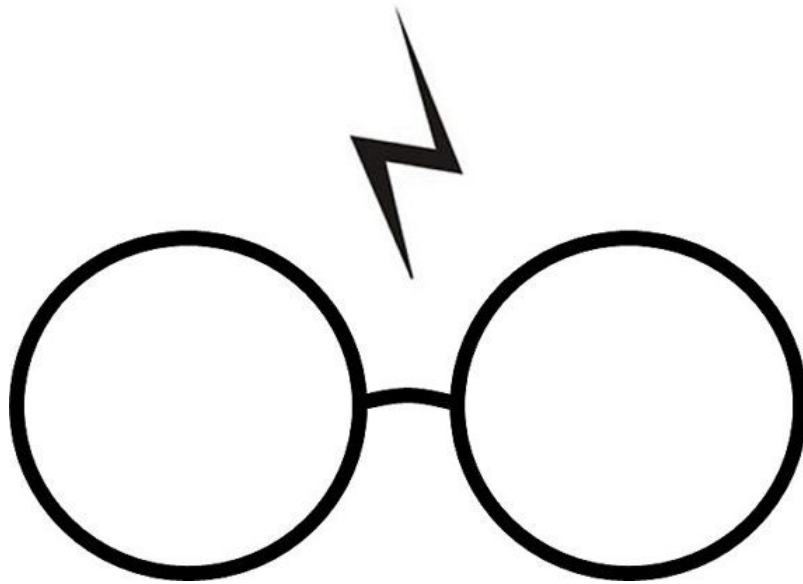


Player Handbook



Harry Potter & The Role Playing Game

Contents

Introduction	3
0.1 Computing Checks	4
0.2 Using these Rules	4
 I Characters	 6
1 Creating A Character	7
2 Playable Species	8
3 Character Archetype	10
3.1 Students	10
3.2 Multiclassing	11
4 Main Attributes	12
4.1 Health & Fortitude	13
4.2 Other Statistics	13
5 Character Progression	14
5.1 Experience	14
5.2 Levelling Up	14
5.3 Skills	15
 II Actions and their Consequences	 16
6 Performing Checks	17
6.1 Success & Failure	17
6.2 Dice	18
6.3 Modifiers	18
6.4 Expertise & Proficiencies	18
6.5 Check Advantage	19
6.6 Working Together	19
6.7 Multiple Attempts	19
7 Everyday Actions	21
7.1 Movement	21
7.2 Resting	22
7.3 Social Actions	22
7.4 Downtime	23
8 Combat	25
8.1 The Combat Cycle	25
8.2 Taking Actions	25
8.3 Making Attacks	27
8.4 Accuracy	28
8.5 Defence	28
8.6 Doing Damage	29
8.7 Resisting	30
8.8 Stealth	30
8.9 Statuses	31
9 Environment	33
9.1 Terrain	33
9.2 Vision	33
9.3 Falling	33
9.4 Survival	34
 III Items	 35
10 Currency & the Economy	36
11 Equipped Items	37
11.1 Storing Items	37
12 Weapons & Wands	38
12.1 Wands	38
12.2 Weapon List	40
13 Clothing & Armour	41
13.1 Wearing Armour	41
14 Adventuring Gear	42
14.1 Artefacts	43
14.2 Packs	44
15 Books	45

16 Tools	46
17 Artificing	47
17.1 Enchanting	47
17.2 Potion Making	47
 IV Magic	 50
18 Types of Magic	51
18.1 Magical Schools	51
18.2 Spell Types	51
19 Casting Spells	53
20 Size, Shape & Range	55
20.1 Spell Range	55
20.2 Spell Shapes	55
 V Lists & Tables	 56
21 Spell List	57
22 Archetype List	76
22.1 Gryffindor Student	77
22.2 Sports	78
22.3 Hufflepuff Student	79
22.4 Ravenclaw Student	80
22.5 Prodigy Fields	81
22.6 Slytherin Student	82
22.7 Artificer	83
22.8 Auror	85
22.9 Brute	87
22.10 Empath	89
22.11 Fighter	91
22.12 Investigator	93
22.13 Natuarlist	96
22.14 Oathkeeper	98
22.15 Oaths	99
22.16 Patrons	100
22.17 Performer	102
22.18 Ranger	104
22.19 Sage	106
23 Skill List	108
24 Statuses List	111
25 Multiple Attempts	113
 VI Appendices	 114
26 Cosmology	115
26.1 Higher Planes	116
27 Magic Cheat Sheet	120
28 Changelog	121
28.1 Changes in V4.0 β	121
28.2 To Do List	122

Introduction & Core Mechanic

Harry Potter & The Role Playing Game is a freeform role playing game, where you take control of a character living in the world of Harry Potter. All you need to play this game is a pen, some paper, and a set of dice – the rest is up to your imagination. If it is reasonable for your character to do something, then you may direct them to do that – to run towards evil head on and fight injustices, to run away and save yourself, or even to become the malevolent evil itself; the world really is your oyster.

Of course, in order to separate this from the games we all played as children, where actions were completed simply by claiming that it is so, this rulebook provides a framework for resolving the success and subsequent effects of the actions that you wish your character to undertake, as well as keeping track of the various abilities and attributes that your character possesses.

To this end, whenever the result of an action is uncertain, be it an attack, an attempt to persuade someone, or checking for clues, your character must rely on a 'check'. This 'check' takes into account the abilities, skills, afflictions and bonuses that your character has accumulated over their lifetime, and then adds in an element of randomness, through a dice roll, all of which are combined into a single 'check value' (or CV).

If this CV surpasses a certain minimum requirement (called the 'difficulty value' of the action, or DV) then the action is said to succeed. If you do not meet the minimum requirement, the action fails – and you may face repercussions!

But how is the DV of an action determined? This is where the Game Master (GM) comes into play. The GM is one of the players who has agreed to act as a referee for the story that the players wish to tell. The GM is the overseer of the narrative: they are responsible for describing the encounters, adventures and environments that the other players are taking part in. Though the GM controls the characters who oppose the players, the GM does not 'win' if these enemy characters prevail – the purpose of the GM is not to defeat the player characters (PCs), but to drive the story and present interesting and challenging scenarios for them to overcome.

As a corollary to this, the only completely unassailable rule in this book is that **the Game Master's judgments are always correct and final**. The GM has complete freedom to override the rules in this booklet, in the name of an interesting yet challenging story. Of course, if they have simply misread or misremembered a rule, they might self-correct when this is pointed out to them – however, in a true conflict between what the rules say and what the GM says, the GM wins every time.

An example of this would be the GM changing the requirements of a spell because of the way it is being used. For example, the Patronus Charm is usually cast using a SPR check, as it requires great strength of will to cast – but if you are using a Patronus as a diversion, the GM might decide that an intelligence check is more suitable. The GM is also the arbiter of what is allowed, what bonuses you may apply to a given check, and whether a tactic was successful.

Of course, this is not to say that the GM should always use this power in opposition to the players. These rules are only the basic framework upon which the GM and PCs weave their narrative – if a PC wishes to do something that is not covered

in this manual, then the GM can use their power ('GM fiat') to work with the PCs to determine the outcome. Equally, if a player wants to create a PC with traits not covered in the character creation chapter, the GM may be willing to work with the PC to create the appropriate rules.

With this basic set of rules in mind, the flow of the game is rather simple:

1. **The GM describes the environment**, they may describe the sights, sounds and smells that your PCs would experience in the situation that they find themselves in. The GM should give the basic lay of the land – the things that every person in that situation would be able to spot.
2. **The players decide what they would like to do**, they might decide that they'd like to investigate a certain aspect of the room more carefully, or they might decide to cast a spell, or hit somebody with a big stick. They then inform the GM of their final decisions
3. **The players and GM work together to resolve these actions**, some resolutions are simple ('you walk through the door', 'you drink the potion'), others may require checks and the GM thinking carefully about the success of such an action. In some 'modes of play' (i.e. combat), this resolution needs to be done in a specific order with players taking turns. Other times, it may be more fluid and conversational.
4. **The GM narrates the result of this action**, telling the players what happened and how the success (or failure) of their actions impacted the world around them.

This cycle then continues, as you build up your narrative!

Computing Checks

Computing the CV of a given check is perhaps the most important mechanic for playing this game (beyond raw imagination), so it is worthwhile to consider this in more detail.

A check has three ingredients, the dice roll, the attribute modifier and the bonus modifier.

The dice roll is, as you might expect, the outcome of a dice roll. A roll can occur on one of 6 different dice: a d4, d6, d8, d10, d12 or d20, with the number simply signifying the number of sides that the dice has (so a d6 is the usual cubic dice). You may also see the *d* preceded by another number, i.e. *nd6*. This tells you to roll the d6 *n* times. Unless otherwise specified, you should generally assume that the check being asked for is using the d20 dice. For all ability-related checks, this will be your go-to dice. Magic casting and physical attacks will often require different dice.

On to the dice roll, you then add your 'attribute modifier'. This number is derived from your character's *attributes*, the key defining traits of your character. There are 8 of these attributes: **Athleticism, Finesse, Spirit, Charisma, Intelligence, Perception, Power** and **Evil**. They typically take values between 5 and 18. A larger attribute score will give you a larger modifier in that attribute (and hence a bonus on these checks), and a smaller value can result in a *negative* modifier, making these checks harder. A check is (nearly) always specified to be a check related to one of these 8 attributes, which tells you which modifier to use.

Finally, you may then add on any situation-dependent modifiers. This may take the form of a temporary buff (such as a potion), any penalties from injuries, or any other abilities that your character has acquired along the way (such as *Proficiencies* or *Skill bonuses*). Anything that the GM feels will affect how good your character is at this test, is added on here.

Hence, to complete an action; for example, a "1d20 Intelligence (Research) Check", we would roll a single 20-sided dice to get a value *x*, and then calculate:

$$CV = x + \text{intelligence modifier} + \text{bonuses}$$

If the check value exceeds the minimum threshold (the DV) then the action is successful. If the check exceeds the threshold by a significant margin, the action might be more than just 'successful', and might have benefits beyond that which you originally intended!

Conversely, if you fail the check, then the action will fail. If you fail by a significant margin, then the action will not only not happen, it might backfire on you spectacularly, and rather than blasting your opponent into oblivion, you might find yourself vomiting slugs over the school field...

Using these Rules

For the most part, these rules sections provide nothing more than a list of when, how and under what circumstances you can acquire the various bonuses and penalties to plug into the above equation, although – of course – there's rather more to it than that!

Chapter 2 deals with character creation, and the various routes one may take to defining the character you will be playing, including playable races, professions and starting equipment. Chapter 3 focusses on some specifics of action resolution, including combat actions and movement. Chapter 4 discusses items and equipment. Chapter 5 discusses the magical art of Artificing – the creation of magical items and potions. Chapter 6 deals with the Environment and related concerns, such as vision and impaired movement. Chapter 7 contains information about character progression and leveling up, and finally (and perhaps most importantly), Chapter 8 discusses the nature and use of Magic and Spells.

The GM also has their own rulebook, the Game Master's Guide, which contains some rules, instructions and a compendium of information which might want to be kept secret from the players so that they can discover it along with their players, to prevent 'metagaming'. Players should only view this document with the GM's consent.

Part I

Characters

1: Creating A Character

The first step in playing the game is to create your own character. Your character can be whatever or whoever you want it to be – this is your story after all.

Your character is manifest in the game through your imagination, but in order to quantify the events occurring in the story, a character is formed from a mixture of several ingredients (of which imagination is a non-trivial part!), from which we can generate statistics and check values.

Before you begin, it is helpful if you have an idea of the kind of character you wish to create – your GM should tell you the rough outlines of the setting, which should help guide the type of character that will work well in the story. Do you want to play a powerfully destructive mage bent on crushing their enemies; or an investigator, pursuing the truth behind a mystery?

You should also think about the backstory of your character – what has led them to this point in their lives? Why are they going on this adventure?

Once you have a good idea of the kind of character you wish to create, follow these steps to generate you character, and record the results on the Character Sheet.

1) Choose a (sub)Species

Every character belongs to one of the Sapient races present in this world – be they a human, a goblin, or a centaur. Some of the species (notably the humans) have several "sub-species" which take into account variation within the species.

Belonging to a species confers your most basic characteristics: what do you look like? What magics – if any – do you have access to?

Some species will also find themselves having a natural aptitude for certain skills, so it can be useful to think about how best to pair up your species and archetypes. The species available, and the abilities that they possess are discussed in Chapter 2

2) Choose an Archetype

An archetype broadly defines what your character does for a living – but it is also much more than that. The archetype defines what role your character plays in the story, how they perceive and interact with others and (perhaps more importantly) what skills they can develop as they progress.

Your character receives new skills and abilities by virtue of their archetype, so look ahead and see which skills you think will be the most useful (or, the most fun!) to develop along with your character. Archetypes are discussed in detail in Chapter 3

3) Determine Attribute Scores

The 8 Attributes and 20 associated Proficiencies will be your main numerical way of interacting with the game world. These numbers encode your characters abilities. Your class and

archetype will probably already have given your characters some abilities in this area, but all characters then get a choice of how to allocate some additional points.

A low score in a given attribute will have a long-term effects on your character's abilities (though they can develop with time), so think carefully about how your abilities mesh with your character's personality and archetype. A particularly shy character, you might decide, will not be very brave, and thus will have a low Willpower. Attributes are discussed in more detail in Chapter 4

4) Gather Your Equipment

Your character will probably gain some supplies by virtue of their archetype, but you will also acquire some cash, as well as perhaps the most important item in your inventory: your wand. The item system is presented in chapter ??.

5) Go adventuring!

At this point, you will hopefully have a fully formed character, possibly working within a party of other characters.

You will now be ready to set of on your adventure!

2: Playable Species

Different magical races have different characteristics, abilities, and affinities with different kinds of magic. Each choice of race/species modifies your attribute values by a set amount and provides a pool of extra points which you can allocate to attributes at will, and some race-specific Abilities and Skills.

It is generally impossible to switch species once a character has been created, except where it makes sense within the story (i.e. a human transitioning to a Vampire after being bitten).

Pure-Blood Human

Attribute Modifiers:

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
-1	-1	+2	+1	+0	-1	+2	+0

Base Speed: 2 metres per turn.

Attribute points: 2 extra points

Skills: 2 free skills

Typically the strongest magic users, pure-bloods find it easiest to interact with other members of the magical community, whilst struggling to stay hidden amongst the muggles. Because of their lifelong reliance on magic, most pure-bloods are not very athletic or good with their hands.

Half-Blood Human

Attribute Modifiers:

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
+0	+1	+2	+0	+1	+0	0	0

Base Speed: 2.5 metres per turn.

Attribute points: 3 extra points

Skills: 1 free skill

Not as in-tune with magic as purebloods, nor as adept at blending in as the muggle-borns, half-bloods strike a balance between the two, matching their empathy with magical power. Being a half-blood does not inherently mean only one magical parent: it is a catchall term for those with a non-trivial amount of muggle relatives in the recent past. As a result, the vast majority of magical folk are Half-bloods.

Muggle-Born Human

Attribute Modifiers:

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
+1	+0	-1	+1	+0	+1	-1	+0

Base Speed: 3 metres per turn.

Attribute points: 3 extra points

Skills: 1 free skill

Coming from a non-magical background, muggle-borns often lack in raw magical power. However, being brought up in a muggle household means that they are often adept at blending in. They are also used to getting by without magic, and will often find themselves more handy and athletic than those born into their magic.

Metamorphmagus

Attribute Modifiers:

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
+0	-2	+1	+3	-1	+0	-1	+0

Base Speed: 2 metres per turn.

Attribute points: 2 extra points

Skills: 1 free skill & *Morph*

Metamorphmagi are a rare subspecies of wizard, capable of changing their shape at will. They are differentiated from animagi in that they can only mimic humanoid forms.

Half Giant

Attribute Modifiers:

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
+2	-3	+2	+0	-2	+0	-3	0

Base Speed: 5 metres per turn.

Attribute points: 2 extra points

Skills: 1

Though rather a rare sight, the offspring of a giant and a human are not unheard of. Their magic is rather weak, but their giant blood gives them extreme strength, physical stamina and a large resistance to magical attacks. Half-giants often find it very hard to disguise themselves – both from the muggles, and from their wizarding compatriots, who regard them with suspicion.

House-Elf

Attribute Modifiers:

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
-3	+1	-2	+3	+0	+2	-3	+0

Base Speed: 1 metres per turn.

Attribute points: 2 extra points

Skills: Behind the Scenes, Wandless Magic & Apparate (Novice)

Usually overlooked by all other sentient beings, house elves are in fact mischievous and quick-witted beings, with a natural propensity for illusion magic. All house-elves are born with the innate ability to apparate, and to move unseen and unheard through large crowds. Though many house elves submit themselves to a life of subservience, those who break free – the Free Elves – often find themselves employed in professions where stealth is a requirement.

Goblin**Attribute Modifiers:**

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
-2	+4	+0	-2	+5	+0	-1	0

Base Speed: 1.5 metres per turn.**Attribute points:** 3 extra points**Skills:** Wandless Magic, Golden Touch & Spellbinder (Novice)

Goblins are highly intelligent non-humans, living alongside the magical world. Though viewed by many as inferior to their wizard brethren, Goblins are often far more powerful than humans expect, able to perform feats of magic without the use of a wand. They are expert artificers, able to create artefacts and imbue them with immense powers. Goblins are also adept at the use of warding magic, with their most powerful work being displayed in the security systems at Gringott's Bank. Goblins find it difficult (though not entirely impossible) to interact with the non-wizarding world.

Half-Veela**Attribute Modifiers:**

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
+0	+1	+1	+3	-1	-4	-2	+2

Base Speed: 2 metres per turn.**Attribute points:** 2 extra points**Skills:** Fury's Visage and 1 free skill

Inheriting the enchanting beauty of the Veela, and the magical ability of humans, the half-Veela are often able to charm their way through most interactions, having a natural affinity for magic which persuades and influences others. When this does not work in their favour, however, they can call upon the Fury, transforming into a demonic form and possessing the ability to throw fireballs at their foes.

Werewolf**Attribute Modifiers:**

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
+2	+0	+4	-2	-1	-1	-1	+5

Base Speed: 3 metres per turn.**Attribute points:** 2 extra points**Skills:** Wolfblood, Wolfmoon & Corrupted Blood

A werewolf is a human who has been afflicted by lycanthropy. At the full moon, a werewolf forgoes their human form, and takes the form of a monstrous wolf. They become a mindless killing machine, immeasurably strong and almost immune to magic, the beast within is a terrifying monster. The wolfblood dampens the magical abilities of the wizard, but gives them an increased resistance to magic in return.

Vampire**Attribute Modifiers:**

ATH	FIN	SPR	CHR	INT	PER	POW	EVL
+0	+0	+5	+3	-2	-4	+3	+7

Base Speed: 2.5 metres per turn.**Attribute points:** 2 extra points**Skills:** Vampiric Drain, Night's Child & Corrupted Blood

The corpse of an infected human, inhabited by an ancient, malevolent spirit, a vampire is a creature of the night. Vampires possess a great affinity for the dark arts, but are mortally afraid of the sun. Subsisting only on the blood of humanoids, vampires are feared and hated by all. Vampires often possess astonishingly powerful magic, but popular legends often educate mortals on their weaknesses.

3: Character Archetype

Whilst your character is a unique individual, an adventuring soul destined for greatness, most questers find themselves falling into one of many *archetypes* – are they the head-strong hero who needs to learn humility? The academic who's quest for knowledge has led to unforeseen consequences, or the plucky underdog trying to quit their life of crime?

The archetype (also known as the *class*) of your character is a way of formalising these character types. The role of your character is more than simply the job they perform, it is the prism through which they see the world – it guides their very essence, how they perceive themselves and others. The Archetype of a character therefore has a drastic impact on the roleplaying aspect of the game.

As well as informing what kind of person your character is, the Archetype serves to provide them with some unique skills (*Features*) that they acquire as they progress through the archetype. Each time they level up, their archetype abilities increase in power. Your choice of path also provides you with information about the character's starting equipment and any proficiencies they may already have.

Within each Archetype, there are two sub-types to further distinguish your character, these sub-types fit into the broader Archetype, but the choice gives you a divergent set of features, in addition to those associated with your base Archetype. The choice of sub-type does not need to be made until Archetype Level 3, as they are indistinguishable up until that point.

There are 12 Archetypes, each with two branches.

Archetype	Alpha Branch	Beta Branch
Artificer	Enchanter	Potioneer
Auror	Enforcer	Warder
Brute	Beserker	Bodyguard
Empath	Healer	Seer
Fighter	Melee	Ranged
Investigator	Detective	Journalist
Naturalist	Magizologist	Druid
Oathkeeper	Knight	Acolyte
Outlaw	Assassin	Thief
Performer	Bard	Acrobat
Ranger	Scout	Hunter
Sage	Teacher	Scholar

Students

Characters who are students, however, are much less likely to know what their roll in life is yet. They are much more likely to be defined and shaped by their school environment, so there are four special Archetypes, dedicated to the 4 Houses at Hogwarts. Note that these 4 Archetypes only have 5 levels of features, so students are encouraged to multiclass.

Only human wizards (muggleborns, halfbloods and purebloods) may take these Archetypes, as Hogwarts does not (yet) accept non-human students.

Archetype	Alpha Branch	Beta Branch
Gryffindor	Sportsman	Rebel
Hufflepuff	Hard-Worker	Student Counsellor
Ravenclaw	Nerd	Prodigy
Slytherin	Student Politician	Schemer

All students have the same starting equipment, and the same choice of starting spells.

Starting Equipment

All students start with:

- a *Student's Pack*
- a basic Cauldron
- a Wand (roll on the wand table to determine composition)
- 2d4 × 5 gold.

Starting Spells

Students may choose any three spells from the *Basic Spells* set:

- *Green Sparks*
- *Stinging Hex*
- *Flower Conjuring Spell*
- *Illumination Spell*
- *Minor Healing Spell*
- *Throw Voice Charm*
- *Locator Spell*

Multiclassing

Although it is perfectly possible to progress with only one archetype, sometimes you might want to dip your toes into another set of abilities. This is called *multiclassing*. At any time, you may decide to take a new Archetype. Rather than increasing your level in your current Archetype, you may instead choose to become a Level 1 in a new class. In an ideal world, this should only be done because of a profound change in either the character, or their circumstances.

For example, a Level 6 Fighter might decide that, after their ordeal at the hands of an evil cult, to dedicate their life to eradicating all cults everywhere. This all consuming quest means that they decide to swear fealty to a powerful being and become an Oathkeeper. Next time the character progresses, she becomes a Level 6 Fighter/Level 1 Oathkeeper. They may decide to focus on their Oathkeeper until they are a level 6/5 Fighter/Oathkeeper – at which point they may take another level in Fighter. You do not necessarily abandon your original archetype.

The sum of your archetypes should (in nearly all cases) simply be the total character level (and it is this character level that determines when you next level up).

Your abilities in a given archetype are based on your level *in that archetype*, not your total character level. Our 6/5 Fighter/Oathkeeper is a level 11 character, but only has access to Level 6 Fighter features, and so on.

If you are playing a student character, you may not multiclass into a different House. Equally, a non-student may not multiclass into a House.

You may multiclass as many times as you like – though you will find yourself with considerably fewer abilities than a character who has stuck with a single archetype.

Different-Branch Multiclassing

If you have advanced to level 3, then your character will have chosen one of the two branches associated with that archetype. From this point, it is indeed possible to multiclass into the same archetype, if you wish to take the other branch. You will then have to keep track of your levels in each *branch* separately, so you may be a level 4/3 Sage(teacher)/Sage(researcher).

If you do this, you will need to use the *Repeated Features* rules (see below), but note that you may only receive a maximum of +2 arcane wisdom points from this.

Repeated Features

In general, when you take a new level in an archetype, you receive all the associated features with that level. However, some archetypes may have features that provide identical or very similar effects.

In such a case, you generally do not get multiple uses of that feature, and they do not stack. Instead, you may use the additional refined knowledge you gain to increase your arcane wisdom by 1. If you have multiclassed into the same archetype (see above), then this bonus is capped at +2.

Multiclass Equipment

Note that the equipment detailed in each archetype is the *starting* equipment. If you multiclass, however, you do not automatically acquire these items, except where it makes narrative sense.

4: Main Attributes

Attributes are the defining characteristics of your character. They enumerate how strong willed, how athletic and how popular your character is. These characteristics in turn define how good your character is at certain skills – a character with a large willpower, for instance, will be good at combat magic, whilst a character with a low athleticism would find themselves unable to run away from threats!

- **Athleticism (ATH):** Your character's ability to exert themselves physically; to run, jump and deal physical attacks. Athletic characters are often harder to kill, and able to recover more quickly from wounds.
- **Finesse (FIN):** Your character's ability to execute actions with delicacy and precision. Picking pockets, hiding and ranged attacks require finesse to execute properly.
- **Spirit (SPR):** Your character's ability to face down external threats without flinching, to be sure of themselves, and to resist when the odds are against them. A character with a large spirit can often resist the effects of mind-altering spells, and can summon the strength to carry on when all others would have submitted. Typically considered the defining characteristic of Gryffindor House.
- **Charisma (CHR):** The ability of a leader, and those who influence others. Charisma helps your character convince others of what you say, and make them like and trust you. Charisma also helps cast magic that alters their perception of reality. A trait typically associated with Slytherin House.
- **Intelligence (INT):** Intelligence is the measure of your analytical and memory-based problem solving skills. Though not always a substitute for raw magical power, an intelligent character learns information quickly, can recall it in an instant, and can often be helpful in identifying threats. Typically considered the defining trait of Ravenclaw House.
- **Perception (PER):** Perception is your awareness of the world around you – be it spotting a hidden tripwire, or the perception of other's emotions. Often going hand in hand with a kind and compassionate soul, perception is considered the defining trait of Hufflepuff House.
- **Power (POW):** Sometimes you don't want to levitate a single brick out of a wall: you want the wall to explode. When finesse and trickery fail, throwing huge amounts of magical power at a problem can sometimes be beneficial. Some of the most spectacular magics require a large power, but when a powerful spell goes wrong, the effects can be devastating and unforeseeable.
- **Evil (EVL):** Evil characters commit atrocities in the name of furthering their own goals. They will go to any lengths to get what they desire, including killing, maiming and torturing. Evil magics may grant you enormous powers, but are you willing to pay the price?

Proficiencies

Most Attributes are subdivided further into several *proficiencies*. These provide bonuses when the check is of a certain type, as discussed in more detail in section ??.

- **ATH:** Acrobatics, Speed, Strength
- **FIN:** Dexterity, Stealth, Precision
- **SPR:** Endurance, Willpower
- **CHR:** Deception, Performance, Persuasion
- **INT:** Research, Arcane Knowledge, History, Flora & Fauna
- **PER:** Compassion, Observation
- **POW:** (None)
- **EVL:** Chaos, Intimidation

Being considered 'proficient' in an area means you are especially good at it. The mechanism of this in-game is discussed in the Actions section.

Determining Abilities

Perhaps the most important part of Character Creation is determining the attributes of your character. This is done by rolling a 2d6+2 ten times. This gives you 10 numbers between 4 and 14. You may then allocate 7 of these numbers to your non-EVL attributes at will. EVL defaults to zero at character creation.

Generally speaking, you will want to allocate the largest of these values to the attributes which your character will rely on the most – so a powerful magical warrior will get the largest values allotted to SPR and POW, whilst a seer would get larger values dedicated to PER.

Health & Fortitude

Having determined your character's baseline attributes, we may now begin to see how this affects values relevant to gameplay – namely, the Health and Fortitude of your character.

Health

Health is the physical status of your character: attacking a character lowers their health, and when the health points (HP) of a character reach zero, that character is killed. A character's initial maximum health is calculated from:

$$\text{max HP} = \text{ATH attribute} + \text{Proficiency Bonus}$$

If you have the *Health* proficiency, you may add three times your Expertise bonus to your base health.

Upon levelling up, each Archetype specifies how the max HP of your character increases, this usually takes the form of a dice roll.

If your character is reduced to 0HP, then they acquire the Critical Condition status: they are completely immobilised, and will lose 1HP per turn. When you reach -10HP, you are dead, and nothing can bring you back.

Fortitude

Fortitude is a character's ability to concentrate, which is necessary to cast spells and some other non-magic feats. Performing magic takes effort, and a character's fortitude points (FP) will be slowly eroded by engaging in such mental effort.

A character's initial maximum mental fortitude is calculated from:

$$\text{max FP} = \text{SPRProficiency Bonuses}$$

If you have the *Willpower* proficiency, you may add three times your Expertise bonus to your base FP.

As with HP, each archetype specifies how much to increase your FP for each level taken in that archetype.

Fortitude is used to cast spells, all spells have an associated fortitude cost determined by the difficulty of the spell – as well as resist magic, and other actions which require intense concentration. You must subtract the relevant amount from your FP when performing such an action (plus or minus the appropriate amount for bonuses, power-boosted spells etc.). When your FP reaches zero, your mind is exhausted, and so you will no longer be able to engage in such complex actions. Unlike HP, FP regenerates during combat; at a rate of 2FP per combat cycle where you do not cast a spell. Outside of combat, the regeneration rate is 8FP per hour, increasing to 20 per hour whilst asleep.

Temporary Points

When your HP or FP limit is raised (say, by the *vita maxima* spell), the current value is raised by the same amount. In contrast, when the ceiling is lowered, you only lose HP/FP if the ceiling is lowered below your current levels.

It is never possible to have more than your maximum HP or FP unless an effect specifically states that it alters your max HP/FP.

Natural Healing

Characters naturally regenerate both FP and HP over time.

HP regenerates slowly as minor wounds heal, at a rate of around 2HP per hour whilst not in combat (unless there is a status effect blocking the healing effect), increasing to d10 per hour when asleep or resting. If you sleep for more than 8 hours, your HP is considered fully restored. However, status effects such as Serious Wound may impact the maximum HP which can be reached by natural healing, without external intervention.

FP regenerates much faster, and can do so even whilst under fire. In combat, you recover 2FP per turn cycle in which you do not expend FP. Outside of combat, FP regenerates at a rate of 5FP per minute. However, status effects such as *Fatigue* can slow, or even entirely halt, FP regeneration.

Other Statistics

In addition to your HP and FP, there are a number of other statistics that impact your character and control how they interact with the world.

These statistic include:

- **Base Speed**

This is determined by your choice of species and the *Mobile* skill. Determines how fast you move in combat

- **Proficiencies**

In addition to the proficiencies mention above, you also may want to keep track of the weapons and tools you are considered proficient in.

- **Accuracy**

The modifier you use to determine if an attack lands home. Typically your FIN modifier plus your Expertise bonus, though may have multiple such values for different weapons.

- **Block**

One of two *Instincts* used to context accuracy checks. Value set to 8 + ATH (strength).

- **Dodge**

The other *Instinct*. Value is 8 + FIN (speed).

- **Spellcasting Dice**

A series of 7 values which determines the dice size you use to cast spells in each of the 7 schools of magic

- **Spell Power**

Determines the DV of resist checks for spells that you cast. Value is 6 + Expertise bonus + POW modifier.

The usage of these statistics, and the role they play in the game, is discussed in more detail in the relevant sections below.

5: Character Progression

Each character has a 'level' associated with them, which denotes how far your character has progressed, and how powerful they are. Levelling your character is key to progressing: it unlocks new skills, boosts your attributes, and gives access to new spells. A higher-level magic user is a stronger magic user. A stronger magic user is less likely to get eaten by a passing beast, which is generally considered a good thing.

Experience

Increasing the level of your character ('levelling up') is achieved by accumulating experience. To progress from level 1 to level 2, you must accumulate 100 experience points (EP). When your character reaches 100EP, they ascend to level 2, and the counter is reset. To go from level 2 to level 3 you need to acquire another 200 EP, and so on and so forth. The EP needed to go from level x to $x + 1$ is calculated from:

$$EP_{x \rightarrow x+1} = 100x$$

Experience is gained by completing actions and defeating enemies. Experience is awarded for completing difficult actions such as casting a spell, mixing a potion, defeating an enemy in combat, or convincing someone to give you something. The GM will instruct you to roll a dice, and you will gain that much experience from completing the action.

The dice you roll (and hence the amount of experience you gain) from such an action depends on your proficiency in that skill. For instance, a first year student gains far more knowledge and experience from casting wingardium leviosa than a seasoned auror does. Hence, as you progress, you will learn less experience from trivial actions.

As a rough guide, performing an action (such as casting a spell) which is of the same proficiency level as you are will get a 2d20 roll, using one level below your proficiency is a 2d12, and so on:

Relative Proficiency	Experience Roll
Same level	2d20
1 level below	2d12
2 levels below	2d8
3 levels below	2d6
4 levels below	2d4

For example, a character with the Adept Battlemage (combat magic) skill would roll a 2d20 for successfully casting the Impediment Jinx (an adept level combat spell), whilst if they were an Master Thaumaturge (transfiguration), they would only get to roll a 2d8 for casting an Adept transfiguration spell, as this is 2 levels below Master.

Experience is only awarded when an action is truly succesful (i.e. a spell has to hit its target, as well as be succesfully cast).

Levelling Up

When your experience reaches the requisite amount, you may choose to rest and muse on what you have learned from your experiences, triggering the level-up process. You may only do this if not facing life-threatening injury -- levelling up cannot heal a broken leg!

When you level up, you make the following changes to your character:

- Increase character level by 1, and reset EXP counter to zero (you may carry any excess EXP over)
- Increase Archetype level by one **OR** choose a new archetype (see multiclassing rules on page 11). Add any new Features you gain at this point.
- You may choose one of the following:
 - Increase an attribute by 2, or two attributes by 1
 - Choose a new Skill, if you meet the minimum prerequisites
- Calculate new HP and FP ceilings
- Reset HP and FP to maximum
- Reset spell-learned counter

Other Changes

The GM may also decide that, during the normal course of play, you have done something that warrants a permanent bonus or penalty -- be it something you have learned from extensive practice, or a gift from some higher being -- the GM will grant you a bonus to your Attributes or Proficiencies. This will probably most commonly be used to penalise players for immoral actions -- by increasing their EVL level.

Skills

Skills are learned abilities that your character picks up along the way. They can be learned either by levelling up or given as gifts by external devices. Skills are key to learning new and more powerful magic, as well as unlocking useful abilities. Some skills may be taken multiple times, which increases the bonus provided by the skills.

The full list of skills is found on page 108.

Dice-Check Skills

Perhaps the most important skills are the ‘dice-check skills’, also known as the ‘magic skills’. These skills are associated with casting spells from each of the seven schools of magic (see page 51).

Magic School	Associated Skill
Charms	Sorcerer
Dark Arts	Necromancer
Divination	Clairvoyant
Illusion	Magician
Malediction	Battlemage
Recuperation	Aegistes
Transfiguration	Thaumaturgus

These skills each have 5 levels: **Beginner**, **Novice**, **Adept**, **Expert** and **Master**. The level of spells that you can cast in each school is tied directly to your level in the associated skill.

To cast Expert level Hexes and Curses, you need to be an Expert Battlemage, and so on. Increasing your level in each skill also grants you access to larger dice to perform spellcasting checks with, making your lower-level spells more and more powerful as you progress.

Unlike most skills, the 7 magic skills ‘level up’ on their own at a certain level. All species with access to magic start off with level 1 in the magic skills, and then gain new levels at each of the following character levels:

Skill Level	Acquiring Level
Beginner	1
Novice	5
Adept	10
Expert	15

Of course, a character may choose to manually take a level in this skill before this point, in order to gain access to more powerful magic earlier in their career (and note that *Master* level has to be taken manually). If a character reaches one of the milestones above and has already reached the specified level, they instead take a +1 casting bonus to **one** of the disciplines associated with each of the schools they have already levelled up in.

Prerequisites

Some skills list a minimum ability score, or other threshold that your character must possess before they take that skill. If you do not meet the threshold, you cannot take the skill, unless you are provided it by external means, such as a Class Feature.

In addition, for multi-level skills, when you take a skill you cannot take another level in that skill until you level up twice.

If a character takes a skill at level x , then the prerequisite of the next level is that a character is level $x + 2$. This includes skills that are given by Class Features -- if you are given a level in a skill by a Class Feature at level 8, you must wait until level 10 to level up again. This also applies to the 7 magic skills given at character creation: you cannot achieve ‘Novice’ status until level 3.

Part II

Actions and their Consequences

6: Performing Checks

In general, when you want to perform an action, simply tell the GM what you wish to do.

If it is a simple action – for example, “I walk to the shop”, then the action is completed with no further involvement. More complex actions may require a ‘check’ to be performed, to determine their success: inform the GM of what you want to do, and the GM will tell you what check to perform.

Usually, every action you wish to perform falls into the domain of one of your 8 character attributes (where there is ambiguity, the GM’s word is final). The a check to jump over a ravine, for example, would be an Athletics check, whilst a check to remember the ingredients of a potion would be an Intelligence check. Having a higher attribute score in the relevant field will make your check more likely to succeed.

Below is a rough guide as to the kind of actions that each attribute governs:

Athletics:	Governs physical feats: running, jumping, and swimming, as well as melee attacks
Finesse:	Actions that require precision and control, such as aiming, stealth and pickpocketing.
Spirit:	Feats that require concentration, force of will and the ability to endure hardship.
Charisma:	Convincing and persuading others, haggling and distractions.
Intelligence:	Research, knowledge and memory actions.
Perception:	Noticing things: either as a general spatial awareness, or differences in an individual
Power:	Used for feats of great magical strength
Evil:	Used to commit atrocities and spread chaos.

On top of these general actions, casting magic spells requires abilities in each of these fields. Each spell ‘discipline’ is associated with an attribute. Therefore casting Hexes, for example, requires a SPR check, but casting an illusion requires you to be convincing, using a CHR check.

As always, the GM has the authority to override these general guidelines, if it is suitable to do so. For more detail on how to calculate a check, see page 4.

Success & Failure

After having performed a check (the details of which are discussed below), you will end up with a single number – a result of the (usually) d20 dice, modifiers, proficiencies and any other bonuses. It is now time to ‘resolve’ the check, and decide if the action was successful or not.

Generally speaking, the following table gives a rough outline of the check required to pass actions of a certain difficulty:

Task Difficulty	Description	Required Check
Very Easy	An everyday task that anyone could be expected to carry out first time.	5
Easy	A simple task that has only a small chance of failure.	10
Moderate	A task that a normal person might require a few tries to get right	15
Hard	A task that a normal person could not carry out without specialist training	20
Very Hard	A task that even a trained expert might struggle to complete.	25
Legendary	A task that perhaps one person alive could actually complete.	30

It is up to the GM to decide the difficulty of the task (they do not need to reveal this to you), and they may of course deviate from this table.

If the check succeeds, then the action goes ahead – if not, then the action fails, and there may be negative consequences, especially if the dice roll was a 1 (‘natural failure’), or if your modifiers are such that the check was negative (haha). If this happens, the GM may come up with a suitable back-firing, or you may alert enemies to your presence, and so on.

