club, "Witches Helping Against Malice" tries to undo the



Cryptozoology Rescue Team: Ms. Artemis Olympia has dedicated her life to the preservation of endangered magical creatures. She started the CRT to



teach students the value of magical creatures and how to care for them and help them beyond what she teaches in her Cryptozoology class.

Mishaps and Misuse Mechanics: The Witches World Coven uses their own the "Triple M" or "Trip'm" to fix magical mishaps that endanger the planet or the universe, as well as undo blatant magic that would reveal to humans the existence of witches (like the time the Queen of England was turned into a rabbit, or when New York City was stolen by a witch and placed in a jar and toured Europe in the 1800's). Those who are part of this elite organization are trained early in life. The Coventry branch consists of students and their trainers and sponsor, Ms. Frost and Ms. Juarez.

### SCHOOL GROUNDS

Coventry is situated on the magical island of Avalon, northwest of Ireland. Coventry's weather is magically controlled by the Headmistress, so it is kept far warmer and dryer than usual during spring and summer months.

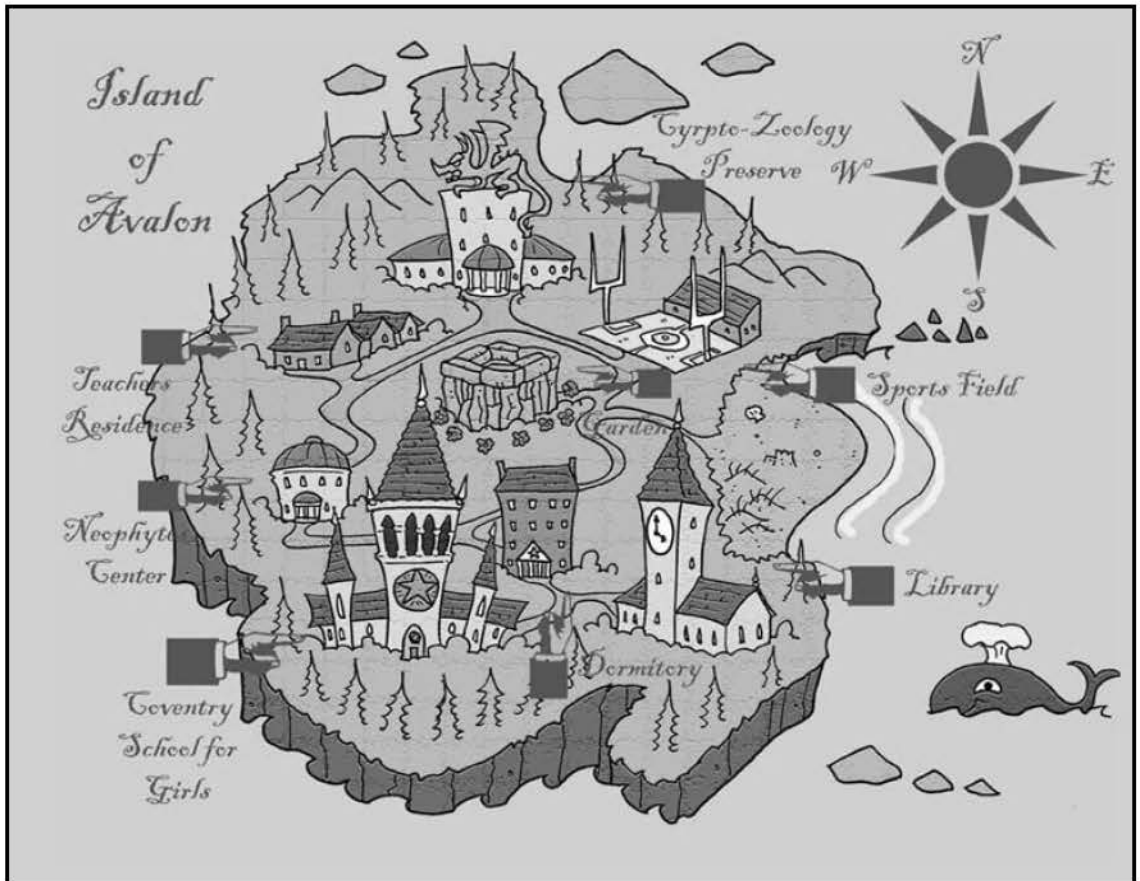
Most of Avalon is wild and full of various creatures from many different magical ecologies. The school itself is situated on the island's southern most point.

### SCHOOL HISTORY

In 845 Titania Morganne was working with the Witches' Council as their director of education. Her job was to travel to the current witches' schools around the world and to make sure they kept a certain standard.

After 200 years at the job, Titania noticed that though most of the schools were up to current standards, they all held to cultural views on history, magic, and the witches' place in the world. Seeing how the world was changing, the sorceress decided to create a more progressive school and from that, the ideas that founded Coventry started.

Being of fae blood on her mother's side, Titania traveled to the former home of her people, Avalon, and there used her magic to start construction of her great school. After the main hall was created and the





lands overrun with many mystical beasts were tamed, Morganne went on to the task of gathering together a staff. The first staff was quite small and consisted of only ten witches and three spirits. In 1046, Coventry opened for its first fall semester with 30 students. Through most were from England, a full third were from such far away places as Arabia, Africa, and India.

Coventry remained a small school, taking in on an average of five to ten students a semester and graduating 10 to 15 witches a year. In 1500, after centuries of being a relatively unknown school amongst over twenty worldwide, Coventry started to get more admission forms and recommendations. The bulk of the new students came from Spain, England, Italy, and other countries that have started to embrace the age of exploration. Coventry also gained a larger staff and started to expand its grounds to include the library/clock tower.



It was during these years that Coventry ran across its first real problem. A group of pirates lead by the infamous Red Mulligan invaded the school grounds, seeking to plunder its wealth and artifacts. Mulligan and his crew used a map stolen from one of the Headmistress' admirers and found their way to the Avalon. The pirates managed to make their way inward past the cliff and through the forest. There they met the Headmistress (Titania) and the school's first Dorm Mother, Zaria Vladei. The two witches turned the 34 pirates into stone in the forest, where they have stood ever since. The pirate ship itself was sunk, and it's presumed that all hands were lost. The areas where the pirates' statues occupy have been named Pirate Woods.

With the creation of the United States and the growth of the American nation, Coventry has found itself inundated with American request for admis-

sions. Coventry accepted a fair amount of the requests from among the colonials and even a few Native Americans. It was also during this time that Coventry started to do even more expansion, with the creation the dorm and the first of the teachers' homes. This freed up the main hall for the growing class schedule and offices.

Coventry expanded fast, and by 1890, it posted an average population of 80 students and a staff of 43 witches and seven spirits. It was also at this time that Coventry started to modernize with the addition of mortal-style plumbing and electrical lights, thanks to the addition of Science Teacher Victoria Myers. Myers showed the older staff members many innovations and designs.

In the early 1900's, Coventry became a center of controversy; during World War I, it was discovered that many of the students had grown strong political views involving the war. This lead to many problems and the eventual expulsion of ten students.

Just when the problems of World War I faded, another problem reared its head. Coventry was approached by a delegation of German witches to help their country in World War II by allowing mortal planes to use Avalon as a landing base. Titania was furious; she expelled the delegation from the island and used her power to cut Coventry off from the world, with herself and the adult staff the only people allowed to leave or enter at will. In 1941, Coventry was invaded a second time when the German delegation and a German air-and-sea strike force opened a portal to the island and tried to storm it. Titania, Current Dorm Mother and Vice Principal Elsa Harkens, Anansi Batu, Minerva Stone, and Victoria Myers fought back as best they could, but the battle was taking a toll on the school grounds, forcing most of the students to be evacuated back to their homes or into the Cryptozoology preserve under the protection of Ms. Artemis and the animals that lived in the area.

