



FIFTH FLOOR **TO HELL**

MONDAY MORNING PD

PLAYER PRIMER AND CHARACTER CREATION PACKET

MONDAY MORNING PD

YOUR SPOILER-FREE BRIEFING

TO	You, a Lincoln Heights High School employee	
FROM	District Office of Professional Learning	
SUBJECT	Emergency Readiness, Cross-Functional Problem Solving, and Other Assigned Duties	
TIME	Immediately before character creation	

YOUR SETUP

You are playing a staff member at **Lincoln Heights High School**, a large Midwestern public school in the winter of 1987. The game begins after school while you are attending a fifth-floor IEP meeting. A severe blizzard has settled over the campus.

YOUR ROLE

You are an educator or school employee; competent, tired, and not remotely trained for what comes next.

YOUR MOVIE

Think 1980s supernatural horror with staffroom comedy, practical problem-solving, and ordinary people protecting one another.

YOUR TIME

Character creation and Session Zero first; then a 2-3 hour one-shot.

WHAT YOU SHOULD BRING TO THE CHARACTER

- A job you can portray immediately.
- A clear attitude toward the school and the District.
- One coworker relationship that matters.
- Someone still in the building whom you would not willingly abandon.
- Two ordinary objects with personal meaning to your character.

PLAY THE EMPLOYEE, NOT AN ADVENTURER

Your strength is familiarity with classrooms, offices, students, equipment, procedures, and the people who work here. You do not need a combat build. A counselor, secretary, custodian, librarian, coach, teacher, or case manager can all become essential.

WHAT THIS PACKET DOES NOT TELL YOU

There is no recommended route, correct room order, hidden solution, or enemy list in this primer. The maps are for orientation only. You will decide where to go after play begins.

BEFORE THE FIRST BELL

SESSION ZERO | DECIDE YOUR VERSION OF THE MOVIE

Make these decisions together. Short answers are enough; the purpose is to make sure everyone is playing the same kind of one-shot.

TABLE AGREEMENT

QUESTION	YOUR GROUP DECIDES
How frightening?	Campy VHS horror; balanced horror-comedy; or darker survival horror.
How dangerous?	Cinematic safety; dangerous but forgiving; or potentially lethal.
What can happen to students?	Students may be frightened, missing, endangered, or changed. Graphic harm is excluded by default.
Is Practical Magic available?	Unavailable; rare and item-based; or granted to selected characters by the GM.
What do you want most?	Combat; rescue; investigation; improvisation; staff drama; or an even balance.
What stays off-screen?	Set lines, veils, pause tools, and anything the group does not want included.

DEFAULT BOUNDARIES

No real-world school-shooting scenario, sexual violence, hateful content, or graphic harm to minors. Anyone may pause or redirect the game out of character.

CREATE CONNECTIONS, NOT BIOGRAPHIES

Answer these before finishing your character:

1. Why are you attending the after-school IEP meeting?
2. Which other player character do you trust, respect, envy, fear, or quietly dislike?
3. Which student or staff member still in the building do you feel responsible for?
4. Which part of campus do you know unusually well?
5. What ordinary object did you bring to the meeting?
6. What rumor have you heard about the old building, library archive, or basement?

FINAL CHECK

WHAT YOU WANT

What would make the session memorable for you?

WHAT YOU DO NOT WANT

What should not appear or should fade to black?

BUILD YOUR STAFF MEMBER

A CHARACTER YOU CAN PLAY IMMEDIATELY

Start with a person, not a spreadsheet. Decide who you are at work, what you are good at, and who in the building matters to you. Then fill in the numbers.

SIX FAST DECISIONS

1. **Choose your job:** What do you actually do at Lincoln Heights?
2. **Choose your Persona:** How do you survive the profession?
3. **Choose your Campus Role:** What practical expertise do you bring to the group?
4. **Choose your alignment:** Loyal, Neutral, or Disloyal toward the District.
5. **Connect to the group:** Define one coworker relationship and one person you feel responsible for.
6. **Name two meaningful objects:** Everyday possessions tied to your work, history, or identity.

ROLL YOUR ATTRIBUTES

Roll 3D6 once for each attribute and convert the total to a modifier.

3D6	3	4-5	6-8	9-12	13-15	16-17	18
Modifier	-3	-2	-1	0	+1	+2	+3

THE FOUR ATTRIBUTES

Strength: force, lifting, breaking, holding.

Agility: movement, reflexes, balance, precision.

Intelligence: knowledge, noticing, analysis, technical work.

Resilience: endurance, composure, stress tolerance.

STARTING CONDITION

HP: Resilience modifier + D8; minimum 1.

Sanity: Intelligence modifier + D8; minimum 1.

Your official character sheet or digital console tracks the final values.

TWO MEANINGFUL OBJECTS

Examples include a favorite grading pen, old keyring, prized whistle, battered clipboard, family photograph, lucky mug, lab goggles, or inherited pocketknife. These objects help define you; they may also matter if Practical Magic is allowed.

DO NOT BUILD ONLY FOR FIGHTING

Campus knowledge, movement, authority, technical skill, emotional support, and improvisation are all useful. Pick a character whose decisions and reactions will be fun to play under pressure.

PICK HOW YOU HANDLE THE JOB

CHOOSE ONE PERSONA

Your Persona is the professional instinct you fall back on when things go wrong. Pick the one you can perform without stopping to think.

EAGER NEW HIRE

Choose this if optimism is still part of your toolkit. Once per session recover D4 Sanity after horror, or restore 1 Sanity to a nearby ally with painful sincerity.

STUDENT ADVOCATE

Choose this if your first instinct is to read and protect people. Test Intelligence to understand fear, motive, or immediate need; gain +1 on a direct protective follow-up.

INSPIRING TRYHARD

Choose this if you can turn any crisis into a motivational speech. Once per session allies who hear you gain +1 on their next test.

CREATIVE CHAOS ENGINE

Choose this if tape, markers, cardboard, and bad ideas become solutions. Once per session create a useful tool, decoy, barricade, map, disguise, or visual aid.