On the other hand, many GM’s accept that a check which rolls a 20 on the d20 (‘nat 20’), if the action succeeds, is said to be a ‘critical success’, and may have positive effects beyond the intended. If the check was an attack, for instance, it may be considered a critical strike (see below), and do extra damage.

Dice

In general, you will use the 20 sided dice (d20) as the basis of all checks. You roll this dice once, and use the first value.

There are two notable exceptions to this general rule: **spell-casting checks** (used to determine if a witch or wizard managed to cast a given spell) and **damage checks** (used to determine how much damage a given attack or event inflicted) often use dice other than a d20. Read more about this in the relevant chapters.

If the value of a dice is roll indeterminate, or the dice falls off the table, it is usually best to perform the check again: though you may form your own conventions as to the etiquette in such situations.

Modifiers

After having performed the dice roll, you then modify the value by the various bonuses that your character has.

The primary way to do this is through using the *attribute modifiers*. These are 8 values associated with each of your 8 attribute scores. When asked to perform a check associated with, for example, the Athletics attribute, you add your Athletics modifier on to the d20 check.

The modifier is calculated using the following formula:

$$\text{attribute modifier} = \frac{\text{attribute value} - 10}{2} \text{ (rounded down)}$$

The result of this formula for the usual range of values is listed below:

Value	Modifier	Value	Modifier
0-1	-5	10-11	+ 0
2-3	-4	12-13	+ 1
4-5	-3	14-15	+ 2
6-7	-2	16-17	+ 3
8-9	-1	18-19	+4

Given that an attribute value of 10 is considered 'average', the attribute modifier is a way of quantifying "how much better than average are you at this specific skill?"

For example, a Level 5 Auror wants to try and convince a ne'er-do-well to reveal the location of their boss. The GM directs her to perform a Charisma check to convince the target. The auror has a charisma value of 15, which corresponds to a +2 bonus. After rolling a 12, the total value for the check is 14, which the GM reveals was insufficient to persuade the target.

Expertise & Proficiencies

Expertise Bonus

As a character grows and learns, they find certain skills that they excel in. The base level of expertise in the Chief Warlock of the Wizengamot is significantly larger than that of a first year Hogwarts student. When faced with a check in a field in which you are an expert, you are significantly more likely to succeed.

This is quantified through your *Expertise Bonus*. This is a single number that you may add to checks in areas which you are considered *proficient* in. For most characters, the proficiency is calculated from your total character level in the following fashion:

$$\text{Expertise bonus} = \frac{\text{Character Level}}{4} + 2 \text{ (rounded down)}$$

Some Archetypes, however, grant extra expertise bonus, and as such, deviate from this formula. The table representing each class-overview gives the Expertise bonus that class has at a given level.

Attribute Proficiencies

The 8 attributes are further subdivided into 19 individual proficiencies. A character usually gains proficiencies through advancement in their Archetype. These proficiencies govern sub-domains within the larger attribute. For example, a powerlifter and a sprinter are both very Athletic individuals, and would have a high ATH score. However, they are athletic in very different ways: the powerlifter has the *Strength* proficiency and the sprinter the *Speed* one.

The full list of proficiencies is as follows:

- ATH
 - **Acrobatics** Used to leap, tumble and flip
 - **Speed** Used in movement and dodge checks
 - **Strength** Used in weapon checks, and when brute force is required
- FIN
 - **Dexterity** Checks that require a steady hand, such as pickpocketing, or sleight of hand
 - **Stealth** Stay hidden from your enemies
 - **Precision** Used for long-distance shooting, or for ultra-precise spellcasting
- SPR
 - **Endurance** Checks that require resisting the effects of magic, tiredness or debilitating agony
 - **Willpower** Checks that require dominating someone else's spirit
- CHR
 - **Deception** Lie, cheat and mislead other characters
 - **Performance** Play music, sing, dance and otherwise entertain the masses.
- **Persuasion** Convince others to willingly go along with your ideas
- INT
 - **Research** Learn new information from books and other resources
 - **Arcane knowledge** Identify magical spells, items and beings
 - **History** Recall events from the past, and recognise important figures and items from those events
 - **Flora & Fauna** Identify living beings of all shapes and sizes, and recall their properties
- PER
 - **Compassion** Empathise with those around you, and understand their feelings
 - **Observation** Use your spatial awareness to spot dangers and threats
- EVL
 - **Chaos** Gain a bonus when spreading wanton destruction and chaos
 - **Intimidation** Scare others, and make them more likely to give you what you want

If the GM decides that an action falls under one of these categories, they may ask for, rather than a simple “ATH check”, an “ATH (strength) check” in order for a character to lift a log, or an “ATH (speed) check” in order for the character to run away from danger.

If your character is considered proficient in this field, then in addition to the ATH modifier, one may also add your Expertise bonus in to the check calculation to represent your character’s significantly above-average skills in this field. If you do not have proficiency in the given field, you are not ‘punished’ and must simply use your normal modifier without the additional bonus.

In the previous example, our Level 5 aurore (with 15 Charisma) rolled a 12 to try and convince a perp to talk, elevated to 14 with the +2 CHR modifier. This was insufficient to persuade the target to talk. However, if she had been proficient in the *persuade* subdomain, she could add her Expertise bonus (+3 for a lvl 5 character), giving a total value of 17 – surely enough to convince anyone to talk!

Unusual Uses

Generally speaking, proficiency bonuses will always be associated with the attribute listed above – so Speed will usually be added on to an ATH check. However, in certain circumstances it makes sense to cross the borders. For example, if you are threatening to beat someone up, you might use an “ATH (intimidation)” check, or a “POW (intimidation)” if you are threatening them with magical violence – even though Intimidation is an EVL proficiency.

The GM decides what is appropriate for each moment.

You are always allowed to ask the GM if a proficiency applies to a specific check, even if the proficiency was not explicitly asked for – but they are always within their rights to refuse!

Other Proficiencies

In addition to the proficiencies associated with attributes, you may also be considered proficient in the use of various classes of weapons, and special tools. There are also some proficiencies with unusual or more nebulous domains– for example the *Muggle-Lover* skill grants you proficiency in muggle-related checks, and archetypes often grant proficiency in certain spell disciplines.

As with the attribute-proficiencies, being proficient in an area means that you may add your Expertise bonus to the associated checks.

Weapon-proficiencies explicitly allow you to add the bonus to the *accuracy* check, not to the damage check. Some tools also give additional abilities with proficiency in them, as stated in the item description.

Multiple Proficiencies

Occasionally, you may encounter scenarios where you may apply your Expertise bonus multiple times. For example, a character with both the *Muggle-Lover* skill and the *persuasion* proficiency attempts to persuade a muggle of something. However, you may only add your Expertise bonus once per check, unless a mechanic explicitly mentions that the bonus is doubled, or halved.

Check Advantage

If you have the status effect *Check Advantage*, or are otherwise granted this ability on certain checks, then you may perform checks twice – and take the largest value. This decreases the likelihood of a negative outcome, and increases the likelihood of a positive one.

Conversely, a *Check Disadvantage* requires you to perform a check twice and take the lower of the two values.

You may sometimes have a conflict of multiple check modifiers such as this. The GM has the ability to rule that they either cancel each other out or (in rare instances) compound each other to give *check double-advantage* or *check double-disadvantage*, in which case you must perform the check three times, rather than twice. There is no check triple-(dis)advantage.

Working Together

Occasionally two or more characters might decide that, together, they have a better chance of succeeding in a given task, and can work together. A character may only help if they could perform the action themselves (so you could only help pick a lock if you also had proficiency in lockpicking tools), or if you can provide a reasonable justification for how you are helping the action succeed (an engineer attempting to fix an engine could use somebody to hand them tools, for example).

When working together like this, the character with the highest relevant modifier performs the check with check-advantage.

Sometimes, you might need to complete a task where the entire group needs to succeed, but the group may help each other – for example, if the entire group needs to jump across a ravine, or if the entire group is searching for a single hidden item. The GM may decide on the most appropriate course of action, but a general first-start is to ask all members of the group to perform the check – if at least half of the group succeed, the entire group succeeds.

Multiple Attempts

Sometimes, after an action fails, a character may want to try again immediately. This is generally to be discouraged – it makes the game less fun if everyone is just waiting for Mike to (finally) roll a 20.

A general rule is that you can’t repeat an action until there is a material change in circumstance that might alter the outcome. This doesn’t usually apply in combat as, you are sacrificing your other combat actions each turn cycle to try anew.

Of course, the GM may make allowances for multiple attempts. This will most commonly occur if you have some finite resource that you are burning through. If you only have 3 fragile lockpicks, there’s no particular harm in giving you 3 attempts at opening the door.

If, however, a character is attempting to ‘spam’ a check – i.e. just keep rolling the dice until they succeed, and it makes enough narrative sense that the GM doesn’t overrule it, then they instead ask you to roll a d100 on the table found on page

113, which will determine the number of failed attempts.

7: Everyday Actions

Within the framework of the game, there are broadly two classes of actions: *everyday* and *combat*. Everyday actions are things such as traveling between two cities, getting some sleep, talking to a friend, sitting in the library and so on. Combat, however, involves things trying to hurt you, and you trying to hurt them back.

This section is concerned with the everyday, and is by no means meant to be an exhaustive list of things you may do. Instead, it merely provides some guidelines as to how to perform some common actions, and the effects that they can have.

Movement

Out of combat, wandering around the environment is very natural – you simply tell the GM that you want to go over there, and you do – barring unforeseen circumstances such as traps. You needn't calculate the exact time taken for each individual movement (that would get dull), but it is generally presumed to occur on the scale of seconds to a few minutes.

However, sometimes you might wish to travel over distances which will take more than a handful of minutes. If you are travelling by foot more than 10 minutes, then you need to decide how rapidly and carefully you are moving.

Pace	Speed	Duration	Effect
Slow	2km/h	8 hours	Can remain hidden, or draw a map
Normal	4 km/h	7 hours	Can draw a map
Rapid	6 km/h	5 hours	-5 penalty to all checks made whilst moving. Costs 5 FP per hour.
Breakneck	10km/h	1 hour	-10 penalty to all checks made whilst moving. Costs 2 FP per minute and 5 HP per hour.

If you attempt to travel for longer than the 'duration' of the selected pace, you risk exhausting yourself. After the first additional kilometre travelled, all members of the party must succeed a DV 10 ATH (endurance) check. This check must be repeated after every subsequent kilometre travelled, with the DV increasing by 1 each time. After failing this check, you must halt, and take an additional level of exhaustion.

This timer resets after a rest of more than 8 hours, after which time you can take up your pace again.

Vehicles & Mounts

Of course, the discerning wizard rarely travels too far on foot – they may prefer to use a broomstick, tame and ride a griffin or simply apparate or portkey around.

Each of these modes of transport has their own limitations, specified by the relevant item, beast or spell effects.

Actions while moving

It is possible to perform other actions whilst on the move, though unless you are travelling in a luxury carriage, you may be somewhat restricted in what exactly you can achieve.

You may make checks to navigate, to track a foe keep or to keep an eye out for enemies (these all use variations on the PER attribute), or you may leverage your knowledge of Flora & Fauna to forage for food and water. The faster you travel, the heavier a penalty you suffer for these checks.

Whilst travelling at a slow pace, you may make an effort to remain hidden, the rules for which are elaborated on more on page 30.

If the Slow or Normal pace is used, a member of your party may elect themselves as a map-maker, if they have the *Observation* proficiency. Having a map makes it impossible to get lost (unless the scenery is magically altered, of course), and you can always retrace your steps.

Special Movement

Walking and running are not the only kinds of movement out there: navigating a dangerous environment often requires other ways of exploring the space.

Climbing

Slopes between 0 and 30 degrees are considered 'gentle', and you suffer no penalty for traversing them. Between 30 degrees and 50 degrees a slope is considered 'steep', and you must move at half speed, but can walk without aid.

Slopes above 50 degrees are considered 'sheer', and must use an explicit climbing action to navigate. Climbing requires use of both hands and feet, as well as the existence of solid hand/foot holds, and you move at one quarter your usual speed. If you wish to use an item, or perform an action whilst climbing, you must halt, perform a DV 10 ATH (strength) check to stabilise yourself, and then use one free hand.

Trying to navigate a sheer slope without the existence of material to hold on to requires the use of specialised tools or magic, or else you will surely fall and perish.

Swimming

When standing in water that is up to waist deep, your movement speed is reduced to one-half of its usual value, although the presence of strong currents may increase or decrease this.

If the water is deeper than this, you must start to swim. Swimming moves at one-quarter your usual speed and costs 1FP for every 30m travelled. If you stop moving whilst in water that is deeper than your height, you must tread water to keep your head above water. This costs 1FP per minute to maintain. If you reach 0FP, your head will fall below water, and you will drown.

If you wish to swim under water, you may do so, referring to the rules about air found on page 34.

Jumping

To leap over a chasm, you need to ensure that both the height and length of your jump is sufficient to clear the obstacle. Every character has a number of 'jump points' equal to 1 + ATH modifier. You may spend these points to achieve either vertical or horizontal distance. You gain 2 additional points by taking a run up of at least 3 metres.

Each horizontal metre costs 1 point, whilst each vertical metre costs 3. It is possible to do a 'pure' long jump or high jump, but note that a long jump with zero height added to it will typically leave you gripping the edge of a chasm by your fingertips, so it is important not to neglect the height of your jumps.

The above describes a 'basic' jump (DV 5 ATH). You may choose to make the jump more difficult, by adding 1 additional point, at the expense of increasing the DV of the jump by 5.

A level 6 thief has an Athletics score of 15, and wishes to leap across a chasm that is 6m wide. By taking a runup they have 5 jump points available to them. One of these is dedicated to height so that they land on their feet, leaving only 4m of horizontal distance left. A DV 5 jump will therefore be insufficient, but a DV 15 jump, if it succeeds, clear the gap. The thief therefore decides to risk everything, and go for the more difficult jump.

Resting

You can't spend all day, everyday doing heroic deeds, lurking in the library, or performing mighty magic: sometimes, you need to get some rest.

Resting is an important action that can only occur when not in combat. Attempts to rest during combat are highly likely to get you killed on the spot.

When in safe territory, you may set up camp, and get a few hours shut-eye to recover from your ordeals (see the Asleep status effect for details). But be warned, the night is dark and full of terrors, and who knows what might sneak up on you whilst you are resting...

You may take rests whilst delving deep into unfriendly territory, but note that resting after every single encounter is generally frowned upon, and the GM might start throwing more and more unpleasant random encounters at you if you begin to take things to the extremes.

You should only rest in a place where it makes sense to rest – it does not make sense, for example, to take a quick nap in whilst delving through the dungeons of an evil warlord, even if you have cleared the immediate area of enemies. Of course, if you kill the Warlord and claim his castle as your own, then it is a different matter...

Short Rest

A short rest is a period of around one hour, which allows your character to steady their mind, grab a bite to eat, read a book, and perhaps tend to some minor wounds.

During a short rest, you restore your FP to its maximum value, unless you have a status effect which prevents regeneration. In addition, you recover d10 HP per hour spent resting, and some minor status effects may be alleviated.

However, note that no amount of rest or sleep can heal broken bones, or cure a concussion: these severe status effects limit the amount of HP that can be restored, usually limiting regeneration to 50% of max health.

Long Rest

A long rest is an extended period of respite – upwards of 8 hours. This allows your character to sleep and recover from more serious wounds. The d10 HP recovery rate per hour continues up to the 8th hour of rest, at which point your HP is considered fully restored (again: unless a major injury prevents this).

A long rest also allows you to recover from exhaustion: 8 hours sleep allows you to remove 1 level of exhaustion. If the long rest was preceded by a warm, substantial meal, you may remove 2 levels of exhaustion.

Social Actions

An adventure rarely happens in isolation, and there will be many times that your group will have to interact with other people. Characters that are part of the larger world are known as Non-Player Characters (NPCs), and interacting with them will often be key.

Active vs. Descriptive Roleplaying

There are two key philosophies to RPGs, especially when it comes to social interactions. In the Dungeons and Dragons parlance, they are 'active' and 'descriptive'.

Descriptive roleplaying is when a player describes what their character does – "Gunter goes and talks to the man at the bar, and tries to convince him to help us".

In contrast, an active roleplayer would act out the conversation – they may put on a voice, or echo the body language of the character, so an active roleplayer might decide that Gunter has a deep voice and an Irish accent, and would say "hey, barkeep – have you heard any news about the griffin attacks recently?".

Neither approach is right or wrong, or better or worse – the aim is for you to have as much fun as possible.

Of course, sometimes you may have to rely on descriptive roleplaying when your character is doing something that you cannot do. Your character might be thousands of times clever than you, or charismatic beyond all human reckoning. You character doesn't have to be limited by your own experiences – if a shy player is unsure of what an extroverted, flamboyant character would do in this scenario, you may fall back on descriptive work, though your GM will should try to help you embellish.

Of course, the converse is also true, though somewhat harder: there are many things that the players know, but the characters don't – if a merchant tries to sell you a new item for twice the price its listed in this handbook, do your characters know they're being overcharged? You might immediately

recognise the inscription as being in Ancient Greek, but does you INT 7 character recognise the symbols? Try not to let such metagaming influence your character's actions.

Finding a healthy balance between these two playstyles is key to having fun in this game, and exploring your character - feel free to experiment!

Checks

Of course, roleplaying is not the only factor to take into account in social interactions: you will also need to use ability checks – after Gunter tries to convince the barkeep, the GM may ask for a Charisma (persuasion) check to see how well you made your case to the him.

Keep an eye on your skill proficiencies, and let these guide your choices when interacting with an NPC, if you are especially good at lying, or particularly intimidating, you may elect to use those skills instead of a more honest approach. Of course, you must also consider that, like in real life, social interactions can often have consequences later on.

Attitudes

NPCs are generally split into 5 categories, based on their attitude towards you and your group. This helps provide a first-guess of how to approach a scenario.

A character's attitude towards you make social interaction with them much easier, in addition to the roleplaying benefits of this, you gain a numerical bonus to charisma checks towards these characters, representing their likelihood to believe and follow you.

Attitude	Description	CHR bonus
Ally	A very close friend, whose interests align with yours almost all the time.	+5
Friendly	Someone who likes you, and is inclined to agree with you	+2
Indifferent	Someone who has no feelings for you either way. A total stranger.	+0
Unfriendly	A character who dislikes you, and doesn't want you around.	-2
Enemy	A character that truly hates you. They would disagree with you purely out of spite.	-5

Downtime

In addition to performing non-combat actions in between individual conflicts, you may occasionally find yourself with a considerable amount of time to spare – in which you can devote entire days to activities that further your character, heal them from egregious injuries, or earn some spare cash.

Given that extended downtime will probably be taking place

in population centres, you will need to find enough resources to live a normal life – particularly food and shelter. See page ?? for more details.

Working

Perhaps one of the most useful things you can do is try to bolster your finances with some hard work. You may find the kind of jobs available limited by the area you are in – a tiny village isn't going to have much call for a librarian, and a bustling city won't have much need for a thatcher. You will need to search out clients or an employer to practice your skills.

In general, the payment one can expect to receive varies depending on how skilled the job is you perform, though again, the region you are in might have an economic boom in one area, or a financial collapse, which alters these wages:

Skill	Examples	Wage (per hour)
Unskilled	Manual labour, farmwork	≈5
Moderate	Shopwork, guard	≈10
Skilled	Teacher, performer, nurse	≈2
Highly skilled	Artificier, surgeon	≈4

Crafting

Witches, wizards and many other sentient species in the world rely on the production of magic potions and enchanted items for their day-to-day life. Downtime is a perfect time to attempt to get in on this.

Enchanting an item usually takes around 6 hours to complete, and a potion around one hour to brew. See the rules for artificing on page 47 for more details.

In addition, you may also manufacture or assemble non-magical items during your downtime, if you have access to the necessary raw material, tools and machinery required. A general rule is that you can only manufacture goods up to a value of ≈10 per day. If you wish to exceed this value, you need to spend multiple days performing the task.

Recuperating

Although not a substitute for seeking genuine medical attention, a long period of rest may allow you to recover from even the most serious of injuries.

After at least 3 days of rest, you may perform a DV 15 spirit (endurance) check to end one major injury which prevents you from regaining HP.

Researching

Downtime is also the perfect time to go searching for new knowledge, whether it is to find new information about mysteries that have been partially revealed to you, to find new and interesting types of magic, or to learn about weaknesses and habits of the magical and dangerous beasts that roam nearby. You may find libraries to comb through for fusty old tomes, or

go out and speak to people and try to extract local knowledge from them.

Tell the GM what information you are looking for, and the route you will take to finding it. They will determine if the information is available, and then how long you have to spend before you hit the jackpot.

This might also include CHR (persuasion) checks, or INT (research) checks, to determine how well your character performs their research.

Training

You might also dedicate your time to training in a new skill: learning to use new weapons, new languages, new magic, or new tools.

Though not nearly as useful an experience as real-life experience, this can be an important aspect of preparing yourself for the trials and tribulations you will face.

In order to train, you will need to find an experienced person, willing to teach you. The classes cost around ₤10 per day, though if the skill you are attempting to learn is particularly rare, or the teacher particularly noteworthy, the classes may cost more.

5 weeks worth of dedicated practice (₤250) is enough to call yourself proficient in the field, and you may take up a proficiency in a tool, weapon, or language of your choice. Note that training with a weapon gives you proficiency *only* in that weapon, not in the entire class of weapons associated with that weapon, to learn an entire class of weapons would take 10 weeks worth of dedicated practice.

If you find a magic teacher, they may help you memorise new spells without risking yourself. Spending two days is enough to memorise a new spell, though a teacher can only help you with spells they themselves have memorised.

The Combat Cycle

Unlike most RPGs, which tend to use a turn-based system for combat, this game uses a simultaneous combat system. The reason for this is that whilst the turn-based combat fits in with how we play games (I have my turn, you have yours, etc.), it is not entirely realistic: in a fight, you don't wait patiently for everyone else to complete attacking you before finally returning fire: everybody is completing actions at once.

After combat is initiated, a series of turn cycles occur. Each turn cycle allows every character in combat one major action, such as: a movement, casting a spell, or using an item.

At the start of each turn cycle there is a period of time (to be decided by your GM), during which you must decide on what you will do. Players may talk to each other during this time, but do be aware that discussing your tactics in front of the GM may give the game away, you wouldn't start shouting your plan out whilst fighting the enemy now, would you?

After this time is up, each player writes down their action on a scrap of paper (to prevent last minute changes of heart), and then all players (including the GM) reveal their action simultaneously.

The GM then resolves the effects of all these actions - directing characters to perform accuracy and damage checks where appropriate - and then narrating the outcome, and the response (if any) of the remaining aggressors.

The combat cycle then begins anew until the conflict is resolved.

Time

Each combat cycle is assumed to have a duration of around 3 seconds.

Attempting to perform actions that last significantly longer than this requires spreading the action across multiple turns - though may choose to abort such an action if you feel your talents are better placed elsewhere.

Resolving Conflicts

Since all actions are considered to be simultaneous, the order in which the actions are resolved does not usually matter. Recall that spells, arrows, and sword swings have a finite travel time, so it is entirely feasible for two players to attack each other simultaneously and it does not matter who initiated first.

It might, of course, still be possible for actions to come into conflict with each other: if two characters attempt to occupy the same space, for example. It is up to the GM's discretion how to deal with edge cases like this - for the example given, it is recommended that this be treated as a 'body slam', and both characters should recoil and take some damage.

There might also be cases where two spells are cast simultaneously where the ordering does actually matter: for example, if you heal someone at the same time that someone casts a

damaging spell that would take them below 50% health, incurring the "major injury" status. If the healing action occurs first, then they are not taken below 50% health, but if the damage action occurs first, then they do fall below 50%, even if they are then brought back up over that threshold. The final health that the character ends up on might be the same, but the ordering of actions effects whether they have the *major injury* status at the end of the turn.

In cases such as this it is useful to remember that it is the *casting* of the spell that is simultaneous: so the ordering in which the spell effects should take place can be inferred from the distance between the caster and the target. The issue above is resolved simply by looking at whoever is closest to the target.

Taking Actions

During each combat cycle, each character may take **one** major action, or **two** minor actions. In addition, your character has a number of *instincts* which they execute to avoid damage and brace against incoming attacks.

The list below gives some common mechanics for both major and minor actions. As usual, however, characters are free to be as inventive as they like. It is up to the GM to determine if an action is major or minor in nature, and how to resolve it.

Major Actions

Major actions take an entire turn to complete, and as such are considered the main way to engage in combat. Some skills and archetype abilities allow you to perform multiple iterations of a single major action per turn, or may grant you multiple major actions to take.

Attacking

Casting a spell, swinging a sword, or loosing an arrow takes (usually) a full turn to complete, and so you may decide to use your entire turn to cast a spell.

The rules for performing attacks are elaborated on page 27

Movement

When used as a major action, movement allows you to move on foot up to a distance given by your *running speed* statistic, which is calculated from your base speed (derived from your race) and your athletics attribute:

$$\text{running speed} = \text{Base Speed} + \text{Athletics modifier}$$

The rules concerning special movement, as discussed on page 21, also apply in combat.

If you possess the *Speed* proficiency and you made a full-turn movement last cycle, you may convert your movement into a

sprint, and add your expertise bonus to your speed. You may then maintain this until you need to stop or change direction.

Whilst moving, you need to be careful that you do not collide with other beings - either your allies or your enemies. You cannot enter space that is currently being occupied by another solid being (ghosts, however, are fair game).

Using Items (sometimes)

Some 'uses' of items include using swords, wands and ranged weapons, which have already been covered by 'attacking'.

However, sometimes you might want to use an action to get something big done, outside of hitting somebody. Using a crowbar to pry open a door, changing your weapon, finding the right page of a book - all of these take enough time to be considered major actions.

Some uses might take multiple turns - for instance, climbing into a full suit of armour takes more than 3 seconds to complete, and will therefore require multiple, consecutive major actions.

In contrast, some actions (see below) are small enough to be considered minor actions. The GM has veto on which actions are major or minor.

Trading Items

If two characters are standing within touching distance, they may trade items between them.

Alternatively, you may attempt to throw an item to your ally, treating the item as an 'improvised weapon'. If the throwing check is successful, the catcher performs a DV 10 ATH check to catch the item, and adds it to their inventory.

Whichever method is chosen, giving items to other people takes the major actions of both the giver and the receiver.

Minor Actions

You may perform two minor actions in place of a single major action. Generally, these two actions happen simultaneously: if you drink a potion and make a minor movement, then you are drinking the potion whilst moving. This places a good guide on what can be considered a minor action: is it possible to do this at the same time as I'm walking/talking/dodging?

Minor Movements

Actions such as taking a single step, or peeking out from behind cover, do not take any time, and can be performed in the same turn as a major action.

However, there is a middle ground between the sprint of a full-turn movement, and the zero-time of a single step. This is called a *minor movement*.

During a minor movement, one moves only **half as far** as during a full-turn movement, but since you are not focussed solely on moving as far as possible, you can perform other minor actions.

Quick Attack

Just as there is a difference between a full-on sprint (a major action) and a quick jog (a minor action), so too is there a difference between a zeroed in shot on your enemy (a major action), and releasing a spray of covering fire to keep your enemies on their toes (a minor action).

A quick attack takes only a minor action to complete. The penalty for this, however, is that you must take check-disadvantage on the associated accuracy checks, and you may not use mechanics such as Power Points or Power Attacks which increase the damage of the attack.

Communication

Communicating vital information - such as the location of a hidden enemy or trap - to your comrades takes a minor action. Note that it is assumed that the enemy can hear you, unless you make an effort to not be understood.

Using Items (sometimes)

Item use has already been discussed as a major action, but there are conceivably such actions that would fall into the minor action category. Consuming a potion, checking a rememberall, removing an item from your bag and so on would be considered 'minor actions'.

Any item use that can be completed in around 1 second, or which can be easily 'multitasked', is considered a minor action.

Bolstering Defenses

You may also choose to ready yourself against incoming attacks, by bolstering your ability to either *Dodge* or *Block*. This gives you a better chance of negating incoming effects.

See page 28 for more details on this mechanic.

Conditional Actions

The use of the simultaneous combat system raises some interesting opportunities with conditional actions, which are actions that depend on the actions that another character takes.

The actual action, as well as the trigger condition, needs to be declared during the normal turn cycle - but the action itself is not triggered until all other actions had been triggered.

For example, it could be that you declare as your action *if the troll attacks player A, then I cast a healing spell on player A*. You could also attempt to prevent the damage from being taken in the first place, by declaring *if the troll attacks player A, then I cast the knockback charm on the troll*. The GM may ask for a check to determine if you are close enough and have fast enough reactions for your spell to interrupt the action, but if you pass this, then you may be able to save your friend.

You are only allowed a single conditional clause in your declaration, and if that conditional does not come to pass, then your character does not do anything: there is no if-then-else in this game!

If a seemingly unbreakable condition-chain arises (i.e. player A says he will perform X if player B does Y, but player B says he will only perform Y if player A does X), it is up to the GM to resolve the conditionals – in such cases the answer is usually *nothing happens*, but there may be examples where the GM feels it is more appropriate that the action-chain is triggered.

Making Attacks

When making an attack, either with spells, arrows, or with a blade, there are 4 key steps:

- Select a target
- Perform an accuracy check
- See if the target defends themselves
- Calculate the damage inflicted

There are also some special rules regarding melee and ranged attacks.

Target Acquisition

You may only attack targets that are within the range of the attack you are making. For melee weapons, this is usually 1 metre, though some long weapons such as lances have additional reach. For ranged weapons, the maximum range is specified in the weapon description. Spells also have ranges associated with them, which is discussed more on page 55.

In addition, to determining if the target is in range, you must determine if it is a valid target - you cannot shoot arrows around walls, after all. You must be able to see a target in order to attack it (see below for blindfighting rules), and you may need to consider the fact that a target has cover.

Melee Attacks

A melee attack encompasses all close-range fighting, including fist-fighting, sword-swinging and whip-wrangling.

Typically, a melee attack can only be made against a target if they are within 1 metre of the attacker, with a clear line-of-reach between the two. Some weapons, as well as larger creatures, are able to perform melee attacks at a larger range.

Grappling

If you wish to grab your opponent- either to immobilise them, or to pick them up and throw them off a cliff - you may attempt to initiate a grapple in place of a regular attack.

To perform a grapple you need two free hands and perform an Athletics (Strength) check, which is contested by the target performing either an Athletics (Strength) or Finesse (Speed) check. If the grappling succeeds, the target acquires the grappled status.

If the grappler is strong enough, then they move whilst carrying the target subject to the following constraint:

Weight	Speed
Heavier than 5× ATH(strength) value	Speed = 0
Heavier than ATH (strength) value	Speed halved
Lighter than ATH (strength) value	Unencumbered

A grappled target may attempt to use their action to escape. Repeat the contest.

Shoving

Shoving is considered a special form of grappling - rather than restraining the target, you may choose to push them to the ground (taking the *prone position* status), or push them back 1 metre.

Two-Weapon Fighting

It is possible to have multiple one-handed weapons equipped at once – for example, a dagger in each hand.

If you are proficient with at least one of these weapons, you may perform a double-strike when making an attack as part of a major action. Perform the damage check with both weapons and sum them together.

However, unless you are proficient with two-weapon fighting, you may not add your expertise bonus to either weapon check.

Ranged Attacks

A ranged attack occurs over a longer distance by firing a projectile or magical effect up to the scale of hundreds of metres in some cases.

Ranged Weapons

The description of every ranged weapon gives a maximum range at which the weapon may be fired. Some weapons have multiple ranges depending on the way in which they are used.

Slings, for example, have a much longer reach when using aerodynamic bullets, as compare to just using rocks. Equally, hip firing a rifle has a much less accurate range than when lying in a sniper nest.

Generally speaking, you cannot fire a projectile further than this range, as it represents the maximum distance that the projectile can reach. Some weapons (particularly the *firearms* class), however, the stated range is merely the range at which you can fire accurately. These weapons *can* be fired up to twice their stated range, but take check disadvantage on all accuracy checks beyond this point.

In addition, you will need to ensure that you have enough ammunition to properly use your ranged weapon.

Spells

Many spells state that they have an effective range, which is discussed more on page 55. You cannot exceed this range, without skills which explicitly extend your spellcasting range.

Close-Combat Firing

Ranged weapons and spells are significantly less effective when used on targets which are in close-quarters: aiming requires a clarity of thought that a monster trying to bite your face off denies.

When attempting to use a ranged attack on a non-incapacitated target within melee range, take check disadvantage on the accuracy check.

Accuracy

The attacker quantifies their ability to successfully hit their target through an *accuracy check*.

The Accuracy Check

An accuracy check is performed using the usual d20 die. However, the associated attribute depends on the type of attack being performed. Generally speaking the following prescription is used:

Attack Type	Accuracy Attribute
Spells	Finesse
Melee Weapons	Athletics
Ranged Weapons	Finesse

Some weapons diverge from this prescription, for example, a rapier is a melee weapon, but it requires great finesse to use expertly. See the item descriptions on page 40 for the check for each individual weapon.

Proficiency

In addition, if you are considered proficient with the weapon (or wand) you are using to attack, you may add your proficiency bonus to the accuracy check.

Hitting the Target

When attacking a living being, the DV of the accuracy check is determined by the *instinct value* used by the target. If you meet this target, then the attack lands true. If the accuracy check fails, then the attack misses, or is successfully blocked by the target.

Hitting Stationary Targets

If the target is not a living being (or is restricted from moving), then hitting the target is much easier, but not totally guaranteed. The 'dodge' DV of a stationary object is normally equal to 5.

Some spells are classified as neither blockable nor avoidable – but are still clearly attacks which target an enemy. For these spells, you treat the target as a stationary object. The same is true of 'area effect' spells which target a region rather than a being.

Additional Difficulty

Targeting objects which are particularly small, or (for ranged attacks) far away is more difficult. The additional penalty for hitting such away targets is, with everything measured in metres:

$$P = \frac{\text{distance}}{10 \times \text{size}} \quad (\text{rounded down})$$

Therefore, hitting a 1m target at a distance of up to 10m has a DV of 5, whilst the same target 30m away has a DV of 8, and hitting a 1cm target at a distance of 1m has a DV of 15.

Blindfight

If you cannot see your enemy, then you cannot select them as a target. You may, however, choose to simply start swinging your sword, or firing spells off in a random direction. You must tell the GM which direction you are attacking in, and then perform an accuracy check with a -5 penalty.

If the target is not in the region you are attacking, you automatically miss (though the GM will still ask for the accuracy roll, to avoid giving away where they actually are!).

After you successfully hit an unseen attacker, you avoid the -5 penalty until your next attack misses, at which point you must retake the penalty until you find them again, or you can spot them visually.

Defence

A good fighter knows that all-out attack is rarely the path to victory: defending oneself against incoming attacks is just as important.

Instincts

Most beings either block or dodge, without having to devote conscious thought to their reaction. These two actions are therefore termed *instincts*. It is these reactions which set the difficulty of an attacker's accuracy check. A higher *dodge* or *block* statistic makes it harder for an attack to actually hit you.

The values associated with each statistic are:

$$\text{Block} = 8 + \text{ATH (Strength) modifier}$$

$$\text{Dodge} = 8 + \text{FIN (Speed) modifier}$$

By default, characters instinctively use whichever of these values is the highest:

$$IV = \max(\text{Block}, \text{Dodge})$$

If a character successfully dodges, the attack whizzes by their ear and misses completely. If they successfully block the attack, then they catch the spell or weapon on a piece of armour (or, with the appropriate skill, they can *parry* the attack with a weapon).

Clothing & Armour

Various items may improve either of these statistics. A pair of running shoes, for example, makes it easier to dodge out of the way, whilst a heavy shield makes defending yourself easier.

Generally speaking, items will be a compromise: wearing heavy armour will bulk up your Block statistic, but will slow you down, reducing your Dodge value.

Armour is discussed more in the Items chapter, on page 41.

Bolstering Defences

Of course, not all defence happens instinctively – you may make a conscious decision to brace yourself against an incoming attack, or prepare to dive out of the way. Such a decision is classified as a minor action.

Though by default you automatically use whichever value is highest, when making a conscious decision, you may choose to bolster either statistic by *bracing* or *evading*.

Whichever action is chosen, the effect of bolstering your defenses is:

- Double your Expertise bonus (if applicable) on the chosen statistic
- Aggressors take check-disadvantage on their accuracy checks against you this turn cycle.

Cover

Standing out in the open is a sure-fire way to get hurt quickly. Hiding behind something, be it a tree, a low wall, or even just your ally will make you safer and harder to hit.

A target which is concealed in this fashion is said to be *under cover*. It is up to the GM to determine to what extent a target is hidden from view. This can usually be achieved through the 'additional difficulty' mechanics discussed in the *Accuracy* section above.

If a 2m tall target is 15m away, the penalty to hit is zero. However, if they were covered such that only their head (~ 30cm) could be seen, you can estimate that the penalty to hit them would be -5.

Alternatively, you may use the simpler rules that 'half cover' (i.e. half of the target is concealed) gives a -2 penalty to the accuracy check, and 'three-quarter cover' gives -5, in addition to any other distance penalties.

Undefendable Effects

Some effects cannot be avoided or blocked: holding up a shield against an incoming cannonball isn't going to prevent much, and trying to dodge out of the way of a tsunami is rarely effective.

Spells denote in their description if they can be blocked or dodged. For the (rarer) instances of non-spell effects which fall into one of these categories, the GM decides if it is reasonable to dodge or block the effect.

If the 'dominant' instinct (i.e. the one with the highest value) would be ineffective against a given effect, you may use the

non-dominant one. However, if the character chose to, for example, use the evade action, they may not transfer the bonus to 'block' if an evasion turns out to be ineffective.

Note that even 'unblockable' effects are stopped by 'impenetrable' fields and spells which are 'undodgeable' treat the target as stationary, and may still miss under those rules.

Doing Damage

If an attack lands home, and the target fails to defend themselves, then you must calculate how much damage is done.

Calculating Damage

Most attacks specify the amount of damage they do, either in the weapon description on page 40, or in the spell effect list found on page 57. This is usually in the form of a dice roll, i.e. 2d6.

However, in addition to the dice, you also add a modifier on to the damage check. **You never add your Expertise bonus in to a damage check**, however.

Spells

In most cases, a spell does more or less damage depending on the *power* of the caster, though there are exceptions. Unless otherwise specified, you add your Power modifier to the damage check when casting spells.

Weapons

When using a weapon, you add the same ability modifier (minus the Expertise bonus) you used in the accuracy check.

Group Attacks

If a spell or other effect that attacks multiple targets at the same time, perform the damage check once, and apply the damage to all targets that were hit.

This does not apply to a single effect which causes multiple copies of the same effect to attack multiple individuals. For instance, the *Cascading Missiles* may attack a number of individuals with magical darts, but as each dart is a different copy, the attack roll is unique. This contrasts with a *Fireball*, which is a single effect that effects a large area.

