

Proposal on Aging, Xavier's and school classes –

When reading a comic book, one thing that's noticeable is that you might be reading the same title for six years and the character hasn't aged once. Some characters haven't aged since concept really. Characters like Tony Stark/Ironman, Carol Danvers/Captain Marvel and Scott Summers/Cyclops haven't aged since their conception where others such as Kitty Pryde, Jubilee, all of original New Mutants and Franklyn Richards have aged considerably. In a comic, it's not so much about how old or how much a character has aged but the setting they are in that dictates their perceived age. Why should existing fictional characters not be forced to age but original characters are forced to?

Aging is now a choice. If you apply for a character whose seventeen years old, maybe around senior age in school. After a year of role play a player might realize that they don't want to have their character up that age gap to seventeen quite yet. You could play your character for three years at age seventeen before you decide one day, okay, I'm ready for them to grow up a bit.

A question that has come up, aging in a school setting. Three sixteen year old characters are all in their sophomore year of high school. Two people have decided to stay at sixteen for two years and one person has decided to age their character eighteen, two game years for each real year that's gone by. The two characters are still sophomores yet one is now a senior, well that can create some continuity errors. I'm going to use Wolverine and the X-Men for an example. None of the characters there seemed to have grades, age wasn't really a big issue. They were all in the same classes yet some graduated and some did not. Here's what I propose.

Xavier's school has no longer decided to use the 'class' system. There are two aspects of Xavier's classes – High School Level and College Level. Every class you take will have prerequisites like normal school but which classes you take and when is up to you. Every student will have their own schedule that's based on their decisions. (This will open up spots for 'school advisors' at Xavier's that help kids plan out their class schedule) Xavier's also offers unique courses that other schools do not, Including Training, History of Superheroes and Villains, Flying 101, Blackbird Flight Simulator, and other such things geared more towards superhero training. Of course Math, Sciences, History and other such courses will be offered as well. In order to graduate students must have a certain number of credits in various staple academic subjects – Math, History, English, ect, a number of credits in superhuman studies – flying (powered or Blackbird), combat and tactic courses, first aid, computer sciences, ect and lastly a number of credits in extracurricular studies such as music, languages, drama, ect.

These leads me into a proposal for Xavier's.

We should keep the name Xavier's, but we can call it The Xavier's School for Higher Learning run by Logan/Wolverine with the Board of Directors. It is no longer a school for mutants but a school for all super powered individuals. For the most part the students are high school to

college aged. There are many various teaching positions that can be opened up at Xavier's from teaching academic classes, superhuman classes or electives. There is also the option of having a character become school advisors as well, helping students find their path in life and which classes to take to get there or even recruiters. For the most part the school will still function the same, just on a grander level.

Without repeating too much of what was said earlier, there are no longer grades at Xavier's. Just High School Level and College Level. There's a set number of credits to graduate from each one and a set of specific course and types of courses. Courses last one to two semesters each. There is no order requirement for when you take each course unless there is a prerequisite for that course. For example, Amy Sue Johnson wants to take High School English 101 (two semesters), Blackbird piloting (one semester) and Beginners Hand to Hand combat (one semester). Next year she can take High School English 201 or choose to take it the following year and tackle other classes instead. I'm still debating if I'll do up a list of courses and if I do, it'd be more for fun than anything else.

Danger Room courses will work the same as they did before. There are no teams but each student is required to have a mandatory Danger Room session three times a week and can sign up for more at their leisure. As far as the Danger Room goes, everyone will have access codes to basic training sessions. Students can take various combat classes to allow them access to additional pre-programed sessions. There are High School Level and College Level Danger Room sessions. Only select personal have the power to program the Danger Room and have access to higher level training sessions. When a student under eighteen uses the Danger Room an approved supervisor (NPC or PC) must be present.