CLASSROOM HERMIT

Choose this if your workspace is a fortified ecosystem. Once per session gain +2 to find, improvise, barricade, repair, or repurpose something in a familiar work room.

DEPARTMENT DIPLOMAT

Choose this if you survive through professional language. Once per session gain +2 to negotiate, redirect blame, calm staff, stall authority, or sell a terrible plan.

CLIPBOARD CRUSADER

Choose this if procedure is your weapon. Once per session gain +2 when rules, access, authority, logistics, evacuation, or hesitation matter.

SUBSTITUTE

Choose this if you are flexible, detached, and difficult to blame. Gain +2 on campus politics, plausible deniability, and resisting authority; once per session know one useful detail from another campus.

DATA-DRIVEN ZEALOT

Choose this if patterns and records speak to you. Once per session study institutional information and ask the GM one question about a hidden inconsistency.

JADED VETERAN

Choose this if institutional scar tissue keeps you functional. Gain +1 against fear, trauma, manipulation, or bureaucratic intimidation; once per session ask what similar thing happened before.

PERSONA IS NOT YOUR JOB

A coach can be a Clipboard Crusader. A counselor can be a Jaded Veteran. A custodian can be a Department Diplomat. The combination should make you immediately recognizable at the table.

PICK WHAT YOU DO ON CAMPUS

CHOOSE ONE CAMPUS ROLE

Your Campus Role is the expertise other staff rely on when ordinary school problems become extraordinary.

NEW TEACHER

BEGINNER'S ADAPTABILITY: Once per session reroll a failed test caused by confusion, inexperience, or inadequate support.

VETERAN TEACHER

SEEN IT BEFORE: Gain +2 on classroom management, campus memory, pattern recognition, detecting nonsense, or remaining calm.

CTE TEACHER

SHOP LOGIC: Gain +2 to repair, construct, dismantle, reinforce, or operate equipment; once per session produce a plausible tool or material.

DEPARTMENT CHAIR

LEADERSHIP MEETING CLEARANCE: Once per session ask for one useful fact learned from a meeting, agenda, memo, or hallway conversation.

COUNSELOR

CRISIS PROTOCOL: Gain +2 to calm, assess, comfort, redirect, or de-escalate; once per session help an ally recover D4 Sanity during a safe conversation.

COACH

RUN THE DRILL: Gain +2 on movement, athletics, coordination, and group action; once per session grant allies +1 on their next Strength or Agility test.

SPED CASE MANAGER

COMPLIANCE SHIELD: Gain +2 on documentation, procedure, student supports, legal requirements, or bureaucratic resistance.

LIBRARIAN / OFFICE STAFF / CUSTODIAN

ADMINISTRATIVE OMNISCIENCE: Once per session gain +2 on records, schedules, communications, keys, logistics, archives, media systems, or locating people.

PRACTICAL MAGIC

OPTIONAL, RARE, AND ITEM-BASED

You are not a wizard. Practical Magic works through an ordinary object that matters to your character.

1. During character creation, name **two personally significant objects**.
2. The GM decides whether one of those objects becomes magical.
3. If the GM grants you a magical item, choose **two spells** from the provided spell list. Those are the item's two available spells. That is the entire selection process.
4. To use one, describe how the item produces the effect and make an Intelligence-based Meta test against DR12.
5. On success, the spell works. On failure, nothing happens and the item may remain unavailable for a while, as determined by the GM.

THE ONLY CORE ROLL YOU NEED

Describe what you do. When the result is uncertain and failure matters, roll **D20 + the relevant attribute modifier**. Meet or exceed the Difficulty Rating.

DR	6	8	12	16	20
Difficulty	Easy	Normal	Difficult	Really Hard	Absurd

Use the school. Clipboards, textbooks, carts, radios, keys, tools, sports gear, chemicals, and classroom supplies can become weapons, defenses, leverage, or solutions.

PRACTICAL MAGIC

FORBIDDEN INTERVENTIONS | CHOOSE TWO SPELLS

CHOOSING AND USING SPELLS

If the GM grants one of your meaningful objects Practical Magic, choose exactly two spells from these pages. Those are the item's available spells. To cast one, describe how the item creates the effect and make an Intelligence-based Meta test against DR12. On failure, the spell does not occur and the item may be unavailable for a while.

1

POST THE OBJECTIVE

Write up to 128 glowing characters in the air, on a board, or across a nearby surface. The message remains for D6 minutes. Anything that reads it understands the intended meaning, even if it does not know the language.

2

GRADE ON A CURVE

Identify a broken rule, hidden contradiction, corrupted document, false record, weak point, or supernatural inconsistency nearby. The GM reveals one useful flaw in the situation.

3

ARCANE ACRONYM

Speak an educational acronym so overbuilt, circular, and spiritually exhausting that one target becomes nauseated, stunned, or loses its next action for D6 rounds.

4

LOCATE ASSIGNMENT

Find one specified object, document, key, person's record, or misplaced item if it exists in the current room or immediate area. The answer appears through a noise, flicker, note, smell, or impossible hunch.

5

RETEACH

One ally may immediately reroll a failed test. They must keep the second result.

6

DIFFERENTIATED WEAPON

Modify one improvised weapon so it becomes temporarily more effective. It gains +1 damage for one fight. The object also gains an unsettlingly official appearance.

7

UNIVERSAL PASS

Move one character to another visible location, as if reality briefly accepts that they are allowed to be there. The GM may raise the DR for distance, stress, locked doors, or a particularly hostile hallway.

8

EMERGENCY INTERVENTION

Restore D4 HP or D4 Sanity to one character. The target briefly hears calm adult voices, smells dry-erase markers, and remembers that someone once had the situation under control.

9

MANDATED REPORTER

Reduce damage from magic, psionic effects, possession, or supernatural force by D4. The shield appears as a translucent wall of forms, signatures, policies, accommodations, and procedural language.

10

TAKE ATTENDANCE

Name every person truly present in the room. The GM reveals one hidden, invisible, disguised, duplicated, possessed, or spiritually absent presence nearby. On failure, something not previously present is marked present.