Damage Types

Many effects specify what kind of damage they do (for instance, a sword does 1d8 slashing damage). This helps the players and the GM work out how the damage is done, and also how it is affected by any weaknesses and resistances possessed by the target.

Some damage types do damage in unusual ways - draining Fortitude instead of Health, for example.

Acid: A corrosive spray of acid attacks the HP of a target, and weakens their armour.

Bludgeoning: The blunt-force of a hammer, or the force of falling on the ground deals bone-breaking bludgeoning HP damage.

Celestial: Celestial damage is dealt by pure-otherworldly energy, and damages the HP of Unliving and celestials, but does no harm to living beings.

Cold: Freezing temperatures seep at both your willpower and your health. Damages both the HP of a target, and half as much damage again to FP.

Concussive: A concussive blast from an explosion or a shock-wave causes deafening concussive HP damage.

Electric: Bolts of lightning, or simply touching a high-voltage wire, can lead to electrical HP damage. Electrical damage conducts through water and metal, harming all those in contact.

Fatigue: A magical will-sapping force damages only your FP.

Fire: Fire damage burns the flesh to reduce the HP of a target, and can often lead to long-lasting burns.

Force: A pure magical energy that directly damages HP.

Necrotic: The evil energies of the undead withers your soul as it damages your body – reducing HP and FP by equal amounts.

Piercing: Daggers, spears and teeth can puncture even the thickest armour to damage HP.

Poison: Venemous stings and poisoned weapons damage HP, and may lead to some other unpleasant side effects

Psychic: Damage that originates not from the body, but from the mind, but still damages your HP. You often cannot block psychic damage, you must instead rely on Resisting it.

Slashing: Swinging blades and flashing claws damage the HP of unprotected targets.

Critical Strikes

If you manage to launch an attack whilst remaining hidden, or if you roll a 'natural 20' on your accuracy check, then you may trigger a *critical strike* on a target.

When a critical strike happens, you double the number of dice used in the damage roll. For instance, a critical strike with a shortsword normally does 1d6 damage + modifiers. On a critical strike, however, you would do 2d6 + modifiers.

Resisting

Not all effects of actions are cut and dried – some effects can be **Resisted**.

Many spells, for example, can be resisted by the target. This occurs if they have a strong enough willpower to overpower the caster; spells such as *confundus*, and *stupefy*, as well as most illusion spells. Alternatively, somebody might try to restrain you, and your character can perform a physical Resist to break free, if they are strong enough.

Resist actions, like normal checks, are assigned an attribute (and possibly Proficiencies) that may boost the Resist check. Unless otherwise specified, the Resist check is performed using the standard d20 dice.

This Resist check is then compared with the assigned or contested DV. If the Resist check is greater than the CV, then the

action is either denied, or has a lesser effect.

Successfully Resisting costs 2 FP. If you have fewer than 2 FP, then you cannot Resist.

You can perform multiple Resists over the course of a Turn Cycle, if multiple combatants attack you with spells that require one, for example. The only limit is when your FP runs out. However, each subsequent resist gets harder and harder: you suffer a 1 point penalty to your check for each Resist you have already performed this cycle. This counter resets at the end of the cycle.

Stealth

Being noticed by the enemy is generally regarded as a bad thing. It therefore often pays to be sneaky, to stay hidden from the enemy. Stealth is governed by the FIN attribute, via the Stealth proficiency.

Hiding

If you are not currently being observed by a being, you may take a major action to *Hide*, by performing a d20 Finesse (Stealth) check. This stealth value will then be contested by any hostile beings around you.

Whilst you are hidden you are considered an 'unseen' foe, with the bonuses that come with that (see 28), and you are not a valid target for an attack. However, you may still take damage from area of effects that include you in their area.

The GM may ask you to re-perform the sneak check if there is a material change in circumstance. For instance, if you performed the check in a dingy room, and suddenly the lights are turned up, then you may need to re-perform the check, in line with your character altering their strategy for the new environment. Equally, if you take damage whilst hidden, you must perform a DV 15 Spirit (Endurance) check to grit your teeth through the pain.

You remain hidden until you do something to give away your position: shouting to your allies, or jumping from the shadows, sword in hand.

If an individual enemy does manage to spot you, but their allies fail to, they can use a *communication* action to alert everyone else to your presence.

Being Discovered

Every character and beast has a baseline level of awareness, even when not actively searching for hidden creatures or traps. This is your *passive perception*. It is calculated using an 'average' dice roll (for a d20, this is 10), so:

$$\text{Passive PER} = 10 + \text{bonuses}$$

Alternatively, the beings might decide to take a major action to survey their surroundings, in which case they may perform an active Perception check, which may increase their perception value for this turn.

If a being's perception value exceeds your sneak value (and it is reasonable for them to be able to perceive you), then they have spotted you, and you are no longer hidden from that creature.

Statuses

Statuses are temporary effects applied to a character, usually due to a spell or a magic item, though sometimes mundane objects can confer statuses such as burns. Often these effects come with a built-in time constraint, after which time, the status is removed. It is possible to have more than one status effect at any given time.

Some statuses come in 3 different levels: mild, moderate and severe; the effects for each are labelled using the notation mild/moderate / severe: the three levels of burns are indicated to do 1/2/3 damage per turn, meaning that a mild burn does 1 damage per turn, whilst a severe burn does 3.

A list of statuses is found on page 111

Status	Effect	Duration
Asleep	Can take no actions, but health and fortitude regenerate at a rate of 1d6 HP for every hour over 3 hours that they are asleep. Character is unaware of what is going on around them.	Until waking
Blinded	All checks that would normally require vision fail.	1 hour
Broken Bone	Cannot use the limb in question until it is healed. This is a major injury (see below).	Until healed
Broken Wand	All spell checks get a -5 penalty, and spell failures are particularly severe.	Until wand is repaired
Burned	Does 1 / 2 / 3 damage per turn (depending on the severity), unless cold water is applied. Even after water is applied, you are 50% more vulnerable to fire damage.	10 turns.
Calm Mind	All checks receive a +1 bonus.	Lasts for 1 hour, or until hurt.
Check Advantage	For each affected check type, you roll the dice twice and take the highest of the two values	As specified
Check Disadvantage	For each affected check type, you roll the dice twice and take the lowest of the two values	As specified
Confused	After committing to an action, perform a 1d6 check. 5-6, the action is successful. 3-4, the action misses/doesn't work. 1-2, the action backfires randomly to you or your allies.	3 turns
Critical But Stable	You are totally unable to act	Until healed above OHP
Critical Condition	You are totally unable to act. 1HP lost per turn. When reaching -10HP, you are dead.	Until stabilised or healed
Deaf	All hearing-based checks fail	3 turns, or otherwise specified
Diseased	Specifics of the effects vary according to the disease. Knowledge checks are needed to learn more.	Never

Exhaustion	Every turn, perform a SPR (endurance) check (difficulty 15), if it fails, fortitude costs of actions are doubled, and regeneration of health and fortitude halt.	Until resting.
Frostbite	Halts fortitude regeneration, and drains 1 / 2 / 3 fortitude per turn, unless warmth is applied. Even after warmth is applied, you are 50% more vulnerable to cold damage.	10 turns.
Hypoxia	All checks get a -5 penalty. If not cured within 2 minutes, death follows.	2 minutes
Invisible	In adverse conditions (i.e. rain and snow), can still be visually detected. Does not stop noise. Otherwise, visual perception checks to find you fail.	Various (depends on cause.)
Lucky	All checks used by the player get a +5 bonus, and all checks against the player suffer a -3 hit.	1 hour
Major Injury	Cannot heal above 50% HP until the major injury is fixed.	Until healed
Poisoned	Does 2 / 3 / 5 damage per turn (unless otherwise directed).	10 turns.
Silenced	Cannot speak, or cast verbal magic.	2 turns (unless otherwise directed).
Stunned	As if you were asleep, but without the regeneration.	3 turns
Terrified	All checks get a -3 penalty. Cannot get closer to the cause of the fear.	5 turns, or until the cause is removed.
Trapped	You are fixed in one place, and cannot move. Some traps may also immobilise the arms, in which case you may not perform actions which require your arms.	3 turns, or until the trap is released.
Unlucky	All checks get a -2 penalty	1 week

9: Environment

It's not just enemies that you have to be aware of – sometimes the environment itself can hinder (or potentially help) your progress. From falling off tremendous cliffs, being locked in airtight containers, or getting stuck in a bog, adventuring is sure to bring you to new and interesting places, many of which are going to try to kill you in as many interesting ways as possible.

Terrain

Some terrain is simply much more difficult to traverse than you are usually used to, and this often incurs a penalty to the speed with which you can travel – along with possibly some other effects, such as movement on ice being unable to change direction rapidly.

The table below details some basic terrain details:

Terrain	Speed	Other Effects
Grass	100%	None
Indoors	120%	If dusty, leave visible footprints
Road/path	100%	None
Caltrops/spikes	80%	Does 1d6 piercing damage every 1m
Mud	80%	Always leave footprints. Last for 3 days.
Sand	80%	Footprints last 2 hours
Loose footing	75 %	10% chance per turn that the ground gives way
Shallow water	75%	Can be attacked by small aquatic beasts. Disguises scent
Ice	75%	Cannot change direction immediately. Must stop, pause, then start moving in a new direction
Snow	60%	Always leave footprints, last for 2 days (unless snowing). FP does not regenerate whilst moving. Applies frostbite if resting for more than 1 hour
Thick forest	50%	Fire attacks have a 50% chance of igniting the environment
Swamp	50%	Applies Poisoned status after 1 day
Deep Water	10%	Requires swimming. Drains 1FP per minute whilst moving. Disguises scent

As usual, your GM may modify or add to this list as they feel is appropriate – this is only a rough guide as to the effects of terrain.

Vision

Vision is one of the most important factors to consider – after all, you can't protect yourself very effectively if you can't see the monster hidden in the dark can you?

Often, simple common sense rules apply – you cannot see through walls (without an appropriate spell), for example. Thus, even if you can see, for example, the exact position of a miniature on the game map, you must consider that your character does not have this information available to them! Solid objects will often pose the most serious impediment to your vision, though thick foliage or mist might limit the extent of your vision, without totally blocking it.

Obscuration	Distance	Effects
None (Open field, bright light)	100%	None
Mild (Light mist, rain)	80%	Disadvantage on checks against non-sight based beings
Moderate (Fog, light foliage, dim light)	50%	Disadvantage on all sight based checks. Unimpeded beings get advantage over you.
Severe (Dense foliage, torrential rain, sand/snowstorm)	10%	All sight based checks are disadvantaged & take a 3 point penalty. Unimpeded beings get advantage & 1 point bonus against you.
Total (Solid objects, total darkness)	0%	All vision based checks with a line-of-sight passing through this region fail. Unimpeded beings get advantage & 2 point bonus over you.

The effects of these are compounding, for example if you are in a light mist in dim light, your total vision is $80\% \times 50\% = 40\%$ that of your usual seeing distance.

Various skills may mitigate the negative effects of this, by allowing you to perform perception checks to use your other senses, or to sharpen your eyes to make better use of the available light.

Falling

You are considered to be “falling” if you have dropped more than 2 metres, or have been propelled (by an explosion or a spell effect) over any distance.

For every metre that you fall, you take 1d4 bludgeoning damage, and upon landing you end up in the 'prone' position on the ground.

If the surface upon which you fall has any additional hazards (i.e. spikes, caltrops, fire), the associated damage is applied in addition to the falling damage.

Survival

Food

Water

Air

All living beings require air to breathe. The average human being requires approximately 6 litres of air (at 1atm) per minute in order to stay conscious. This scales approximately as L^3 , so a house elf (at ~1m tall) needs only 1 litre per minute to survive, whilst a giant at 5m will require over 100 litres per minute.

The amount of time a being can go without oxygen is determined by 1 minute + 1 for every point of the ATH (survival) modifier, with a minimum of 30 seconds. After this time limit is up, the being enters into the Hypoxia status, where their brain begins to shut down, and if it is not cured, then they die. Once in the hypoxia state, it is not sufficient simply to reintroduce the being to a normal environment, you must actively cure the hypoxia with a spell or potion.

Various beings are immune to these effects to a greater or lesser extent – the undead do not generally require oxygen to survive, and creatures such as merpeople possess the ability to breath underwater (though they may still suffocate in other ways).

Shelter & Temperature

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Part III

Items

10: Currency & the Economy

11: Equipped Items

An item that is equipped can be used immediately. In combat, this would count as your major action. Simply tell your GM that you are using a certain item, and you may then carry out the effect that the item has.

Some items must be equipped before they can be used; you can't whack someone with your magical sword, if your magical sword is in your bag, after all. Generally speaking, getting items out of storage is not a major action; you may retrieve and then use a health potion in a single motion, for example. Some items, however, might take longer to equip: strapping on a suit of armour, for instance, clearly takes some time!

You only have a finite number of 'slots' that an item can be equipped into. Generally speaking, items fall into one of the following major categories:

- Headwear
- Jacket / robe
- Trousers
- Shoes
- Jewellery
- Right hand held item
- Left hand held item

You can only have 1 of each item class equipped into these slots at any given time (with the exception of jewellery: you may wear one necklace, two earrings and 2 rings). If you want to equip an item into a slot, you must first unequip any items that already occupy that slot. If an item has an effect, it must be equipped for that effect to be used (unless otherwise explicitly stated).

Storing Items

Items that are not currently equipped are stored in your backpack, which you should probably try to keep on you at all times. Losing it would be bad!

Unlike most other RPGs, in this game the weight of the items in your backpack is not a strict numerical figure that is kept track of (that gets a bit dull after a while), but your GM may enquire if it is reasonable for you to be carrying 13 different cauldrons around with you, along with 50 tonnes of gold. If you cannot justify how your character is able to move the equipment around, you may be forced to jettison some equipment until you can justify it. Sturdy, enchanted backpacks are your friend!

Items may be transferred between members of a party at any time, if they are within 1m (or you may use a spell such as *accio*). In combat, switching an item counts as a major action for both characters.

12: Weapons & Wands

Wands

The most important tool of any witch or wizard is their wand. Unlike with other items, you don't get to choose your wand, since it is well known that the wand chooses the wizard, not the other way around. The process for selecting your wand is to roll two d6 successively. The first roll determines the wood your wand is made of, the second determines the core.

Different materials have an affinity with different kinds of magic, and make casting those spells easier. Wood makes the spell type easier to cast (+1 to checks), and the core reduces the mental strain of casting that class of spell (-1 FP cost).

Roll	Magic School	Wood	Core
1	Defensive	Apple	Phoenix feather
2	Hexes & Curses	Holly	Dragon heartstring
3	Divination	Beech	Unicorn Tail hair
4	Transfiguration	Oak	Thunderbird feather
5	Charms	Hawthorn	Kelpie hair
6	Illusion	Hazel	Veela hair
-	Dark Arts	Human Bone	Dementor Robe

If your original wand is destroyed or lost, you need to find someone who can sell (or make) you a new one, and perform the selection process anew.

The only way to access the 7th and final category of wand is to have an EVL greater than 8. This then bypasses all other wand selection checks, and your wand is necessarily evil. It should of course be noted that wandmakers aren't too happy to sell these evil objects -- you might have to cut a few bits off in order to sufficiently motivate them.

Melee Weapons

Magical combat and the use of wands is covered in detail elsewhere in this guide, but what happens when you just want to hit the bad guys with big sticks? Most wizards are inexperienced in the art of physical combat, but those with the *Brawler* and *Archer* skills can attack people with their fists, with steel, or with longer ranged weapons.

Physical combat is underrated in the magical world, but it can be used to devastating effect. When you have moved in close enough to someone, they do not have the time or room to cast an effective counterspell, and attempts to do so trigger an 'attack of opportunity'. Hence, your enemy is effectively at the mercy of you and your big stick...unless they have one of their own. In addition to this, many magical defences do not defend against physical objects, so throwing a rock through a shield charm can often be a good tactic.

Physical weapons come in two types: melee, and ranged. Melee weapons are close-quarters weapons like swords, daggers and so on, and can only be used within a 1m radius of the target. Ranged weapons are bows and arrows and even guns, and can be used from larger distances.

Weapon usage does not cost any Fortitude points, and so is often a last resort if your character has no more magic spells remaining.

To perform a melee attack, you must have the item equipped in one of your hands (or both)¹ and be stood adjacent to the target. Some weapons (such as spears and battleaxes) have a longer reach.

Melee weapons are so simple that they are automatically assumed to hit their target, unless the target is actively dodging, in which case the usual evasion rules apply. Unarmed strikes do 1HP of damage, and strikes with weapons use a specified weapon check (usually an ATH (strength) check, with a variable die size).

Because a melee attack is up close and personal, it does not usually give spellcasters enough time to retaliate with a counterspell. A non-conditional spell will still be cast before you land your blow, however, though it will trigger an attack of opportunity on the spellcaster.

All melee weapons can be used from the beginning of the game -- however you are not considered proficient in them until you have the relevant *Brawler* skill. Using weapons that you are not proficient in means that you cannot apply any positive modifiers (and negative weapon modifiers are doubled) on all weapon-related checks (included evasion and anti-evasion checks), and always open you up to attacks of opportunity.

The table below gives a rough overview of the weapons available, and how other effects.

¹There is a 2 point penalty on any checks for weapons in your non-dominant hand

Ranged Weapons

Unlike melee weapons, missing the target entirely is a rather real prospect. Ranged weapons cannot be used on any target any closer than 5m, and you need to have the Archer skill to make use of long ranged weapons.

After selecting your target, you must then check if the projectile hits its target. The projectile check uses a varying dice depending on the level of the Archery skill. The base level Archery skill gets you a 1d4 dice to use. The projectile hits its target if the distance to the target is **less than 5 times the dice roll**

Therefore if you roll a 6 to hit a target that is 30 metres away, the projectile misses, as $6 \times 5 = 30$ m, and we need the dice roll to be **larger**. If the target had been 1 metre closer, it would indeed have succeeded.

Increasing the Archery skill gets you access to larger dice, and hence increases the distance that you can reach, and the likelihood of success at lower distances. If the projectile accuracy check succeeds, the relevant evasion checks are applied, and then the damage check is performed to determine how much damage is done.

Weapon Types & Improvements

The table on the next page gives the statistics for a handful of the most common weapon types, including the generalised damage checks.

However, there are of course different qualities of weapons -- a finely crafted sword is going to be a more formidable weapon than a hastily thrown together blade. Different materials can also hold an edge for longer, and hence do more damage, and last longer.

The weapon list is given assuming the weapon is a base-level iron weapon. Use the following table to account for better (or worse) quality weapons. Weapon damage cannot go below 0.

Material	Damage	Blunting	Notes
Wood	-3	10 uses	Illusion magics bind strongly to wood
Bone	-1	20 uses	Dark Arts bind strongly to bone
Iron	+0	30 uses	
Steel	+1	50 uses	
Meteorite-iron	+2	100 uses	Especially powerful enchantments can be bound to meteorite-iron.
Adamantium	+ 3	Does not blunt	Cannot be forged or enchanted
Silver	+1	30 uses	Does double damage to undead

Other materials and/or bonuses may be introduced as is story appropriate.

Weapons may also be modified by being enchanted (see below), or having a chemical/potion applied to them, in order to add an extra effect to the weapon. This does not generally affect the other properties of the weapon, with the exception of things such as strong acid, which would obviously impinge the integrity of a metal sword!

Weapon List

Weapon	Modifier	Damage	Properties
<i>Unarmed Weapons</i>			
Unarmed Strike	Athletics	1 Bludgeoning	
Improvised Weapons	?	1d4	(GM fiat takes precedence: use similarity to existing weapons)
<i>Simple Weapons</i>			
Club	Athletics	1d4 Bludgeoning	
Dagger	Versatile	1d4 Piercing	Can be thrown, range: 5m
Quarterstaff	Versatile	1d6 Bludgeoning	Multi-handed (1d8)
Spear	Athletics	1d8 Piercing	Can be thrown, range: 10m
<i>Bladed Weapons</i>			
Greatsword	Athletics	2d6 Slashing	Two-handed
Longsword	Athletics	2d4 Slashing	
Rapier	Finesse	1d8 Piercing	
Shortsword	Versatile	1d6 Slashing	
<i>Brutish Weapons</i>			
Greataxe	Athletics	1d10 Slashing	Two-handed
Light Axe	Athletics	1d6 Slashing	Can be thrown, range: 5m
Mace	Athletics	1d8 Bludgeoning	
Warhammer	Athletics	2d4 Bludgeoning	Two-handed
<i>Reach Weapons</i>			
Glaive	Athletics	1d20 Slashing	Two-handed, reach 2m
Lance	Athletics	1d12 Piercing	Requires mount, reach 2m
Pike	Athletics	1d12 Piercing	Two-handed, reach 2m
<i>Exotic Weapons</i>			
Scythe	Versatile	1d6 Slashing	
Trident	Versatile	1d8 Piercing	
Whip	Finesse	1d4 Slashing	Reach 5m
Chakram	Finesse	2d4 Slashing	Max range 200m.
<i>Simple Ranged Weapons</i>			
Blowdart	Finesse	1d Poison	Range: 10m
Sling	Finesse	1d6 Bludgeoning	Max range: 50m (rocks), 100m (bullets)
<i>Ranged Weapons</i>			
Heavy Crossbow	Finesse	1d12 Piercing	Max range 20m, requires bolts
Longbow	Versatile	2d10 Piercing	Requires arrows. Use a FIN check to aim, but ATH for damage check. Max range: 150m.
Shortbow	Finesse	1d10 Piercing	Max range 30m, requires arrows
<i>Firearms Weapons</i>			
Pistol	Finesse	2d12 Piercing	Max range: 30m (accurate)
Rifle	Finesse	5d6 Piercing	Max range: 40m (standing), 100m (standing, 2 turn aim), 500m (prone, 3 turn aim)
Shotgun	Finesse	10d4 Piercing	Max range: 10m (full damage), 1d4 removed for every subsequent metre.

13: Clothing & Armour

The clothing and protective gear you wear can have a dramatic impact on your ability to defend yourself, or run away from problems.

Wearing Armour

Outfits

Wearing thicker armour protects you, by increasing your *Block* statistic by a specified amount. Most sets of clothing are considered to come in a 'full set', and thus cover the entire torso, arms, legs, feet - and possibly comes with some headwear.

For the sake of simplicity, you are generally discouraged from 'mix and matching' various types of armour. You are allowed to switch out various pieces of armour for magical equivalents, or simply for a cooler aesthetic. However, your Block value is determined by whatever type of protection you are wearing *most* of - and if in doubt, the lower value will be used.

If Gunter the half-giant wishes to wear a full suit of knight's armour, but swap the gloves out for her cotton *Gloves of Pugilism*, she can do so without altering the total Block value. However, if she also swapped out the helmet for a jaunty hat, and the footwear for some running shoes, the GM may step in and decree a penalty to her Block statistic.

Types of Armour

Armour comes in 4 categories:

Clothing

Everyday clothes offer no additional protection against the attacks of malevolent forces. It is, however, comfy and easy to wear.

You require no proficiencies in order to wear clothing.

Type	Description	Effect	Cost
Sports clothes	Specially designed clothing for taking part in physical activity.	+2 to Dodge	20
Casual outfit	Jeans and a t-shirt. Cheap, comfy and practical	No effect	10
Wizards Robes	Once the everyday clothes of all wizardkind, now usually seen as the typical school uniform of a Hogwarts student.	+1 to spellcasting checks	10
Formal Wear	Extra suave look for the discerning witch or wizard. Ball gowns and tuxedos are impractical, but you look amazing!	-2 to Dodge, +2 to Charisma	100

Light Armour

Light armour is the crossing point between what we typically think of as armour (knights clanking around in metal), and everyday clothes. Light and flexible, it grants only limited protection.

You require no proficiencies in order to wear light armour.

Type	Description	Effect	Cost
Padded	Formed from multiple layers of soft fabric and padding	+2 to Block, -1 to Dodge	20
Warded Cloth	A recent magical invention, this material hardens on impact, providing extra protection	+1 to Block	50

Medium Armour

Heavy Armour

Destroying Armour

Restoring Armour

Armour may be restored to working order by spending 3 hours repairing it (with a repair kit), or by using a suitable magic spell.

You cannot repair your own armour whilst it is being worn: you must take it off, then repair it, and then place it back on. This means that battlefield repairs take 3 turns, unless you have an ally who can repair the armour for you in a single turn.

14: Adventuring Gear

Adventuring gear is the set of (usually non-magical) items that you would need to use to survive on a day-to-day basis on an adventure.

Name	Weight	Cost	Name	Weight	Cost
Acid	Light	10gp	Ink	Light	2gp
Ammunition (10 Arrows)	Light	15gp	Ink pen	Light	2gp
Ammunition (10 Bolts)	Light	15gp	Jewellery (cheap)	Light	40gp
Ammunition (20 Blowgun Needles)	Light	10gp	Jewellery (fine)	Light	150gp
Ammunition (20 Rifle bullets)	Light	30gp	Jewellery (luxurious)	Light	1000gp
Ammunition (20 Slingshot Bullets)	Light	4gp	Ladder (2m)	Heavy	60gp
Backpack (25L)	Light	25gp	Lamp	Light	5gp
Backpack (65L)	Medium	60gp	Magnifying Glass	Light	7gp
Ball bearings	Light	5gp	Manacles (Iron)	Medium	25gp
Bedroll	Light	15gp	Mirror (handheld)	Light	7gp
Caltrops	Medium	20gp	Oil (flask of)	Light	4gp
Candle	Light	1gp	Paper (20 sheets A4)	Light	2gp
Case (map or scroll)	Light	10gp	Parchment (5 sheets A3)	Light	10gp
Chain (5m)	Heavy	35gp	Perfume (vial)	Light	30gp
Chalk	Light	2gp	Pole (10 ft)	Light	10gp
Chest	Heavy	40gp	Potion: Antidote	Light	50gp
Clothes (adventuring)	Light	60gp	Potion: Pepper-Up	Light	30gp
Clothes (common)	Light	30gp	Potion: Poison	Light	100gp
Clothes (fine)	Light	80gp	Potion: Wiggeweld	Light	30gp
Crowbar	Medium	10gp	Rations (1 day)	Light	8gp
Drinking Flask	Light	10gp	Rope (20m)	Light	20gp
Fishing Rod	Light	40gp	Sack	Light	51gp
Floo Powder (5 uses)	Light	60gp	Shovel	Light	52gp
Food (1 warm meal)	Light	10gp	Soap	Light	53gp
Glass Vial	Light	8gp	Tea Set	Light	19gp
Hammer	Medium	15gp	Tent (two-person)	Light	55gp
Holy Water	Light	100gp	Tinderbox	Light	56gp
Hourglass	Light	5gp	Torch	Light	57gp
Hunting Trap	Light	50gp	Whetstone	Light	59gp
Ingredient Pouch	Light	35gp			

Acid: May be splashed on a melee opponent, or used as an improvised Ranged weapon, following the normal rules. In either case, do 3d4 acid damage.

Backpack (25L): The primary storage for most adventurers. A medium-sized backpack suitable for adventuring, with a volume of around 25L

Ball bearings: As a major action, spill these on the floor covering up to 5 square metres. Any creature passing through this region must succeed on a DV10 FIN Resist check, or fall prone.

Bedroll: Comfy enough to get a decent night's sleep on when out on an adventure.

Caltrops: As a major action, spill these on the floor covering up to 2 square metres. Any creature passing through this region must succeed on a DV12 FIN check, or stop moving and take 1d4 piercing damage.

Candle: For 1 hour, shed bright light 1m radius, and dim light for a further 1m.

Case (map or scroll): Safely protects up to 10 large sheets of paper from the elements.

Chain (5m): A set of large metal links. Can be broken by a DV18 ATH (Strength) check, or by taking more than 10 physical damage.

Crowbar: Gives advantage on Strength checks when leverage can be applied.

Drinking Flask: Contains enough water for one person for one day

Floo Powder (5 uses): Can be used to navigate from one fireplace on the Floo network to another.

Holy Water: May be splashed on a melee opponent, or used as an improvised Ranged weapon, following the normal rules. In either case, do 3d4 Celestial damage.

Hunting Trap: Requires 2 major actions to set, and forms a ring 0.5m in radius. Any creature that steps into this ring must succeed a DV15 FIN(Speed) check, or become Trapped, and taking 1d4 piercing damage. Trap may be broken via a DV10 ATH(Strength) check, but each failed attempt does a further 1d4 piercing damage.

Ingredient Pouch: Used to keep potion ingredients safe from the elements.

Lamp: For 6 hours, casts a bright light in a 4m radius, and dim light for a further 3m.

Manacles (Iron): Can be broken via a DV15 ATH(Strength) check, but otherwise immobilises the hands of the wearer.

Oil (flask of): Contains enough oil to refill a lamp once.

Potion: Antidote: Cures up to 5 points of poison damage.

Potion: Pepper-Up: Restores 10FP

Potion: Poison: Does 5 Poison damage per turn for 5 turns.

Potion: Wiggeweld: Restores 10HP

Rations (1 day): Not particularly nourishing, but enough to fill you up and keep you alive and kicking.

Tea Set: Contains all the ingredients to make a decent cup of tea

Tinderbox: Contains a flint and some tinder, necessary to create a non-magical fire.

Torch: Burns for 1 hour, casting bright light for 2m, and dim light for a further 2. May be used as an improvised weapon, where it does an additional 1d4 fire damage.

Whetstone: Useful for sharpening a dulled weapon.

Artefacts

Artefacts are items which are more magical in nature, and generally cannot be synthesised directly, though they may be recreated through enchanting. Some artefacts are incredibly rare and powerful, and can be hard to track down. The list below contains only some artefacts which are commonly found in the wizarding world, and should by no means be thought of as extensive.

Name	Weight	Cost
Bludger	Heavy	250 gold
Broomstick (cheap)	Medium	2000 gold
Broomstick (fine)	Medium	25000 gold
Crystal Ball	Light	150 gold
Darkandles	Light	50 gold
Deluminator	Light	3000 gold
Extending Stachel	Light	5000 gold
Gobstone (Set of 30)	Light	15 gold
Golden Snitch	Light	500 gold
Howler	Light	15 gold
Invisibility Cloak	Medium	12000 gold
Mokeskin Pouch	Light	250 gold
Obsidian Manacles	Medium	7500 gold
Omniscopes	Light	40 gold
Pensieve	Heavy	20000 gold
Portkey	(Varies)	800 gold
Quick-Quotes Quill	Light	75 gold
Rememberall	Light	50 gold
Self-Erecting Tent	Heavy	12000 gold
Sneakoscope	Light	250 gold
Spellotape	Light	12 gold
Talking Portrait	Heavy	750 gold
Time-Turner	Light	5000000 gold
Wand	Light	300 gold

Bludger: An enchanted iron ball, weighing approximately 80kg, and yet able to fly. They possess a malicious streak, and will target any flying entity within 100m and attempt to smash into them, before moving onto their next target.

Broomstick (cheap): A low-range broomstick that can get off the ground, but not much more than that. Capable of carrying one passenger at speeds of up to 100mph, thought with very clumsy handling at high speeds.

Broomstick (fine): A high-end broomstick capable of high-speed precision flying. Capable of carrying one passenger at speeds of up to 250mph, with the handling only limited by the pilot's reaction time.

Crystal Ball: A sphere of perfect crystal the manufacture of these objects is a carefully curated secret. A properly trained mind can use a crystal ball to peer through the mystic veil and learn about the universe.

Darkandles: The exact opposite of a candle, a darkandle emits darkness, rather than light. Within a 5m radius, there is total darkness, and within 5m there is only dim light, regardless of any other light sources nearby.

Deluminator: A device designed by Dumbledore, the deluminator may be targeted at a specific light-source, at which point the light is extinguished, and absorbed by the deluminator. This light source is permanently disabled until the deluminator restores the light to it.

Extending Stachel: A normal backpack that has been enchanted with the *internal extension charm*, making it several times larger on the inside than the outside. This backpack can hold up to 300L, and makes the contents 10 times lighter than normal.

Gobstone (Set of 30): A small set of stones used in the titular game. When knocked by another gobstone, they eject a squirt of corrosive liquid into the eyes of the target.

Golden Snitch: A small golden, metal orb which sprouts wings when activated. The snitch then immediately attempts to evade all living beings, though sometimes it will taunt them by floating in front of their faces, before quickly vanishing.

Howler: A magical letter that, when opened by the recipient, unfolds itself, floats and begins to scream the enclosed message, before incinerating itself. If left unopened after being delivered, it will explode violently.

Invisibility Cloak: A cloak that renders whatever is concealed within it invisible, though external factors such as sound, or the presence of rain or snow may still give away the location. The cloak also offers no protection against spells.

Mokeskin Pouch: A small coin pouch that can only be accessed by its owner.

Obsidian Manacles: A magical set of handcuffs which, when firmly closed around the wrist, prevent a witch or wizard from casting any magic.

Omniscopes: A pair of high-resolution binoculars, capable of pausing, rewinding and replaying previous events. Omniscopes are capable of 10x magnification, and a playback up to 3x slower than original of up to 1 hour of recorded footage.

Pensieve: A large stone bowl, engraved with ancient runes and inlaid with precious stones. A pensieve can be filled with memories, in the form of a silvery glowing fluid, which can then be viewed and relived in real time.

Portkey: A one-use device with a teleportation charm embedded in it. A portkey resembles a random piece of junk, but when activated (either by touch, or at a specific time), teleports to a preset location.

Quick-Quotes Quill: A quill which automatically writes down whatever is said within a 2m radius.

Rememberall: A small glass orb filled with grey smoke, which turns bright scarlet whenever the bearer forgets something. The colour reverts to grey when the target remembers.

Self-Erecting Tent: Outwardly a three-man tent, but due to an extension charm, its interior is large enough for around 10 adults to live comfortably. It erects and disassembles itself upon hearing a double-clap.

Sneakoscope: A sneakoscope is a type of dark-detector that looks like a glass spinning top. It lights up, spins and whistles whenever someone in a 2m radius is doing something untrustworthy. In practice, this grants the bearer a +5 bonus to passive perception against 'untrustworthy' actors.

Spellotape: An alternative to the *Stick* charm, when dealing with delicate magical objects, spellotape is an adhesive material.

Talking Portrait: A portrait of a witch or wizard which is imbued with their personality and (to an extent) their memories, as interpreted by the artist. These paintings can wander in and out of any nearby paintings, and also visit other paintings of themselves anywhere in the world.

Time-Turner: An incredibly powerful item, that takes the form of an hourglass on a necklace, a time turner allows one to travel backwards in time one hour for every turn of the hourglass. Attempting to travel back more than 5 hours, or otherwise interfering with the past can cause irreparable damage to the space-time continuum.

Wand: The cornerstone of wizarding life, though magic is possible without a wand, it is much harder nearly every witch and wizard possess one. Wands bond to their owner through a complex and unknown process, so it is vital that you only use your own wand, or one you have bonded with.

Packs

Packs are pre-arranged sets of equipment. Where a pack leaves the precise nature of an item unclear (i.e. 'a book'), you may choose the exact item within the following bounds:

- A book may not cost more than 50gp.
- A set of tools may not cost more than 30gp.

Basic Pack

Cost: 30 gold
Contains: A normal backpack, some normal clothes, a small dagger, a candle, and a healing potion.

Explorer Pack

Cost: 30 gold
Contains: A set of adventuring clothes, a climbing set, a torch, a map case (with map), 10 days of rations, a water flask, a bedroll and a tent.

Fighter Pack

Cost: 30 gold
Contains: A weapon (your choice), a basic set of armour, and a healing potion.

Scholar Pack

Cost: 30 gold
Contains: A normal backpack, some normal clothes, 2 books, 10 sheets of paper, ink and pen, a magnifying glass and 1 set of tools.

Student Pack

Cost: 30 gold
Contains: A normal backpack, 1 book, a set of potion equipment and a set of student robes.

Thief Pack

Cost: 30 gold
Contains: A set of (dark) clothes, lockpicking tools, a set of ball bearings, a torch, and a set of rope.

15: Books

A book is a compendium of knowledge, contained between two pages. As wizards, words and knowledge are power -- so all good wizards are familiar with their literature! Despite this, books can be rather heavy (classified as 'medium' weight), and hence a normal witch or wizard will struggle to carry more than 3 books on them during everyday life.

Normal Books

Normal books fall into many different categories,. The list below contains an example of some of the most common topics of wizarding books, and a few examples of the most famous texts within those categories, where relevant.

Name	Cost
Ancient Runes	50
Artificing	
<i>From Twigs to Flight: A Broommaking Guide</i>	35
<i>Avoiding Mishaps When Making Things</i>	20
<i>Steel, Stone & Sorcery: A Guide to Golems</i>	1000
Astronomy	
<i>The Stars and Why They Matter</i>	25
<i>Galactic Dynamics, Second Edition</i>	80
<i>The Magical Effects of Stars</i>	20
Biographies	
<i>Wizarding Biographies</i>	30
<i>Muggle Biographies</i>	10
Herbology	
<i>One Thousand Magical Herbs and Fungi</i>	40
<i>Flesh-Eating Trees of the World</i>	30
History of Magic	
<i>A History of Magic</i>	30
<i>Great Wizards Through History</i>	25
<i>Non-European Magic and its History</i>	40
<i>Hogwarts a History</i>	15
<i>Sites of Historical Sorcery</i>	80
Magical Creatures Book	
<i>Fantastic Beasts and Where to Find Them: A Guide to Common Magical Creatures</i>	20
<i>Studies on Sapient Creatures</i>	20
<i>The Unlife, and How to Avoid Them</i>	40
<i>Monster Book of Monsters</i>	60
<i>Rare and Dangerous Magical Creatures Around the World</i>	100
Maps	
<i>Local-Scale Maps</i>	10
<i>Large-Scale Maps</i>	40
Mathematics	10
Muggle Literature	5
Muggle Studies	25
Periodicals	
<i>Daily Prophet</i>	4
<i>The Quibbler</i>	10
<i>Witch Weekly</i>	5
Potions	
<i>Magical Drafts and Potions</i>	30
<i>Advanced Potion Making</i>	80
Quidditch	
<i>Quidditch Through the Ages</i>	15
<i>Handbook of Do-It-Yourself Broomcare</i>	35

Spell Books

Spellbooks contain within them the information needed to cast spells. The rules for casting from spellbooks are detailed on page 53.

For each topic, 5 books are listed in descending order. Each of these 5 books corresponds to one block of spells listed on page 57. *The Forbidden Arts*, the second Dark-Arts spellbook therefore contains all the level-2 Dark Arts spells, but not the level one spells.