In the end, the Council was contacted, and they used their connections with the Immortals to send a group of Immortals and humans to Coventry to help with the battle.

The battle lasted three weeks, and in the end Coventry was safe, and the Germans were defeated and driven back. Elsa Harkens, angered by what happened, took a leave of absence to personally hunt





# THE GUIDE TO COVENTRY SCHOOL FOR GIRLS



Now Coventry sits as the paragon of mystical studies. It is a place where young witches are not only taught mystical skills but also how to be proper, self-assured ladies. Still growing and changing, Coventry has added a new class dedicated to computer and cyber magic. Also as a first, Coventry is offering extracurricular activities such as baseball and soccer.

## BUILDINGS

The buildings of Coventry are magically protected and cleaned by several spells and a crew of domestic spirits.

The buildings and services include:

down and deal with all of those that escaped. Titania and the other teachers placed their backing behind the Allies. Ms. Anansi traveled to France to help the French underground. Victoria Myers returned to her native America to work with scientists there. Coventry students were sent home and the school closed for the rest of the war.

At the war's end Coventry reopened with an even more diverse student body. Over the next few decades, Coventry grew and expanded its elite status by only allowing witches recommended by alumni or those tested to be the most skilled in. In the 1960's, Counselor Sunshine Moonglow and several like-minded students started a social spell that resulted in the flower power movement. Titania was not amused and forbade students from doing social spell experiments on such a scale again.



## Main Hall

The largest building at Coventry holds over 50 spacious classrooms, labs, and lecture halls. The top floor also holds the school offices and teachers' meeting room.

At Coventry, students focus on both mystical, academic, and personal improvements. Coventry expects students to do their assignments to the best of their abilities. Excellence, diligence, and imagination are the catch words for being a proper Coventry student.





windows letting light in, it welcomes students with its aesthetic beauty. Run by Ms. South and Ms. Athena Olympia, students are welcome to come check out or read its near infinite amount of texts.

Periodicals from around the world are available on the first floor, while as you progress along the higher floors, you'll find copies of ancient mystical and library texts from around the world. The sitting area is enchanted, so no noise above a whisper can be heard.

Powerful, mystical texts such as "The Musings of Media," "The Questions of the Queen of Sheba," and "The Scrolls of Circe" are kept in a special wing where only students with written permission or teachers have access.

### Baba Yaga Memorial Hall

Named for the esteemed Russian sorceress, the "Baba Yaga Memorial Dormitory" is a virtual palace designed to allow its residents protection, relaxation, and a bit of pampering.

The first floor includes the common room and the dorms for the Neophytes. The second floor is Initiates' dorms; third, Apprentices' dorms; and fourth, Interns' dorms. The first floor also holds Ms. Harken's suite and guest suites for visitors.

Divided into north, west, east, and south halls, students take great pride in their respective halls.

### The Library and clock tower

The library is an impressive building. With the large clock tower marking the hour and the big, spacious



### Kinderalla

The Kinderalla is where Coventry's younger Students (Neophytes) learn how channel their raw power into something more. There the students are taught by Interns and not actual instructors, including teachers assistants. Ms. South and Ms. Athena Olympia are officially the staff in charge and spend time overseeing many of the classes, as well as instructing the actual students.

Thanks to the Kinderalla, Coventry Neophytes graduate into skilled and well-adjusted Initiates.

### Garden

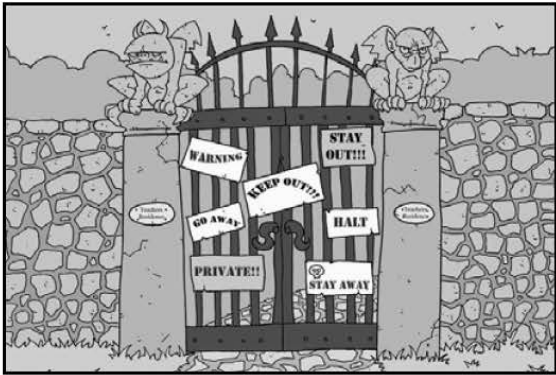
In the center of the school sits the Coventry meditative garden, a place of quiet contemplation and study. Students often spend lunch in the garden during the free noon hour. After school, the garden becomes a place where students look into themselves and focus their magic. The garden is one of the few





places at the school where silence, though not enforced, is common.

Another aspect of the garden is a place to cultivate and grow various herbs and plants used for potions. In fact, the herbalism class is held in the garden.



**Teacher Bungalows**

The Coventry teachers usually spend their semesters at the school. Each teacher has access to a private home, which though small, has all the amenities the teacher needs. Students are not allowed past the wall unless by written request from another staff member.

To enter the walled area unauthorized is not only dangerous but also grounds for instant expulsion.

**Sports Field**

The sports field acts not only as a place to play games and exercise but the stadium can also convert mystically into a outside theater for almost weekly concerts and plays performed by students. The Coventry orchestra, student pop/rock band, and drama



club all call the theater home when it's time to perform.

However, when you ask students, the field is best known for the playing of sports. Mortal sports like baseball and soccer allow students to learn mundane cultures and teamwork, while the broom rodeo takes the art of broom riding to new heights.

**Cryptozoology Preserve**

Coventry is home of one of the world's largest Cryptozoology preserves and hospitals. Creatures lost to legend from around the world have made their home here.

For injured creatures a clinic like no other takes care of both adult and young legendaries. Students are not allowed on the preserve grounds without adult supervision. Ms. Artemis Olympia manages the clinic and the preserve.





### JANETTE DEVILLE

**Clique:** Insider

**Age:** 13

**Job:** Initiate at Coventry School for Girls.

**Place of Birth:** Salem Massachusetts

**Motivation:** Help her friends and family. Help witches understand mortals better and vice versa.

**Body:**D6 **Mind:**D8

**Senses:**D6

**Will:** D8

**Social:**D8

**Magic:** D8

**Life Points:** 14

**Reflex:** 9

**Resist Magic:** 11 **Zap Points:** 16

**Skills:** Art +1, Athletics +3, Basics +5, Computers +2, Fighting +1, Fix Electronics +2, Games +3, Hear +1, Hiding +2, Leader +5, Mythology +2, Plucky +4, Pop Culture +4, Science +2, Sports +4, Casting +6, Broom riding +4, Cryptozoology +3, Magic Etiquette +3, Mysticism +4, Potions +2, Spell Breaker +4

**Traits:** Friendly, Humanity, Legacy

**Abilities:**

Instant Karma, Natural

**Magic:**

Alteration 4, Conjuraction 2, Curses 2, Cybermancy 1, Elementalism 2, Healing 2, Mentalism 4, Necromancy 2, Protection 2, Time and Space 1

**Signature Spell:** Levitate (Mentalism 1): Janette can levitate at range up to 2 targets.

**Equipment:**

Bigger Bag

Black Racer Broom

Custom Magician Wand: -1 Zap Points, Can Levitate 20lbs, +1 MTR Range, +1 casting to Mentalism spells.

Mona Lisa Drive Computer

**Description:** Janette is one of the newest students at Coventry School for Girls.

Trained for years by her Aunt Helena in the ways of magic, it was only after a run in with Deacon Black, the witch hunter, that she was sent to Coventry for her protection. Since she has spent most of her life in



mortal schools with mortal friends, Janette is far more grounded than the typical, uppity Witch Girl of Coventry and seeks to make her new schoolmates understand the true value of humanity.