PRACTICAL MAGIC

FORBIDDEN INTERVENTIONS | SPELL LIST CONTINUED

Spell effects are concrete, but the item determines their appearance. A whistle, keyring, grading pen, mug, or clipboard may produce the same spell in completely different ways.

11 CALL HOME

Speak the name of a target and invoke someone or something connected to them: parent, guardian, emergency contact, ancestor, former teacher, or forgotten responsibility. The target is restrained for D4 rounds.

12 WORK ORDER

Mark one broken object, door, light, device, wall, lock, or supernatural barrier as PENDING REPAIR. For D6 minutes, it partially functions as intended or stops worsening. On a strong success, it works perfectly once.

13 LOCKDOWN DRILL

Seal one room, hallway, gate, or threshold for D4 rounds. Creatures outside must test to enter; creatures inside must test to leave. The PA system may announce the drill whether you want it to or not.

14 DIFFERENTIATE INSTRUCTION

Choose one ally. For their next test, they may use a different Attribute than normally required if they can justify the alternate approach.

15 EXTENDED DEADLINE

Delay one immediate consequence for D4 rounds: a door closing, ritual completing, creature attacking, wound worsening, alarm sounding, or spell resolving. When the extension ends, the consequence returns with interest unless solved.

16 P.L.C.

Initiate a Professional Learning Circle with up to three willing participants. For D4 hours, all members gain +2 on tests while acting together toward the same declared goal.

17 CHECK FOR UNDERSTANDING

Ask one direct question aloud. One nearby target must answer with a truthful gesture, involuntary reaction, symbolic image, or single phrase. The answer may be cryptic, but it cannot be pure deception.

18 REFER TO ADMINISTRATION

Force one target to confront an authority higher than itself. For D4 rounds, it is restrained, distracted, judged, or pulled toward an unseen office, conference room, or disciplinary space. On failure, the wrong authority responds.

19 MARK AS INCOMPLETE

One target suffers -2 on its next test as unfinished obligations drag at its body and mind.

20 FINAL EXAM

Point at a visible location and announce that it is time to demonstrate mastery. A violent sphere of red ink, hot paper, shattered pencils, and screaming rubric language erupts. All creatures within close range test Agility; failure deals D10 damage, success deals D6.

PERSONNEL FILE

CHARACTER CONCEPT WORKSHEET

NAME AND PRONOUNS	JOB TITLE AND DEPARTMENT
PERSONA	CAMPUS ROLE
DISTRICT ALIGNMENT	EDUCATION / BACKGROUND

ATTRIBUTES AND CONDITION

STRENGTH	AGILITY	INTELLIGENCE	RESILIENCE	STARTING HP	STARTING SANITY

ONE-SENTENCE CHARACTER CONCEPT	
STAFF CONNECTION	PERSON YOU FEEL RESPONSIBLE FOR
PART OF CAMPUS YOU KNOW WELL	OBJECT BROUGHT TO THE MEETING
RUMOR ABOUT THE BUILDING	
MEANINGFUL OBJECT 1	MEANINGFUL OBJECT 2
APPEARANCE, ATTIRE, AND ONE CONTRADICTION	

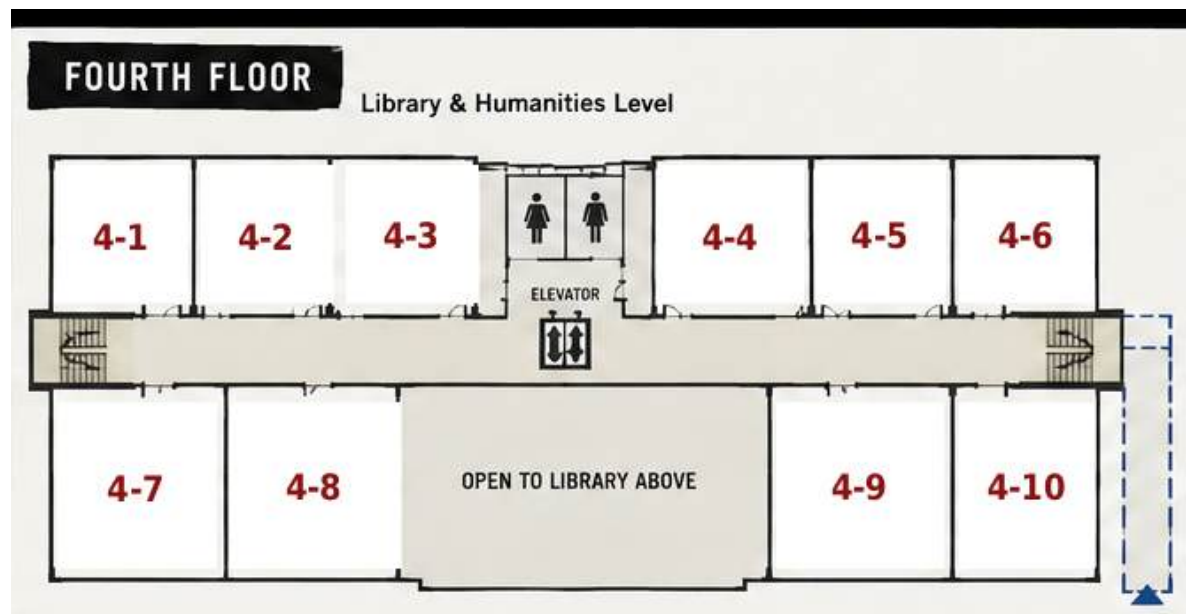
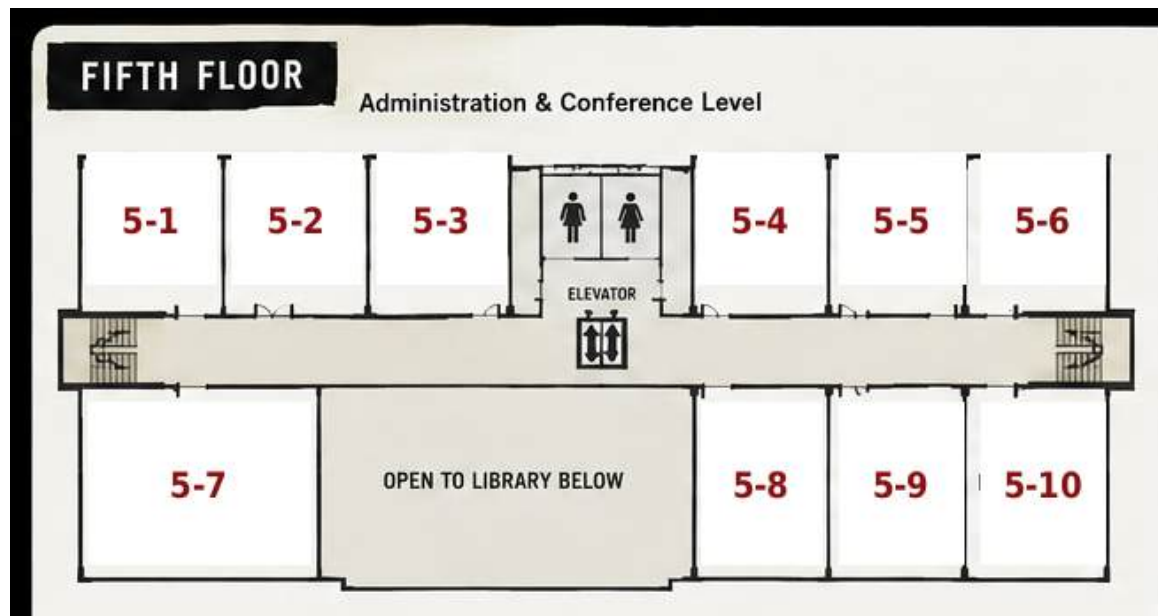
PRACTICAL MAGIC, ONLY IF GRANTED