Name	Cost
Spellbook: Charms	
<i>The Standard Book of Spells</i>	30
<i>Achievements in Charming</i>	60
<i>The Standard Book of Spells (Grade 2)</i>	100
<i>Charms: An Expert's Guide</i>	200
<i>Extreme Incantations</i>	500
Spellbook: Dark Arts	
<i>An A-Z of Spooky Spells</i>	100
<i>The Forbidden Arts</i>	200
<i>Necromancy: A Misunderstood Skill</i>	300
<i>Magick Moste Evile</i>	500
<i>Spelles Moste Vyle</i>	800
Spellbook: Divination	
<i>The Dream Oracle</i>	30
<i>The Future is an Open Book (And So is This)</i>	60
<i>Unfogging the Future</i>	100
<i>Death Omens: What to Do When You Know the Worst is Coming</i>	200
<i>Time and its Mysteries</i>	500
Spellbook: Hexes & Curses	
<i>Basic Hexes for the Busy and Vexed</i>	30
<i>A Compendium of Common Curses</i>	60
<i>Curses & Counter-Curses</i>	100
<i>Dark Forces: A Guide to Self Protection</i>	200
<i>An Auror's Toolkit</i>	500
Spellbook: Illusion	
<i>Easy Spells to Fool Muggles</i>	30
<i>Jiggery-Pokery & Hocus-Pocus</i>	60
<i>On the Mysteries of the Human Mind</i>	100
<i>Merlin's Tricks and Incantations</i>	200
<i>Light and Perception: The Magician's Mastery</i>	500
Spellbook: Recuperation	
<i>Self-Defensive Spellwork</i>	30
<i>How To Not Be Killed: A Guide</i>	60
<i>Defensive Spells to Save Your Skin</i>	100
<i>An Anthology of Safeguarding Measures</i>	200
<i>Life, and How to Preserve It</i>	500
Spellbook: Transfiguration	
<i>A Beginner's Guide to Transfiguration</i>	30
<i>Transmutation and other Transformative Tricks</i>	60
<i>Theories of Transubstantial Transfiguration</i>	100
<i>Conjuring and Summoning for the Experienced Witch</i>	200
<i>The True Art of Transfiguration</i>	500

A tool helps you to do something you couldn't otherwise do with your bare hands -- or even with your wand -- such as craft or repair an item, forge a document, or pick a lock. Anyone can use a tool, but only someone who is proficient in it will be able to use a tool to its full potential. Proficiency in a tool is granted through Racial or Archetype abilities, or by taking the Tool-User Skill.

A common list of tools is presented below:

Name	Weight	Cost
Climbers Kit	Medium	25 gold
Cooking Utensils	Medium	10 gold
Disguise Kit	Light	10 gold
Forgery Tools	Light	15 gold
Gaming Set	Medium	10 gold
Herbology Tools	Medium	10 gold
Jeweller's Tools	Light	35 gold
Lockpicking Tools	Light	20 gold
Musical Instrument	Various	50 gold
Navigator's Tools	Light	10 gold
Potion Equipment	Medium	15 gold
Protective Gear	Medium	30 gold
Repair Kit	Medium	15 gold
Runic Tools	Light	25 gold
Smithing Tools	Heavy	15 gold
Surgeon's Tools	Light	25 gold

Climbers Kit

Required for scaling up vertical faces, or abseiling down them. You move at one-quarter your base speed, unless you have proficiency in this tool, in which case you move at half-speed.

Cooking Utensils

Useful for producing life-sustaining nutrition out in the wilderness. Proficiency in this toolset means meals cooked restore one level of exhaustion when eaten.

Disguise Kit

A pouch of minor cosmetics, dyes and small props allows you to alter your appearance through non-magical means. Proficiency allows you to add your Deception proficiency to all related checks.

Forgery Tools

This kit of parchments, papers, inks and wax seals enables you to attempt to produce convincing fakes and forgeries. Proficiency allows you to add your Precision bonus to forging checks.

Gaming Set

A set of a mundane or magical game, such as Wizard chess. Proficiency in this toolset allows you to take check-advantage on all checks whilst playing that game. Each subsequent game requires a new proficiency.

Herbology Tools

Tools required to grow your own plants – pruning shears, plant nutrients and so on. Proficiency allows you to add your Flora & Fauna proficiency to herbology checks.

Jeweller's Tools

A set of tools used to determine the authenticity and nature of mundane and magical objects, a Jeweller's set bears a visual similarity to the muggle tools from which they get their name – an eyeglass and some simple alchemical equipment. Proficiency allows you to add your Arcane bonus to checks.

Lockpicking Tools

Whilst a wizard often relies on magical means to get past locks, powerful and intricate magics often require additional help. Locking tools can help you investigate both mundane and magical locks, and a proficiency with them enables you to add your Dexterity proficiency to any checks.

Musical Instrument

Merely possessing a musical instrument allows you to make crude noises, but proficiency in an individual instrument allows you to work wonders with it. Each subsequent instrument requires a new proficiency.

Navigator's Tools

A requirement for long-distance navigation. Allows you to chart a course for a broomstick flight or ship's course for journeys greater than 1 hour. Proficiency allows you to add your Perception bonus to avoid getting lost.

Potion Equipment

A must-have for the budding alchemist, potion equipment typically consists of a cauldron, an alembic, and other useful bits of equipment. Proficiency in this set of equipment allows you to add your Flora & Fauna proficiency to potion making attempts.

Protective Gear

A heavy-duty set of protective robes, eye protection and gloves provide protection against alchemy and enchanting mishaps, but at the cost of a 4-point penalty to FIN and ATH whilst wearing them. Proficiency in this set of tools reduces this to a 1-point penalty.

Repair Kit

A set of tools for repairing armour and clothing. Proficiency allows you to halve the time required to repair a set to full strength.

Runic Tools

Runic tools allow you to engrave intricate runes on a surface with exquisite accuracy. They are therefore invaluable to powerful Enchanting and Rune-placing endeavours. Proficiency in these skills grants you check-advantage in all Enchanting and Rune-binding checks.

Smithing Tools

Required to forge new items out of raw material. Proficiency grants you the ability to add your Strength bonus onto all forging checks.

Surgeon's Tools

A set of surgeon's tools allows you to perform delicate medical procedures, when simple healing spells do not do the trick. Proficiency with these tools allows you to add your Healing proficiency onto any related checks.

17: Artificing

Enchanting

Enchanting is the process whereby magical items are made – imbuing them with extraordinary abilities.

To enchant an item, you must first work out what effect you want to imbue it with – for example, you might want to imbue a sword with a fire spell to turn it into a flaming sword. You must then identify if you have a spell which performs this effect (in this case, *incendio* would work).

If you are able to cast this spell, and you have an unenchanted version of the item (i.e. a sword), then you may proceed with the enchanting. You must first cast the 'effect spell', and then, after that has been successfully cast, you must then perform the Enchanting Ritual spell, to transfer that spell into the item. This ritual takes 3 hours to complete, during which time, no other magic may be performed. The 'effect spell' and the enchanting ritual need not be carried out by the same person, though the effects of the enchanting will be better if they are performed by the same person.

The enchanting ritual requires approximately 6 hours to complete, and the item needs to be immersed in a vat of liquid precious metal (silver or gold will suffice, these metals are consumed in the process), and then finally the 1d20 FIN (arcane) casting check must be performed, though POW points may be dedicated towards it in the same fashion as a 'power dependent spell'.

The GM will tell you if the enchanting was a success, and how powerful the enchanted item is. The GM will also determine any limits the item has – i.e. the number of uses that you may get out of it before it needs recharging, for example.

Enchanting Mishaps

If your enchanting fails, you may suffer an Enchanting Mishap, which requires you roll on the following table:

Roll	Mishap
1	Nothing happens.
2	The item crumbles into dust
3	The item becomes 'Cursed'. GM rolls for curse effect.
4	The item is enchanted with the exact opposite effect to the target.
5	The item explodes. If target enchantment was damage causing, apply that damage for 2d10, else damage is 'Force'.
6	Another random magical item in your inventory is drained of all charges (but not disenchanting).

Potion Making

Potion making is the art of mixing together ingredients into a magic potion. Potions can have a large variety of effects, from healing the drinker, to causing immense pain, invisibility, or even conferring superhuman good luck.

To mix a potion requires a number of things:

- A safe place to mix it
- A fire to brew it
- A cauldron to brew it in
- Between 2 and 5 ingredients
- An empty container to store the potion.

Of course, mixing a potion is not as simple as mixing the ingredients in a vat and hoping for the best – it is a magical process. You must therefore perform the Potion Mixing spell, which requires a 1d20 INT (arcane) check, to determine how successful (and hence how potent) the resulting potion is. The difficulty of this check, and the effects of the potion are determined by the ingredients that you put in to the cauldron.

Each ingredient has associated with it a number of alchemical effects and their strengths, for example:

Name	Ashwinder Eggs	Fire Seed
Category	Animal	Plant
Effect 1	Hot	Lust
Effect 2	Lust	Hot
Effect 3	Glow	Awareness
Effect 4	Concentrate	Anger
Difficulty	6	4

We can see here that both ingredients have in common the 'hot' and 'lust' effects, and therefore mixing these together will result in a potion with strong effects in those two areas (most probably, giving a Fire Weakness and a deep, burning passion to the consumer). Mixing ingredients with effects in common multiplies the strength of that effect exponentially – adding another ingredient with 'lust' effects would increase the power of the lust even further.

On the other hand, you might decide that you *only* want the lust effect, so you might add a cold ingredient (say, Frost Salamander Blood) to negate the 'hot' effect. Having competing effects exponentially *decreases* the strength of that effect, so even a tiny amount of 'cold' added would drastically alter the potion effects.

The 'difficulty' of the potion is the sum of the mixing difficulties of the ingredients. Getting below the mixing difficulty doesn't mean that the potion automatically fails – but you might start to discover some unpleasant side effects. Conversely, getting significantly above the check will result in a more powerful version of the potion.

Of course, you won't necessarily know how powerful the potion is....until you get somebody to drink it (or find some other means of probing the effects of the potion).

Learning a potion is not as set in stone as learning a spell, as there is not always only one correct way to do it. Instead, you must research the effects of individual ingredients. If you spend 6 hours with a textbook, you may learn up to three ingredients which have the same effect in common (you may specify this effect when beginning to learn). Alternatively, you may research a single ingredient, and learn up to 3 of its properties.

By cross-referencing your knowledge of ingredients and their effects, you may then devise your own potion recipes, modifying their effects by adding or removing ingredients. Ingredients can either be purchased from a vendor, or can be searched for out in the wild, if you know where to look for them. Some ingredients may be grown in your own greenhouse, if you so desire.

Part IV

Magic

18: Types of Magic

Magical Schools

The study of magic is a far-reaching field, which encompasses many different areas and skills – some of which require vastly different skillsets to use. For this reason, a magical taxonomy was introduced by the Wizangemot in 1755, which divides the study of magic up into 7 ‘Schools’, each of which contains a number of ‘Disciplines’.

School	Discipline	Description
Charms	Elemental	Elemental magic studies the manipulation and invocation of very primal forces – heat, light, energy, matter, and the classical elements.
	Kinesis	Kinesis is a discipline which relies on moving and manipulating physical objects, and often forms the basis of ‘everyday’ magic.
Divination	Telepathy	Telepathic magic is the study of the human mind, and that which extends the senses.
	Temporal	One of the most mysterious disciplines, temporal magic allows one to see beyond concerns such as time and space, and observe (and perhaps manipulate) the universe at an extraplanar level.
Illusion	Bewitchment	This discipline focusses on the gentle persuasion of the mind and the manipulation of images to convince the target of something which is not true.
	Psionics	A darker side of illusion magics, psionics is the art of imposing your will over that of your target – an act which usually shatters their sanity.
Malediction	Hexes	Hexes are a field which focusses on magic that directly harms the targeted person or object.
	Curses	Unlike hexes, curses do not directly harm the target but instead incapacitates them, inhibits their capabilities, or otherwise reduces the threat they pose.
Recuperation	Healing	Healing is, unsurprisingly, the study of magic used to heal the sick and wounded.
	Warding	Warding magic is almost entirely defensive in nature, allowing the caster to protect themselves and others from harm.
Transfiguration	Alteration	The alteration discipline studies the ability to change things from one form into another.
	Conjuration	Conjuration magic is concerned with the ability to summon new objects and beings out of thin air.
Dark Arts	Necromancy	A taboo discipline that attempts to bend the very forces of life and death to the will of the caster.
	Occultism	Occultism is a rarely studied discipline that accesses and manipulates otherworldly energies originating from the Eldritch domain – powerful, yet highly unpredictable.

Every spell is assigned to be a member of one of these disciplines, which determines the skills that are necessary to cast it.

Spell Types

In addition to falling into one of the seven Schools (a taxonomy based on the spell effect), every spell can also be categorised as a *type*, which is based on how the spell is cast.

Instant

An instant spell is cast as a single major action, and is ‘cast and forget’: as soon as you complete the requisite casting check, the spell is ‘launched’ (usually in the form of a magical bolt of light) towards the target. These bolts travel at speeds of 100m per cycle, corresponding to about 40mph. This means that, unless the target is at an extreme range, the effect is applied between the major action phase and the beginning of the next turn.

Focus

A focus spell is cast like an Instant spell, but may then be continued indefinitely, repeating the initial effects once per turn as long as you keep the spell active. No further checks are needed to continue the spell, but you must remain focussed and unless stated otherwise, the FP cost is deducted once per turn as well.

Because you must remain focussed, no further spells can be cast for the duration of this spell, and all subsequent movement checks must be ‘considered’, and no other actions (such as evasion) may be taken.

If you take damage whilst casting a focus spell, you must pass a d20 SPR(willpower) check (DV 10) in order to remain casting. In addition, all attacks on you are considered *Attacks of Opportunity* (see page 30). You may, however, end the spell effect at any time without it counting as an action.

Ward

A ward is (usually) a Recuperation spell that affects a large area. A ward may be centred on a fixed point or object, or may be centred on a moving location or even a sentient being.

Wards, however, have an unfortunate habit of interfering with each other when used in unison. If two wards have a significant overlapping region of effect and the caster does not have the *Multiward* skill or an equivalent feat, there is a significant chance (determined by the GM) that both wards will collapse.

The interference only applies if the wards are similar in magnitude and intent. For example, Hogwarts castle is a heavily warded region, but a small ward could be placed in a room without problem. Interference would only become a problem when a new castle-wide ward was attempted.

Equally, interference only applies if the effects of the ward compound each other – if they lie in opposition, then the usual spell mechanics are applied. For example, a character with a personal shield ward touches a beartrap ward – neither ward

collapses, but the beartrap ward is triggered, and the shield will attempt to protect the character.

Ritual

A Ritual spell is a spell that requires a large amount of preparation – be it meditation, drawing a summoning circle upon the ground, or performing a special dance. Each Ritual spell has a designated time that the ritual takes to complete, to cast a ritual spell you must spend this length of time preparing for the spell, and after the requisite time has passed, *then* you perform the check, and the spell effect is activated. If you fail the check, or choose to stop the ritual, i.e. to take another action, you must restart the ritual spell from the beginning.

As with a focus spell, concentration is key to completing a ritual. If you are interrupted during the preparation phase, it is considered an *Attack of Opportunity* and you must pass a DV10 SPR(willpower) check in order to continue.

19: Casting Spells

All spells are cast by performing a 'check' – rolling a dice, and then adding on the associated skill modifiers and bonuses that apply for that spell, and comparing it to the Difficulty Value (DV) for the spell. If the Casting Check (CC) is greater than or equal to the DV and you have enough FP, then the spell is considered to be cast, and the effects are applied.

When performing the check, you use a die of a size commensurate to your ability in that school of magic. As you become a more proficient magic-user, you get access to bigger dice, which enables you to cast more powerful spells, and increases the success rate and power of lower-level spells.

Level	Name	Die
1	Beginner	1d6
2	Novice	1d8
3	Adept	1d10 (with 0 = 10)
4	Expert	1d12
5	Master	1d20

The size of dice you are allowed to use is determined on a school-by-school basis via the relevant skills discussed on page 15.

Spellbooks and Memory

There are two ways to cast a spell – either by reading it from the pages of a book, or by being familiar enough with the spell that you can cast it from memory.

For each of the 7 schools of magic, there are 5 textbooks. Each of these 35 textbooks is associated with a spell-level and a school, and contains all the spells in that school for that level. For example, the book *Dark Forces: A Guide to Self Protection* is a level 4 Hexes & Curses book, and so contains all level 4 Hexes & Curses, but **not** the 3rd level spells, for example.

To cast a spell from a book, you must be holding a book which contains the specified spell in one hand, and your wand in another. You must then perform the checks, and the spell will be cast. Casting like this takes twice as long as normal, often has a higher casting check and fortitude cost associated with it, and you are open to *Attacks of Opportunity* when doing this in combat. Swapping books takes a minor action.

If, however, you become familiar with a spell, then it is no longer necessary to have the book in your possession – you can cast from memory. Spells cast from memory are almost always superior, and may be used as quickcast actions etc. Memory-casting is considered the 'normal' way to cast, and all spellcasting rules discussed are assumed to apply to memory-casting.

A spell is considered memorised when it has been cast successfully a number of times from a book in a 'real life' scenario (i.e. you have to actually use the spell for its intended purpose, not just cast it wildly into thin air). People generally memorise a spell after casting it N times, where:

$$N = 6 - \text{INT modifier (min 1)}$$

Casting Checks

The target roll of a spellcasting check (the DV) is the minimum value of the casting check (CC) which is required in order for the spell effect to be successfully initiated. It is determined by the level of the spell:

	Beginner	Novice	Adept	Expert	Master
DV:	4	5	6	7	11

The check-type determines which ability modifiers are added onto the dice roll. The relevant modifier is determined by the Discipline that the spell originates from, according to the following prescription:

School	Discipline	Attribute
Charms	Elemental	INT
	Kinesis	FIN
Divination	Telepathy	PER
	Temporal	INT
Illusion	Bewitchment	CHR
	Psionics	SPR
Malediction	Hexes	SPR
	Curses	POW
Recuperation	Healing	EMP
	Warding	INT
Transfiguration	Alteration	FIN
	Conjuration	POW
Dark Arts	Necromancy	EVL
	Occultism	POW

You may, therefore, apply your INT modifier when casting a spell belonging to the Elemental Discipline. You may also ask your GM if it is appropriate to add on a Proficiency modifier to the check.

Fortitude

Casting spells is not as simple as waving your wands and saying the magic words – it takes great mental clarity to cast, and you can become exhausted from casting difficult spells. This mental burden is enumerated through the Fortitude Points attribute.

Each spell has an associated FP cost, which is deducted only after it is successfully cast. If the casting fails, then only half of the fortitude cost is deducted (rounded up).

You cannot cast a spell if it would send you into negative FP – you must wait for your head to clear before attempting that spell.

The fortitude cost of a given spell is determined by the spell type (Instant, Focus, Ritual etc.) and the difficulty of the spell,

and if the spell is cast from memory or not. A book-cast spell has a 50% higher FP cost than if the caster is familiar with the spell.

The FP cost of a spell is numerically equal to the difficulty of a spell, prior to any skill modifications (i.e. a skill which reduces the difficulty of a certain spell does not reduce the FP of it, and vice versa), unless the spell is being book-cast, in which case use the bracketed values.

	Beginner	Novice	Adept	Expert	Master
Memory	4	5	6	7	11
Book	6	8	9	11	17

Power Points

Some spells have the option to dedicate *Power Points* (PP) to their casting when cast from memory. Adding Power Points to a spell amplifies that spells effects, it might make it do more damage, last longer or have a wider area of effect. The effect of adding Power Points is described in the spell description. For example, a spell might state that it does $(1+2 \times \text{PP})d4$ damage. This means that, with zero PP added, the spell does d4 damage, with an additional 2d4 being added for every subsequent power point added.

You must declare the number of power points you are dedicating to a spell before performing the check. Each power point dedicated increases the DV and FP of the casting by one.

You may only dedicate power points to a spell when casting from memory: you cannot do so when book casting.

Resisting Spells

Even after a spell has successfully hit a target, it is possible for them to fight against the magic, reducing the effects and sometimes negating it entirely.

This is normally done by performing a *Resist* check before the spell effect is applied, and comparing it to the spellcaster's Resist DV. If the Resist is greater than or equal to the Resist DV of the spellcaster, the spell effect is modified as the spell description states.

The Resist DV of a cast spell is given by:

$$\text{RDV} = 6 + \text{Expertise bonus} + \text{POW modifier} + \text{other bonuses}$$

20: Size Shape & Range

Spell Range

Spell Shapes

Some spells produce bolts of energy which fly towards a target, whilst others project their energy into a given region, which are often classified via geometrical shapes: a *line*, a *cube*, a *sphere*, a *circle*, a *cone* or a *cylinder*. These shapes may either originate around the caster, or from a point designated by the spell.

Circle

A circular spell extends outwards from the point of origin in a 2D circular shockwave that lies parallel to the ground. The height of the shockwave above the ground is set by the point of origin, which is not included in the shockwave region (unless the caster chooses it to be). Because of its 2D nature, a circular spell can be avoided by ducking beneath it, or jumping over it – it is only if the shockwave impacts you that the spell effect is applied.

Cone

The point of origin of a cone is typically the caster's wand, and a cone extends outwards from the wand, in the direction that the wand is pointing. A cone extends forwards to the specified distance, and has a circular cross section, the radius of which is equal to the distance away from the point of origin (so it is a 45° cone).

The point of origin of the cone is not considered part of the spell area.

Cube

The point of origin for a cubic spell may be selected to be either the centre of the cube, or the centre of one of its 6 sides. The cube's side-length is specified by the spell effect. The cube point of origin is only affected by the spell if you choose the centre-origin.

Cylinder

A cylinder point of origin is specified to be a point on the ground, around which a circular cross section is drawn, and then a cylinder of energy rises up vertically to a specified height. Generally, a cylinder spell adjusts its size to an individual, and if not otherwise specified, the cylinder is 5cm wider than the target individual is wide, and 5cm taller than the target. The point of origin is affected by the spell.

Line

A line extends in a straight path from the origin (a caster's wand) towards the target for a specified distance. Unless otherwise specified, the beam is considered to have the cross section equivalent to a pencil. The point of origin is not affected by the spell.

Sphere

A sphere's point of origin lies at the centre, and the spell effect expands equally out in all directions from that point. Generally, the spell effect cannot penetrate into the ground or through solid objects (unless, for example, it is an explosion). The point of origin is affected by the spell.

Part V

Lists & Tables

2: Spell List

This section contains a list of all the spells available in the game. First, the spells are presented broken down into the school and level to which they belong. The next section then contains a full description of the spell, including its casting check, casting difficulty, and spell effects. Spells marked with a (*) gain more effects, or increase in power, at higher levels.

Charms

Elemental									
Beginner		Novice		Adept		Expert		Master	
Control Air 1: Coax	👁	Control Air 2: Handle	👁	Charge Region	👁	Control Air 4: Wield	👁	Control Air 5: Master	👁
Control Earth 1: Coax	👁	Control Earth 2: Handle	👁	Control Air 3: Exert	👁	Control Earth 4: Wield	👁	Control Earth 5: Master	👁
Control Fire 1: Coax	👁	Control Fire 2: Handle	👁	Control Earth 3: Exert	👁	Control Fire 4: Wield	👁	Control Fire 5: Master	👁
Control Water 1: Coax	👁	Control Water 2: Handle	👁	Control Fire 3: Exert	👁	Control Water 4: Wield	👁	Control Water5: Master	👁
Create Fire	👁	Elemental Weapon	🔪	Control Water 3: Exert	👁				
Create Water	👁	Extinguish Flame	🔪	Floodlight	🔪				
Fresh Air	🔪	Hovering Light	🔪	Freeze	👁				
Illuminate Wand	👁	Lightning Bolt	🔪	Smokescreen	🔪				
Spark	🔪								

Kinesis									
Beginner		Novice		Adept		Expert		Master	
Create Trap	☆	Clean Surface	👁	Apparate	🔪	Cushion Fall	🔪	Cancel Gravity	☆
Halt	🔪	Cut Object	🔪	Haste	🔪	General Counterspell	☆	Mass Kinesis	👁
Launder Clothes	🔪	Fix Object	👁	Leapfrog	🔪	Teleport	🔪		
Levitation	👁	Lock	🔪	Shatter	👁				
Mark Surface	👁	Mage Hands	👁	Shatterblast	🔪				
		Stick	🔪	Spider Hands	🔪				
		Summon Object	👁						
		Unlock	🔪						

Divination

Telepathy									
Beginner		Novice		Adept		Expert		Master	
Astral Assistance	☆	Detect Magic	🔪	Commune with Nature	☆	Ethereal Tag	🔪	Invert Connection	🔪
Sense Traps	🔪	Detect Thoughts	👁	Disrupt Connection	🔪			True Sight	☆
Speak in Tongues	☆	Eavesdrop	👁	Occlumency	☆				
Telepathic Bond	☆	Obfuscation	☆	Sense Humans	🔪				
Thought Extractor	👁								

Temporal									
Beginner		Novice		Adept		Expert		Master	
Hunter's Mark	🔪	All-seeing Eye	🔪	Astral Attack	🔪	Astral Projection	☆	Planemeld	☆
Identify	🔪	Astral Caltrops	🔪	Foresight	🔪	Commune with the Dead	☆	Planewalk	☆
Locate	🔪	Crystal Gazing	☆	Glimpse Future	🔪	Contingency	🔪		
Receive Omen	☆			Temporal Vortex		Mists of Time	☆		
Replay Spell	🔪					Timeslip	🔪		

Illusion

Bewitchment							
Beginner		Novice		Adept		Expert	
Blur	✍	Calm Being	✍	Entrance Other	✍	Beguiling Totem	✍
Charm Entity	✍	Conceal Inscription	✍	Illusory Construction	👁		Mass Suggestion
Glamour	✍	Enchant Animal	✍	Illusory Disguise	👁		True Illusion
Hypnotic Lights	✍			Sleep	✍		
Imbue Bravery	✍			Suggestion	✍		
Night Vision	✍						
Throw Voice	👁						

Psionics							
Beginner		Novice		Adept		Expert	
Chaotic Whispers	👁	Silence	✍	Drain Fortitude	👁	Delusion	✍
Piercing Wail	✍	Violent Phantasms	✍	False Friend	✍	Psychosomatism	👁
Piper's Illusion	🎵			Fury	✍	Relive Memory	✍
				Shatter Illusions	✍		
				Suppress Intelligence	✍		

Maledictions

Curse							
Beginner		Novice		Adept		Expert	
Confound	✍	Disarm	✍	Bind Target	✍	Break Focus	✍
Howl	🐾	Hoist Enemy	👁	Cause Confusion	✍	Shield Breaker	✍
Trip	✍	Mental Burden	✍	Delayed Effect	✍	Wither	✍
		Prevent Movement	👁	Perpetual Hunger	✍		
		Strangle	✍	Scramble Abilities	👁		
		Stunning Blast	✍				

Hex							
Beginner		Novice		Adept		Expert	
Acidic Burst	✍	Cascading Missiles	✍	Acid Stream	👁	Dragon's Breath	👁
Green Sparks	✍	Summon Bat Bogeys	✍	Fireball	✍	Electrical Arc	👁
Ignite Being	✍			Heat Object	✍	Glacial Chill	✍
Knockback	✍			Object Swarm	👁	Magical Detonation	✍
Sting	✍			Recurring Light	👁	Meteor Strike	✍
						Shockwave	✍

Recuperation

Healing							
Beginner		Novice		Adept		Expert	
Aid Charm	✍	Blessing	✍	Feign Death	☆	Boost Health	✍
Minor Healing	👁	Checkup	✍	Mend Bones	✍	Major Healing	✍
Sunburst	✍	Countercurse	✍	Spare the Wounded	✍	Patronus Charm	👁
		Endure Environment	✍				
		Heal Being	✍				
		Release Trapped Being	✍				
		Stabilise Patient	✍				

Warding							
Beginner		Novice		Adept		Expert	
Caterwauling Ward	🛡	Anti-Muggle Ward	🛡	Anti-Apparition Ward	🛡	Anti-Magic Ward	🛡
Magical Shield	👁	Beartrap Ward	🛡	Bladed Wall	🛡	Holy Ward	🛡
Privacy Ward	🛡	Lesser Ward	🛡	Ironwall Ward	🛡	Inversion Zone	🛡
Reinforce Shield	👁	Runic Shield	✍	Minefield Ward	🛡	Major Ward	🛡
		Stopping Shield	👁	Mirror Shield	👁		
				Threshold Ward	🛡		

Transfiguration

Alteration							
Beginner		Novice		Adept		Expert	
Alter Hair	✍	Alter Aura	✍	Alter Size	✍	Draconic Guardians	✍
Basic Transmutation	✍	Fabricate Object	✍	Enchantment Ritual	☆	Fix Transformation	☆
Change Colour	✍	Harden Object	✍	Featherweight	✍	Internal Extension	✍
Potion Mixing Spell	☆	Stoneskin	✍	Ironmass	✍		
Preserve Object	✍	Thick Air	👁	Sculpt Matter	👁		
Slip	👁	Trecherous Terrain	✍	Undo Transformation	✍		
Steelclaw	✍						

Conjuration							
Beginner		Novice		Adept		Expert	
Conjure Flowers	✍	Conjure Bubble	✍	Binding Ropes	✍	Banish	✍
Launch Spike	✍	Eternal Flame	✍	Conjure Object	✍	Duplicate Object	✍
Shimmering Confetti	✍	Summon Snake	✍	Create Golem	☆	Summon Avatar	☆
Silver Shield	✍			Summon Birds	👁	Summon Daggers	✍
				Vanish Object	✍		

Dark Arts

Necromancy							
Beginner		Novice		Adept		Expert	
Blight	✍	Crippling Fatigue	✍	Blood Moon	☆	Blood Barrier	👁
Instil Terror	✍	Dark Healing	✍	Contagion	✍	Create Thrall	👁
Shadow Blast	✍	Necrosis	✍	Fiendfyre	✍	Create Zombie	☆
Vicious Slash	✍			Plague of Insects	✍		
				Torture	👁		

Occultism							
Beginner		Novice		Adept		Expert	
Blood Pact	☆	Abyssal Fluid	👁	False Moon	👁	Chaos Magic	✍
Eldritch Knowledge	☆	Shadowsight	👁	Shadow Demon	✍	Coven's Protection	☆
Fury's Fire	🐾	Unfathomable Visage	✍	Summon Void	👁	Summoning Circle	👁
Shroud of Darkness	✍						
Use Ancient Powers	☆						

Abyssal Fluid

Novice-level Dark Arts (Occultism)

Incantation: *sucus infernum*
Spell Type: Focus
Visual: Black jet
Duration: 2 turns
Negation: Blockable and Dodgeable

A pencil-thin jet of inky black fluid emerges from the end of your wand for as long as Focus is maintained, reaching up to 2m away. All targets touched by the fluid take (2+PP)d4 acid damage for 2 turns.

Higher Level Casting:

An expert-level caster may expand the jet into a cone.

Acid Stream

Adept-level Maledictions (Hex)

Incantation: *saecilifors*
Spell Type: Focus
Visual: Green jet
Resist: PER
Negation: Blockable and Dodgeable

Conjures a pencil-thin stream of corrosive, poisonous acid from the tip of your wand up to a distance of 3m. Dissolves objects, clothes and skin alike, doing 4 + (2+PP)d6 acid damage. Resist for half damage.

Acidic Burst

Beginner-level Maledictions (Hex)

Incantation: *ambustum*
Spell Type: Instant
Visual: Green gas
Duration: 2 minutes

Fills a cube of size 4m with an acidic cloud that does (2 + PP)d6 acid damage per turn. In a confined space, the cloud lasts indefinitely.

Aid Charm

Beginner-level Recuperation (Healing)

Incantation: *subsidium*
Spell Type: Instant
Visual: Red-orange rays
Duration: 1 hour

Raise the HP ceiling of a target by (3+PP) (max 10). If target has HP > 0, also increase HP by this amount.

All-seeing Eye

Novice-level Divination (Temporal)

Incantation: *orbis*
Spell Type: Instant

You may create an invisible, magic eye in front of you, that hovers. You mentally see everything that the eye sees, and may use a major action to instruct the eye to move up to 10m in any direction (including vertical). Eye cannot pass through solid walls, but may squeeze through gaps as small as 4cm in diameter. Eye can detect astral projections.

Alter Aura

Novice-level Transfiguration (Alteration)

Incantation: *madas*
Spell Type: Instant
Duration: 1 hour

Change how the object registers when viewed by magical means (i.e. *Identify*) - make a mundane object appear magical, or make a wizard appear as a non-sapient creature.

Because this spell truly alters the object's astral nature, and so spells such as *True Sight* can be fooled by this effect, though they may be able to detect this spell in addition to the altered aura.

Alter Hair

Beginner-level Transfiguration (Alteration)

Incantation: *crinus muto*
Spell Type: Instant
Duration: 2 hours

Alters the colour and style of the casters hair. Useful for disguises.

Alter Size

Adept-level Transfiguration (Alteration)

Incantation: *engorgio/reduco*
Spell Type: Instant
Visual: White bolt
Duration: 5 minutes

Multiply or divide the size of a non-sapient target by (2 + PP).

Anti-Apparition Ward

Adept-level Recuperation (Warding)

Incantation: *nonvidetur*
Spell Type: Ward
Duration: 1 week

Prevents apparition inside the designated area: no human can apparate in our out for the duration of the ward. The ward covers an area up to 20m in radius.

Anti-Magic Ward

Expert-level Recuperation (Warding)

Incantation: *prohibere incatatum*
Spell Type: Ward
Duration: (2+PP) days

No magic can be cast inside the warded area, and all magic effects passing over the boundary vanish. Range is a sphere (10 + 2×PP) metres in radius.

Anti-Muggle Ward

Novice-level Recuperation (Warding)

Incantation: *repello mugletum*
Spell Type: Ward
Duration: 1 month

Forms a warded area that muggles can neither see, nor enter. The warded area is a circle (5 + 5×PP) metres in radius.

Apparate

Adept-level Charms (Kinesis)

Spell Type: Instant

You may teleport yourself and up to PP additional passengers to a place you are intimately familiar with. Passengers must be in physical contact with you the moment this spell is cast.

This spell may be cast without the use of a wand. If anything happens to the caster in the turn that this spell is cast which would disrupt a Focus spell, all passengers become splinched and take 2d12 force damage.

Astral Assistance

Beginner-level Divination (Telepathy)

Incantation: *auxilio*
Spell Type: Ritual (2 turns)
Visual: Golden glow

By laying your hand upon a sapient being, you may channel magical energy into them. On the next check the target performs, roll 1d4, and add it to the check (+1 per PP, max 3). If the check fails, both the target and the caster take 1d6 psychic damage.

Higher Level Casting:

An expert-level caster may roll 2d4 when performing this spell.

Astral Attack

Adept-level Divination (Temporal)

Incantation: *devonur*
Spell Type: Instant
Negation: Blockable

By focussing your inner energies, you are able to summon an ethereal weapon to strike at enemies with a presence on other planes of existence. Do (2+PP)d8 Celestial damage to targets in both the material world, and the astral realm.

Astral Caltrops

Novice-level Divination (Temporal)

Incantation: *Caltrops*
Spell Type: Instant
Visual: Purple bolt
Duration: 1 turns
Resist: SPR (Endurance)

The target acts as if any terrain they touch has caltrops, for the duration of the spell. Caltrops do (1+PP)d6 psychic damage for every metre moved by the target. Resist for half damage.

Higher Level Casting:

When cast by an adept-level caster, this spell can effect all beings in a 1d4 metre radius.

Astral Projection

Expert-level Divination (Temporal)

Incantation: *ambilofors*
Spell Type: Ritual (2 turns)
Visual: Invisible ripple

Leave your physical form behind, and project your spirit into the Astral Realm. Your astral self is undetectable to most living beings, and has (3+PP) HP, but can only interact with other entities on the Astral Realm. If your astral self is killed, your physical body's HP is reduced to zero, and your enter into the Critical Condition status.

Banish

Expert-level Transfiguration (Conjuration)

Incantation: *valeo fendus*
Spell Type: Instant
Visual: White bolt
Resist: INT (Endurance)
Negation: Blockable and Dodgeable

Target a summoned creature, if it fails to Resist, it is banished from this plane of existence.

Basic Transmutation

Beginner-level Transfiguration (Alteration)

Incantation: *formum mutatio*
Spell Type: Instant
Duration: 1 hour

Transform a 200g non-sapient animal (or part of an animal) or object into a different animal or solid object. This spell cannot be cast on a being with a POW > 7s. Each power point doubles the mass of objects that can be transformed. Objects must be simple in nature.

Beartrap Ward

Novice-level Recuperation (Warding)

Incantation: *ursa dentes*
Spell Type: Ward
Duration: 5 days
Resist: INT

A ward that creates an invisible trap of 2m in radius. When a being crosses over the threshold, the ward slams shut, doing (2+PP)d8 worth of piercing damage and applying the Trapped status effect. A successful resist takes half damage and nullifies the Trapping effect.

Beguiling Totem

Expert-level Illusion (Bewitchment)

Incantation: *fascinare*
Spell Type: Instant
Duration (1+PP) days
Resist: PER

Target an object between 1m and 20m in size. Caster decides upon a single species, and imbues the target with an aura that either attracts or repels (caster's choice) that species in a radius of (10×(1+PP)) metres. Members of the species that fail to resist feel an irresistible urge to either approach or flee the object. Effect lasts for (1+PP) days.

Bestow Curse

Master-level Maledictions (Curse)

Incantation: *maledicto*
Spell Type: Ritual (10 minutes)
Resist: SPR (Endurance)

Casts a permanent curse on the target. You may choose the effects of this curse, though the GM has a veto. Be inventive!

Bind Target

Adept-level Maledictions (Curse)

Incantation: *petrificus totalus*
Spell Type: Instant
Duration (3+PP) turns
Resist: SPR (Endurance)
Negation: Blockable and Dodgeable

The target cannot take major actions, move, or communicate verbally until the spell ends. Dodge value is set to zero and block value is halved. On a successful resist, the effect is negated, though the target may not move next turn.

Binding Ropes

Adept-level Transfiguration (Conjuration)

Incantation: *incarcerorus*
Spell Type: Instant
Duration 5 minutes
Resist: ATH (Strength)

Conjures thick ropes from thin air, to wrap around the target, immobilising them. Target may Resist once per turn to break free.

Bladed Wall

Adept-level Recuperation (Warding)

Incantation: *heus nocivious*
Spell Type: Ward
Duration (3 + PP) minutes
Resist: INT (Perception)

Create a warded region up to 10 m long and 3m tall. This wall is composed of swirling magical blades that do (3+PP)d8 slashing damage to any creature that touches it (targets may Resist for half damage). Wall has an AC of 10+3×PP.

Blessing

Novice-level Recuperation (Healing)

Incantation: *benedicte*
Spell Type: Instant
Visual: Pink flash
Duration 2 minutes

The target gets check advantage on all checks for the duration of the blessing.

Blight

Beginner-level Dark Arts (Necromancy)

Incantation: *thanatos*
Spell Type: Instant
Visual: Sickly-green shockwave

A cylinder of necrotic energy extends outwards from you in a radius of 10m (doubled with every PP, max 1km). All simple plants within range die instantly, and all other living beings take 1 + (1+PP)d4 necrotic damage.