**Likes:** Video Games, Her friends and Cute Animals

**Dislikes:** Witch Snobbery and Mean People

**Coventry Roommate:** Annabelle Deville

**Best Friends:** Kamesha Washington and Prudence Duncan.





## ANNABELLE DEVILLE

**Clique:** Insider

**Age:** 13

**Job:** Initiate at Coventry School for Girls.

**Place of Birth:** Portland, Maine

**Motivation:** Become a powerful and feared witch and occasionally make her cousin Janette's life miserable.

**Body:**D4

**Mind:**D8

**Senses:**D6

**Will:** D8

**Social:**D8

**Magic:** D10

**Life Points:** 6

**Reflex:** 6

**Resist Magic:** 14    **Zap Points:** 25

**Skills:** Bargain +2, Basics +5, Computers +1, Fib +2, Games +3, Gossip +4, Hiding +1, Mundane Etiquette +3, Mythology +3, Plucky +2, Scare +3, Casting +6, Broom riding +2, Cryptozoology +3, Magic Etiquette +4, Mysticism +5, Potions +3

**Traits:** Snob, Wicked, Attuned

**Abilities:**

Quick Spell (Toad)

**Magic:**

Alteration 5, Conjunction: 3, Curses 2, Divination 1, Elementalism 2, Mentalism 2, Offense 3, Protection 2, Time and Space 3

**Signature Spell:** Toad (Alteration 3): Annabelle can turn a person into a toad with relative ease.

**Equipment:**

Bigger Bag

Mini Magic Mirror

**Custom Silver Wand:** -1 Zap Points, Can Levitate 1lb, Target -1 to resist magic, Produce light, +1 Duration MTR, +1 casting to Alteration spells.

**Silver Streak Broom**

**Description:** Annabelle was born to human parents. Unlike her cousin, however, Annabelle was shipped to Coventry at the first signs of her magical powers.

At Coventry, Annabelle excelled in her mystical studies and grew to become haughty and se-



verely wicked; in fact, when she returned to her mortal parents after a few years, she turned them into toads. It was because of that she was sent to live with Helena in hopes she could be trained not only in magic but humanity.

The time among mortals and with her Cousin Janette has tempered Annabelle some. Like Janette, Annabelle was sent to Coventry for her own safety were she was greeted with open arms despite her past and her down-to-earth cousin.

**Likes:** Classical, Music, Donny (though she would never admit it) and turning people into toads and frogs

**Dislikes:** Silly Mortals, Not getting her way and lack of manners

**Coventry Roommate:** Janette Deville

**Best Friend:** Allison Chaucer.



## HELENA DEVILLE

**Clique:** Insider

**Age:** 50

**Job:** Witch for Hire

**Place of Birth:** Salem Massachusetts

**Motivation:** Protect her family and friends. Be a good mother to Janette and Annabelle

**Body:**D8      **Mind:**D10

**Senses:**D6      **Will:** D8

**Social:**D8+1      **Magic:** D12+4

**Life Points:** 16      **Reflex:** 11

**Resist Magic:** 19      **Zap Points:** 32

**Skills:** Art +2, Bargain +4, Basics +6, Drive +3,

First Aid +2, Garden +2, Gourmet +4, Gossip

+3, Games +3, Mundane Etiquette +5, Mythology +5,

Plucky +4, Scare +4 Casting +8, Broom riding

+5, Cryptozoology +5, Enchantment +5, Magic Eti-

quette +8, Mysticism +7, Potions +8, Spell Breaker +7

**Traits:** Beautiful, Rich, Hexer

**Abilities:**

Instant Karma, Ward

**Magic:**

Alteration 6, Conjunction: 4, Curses 7, Divination 4,

Elementalism 3, Illusion 3, Healing 5, Mentalism 5,

Necromancy 3, Protection 4, Time and Space 6

**Signature Spell:** Fools Luck (Curse 2): Target gains +5 to all rolls for duration.

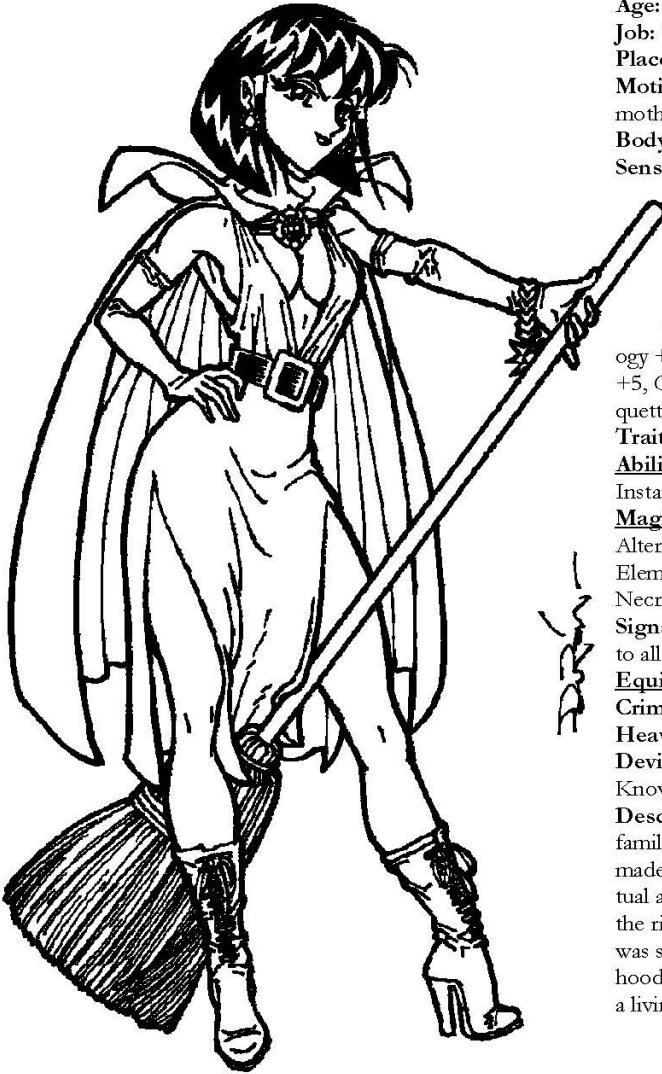
**Equipment:**

Crimson Tear Drop

Heaven's Harpies Broom

**Deville Estate and Mansion:** +2 to all rolls on estate . Knows all spells cast in mansion.

**Description:** Helena is the first witch born into her family during the 20th century. A Coventry grad, she made a name for herself in the mortal world as a spiritual advisor and creator of youth and vitality potions for the rich and famous. With no children of her own, it was surprising to see how well Helena took to motherhood with Janette and Annabelle. She is also engaged in a living romance with Harlan.



**Likes:** Friends, family and romance

**Dislikes:** Bullying Witches and The WWC,

**Best Friend:** Millie LeRouche



### DONNY OWENS

Mortal  
Age: 13

Job: Student ant Tomas Jefferson Middle School.

Place of Birth: Salem Massachusetts

Motivation: Have fun and become a Writer.

Body:D4      Mind:D8      Senses:D6      Will: D4  
Social:D4      Magic: D4      Life Points: 9      Reflex: 7

Resist Magic: 7      Zap Points: 8

Skills: Art +3, Basics +4, Computers +5, Fib +1, Fix Electronics +3, Games +5, Hiding +4, Look +3, Mythology +3, Pop Culture +5, Sports +1, Cryptozoology +2, Mysticism +1

Traits: Geek, Meek

Abilities:

None

Magic:

None

Equipment:

None

**Description:** Donny has found himself under the protection of Janette and/or Annabelle most of his life. The nebbish boy has in return been loyal. An avid comic book, role-playing, and anime fan, Donny was excited at first when he found the things he loved were real, even enough he's a bit afraid of Janette now and lives in fear of Annabelle (who he also has a crush on).

**Likes:** Hanging out with his friends, comics and video games.

**Dislikes:** Bullies and public speaking

**Best Friends:** Kamesha, Janette and Annabelle (girlfriend)



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### KAMESHA WASHINGTON

Mortal  
Age: 13

Job: Student ant Tomas Jefferson Middle School.