MAGICAL ITEM	SPELL 1	SPELL 2

Choose two spells from pages 7-8 if Practical Magic is granted. Transfer final mechanical details to the official character sheet or digital console.

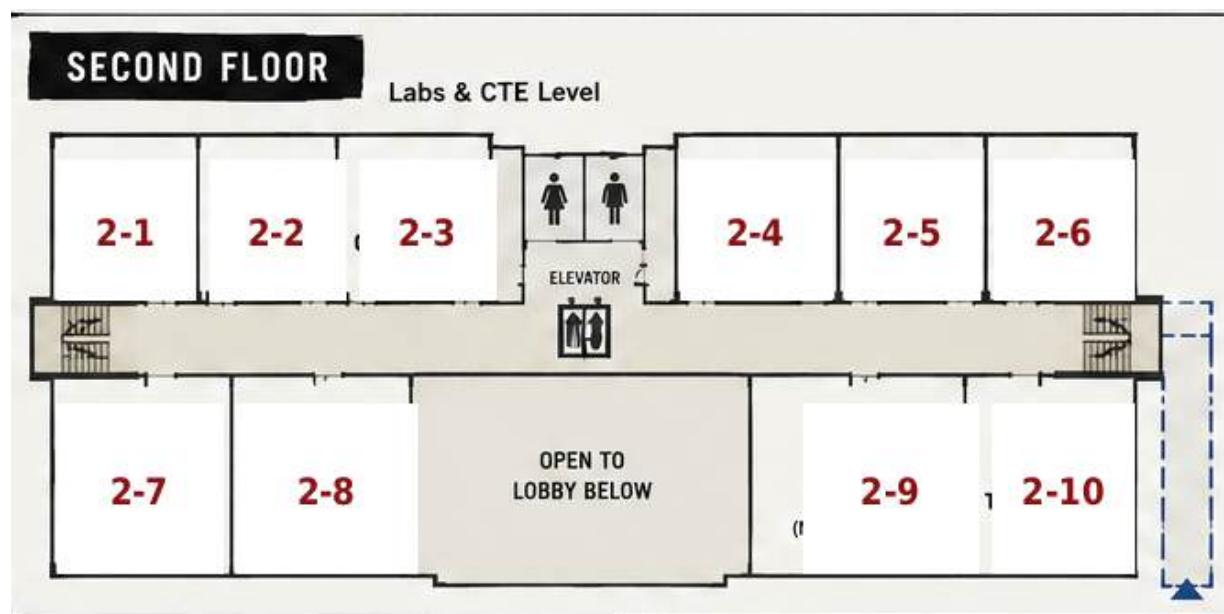
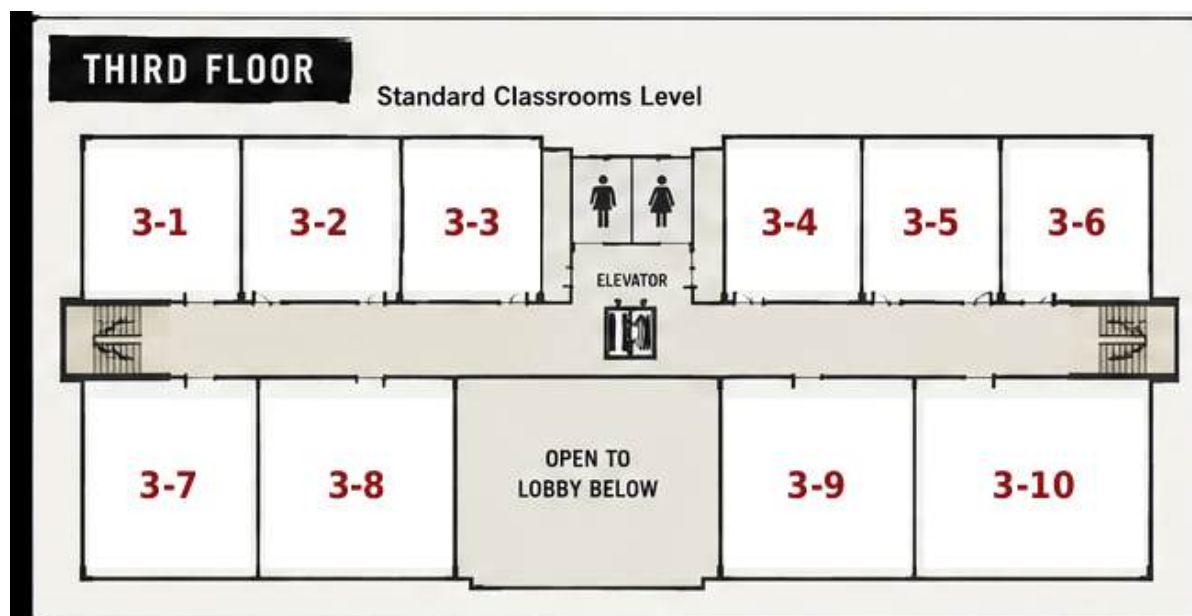
PLAYER MAPS

Use these only for orientation; record room names and discoveries during play.