Blood Barrier

Expert-level Dark Arts (Necromancy)

Incantation: *confusanguui*
Spell Type: Ward

Use blood to draw warding runes onto an object or person. Erects a swirling, red barrier which is impenetrable, though not opaque or soundproof. Barrier absorbs up to (50+10×PP) damage, but takes triple damage from Celestial damage. Each individual's blood can only be used once for blood magic.

Blood Moon

Adept-level Dark Arts (Necromancy)

Spell Type: Ritual (10 minutes)
Visual: Sky turns red
Duration 2 hours

By sacrificing an animal larger than a cat, you may use the inherent power of its blood to manipulate the power of the Sun and the Moon: the sky becomes overcast and takes on an unhealthy red glow. This blocks out the effects of the sun and the moon on Vampires, Werewolves, and other such creatures. Werewolves may still choose to undergo their transformation, but retain humanoid intelligence when doing so.

Higher Level Casting:

When cast by a Master-level cast, this spell lasts for one week.

Blood Pact

Beginner-level Dark Arts (Occultism)

Spell Type: Ritual (1 hour)
Duration 1 day

Perform a ritual in which all members of a group mix their blood in the centre of a pentagram, binding them together. For the duration of the spell, whenever all members of this group work together to complete a task, gain a bonus to the group check equal to the number of people in the pact + PP.

Blur

Beginner-level Illusion (Bewitchment)

Incantation: *celeritate*
Spell Type: Instant
Duration 3 turns

The target seems to become blurry around the edges, it is difficult to tell exactly where they are, and where they aren't. May be cast on self. (2+PP) bonus to Dodge for 3 turns

Boost Health

Expert-level Recuperation (Healing)

Incantation: *levo*
Spell Type: Instant
Visual: Yellow-white rays
Duration (3 + PP) turns

Give the target a temporary +100% boost to their maximum HP, and adds current HP to match.

Break Focus

Expert-level Maledictions (Curse)

Incantation: *adtono*
Spell Type: Instant
Visual: Disorienting lights
Duration 5 turns
Resist: SPR (Endurance)

Disorienting noises and lights distract prevent the target from continued Focus. Afflicted beings cannot cast Focus spells for the duration of this spell -- all attempts to do so count as 'failed'. A successful Resist negates this effect, but target takes check disadvantage the next time something attempts to break their Focus.

Calm Being

Novice-level Illusion (Bewitchment)

Incantation: *paxus*
Spell Type: Instant
Visual: Golden mist

Calms the target down. Remove terrified status from target.

Cancel Gravity

Master-level Charms (Kinesis)

Incantation: *reimannius*
Spell Type: Ritual (3 turns)
Duration 5 turns

Upon the completion of a complex mathematical calculation, the force of gravity is removed from a spherical region 10m in radius (doubled for every PP added), centred on the caster. Objects and beings no longer fall to the ground and instead remain suspended in mid-air unless otherwise acted upon. Crossing over the boundary restores gravity, until the region is re-entered. Suspended beings take a 3-point penalty to all checks.

Cascading Missiles

Novice-level Maledictions (Hex)

Incantation: *unda delor*
Spell Type: Instant
Visual: Blue bolts
Negation: Blockable

Produce (3+PP) magical homing darts that fly towards the targets. Each dart does 1d6 force damage, and the swarm may be directed to strike multiple targets, or the same target. Perform an accuracy check for each dart.

Caterwauling Ward

Beginner-level Recuperation (Warding)

Incantation: *caterwaul*
Spell Type: Ward
Duration 2 weeks
Resist: FIN(Stealth)

Casts a ward on the area which emits a high-pitched scream when an unknown being crosses the threshold. Radius is (10 + 2×PP) metres. Ward decays after 2 weeks.

Cause Confusion

Adept-level Maledictions (Curse)

Incantation: *confundo*
Spell Type: Instant
Visual: Pink bolt
Duration 3 turns
Resist: SPR (Endurance)
Negation: Dodgeable

If target fails to resist, they lose their next (1+PP/2)turns.

Change Colour

Beginner-level Transfiguration (Alteration)

Incantation: *pigmentus*
Spell Type: Instant
Visual: Bolt of specified colour
Duration 2 days

Causes the colour of an object to change into the colour specified by the caster.

Chaos Magic

Expert-level Dark Arts (Occultism)

Incantation: *chaoma portis*
Spell Type: Instant
Duration (2+PP) turns

Open a small portal to Pandæmonium, the Chaos Realm at your current location. For every turn that the portal remains open, it casts random Dark Magic at all targets outside a 2m radius of the caster. These spells increase in power as the portal remains open.

Chaotic Whispers

Beginner-level Illusion (Psionics)

Incantation: *rastarum*
Spell Type: Focus
Visual: Wand-tip glows purple
Duration: 2 minutes
Resist: SPR (endurance)

Whilst the caster maintains Focus, the target hears a voice in their ear whispering maddening words that slowly drive them insane. Target may take a minor action to perform a resist check once per turn, when one succeeds, the spell is broken. Whispers do (1+PP)d4 psychic damage per turn that the spell is active.

Charge Region

Adept-level Charms (Elemental)

Incantation: *rarnus*
Spell Type: Ward
Visual: Electric arc
Resist: ATH (Health)

Imbue a non-metallic object up to (2+PP)m in size with an enormous electric charge. The next being to touch the object takes (3+2x)d6 electric damage. Although this spell is classed as a 'ward', the threat is non-magical in nature after the spell has been cast. The charge-buildup therefore does not register to magic-only investigation.

Charm Entity

Beginner-level Illusion (Bewitchment)

Incantation: *sismeus amici*
Spell Type: Instant
Visual: Green rays
Duration: 1 hour

If target is not overtly hostile, this spell causes them to like you: persuasion checks by the caster on the individual get a (2+PP) bonus (max 5).

Checkup

Novice-level Recuperation (Healing)

Incantation: *dispungo*
Spell Type: Instant

Enquire as to the health status of the target, find out their remaining HP, as well as any status effects they currently posses.

Clean Surface

Novice-level Charms (Kinesis)

Incantation: *pullundo*
Spell Type: Focus

Wave your wand over a surface to erase magical and mundane markings from it. Cleans 1 square metre per turn that the spell is maintained. When erasing magical runes, there is a chance for the rune to trigger.

Higher Level Casting:

When cast by an expert-level caster, the rune-trigger probability is decreased by 25% for every 3 character levels over 12th.

Commune with Nature

Adept-level Divination (Telepathy)

Incantation: *naturus amicus*
Spell Type: Ritual (5 turns)
Visual: Green glow

You tap into the consciousness that binds all living things together, and receive information about the natural order of things in the vicinity. Outdoors, the range is 3km, whilst underground it is only 100m. Spell fails in artificial environments such as towns. You instantly learn and 3 three bits of information about

- terrain and bodies of water
- nearby buildings
- abundant plants or minerals
- frequent visitors

Commune with the Dead

Expert-level Divination (Temporal)

Incantation: *amisit amicum*
Spell Type: Ritual (2 hours)
Visual: Grey-black aura

You may summon a spirit of the dead, and learn one piece of information from them, or temporarily borrow one of their skills and/or spells for (1+PP) minute. You must know the target's name, and they must be willing to help you.

Conceal Inscription

Novice-level Illusion (Bewitchment)

Incantation: *occulto*
Spell Type: Instant
Duration: 1 years

Makes a message, drawing or marking on a surface invisible to the naked eye.

Confound

Beginner-level Maledictions (Curse)

Incantation: *lombus*
Spell Type: Instant
Visual: Blue bolt
Duration: (2+PP) turns
Resist: POW
Negation: Blockable and Dodgeable

The target suffers a 1-point penalty to all checks for the duration of the spell.

Conjure Bubble

Novice-level Transfiguration (Conjuration)

Incantation: *ebublio*
Spell Type: Instant
Duration: 1 hour

Conjures a large, hard-to-pop, airtight, spherical bubble radius specified by the caster (max: 2m). The bubble can use to encase enemies, or to protect the caster. The bubble provides a bonus to Block of (2+PP)

Conjure Flowers

Beginner-level Transfiguration (Conjuration)

Incantation: *orchideous*
Spell Type: Instant
Duration: 3 days

Conjures flowers from thin air.

Conjure Object

Adept-level Transfiguration (Conjuration)

Incantation: *siestum*
Spell Type: Instant
Duration: 3 minutes

Conjure a 200g inanimate, non-magical object from thin air. Each power point dedicated doubles the mass/complexity of the object that can be conjured

Contagion

Adept-level Dark Arts (Necromancy)

Incantation: *vastantes*
Spell Type: Instant
Visual: Sickly-green rays
Duration: 2 weeks
Resist: ATH (Health)
Negation: Blockable and Dodgeable

Target contracts a necrotic disease. All positive modifiers and proficiency bonuses are set to zero until cured. Disease is contagious and each time they touch an unaffected individual, being must Resist, or contract the disease also. The disease is cured on a successful resist, and afflicted beings may attempt to resist once every 5 cycles.

Higher Level Casting:

When cast by an Expert-level caster, all positive bonuses etc. are set to -2 for the duration.

Contingency

Expert-level Divination (Temporal)

Incantation: *fortasse*
Spell Type: Instant
Visual: Green flash

You foresee a need for defence in the future, but you can't quite see when. The contingency charm allows you to store a spell in an alternative dimension, to be called forth instantly when you need it. After casting the contingency charm, you may then cast the spell that you wish to store. When activated, you may then use this spell as if you had declared a counterspell, in addition to your regular movements. You may have a maximum of three contingencies at any one time.

Control Air 1: Coax

Beginner-level Charms (Elemental)

Incantation: *ventepare*
Spell Type: Focus
Visual: Wandtip glows white
Negation: Blockable and Dodgeable

This spell is capable of summoning light breezes, up to 15mph, without too much precision. Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + FIN modifier (min 1).

An example of the uses for this spell could be:

- *Gust:* Cause a localised light breeze within a 5m radius. This breeze is strong enough to divert the path of a light projectile by (1+PP)×10 cm.
- *Distract:* Summon a breeze to cause a commotion behind an opponent such that, on a failed DV 5 INT Resist, they are open to an Attack of Opportunity.

This is not an exhaustive list. Be inventive!

Control Air 2: Handle

Novice-level Charms (Elemental)

Incantation: *ventepare*
Spell Type: Focus
Visual: Wandtip glows white
Negation: Blockable and Dodgeable

This spell is capable of summoning powerful blasts (100mph +) of wind in a small area, or precision manipulation at a much lower speed. Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + FIN modifier (min 1).

An example of the uses for this spell could be:

- *Windtunnel:* direct a powerful blast of air in a line up to 5m long. On a failed Resist, any being or object in the path is blown back to the edge of the range of the spell, taking (3+PP)d4 concussive damage.
- *Airboost:* use air currents to give a target within range a boost of 1m to their base speed and allow them to jump up to 3m in a single bound. Alternatively, use this against a foe: Slow a being by 1m per turn, or cause any acrobatics to fail, leaving them prone. Negated on a successful Resist.

You may also use the effects listed in Control Air 1 with 1 PP added. This is not an exhaustive list. Be inventive!

Control Air 3: Exert*Adept-level Charms (Elemental)*

Incantation: *ventepare*
Spell Type: Focus
Visual: Wandtip glows white
Negation: Blockable and Dodgeable

With this spell, the caster may summon very powerful blasts of air over a larger area, or summon large-scale winds to alter the weather slightly. Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + FIN modifier (min 1).

An example of the uses for this spell could be:

- *Updraft:* a powerful blast of air lifts everything within a (3+PP) radius of the caster heavier than (5+PP)× your caster level (in kg) to be thrown 10m into the air, doing 5d4 bludgeoning damage.
- *Downdraft:* a wall of air slams into everything within a cylinder (3+PP) in radius around the caster and 5m in height. All airborne objects (but not spell-bolts) slam into the ground and take double the usual falling damage.
- *Cloudmove:* by maintaining focus for 1 minute, you may summon a brisk breeze over an area 1km in size. You may use this to move a raincloud out of the way, or to summon a mild drizzle over the targeted area. This does not work in conditions with a strong wind already present: instead you simply slow that wind down.

You may also use the effects listed in Control Air 2 or below with 1 additional PP added. This is not an exhaustive list. Be inventive!

Control Air 4: Wield*Expert-level Charms (Elemental)*

Incantation: *ventepare*
Spell Type: Focus
Visual: Wandtip glows white
Negation: Blockable and Dodgeable

The caster may summon powerful vortices, and the ability to slightly alter the temperature of the air is gained

Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + FIN modifier (min 1).

An example of the uses for this spell could be:

- *Arctic Wind:* cool the air you control to freezing. All beings affected by other effects of this spell (except large-scale weather manipulation) take (3+PP)d4 cold damage per turn in addition to any other effects.
- *Vortex Field:* summon a powerful, swirling wall of air to act as a shield around you in a (1+PP)m radius. Physical objects and people entering the field must Resist, or be flung 10m in a random direction. The field is opaque in both directions, so spells cast through the field must succeed an accuracy check to hit something on the other side of the field.
- *Hurricane:* twist the air into a towering column of chaos (1+PP)m in radius and (1+PP)×10m high. Anything within this column takes (2+PP)d8 bludgeoning damage, and all ranged attacks passing through the require a DV (10+PP) accuracy check to pass through.

You may also use the effects listed in Control Air 3 or below with 1 additional PP added. This is not an exhaustive list. Be inventive!

Control Air 5: Master*Master-level Charms (Elemental)*

Incantation: *ventepare*
Spell Type: Focus
Visual: Wandtip glows white
Negation: Blockable and Dodgeable

Master the element of air, and gain the ability to summon cataclysmic weather events, or use incredible precision to mimic flight.

Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + FIN modifier (min 1).

An example of the uses for this spell could be:

- *Tempest:* Summon a terrifying storm over an area 1km². The storm limits visibility to 10% and deals (6+PP)d4 bludgeoning damage, and half as much again cold damage to all targets in this radius. In addition, the caster summon PPd4 lightning bolts per turn, each of which does 3d8 electrical damage.
- *Flight:* Use precision manipulation to lift one being of up to (20×PP)kg into the air and move it freely at a speed of up to 10×PP mph within a radius of 200m of the caster. The caster may cast this on themselves to mimic the effects of true flight.

You may also use the effects listed in Control Air 4 or below with 3 PP added. This is not an exhaustive list. Be inventive!

Control Earth 1: Coax*Beginner-level Charms (Elemental)*

Incantation: *terrapare*
Spell Type: Focus
Visual: Wandtip glows green
Negation: Blockable and Dodgeable

This spell is able to manipulate small stones and cause minor tremors.

Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + ATH modifier (min 1).

An example of the uses for this spell could be:

- *Tremor:* Cause the ground to shake and emit a low rumble. All beings in a 10m radius must make a DV (5+PP) FIN Resist check to maintain their balance, or take a (1+PP) point penalty (max 5) to all checks during their next turn.
- *Pebbledash:* Cause a number of small stones to hurl themselves at a target within a range of 5m of the caster, doing (1+PP)d4 bludgeoning damage.

This is not an exhaustive list. Be inventive!

Control Earth 2: Handle*Novice-level Charms (Elemental)*

Incantation: *terrapare*
Spell Type: Focus
Visual: Wandtip glows green
Negation: Blockable and Dodgeable

With this spell the caster may excavate and move small amounts of earth with their mind.

Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + ATH modifier (min 1).

An example of the uses for this spell could be:

- *Excavate:* target an unoccupied area of loose or packed earth up to (1+PP)m in radius. You can instantly excavate it down to a depth of PP/2 metres, and move it up to 4m per turn. Excavated 'packed' earth is considered 'loose' after being excavated.
- *Mold:* target an area of loose earth of a cube up to PP/2 metres in length and manipulate it into taking on any shape you desire. This shape may 'defy physics' during the molding, but as soon as your concentration is broken, the shape is liable to crumble. Whilst being manipulated, constructions are not strongly bound, and so cannot be weaponised, and a normal human could break them apart with ease.
- *Holdfast:* root yourself or a target into the Earth, trapping you in position, but rendering you immune to forced-movement effects. Can be broken by a DV (8 + PP) ATH (Strength) check.

You may also use the effects listed in Control Earth 1 with 1 PP added. This is not an exhaustive list. Be inventive!

Control Earth 3: Exert*Adept-level Charms (Elemental)*

Incantation: *terrapare*
Spell Type: Focus
Visual: Wandtip glows green
Negation: Blockable and Dodgeable

With this spell, the caster may the caster may manipulate more tightly bound manipulated earth together, allowing for potential weaponisation and stronger constructions.

Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + ATH modifier (min 1).

An example of the uses for this spell could be:

- *Erupt:* target a region (1+PP)m in radius. A fountain of churned earth erupts vertically upwards in that region, damaging all those inside the region for (3+PP)d12 bludgeoning damage. This region is considered 'loose footing' until cleared, which takes 5×PP turns to do.
- *Animate Earth:* as with *mold*, but the earth is considered 'packed' during motion and you may manipulate 'packed' as well as 'loose' Earth. You may clumsily animate the manipulated material, and, for example, create an animated hand or club out of the manipulated earth to strike at an enemy, doing (3+PP)d8 damage (either bludgeoning or piercing, depending on the shape of the creation). When the effect ends, the material crumbles into loose earth.

You may also use the effects listed in Control Earth 2 or below with 1 additional PP added. This is not an exhaustive list. Be inventive!

Control Earth 4: Wield*Expert-level Charms (Elemental)*

Incantation: *terrapare*
Spell Type: Focus
Visual: Wandtip glows green
Negation: Blockable and Dodgeable

With this spell, the caster may manipulate earth on a previously unprecedented scale, or manipulate the earth into a protective shield.

Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + ATH modifier (min 1).

An example of the uses for this spell could be:

- *Grand Manipulation:* reshape dirt, clay, sand, earth of any kind, or natural rock in an area (6+PP) in radius in any fashion you choose: raise or lower the area's elevation, raise a wall or a pillar up to (2+PP)m in height, dig or fill in a trench up to (2+PP)m in height. You may mold detailed figures and details into your creations. When concentration is broken, the material is considered 'loose', and will crumble as normal physics dictates, i.e. pillars will crumble into smaller hillocks etc.
- *Fissure:* tear the ground asunder beneath the feet of a target in range. If they fail a DV (12+PP) FIN Resist check, they fall (4+PP)m into the fissure, taking (2+PP)d4 damage. Closing a fissure on a being deals (3+PP)d12 damage and deprives them of air until they succeed a DV 10 ATH check to escape.
- *Clad Being:* wrap a target in an armour of solid rock, which moves with their movements as long as concentration is maintained on this effect. Gives an AC of (20 + 2×PP), and unarmed attacks deal (2+PP)d8 bludgeoning damage.

You may also use the effects listed in Control Earth 3 or below with 1 additional PP added. This is not an exhaustive list. Be inventive!

Control Earth 5: Master*Master-level Charms (Elemental)*

Incantation: *terrapare*
Spell Type: Focus
Visual: Wandtip glows green
Negation: Blockable and Dodgeable

Master the element of earth, and gain the ability to summon devastating earthquakes, or create towering wonders.

Every turn concentration is maintained you may add another effect, or cancel a previously utilised effect. The maximum number of effects is equal to 1 + ATH modifier (min 1).

An example of the uses for this spell could be:

- *Permanent Structures:* you may permanently imbue your creations with power, allowing impossible structures to be maintained permanently. This allows the caster to build anything they desire out of rock and earth.
- *Earthquake:* create a great seismic disturbance in the ground in a (30 + 10×PP)m radius. For the spell's duration, All beings on the ground that are concentrating must pass a DV 15 SPR resist check to maintain focus, and all beings making a movement must pass a DV 15 ATH resist check, or be knocked to the ground. The caster may open or shut up to 2d4 fissures (see *Control Earth 4*) per turn, for the FP cost of opening 1 fissure.

You may also use the effects listed in Control Earth 4 or below with 3 PP added. This is not an exhaustive list. Be inventive!

Control Fire 1: Coax*Beginner-level Charms (Elemental)*

Incantation: *ignipare*
Spell Type: Focus
Visual: Wandtip glows red
Negation: Blockable and Dodgeable

Control Fire 2: Handle*Novice-level Charms (Elemental)*

Incantation: *ignipare*
Spell Type: Focus
Visual: Wandtip glows red
Negation: Blockable and Dodgeable

Control Fire 3: Exert*Adept-level Charms (Elemental)*

Incantation: *ignipare*
Spell Type: Focus
Visual: Wandtip glows red
Negation: Blockable and Dodgeable

Control Fire 4: Wield*Expert-level Charms (Elemental)*

Incantation: *ignipare*
Spell Type: Focus
Visual: Wandtip glows red
Negation: Blockable and Dodgeable

Control Fire 5: Master*Master-level Charms (Elemental)*

Incantation: *ventepare*
Spell Type: Focus
Visual: Wandtip glows red
Negation: Blockable and Dodgeable

Control Water 1: Coax*Beginner-level Charms (Elemental)*

Incantation: *aguapare*
Spell Type: Focus
Visual: Wandtip glows blue
Negation: Blockable and Dodgeable

Control Water 2: Handle*Novice-level Charms (Elemental)*

Incantation: *aguapare*
Spell Type: Focus
Visual: Wandtip glows blue
Negation: Blockable and Dodgeable

Control Water 3: Exert*Adept-level Charms (Elemental)*

Incantation: *aguapare*
Spell Type: Focus
Visual: Wandtip glows blue
Negation: Blockable and Dodgeable

Control Water 4: Wield*Expert-level Charms (Elemental)*

Incantation: *aguapare*
Spell Type: Focus
Visual: Wandtip glows blue
Negation: Blockable and Dodgeable

Control Water5: Master*Master-level Charms (Elemental)*

Incantation: *aguapare*
Spell Type: Focus
Visual: Wandtip glows blue
Negation: Blockable and Dodgeable

Countercurse*Novice-level Recuperation (Healing)*

Incantation: *finite maledictum*
Spell Type: Instant
Visual: Pale-blue rays
Resist: POW

Remove the effects of an active spell from the Curse discipline. The caster of the curse performs a resist check using the original spellcasting check dice and bonuses, if the resist fails, the spell effect is ended.

Coven's Protection*Expert-level Dark Arts (Occultism)*

Spell Type: Ritual (4 hours)

This ritual can only be performed in an isolated area, in the middle of the night. By gathering together and invoking the name of an unspeakable, unknowable power, you bind the life forces of all participants together, to form a unified whole. While the Coven exists, any member may use a minor action to transfer HP or FP to any other member of the coven, and multiple members may send HP/FP to the same target at any given moment. However, if psychic damage is inflicted on any member of the Coven in the same turn-cycle that HP or FP are being transferred, that damage is done to all members of the Coven. If this damage is also a Critical Strike, then the ritual is disrupted and the spell is ended.

Create Fire*Beginner-level Charms (Elemental)*

Incantation: *incendio*
Spell Type: Focus
Negation: Blockable and Dodgeable

A small jet of fire is emitted from the tip of your wand, akin to a large lighter. Coming into contact with fire does 1d4 fire damage, and applies a minor Burned status effect.

Higher Level Casting:

An Adept-level caster may summon a larger gout of flame, capable of igniting even damp wood. Such a gout gains an additional 1d4 fire damage for every Power Point dedicated to the spell.

Create Golem*Adept-level Transfiguration (Conjuration)*

Incantation: *lapis libiri*
Spell Type: Ritual (1 week)

Breathe life into a block of inanimate matter, turning it into a hulking Golem. Basic spell produces a Weak Stone Golem. 1 power point gives a weak iron golem, 2 gives a weak crystal golem, 3 a capable stone golem and so on. Require a large amount of the golem material to cast.

Higher Level Casting:

When cast by a master-level caster, the ritual only takes 2 hours.

Create Horcrux*Master-level Dark Arts (Necromancy)*

Incantation: *pervinco mortis*
Spell Type: Ritual (1 day)

The caster places a portion of their soul into another object. Write down the horcrux on a piece of paper and keep it hidden.

Whilst a horcrux exists, the character cannot be killed, however creating a Horcrux reduces all casting checks by 2 for each horcrux that is created. Can only be cast if the caster has murdered an innocent in cold blood.

Create Thrall*Expert-level Dark Arts (Necromancy)*

Incantation: *Imperius*
Spell Type: Focus
Resist: SPR (Endurance)
Negation: Blockable

The target is placed under the complete control of the caster until Focus is broken.

Create Trap

Beginner-level Charms (Kinesis)

Incantation: *dolus*
Spell Type: Ritual (3 turns)

Combine a magical ward with one of your existing spells. After casting the trap spell, cast the effect-spell to imbue the trap with that effect. If successful, creates a hidden magical trap of radius 50cm on any solid surface, with the effect of the original spell when triggered by an entity touching the trap. If you wish to keep a trap hidden from the GM, write down the location, spell and associated check values on a piece of paper, to be revealed when the trap is triggered.

Create Water

Beginner-level Charms (Elemental)

Incantation: *aguamente*
Spell Type: Focus
Negation: Blockable and Dodgeable

A jet of water is emitted from the tip of your wand, in a fountain approximately 30cm in length, useful for extinguishing fires small, or cleaning surfaces, however conjured water cannot be drunk.

Higher Level Casting:

An adept-level caster may summon a more powerful torrent of water, equal to a number of litres of water per second. Such a torrent does 1d4 bludgeoning damage for every power point dedicated.

Create Zombie

Expert-level Dark Arts (Necromancy)

Incantation: *infernus exorior*
Spell Type: Ritual (5 minutes)

Breathes unlife into dead bodies, and turns them into ghastly puppets, performing your every whim: the inferi. Inferi act as golems, obeying every word of their creator. The number of inferi that may be animated is (1+2×PP).

Higher Level Casting:

When cast by a Master-level caster greater than 15th level, can be cast as an Instant spell.

Crippling Fatigue

Novice-level Dark Arts (Necromancy)

Incantation: *dulcis mortem*
Spell Type: Instant
Duration: Until healed
Resist: SPR (Endurance)
Negation: Blockable and Dodgeable

Target takes 2nd level Fatigued status (negated on Resist). Target is not alerted that this spell has been cast on them.

Higher Level Casting:

When cast by an Expert-level caster, spell gives 4th level Fatigue.

Crush Bones

Master-level Maledictions (Hex)

Incantation: *obcillo ossium*
Spell Type: Instant
Negation: Blockable and Dodgeable

A great force smashes into the opponent, breaking their bones. Does (8+2×PP)d12 bludgeoning damage. Applies the Broken Bone status effect.

Crystal Gazing

Novice-level Divination (Temporal)

Incantation: *Gazing*
Spell Type: Ritual (4 turns)

Gaze into your crystal ball, and ask a question of the cosmos. You will receive a yes or a no answer to any question you ask.

Cushion Fall

Expert-level Charms (Kinesis)

Incantation: *sofus*
Spell Type: Instant

Painlessly break the fall of the target from any height up to (25+ 25×PP) metres.

Cut Object

Novice-level Charms (Kinesis)

Incantation: *diffindo*
Spell Type: Instant
Visual: Silver flash
Negation: Blockable and Dodgeable

Cut into an object, as if you had wielded a sharp knife with a blade of up to 10cm in length. If used on a living being, causes a deep cut, for 1d4 + 3 slashing damage.

Dark Healing

Novice-level Dark Arts (Necromancy)

Incantation: *tenebrosa sudarium*
Spell Type: Instant
Visual: Black rays

Heal for one HP for each casting point over the difficulty. Remove half of the restored HP from a willing or restrained target.

Delayed Effect

Adept-level Maledictions (Curse)

Incantation: *mora maledictus*
Spell Type: Instant
Visual: Red bolt
Duration: 1 hour

This spell may be cast as if it were a spell of any level greater than Beginner. After a target is hit by this spell, you must write down another curse that you are able to cast, of a lower level than the one chosen to cast this spell. At any point in the next hour, you may reveal the chosen curse, and the effects of that spell are then immediately applied to the target.

Delusion

Expert-level Illusion (Psionics)

Incantation: *falsarium*
Spell Type: Instant
Duration: (2 + 2× PP) hours
Resist: INT (perception)
Negation: Blockable

If target fails a Resist check, the caster may make them believe one piece of information, which they will believe to be irrefutably true. The delusion must be vaguely rational, and may not incur excessive self-harm, as judged by the GM. Delusion lasts for (2 + 2 × PP) hours.

Detect Magic

Novice-level Divination (Telepathy)

Incantation: *revelio*
Spell Type: Instant

Reveals to the caster any active spells in the in 5m range if the casting check exceeds the hiding check. Will deactivate charms whose sole purpose is to remain hidden.

Detect Thoughts

Novice-level Divination (Telepathy)

Incantation: *psychopractum*
Spell Type: Focus
Resist: Perception (Passive)

You may observe the mind of a target individual. Unlike legilimency, thought-detection is not an exact science, and you will only get a vague shape of their current thoughts -perhaps a quick flash of colour, or a feeling of fear. On a successful (passive) Resist, target becomes aware of the process.

Higher Level Casting:

An Master-level caster may subtly alter the flow of a target's thoughts, and cause them to think about whatever the caster desires.

Dimensional Binding

Master-level Transfiguration (Conjuration)

Incantation: *subjungus*
Spell Type: Ritual (5 turns)
Duration: 1 day
Resist: POW

By inscribing a magic circle on the floor, you create a region where celestial beings from other planes can be trapped and bent to your will. For the next hour, if an Unlife, or other being originating from any plane other than the Mortal Realm, enters into the region, you may cast a pinch of salt into the circle to complete the ritual and attempt to impose your will over it.

On a failed resist, the being is bound to serve you for the duration of the spell. If the being was summoned or created by another spell, that spell is extended to match the duration of this spell. The being will obey your commands to the letter for the duration of the spell, and if they are hostile to you, they may do so in a deliberately obtuse fashion.

Disarm

Novice-level Maledictions (Curse)

Incantation: *expelliarmus*
Spell Type: Instant
Visual: Orange bolt
Resist: POW
Negation: Blockable and Dodgeable

The object in the target's hand is hurled 1d4 metres in a random direction on a failed resist. If two objects are held, roll a d4, a 1 or 2

Disintegrate

Master-level Maledictions (Hex)

Incantation: *reducto*
Spell Type: Instant
Resist: POW (Endurance)
Negation: Blockable and Dodgeable

If the spell makes contact with matter, causes it to instantly disintegrate. Living beings take 20d6 worth of force damage. Resist for half damage.

Disrupt Connection

Adept-level Divination (Telepathy)

Incantation: *ruinosus*
Spell Type: Instant
Visual: Loud crack sound
Resist: SPR (Endurance)

Sever a telepathic connection possessed by the target. This may be used to sever a link such as that caused by the *Telepathic Bond* spell, or the link between caster and a summoned being. An untethered summoned being no longer accepts orders from their creator, and will potentially attack them. A successful resist negates this effect, but the target takes 2d4 psychic damage instead.

Draconic Guardians

Expert-level Transfiguration (Alteration)

Incantation: draconifors
Spell Type: Instant
Duration: 1 hour

Transform 1d4 small objects into miniature dragons to fight by your side. Dragons have (10+3×PP)HP and do (2+PP)d4 fire damage.

Higher Level Casting:

A master-level caster may transfigure 2d4 small objects.

Dragon's Breath

Expert-level Maledictions (Hex)

Incantation: draco flammor
Spell Type: Focus
Resist: ATH (Speed)
Negation: Blockable and Dodgeable

A torrent of flame erupts from the tip of your wand in a cone 3 metres in front of the caster, incinerating everything in its path. Water cannot quench this fire, and it causes 1d12 worth of fire damage for every 3 character levels the caster has above 3rd. Resist for half damage.

Drain Fortitude

Adept-level Illusion (Psionics)

Incantation: delcrus
Spell Type: Focus
Visual: Blue Thread
Resist: SPR (Endurance)

By imposing your will over that of your target, you do 2d4 Fatigue damage to the target per turn and add it to your own FP reserve. This spell does not cost FP to sustain, however if your Focus is broken i.e. by an attack, then the effect is negated and no 'drain' happens.

Higher Level Casting:

A master-level caster drains 4d4 FP per turn.

Duplicate Object

Expert-level Transfiguration (Conjuration)

Incantation: gemino
Spell Type: Instant
Duration: 12 hours

Creates a copy of an object in your possession, which is identical to the first, until it disintegrates 12 hours later.

Eavesdrop

Novice-level Divination (Telepathy)

Incantation: dumauris
Spell Type: Focus

Can listen in on conversations up to (10 + 2×PP) meters away without the targets becoming aware of you.

Eldritch Knowledge

Beginner-level Dark Arts (Occultism)

Incantation: vetitum scenticus
Spell Type: Ritual (3 turns)
Visual: Yellow-black aura

Attune your mind to the Eldritch Domains. The Demons of the Deep will answer one of your questions, but the answers might drive you mad. The question must be said out loud for all to hear, but the answer may be written down and passed to your privately.

Electrical Arc

Expert-level Maledictions (Hex)

Incantation: electrum maxima
Spell Type: Focus
Visual: Blue arc
Resist: ATH (Health)
Negation: Blockable and Dodgeable

Whilst you maintain Focus, a bolt of energy arcs from the end of your wand, doing (4+PP)d6 electrical damage per turn. Resist for half damage.

Elemental Weapon

Novice-level Charms (Elemental)

Incantation: gladio substantia
Spell Type: Instant
Visual: 5 minutes

The elements are bent to your will, and a blade of nature-incarnate solidifies around your wand. You now wield a 1d6 sword made out of pure fire, ice, lightning or earth, held together by your strength of will. In addition to the physical cutting effect, this blade also imparts an elemental effect:

- Fire: additional 1d6 fire damage
- Ice: additional 1d6 cold damage
- Lightning: additional 1d6 electric damage
- Control Earth: additional 1d6 bludgeoning damage

Elemental damage increases by 1d6 for every power point dedicated. You may dismiss this effect using a minor action.

Higher Level Casting:

When cast by an adept level caster, you may choose the melee weapon that the spell forms (the damage adjusts accordingly, including any proficiencies you may have). A master-level caster forms a +3 version of that weapon.

Enchant Animal

Novice-level Illusion (Bewitchment)

Incantation: nonparum
Spell Type: Instant
Duration: (4 + 2×PP) turns

Commune with a non-aggressive animal: it will join you as an ally for (4+2×PP) turns.

Enchantment Ritual

Adept-level Transfiguration (Alteration)

Spell Type: Ritual (1 day)

The enchantment ritual used to imbue items with magical effects. See page 47 for details.

Endure Environment

Novice-level Recuperation (Healing)

Incantation: omnium
Spell Type: Instant
Duration: 1 day

Target is protected from the ravages of the environment, and hence can exist in temperatures in the range -40 to 50 celsius, and is unaffected by heavy rain and other weather phenomena. Does not protect against heat damage.

Entrance Other

Adept-level Illusion (Bewitchment)

Incantation: meamicus
Spell Type: Instant
Duration: (3 + PP) turns
Resist: SPR (endurance)
Negation: Blockable and Dodgeable

If the target fails a resist magic check, they become hopelessly besotted with the caster for 5 turns. Besotted individuals take check double disadvantage in all negative actions relating to their beloved.

Eternal Flame

Novice-level Transfiguration (Conjuration)

Incantation: bangala
Spell Type: Instant
Visual: Blue flames
Duration: Infinite

Summon a minor fire spirit. If you have a glass container, you may use it trap the spirit, whereupon it acts as a dim torch (bright light 1m, dim light 2m) and as a heat source sufficient to keep one person comfortable in arctic conditions. If the spirit is not trapped, a random being within 5m radius of caster takes 2d6 fire damage.

Ethereal Tag

Expert-level Divination (Telepathy)

Incantation: signum
Spell Type: Instant
Visual: Yellow bolt
Duration: (2 + 2×PP) minutes
Resist: FIN (Stealth)
Negation: Dodgeable

If the target fails to Resist, place a mystical marker on the target which enables your allies to strike more accurately at them. Target's stealth checks fail, and evasion checks get a -5 penalty for (2+PP) turns.

Extinguish Flame

Novice-level Charms (Elemental)

Incantation: sitim
Spell Type: Instant

Extinguish an active fire, removing the danger and stopping any continuing damage effects. However, this spell does not prevent an ongoing spell from producing more fire after it is removed, and nor does it affect the 'Burned' status of a being.

Higher Level Casting:

An expert-level caster may cast this spell as an Expert-level spell (with the increased DV and FP associated with that) to allow this spell to effect *Fiend-fyre*.

Fabricate Object

Novice-level Transfiguration (Alteration)

Incantation: facere
Spell Type: Instant

Construct an object from raw materials, assembling it at a molecular level. May manipulate 500g of raw material in this fashion, doubling the mass with every power point dedicated. Construction is permanent, and cannot be undone.

Higher Level Casting:

A character above 6th level may add 1 free PP for every 3 character levels above 3rd.

False Friend

Adept-level Illusion (Psionics)

Incantation: amicus maxmius
Spell Type: Instant
Visual: Green rays
Duration: 1 minutes
Resist: INT (perception)

Gain a (3 + PP) bonus on all CHR checks directed at the target for the duration of the spell. At the end of the spell, or if they succeed in Resisting the target becomes aware that you have enchanted and deceived them, and will become hostile, or otherwise seek vengeance.

False Moon

Adept-level Dark Arts (Occultism)

Incantation: *lupis lunis*
Spell Type: Focus
Visual: Silver Glow
Duration 1 hour

If the spell is maintained on a targeted werewolf for 3 consecutive turns, they enter their wolf-form for 1 hour.

Higher Level Casting:

When cast by a character greater than 15th level, the spell works after only 1 turn.

Fearsome Guardians

Master-level Transfiguration (Alteration)

Incantation: *piertotum locomotum*
Spell Type: Instant
Duration 1 day

Transform nearby statues, trees and other inanimate objects into powerful guardians to fight by your side. Guardians are considered as Capable Stone Golems unless otherwise indicated.

Featherweight

Adept-level Transfiguration (Alteration)

Incantation: *pluma gravitas*
Spell Type: Instant
Duration 1 hour

Make the target object as light as a feather, it does not encumber you. (Note that heavy weapons such as axes may lose their effectiveness when made featherweight)

Feign Death

Adept-level Recuperation (Healing)

Incantation: *fautis*
Spell Type: Ritual (30 minutes)
Duration (1+2xPP) hours

When cast upon a willing living being, they are placed into a state of suspended animation which perfectly replicates the outward appearance of death. Divination checks with a casting check greater than this spell may pierce the deception. The target is blinded, deafened and physically incapacitated for the duration of the spell. The caster may revive them as a minor action.

Fidelius Ward

Master-level Recuperation (Warding)

Incantation: *onsigno scientia*
Spell Type: Ritual (1 week)
Resist: POW (Perception)

Seals away all knowledge of the target inside the mind of the *Keeper*. The target can then only be seen, detected, and even known of by the caster, and the keeper, and those that they tell. The ultimate protective ward, since no-one even knows that the target exists. The caster cannot also be the Keeper, and if the target is a place (i.e. a house), then the Keeper cannot reside in the region. If a being knew of the target before the Fidelius spell was cast, they may Resist in order to continue to remember their existence.