Place of Birth: Salem Massachusetts

Motivation: Become a doctor

Body:D6+1      Mind:D8+1      Senses:D6      Will: D6  
Social:D6      Magic: D4      Life Points: 14      Reflex: 9

Resist Magic: 7      Zap Points: 8

Skills: Art +4, Basics +4, Computers +3, Fighting +2, Games +3, Gossip +2, Plucky +3, Pop Culture +3, Science +3, Sports +3

Traits: Brainiac, Jock

Abilities:

None

Magic:

None

Equipment:

None

**Description:** Kamesha is Jeanette's best mortal friend. The two girls have been at each other's side since both were in kindergarten.

Kamesha, unlike Donny, has no fear of witches and has no problem speaking her mind to them. In fact, both Annabelle and Ally have found a growing respect for their brave mortal friend.

**Likes:** Singing, drawing, writing and hanging out with his friends

**Dislikes:** Bullies and public speaking

**Best Friends:** Kamesha, Janette and Annabelle



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### MILLIE LEROUCHE

Mortal

Age: 75

Job: Head Maid and House manager of the Deville Estate

Place of Birth: Salem Massachusetts

Motivation: Have fun and become a Writer.

Body:D6                      Mind:D6                      Senses:D8                      Will: D6

Social:D6                      Magic: D4                      Life Points: 12                      Reflex: 9

Resist Magic: 7                      Zap Points: 8

Skills: Bargain +2, Basics +3, Drive +2, First Aid +3, Fix Mechanical +3, Garden +4, Gourmet +5, Games +3, Gossip +5, Leader +3, Look +3, Plucky +5, Mysticism +4

Traits: Calm, Friendly

Abilities:

Longevity: Millie ages at half the rate of normal humans thanks to a spell.

Magic:

None

Equipment:

None

Description: Millie is one of the few humans whose family has always been aware of magic in the world. Millie was recommended to Helena for her skills as a cook and her ability to keep a secret. Millie has become Helena's closest friend and like a member of her family.

Likes: A Clean house, Cooking and keeping things in order

Dislikes: Dirt and disorder

Best Friends: Helena DeVille



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### HARLAN MACBETH

Immortal

Age : 393

Job: History teacher at Thomas Jefferson Middle school.

Place of Birth: West Africa near mount Kilimanjaro

Motivation: Teach his students, find new adventures romance Helena

Body:D10                      Mind:D8                      Senses:D8                      Will: D8

Social:D6                      Magic: D10                      Life Points: 14                      Reflex: 9

Resist Magic: 13                      Zap Points: 20

Skills: Acting, Athletics +5, Basics +4, Computers +3, Drive +3, Fighting +7, First Aid +3, Fix Mechanical +3, Games +3, Gourmet +3, Leader +4, Mythology +7, Plucky +5, Science +3, Sports +6, Cryptozoology +7 Mysticism +3

Traits: Brainiac, Jock, Atlansian

Abilities:

Standard Immortal Abilities

Magic:

Elementalism 3

Equipment:

Pet:(Masngler): Harlan owns a Bargeist Hound (Use Lion Stat)

Description: Born 393 years ago, Harlan, whose real name is lost to history, was destined to be a warrior. For years, he and a group of fellow Immortals sold their power to the highest bidder. From Africa, to India, to Europe they fought and won wars. Flash forward to today. Now a Salem history teacher, Harlan has taken a more peaceful road and is starting to slowly reveal his shady past to Helena as their love grows.

Likes: Teaching, Helena and giving Janette and Annabelle a hard time.

Dislikes: Witch Hunters, intolerance, things he did in his past

Best Friends: Robin Locksley, Mangler (dog)



DRK





### LADY ALLISON "ALLY" CHAUCER

**Clique:** Insider

**Age:** 13

**Job:** Initiate at Coventry School for Girls.

**Place of Birth:** Wiltshire, United Kingdom

**Motivation:** Get all the juicy gossip. Make her family proud of her.

**Body:**D4

**Mind:**D8

**Senses:**D8

**Will:** D8

**Social:**D8

**Magic:** D10

**Life Points:** 8

**Reflex:** 7

**Resist Magic:** 13

**Zap Points:** 20

**Skills:** Bargain +2, Basics +5, Computers +1, Garden, Gossip +5, Hear +4

**Leader** +2, Mundane Etiquette +4, Plucky +3, Casting +6, Broom Riding +3, Cryptozoology +4, Magical Etiquette +5, Mysticism +3

**Traits:** Busy Body, Titled, The Sight

**Abilities:**

Natural Telepath

**Magic:**

Alteration 3, Divination 4, Elementalism, 2, Illusion 2, Mentalism 3, Protection 2, Time and space 4

**Signature Spell:** Spy (Divination 2): Alison can view and hear a persons on her magic mirror.

**Equipment:**

**Magic Mirror:** This full size magic mirror grants +1 to Divination casting roll, can shrink to pocket size. It also has a mirror spirit in it with Mysticism 7.

**Custom Gold Wand:** -1 Zap Points, Can Levitate 1lb, Store 2 Zap Points. +1 casting for Time and Space Spells.

**Silver Streak Broom**

**Description:** : Born into English nobility, Ally has lived a very unique life. Even if she wasn't a sorceress, she would have everything she wanted. With class and breeding, Allison should have became one of the most popular girls at Coventry. The only thing that held her back was her love of gossip and rumor.



If there is anything going on at Coventry worth knowing, Ally knows about it. The information gathered is rarely used but is instead hidden away in Allison's little black book for her eyes only. Being a gossip at a school for witches isn't the healthiest occupation but the young sorceress can more than handle herself.

**Likes:** Gossip, shopping and learning new things.

**Dislikes:** Not being treated like a lady and bad gossip.

**Coventry Roommate:** Prudence Duncan

**Best Friends:** Annabelle DeVille , Prudence Duncan



### PRUDENCE" PRU" DUNCAN

Clique: Insider

Age: 13

Job: Initiate at Coventry School for Girls.

Place of Birth: Kokabrah, Australia

Motivation: Be the best student at Coventry. Be a good and helpful friend and witch.

Body:D4 Mind:D10+1

Senses:D4 Will: D8

Social:D6 Magic: D10

Life Points: 8 Reflex: 7

Resist Magic: 13 Zap Points: 20

Skills: Art +2, Basics+6, Computer +3, First Aid +3,

Games +3, Garden +4, Gourmet +2, Mythology +6,

Plucky +2, Casting +6, Broom Riding +1, Cryptozo-

ology +6, Focus +2, Herbalism 6, Magic Etiquette +6,

Potions +6, Spell Breaker +4

☆ Traits: Brainiac, Goody-Goody, Oracle

☆ Abilities:

Natural, Chanter

☆ Magic:

Alteration 3, Conjunction 2, Cybermancy 2, Divi-

nation 2, Elementalism, 3, Healing 3, Illusion 2,

Mentalism 2, Protection 2, Time and space 3

☆ Signature Spell: Heal Normal (Heal 3): Pru

can easily heal up to 10 points of damage..

Equipment:

☆ Bewitched Basic broom

Big Book of Knowledge: This magic book magical holds information on every subject granting The reader +1 to any skill roll but casting if refer- enced.

☆ Custom Rustic Wand: -1 Zap Points, Can Levitate 1lb, +1 Casting to Elementalism spells, +1 MTR Range, Light, Cornucopia.

☆ Socrates Pet Platypus: Socrates is an extremely intelligent pet Platypus.. It has all the witch pet abilities , Pru gains +1 to Social rolls and Crypto-



zoology rolls when he's near by.

Description: A bookish girl, Pru comes from a long line of Australian ranchers. Her parents and her three older brothers sheltered her and showered the skinny witch with affection but kept her close at all times. Having spent so little time among other people have made the girl shy and naive.

Despite all of that, Pru has made a name for herself as the girl to go to if you need help with anything magical. Her natural high intellect has made her one of school's most accomplished students.