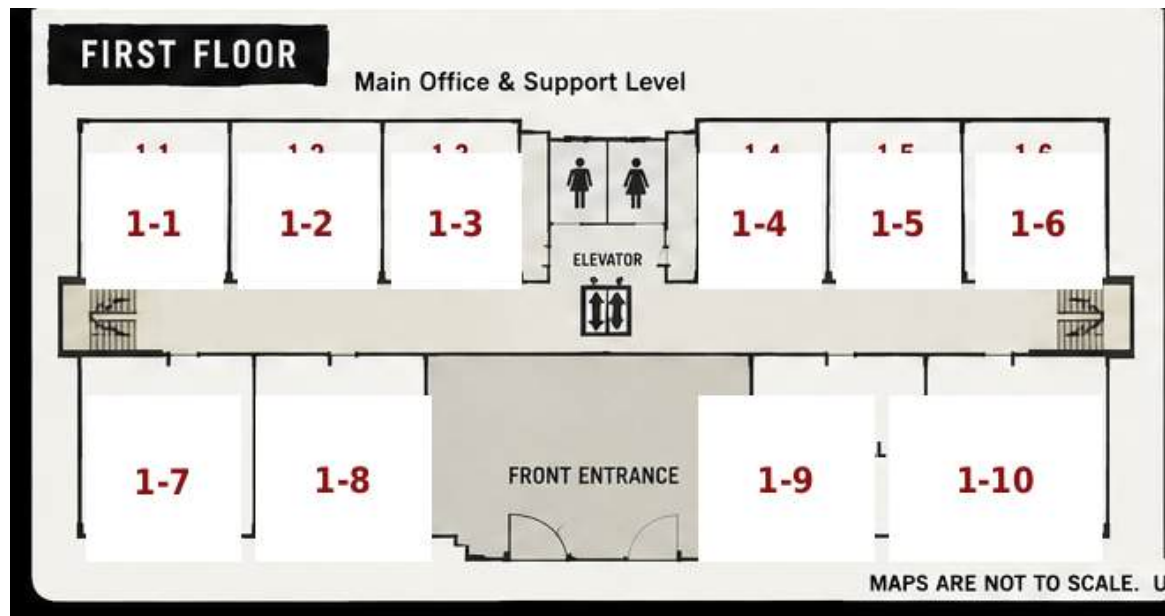
PLAYER MAPS

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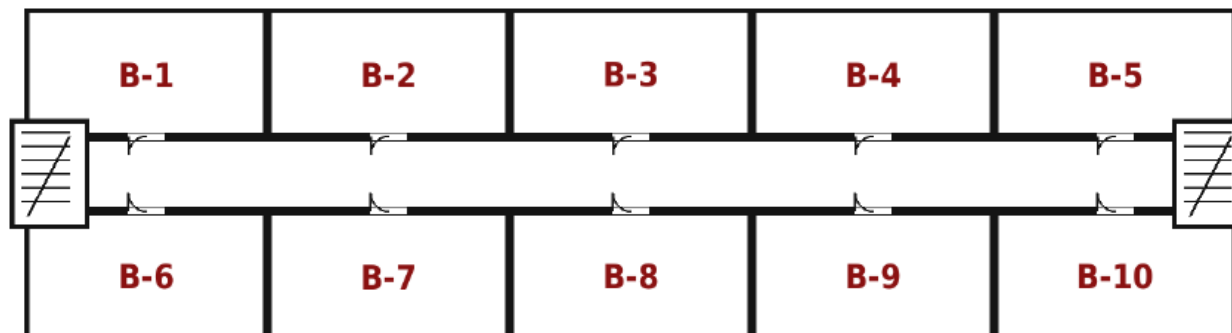


PLAYER MAPS

Use these only for orientation; record room names and discoveries during play.



BASEMENT Service Level



Room functions intentionally omitted. Use room numbers, corridors, and stairwells for navigation.

EMERGENCY STAFF REPLACEMENTS

PRE-FILLED, QUICK PICK-UP CHARACTER SHEETS



USE ONLY WHEN ASSIGNED

These sheets are emergency player characters drawn from the module's staff roster. The GM should keep this appendix separate from the spoiler-free primer and hand out only the selected sheet when a character dies, becomes nonfunctional, or must remain behind.

- The character enters at the next secured room, rescue scene, or connecting hallway.
- Attributes use the one-shot replacement spread: +2, +1, 0, and -1.
- Each staff member begins with 6 HP, 6 Sanity, 1 Story Point, and role-appropriate gear.
- Current HP, Sanity, Story Points, gear changes, conditions, and notes remain fillable.
- The performance reference is shorthand for cadence and screen energy, not a required impersonation.
- Practical Magic is absent unless the GM grants a magical item during play.