Fiendfyre

Adept-level Dark Arts (Necromancy)

Incantation: *pyrkagius*
Spell Type: Instant
Visual: Flame dragon
Duration 1 hour
Resist: SPR (Willpower)
Negation: Blockable and Dodgeable

Summons a cursed fire that consumes everything that it touches, and actively seeks to destroy living beings as if it were a living being. Fire may send out up to 1d4 tendrils per turn to strike at a target (caster performs an accuracy check for every attack), doing (1+PP)d8 fire damage to all it touches. Attempts to extinguish the fiendfyre must succeed a Resist check. Failed extinguishing attempts trigger an attack from the fiendfyre.

Fireball

Adept-level Maledictions (Hex)

Incantation: *confringo*
Spell Type: Instant
Visual: Large fiery bolt
Negation: Dodgeable

Launches a fireball at the target, which explodes on contact for 5+(1+PP)d8 fire damage in a 2m radius. Though unblockable, a 'successful' block reduces the damage by half. Targets suffer a moderate burn.

Fix Object

Novice-level Charms (Kinesis)

Incantation: *reparo*
Spell Type: Focus
Visual: Green rays

Fix the target. Can only fix an object if it is reasonable that you could have repaired it with your bare hands (i.e. you cannot repair complex machinery without expert knowledge). Simple tasks (i.e. repairing glasses) work in a single turn, but repairing larger structures (i.e. a full stained glass window) require continued Focus.

Fix Transformation

Expert-level Transfiguration (Alteration)

Incantation: *perpetuus*
Spell Type: Ritual (30 seconds)
Visual: Golden rays

When cast on any transfigured or conjured object, makes the transformation permanent and removes the time constraint. When a counterspell is used, this spell is removed and the countdown resumes.

Higher Level Casting:

When cast by a caster greater than 15th level, this spell may be cast as an Instant spell.

Floodlight

Adept-level Charms (Elemental)

Incantation: *caecus*
Spell Type: Instant
Visual: 0
Duration White beam
Resist: PER

Direct a brilliant beam of light from the tip of your wand, illuminating a cone 10m in front of you with Bright light, and dim light a further 10m. If a target is illuminated by the beam and fails to resist, they are blinded for 2 turns.

Foresight

Adept-level Divination (Temporal)

Incantation: *providentia*
Spell Type: Instant
Duration 1 turn

By predicting the flow of time, you can give the target the ability to make moves without thinking: give the target an extra major action next turn. Each target can only get this boost once per day.

Higher Level Casting:

A master-level caster may provide 1+1d4 extra actions per turn.

Freeze

Adept-level Charms (Elemental)

Incantation: *glacius*
Spell Type: Focus
Visual: 0
Duration Blue rays
Resist: PER
Negation: Blockable

A freezing blast erupts from the end of your wand, lowering the temperature in a cone extending up to (2+PP)m out of your wand by (40+10xPP) degrees celsius, freezing the target and doing (3+PP)d6 cold damage. All targets in range take the Mild Frostbite status. Resist for half damage.

Fresh Air

Beginner-level Charms (Elemental)

Incantation: *klinneract*
Spell Type: Instant

A gust of air refreshes the air in a sphere of radius (2 + PP) metres around the caster, removing any gaseous effects and smelling faintly of lavender.

Fury

Adept-level Illusion (Psionics)

Incantation: *irafors*
Spell Type: Instant
Visual: Red bolt
Duration 2+PP turns
Resist: SPR (Endurance)
Negation: Blockable and Dodgeable

Target performs a Resist Magic check, if they fail, target flies into a mindless rage and begins attacking all those around them.

Higher Level Casting:

When cast by a character greater than 12th level, the DV of the Resist check is equal to the caster level if that is greater than the casting check.

Fury's Fire

Beginner-level Dark Arts (Occultism)

Spell Type: Beast
Visual: Red Fireball
Duration 3
Negation: Blockable and Dodgeable

This spell can only be cast by a Veela when in their Fury-form. It cannot be learned by non-Veela.

A will-sapping fireball hurled by a Veela or their half-human brood. On contact ignites the target for (1+PP)d6 fire damage for the duration of the spell. The affected target must use one dice smaller for Resist checks than their usual dice for the next 5 turns.

Higher Level Casting:

When cast by a Veela greater than 10th level, use a d8 dice for the damage check.

General Counterspell

Expert-level Charms (Kinesis)

Incantation: *finite incantatem*
Spell Type: Ritual (3 turns)
Visual: Golden rays

End the effects of any active charm spell. If the spell was cast by anyone other than yourself, the counterspell check must exceed the original casting check (does not work on enemy shields, curses or spells which are still being cast).

Higher Level Casting:

When cast by a character greater than 15th level, may be cast as an instant spell.

Glacial Chill

Expert-level Maledictions (Hex)

Incantation: *gelidus*
Spell Type: Instant
Visual: Blue Glow
Duration 3 turns
Resist: SPR (Endurance)

A cylinder of radius 5m and height 2m around the target is decreased in temperature by 50 degrees celsius. Those caught in the region take (5+PP)d4 of cold damage, and apply the mild Frostbite status effect. Resist for half damage.

Glamour

Beginner-level Illusion (Bewitchment)

Incantation: *lux stultium*
Spell Type: Instant
Duration 1 hour
Resist: PER

Create a superficial glamour around a person or object, a simple trick of the light. The glamour disintegrates upon physical or magical contact, and can be seen to be fake if observer succeeds on a Resist check.

Higher Level Casting:

When cast by a character greater than 8th level, the DV of the Resist check is equal to the caster level.

Glimpse Future

Adept-level Divination (Temporal)

Incantation: *posterus*
Spell Type: Instant

Get a fleeting glimpse into the future: Automatically dodge the next attack, in addition to your regular action, OR, your next attack always hits its target.

Green Sparks

Beginner-level Maledictions (Hex)

Incantation: *verdimillious*
Spell Type: Instant
Visual: Green bolts
Resist: INT (Perception)
Negation: Blockable and Dodgeable

Shoots (2+PP) green sparks from your wand, which can be made to strike at a single enemy. Each spark does 1d4 force damage. Resist for half damage.

Halt

Beginner-level Charms (Kinesis)

Incantation: *stabit*
Spell Type: Instant
Visual: Pale blue bolt

Stop 1 inanimate object in its tracks, if mid-air, it drops to the ground. If the target is particularly small or fast (i.e. an arrow in mid-flight) the caster must pass an accuracy check (DV 12) in order to hit the target.

Harden Object

Novice-level Transfiguration (Alteration)

Incantation: *duro*
Spell Type: Instant
Visual: Grey bolt
Duration 2 days

Freezes a non-living object into its current form, and can no longer bend or flex.

Haste

Adept-level Charms (Kinesis)

Incantation: *silvam currere*
Spell Type: Instant
Duration 5 minutes

The target has their Speed proficiency increased by (1+PP) points for the duration of the spell. At the end of the effect, target must take 1 turn to rest and recover.

Heal Being

Novice-level Recuperation (Healing)

Incantation: *episkey*
Spell Type: Instant
Visual: Yellow-white rays

Heal minor status effects like burns, bruises, broken noses and so on. If no status effect present, heal for (2+PP)d4 HP. If target has a serious wound (i.e. a broken bone or serious burn), cannot heal beyond 75% health.

Heat Object

Adept-level Maledictions (Hex)

Incantation: *flagrante*
Spell Type: Instant
Visual: Red rays
Duration 3 turns
Negation: Blockable

Causes a target object to heat up to unimaginable temperatures, doing (3+2×PP)d6 fire damage every time the target object is touched, and applies a severe Burn status effect.

Hoist Enemy

Novice-level Maledictions (Curse)

Incantation: *levicorpus*
Spell Type: Focus
Visual: Invisible pulse
Negation: Dodgeable

Target is hoisted into the air. Whilst airborne, all checks by the target suffer a -2 penalty. Caster can then throw target up to 2 metres in any direction, with the target taking 1d6 bludgeoning damage. If spell is interrupted before they are hurled, they instead take 2 bludgeoning damage as they fall to the floor.

Higher Level Casting:

When cast by an Expert spellcaster, the target may be moved around whilst airborne at a speed of 1m per turn.

Holy Ward

Expert-level Recuperation (Warding)

Incantation: *pervetutem luminis*
Spell Type: Ward

Create a region where the Unlife cannot pass. Unlife attempting to cross the barrier are ignited for 2d12 worth of holy damage per turn that they remain inside the area, and a Major Burn. Shield fails when (30 + 2 × PP) damage has been inflicted. Radius of ward is 10m.

Hovering Light

Novice-level Charms (Elemental)

Incantation: *globus*
Spell Type: Instant
Visual: Glowing orb
Duration 1 minutes

Summons a glowing orb, around 5cm in diameter that hovers above the caster's head, casting bright light for 4m, and dim light for a further 4m.

Higher Level Casting:

When cast by an Adept-level caster, this can be cast as a *Focus spell* (following the usual rules), in which case the caster can direct the light to move as they desire for as long as Focus is maintained. After Focus is broken, the light is extinguished.

Howl

Beginner-level Maledictions (Curse)

Spell Type: Beast
Duration 3 turns
Resist: SPR (Endurance)

Werewolf Species spell. This spell can only be learned by werewolves

Release an earsplitting, supernatural roar which causes all beings within 100m to perform a SPR Resist. Failure causes them to gain the *Terrified* status.

Hunter's Mark

Beginner-level Divination (Temporal)

Incantation: *venari*
Spell Type: Instant
Visual: Semi-transparent arrow
Duration 3 days
Resist: PER
Negation: Dodgeable

Caster is aware of the location of the target for the next 3 days, or until the mark is removed by magical means.

Hypnotic Lights

Beginner-level Illusion (Bewitchment)

Incantation: *fascum*
Spell Type: Instant
Visual: Multicoloured Orbs
Duration 1 minute
Resist: INT

Multicoloured, iridescent orbs dance in the sky, fascinating up to (1+PP)d4 creatures that see them, if they fail to Resist. These creatures cannot remove their gaze from the orbs, and will stop all other actions for the duration of the hypnotism.

Identify

Beginner-level Divination (Temporal)

Incantation: *dicemi*
Spell Type: Instant
Visual: Blue rays

Learn the properties of the target: be it learning about the nature of the target, or the ingredients of a potion. The more power points dedicated to the spell, the more information that is revealed.

Ignite Being

Beginner-level Maledictions (Hex)

Incantation: *bundus*
Spell Type: Instant
Duration 2 turns
Negation: Blockable

Set a living target on fire from a distance, doing (1+PP)d4 fire damage.

Illuminate Wand

Beginner-level Charms (Elemental)

Incantation: *lumos*
Spell Type: Focus

Causes the tip of your wand to glow, like a torch. Casts bright light for 2m radius, and dim light for 10m. Spell last indefinitely, until Focus is broken, and does not require extra FP per turn.

Illusory Construction

Adept-level Illusion (Bewitchment)

Incantation: *lux*
Spell Type: Focus
Resist: PER

Create an illusion, a construction of light. Illusion is silent and non-corporeal, but does not disintegrate on contact. Illusion may be manipulated and moved by the caster whilst Focus is maintained, the illusion becomes fixed after Focus is broken. An observer may determine that the illusion is not real by performing a Resist check as a major action.

Higher Level Casting:

When cast by a character greater than 14th level, illusion no longer must be silent.

Illusory Disguise

Adept-level Illusion (Bewitchment)

Incantation: *dissimulo*
Spell Type: Focus

Causes the target to take on the exact colour and texture of the background, making them hard to spot when stationary. Stealth checks get a + (4+PP) bonus when stationary, and + (1+PP) when moving.

Imbue Bravery

Beginner-level Illusion (Bewitchment)

Incantation: *fortudus*
Spell Type: Instant
Visual: Golden rays
Duration: 1 hour

Imbue your target with fortitude and vigour. They gain check-advantage on all Fear-Resist checks for 1 hour.

Instil Terror

Beginner-level Dark Arts (Necromancy)

Incantation: *timeant*
Spell Type: Instant
Duration: 4 minutes
Resist: SPR (Endurance)

Target acquires the *Terrified* status. Resist negates effect, but does 2 Fatigue damage.

Internal Extension

Expert-level Transfiguration (Alteration)

Incantation: *tarditia poppinia*
Spell Type: Instant
Duration: 3 minutes

Makes the target container 2 times (+1 for each power point) larger on the inside than it is on the outside, and divides the total weight by the same factor.

Inversion Zone

Expert-level Recuperation (Warding)

Incantation: *contrarum*
Spell Type: Ward
Duration: 3 + PP minutes

This spell creates a permanent warded area inside which all magic performs exactly the opposite to its intended purpose. Healing spells cause harm, hexes heal and shields amplify the spells passing through them.

Invert Connection

Master-level Divination (Telepathy)

Incantation: *ruinosus invertus*
Spell Type: Instant
Resist: SPR (Endurance)

As with the *Disrupt Connection* spell, sever the link between two beings such as that caused by *Telepathic Bond*, or by summoning a being. This link is then given to you -- giving you access to the telepathic network, or giving your control over the summoned creature etc.

Ironmass

Adept-level Transfiguration (Alteration)

Incantation: *ferrus gravitas*
Spell Type: Instant
Duration: 1 hour

Make the target non-sapient object so heavy that it cannot be lifted by a single individual.

Ironwall Ward

Adept-level Recuperation (Warding)

Incantation: *ferromurum*
Spell Type: Ward
Duration: 1 day

Forms a shield around the warded area that absorbs (50 + 10xPP) points of damage. The Ironwall is opaque and soundproof, and is two-way. Nothing can enter or leave across the threshold of the ward.

Kill Target

Master-level Dark Arts (Necromancy)

Incantation: *avada kedavra*
Spell Type: Instant
Visual: Green bolt
Negation: Dodgeable

If the spell makes contact with the target, kills them instantly. There is no countercurse.

Knockback

Beginner-level Maledictions (Hex)

Incantation: *flipendo*
Spell Type: Instant
Visual: Blue pulse
Resist: ATH (Speed)
Negation: Dodgeable

A wave of energy strikes into the target, causing (1+PP)d4 force damage, and pushing the target backwards up to (1+PP) metres. Resist for half damage.

Higher Level Casting:

An adept level caster may choose to summon a much larger wave, effecting all targets in a cone 3m in length.

Launch Spike

Beginner-level Transfiguration (Conjuration)

Incantation: *voco dens*
Spell Type: Instant
Negation: Blockable and Dodgeable

Conjure (1+PP) enormous spikes to transfigure itself from the surrounding walls/floor, impaling the target. Each spike does 1d6 piercing damage.

Higher Level Casting:

An adept-level caster may use a d10 dice for the damage check.

Laundry Clothes

Beginner-level Charms (Kinesis)

Incantation: *savatch*
Spell Type: Instant
Visual: Warm glow

Clean and dry the targeted fabrics, leaving them comfortably warm and smelling faintly of lavender. Can be used on clothes worn by a being, or on a stack of up to 5 outfits.

Leapfrog

Adept-level Charms (Kinesis)

Incantation: *raueus*
Spell Type: Instant
Duration: 1 minute

Target may leap up to (3+PP)m in any direction as a major action, and land safely whilst the spell is active.

Lesser Ward

Novice-level Recuperation (Warding)

Incantation: *tueor*
Spell Type: Ward
Duration: 1 day

Erects a ward in a cylinder around an individual. Ward is 20cm larger in radius than the individual is wide, and 20cm taller. This ward protects you from up to 15 damage of all types, before it fails. Ward may move with the target, and can be cast on self.

Higher Level Casting:

When cast by a character greater than 10th level, the ward protection is equal to twice the character level.

Levitation

Beginner-level Charms (Kinesis)

Incantation: *wingardium leviosa*
Spell Type: Focus

Cause an object of 500g or less to levitate, controlling the vertical distance at will. Each power point dedicated doubles the mass of the object that can be lifted.

Higher Level Casting:

A character above 6th level may add 1 free PP for every 3 character levels above 3rd.

Lightning Bolt

Novice-level Charms (Elemental)

Incantation: *baubilius*
Spell Type: Instant
Visual: Searing-white lightning
Resist: SPR (Health)
Negation: Blockable and Dodgeable

Releases a bolt of lightning from the end of your wand. Lightning can initiate fires, provide electrical current or can be used directly in combat, where it deals (2+2xPP)d6 electric damage. Targets struck by lightning must succeed in a Resist check, or be blinded for 2 turns.

Locate

Beginner-level Divination (Temporal)

Incantation: *locus*
Spell Type: Instant
Resist: INT (Stealth)

Learn the location of non-magical objects or an unshielded living being if it is within 1km of the caster. A being may hide from this spell by Resisting.

Higher Level Casting:

An master-level clairvoyant may perform a SPR(willpower) check to overcome magical shields blocking this spell's effect.

Lock

Novice-level Charms (Kinesis)

Incantation: *colloportus*
Spell Type: Instant
Visual: Imperceptible rays

Magically lock a door or chest. Mundane attempts to open the lock fail, and magical attempts must exceed the casting check of the locking spell.

Mage Hands

Novice-level Charms (Kinesis)

Incantation: *titillatio*
Spell Type: Focus

The caster produces an ethereal pair of hands that lasts whilst the spell is maintained. You can use your major action to control the hands. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial, but cannot use them to attack. Hands may be moved at a speed of 2m per turn.

Magical Detonation

Expert-level Maledictions (Hex)

Incantation: *expulso*
Spell Type: Instant
Resist: POW
Negation: Dodgeable

Launches a magical bolt at the target which, if it makes contact, causes the object to violently tear itself apart, doing $4 \times (1 + (1 + PP)d6)$ force damage. Resist for half damage.

Magical Shield

Beginner-level Recuperation (Warding)

Incantation: *protego*
Spell Type: Focus
Visual: Ethereal Shield

Erects an ethereal shield from your in front of you that absorbs incoming magical attacks. Casting this spell initiates a 'Brace' action and, in addition to the Resist check, adds $(1d4 + PP)$ to your Block stat against magical attacks. This shield has a health of $(10 + 5 \times PP)$. If a spell would cause the shield to drop to 0HP, the shield fails, and half the remaining damage is dealt to the caster.

Magical Stability Ward

Master-level Recuperation (Warding)

Incantation: *victoria maximus*
Spell Type: Ward
Duration: 5 minutes

Creates a region where magic is safer and more successful: all spell checks in the warded area get check double-advantage. Radius of ward is $(4 + PP)$ metres.

Major Healing

Expert-level Recuperation (Healing)

Incantation: *sana*
Spell Type: Instant
Visual: Yellow-white rays

Heals the target of all status effects such as burns, frostbite, poisons and diseases, regardless of severity. Restores HP equal to $8 +$ three times the total caster level.

Major Ward

Expert-level Recuperation (Warding)

Incantation: *tueormaxima*
Spell Type: Ward
Duration: 2 days

Individual Ward (see Lesser Ward) that protects against $(50 + 5 \times PP)$ damage.

Mark Surface

Beginner-level Charms (Kinesis)

Incantation: *stylum*
Spell Type: Focus

Use your wand as anything from a thin marker to a thick paintbrush. The tip of the *brush* can be up to 0.5m away from the tip of your wand, but follows the motion of your wand exactly. The *paint* is a magical adhesive that sticks to any surface, and may be of any colour you choose.

Higher Level Casting:

When cast by an adept-level caster, the distance between the tip of the wand and the writing surface increases to half the character level.

Mass Delusion

Master-level Illusion (Psionics)

Incantation: *falasarium maxima*
Spell Type: Instant
Duration: $(8 + 8 \times PP)$ hours
Resist: INT (perception)

Apply the *Delusion* spell to 2d6 targets of your choice. The delusion is the same to all targets.

Mass Kinesis

Master-level Charms (Kinesis)

Incantation: *ballatutti*
Spell Type: Focus

Control huge numbers of objects as they levitate and move around: write a thousand books with a thousand quills, or conduct a swordfight with multiple blades at once. Can only use the objects if you would normally be able to use them without magic. You may only perform 4 unique actions with the objects, but you may duplicate those exact actions an arbitrary number of times in a 10m radius. For example, you could only copy out 4 books at a time, as each book requires a unique action, but you can copy the same book out as many times as you like, as the action is identical.

Mass Suggestion

Master-level Illusion (Bewitchment)

Incantation: *faciite maxima*
Spell Type: Instant
Duration: $(8 + 8 \times PP)$ hours
Resist: SPR (endurance)

Apply the *Suggestion* spell to 2d6 targets of your choice. The suggestion is the same to all targets.

Mend Bones

Adept-level Recuperation (Healing)

Incantation: *ossium emendo*
Spell Type: Instant
Visual: Yellow-white rays

Mends bones and other serious physical ailments. Heals for $(1 + PP)d10$ health points, and removes the *Major Injury* status effect.

Higher Level Casting:

An expert level caster may use a d20 for the healing check.

Mental Burden

Novice-level Maledictions (Curse)

Incantation: *onus*
Spell Type: Instant
Duration: 1 turns
Resist: POW

If the target fails to Resist, all spells cost $(2 + PP)FP$ more than their stated value whilst the spell lasts.

Meteor Strike

Expert-level Maledictions (Hex)

Incantation: *bothynus*
Spell Type: Instant
Duration: 2 turns

Summon flaming rocks from the heavens, doing $(3 + PP)d8$ bludgeoning damage, and $(3 + PP)d8$ fire damage to all enemies in a 10m radius.

Minefield Ward

Adept-level Recuperation (Warding)

Incantation: *denarlum*
Spell Type: Ward
Duration: 1 week
Resist: INT (Perception)

Lay magical *mines* in a 15m radius, with a 5m radius gap at the centre. You may designate a single safe route through the minefield (a path of width 0.5m). If a being touches any part of the minefield other than the path, the mines explode doing $(1 + PP)d20$ damage of a type of the caster's choosing. Each subsequent metre travelled triggers another explosion. Explosions may be Resisted for half damage.

Minor Healing

Beginner-level Recuperation (Healing)

Incantation: *enervate*
Spell Type: Focus
Visual: Yellow-white rays

Heal for 2 points per turn. If the target has a serious wound, i.e. a broken bone, cannot heal beyond 50% health. Only works on living creatures.

Mirror Shield

Adept-level Recuperation (Warding)

Incantation: *repente*
Spell Type: Focus
Visual: Ethereal Shield

Erects an ethereal shield from your in front of you that absorbs incoming attacks of all kinds. Casting this spell initiates a 'Brace' action and, in addition to the Resist check, adds $(1d4 + PP)$ to your Block stat against magical and physical attacks. This shield has a health of $(10 + 5 \times PP)$. If a spell would cause the shield to drop to 0HP, the shield fails, and half the remaining damage is dealt to the caster.

On a successful block of a spell that the caster knows, they may perform an accuracy check to 'reflect' the spell back at the original caster. This costs no additional FP to do, and on a failed attempt, the spell is reflected in a random direction. Reflected spells still drain the shield's HP.

Mists of Time

Expert-level Divination (Temporal)

Incantation: *momento aeternitatis*
Spell Type: Ritual (1 hour)

Enter into a trance, whereby you can observe the past or the future, to uncover what was, or what will be at either your present location, or to a specific individual. You may observe up to $(1 + PP)$ day into the future, or $(1 + PP)$ year into the past.

Modify Memory

Master-level Illusion (Psionics)

Incantation: *oblivate*
Spell Type: Instant
Resist: SPR (Willpower)

If target fails a Resist SPR(willpower) check, you may modify the memories of the target, even causing them to forget skills and spells that they currently know.

Necrosis

Novice-level Dark Arts (Necromancy)

Incantation: *carnes mortis*
Spell Type: Instant
Visual: Sickly-green bolt
Negation: Blockable and Dodgeable

Do $5 + (1 + PP)d12$ necrotic damage.

Night Vision

Beginner-level Illusion (Bewitchment)

Incantation: aspectu
Spell Type: Instant
Duration: 2 hours

Give the target nightvision for one hour: dim light is as bright as daylight, and darkness is considered dim.

Obfuscation

Novice-level Divination (Telepathy)

Incantation: obscuras
Spell Type: Ritual (1 hour)
Duration: 1 week

All attempts to identify, locate, scry on, or otherwise detect the target using magical means fail.

Object Swarm

Adept-level Maledictions (Hex)

Incantation: oppugno
Spell Type: Focus
Negation: Blockable and Dodgeable

Causes (6+3×PP) nearby objects to hurl themselves at the target. Each object does 1d4 bludgeoning damage. Perform an accuracy check for each object, a missed or blocked object does no damage.

Occlumency

Adept-level Divination (Telepathy)

Incantation: occlumens
Spell Type: Ritual (5 minutes)
Duration: 1 day

Set up barriers around your mind to defend yourself. Legilimency will not work on you, and all other mind-altering spells take a casting penalty equal to one third of your total level.

Patronus Charm

Expert-level Recuperation (Healing)

Incantation: expecto patronus
Spell Type: Focus

Summon your greatest, happiest memories into physical form: your patronus. The patronus will prevent any Un-Life creatures from approaching you for the duration of the spell.

Higher Level Casting:

When cast by a character higher than 15th level, the patronus takes corporeal form, and may attack Unlife directly, doing 5d8 Holy damage.

Perpetual Hunger

Adept-level Maledictions (Curse)

Incantation: inedia
Spell Type: Instant
Duration: (10+2×PP) minutes
Resist: ATH (Health)

The afflicted feels perpetual, soul-sapping hunger. Every minute (20 turns) where at least two mouthfuls of food is not consumed, suffer necrotic damage equal to the number of minutes since food was last consumed, until the spell effect ends. Target may perform a Resist check every 3 turns, to end the effect.

Piercing Wail

Beginner-level Illusion (Psionics)

Incantation: magnus surgerus
Spell Type: Instant

All targets in a 3m spherical radius of the caster take 2 points of psychic damage (+3 per PP), and awoken if they are sleeping.

Piper's Illusion

Beginner-level Illusion (Psionics)

Spell Type: Music (5 turns)
Resist: SPR (endurance)

This spell is performed by playing an instrument and layering it with magic. All those who hear the song are hypnotised if they fail a Resist check. Hypnotised individuals cannot take any actions. When the spell ends, all entranced targets take (1+PP)d10 psychic damage. This spell is not blocked by non-specialist wards or shields.

Higher Level Casting:

When cast by an Expert-level caster, ritual only takes 2 turns to complete.

Plague of Insects

Adept-level Dark Arts (Necromancy)

Incantation: prorepere
Spell Type: Instant
Duration: 5 minutes

Summon a swarm of insects from the ground. Insect plague covers area of 2m radius, doubling with each PP (max 32 metres). All targets in radius must perform an evasion check, or take 1d4 poison damage and 1d4 piercing damage until they escape the area.

Planemeld

Master-level Divination (Temporal)

Incantation: cogitosum
Spell Type: Ritual (1 hour)
Duration: 1 hour

By entering into a deep trance for 1 hour, you may bring yourself into resonance with a higher power. At any point in the next 24 hours, you may use a major action to channel these energies into a warded region that surrounds you in a cylinder (10+3×PP) metres in radius. The energies of the plane infuse this warded region, as if the dimension had merged into the normal one. The caster may choose if they are affected by the planemeld at first, but once they exit the region, they will feel its effects when they re-enter. You may choose from one of the planes found on page 116, which also details the planemeld effects for each plane.

Planewalk

Master-level Divination (Temporal)

Incantation: ambulo mundus
Spell Type: Ritual (2 minutes)

By carefully preparing every atom in your body, you may slip effortlessly between this world and the Astral Realm, without the need for a portal. Your entire body enters into the astral realm, where you may perceive things in both the Mortal World, and the Astral Realm, but you may only interact with the astral realm. Cast this spell again to cross back over.

Higher Level Casting:

When cast by a character greater than 18th level, you may use this spell at the site of a *Planemeld* spell to travel to that plane of existence.

Potion Mixing Spell

Beginner-level Transfiguration (Alteration)

Spell Type: Ritual (5 turns)

Used to mix a potion. See page 47 for details.

Preserve Object

Beginner-level Transfiguration (Alteration)

Incantation: tempocessus
Spell Type: Instant
Visual: Silver rays
Duration: 1 days

The target is unaffected by the flow of time for the duration of the spell, and does not rot or otherwise decay.

Prevent Movement

Novice-level Maledictions (Curse)

Incantation: impedimentia
Spell Type: Focus
Visual: Red bolt
Duration: 3 turns
Negation: Blockable and Dodgeable

Target acquires the Trapped status effect. Arms are still free to move, and target can still speak.

Privacy Ward

Beginner-level Recuperation (Warding)

Incantation: muffliato
Spell Type: Ward
Duration: 1 hour

Prevents sound from inside a region (2+PP)m in radius being heard from the outside. When inside the region, sound from both inside and outside may be heard.

Psychosomatism

Expert-level Illusion (Psionics)

Incantation: animo materia
Spell Type: Focus
Resist: PER

You produce an illusion not out of light, but in the mind of the target. If the target fails to resist, they see in their mind whatever the caster wishes, and react accordingly. No actual HP or FP is removed by the illusions, but the character acts as if they have.

Receive Omen

Beginner-level Divination (Temporal)

Spell Type: Ritual (3 turns)

Use your tea leaves to receive an omen about the future. Ask a question about the outcome of an event. The tea leaves will tell you if the outcome is positive, negative, or neutral. Takes 4 minutes to cast.

Recurring Light

Adept-level Maledictions (Hex)

Incantation: catena
Spell Type: Focus
Visual: Searing white beam
Resist: INT (Perception)
Negation: Blockable

A beam of blinding light shoots from your wand in a line up to 8m long, striking one target before moving onto the next. Targets take (2+PP)d6 of fire damage and are Blinded if they fail to Resist. Each target has the chance to avoid/counterspell this spell, the next target only receives the beam if the previous one was hit. A maximum of (3+PP) targets may be hit.

Higher Level Casting:

An expert-level caster may choose to use Celestial damage, rather than fire damage.

Reinforce Shield

Beginner-level Recuperation (Warding)

Incantation: praesidium
Spell Type: Focus
Visual: Brick-red rays

Restore the strength of a target shield or magical ward by (2+PP) points per turn that this spell is maintained. Cannot restore the strength to more than the original level.

Higher Level Casting:

When cast by an expert-level caster, you may restore a shield to 150% of its original strength.

Release Trapped Being

Novice-level Recuperation (Healing)

Incantation: *relashio*
Spell Type: Instant
Visual: White flash
Resist: ATH (Strength)

Force physical objects and beings to release the target, and remove all impediments to moving. Does not effect magical immobility. Resist nullifies this effect.

Relive Memory

Expert-level Illusion (Psionics)

Incantation: *legilimens*
Spell Type: Instant
Resist: SPR (endurance)

Target performs a resist magic check, if it fails, the caster forces the target to relive a specific memory, which they may also view.

Replay Spell

Beginner-level Divination (Temporal)

Incantation: *priori incantatem*
Spell Type: Instant

Ghostly images of the last (2+PP) spells cast by a target wand appear, informing the caster of the target and time of the casting.

Runic Shield

Novice-level Recuperation (Warding)

Incantation: *scutum*
Spell Type: Instant
Visual: Glowing rune
Duration: 1 hour

Choose a Damage Type. Target is 10% resistant to that damage type (+10% for each PP) for the duration of the spell.

Scramble Abilities

Adept-level Maledictions (Curse)

Incantation: *traferus*
Spell Type: Focus
Duration: 5 + PP turns
Resist: SPR (Willpower)

The target has their abilities scrambled for the duration of the curse if they fail to Resist. The GM randomly reassigns the character attributes.

Sculpt Matter

Adept-level Transfiguration (Alteration)

Incantation: *perseids*
Spell Type: Focus

Sculpt a target solid object with your mind, as if it were made of soft clay. The total mass of the object must remain constant, but you can shift and scult the matter at will.

Sense Humans

Adept-level Divination (Telepathy)

Incantation: *revelio*
Spell Type: Instant

Reveals the presence of humanoid life nearby. The caster gets a snapshot of the distance and direction to every humoid being within range. Radius of spell is (4+PP) metres.

Higher Level Casting:

When cast by a caster greater than 15th level, you also learn the name of the humans.

Sense Traps

Beginner-level Divination (Telepathy)

Incantation: *antidolus*
Spell Type: Instant

Attempt to discover any traps in your immediate vicinity. If successful, you may learn the location of the trap, and the trigger (but not the effect). Success conditions are set by the GM.

Shadow Blast

Beginner-level Dark Arts (Necromancy)

Incantation: *malusangui*
Spell Type: Instant
Visual: Black bolt
Negation: Blockable and Dodgeable

Hurl shadows at you enemy, dealing 1d2 necrotic damage per per character level, plus an additional 1d2 for every PP dedicated.

Shadow Demon

Adept-level Dark Arts (Occultism)

Incantation: *viven umbrafors*
Spell Type: Instant
Duration: (3+PP) turns

Bring the very shadows to life: a being of pure darkness will stalk your enemies, attacking them whenever they stray near the shadows, doing (2+PP)d10 worth of necrotic damage with an accuracy equal to 10 + the casting check.

Shadowsight

Novice-level Dark Arts (Occultism)

Incantation: *ivertus*
Spell Type: Focus
Visual: Eyes glow white

Invert your vision -- pure darkness is considered bright light, and bright light is considered pure darkness for as long as the spell is maintained.

Shatter

Adept-level Charms (Kinesis)

Incantation: *tootanus focum*
Spell Type: Focus
Resist: ATH (Health)

Focus an ultrasonic vibration into a single target object or being made of crystal, glass, ceramic or porcelain, and cause it to break. The tip of your wand must touch the target for the duration of the spell, and the spell gets stronger the longer it is maintained. In the first turn shatters objects 5kg or lighter, and then doubles every subsequent turn.

Higher Level Casting:

When cast by a Master-level caster, you can also effect objects made of stone up to 200kg in weight.

Shatter Illusions

Adept-level Illusion (Psionics)

Incantation: *conlidus*
Spell Type: Instant
Visual: Orange rays

Remove all illusion spells from the target, if the casting check exceeds the casting check of the most powerful illusion.

Shatterblast

Adept-level Charms (Kinesis)

Incantation: *tootanus*
Spell Type: Instant
Visual: Shockwave
Resist: ATH (Health)

Release a shockwave of sonic energy in a radius (1+PP)m, which causes all brittle objects to shatter. All objects made of crystal, glass, ceramic or porcelain are shattered into many hundreds of pieces unless they weigh more than your Character level (in kg). Crystalline entities take (2+PP)d6 concussive damage.

Higher Level Casting:

When cast by a Master-level caster, you can also effect objects made of stone up to 10kg in weight.

Shield Breaker

Expert-level Maledictions (Curse)

Incantation: *misericorde*
Spell Type: Instant
Duration: 2 turns
Negation: Blockable and Dodgeable

The target's Block attribute is set to its base value, and cannot be altered for the duration of the spell (defensive spells fail and armour is ineffective)

Shimmering Confetti

Beginner-level Transfiguration (Conjuration)

Incantation: *chamak*
Spell Type: Instant
Visual: Golden particles
Duration: 3 seconds
Resist: INT

Conjures a shower of golden, shimmering particles to cover every person and surface in a (2+PP)m radius. Beings which fail to resist become distracted and vulnerable to critical strikes for one turn.

Shockwave

Expert-level Maledictions (Hex)

Incantation: *inpusla*
Spell Type: Instant
Resist: PER

A shockwave emanates from the caster in every direction, for a radius of (3+PP)m, doing 8d8 concussive damage and hurling all unprotected away from the caster to the edge of the affected region. Resist for half damage.

Shroud of Darkness

Beginner-level Dark Arts (Occultism)

Incantation: *tenebrosa*
Spell Type: Instant
Duration: 2 minutes

Extinguish all light within a (10 + 2×PP) metre radius, and all attempts to create new light fail, unless caster' passive POW check exceeds the casting check.

Silence

Novice-level Illusion (Psionics)

Incantation: *silencio*
Spell Type: Instant
Visual: Orange bolt
Duration: (2+2×PP) turns
Resist: SPR (Willpower)

If the target fails to Resist, they may not speak or otherwise vocalise for the duration of the spell.

Higher Level Casting:

A master-level caster may cast this spell on 1d4 targets within range.

Silver Shield

Beginner-level Transfiguration (Conjuration)

Incantation: *argentipus*
Spell Type: Instant
Visual: Silver Mist
Duration: 1 hour

Conjures a floating silver shield from thin air, to defend you. Shield increases block stat by (4+PP) against both physical and magical attacks and may absorb up to (10+2×PP) damage points, before breaking. The caster has limited control over the shield whilst it is active, using a major action to move it up to 3m in any direction or a minor action to move it to face a different direction whilst the caster remains stationary.

Higher Level Casting:

When cast by a character above 10th level, the shield no longer degrades with each strike, and instead acts as a normal shield with an AC equal to 15 + 2×PP.

Sleep

Adept-level Illusion (Bewitchment)

Incantation: *somnus*
Spell Type: Instant
Duration: (3 + 2×PP) turns
Resist: SPR (Endurance)

If target fails to resist, they enter into a deep slumber for the duration of the spell.

Slip

Beginner-level Transfiguration (Alteration)

Incantation: *glisser*
Spell Type: Focus
Resist: FIN (Dexterity)

Whilst Focus is maintained, up to 1 square metre of the targeted surface becomes slippery, as if it was covered in grease. When a target touches the effected surface and fails the resist check, they fall over/ drop the item as appropriate.

Higher Level Casting:

When cast by an expert-level caster, this spell also makes staircases transform into greased chutes.

Smokescreen

Adept-level Charms (Elemental)

Incantation: *fumus interior*
Spell Type: Instant
Visual: 2 minutes

Thick white smoke issues from the end of your wand, filling a sphere 10m in radius, giving a Severe obscuration for all targets within range. In a confined area, duration is doubled.

Soul Snare

Master-level Dark Arts (Necromancy)

Incantation: *nerco decipula*
Spell Type: Instant
Visual: Black aura

Capture the soul of a recently killed enemy. This soul may be used to instantly cast any other spell without a casting check or fortitude cost, or alternatively; absorbed to heal the character to full health and fortitude. Only one soul may be trapped at any given, and no power points may be dedicated to the instant-casting.

Spare the Wounded

Adept-level Recuperation (Healing)

Incantation: *clementia*
Spell Type: Instant
Duration: 1 day
Resist: EVL

If the target falls below 5HP, they are considered a non-combatant and will not be targeted by beings which fail to Resist. This spell is negated (even before effect is triggered) if target engages in hostile activity.

Spark

Beginner-level Charms (Elemental)

Incantation: *electrum*
Spell Type: Instant

Charge the tip of your wand with electrical energy. This energy is discharged when your wand-tip next touches a surface. Does 2 electrical damage on contact, and also fries any electrical equipment it comes into contact with.