Likes: Cute Animals, Reading, School Work

Dislikes: Mean people and no homework.

Coventry Roommate: Allison Chaucer

Best Friends: Janette DeVille



## PRINCESS NEPHRA BATU

**Clique:** Sorceress

**Age:** 13

**Job:** Initiate at Coventry School for Girls.

**Place of Birth:** Kingdom of Wanobi

**Motivation:** Help her people, learn to be a good leader and live up to her mother's Coventry legacy.

**Body:** D6

**Mind:** D8

**Senses:** D8

**Will:** D8

**Social:** D8

**Magic:** D10

**Life Points:** 13

**Reflex:** 9

**Resist Magic:** 13

**Zap Points:** 20

**Skills:** Basics +5, Dancing +3, Gossip +3, Hear +2, Leader +2, Look +2, Mundane Etiquette +2, Mythology +3, Plucky +3, Scare +3, Sports +3, Casting +5, Broom Riding +4, Cryptozoology +5, Enchantment +4, Herbalism +4, Magic Etiquette +5, Mysticism +5, Potions +4

**Traits:** Drama Queen, Titled, Hexxer

**Abilities:**

Caller

**Magic:**

Alteration 2, Curse 4, Conjunction 3, Divination 2, Elementalism, 4, Healing 2, Illusion 2, Mentalism 2, Offense 3, Protection 2, Time and Space 3

**Signature Spell:** Grandmother's curse: This spell causes the target to be -4 to all rolls for duration and slowly over the spells duration lose up to 15 points of damage. The Spell is never fatal but rather keeps the target at 1 life point and in pain.

**Equipment:**

**Sun King Amulet:** This gold amulet allows Nephra to spend 1 Zap Point to summon her Lion-Man Guardian Sun King to do her bidding (Use Guardian for Sun king)

**Ebony Hoop Wand:** -1 Zap Points, Can Levitate 1lb, Grants Nephra social rolls, +1 to Elementalism rolls and +1 MTR to Duration and Damage of Spells.



**Magic Carpet**

**Description:** Princess Nephra is the future queen of the kingdom of Wanobi in the heart of Africa. Like her mother before her, she is a very talented sorceress and is known throughout the school as one of the few girls whose reputation can bring a chill to the haughtiest witch.

Used to living like a princess, Nephra expects total loyalty and only the very best food and drinks. Anything less is considered an insult. On the other hand, Nephra is a loyal friend and is always one of the first to back up her friends in any situation.

**Likes:** Nature, a good story and her kingdom

**Dislikes:** Her kingdom's enemies and Highbinders

**Coventry Roommate:** Miako Matsu

**Best Friends:** Miako Matsu





## MIAKO MATSU

**Clique:** Insider

**Age:** 13

**Job:** Initiate at Coventry School for Girls.

**Place of Birth:** Tokyo, Japan

**Motivation:** Be a great witch and martial artist. Defend those in need

**Body:**D8

**Mind:**D8

**Senses:**D8

**Will:** D10

**Social:**D6

**Magic:** D10

**Life Points:** 16

**Reflex:** 11

**Resist Magic:** 13

**Zap Points:** 20

**Skills:** Acrobatics +5, Athletics +5, Basics +4,

Computers +4, Fighting +5, First Aid +5, Fix

Electronics +2, Games +3, Hear +3, Hiding +4,

Mundane Etiquette +4, Mythology +4, Plucky +3,

Pop Culture +2, Scare +2, Science +1, Sports +2

Track +2, Urchin +2, Casting +5, Focus +6,

Magical Etiquette +2, Mysticism +4,

**Traits:** Calm, Warrior, Meditative

**Abilities:**

None

**Magic:**

Conjuration 2, Curses 2, Cybermancy 3, Divination 2,

Elementalism 2, Illusion 4, Healing 1, Mentalism 3,

Necromancer, 2 Offense 3, Protection 2, Time and

Space 2

**Signature Spell:** Ninja Vanish (Illusion 4): Miako can

use this spell to hide herself instantly from all

senses including magical ones.

**Equipment:**

**Jade Necklace:** This Necklace grants Miako +1 to Resist magic and allows her to ignore 2 points of damage.

**Magic Girl Wand:** -1 Zap Points, Can Levitate 11b, +1 MTR to spell damage, Can change Miako's clothing to her ninja outfit Wand can turn into a Ninja Sword that does +4 Damage (a total of 11 damage in the hand of Miako)

**Description:** Miako comes from a long line of Majo (Magical people) who have served in her family's dan of



ninjas for over a thousand years. After a rival clan destroyed most of her family, Miako was raised by her barely adult sister. Miako's sister, who was also a witch, trained her sibling as best she could. But with rival ninjas abounding, she had no choice but to send her sister some place safe.

When Miako was 10, she was sent to Coventry to keep her away from the rival dan and the need for revenge. But even at Coventry, the normally quiet girl waits for the chance to avenge her parents' death.

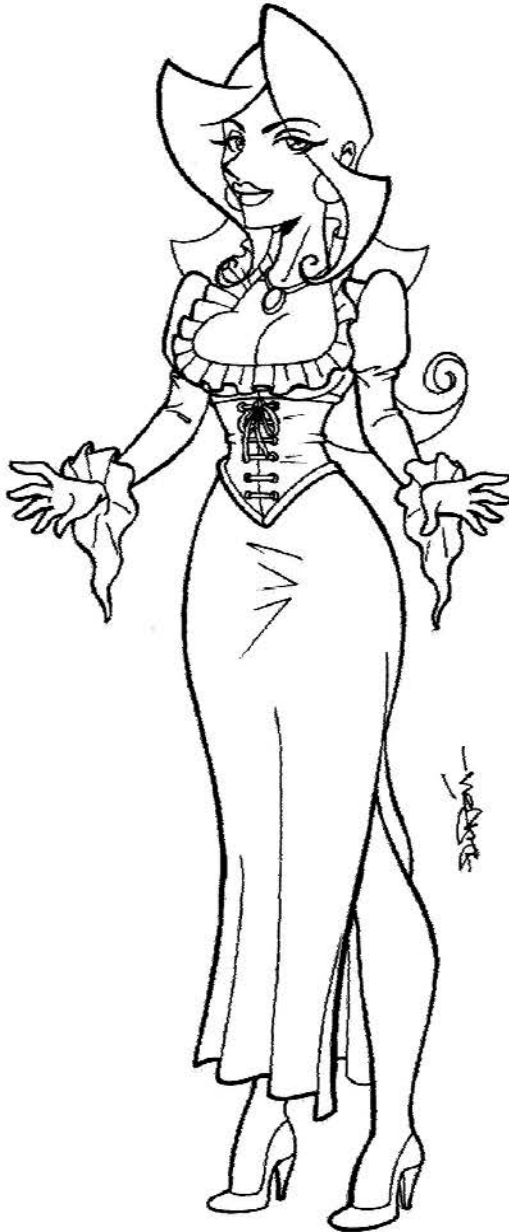
**Likes:** Anime, practicing martial arts and Pocky

**Dislikes:** Clutter, Being disturb when meditating.

**Coventry Roommate:** Princess Nephra Batu

**Best Friends:** Nephra Batu





## DENORA DESADE

**Clique:** Outsider (Though she claims she's a sorceress)

**Age:** 50

**Job:** The Wicked Witch of the west coast

**Place of Birth:** Niece France

**Motivation:** Get all the juicy gossip. Make her family proud of here

**Body:**D6                      **Mind:**D10

**Senses:**D6                      **Will:** D8

**Social:**D10                      **Magic:** D12+5

**Life Points:** 8                      **Reflex:** 9

**Resist Magic:** 20    **Zap Points:** 34

**Skills:** Art +3, Bargain +4, Basics +6, Computers +3, Drive +3, Gourmet +4, Gossip +3, Games +3, Mundane Etiquette +5, Mythology +5, Plucky +4, Scare +6, Casting +8, Broom riding +4, Cryptozoology +5, Enchantment +5, Magic Etiquette +8, Mysticism +7, Potions +8, Spell Breaker +7

**Traits:** Queen Bee, Wicked, Transmuter

**Abilities:**

Highbinder, Wards.