AVAILABLE STAFF

01 Marjorie Bell

Head Secretary

Annie Potts

02 Dr. Elaine Voss

School Nurse

Sigourney Weaver

03 Hank Doyle

PE Teacher and Coach

Kurt Russell

04 Leonard Baines

History Teacher

Jeff Goldblum

05 Gloria Pena

Special Education Teacher

Viola Davis

06 Frank Delaney

Wood Shop Teacher

Sam Elliott

07 Pamela Pritchard

English Teacher and Occult Club Sponsor

Catherine O'Hara

08 Lester Quill

Science Teacher

Dan Aykroyd

09 Delores Finch

School Counselor

Jamie Lee Curtis

10 Victor Halpern

Vice Principal

Christopher Walken

11 Janice Trent

Librarian

Joan Cusack

12 Milton Wexler

District Program Coordinator

Danny DeVito

MARJORIE BELL

HEAD SECRETARY

REPLACEMENT PROFILE 01 / 12
PERFORMANCE SHORTHAND: ANNIE POTTS

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

Main Office

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Practical blouse, cardigan, reading glasses, staff badge, and a key ring that could anchor a small boat.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI
DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+2

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Clipboard Crusader

CAMPUS ROLE

Librarian / Office Staff / Custodian

05 PERSONA ABILITY

Once per session, cite a rule or procedure for +2 on access, authority, logistics, evacuation, de-escalation, or making someone hesitate.

06 CAMPUS ROLE ABILITY

Administrative Omniscience: Once per session, gain +2 on records, schedules, communications, visitors, keys, logistics, archives, media systems, or locating people.

07 IMMEDIATE USE

Once per scene, organize survivors or provide the correct name, route, key, schedule, or form.

08 COMPLICATION

Will not leave students, records, or the main office unsecured.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Administrative keyring; emergency attendance roster; office walkie-talkie; steel letter opener (D4).

OFFENSIVE

Steel letter opener (D4); heavy stapler if found (D2).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Fast, dry, and exact. Speak as though every second, key, form, and person has already been budgeted.

STAFF CONNECTIONS

Trusts Dr. Voss in a crisis. Treats Victor Halpern as a procedural obstacle she has already routed around.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

DR. ELAINE VOSS

SCHOOL NURSE

REPLACEMENT PROFILE 02 / 12

PERFORMANCE SHORTHAND: SIGOURNEY WEAVER

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

Health Services

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Rolled sleeves, practical shoes, clipped badge, medical pouch, and a stare that ends arguments.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+2

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Jaded Veteran

CAMPUS ROLE

Counselor

05 PERSONA ABILITY

Gain +1 against fear, trauma, manipulation, or bureaucratic intimidation. Once per session, ask whether something similar happened before and receive a useful precedent or warning.

06 CAMPUS ROLE ABILITY

Crisis Protocol: Gain +2 to calm, assess, redirect, comfort, or de-escalate. Once per session, help an ally recover D4 Sanity during a safe conversation.

07 IMMEDIATE USE

Automatically stabilize one injured NPC. Grant +1 to one medical or crisis-response test per scene.

08 COMPLICATION

Will not abandon a patient unless another responsible adult explicitly takes over.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Medical kit; bandages; medical scissors (D4); flashlight; wool blanket.

OFFENSIVE

Medical scissors (D4); aluminum crutch if available (D6).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Controlled, direct, and quietly protective. Fear makes her more focused, never louder.

STAFF CONNECTIONS

Respects Marjorie Bell. Distrusts anyone who says an injured person can wait.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

HANK DOYLE

PE TEACHER AND COACH

REPLACEMENT PROFILE 03 / 12

PERFORMANCE SHORTHAND: KURT RUSSELL

01 IDENTITY

PRONOUNS

he / him

APPEARANCE / ATTIRE

DEPARTMENT

Athletics

School polo, track pants, whistle, winter coaching jacket, and permanently ready posture.

DISTRICT ALIGNMENT

Neutral

02 CONDITION

HP

/ 6

STORY

/ 1

SANITY

/ 6

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

+2

STR

+1

AGI

-1

INT

0

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Inspiring Tryhard

CAMPUS ROLE

Coach

05 PERSONA ABILITY

Once per session, give a short speech. Allies who hear it gain +1 on their next test. A school-safe metaphor also restores 1 Sanity to one ally.

06 CAMPUS ROLE ABILITY

Run the Drill: Gain +2 on movement, athletics, coordination, and group action. Once per session, give a command that grants allies +1 on their next Strength or Agility test.

07 IMMEDIATE USE

Carry an injured person, hold a doorway, or rally frightened students. Once per scene, grant +1 to a physical group action.

08 COMPLICATION

Prefers decisive action and may push the group toward a fight before every option is clear.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Whistle; athletic tape; school jacket; flashlight; baseball bat (D8) if recovered.

OFFENSIVE

Baseball bat (D8); metal folding chair (D6).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Relaxed swagger, blunt confidence, and a half-smile when the situation becomes dangerous.

STAFF CONNECTIONS

Protective of students. Thinks Milton Wexler has never lifted anything heavier than a policy binder.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

LEONARD BAINES

HISTORY TEACHER

REPLACEMENT PROFILE 04 / 12

PERFORMANCE SHORTHAND: JEFF GOLDBLUM

01 IDENTITY

PRONOUNS

he / him

DEPARTMENT

Social Studies

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Rumpled jacket, loosened tie, glasses, chalk dust, and several folded documents in every pocket.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+2

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Data-Driven Zealot

CAMPUS ROLE

Veteran Teacher

05 PERSONA ABILITY

Once per session, study records or institutional data and ask the GM one question about a hidden pattern or suspicious inconsistency.

06 CAMPUS ROLE ABILITY

Seen It Before: Gain +2 on classroom management, campus memory, pattern recognition, detecting nonsense, or remaining calm during institutional absurdity.

07 IMMEDIATE USE

Recognize old school names, photographs, rituals, and architectural history. Reveal one relevant historical connection.

08 COMPLICATION

Keeps explaining when everyone else should already be moving.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Heavy history anthology (D4); old school photographs; red pen; pocket flashlight.

OFFENSIVE

Heavy anthology (D4); wooden yardstick (D4) if found.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Quick, cerebral, curious, and slightly too fascinated by terrible discoveries.