Speak in Tongues

Beginner-level Divination (Telepathy)

Incantation: *lingua maxima*
Spell Type: Ritual (5 minutes)
Duration: 4 minutes

By meditating for 5 minutes, you may understand and speak the language of a willing target individual. Target must be a sapient being, or otherwise able to speak at least one language.

Spider Hands

Adept-level Charms (Kinesis)

Incantation: *aranerum fiducia*
Spell Type: Instant
Duration: 5 minutes

Imbue the target with the ability to traverse up vertical walls using their hands and feet. Climbing movement checks are half the speed of a regular movement check.

Stabilise Patient

Novice-level Recuperation (Healing)

Incantation: *firmum*
Spell Type: Instant
Visual: Yellow-white rays

Stabilises the patient and removes the *Critical Condition* status.

Steelclaw

Beginner-level Transfiguration (Alteration)

Incantation: *ferscabere*
Spell Type: Instant
Duration: 1 day

Transfigures an animal's claws into large steel talons, increasing their physical damage by (3 + PPd6)

Stick

Novice-level Charms (Kinesis)

Incantation: *obharesco*
Spell Type: Instant
Visual: Purple flash

Stick two objects together, as if you had fused them together at a molecular level. To break them apart requires either slicing the objects apart, or pulling them hard enough to break one (or both) of the objects.

Sting

Beginner-level Maledictions (Hex)

Incantation: *ictus*
Spell Type: Instant
Visual: Green dart
Negation: Blockable and Dodgeable

Stings the target for (2+2×PP)d2 poison damage.

Stoneskin

Novice-level Transfiguration (Alteration)

Incantation: *lapis pellium*
Spell Type: Instant
Visual: Dark green rays
Duration: 5 minutes

Increase the target's Block statistic by 1 + PP by transfiguring their skin into solid stone. Spells such as *shatter* end this effect immediately.

Stopping Shield

Novice-level Recuperation (Warding)

Incantation: *stabit vallio*
Spell Type: Focus
Visual: Invisible ripple

Erects a 1m radius shield in front of the caster, which halts any physical object that touches it. Objects in flight drop to the ground, as if the *Halt* spell had been cast on them.

Strangle

Novice-level Maledictions (Curse)

Incantation: *offoco*
Spell Type: Instant
Visual: Grey bolt
Resist: ATH (Health)

Target must Resist at the beginning of every turn until they succeed. Until then, they are deprived of oxygen, cannot speak, and after 6 turns, cannot take any other actions, and eventually succumb to hypoxia under the usual rules.

Higher Level Casting:

When cast by a character higher than 15th level, the Resist DV is equal to the character level.

Stunning Blast

Novice-level Maledictions (Curse)

Incantation: *stupefy*
Spell Type: Instant
Visual: Scarlet bolt
Duration: 10 turns
Resist: SPR (Endurance)
Negation: Blockable and Dodgeable

The target is Paralyzed for 10 turns. Stunned characters cannot move or speak, but may take a major action to perform a Resist check to end the spell.

Suggestion

Adept-level Illusion (Bewitchment)

Incantation: *facite*
Spell Type: Instant
Duration: (2 + 2×PP) hours
Resist: SPR (Endurance)

Make a suggestion to a target within hearing range. The suggestion must be reasonable (i.e. no stabbing themselves) and limited to a single sentence. If target fails to resist, they must obey this suggestion for up to (2 + 2 × PP) hours.

Summon Avatar

Expert-level Transfiguration (Conjuration)

Incantation: *elementos temporio*
Spell Type: Ritual (5 minutes)
Duration: (3 + 2× PP) minutes

Summon a Capable Avatar of your choice (Storm, Ice or Fire) to be under your command for the duration of the spell, after which it dissolves.

Summon Bat Bogeys

Novice-level Maledictions (Hex)

Incantation: *vespernasum*
Spell Type: Instant
Visual: Orange bolt
Duration: 3 turns
Negation: Dodgeable

Causes the mucus in the target's nose to gain sentience, take the form of a (1+2×PP) small bats, and attack the target. Each bat-bogey does 1d6 points of acid damage per turn.

Summon Birds

Adept-level Transfiguration (Conjuration)

Incantation: *avis*
Spell Type: Focus
Visual: Blue bolt
Duration: 1 minutes

The magical bolt breaks apart into a flock of (4+4×PP) small birds, which do your bidding. Each bird has 3HP and can do 1d4 of piercing damage. The birds will follow the orders of the caster as long as Focus is maintained. When Focus is broken, the birds continue with their last order.

Summon Daggers

Expert-level Transfiguration (Conjuration)

Incantation: *fumus defendus*
Spell Type: Instant
Visual: Black smoke
Resist: PER
Negation: Blockable and Dodgeable

Causes (15+5×PP) daggers to coalesce out of smoke, and fly towards the target. Perform an accuracy check for each dagger. Each dagger that hits the target does 1d4 piercing damage, a successful Resist halves the damage done.

Summon Object

Novice-level Charms (Kinesis)

Incantation: *accio*
Spell Type: Focus

Summon non-shielded objects within a 500m radius. They will fly to your current position at a speed of 100m per cycle as long as Focus is maintained. Objects must be light enough that the caster could reasonably pick it up.

Higher Level Casting:

If the caster exceeds 11th level, may cast this spell as an Instant spell.

Summon Snake

Novice-level Transfiguration (Conjuration)

Incantation: *serpensortia*
Spell Type: Instant
Duration: 1 minutes

Summons a venomous snake out of the tip of the caster's wand. The snake has (8+PP)HP and does (1+PP)d6 poison damage upon biting.

Higher Level Casting:

When cast by an expert-level caster, may summon 1d4 snakes.

Summon Void

Adept-level Dark Arts (Occultism)

Incantation: *inanis*
Spell Type: Focus
Duration: 1 minute
Resist: ATH (strength)

Summon a true Void anywhere within 15m of your current position, a gap in the fabric of reality that attracts all objects within a 5m radius. Everything in radius must perform an ATH Resist check to grab onto something. Objects sucked into the Void have a 25% chance to remain there, and a 75% chance to be randomly teleported anywhere in the multiverse., after taking 4d8 cold damage.

Summoning Circle

Expert-level Dark Arts (Occultism)

Spell Type: Ward

By gathering together a group (only one of whom needs to be able to cast this spell), you create a special altar from which conjuration spells are especially powerful. The radius of this region is 2m, and whilst inside it, you gain a bonus to Conjuration casting checks equal to the number of people who created the summoning circle.

Sunburst

Beginner-level Recuperation (Healing)

Incantation: *sol maxima*
Spell Type: Instant
Visual: Searing-white bolt
Negation: Dodgeable

A bolt of magic explodes on contact with a solid or astral object, releasing a searing white light that does (2+PP)d6 Holy Damage.

Suppress Intelligence

Adept-level Illusion (Psionics)

Incantation: *romanes*
Spell Type: Instant
Duration: 2 minutes
Resist: INT

By touching your wand-tip to the head of the target, reduce their INT attribute by (2+PP) points (min 0) for the duration of the spell.

Telepathic Bond

Beginner-level Divination (Telepathy)

Incantation: *conanimus*
Spell Type: Ritual (2 turns)
Duration: 2 days

Form a mental connection between your mind and the mind of a willing target. You may then use this connection to communicate silently. Target must be within touching distance when the spell is cast, but the bond has no distance limit after that.

Teleport

Expert-level Charms (Kinesis)

Incantation: *cruratele*
Spell Type: Instant
Visual: Pink rays

You may send a non-living object to anywhere that you have previously visited. Spell failure still teleports the object, but to an unknown location.

Temporal Vortex

Adept-level Divination (Temporal)

Incantation: *qortina*
Spell Type: Concentration

Target a non-sapient being or object within range, and send it spinning forward or backward in time by (1+PP) days per round. Plants will grow and age, food will rot and wilt (or, rotten food may become fresh again), and weapons will rust and grow dull.

Higher Level Casting:

This spell may be cast as a master level spell, in which case the units are changed to *years*, rather than days.

Thick Air

Novice-level Transfiguration (Alteration)

Incantation: *temporio*
Spell Type: Focus
Visual: Imperceptible ripple
Duration: 1 minute
Resist: ATH (Strength)

Transforms the air around the target into a thick soup, slowing their movement by (20+10 × PP) %. Resist for half the speed reduction.

Thought Extractor

Beginner-level Divination (Telepathy)

Spell Type: Focus
Visual: Silver strings

Allows the caster to extract a specific memory from their minds, for subsequent storage, either in a glass vial, or in a pensieve. Memories that have been extracted through this method cannot be viewed by legilimency.

Threshold Ward

Adept-level Recuperation (Warding)

Incantation: *desino*
Spell Type: Ward
Duration: 1 year

Prevents objects from passing over the edge of the ward. Usually cast on doorways and entrances. The ward is immune to all physical damage, but can only survive (8+2×PP) points of spell damage.

Throw Voice

Beginner-level Illusion (Bewitchment)

Incantation: *ventriloquors*
Spell Type: Focus

Cast your voice such that it appears to be coming from somewhere up to 5+×PP metres away.

Timeslip

Expert-level Divination (Temporal)

Spell Type: Instant
Duration: (1 + 2×PP) minutes
Resist: POW

Create a perturbation in the temporal vortex which, on a failed Resist, catapults the target forward in time, effectively removing them from reality for the duration of the spell. When the spell ends, the target reappears at their original location, unaware that time has passed.

Torture

Adept-level Dark Arts (Necromancy)

Incantation: *Crucio*
Spell Type: Focus

Causes immense pain to the target, paralysing them whilst the spell is cast. Does PPd4 psychic damage per turn, though this spell cannot be used to reduce beings below 10% of their maximum health.

Trecherous Terrain

Novice-level Transfiguration (Alteration)

Incantation: *transgresso*
Spell Type: Instant
Duration: 2 hours

Transform the ground in a 5m radius around target into a deep bog, a bed of sharpened blades, or into a sticky mess, with the associated terrain costs.

Trip

Beginner-level Maledictions (Curse)

Incantation: *lubricor*
Spell Type: Instant
Resist: FIN

If the target is moving this turn cycle and fails to Resist, they go sprawling onto the ground taking 1 bludgeoning damage, and take the *Prone Position* status.

True Illusion

Master-level Illusion (Bewitchment)

Incantation: *stultuwisus*
Spell Type: Ritual (10 minutes)
Duration: 1 hours
Resist: PER

Create a perfect illusion of an environment (up to 20m in radius) or people (up to 3), which can be interacted with and touched by the target. Illusions can only have the knowledge that the caster has. Illusion lasts for 10 hours. An observer may determine that the illusion is not real by performing a Resist as a major action.

True Shapeshift

Master-level Transfiguration (Alteration)

Incantation: *muto*
Spell Type: Instant

You assume the form of any object you wish, provided it has approximately the same size as you. You are indistinguishable from this object until you choose to break the spell.

True Sight

Master-level Divination (Telepathy)

Incantation: *vidergo sumus*
Spell Type: Ritual (5 minutes)
Duration 1 hour

For 1 hour, you see things as they truly are. You see hidden traps, secret doors, and astral projections. You can see through illusion spells, and attempts to deceive you are in vain.

Ultimate Healing

Master-level Recuperation (Healing)

Incantation: *vita maxima*
Spell Type: Ritual (2 turns)
Visual: Yellow-white flash

Restores a character to full health, and removes all negative status effects. Cannot be cast on self.

Undo Transformation

Adept-level Transfiguration (Alteration)

Incantation: *reparifarge*
Spell Type: Instant

Transfiguration countercharm: undoes the effect of any transfiguration spell (but can not banish summoned objects). Spell is successful if casting check exceeds the check that cast the original spell.

Unfathomable Visage

Novice-level Dark Arts (Occultism)

Incantation: *facadus horribilis*
Spell Type: Instant
Duration 1 minutes

Imbue yourself with the essence of one of the Eldritch beings, giving a bonus to any one of your Attributes equal to half your caster level, in doing so, however, your face transforms into a horrifying edifice which drives all who gaze upon it to go insane: they will either fly into a murderous rage, become catatonic, or flee from you.

Universal Tear

Master-level Dark Arts (Occultism)

Incantation: *ostium*
Spell Type: Ritual (1 week)
Visual: Searing white flash

Punch a hole in the fabric of reality, and establish a portal to one of the Higher Planes. This portal takes the form of a shimmering door. Stepping through the door takes you to the chosen Plane.

Unlock

Novice-level Charms (Kinesis)

Incantation: *alohomora*
Spell Type: Instant
Visual: Imperceptible rays

Unlock objects. Mundane locks will fall open for you, whilst to open magically locked objects, the unlocking must exceed the locking casting check.

Use Ancient Powers

Beginner-level Dark Arts (Occultism)

Spell Type: Ritual (1 hour)
Duration 1 day

When at a site of ancient magic -- be it at a place where some great feat of magic was achieved, the residence of some powerful being, or simply somewhere where magic has seeped into the very walls -- you may perform this ritual to tap into those ancient powers to gain a +2 bonus to spellcasting checks whilst in this area. This ritual cannot be used at the same site for the next 7 days.

Vanish Object

Adept-level Transfiguration (Conjuration)

Incantation: *evanesco*
Spell Type: Instant

Cause a 200g animal or object to vanish, without a trace. Each power point doubles the mass of objects that can be vanished. You can only vanish a sentient creature if it has a lower POW score than you.

Higher Level Casting:

A character above 9th level may add 1 free PP for every 3 character levels above 6th.

Vicious Slash

Beginner-level Dark Arts (Necromancy)

Incantation: *sectumsemptra*
Spell Type: Instant
Visual: Red slash
Negation: Blockable

Gouges at a target up to 2m away, leaving deep, cursed wounds, for (2+2×PP)d4 points of slashing damage.

Violent Phantasms

Novice-level Illusion (Psionics)

Incantation: *umbra impetia*
Spell Type: Instant
Visual: Purple bolt
Duration (3 + PP) turns
Resist: SPR (endurance)
Negation: Blockable and Dodgeable

This spell causes the target to believe that multiple phantasms are attacking them target, doing (1+PP)d6 psychic damage for every turn that the phantasms are active. Once the original spell hits the targets, phantasms exist only within the target's mind, and so are not stopped by shields or wards (except antimagic wards).

Wither

Expert-level Maledictions (Curse)

Incantation: *unis*
Spell Type: Instant
Visual: Black Bolt
Duration (4+PP) turns
Negation: Blockable and Dodgeable

Target undergoes a severe physical degradation, reducing their ATH score by (4+PP) for the duration of the spell.

22: Archetype List

The following pages contain a list of the abilities gained through each archetype.

Gryffindor Student

The Sorting Hat tells us that:

*You might belong in Gryffindor,
Where dwell the brave at heart,
Their daring, nerve, and chivalry
Set Gryffindors apart*

Gryffindor is the House that prizes bravery above all other attributes. The ability to stare terror and adversity in the face without blinking or shirking your responsibilities is a must-have if you are to belong to this House. A Gryffindor student is strong and chivalrous, but they can also be headstrong and arrogant. Never afraid to make a joke, or question authority, Gryffindor students are often difficult to control in the classroom.

Gryffindor students typically settle into one of two routes: the **Sportsman** and the **Rebel**. The sporty students are physically very capable, and get increased attributes associated with their chosen sport, as well as general improvements to their health. The more rebellious students, on the other hand, have a knack for causing trouble – and more importantly, getting away with it.

Gryffindor Student

Archetype Level	Arcane Wisdom	Archetype Features	Sportsman Features	Rebel Features
1	+ 2	Heart of Bravery	–	–
2	+ 2	Fear Resist	–	–
3	+ 2	–	Sports Team	Provocative Words
4	+ 2	Heart of Bravery II	–	Wild Spirit
5	+ 3	–	Healthy Living	Disobedient Tactics

Archetype Features

Heart of Bravery:

Starting at level 1, the Heart of Bravery gives your character a +1 boost to the Willpower and Endurance proficiencies. This bonus increases to +2 at level 4.

Fear Resist:

Starting at level 2, gain check-advantage when performing Fear and Intimidation resists.

Sportsman Features

Sports Team:

Starting at Level 3, you may join one of the sports teams available at Hogwarts. The three main sports teams are Quidditch, Rugby and Fencing.

Your choice of sport gives you benefits at 3rd and 4th level, and are detailed at the end of this section.

Healthy Living:

Starting at Level 5, your healthy and active lifestyle gives you a +2 bonus to the Health proficiency.

In addition, once per week, you may resist a minor sickness, poisoning or physical injury up to 5 points.

Rebel Features

Provocative Words:

At 3rd level, you gain the ability to provoke sapient beings into attacking you. Target must perform a SPR (Willpower) resist check (DV 12 +1 for each Gryffindor level, max 18). If it fails, target must enter into combat as the aggressor. If already in combat, target must focus exclusively on you for 2 turns.

Wild Spirit:

At 4th level, you may utilise your passion for freedom and rebellion, gaining a +2 bonus to the Chaos proficiency.

Disobedient Tactics:

At 5th level, choose from one of the following bonuses:

- **Innocent Face:** get +2 to persuasion checks when denying your actions
- **Distracting Tricks:** once per day, create a small magical disturbance to distract a target. Distracted targets are subject to an Attack of Opportunity next turn.
- **Distrust of Authority:** all resist checks against authority figures get +2 bonus.

Sports

There are 3 sports commonly played at Hogwarts, Quidditch, Rugby and Fencing.

Fencing

Fencing is an ancient martial sport, seen by wizardkind as a much safer alternative to wizarding duels. Fencing is a precision sport, requiring great dexterity and speed to master. Practitioners of this sport may find the skills they learn transferable to a combat situation.

Honed Reflexes:

Starting at 3rd level, you receive a +1 bonus to dexterity proficiency. At 5th level, this becomes a +2 bonus. Also at 3rd level you get check-advantage in evasion checks during close-quarters fighting.

Sabre:

Starting at 4th level, the team invest in high-quality equipment that you may keep. Receive a 1d8+1 non-magical rapier. If you lose it, you may have a new one delivered to you after 2 days.

Rugby

Rugby is one of the few muggle sports to remain popular in the wizarding world (mostly thanks to a famous squib player on the Scottish team). Rugby is a brutal contact sport, which prizes strength and the ability to safely neutralise opponents.

Explosive Power

Starting at 3rd level, you receive a +1 bonus to strength proficiency. At 5th level, this becomes a +2 bonus.

Combat Tackle

Starting at 4th level, you may perform a 'tackle' action whilst moving. This action requires that you have been running for at least 2m. Does (distance + ATH(str) modifier) bludgeoning damage (max 6) and pushes the target back a further 1 metre. This action counts as part of your movement this turn.

Quidditch

Quidditch is the single most popular magical sport. Played atop a broomstick, the ability to perceive and react to your surroundings in 3 dimensions is the key to Quidditch.

Flying Lessons

From 3rd level onwards, you have proficiency in broomstick flying. All flight related checks get +1. This increases to +2 at 5th level.

Spatial Awareness

From 4th level onwards, your perception proficiency gets a +1 bonus, and your eyesight and effective spellcasting radius get a 50% bonus in all conditions.

Hufflepuff Student

Hufflepuff House is home to those students who are kind and hard working, as the Sorting-Song elaborates:

*You might belong in Hufflepuff,
Where they are just and loyal,
Those patient Hufflepuffs are true,
And unafraid of toil.*

Traditionally seen as “the other house”, and often mercilessly mocked as such, Hufflepuff has come into its own recently. Certainly, the combination of hard-work, loyalty and kindness is not something to be sneered at. Even if they are not always the highest achievers, a Hufflepuff Student is someone you want to be around. Though sometimes timid, they make friends quickly and are often perceptive above what is usual for a student.

This house is home to two distinct groups – the **Hard Workers** and the **Student Counsellors**. What the Hard Workers lack in natural talent, they more than make up for in their dedication to completing tasks. The Student Counsellors, on the other hand, are kind and empathetic souls who want to help others feel happy and comfortable.

Hufflepuff Student

Archetype Level	Arcane Wisdom	Archetype Features	Hard-Worker Features	Student Counsellor Features
1	+ 2	Heart of Loyalty	–	–
2	+ 2	Ally Assist	–	–
3	+ 2	–	Night-Owl	Kind Heart
4	+ 2	Heart of Loyalty II	Industrious Attitude	Calming Aura
5	+ 3	–	Dedicated Training	–

Archetype Features

Heart of Loyalty:

Starting at level 1, the Heart of Loyalty gives your character a +1 boost to the Understand Other and Perception proficiencies. This increases to +2 at level 4.

Ally Assist:

Starting at level 2, you gain check-advantage when performing spells on your allies.

Hard Worker Features

Night Owl:

From 3rd level onwards, you may dedicate 1 night to auto-succeed on any research or learning check, at the cost of acquiring a lvl 2 exhaustion status. You may also use this skill to bypass the usual spell-memorisation phase, and commit a spell to memory overnight.

Industrious Attitude:

At 4th level, your dedication to work means that you get more done than most students. You may learn 2 more spells per level, and research/learning checks take only half the time.

At 5th level, news of your work ethic has reached teachers, and you get +2 persuasion checks against teachers.

Dedicated Training:

At 5th level, you are able to turn your determined mind to a project outside of academia. Get one of the following abilities:

- **Physical Training:** get check-advantage in movement and acrobatics checks.
- **Weapons Training:** get check-advantage in melee and ranged combat checks
- **Musical Training:** learn to play a new musical instrument
- **Language Training:** learn to speak a new language

Student Counsellor Features

Kind Heart:

From 3rd level, when you help assist someone such that they offer you a reward for your help, you may forgo all reward and instead get a permanent check-double-advantage when interacting with that person.

At 5th level, your reputation for kindness gives you a check-advantage when negotiating with all non-evil sapient.

Calming Aura:

At 4th level, you may use your major action once per day to remove all confusion, enraging and terrified status effects from all targets in a 1d4 metre radius. If the target is not afflicted by any of these effects and is in combat, they immediately exit combat for 2 turns, or until next harmed. Target may resist by performing a SPR(willpower) Resist check (DV = 12 + Hufflepuff level). At 5th level, this effects all targets in 1d8 metre radius.

Ravenclaw Student

Their hearts full of a desire for learning, but their eyes blinking against the harsh light of day, Ravenclaw students often make unwilling adventurers – preferring instead the comfort of a cosy library. Some secrets, however, cannot be found between the pages of a book – and an expedition must be mounted, for as the Sorting Hat tells us:

*Or yet in wise old Ravenclaw,
If you've a ready mind,
Where those of wit and learning,
Will always find their kind.*

Ravenclaw is the house that prizes knowledge and an inquisitive mind above all other traits. Often members of this house are the most advanced spellcasters in their year, but their lack of practical experience and physical ineptitude means they're not always the best in every situation.

Students in Ravenclaw are typically one of two breeds: the **nerds** and the **prodigies**. The nerds are those who love learning for learning's own sake, they latch onto a topic and devour all information related to that subject. The prodigies, on the other hand, are truly gifted individuals who have a natural talent in a specific field.

Ravenclaw Student				
Archetype Level	Arcane Wisdom	Archetype Features	Nerd Features	Prodigy Features
1	+ 2	Heart of Wisdom	–	–
2	+ 3	Arcane Knowledge Increase	–	–
3	+ 3	–	Extraordinary Memory	Prodigy Choice, Prodigy Feature
4	+ 3	Heart of Wisdom II	Passion project	Prodigy Feature
5	+ 5	Arcane Knowledge Increase	–	–

Archetype Features

Heart of Wisdom:

Starting at first level, you may choose 2 of the four intelligence proficiencies to take a + 1 bonus in. Repeat this process again at 4th level (you may choose differently).

Arcane Knowledge Increase

At second level, and again at 5th level, gain a bonus point to your Arcane Wisdom.

Nerd Features

Extraordinary Memory:

From 3rd level, you may commit a book (see Items for a booklist) to memory. Memory and Knowledge checks in that field get a bonus equal to your Ravenclaw level. You may only have this bonus in one field at a time.

Passion project:

Starting at 4th level, you may choose one specific spell or skill (such as potionmaking) as your "project". Checks to your project may then be performed with a die one level larger than your present one. If you use a d20, gain a +4 bonus instead. Changing your passion project takes 2 weeks of solid work. If you do not use the skill at least once a week, you become out of practice, and must start again.

Prodigy Features

Prodigy Choice:

A prodigy has an exceptional gift in a particular area, well beyond their years. At 3rd level, you get to choose which field you truly excel in. You may choose one prodigy area: Chess, Music or Art. Your field of expertise gives you features at 3rd and 4th level. Information about the prodigy fields are listed below.

Prodigy Fields

A prodigy is typically an individual who excels in one of the three following areas: Chess, Music or Art.

Art

An art prodigy is not just someone who is good at art – they are those truly gifted people whose artwork transcends usual standards of beauty. Add in some magic, and the possibilities are near-endless.

Visual Clarity:

From 3rd level, you see things much more clearly than the average human. Perception proficiency gets +1 bonus.

Starting at 5th level, you are also able to observe any weak spots in the armour of an enemy.

Basic Runes:

From 4th level, you are able to recreate the basic magical runes. By painting the runes on a surface and infusing them with magical energy, you may turn your artwork into magical masterpieces. Painting a rune takes 1 minute (5 combat rounds), though not necessarily consecutively. You may paint the rune using any material as long as it is reasonable that it adheres to the surface. Runes are activated immediately after you complete them.

You may paint one of the following runes:

- **Rune of Illusion:** project a basic illusion onto the surface around the rune. The artist may shape the illusion to an extent, but detail is limited to basic textures and colours. Maximum area is 3m². Rune deactivates on contact with the illusion.
- **Rune of Trapping:** the next being to touch the rune must pass a SPR(willpower) Resist check (DV 14) or be paralysed for 1 turn.
- **Rune of Protection:** when activated, casts *Lesser Ward* spell in a 2m radius.

Basic runes have a 25% chance of triggering when attempts are made to remove them.

Chess

Chess was first invented by muggles, but wholeheartedly adopted by wizarkind (albeit with a few alterations). It is said that chess is a microcosm of what it is to be a ruler – the skills needed (patience, strategy, and a willingness to sacrifice) are said to be the most important when a leader of men. If this is to be believed, a Chess prodigy is therefore able to leverage their skills into the real world.

Tactical Inference:

Starting from 3rd level, you may use your major action to ascertain the plans of your enemy by performing a 1d8 INT (history) check + 1 per Ravenclaw level, with the DV set by the target performing an INT(deception) Resist check.

Knowing their plans gives you check advantage for all actions against them, and them check disadvantage for all actions against you for 5 combat rounds.

Patient Strike:

From 4th level onwards, for every 5 combat rounds that you do not take damage in, get a +1 bonus to all subsequent attacking checks (max 3). This counter resets when you take damage.

Music

Music, though known and practiced by muggles throughout history, is deeply connected to the primal magic that flows through the veins of the universe. A wizarding music prodigy isn't just someone who can play music unerringly well, they can manipulate the very fabric of reality as they play. Characters that take the Music Prodigy should first choose an instrument to play.

Perfect Pitch:

From 3rd level, receive a +2 bonus to Perception proficiency.

Virtuoso Performance:

Starting from 4th level, if you are able to play music for at least 1 minute (5 combat rounds) without taking damage or being otherwise interrupted, all targets within hearing range (and which can hear) take one of the following effects:

- Take 1d4 psychic damage
- Become confused for 1 round
- Take check disadvantage for 1 round

For each subsequent round that you are able to maintain the performance without being interrupted, this effect repeats.

Slytherin Student

As a house, Slytherin has a bad repuation – even the words of the Sorting Hat have a menacing air:

*Or perhaps in Slytherin,
You'll make your real friends,
Those cunning folk use any means,
To achieve their ends.*

This repuation is, for the most part, undeserved. Slytherin is not a house of evil students; rather it is the house of people with ambition, charm and with lofty goals. Driven by their desire to make something of their lives, the Slytherins can indeed be deceptive, but they can also be charming and persuasive. Never underestimate a Slytherin student, for they will surely never underestimate you.

Aside from the occasional bad egg, the Slytherin students fall into two camps: the **student politicians** and the **schemers**. The student politicians are those students who are heavily involved in every student initiative they can find - whether they do this for the sake of power, or out of a genuine desire to improve the lives of students is neither here nor there. The schemers, on the other hand, are students who always seem to have some kind of plan, a side-hustle or otherwise elaborate scheme to improve their lot in life.

Slytherin Student

Archetype Level	Arcane Wisdom	Archetype Features	Student Politician Features	Schemer Features
1	+ 2	Heart of Ambition	–	–
2	+ 2	Bonus Skill	–	–
3	+ 2	Heart of Ambition II	Alliance	Side Hustle
4	+ 2	–	Charm Offensive	Researched Enemy
5	+ 3	Bonus Skill	Inevitable Betrayal	Life Plan

Archetype Features

Heart of Ambition:

Starting at level 1, the Heart of Ambition gives your character a +1 boost to the Persuasion and Deception proficiencies. This increases to +2 at level 4.

Bonus Skill:

At levels 2 and 5, you may choose an additional Skill when levelling up.

Researched Enemy:

From 4th level, you may research into any named species or NPC. That species or character then gets check disadvantage on any actions against you. The number of researched enemies you can have at any time is 3 less than your current Slytherin level. It takes 1 week to research a new enemy.

Life Plan:

From 5th level, when you multiclass, you may automatically start at LVL 3 in your new Archetype. If you multiclass a second time, start at LVL 2, further multiclassing starts at the usual LVL 1.

Student Politician Features

Alliance:

From 3rd level you may attempt to persuade any sapient creature to not only stop fighting you, but to defect and join your side. Targets must pass a SPR (willpower) Resist check against your 1d20 CHR (persuasion) check. If they fail, they will disengage from combat, and join your side as an ally. This action takes 3 turns to complete, during which time the target must be within hearing range.

Charm Offensive:

From 4th level, you may use your charm and charisma to lower the mental defences of all non-allies within hearing range. Targets must pass a SPR (willpower) Resist check against your 1d20 CHR (deception) check. Failure results in a 100% weakness to psychic damage for 20 rounds.

Inevitable Betrayal:

From 5th level, you may choose to betray any individual under the influence of the *Alliance* effect, or any genuine ally. Doing so gives you check double-advantage on all actions against them for 4 turns, and the first attack triggers a critical strike on them.

Schemer Features

Side Hustle:

From 3rd level, you may set up a small business to make you a small amount of money every day. The amount of money generated every day is 5 times your Slytherin level.

Artificer

Their artful hands always busy, their focus on the emerging magical item in front of them, and their magics being channeled in incomprehensibly complex ways, the Artificer is the master of item creation. They are experts at using their hand to mold both material, and magic – often mixing the two in ways that have never been done before. Some Artificers produce their items for sale, whilst some hoard their creations for their own personal use.

Artificers may choose to focus their craft into two divergent fields: the **Spellbinders** focus their might into imbuing physical items with magical effects, whilst the **Alchemists** use their craftsmanship to produce magnificent potions and deadly poisons.

Artificer				
Archetype Level	Arcane Wisdom	Archetype Features	Spellbinder Features	Alchemist Features
1	+ 2	Artisan's Intuition	–	–
2	+ 2	Appraising Eyes	–	–
3	+ 2	Tool Proficiency	Alteration Runes	Attuned Nose, Natural Knowledge
4	+ 2	–	Renew Binding	–
5	+ 3	–	–	Careful Mixing
6	+ 3	Reliable Supplier	Disenchantment Ritual	–
7	+ 3	–	–	Poison Resistance
8	+ 3	–	–	Proven Recipes
9	+ 3	Renowned Craftsmanship	Enchanting Specialty	–
10	+ 4	–	–	Favoured Effect
11	+ 4	Workshop	–	–
12	+ 4	–	Multiple Bindings	Purity Filters
13	+ 4	–	Soul Attunement	–
14	+ 4	Artisan's Intuition II	–	Favoured Effect II
15	+ 5	–	Construct Mastery	Poison Resistance II
16	+ 5	–	–	–
17	+ 5	Appraising Eyes II	–	Purity Filters II
18	+ 5	–	–	Production Line
19	+ 5	–	–	–
20	+ 6	–	Imbue Sentience	Alchemic Construct

Starting Equipment

Artificers start with:

- a Scholar's pack
- Protective cloak (AC +4, provides 20% immunity to airborne effects)
- Protective Gloves (AC +2, provides 50% immunity to contact effects)
- a Wand (roll on the wand table to determine)

Starting Spells

In addition to choosing 1 spell from the *Basic Spells* set on page 10, Artificers also get the following spells:

- *Potion Mixing Spell*
- *Enchantment Ritual*
- *Identification Charm*

Archetype Features

Artisan's Intuition:

At 1st level, Arcane proficiency gets +1 bonus.

From 14th level, you may use your Arcane Wisdom during artificing ignoring the once-per-day rule. Non-artificing Arcane Wisdom rules are unaffected by this feature.

Appraising Eyes:

From 2nd level, your experience in artificing means that you can get an insight into the effects of an item. Perform a 1d20 INT (arcane) check (DV 15) to learn the major effect of a magical item or potion.

At 17th level, your experience increases such that you now automatically detect the major effect. Perform the check to instead learn *all* the effects.

Tool Proficiency:

At 3rd level you may choose a proficiency in either:

- *Runic Tools*
- *Chemistry Equipment*
- *Protective Gear*

If you do not already possess a set of your chosen tools, acquire it.

Reliable Supplier:

From 6th level, you cultivate a relationship with a supplier of goods. Once per week, if you can deliver a message to them, they will send you up to 5 supplies for your artificing at 20% below the stated price.

Renowned Craftsmanship:

By 9th level, news of your skill has spread, and your reputation alone makes your work more valuable.. Get +1 bonus to Persuasion skill, and merchants will purchase your wares at 50% above marked value.

Workshop:

At 11th level, you have accrued enough equipment and materials to construct a high-quality workshop, and you may specify the location. Artificing checks whilst inside your workshop get check-advantage. Your workshop may also be assumed to be stocked with common ingredients and equipment needed for your craft.

Spellbinder Features

Alteration Runes:

At 3rd level, you gain the ability to use small runes placed at specific nexus points along an existing magical item, subtly altering the effects. Alterations can be aesthetic (i.e. change fire from red to blue), provide exceptions (i.e. sleep effects do not work on blonde individuals) and other such minor effects. Attempting to alter the effects too much can fragment the magical network in the item, causing an Enchanting Mishap. This action takes 5 hours.

You may perform 1 additional alteration for every 3 levels above 3rd.

Renew Binding:

From 4th level, at a cost of 6FP, you may 'recharge' a magical item. This is a major action.

Disenchantment Ritual:

From 6th level, you gain the ability to disenchant a magical item. The item needs be visible during the entire ritual, which takes 2 minutes (10 combat rounds) to complete. The ritual also requires a supply of Ash to complete (this is used up). At the end of the ritual, perform a SPR (arcane) Magic Resist check (CV determined by item power) and cast the Ash over the target item.

If the check succeeds (and the ash touches it), the item has the enchantment removed. If it fails, suffer an Enchanting Mishap on one of your own enchanted items.

Enchanting Specialty:

At 9th level, Choose any enchanting effect that you have previously used. Enchanting checks to place your chosen effect on an item get a +2 bonus. Specialty can be changed through 4 weeks of dedicated work.

Multiple Bindings:

From 12th level, you may add more than one effect onto an enchanted item. An individual enchantment ritual must be carried out for each additional effect added on.

Soul Attunement:

From 13th level, by infusing part of your essence into the enchanting ritual, you may be assumed to be proficient with any weapon or armour that you have enchanted. This proficiency applies only to that specific item.

Construct Mastery:

Starting at 15th level, you may create Constructs by gathering the requisite parts and spending one week enchanting them. Constructs are permanent entities that can only be destroyed by physically destroying them, or a DC 20 Disenchantment Ritual. Constructs are unwaveringly loyal to their creator.

- *Crystal Golem (600kg of diamond)*
- *Clay Golem (300kg of soil, 100kg of water and a large diamond)*
- *Clockwork Warrior (100kg of copper or bronze and 5 rubies)*
- *Flesh Golem*
- *Iron Golem (3 tonnes of iron, heated to 6000 degrees and 1 litre of mercury)*
- *Stone Golem (2 tonnes of stone or rocks and a pogrebin shell)*
- *Spider Construct (60kg of copper or bronze and a single emerald)*

At 15th level, you may have one construct active. This increases by one for every two Spellbinder levels taken above 15th.

Imbue Sentience:

At 20th level, by adding Unicorn Blood into the enchantment vat, the items you create are imbued with sentience. The item may move and warp its shape at will, as well as talk. It is created with a positive attitude towards its creator, but otherwise is treated as an independent NPC with a personality determined by the GM.

Alchemist Features

Attuned Nose:

From 3rd level, when you encounter a new potion ingredient, roll a d4. Learn that effect of the ingredient (i.e. a 1 learns the first effect etc.).

Natural Knowledge:

From 3rd Level, your Flora & Fauna proficiency gets +1 bonus.

Careful Mixing:

From 5th level, get a bonus on all mixing checks equal to one-third your Alchemist level.

Poison Resistance:

By 7th level, you have been exposed to so many toxic fumes that you have developed an immunity to all but the most ferocious poisons. You have a 4-point 'poison AC'. Any poison effect less than 4 points does zero damage.

At 15th level, this increases to 10 points.

Proven Recipes:

At 8th level, when you successfully mix a potion and determine all its effects, you may record this recipe as 'proven', and mix it again without performing a check. The number of recipes that you may have is equal to half of your Alchemist level.

Favoured Effect:

At 10th level, and again at 14th level, you may designate one potion effect as your 'specialism'. Potions with this effect are twice as effective, and can be sold for twice the market value.

Purity Filters:

Starting at 12th level, once per day, you may remove one effect from a successfully brewed potion.

At 17th level, you may perform this action up to 4 times per day.

Production Line:

From 18th Level, you may set up a production line in your workshop to produce one of your Proven Recipes. The production line produces 10 samples of this potion per day for as long as it has the necessary supplies.

Alchemic Construct:

At 20th level, you learn how to merge your potions with a living being, creating a 'Potion Golem'. This creation is a swirling mass of potion bent by magical forces into a humanoid shape, though it may change form at your instruction. The Alchemic Construct takes all simple orders from its creator.

The Construct has 1HP (though it takes no damage from psychic, poison or fatigue damage) and upon dying it explodes, scattering the potion over every surface in a 10+1d10m radius. The only way to stop this is to freeze the golem to -50 degrees centigrade.

Alchemic construct requires 20 samples of the potion, a small non-magical creature such as a rat, and three days to construct.

Auror

Her wand at the ready, poised for action, the Auror peers around the corner, looking for her targets. She has tracked these dangerous criminals halfway across the country, trying to protect the innocent from their evil goals. With a leap, she emerges from cover and with a series of casts quicker than the eye can see, manages to incapacitate her foes. The world is just a little bit safer thanks to her hard work.

Aurors are the highly trained combat operations arm of the Office for Magical Law Enforcement. Their job is to track down and eliminate the threat posed by dark wizards and wizards, and to protect those who would otherwise come to harm. Experts in combat magic, Aurors are not to be trifled with.