**Magic:**

Alteration 7, Conjunction 3, Cybermancy 1, Curses 4, Divination 2, Elementalism 3, Illusion 3, Mentalism 4, Necromancy 3, Offense 3, Protection 3, Time and Space 4

**Signature Spell:** Cigar (Alteration 4): Denora can turn a person into a cigar with wicked ease.

**Equipment:**

**Car:** Denora's two seat convertible sports car doesn't need fuel or maintenance can travel up to 3090mph on ground or air and grants her +2 to driving rolls. It can also turn into a credit card for the Luna bank.

**Cigar Holder:** Denora's cigar holder she uses to smoke cigars acts as a wand. -1 zap, can levitate 5 lbs, -1 to resist magic of anyone she targets with a spell. +1 MTR damage, Duration and Range.

**Description:** Denora is the often described as the "Wicked Witch of the West Coast" Wealthy, witty, intelligent, and evil to the core, she is one of the most feared witches in the world.

Great High Witch of the Western United States, she is known for her High Binder agenda (an organization in which she holds a very high office) and her power.

Despite being an evil sorceress, Denora manages to be a good mother and loves her daughter Claudia.

**Likes:** Shopping, her daughter and being Wicked.

**Dislikes:** Goody-Goody Witches and uppity mortals



### CLAUDIA DESADE

Clique: Insider

Age: 13

Job: Initiate at Coventry School for Girls.

Place of Birth: San Francisco California

Motivation: Become the most powerful and feared witch at Coventry

Body: D4

Mind: D10

Senses: D6

Will: D8

Social: D8

Magic: D12

Life Points: 8

Reflex: 7

Resist Magic: 14

Zap Points: 25

Skills: Bargain +2, Basics +5, Computers +3,

Fib +2, Games +3, Gossip +4, Hiding +1,

Mundane Etiquette +2, Leader +5, Mythology +3, Plucky +2, Scare +4, Casting +6,

Broom riding +3, Cryptozoology +5, Magic Et-

iquette +5, Mysticism +5, Potions +3

Traits: Queen Bee, Temper, Prodigy

Abilities:

Caller, Highbinder

Magic:

Alteration 5, Conjunction: 4, Curses 3, Cyber-

mancy 3, Divination 1, Elementalism 2, Illusion 2,

Mentalism 3, Necromancy 3, Offense 3, Protec-

tion 2, Time and Space 4

Signature Spell: Monster Maker ( Conjunction 3):

Claudia can create from her own imagination tiny 1-

2 feet high monsters to do her bidding.

Equipment:

Bigger Bag

Custom Magician Wand: -1 Zap Points, Can

Levitate 20lbs, +1 MTR Range, +1 casting to Al-

teration and Conjunction spells..

Black Racer Broom

Description: Claudia is a mystical prodigy and

because her mother sits on the Coventry alumni

board, she started school at age 3 instead of the

average ages of 5 or 6. Placed in the school at

such a young age, Claudia had to prove herself

over and over again. This fact more than any

other has made her into the fearsome girl she is

today.



After all, in order to prevent from being picked on, she came to the conclusion that she had to be the one doing the "picking." After making the status of Initiate at age 9, Claudia became the self-appointed wicked witch of "West Hall," bullying and threatening all around her and dealing cruelly with anyone who would dare cross her path.

After almost three years of being unopposed, Janette Deville became the first girl in their age group to not only openly defy Claudia but also to spoil her schemes. Claudia has now put her considerable talent towards making Janette rue the day she ever came to Coventry.

Likes: Bulling people, Magic, Being in charge

Dislikes: Her mother doting on her and Janette Deville

Coventry Roommate: Jennifer Beauveux



### JENNIFER BEAUDEUX

**Clique:** Gothique

**Age:** 13

**Job:** Initiate at Coventry School for Girls.

**Place of Birth:** New Orleans, Louisiana

**Motivation:** Be as feared as Claudia. Be a better Witch.

**Body:**D8

**Mind:**D6

**Senses:**D8

**Will:** D6

**Social:**D6

**Magic:** D8

**Life Points:** 18

**Reflex:** 11

**Resist Magic:** 11      **Zap Points:** 16

**Skills:** Athletics +4, Basics +2, Computers +3, Fib +3, Fix Mechanical +3, Games +3, Gossip +3, Plucky +3, Scare +3, Streetwise +4, Sports +5, Urchin +5, Casting +5, Mysticism +3

**Traits:** Lucky, Urchin, Zappy Fingers.

**Abilities:**

None

**Magic:**

Curses 3, Cybermancy 3, Necromancy 3, Offense 4

**Signature Spell:** Boomer (Offense 4) This fires a green ball of energy that does up to 15 points of damage to some or all targets in range or .

**Equipment:**

Bewitched Basic Broom.

Black Crystal Wand

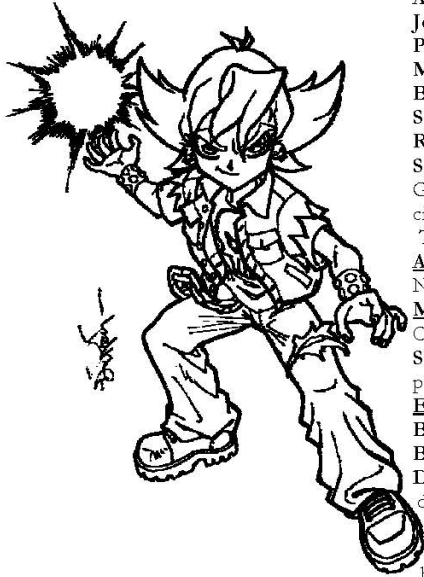
**Description:** Jennifer always has been a bully; being a witch just made her bullying more dangerous. Among the Coventry Initiates, Jennifer is an enigma: she's a tomboy who resists anything ladylike or cultured, placing Heavy Metal over Bach, B-Movies over opera, and bluntness over civility. With almost no idea about subtle tactics, Jennifer ends up in trouble a lot more than her friends Pavari and Claudia, but to Jennifer, being in trouble is cool.

**Likes:** Doing Claudia's bidding, causing trouble bullying Pru.

**Dislikes:** Being punished, Teachers, Janette and Annabelle.

**Coventry Roommate:** Claudia DeVille

**Best Friends:** Pavari Suraiya



### PAVARI SURAIYA

**Clique:** Outsider

**Age:** 13

**Job:** Initiate at Coventry School for Girls.

**Place of Birth:** New Deli, India

**Motivation:** Cause trouble and Manipulate others.

**Body:**D6

**Mind:**D8

**Senses:**D6 +1

**Will:** D6

**Social:**D8

**Magic:** D10

**Life Points:** 12

**Reflex:** 10

**Resist Magic:** 13      **Zap Points:** 20

**Skills:** Bargain +3, Basics +2, Computers +3, Dancing +5, Fib +3, Fix Mechanical +3, Games +3, Gossip +3, Instrument +3, Plucky +3, Singing +3, Streetwise +4 Casting +5, Mysticism +3

**Traits:** Entertainer, Busy Body, Conjuror.

**Abilities:**

None

**Magic:**

Conjuration 4, Curses 3, Illusion 3, Mentalism 4, Protection 3

**Signature Spell:** Mists of Fear (Illusion 3): Pavari can create an area where anyone entering worse fear comes to life as realistic illusions.