STAFF CONNECTIONS

Admires Janice Trent's archives. Assumes Earl knows more history than he admits.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

CULTISTS & CLASSROOMS // FILLABLE PRINT SHEET

17

FIFTH FLOOR TO HELL

GLORIA PENA

SPECIAL EDUCATION TEACHER

REPLACEMENT PROFILE 05 / 12
PERFORMANCE SHORTHAND: VIOLA DAVIS

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

Special Education

DISTRICT ALIGNMENT

Disloyal

APPEARANCE / ATTIRE

Cardigan, comfortable shoes, lanyard, tightly organized binder, and the posture of someone who expects compliance.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI
DEFAULT DR: 8

03 ATTRIBUTES

0

STR

-1

AGI

+1

INT

+2

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Student Advocate

CAMPUS ROLE

SPED Case Manager

05 PERSONA ABILITY

Test Intelligence to understand another character's fear, motive, emotional state, or immediate need. Gain +1 on a direct protective follow-up.

06 CAMPUS ROLE ABILITY

Compliance Shield: Gain +2 on documentation, procedure, student support systems, legal requirements, or bureaucratic resistance. Once per session, force an authority to pause and respond.

07 IMMEDIATE USE

Calm frightened students and identify whether behavior is panic, possession, or supernatural influence. Grant +1 to de-escalation.

08 COMPLICATION

Will prioritize vulnerable students even when doing so delays the larger mission.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Emergency binder; weighted blanket; laminated schedule cards; walkie-talkie; sturdy scissors (D4).

OFFENSIVE

Sturdy scissors (D4); emergency binder as defensive cover.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Measured authority, penetrating eye contact, and no patience for evasive answers.

STAFF CONNECTIONS

Works well with Delores Finch. Has no tolerance for Victor Halpern using procedure to avoid responsibility.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

FRANK DELANEY

WOOD SHOP TEACHER

REPLACEMENT PROFILE 06 / 12

PERFORMANCE SHORTHAND: SAM ELLIOTT

01 IDENTITY

PRONOUNS

he / him

DEPARTMENT

Career Technical Education

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Work shirt, heavy boots, safety glasses, tape measure, and hands that make every tool look familiar.

02 CONDITION

HP

 / 6

SANITY

 / 6

STORY

 / 1

RANGED: INT / DEFENSE: AGI
DEFAULT DR: 8

03 ATTRIBUTES

+2

STR

-1

AGI

0

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Classroom Hermit

CAMPUS ROLE

CTE Teacher

05 PERSONA ABILITY

Once per session inside a classroom, office, library, shop, or similar room, gain +2 to find, improvise, barricade, repair, or repurpose something.

06 CAMPUS ROLE ABILITY

Shop Logic: Gain +2 to repair, construct, dismantle, reinforce, or safely operate equipment. Once per session, produce a plausible tool or material.

07 IMMEDIATE USE

Repair, dismantle, or reinforce one mundane object without a roll when proper tools are available.

08 COMPLICATION

Will not allow reckless use of dangerous shop equipment, even during a supernatural emergency.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Crowbar (D6); shop keys; duct tape; heavy gloves; safety glasses.

OFFENSIVE

Crowbar (D6); sledgehammer or fire axe (D8) if recovered.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Slow, low, practical, and sparing with words. Look at the problem before speaking.

STAFF CONNECTIONS

Respects Earl's maintenance judgment. Considers Lester Quill brilliant but unsafe around open flames.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

PAMELA PRITCHARD

ENGLISH TEACHER AND OCCULT CLUB SPONSOR

REPLACEMENT PROFILE 07 / 12

PERFORMANCE SHORTHAND: CATHERINE O'HARA

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

English

DISTRICT ALIGNMENT

Loyal

APPEARANCE / ATTIRE

Statement scarf, dramatic reading glasses, faculty lanyard, ink-stained fingers, and an increasingly ruined professional outfit.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

+1

AGI

+2

INT

0

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Department Diplomat

CAMPUS ROLE

Veteran Teacher

05 PERSONA ABILITY

Once per session, gain +2 to negotiate, redirect blame, calm staff, stall authority, or make a terrible idea sound like a pilot program.

06 CAMPUS ROLE ABILITY

Seen It Before: Gain +2 on classroom management, campus memory, pattern recognition, detecting nonsense, or remaining calm during institutional absurdity.

07 IMMEDIATE USE

Knows what the club read, where it met, which students attended, and what happened immediately before the crisis.

08 COMPLICATION

Minimizes her responsibility until confronted with undeniable evidence or a student in danger.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Red pens; heavy literature anthology (D4); archive-room key; torn club notes.

OFFENSIVE

Heavy anthology (D4); classroom scissors (D4).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Defensive, anxious, theatrical, and increasingly honest as pressure strips away her excuses.

STAFF CONNECTIONS

Defensive around Janice Trent. Genuinely cares about Nina Kessler despite making a catastrophic judgment call.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

LESTER QUILL

SCIENCE TEACHER

REPLACEMENT PROFILE 08 / 12

PERFORMANCE SHORTHAND: DAN AYKROYD

01 IDENTITY

PRONOUNS

he / him

DEPARTMENT

Science

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Lab coat over a shirt and tie, protective goggles pushed onto his forehead, and too many pens.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

0

STR

+1

AGI

+2

INT

-1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Creative Chaos Engine

CAMPUS ROLE

Veteran Teacher

05 PERSONA ABILITY

Once per session, create a useful tool, decoy, barricade, map, disguise, or visual aid. Gain +2 if tape, markers, cardboard, or an unclaimed cart are involved.

06 CAMPUS ROLE ABILITY

Seen It Before: Gain +2 on classroom management, campus memory, pattern recognition, detecting nonsense, or remaining calm during institutional absurdity.

07 IMMEDIATE USE

Improvise a chemical, electrical, or laboratory solution and identify unusual residue or material.

08 COMPLICATION

Wants to examine, preserve, or test things that everyone else correctly wants destroyed.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Safety goggles; heavy gloves; reagent kit; pocket notebook; Bunsen lighter.

OFFENSIVE

Corrosive solution if prepared (D8 against objects); fire extinguisher (D6).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Technical enthusiasm, rapid explanations, and sincere belief in unlikely mechanisms.

STAFF CONNECTIONS

Collaborates with Frank Delaney. Thinks Leonard Baines lacks experimental rigor.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

DELORES FINCH

SCHOOL COUNSELOR

REPLACEMENT PROFILE 09 / 12

PERFORMANCE SHORTHAND: JAMIE LEE CURTIS

01 IDENTITY

PRONOUNS

she / her

APPEARANCE / ATTIRE

DEPARTMENT

Student Services

Practical professional layers, calm expression, folders under one arm, and direct eye contact.

DISTRICT ALIGNMENT

Disloyal

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+1

INT

+2

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Student Advocate

CAMPUS ROLE

Counselor

05 PERSONA ABILITY

Test Intelligence to understand another character's fear, motive, emotional state, or immediate need. Gain +1 on a direct protective follow-up.

06 CAMPUS ROLE ABILITY

Crisis Protocol: Gain +2 to calm, assess, redirect, comfort, or de-escalate. Once per session, help an ally recover D4 Sanity during a safe conversation.

07 IMMEDIATE USE

Restore 1 Sanity to one nearby character once per scene through focused support. Notice common possession tells.

08 COMPLICATION

Protects student confidences and may withhold information until trust or immediate necessity is established.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Counselor binder; tissues; flashlight; student schedule cards; steel letter opener (D4).

OFFENSIVE

Steel letter opener (D4); improvised office object as needed.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Grounded, observant, emotionally intelligent, and capable of sudden command.

STAFF CONNECTIONS

Trusted by Gloria Pena. Has documented concerns about Pamela Pritchard's supervision practices.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

CULTISTS & CLASSROOMS // FILLABLE PRINT SHEET

22

FIFTH FLOOR TO HELL

VICTOR HALPERN

VICE PRINCIPAL

REPLACEMENT PROFILE 10 / 12

PERFORMANCE SHORTHAND: CHRISTOPHER WALKEN

01 IDENTITY

PRONOUNS

he / him

DEPARTMENT

Administration

DISTRICT ALIGNMENT

Loyal

APPEARANCE / ATTIRE

Dark suit, severe tie, administrative badge, clipboard, and an expression that does not clarify anything.

02 CONDITION

HP

 / 6

SANITY

 / 6

STORY

 / 1
RANGED: INT / DEFENSE: AGI
DEFAULT DR: 8

03 ATTRIBUTES

0

STR

-1

AGI

+1

INT

+2

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Clipboard Crusader

CAMPUS ROLE

Department Chair

05 PERSONA ABILITY

Once per session, cite a rule or procedure for +2 on access, authority, logistics, evacuation, de-escalation, or making someone hesitate.

06 CAMPUS ROLE ABILITY

Leadership Meeting Clearance: Once per session, ask for one useful fact learned from a meeting, agenda, memo, or hallway conversation.

07 IMMEDIATE USE

Cite authority, access restricted areas, and make weak-minded school entities hesitate before acting.

08 COMPLICATION

His manner makes everyone suspect possession, whether he is possessed or not.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Restricted-area key; disciplinary forms; heavy stapler (D2); administrative radio.

OFFENSIVE

Heavy stapler (D2); metal chair (D6) if available.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Unusual pauses, unnerving calm, and procedural certainty that may or may not be reassuring.

STAFF CONNECTIONS

Relies on Marjorie Bell while pretending the reverse is true. Considers Milton Wexler an unwelcome district witness.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

JANICE TRENT

LIBRARIAN

 REPLACEMENT PROFILE 11 / 12
 PERFORMANCE SHORTHAND: JOAN CUSACK

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

Library and Media

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Cardigan, sensible shoes, glasses on a chain, archive gloves, and a pencil tucked behind one ear.

02 CONDITION

HP

 / 6

SANITY

 / 6

STORY

 / 1

 RANGED: INT / DEFENSE: AGI
 DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

+1

AGI

+2

INT

0

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Classroom Hermit

CAMPUS ROLE

Librarian / Office Staff / Custodian

05 PERSONA ABILITY

Once per session inside a classroom, office, library, shop, or similar room, gain +2 to find, improvise, barricade, repair, or repurpose something.

06 CAMPUS ROLE ABILITY

Administrative Omniscience: Once per session, gain +2 on records, schedules, communications, visitors, keys, logistics, archives, media systems, or locating people.

07 IMMEDIATE USE

Locate obscure records, identify the old book, and remember where missing pages or archival items belong.

08 COMPLICATION

Freezes briefly when confronted by direct violence, then overcompensates with reckless courage.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Archive keys; large classroom scissors (D4); cassette recorder; emergency flashlight.

OFFENSIVE

Large scissors (D4); heavy anthology (D4).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Earnest, nervous, precise, and unexpectedly brave once someone threatens the collection.

STAFF CONNECTIONS

Trusts Leonard Baines with records, not with time limits. Blames Pamela Pritchard for removing an archival item.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

MILTON WEXLER

DISTRICT PROGRAM COORDINATOR

REPLACEMENT PROFILE 12 / 12

PERFORMANCE SHORTHAND: DANNY DEVITO

01 IDENTITY

PRONOUNS

he / him

APPEARANCE / ATTIRE

DEPARTMENT

District Office

Rumpled district blazer, visitor badge, expensive shoes unsuited to snow, and a binder held like armor.

DISTRICT ALIGNMENT

Loyal

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+2

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Department Diplomat

CAMPUS ROLE

Department Chair

05 PERSONA ABILITY

Once per session, gain +2 to negotiate, redirect blame, calm staff, stall authority, or make a terrible idea sound like a pilot program.

06 CAMPUS ROLE ABILITY

Leadership Meeting Clearance: Once per session, ask for one useful fact learned from a meeting, agenda, memo, or hallway conversation.

07 IMMEDIATE USE

Find policy loopholes, control a district radio, and stall an authority-based demon with bureaucratic language.

08 COMPLICATION

Will save himself first unless publicly committed to helping others or placed under direct scrutiny.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

District radio; policy binder; office keyring; steel coffee thermos (D4).

OFFENSIVE

Steel thermos (D4); office letter opener (D4) if found.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Cynical, slippery, fast-talking, and always calculating the safest available position.

STAFF CONNECTIONS

Avoids Victor Halpern's scrutiny. Underestimates Marjorie Bell at his immediate peril.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.