**Equipment:**

Flying Carpet

Standard Wand

**Description:** Born in one of the poorest parts New Deli, Pavari grew up in a non-magical home and was forced to steal and beg for a living. At age 17, her magical powers appeared, and the girl was sold by her parents to a local Sorceress. The Sorceress took pity on the girl and sent her to Coventry. At Coventry, Pavari used her abilities to scheme and gain popularity and soon became one of the most popular girls in her class.

**Likes:** Manipulating others, singing, dancing

**Dislikes:** Being Manipulated , Being bored.

**Coventry Roommate:** Ilyanna Alexandra

**Best Friends:** Jennifer Beaudeaux





## TITANIA MORGANNE

**Clique:** Sorceress

**Age:** 1532

**Job:** Headmistress of Coventry School for girls.

**Place of Birth:** Isle of Avalon

**Motivation:** Be a fair minded Headmistress. Train the most powerful witches of all time.

**Body:**D8                      **Mind:**D10

**Senses:**D6                      **Will:** D10

**Social:**D12                      **Magic:** D12+7

**Life Points:** 16                      **Reflex:** 11

**Resist Magic:** 22                      **Zap Points:** 38

**Skills:** Art +5, Bargain +5, Basics +9, Computers +2, Fighting +2, First Aid +4, Games +5, Garden +5, Games +4, Gossip +6, Hear +6, Leader+8, Mundane Etiquette +9, Mythology +8, Plucky +6, Scare +7, Science +2, Casting +10, Broom riding +9, Cryptozoology +10, Enchantment +10, Focus: +8, Herbalism +10, Magic Etiquette +10, Mysticism +10, Potions +10, Spell Breaker +10

**Traits:** Queen Bee, Unshakable, Half Fae

**Abilities:**

Natural Telepath, Natural Telekinetic, Richochet spell, Wards

**Magic:**

Alteration 8, Conjuraton 8, Curses 8, Divination 8, Elementalism 8, Healing 6, Illusion, 7, Mentalism 9, Necromancy 6, Offense 7, Protection 7, Time and Space 7

**Signature Spell:** Global Command( Mentalism 9): Titania can alter the memories or mind of everyone on the planet.

**Equipment:**

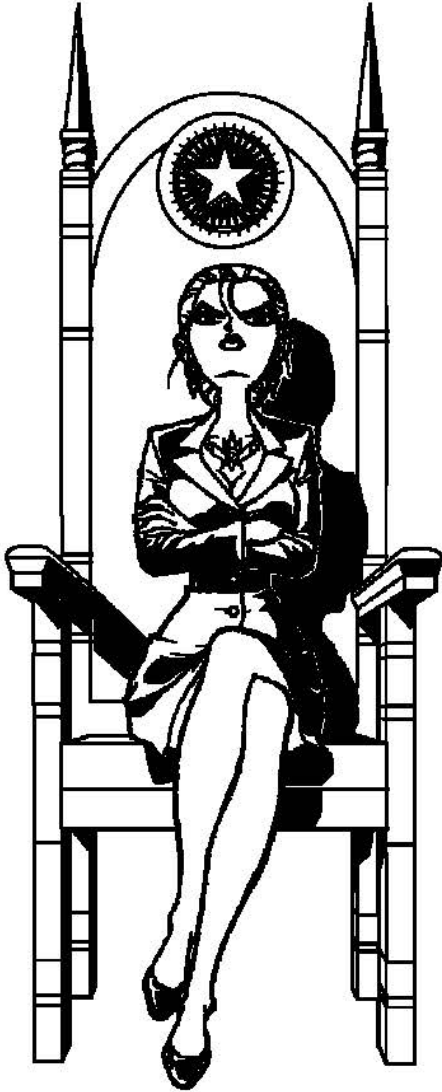
**Eye of Morganna:** This 1ft wide crystal orb increases the MTR of divinations type spells cast through it by two ranks. It also allows Titania to control the weather of Avalon for 1 Zap Point

**The Isle of Avalon:** Titania knows everything that goes on Avalon and gains +2 to all rolls on the Island.

**Custom Broom:** Titania owns one of the few surviving

**Arcane Ace Broom:** Theses Brooms were used by witches during WW2. Triples flight speed, +2 to Broom Roding rolls. Broom rider ignores 4 points of damage.

**Description:** She's had many names, The Morgan, Morganna and Morgan Le Fey, Titania. Vilified through the ages by mortal writers and poets she has spent most of her life trying to make the lives of otherkin and mundanes better including working with the Immortal Warlock Merlin on the "Camelot Experiment"



Titania was also the Educational of the WWC and after seeing a variety of witch traditions from around the world decided to create a school that would embrace all magical traditions. And So Coventry was born and through war and peace she has acted as the school's headmistress. Using her vast knowledge and power to mold some of the most powerful witches alive.

**Likes:** Teaching, Helping her Students, People watching.

**Dislikes:** The WWC interfering in her school. Parents interfering with her school, Students who do not give 100%.

**Best Friend:** Ms. Anansia



## ANANSIA

**Clique:** Sorceress

**Age:** 1148

**Job:** Vice-Headmistress, Time and Space Instructor.

**Place of Birth:** Wanobi, Africa

**Motivation:** Push her students reach their full potential. Help her fellow teachers have fun.

**Body:**D8                      **Mind:**D10

**Senses:**D8                    **Will:** D10

**Social:**D10                  **Magic:** D12+7

**Life Points:** 16              **Reflex:** 11

**Resist Magic:** 22      **Zap Points:** 38

**Skills:** Acting +7, Athletics +4, Bargain +9, Basics +8, Fib +6, Fighting +5, First Aid +5, Games +5, Garden +5, Gossip +6, Gourmet +6, Hiding +8, Leader +6, Mundane Etiquette +5, Mythology +9, Plucky +7, Pop Culture +4, Scare +5, Singing +4, Streetwise +4, Urchin +7, Casting +9, Broom riding +9, Cryptozoology +9, Enchantment +9, Focus: +8, Herbalism +10, Magic Etiquette +9, Mysticism +9, Potions +10, Spell Breaker +9

**Traits:** Queen Bee, Unshakable, Half Fae

### Abilities:

Caller , Natural Telepath, Natural Telekinetic, Natural, Wards

### Magic:

Alteration 5, Conjuraton 5, Curses 8, Divination 7, Elementalism 7, Healing 6, Illusion, 7, Mentalism 9, Necromancy 6, Offense 7, Protection 7, Time and Space 10

**Signature Spell:** Perfect Time Line (Time and Space 10): Ms. Anasia can alter a past event to effect her present without altering anything else in past or the present

### Equipment:

**Lady Spider:** This gold amulet allows Anasia to spend 1 Zap Point to summon her Giant Spider Guardian Lady Spider to do her bidding. (Use Guardian for Lady Spider)

**Description:** A Princess of Wanobi, Ms. Anasia left her African home early in life A Daughter of Anansi the greatest of all Animal Paragon Spiders and the first Queen of Wanobi she wanted to a life away from her parents watchful eyes.

Anasia avoided the magical world traveling through out

Europe as a performer and , courtesan and thespian for centuries. Eventually her wanderlust ended and she the witch decided to continue learning by meeting new people from around the world and the best way to do that was to teach at a place where others from around the world congregated.. Coventry.

Ms. Anansi teaches Time and Space studies at Coventry. There students learn how to create portals to other worlds, teleportation and bending time and space to their will.

A strict Teacher known for giving lots of homework and is given to flamboyant gestures and talking fast in her African accent.

Around her fellow teacher Anasia is much more laid back and can be a bit of a prankster.

**Likes:** Pushing her students, giving home work, playing pranks on fellow teachers

**Dislikes:** People who can't take adversity or a good joke.

**Best Friend:** Ms. Morganne





## ELSA HARKENS

**Clique:** Insider

**Age:** 300

**Job:** Dorm Mother, Head of Security and Enchantment Teacher at Coventry school for girls.

**Place of Birth:** Bloomberg, Germany

**Motivation:** Protect the students and staff of Coventry. Teach the students life lessons.

**Body:**D10

**Mind:**D9

**Senses:**D9

**Will:** D10

**Social:**D12

**Magic:** D12+5

**Life Points:** 22

**Reflex:** 13

**Resist Magic:** 19 **Zap Points:** 34

**Skills:** Athletics +7, Basics +7, Computers +2, Fighting +7, First Aid +6, Games +7, Gossip +8, Games +3, Hear +7, Leader+3, Look +6, Mundane Etiquette +5, Mythology +7, Plucky +10, Scare +8, Science +3, Sports +8, Streetwise +3, Track +7, Urchin +3, Casting +8, Broom riding +9, Cryptozoology +8, Enchantment +10, Focus: +7, Herbalism +6, Magic Etiquette +7, Mysticism +8, Potions +6, Spell Breaker +10

**Traits:** Jaded, Tough, Half Immortal

### Abilities:

Natural Telepath, Ricochet spell, Wards

**Legendary Strength (1):** Elsa can lift 1 ton, and gains +1 to Damage and strength based rolls.

**Tough Skin:** Elsa naturally ignores 1 point of all damage.

### Magic:

Alteration 4, Conjunction 4, Curses 3, Cybermancy 1, Divination 3, Elementalism 5, Healing 4, Illusion, 2, Mentalism 3, Necromancy 3, Offense 6, Protection 7, Time and Space 5

**Signature Spell:** Time out (Time and Space 5): This spell allows Elsa to send a target person or thing into the time out zone. There they don't age, can't talk and can't move. Every hour that passes in the real world is 1 year in time out.

### Equipment:

**Riding Crop:** This riding crop acts as Elsa's wand and provides -1 Zap, Can levitate up to 100 lbs and grants Elsa +1 to Time and Space and Protection casting rolls.

**Description:** Born in Germany to a Witch Mother and Immortal father Elsa unlike most German witches was not accepted into the Reinhexxen school of because of her mixed heritage. Thankfully her parents were up to the challenge to training her

*Diana*



Despite being home schooled Elsa was accepted as an apprentice WWC magistrate at the age of twenty, full Magistrate at thirty and Head Magistrate of Germany at age 100. It was because of her Time as head Magistrate that Elsa was chosen by Titania Morganne to be in charge of security at Coventry.

Elsa Harkens is the last lady you want to cross. As the School Dorm warden, security head and Dorm Mother it's her job is not a simple one, keeping over seventy witches in line isn't easy. A stern figure Elsa hardly ever smiles and has a steady glance that can break the most stoic or stubborn girl. When not keeping her girls in line Elsa spends most her life time training Her athletic body so she can be in perfect shape to better protect her students.

**Likes:** Working out, Helping Students, Keeping everything on order.

**Dislikes:** Undisciplined students, People who harm her students.

**Best Friend:** Ms. Moonglow



### EMILY FOSTER

**Clique:** Outsider

**Age:** 30

**Job:** Computer and Cybermancy Teacher

**Place of Birth:** Kansas City, Kansas

**Motivation:** Have fun, Introduce the world to the joy of Cybermancy.

**Body:**D6

**Mind:**D12

**Senses:**D4

**Will:** D8

**Social:**D6

**Magic:** D12+4

**Life Points:** 12

**Reflex:** 9

**Resist Magic:** 20

**Zap Points:** 34

**Skills:** Bargain +3, Basics +7, Computers +10, First Aid +5, Games +10, Gossip +3, Mundane Etiquette +3, Mythology +5, Plucky +5, Science +9, Casting +8, Broom riding +9, Cryptozool-ogy +8, Enchantment +9, Focus +3, Herbalism +3, Magic Etiquette +5, Mysticism +7, Potions +4, Spell Breaker +7

**Traits:** Geek, Friendly, Half Fae

**Abilities:**

Natural Telekinetic, Wireless

**Magic:**

Alteration 3, Conjunction 4, Curses 2, Cybermancy 10, Divination 3, Elementalism 3, Healing 3, Illusion 4, Mentalism 3, Necromancy 1, Offense 3, Protection 3, Time and Space 6

**Signature Spell:** Rewrite the Net

(Divination 10): Ms. Foster can remove information or add information to every website on the internet at will.

**Equipment:**

**Pet-Monkey:** This mischievous monkey grants Emily +2 Reflex when its near by and has all the standard pet abilities plus it can enter cyberspace. And In



cyberspace turn into any type of computer virus.

**The Original Ghost Top:** This Ghost top computer grants the user +3 to computer rolls has limitless access to computer accessories no matter the distance, can instantly upload and download anything and is -10 to rolls to hack it.

**Vespa Flyer**

**Description:** Ms Foster is the first computer science teacher in Coventry history. The schools youngest teacher new ideas on the uses computers and combining it with magic was scoffed at by many of older staff members until Ms. Foster demonstrated it by downloading the main building to her flash drive. No longer doubting the half-df teacher is now one of the popular teachers at school if for nothing else because of her good nature and her closeness in age to her students.

**Likes:** Computers, Computer games, math

**Dislikes:** People who fear computers, Old fashion witches

**Best Friend:** Her Monkey, Janette Deville, Miako Masaki



## SUNSHINE MOONGLOW

**Clique:** Insider

**Age:** 902

**Job:** Healing Instructor, School Nurse and School Counselor

**Place of Birth:** Isle of Avalon

**Motivation:** Make the magical and mundane world a better place.

**Body:**D6

**Mind:**D10

**Senses:**D4

**Will:** D8

**Social:**D8

**Magic:** D12+5

**Life Points:** 12

**Reflex:** 9

**Resist Magic:** 20 **Zap Points:** 34

**Skills:** Art +9, Acting +5, Bargain +3, Basics +7, Computers +2, Dancing +5, First Aid +7, Games +3, Gossip +8, Games +3, Mundane Etiquette +3, Mythology +6, Plucky +6, Singing +5, Urchin +4, Casting +8, Cryptozoology +7, Enchantment +2, Focus +3, Herbalism +3, Magic Etiquette +7, Mysticism +8, Potions +7, Spell Breaker +8

**Traits:** Friendly, Goody Goody, Half Fairy

**Abilities:**

Caller, Instant Karma

**Magic:**

Alteration 4, Conjunction 4, Divination 7, Elementalism 7, Healing 9, Illusion 4, Mentalism 8, Necromancy 1, Protection 7, Time and Space 6

**Signature Spell:** Loom of Fate (Divination). Ms. Moon Glow can see or cause another to see every possible future of a target person place or thing

**Equipment:**

**Silver Star Wand:** This Silver star wand comes from Ms. Moon glows time as a fairy godmother.

It grants; -1 to Zap cost +1 to casting, Duration and Range MTR to spells that are helpful or to grant wishes.



All Healing Spells cast with the Wand is +1 to casting and heals +5 life points.

**Description:** Born of fairy blood Ms. Moonglow like most of Fairies and Fey left Avalon to see the world. Sunshine spent her first few centuries as a roaming Fairy Godmother and may be the fairy godmother of such stories of Cinderella and Sleeping Beauty (She claims she is although there is no real proof).

A Long time friend of Ms. Morganne she was recruited into Coventry as a teacher in the early 1400's and soon became the school's first counselor after it was discovered her upbeat personality made her a favorite among teacher and one of the few teachers at the time the students didn't fear.

Always smiling, positive and just plain perky Ms. Moonglow is always willing to talk and help both students and fellow teachers. Extremely easy to talk to she can bring a smile to even the most wicked lips as she flits about the school at fairy size.

**Likes:** Computers, Computer games, math

**Dislikes:** People who fear computers, Old fashion witches

**Best Friend:** Ms. Harkens