The Auror office recognises two streams of officers, the **Enforcers** and the **Warders**. The Enforcers form the strike capabilities of the office, specialising in infiltration, target acquisition and shock tactics, whilst the Warders specialise in area denial, and collateral limitations. .

Auror				
Archetype Level	Arcane Wisdom	Archetype Features	Enforcer Features	Warder Features
1	+ 2	Combat Training	–	–
2	+ 2	Spellcasting Improvement	–	–
3	+ 2	–	Intimidating Style	Multiward
4	+ 2	Defence Against the Dark Arts	–	–
5	+ 3	–	–	Runes
6	+ 3	Seasoned Investigator	Mage Slayer I	–
7	+ 3	Spellcasting Improvement	Ethereal Manacles	–
8	+ 3	Combat Training II	–	Trap Expertise
9	+ 3	–	Elegant Avoidance	Wardbreaker
10	+ 4	Run 'n Gun	–	–
11	+ 4	–	Fast casting	Runes II
12	+ 4	Spellcasting Improvement	–	Collateral Limitation
13	+ 4	–	Intimidating Style II	–
14	+ 4	–	–	–
15	+ 5	Incredible Resilience	Elegant Avoidance II	Runes III
16	+ 5	–	–	–
17	+ 5	Spellcasting Improvement	Mage Slayer II	–
18	+ 5	–	–	Regenerative Shields
19	+ 5	–	–	–
20	+ 6	–	Merciless Strike	Runes IV

Starting Equipment

- Combat Robes
- Wand (roll on Wand table to determine composition)
- 2x HP + 10 potions
- 4d6 x5 gold
- Obsidian Manacles

Starting Spells

Aurors may choose 2 spells from the basic spells table, and 3 spells from the following:

- *Acidic Burst*
- *Confundus Charm*
- *Fire-starting spell*
- *Shielding charm*
- *Stoneskin*
- *Privacy Ward*
- *Trap Spell*
- *Glamour Charm*

Archetype Features

Combat Training:

From 1st level, your combat training allows you to re-roll the dice on any check, once per combat engagement. At 8th level, you may use this feature twice per engagement.

Spellcasting Improvement:

At 2nd level, and then again at 7th, 12th and 17th level, you may increase the size of the dice you use to cast Hexes & Curses **or** Recuperative spells. This feat does *not* count when calculating the Arcane Wisdom bonuses detailed on page ??.

Defence Against the Dark Arts:

From 4th level, take check-advantage when performing a resist check against any Dark Arts spells cast by a wizard with an EVL less than or equal to your Auror level.

Seasoned Investigator:

From 6th level, gain a +2 bonus to Research checks.

Run 'n Gun:

From 10th level, you may ignore the dice-rolling cap when performing quickspells. The limitations on modifiers still applies. Does not apply when using the Elegant Avoidance casting feature.

Incredible Resilience:

From 15th level, if you pass a SPR(willpower) check (DV 30, minus 1 for each Auror level), you may ignore the restriction on immobility from the *Critical Condition* and *Critical But Stable* conditions.

Enforcer Features

Intimidating Style:

From 3rd level, gain a bonus to your Intimidation proficiency equal to one 1 + one quarter of your Enforcer level.

From 13th level, your presence is intimidating that if you are the instigator of a conflict, at the beginning of the battle, all enemies must perform a SPR(Endurance) Resist check (DV = set by a d20 POW(Intimidation) check), or take the Terrified status.

Mage Slayer:

From 6th level, gain check advantage when casting a spell against another target performing a concentration-spell.

At 17th level, gain check double-advantage.

Ethereal Manacles:

From 7th level, if you are within melee range of a target and have not taken damage for 1 turn, take 1 major action to conjure a pair of locked, magical restraints around the target's wrists. Target may resist with an SPR(arcane) Resist check (DV = Auror level) during the casting, and then subsequently may try a ATH(strength) check (DV = 18) once per cycle to break them.

Elegant Avoidance:

From 9th level, you may use either your ATH(speed) **or** your FIN(precision) skill to perform an evasion check.

From 15th level, you may cast a quickspell whilst performing an evasive movement. You may take a three-minor-action turn (considered movement, quickspell and evasion). However, you may not apply the *Run 'n Gun* feat to the quickspell.

Fast Casting:

From 11th level, you may cast two spells as part of your major Spell-casting action. If the first casting check fails, the second one also fails automatically (and you must therefore deduct 4FP in total).

Merciless Strike:

From 20th level, where possible, you may use a dice one larger than the prescribed one when performing damage checks.

Warder Features

Multiward:

From 3rd level onwards, you may have a number of wards equal to 1 + third of your Warder level active in any given area.

Runes:

From 5th level, you are able to recreate the basic magical runes. By painting the runes on a surface and infusing them with magical energy, you may invoke powerful ancient magic. Painting a rune takes 1 minute (5 combat rounds), though not necessarily consecutively, and requires a surface of 30cm in diameter. You may paint the rune using any material as long as it is reasonable that it adheres to the surface. Runes are activated immediately after you complete them. Most runes lose their power after they have been triggered, unless otherwise specified.

At 11th, 15th and 20th levels, you gain access to more powerful runes: the complex, mystifying and legendary runes respectively.

The basic runes are:

- **Rune of Illusion:** project a basic illusion onto the surface around the rune. The artist may shape the illusion to an extent, but detail is limited to basic textures and colours. Maximum area is 3m². Rune deactivates on contact with the illusion.
- **Rune of Trapping:** the next being to touch the rune must pass an ATH(Strength) Resist check (DV 14) or be paralysed for 1 turn.
- **Rune of Protection:** when touched, casts *Lesser Ward* spell in a 2m radius.
- **Rune of Blinding Light:** when touched, casts the *Blinding Light* spell on all beings in a 2m radius.

The complex runes are:

- **Rune of Detonation:** the next being to touch the rune triggers an explosion which does 3d8 concussive damage to all targets in a 2m radius, and 1d8 concussive damage to all targets in a 5m radius.
- **Rune of Suggestion:** the next target to touch the rune has the *Suggestion* spell cast on them (DV 15). The Warder decides on the suggestion at the point of inscription.
- **Rune of Amnesia:** the next target to touch the rune must pass an INT(history) Resist, or suffer total amnesia for 2 minutes.

The mystifying runes are:

- **Rune of Crippling:** the next target to touch the rune must take check-double-disadvantage on all checks for 1d4 hours.
- **Rune of Transmutation:** if the next person to touch the rune fails a POW(Endurance) Resist check, they are turned into a random non-magical beast.
- **Rune of Transportation:** (requires a linked pair of runes) when a target touches one rune, they are instantly transported to the other. This rune is permanent.

The legendary runes are:

- **Rune of Insanity:** when sapient being other than the inscriber views this rune, they must succeed an INT(Endurance) Resist check (DV 15) or take 6d10 psychic damage. This rune is permanent but gradually loses power, decreasing to 4d6 damage after 1 day, 4d6 after one week, and then 2d6 after one year.
- **Rune of Death:** if a living being touches this rune for more than 1 minute, they must succeed an EMP(Perception) Resist (DV 14), or die.
- **Rune of Immortality:** when touched, creates a warded area 5m in radius, in which it is impossible to die. You can, however, still be harmed.
- **Rune of the Cosmos:** when triggered, casts the *Planemeld* spell to a realm of your choice.

The probability of a rune triggering when an attempt to remove it is made is found below:

Runes	Trigger Probability
Basic	25%
Complex	50%
Mystifying	75%
Legendary	100%

Trap Expertise:

By 8th level, you have accumulated enough knowledge to be considered an expert in trapmaking. Checks whilst laying and looking for traps gain check-advantage.

Wardbreaker:

From 9th level, your knowledge of wards allows you to identify their weak points. When damage is absorbed by a ward or magical AC, add half of your Warder level to the damage calculation. If the ward or shield fails, this extra damage does not affect subsequent damage calculations.

Collateral Limitation:

From 12th level, you may spend 3 turns to cast a ward which compels civilians and non-combatants to remove themselves from the combat area, as if you had cast the *Beguiling Totem spell* with a casting check equal to your Warder level and 5 Power Points.

Regenerative Wards:

From 18th level, any wards you have cast regenerate automatically, as if you were casting a permanent *Reinforcement Charm* on them.

Brute

Towering above the rest of the population, their muscles rippling, the brute wades through the crowd, with people parting in front of them, gaping in awe. A hulk of a being, with incredible strength, a brute is capable of physical feats beyond most of wizardkind, and as such often rely on their strength instead of magical talent.

Whilst all brutes are strong beyond measure, they may choose to channel this strength in different ways. Some use it to become ferocious warriors, using their frenzied strength to beat their enemies to a pulp: the **berserkers**. Others recognise that having strength does not require one to use it to dominate, and instead dedicate their strength to protecting their friends and allies, the **gentle giants**.

Brute				
Archetype Level	Arcane Wisdom	Archetype Features	Berserker Features	Gentle Giant Features
1	+ 2	Incredible Strength	–	–
2	+ 2	Natural Armour	–	–
3	+ 2	–	Berserker Rage	Protect Others
4	+ 2	Unarmed Strike	–	Gentle Aura
5	+ 3	Intimidating Presence	Stunning Strike	–
6	+ 3	Giant Hands	–	Nature Affinity
7	+ 3	–	Brutal Critical	–
8	+ 3	–	Berserker Rage II	Protective Rampage
9	+ 3	Bludgeoning Strength	–	–
10	+ 4	Natural Armour II	Primal Senses	Carry Packs
11	+ 4	–	–	Brush Aside
12	+ 4	Incredible Resilience	Impulsive Rush	–
13	+ 4	–	–	Gentle Aura II
14	+ 4	–	–	–
15	+ 5	Raw Strength	Mindless Attacks	–
16	+ 5	–	–	Nature Affinity II
17	+ 5	–	Brutal Critical II	–
18	+ 5	Smite	–	Pure Heart
19	+ 5	–	–	–
20	+ 6	–	Berserker Rage III	Pure Heart II

Starting Equipment

- Basic pack
- Wand (roll on Wand table to determine composition)
- 2d6 x5 gold
- One of:
 - club
 - warhammer
 - musical instrument

Starting Spells

Brutes may choose 3 spells from the basic spells table.

Archetype Features

Incredible Strength:

From 1st level, Brutes are assumed to be proficient in any melee weapon that requires an ATH(strength) check, and get a bonus to their Strength proficiency equal to 1 + one third of their brute level.

Natural Armour:

At second level, Brutes gain a natural resistance to attacks, giving an effective AC equal to twice their ATH(strength) modifier. This AC is damaged in the same way as normal AC, but also protects against heat changes. It is restored by healing spells or upon 8 hours sleep.

Unarmed Strike:

From 4th level onwards, an unarmed strike does bludgeoning damage equal to the Brute level.

Intimidating Presence:

From 5th level, gain a bonus to your Intimidation proficiency equal to one 1 + one quarter of your Brute level.

Giant Hands:

From 6th level, you may wield two-handed weapons as one-handed.

Bludgeoning Strength:

At 9th level, when an attack roll requires a Strength proficiency, you may, if possible, use one dice larger than the prescribed one.

Incredible Resilience:

From 12th level, if you pass a SPR(willpower) check (DV 25, minus 1 for each Brute level), you may ignore the restriction on immobility from the *Critical Condition* and *Critical But Stable* conditions.

Raw Strength:

From 15th level, if you perform an ATH(strength) check and the total is less than your total (ATH + Strength) values, you may use that value instead.

Smite:

At 18th, by dedicating two major actions to an attack, you may do triple the amount of damage of a normal attack roll.

Beserker Features

Beserker Rage:

At 3rd level, you may choose to enter a state known as *frenzy* up to twice a day. When in a frenzied state:

- Gain check-advantage on all checks that use an ATH checks
- Melee attack rolls get a bonus equal to one third of your beserker level
- Your *Natural Armour* AC increases by 50%
- You are 50% weaker to psychic damage

At 8th level, you may enter a frenzy up to 4 times per day and you get the following additional bonuses:

- You may take two melee attacks, instead of one, as a single major actions
- You may use a Resist dice one larger than your current one, when resisting spell effects. If you use a d20, get a +4 bonus instead.

At 20th level:

- You may take up to 4 melee attacks as a single action
- You automatically succeed on any resist checks against magical effects.

Frenzy lasts for 2 minutes (10 combat rounds), or may be stopped as a minor action.

Stunning Strike:

From 5th level, when you successfully perform a bludgeoning attack, target performs an ATH(endurance) Resist check (DV = beserker level). If they fail, become stunned for one turn.

Brutal Critical:

From 7th level, when you land a Critical Hit, you may roll the attack dice one additional time, and add that to the damage check.

At 17th level, you may roll the attack dice 3 additional times.

Primal Senses:

From 10th level, your senses are honed to a razor. Your passive perception check is doubled.

Impulsive Rush:

From 12th level, if you are initiating conflict, you may choose to rush in, catching your opponent off-guard. You gain check-advantage on attack rolls for 3 turns, but afterwards your opponents have check-advantage on attack rolls against you for 2 turns.

Mindless Attacks:

At 15th level, once per day you may choose to take a 6-point reduction in all INT and EMP checks for one hour, in return for doubling all damage you do for 5 minutes.

Gentle Giant Features

Protect Others:

From 3rd level, if you are within 3m of an ally, you may take your major action to leap in front of them and intercept any attacks on that ally.

Gentle Aura:

From 4th level, you may 'switch off' the *Indimidating Presence* skill at will, and instead take a +1 bonus to Persuasion and Understand Other proficiencies. You may not have both bonuses active at the same time, and performing the change takes a minor action.

At 13th level, this increases to a +2 bonus to both proficiencies.

Nature Affinity:

From 6th level, get a bonus to your Flora & Fauna proficiency equal to one quarter of your Gentle Giant level.

At 16th level, you may get a beast as a Familiar.

Protective Rampage:

From 8th level, if one of your allies (or a particularly cute bunny) takes damage, you may fly into a protective frenzy.

Your *Natural Armour* AC increases gets a +15 bonus, and you get check-advantage on strength checks, however, you may not kill whilst in the rampage. Any character that would be killed by your attack is instead reduced to 1HP.

Carry Packs: From 10th level, you may elect to help carry your group's luggage on a long journey, increasing the 'Duration' of each movement class by 50%.

Brush Aside: From 11th level, if you are in melee range with a character smaller than you, you may simply pick a target up, and move them out of your way. Target resists with an ATH(Strength) Resist check (DV = 1d20 ATH(Strength)).

Pure Heart:

At 18th level, your heart is so pure that necrotic damage does not affect you – gain 100% immunity from necrotic damage.

At 20th level, your purity imbues your fists with righteousness, and your unarmed strikes do an equal amount of Celestial damage.

Empath

You feel their eyes burrowing into you. They're seeing not just the physical form, but are seeing straight into your soul. An empath knows you better than you know yourself – inside and out. They achieve this, not through magical spells, but through their deep and abiding compassion – coupled to a heightened perceptive sense. Often nomadic in nature, Empaths travel not to see the world or experience adventures – but to help as many people as possible.

Some Empaths dedicate their lives to using this increased perception to peer beyond the mystic veil, and learn the true secrets of the cosmos; the **Seers**. Some dedicate their lives to helping others, and use their ability to heal the sick and wounded; **Healers**. The root of their power, is their empathy and compassion for all living beings.

Empath				
Archetype Level	Arcane Wisdom	Archetype Features	Seer Features	Healer Features
1	+ 2	Compassionate Heart	–	–
2	+ 2	Perceptive Eyes	–	–
3	+ 2	Spellcasting Improvement	Channel Ability	Healing hands, Tool Proficiency
4	+ 2	Lie Detector	–	–
5	+ 3	–	Arcane Focus	–
6	+ 3	–	Psychic Trauma	Effortless Healing
7	+ 3	Compassionate Heart II	–	Bane of Unlife
8	+ 3	Spellcasting Improvement	Magical Nexus I	Red Cross
9	+ 3	–	Other Eyes	–
10	+ 4	Empathic Shield	–	Mass heal
11	+ 4	–	Retrocognition	–
12	+ 4	–	–	Holistic Care
13	+ 4	Spellcasting Improvement	Psychic Trauma II	–
14	+ 4	–	Font of Knowledge	Red Cross II
15	+ 5	Calming Aura	–	–
16	+ 5	–	–	–
17	+ 5	–	–	Stabilizing Influence
18	+ 5	Spellcasting Improvement	Magical Nexus II	–
19	+ 5	–	–	–
20	+ 6	–	True Sight	Reverse Death

Starting Equipment

Empaths start with:

- a Wand (roll on the wand table to determine composition)
- a Basic Pack
- 1d6 ×4 gold

Starting Spells

Empaths may choose three of the following spells to start:

- *Minor Healing Spell*
- *Identification Charm*
- *Astral Caltrops*
- *Shielding Charm*
- *Blur Spell*
- *Night Vision charm*

Archetype Features

Compassionate Heart:

At first level, get a +1 bonus to Perception and Understand Other proficiency.

At 7th level, this bonus increases to +2.

Perceptive Eyes:

From 2nd level, by performing a 1d20 EMP (Understand Other) check (DV = 17 - Empath level, minimum 5), you may know the HP and any status effects of a target individual.

Spellcasting Improvement:

At 3rd level, and then again at 8th, 13th and 18th level, you may increase the size of the dice you use to cast divination **or** recuperative spells. This feat does *not* count when calculating the Arcane Wisdom bonuses detailed on page ??.

Lie Detector:

From 4th level, you may use your combined Perception and Understand Other proficiencies on lie-detection checks.

Empathic Shield:

From 10th level, you may project your empathic abilities outwards, giving all allies in 1d6 metre radius an effective 'psychic AC' equal to your Empath level when taking damage from sapient beings. Unlike normal armour, this protects against all damage dealt to you by sapients, and is only destroyed by psychic damage.

Has no effect on against environmental damage or damage from Beasts. Lasts for 2 minutes (5 combat rounds).

Calming Aura: At 15th level, you may use your major action once per day to remove all confusion, enraging and terrified status effects from all targets in a 1d4 metre radius. If the target is not afflicted by any of these effects and is in combat, they immediately exit combat for 2 turns, or until next harmed. Target may resist by performing a SPR(willpower) Resist check (DV = Empath Level-5).

Seer Features

Channel Ability:

From 3rd level onwards, by performing a 1d20 EMP (Understand Other) check (DV 12), tap into a cosmic web of knowledge and choose either one set of tools to become proficient in, or one skill to get check-advantage in for 5 minutes (25 combat rounds).

This takes two major actions to complete.

Arcane Focus:

At 5th level, choose a small, non-magical object such as a crystal ball (or roll on the Trinket table). This object becomes your Arcane Focus. When focussing upon this object, gain +3 perception. Upon losing your focus, you may meditate for 1 day to choose a new one.

Psychic Trauma:

From 6th level onwards, peer into the timestream of a target and force them to relive a horrific event from their past or their future. If target fails a SPR(willpower) Resist check (DV = 5 + Seer level), they take 1d6 psychic damage.

At 13th level, you may expand this effect to 1d6 targets.

Magical Nexus:

At 8th level, you tap into the magical web underpinning reality, and can identify focus points in that web. Detect all magic in your vicinity, as if you had a permanent *Detect Magic* spell.

At 18th level, you are so attuned to the mystical web that you can sense humans even when they're not using magic, as if you had a permanent *Sense Humans* charm.

Other Eyes:

From 9th level, you may use 3 major actions to see through the eyes of any non-magical creature. You may not control the creature, but you see and hear what the creature sees. Effect ends when you lose focus due to, i.e. taking damage.

Retrocognition: Starting at 11th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You must spend at least 1 minute (5 combat rounds) in uninterrupted meditation, then receive a vision. This costs 10FP.

- **Object Reading:** Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your EMP score), you can spend 1 additional minute for each owner to learn the same information about that creature.
- **Area Reading:** As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 10m cube), going back a number of days equal to your EMP score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Font of Knowledge:

Starting at 14th level, you may meditate upon a question. If you succeed a 1d20 EMP (perception) check (DV 15), the universe will answer your question with a single word.

Asking a question costs 5FP, and you may only ask 1 question per day.

True Sight:

From 20th level, you are so in-tune with the universe, that you may automatically use the *True Sight* spell at will (no action cost). Having *True Sight* active costs 5FP per minute (or 1 FP per combat round).

Healer Features

Healing Hands:

From 3rd level onwards, gain a bonus to your Healing proficiency equal to 1 + a quarter of your Healer level.

Tool Proficiency:

At 3rd level you are proficient with the *surgeons tools*.

Effortless Healing:

From 6th level, you may deduct half of your Healer level from the FP costs of healing spells (minimum 0).

Bane of Unlife: At 7th level, all healing spells cast are assumed to do an equal amount of Celestial damage. Celestial damage does not harm living beings, but banishes foul abominations.

Red Cross:

From 8th level, if there are other targets in combat, sapient enemies will not harm you until you harm them first, or are otherwise deemed to be a combatant. If you are the only combatant, they will attempt to incapacitate you without harming you.

At 14th level you may designate a 15m² area as a field hospital. No sapient being will enter this boundary, and will not harm anyone inside it, until the area is deemed a combat-zone (i.e. when an inhabitant uses it for non-medical purposes.)

At all levels, if a character has an EVL score greater than or equal to your EMP score, they may violate the accords protecting you.

Mass Heal:

At 10th level, you may cast healing spells that are at least one level below your current Skill level on all targets in a 3m area.

Holistic Care:

From 12th level, your healing spells restore an equal amount of FP.

Stabilizing Influence:

At 17th level, whenever any PC in a 5m radius falls below zero HP, they are automatically stabilised and take the Critical but Stable status, instead of Critical Condition.

Reverse Death:

At 20th level, if a character has been dead less than 24 hours, you may expend 30FP to rekindle the tiniest flicker of life in their body, and restore them to -9 HP, with the Critical but Stable status.

Only works if the body is whole.

This effect takes 2 hours to complete, and may only be used once per week.

Fighter

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Fighter				
Archetype Level	Arcane Wisdom	Archetype Features	Spellsword Features	Sharpshooter Features
1	+ 2	–	–	–
2	+ 2	–	–	–
3	+ 2	Stuff0	Stuff1	Stuff2
4	+ 2	–	–	–
5	+ 3	–	–	–
6	+ 3	–	–	–
7	+ 3	–	–	–
8	+ 3	–	–	–
9	+ 3	–	–	–
10	+ 4	–	–	–
11	+ 4	–	–	–
12	+ 4	–	–	–
13	+ 4	–	–	–
14	+ 4	–	–	–
15	+ 5	–	–	–
16	+ 5	–	–	–
17	+ 5	–	–	–
18	+ 5	–	–	–
19	+ 5	–	–	–
20	+ 6	–	–	–

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Investigator

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Investigator				
Archetype Level	Arcane Wisdom	Archetype Features	Detective Features	Journalist Features
1	+ 2	Investigator's Insight	–	–
2	+ 2	Interview	–	–
3	+ 2	Interrogator's Demeanor I	Arrest	Connections
4	+ 2	Always Alert	–	Eavesdrop I, Hurtful Words
5	+ 3	–	Police Tactics I	–
6	+ 3	Interrogator's Demeanor II	–	Influence Morale (d4)
7	+ 3	–	Gut Instinct	–
8	+ 3	–	Good cop/Bad cop	Silver Tongued
9	+ 3	–	Evaluate Perp	Influence Morale (d6)
10	+ 4	Research Team	–	Contact Curation I
11	+ 4	Interrogator's Demeanor III	Police Tactics II	–
12	+ 4	Undercover	Taser	Influence Morale (d8)
13	+ 4	–	Evaluate Perp II	–
14	+ 4	Interrogator's Demeanor IV	–	–
15	+ 5	–	Bent Copper / Honest Bobby	Influence Morale (d10)
16	+ 5	Illusive Deduction	–	Manipulate Truth
17	+ 5	–	Restraining Force	–
18	+ 5	–	–	Influence Morale (d12)
19	+ 5	–	Police Tactics III	Contact Curation II
20	+ 6	–	Sherlockian Deception	Topple Regime

Starting Equipment

An Investigator starts with:

- A basic pack
- A notebook at Quick-Notes Quill
- a Wand (roll on the wand table to determine composition)
- 2d6 x5 gold

Starting Spells

An Investigator begins with 3 spells from the basic spells table, plus *Identify*, memorised.

Archetype Features

Investigator's Insight:

From 1st level, you gain a +1 bonus to Perception and Research proficiencies.

Interview:

From 2nd level, if you are able to isolate a captured (or willing) target, you may initiate an interview. Target performs a SPR (Willpower) Resist check against either a d10 CHR (Persuasion) check **or** a d10 POW (Intimidation) check. If target fails, the GM must answer any question you ask truthfully (though they may lie by omission, if the question is not specific enough), if it is reasonable that the target knows the answer. If the check fails, the GM will lie.

You may ask up to 5 questions in an interview, before the target becomes uncooperative and refuses to answer.

Interrogator's Demeanor:

At 3rd level, and then again at 6th, 11th and 14th, you gain a +1 bonus to either Persuasion or Intimidation proficiencies (you may choose a different proficiency at every increase).

Always Alert:

At 4th level you gain a +1 bonus to your passive perception value, and an additional +1 for every 4 Investigator levels above 2nd.

Research Team:

At 10th level, you have gathered the resources to form an in-house research team. If you are able to contact your team to ask them a question, after 1 day of research, they provide you with a +5 bonus to all research checks on an individual subject (i.e. a person, event, or location) for the next 1 hour. This ability may only be used once per week.

Undercover:

From 12th level, gain a bonus to your Stealth proficiency equal to one-third your Investigator level.

You may also take 1 hour to completely alter your appearance and create a false identity. Whilst inhabiting this new identity, you gain an additional +2 bonus to Persuasion and Stealth proficiencies when on 'undercover missions'.

Illusive Deduction:

At 16th level, your deductive skills are honed such that you can spot inconsistencies when someone attempts to alter your perception of reality. When an illusion spell is cast on you, in addition to the usual Perception checks, the GM rolls a d4. If it comes up as a 1, they must inform you that an illusion spell has been cast on you.

Detective

Arrest:

From 3rd level, if you are within touching distance of a target under the influence of the *Stunned*, *Trapped*, *Exhausted*, *Terrified* or *Major Injury* status effect, you may take a minor action to conjure a pair of mystic manacles around their wrists. The number of manacles you may have active at any one time is equal to half your Detective level. Targets may attempt to break out of these restraints (if they are able to take actions) through a ATH (Strength) resist check, with a DV equal to 3 + your Detective level.

Once per combat engagement, you may take another major action to send all such manacled entities into a 'holding cell', trapping them in the Astral plane. When the combat engagement has ended you may either send all trapped entities to Azkaban, or summon them individually back out of the 'cell' for questioning. Entities left in the 'cell' more than 5 minutes after combat has ended are returned to this plane of existence, without their manacles.

Police Tactics:

At 5th level, and then again at 11th and 19th level, you may choose to gain one of the following bonuses:

- **Disarming training:** gain a bonus to the casting check of the *Disarm* spell equal to one-third of your Detective level
- **Hand-to-hand Combat:** unarmed strikes do 1d4 ATH (Strength) Bludgeoning damage, and whenever contact is made, target must perform a SPR (Willpower) Resist check against a d10 POW (Intimidation) check or take the *Terrified* status.
- **Combat De-escalation:** perform a CHR (Persuasion) check on an isolated target, DV equal to target SPR attribute. If check succeeds, target lays down their weapons and raises their hands above their head (such entities are considered viable targets for the *Arrest* ability).
- **Spatial Awareness:** when a pair of enemies attempt to flank you, you may perform a DV15 INT(Perception) check to automatically move up to 1m, such that only one target threatens you (if possible). This is in addition to your normal actions, but does not allow you to evade any attacks on you this turn from anyone other than the flanking opponent.
- **First Aid:** gain a bonus to your Healing proficiency equal to one-quarter your Detective level.

Gut Instinct:

From 7th level if, during an *Interview*, the difference between your interrogation check and the resist check is greater than 2, you automatically know that the perp is lying to you.

Good-cop/Bad-cop:

From 8th level, when performing an *Interview*, you may perform a combined d10 POW (Intimidation) and d10 CHR (Persuasion) check for the interrogation.

Evaluate Perp:

From 9th level, when encountering a new threat, your keen eye allows you to infer information about them. The GM will tell you if they are you superior, equal, or inferior in one of the following categories of your choice: ATH, CHR, INT or EVL. At 13th level, you may choose 2 categories.

Taser:

From 12th level, you gain access to a magical device similar in nature to a Taser. This device takes a minor action to use, and auto-casts the *Lightning Bolt* spell on a target, with a 'casting check' equal to your Detective level (and hence does 2d4 + (Detective level - 5) electric damage). If the target fails the resist check, they become *Stunned* for 2 turns.

This device recharges at a rate of 1 usage per hour, and holds a maximum of 5 discharges.

Bent Copper/ Honest Bobby:

At 15th level, having risen through the ranks, you must decide what kind of officer you are going to be:

- **Corruption:** you gain a +5 bonus to Intimidation proficiency, at the expense of a +4 increase in your EVL attribute. In addition, once per day you may perform an intimidation check on NPCs (DV 10) to curry bribes of up to 5d20 gp.
- **Idealism:** you suffer a 3-point penalty to Intimidation proficiency, but whenever the total value of a non-deception CHR check is less than your CHR attribute, you may use that value instead.

Restraining Force:

From 16th level, when casting an explicitly non-lethal (or non-damage causing) spell from the Hexes school, you may add your Arcane Wisdom bonus to the casting check, ignoring the usual once-per-day rule. Normal usage of Arcane Wisdom is unaffected by this skill.

Sherlockian Deception:

From 20th level, your powers of deduction have reached legendary levels, such that you can turn your enemies own plans against them. Once per day, if you trigger a trap, or otherwise fall afoul of an enemy's nefarious scheme, you may reveal that you were aware of this all along, and that they have in fact strayed into *your* nefarious scheme, upon which you may either:

1. Turn the effect of their trap back onto them
2. Automatically cast any spell (memorised or not) of Expert level or below with an assumed dice roll of 20.
3. Teleport in a backup team of 2d4 level 15 NPC Enforcer-Aurors you had secretly waiting in the wings.

Journalist

Connections:

A journalist lives or dies by their connections, so from 3rd level, for every 4 days that you spend in a given location, you may choose to gain one 'contact' associated with that location. The maximum number of contacts (across all locations) is equal to twice your journalist level (at any time you may choose to lose any number of contacts from any location).

Whilst in a location, you may call upon your local contacts to gain a +2 bonus (per invoked contact, max +10) to all research or influence checks (or checks otherwise judged to be 'journalism' by your GM), or to undertake some simple task which would not normally require a check (such as getting a book out of a library for you).

For every contact invoked, roll a d4, if the result is greater than 1, you lose that contact. Even if the contact is not 'burned', you may not call upon them for one more day (you may use other connections, however).

Eavesdrop:

At 4th level, you may hear all verbal communication in a 5m radius, even if whispered or behind a door, as if you had the *Eavesdrop* charm permanently active.

At 17th level, this increases to 10m radius respectively. In addition, at 15th level, you become aware of all hidden or invisible creatures in this radius.

Hurtful Words:

At 4th level, your journalism has reached a level of prominence that your words can have a negative effect on your target. Once per week, you may state that you have submitted a hurtful article about a person or a group of people, and name a number of connections you used to do so (max = one half your Journalist level). If you encounter a target of your vicious prose, you may remind them of the hurt you did to them, which has the effect of automatically casting the *Chaotic Whispers* spell on them as a major action with PP equal to the number of connections dedicated. This 'spell' is maintained for as long as you continue talking. The number of times you may use this action depends on how many people were targeted by your article, with more specific targets granting you more uses:

Size of targeted group	Number of casts
1-5 people	Half Journalist level
5-10 people	Third Journalist level
10-50 people	Quarter Journalist level
50+ people	Once

This counter is reset when you write a new article, targeting a new group.

Influence Morale:

From 6th level, you gain the ability to influence sentient beings in real time, either to boost their confidence, or destroy their self-esteem. As a minor action, you may give a d4 dice to any sentient in hearing range.

At any point in the next 10 minutes, you may direct that being to add or subtract that dice roll from their next check.

The size of dice you can give increases incrementally at higher levels: die increases by 2 at 9th, 12th, 15th and 18th level.

Silver Tongued:

From 8th level, when performing an interview, you may choose one of the following checks:

- **Convince:** 2d10 CHR (Persuasion)
- **Blackmail:** 2d10 INT (Intimidation)
- **Deceive:** 2d10 CHR (Deception)

You may also use your connections-bonus to aid you.

Contact Curation:

From 10th level, when checking to see if a connection has been 'burned', you roll a d4 and the contact is only burned if the result is greater than 2 (decreasing burn chance from 75% to 50%).

From 19th level, the check must be equal to a 4 for the contact to be burned.

Manipulate Truth:

At 16th level, choose one of the following bonuses:

- **Truth-teller:** as a minor action, you may break any illusion or otherwise mind-altering spells active on an ally within touching distance.
- **Lie-seller:** you may use your Arcane Wisdom on all Deception checks without the once-per-day rule. Other uses of the AW are unaffected.

Topple Regime:

From 20th level, you wield such influence with your words that you can bring down governments and corporations.

By burning 20 contacts, you may learn such a damning secret about a government or business leader that they and their entire circle must immediately resign. You may use your influence to install a regime which complies with a demand that you make...just be careful that this demand is nothing *too* outrageous, or you may very quickly find that another journalist topples your new regime, and takes you with it!

Natuarlist

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Naturalist				
Archetype Level	Arcane Wisdom	Archetype Features	Magizoologist Features	Druid Features
1	+ 2	Stuff0	Stuff1	Stuff2
2	+ 2	–	–	–
3	+ 2	–	–	–
4	+ 2	–	–	–
5	+ 3	–	–	–
6	+ 3	–	–	–
7	+ 3	–	–	–
8	+ 3	–	–	–
9	+ 3	–	–	–
10	+ 4	–	–	–
11	+ 4	–	–	–
12	+ 4	–	–	–
13	+ 4	–	–	–
14	+ 4	–	–	–
15	+ 5	–	–	–
16	+ 5	–	–	–
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Oathkeeper

An oathkeeper is an individual who has dedicated their life to a cause, putting it before everything else. Their every action is geared towards fulfilling the promise that they have made. Oathkeepers come in two varieties, the **advocate**, who has sworn to uphold a right, or a principle, with their power coming from within. The **disciple** on the other hand has sworn fealty to a powerful being, which gants them immense powers.

Oathkeeper				
Archetype Level	Arcane Wisdom	Archetype Features	Advocate Features	Disciple Features
1	+ 2	Unbreakable Vow	–	–
2	+ 2	Detect Ally	–	–
3	+ 2	–	Oath of Fealty, Oath Perk	Powerful Patron, Patron Boon
4	+ 2	Redemption Arc	–	–
5	+ 3	–	Self Improvement	Patron Boon
6	+ 3	Devotion to the cause	–	–
7	+ 3	–	Oath Perk	–
8	+ 3	–	Self Improvement	Patron Boon
9	+ 3	–	Singular Focus	–
10	+ 4	Shield of Faith	–	–
11	+ 4	–	Oath Perk	Otherworldly Infusion
12	+ 4	–	–	–
13	+ 4	Fanatic's strike	Self Improvement	Patron Boon
14	+ 4	–	–	–
15	+ 5	–	Oath Perk	–
16	+ 5	–	–	Patron Boon
17	+ 5	–	Oath Perk	Temple
18	+ 5	Shield of Faith II	Self Improvement	–
19	+ 5	–	–	–
20	+ 6	–	Oath Perk	Patron Boon

Starting Equipment

Oathkeepers start with:

- a basic pack
- a Wand (roll on the wand table to determine composition)
- 3d6 x5 gold

Starting Spells

Oathkeepers may choose 4 spells form the Basic Spells table.

Archetype Features

Unbreakable Vow:

From first level, you may perform the *Unbreakable Vow* spell. This is a Ritual spell that takes 1 minute to complete. If willing, the participants may enter into a contract that the GM judges to be 'reasonable'. The participants must then abide by the terms of this Vow, or take 15d20 psychic damage.

This ability can only be used once per day.

Detect Ally:

At 2nd level, you may automatically detect when someone is beholden to the same promises as you are. Any Oathkeeper who shares your Oath of Fealty or Powerful Patron will glow in your vision.

If they do not share your Patron/Oath, you may take a major action to learn to what ideals they are beholden.

Redemption Arc:

From 4th level, if the GM judges that you have failed to uphold the cause that you have sworn to dedicate your life to, they may strip you of all bonuses granted to you by the Oathkeeper Archetype. Each Oath and Patron lists *Tenets of Faith*, these are the ideals to which you should adhere to.

These bonuses can only be regained by completing a *Redemption Arc*. This is a quest or challenge set to you by the GM that will redeem you from your transgressions.

Devotion to the Cause:

From 6th level, you may choose to sacrifice 80% of your maximum health to automatically succeed in your next check.

This ability may only be used once per day, and you can be killed by it (after completing the action you were attempting).

Shield of Faith:

From 10th level, your devotion to the cause grants you a mythical AC of 10. This AC can be damaged in the normal way, but is restored when your FP is restored to maximum.

At 18th level, this AC increases to be equal to your Oathkeeper level.

Fanatic's Strike:

From 13th level, you fanaticism towards the cause enables you to take two major actions per turn.

Advocate Features

Oath of Fealty:

At 3rd level you must choose a value to dedicate your life to. Oaths are detailed on page 99. Your oath provides you with a perk at 3rd, 7th, 11th, 15th, 17th and 20th level.

Self Improvement:

At 5th, 8th, 13th and 18th level, choose an attribute to increase by 2.

Singular Focus:

From 9th level, get check advantage when casting concentration-type spells, as well as on checks to maintain concentration.

Disciple Features

Powerful Patron:

At 3rd level you must choose a patron to dedicate your life to. Patrons are detailed on page 100. Your patron provides you with a boon at 3rd, 5th, 8th, 13th, 16th and 20th level.

Otherworldly Infusion:

From 11th level, once per day you may take 3 turns (15 sec) to concentrate and borrow some power from your patron. if any POW check

is less than your Acolyte level, you may use that value instead.

Temple:

At 17th level, you gain access to a temple dedicated towards your patron. Checks inside the temple gain check double-advantage.

Oaths

Oath of Law

By choosing the Oath of Law, you promise to uphold the laws, regardless of the consequences. You are a champion of Law and Order, criminals and tricksters are your foes.

Tenets of Law:

The tenets of Law are simple: you swear to never break the law, to unquestioningly follow the rules, and to challenge those who oppose this doctrine.

Honed Senses:

From 3rd level, if anyone breaks the law in a 10m radius and fails a DV 10 FIN(stealth) check, you are immediately aware of it.

Immutable Spirit:

From 7th level, if, under the influence of a spell such as *Create Thrall* or *Suggestion*, you are directed to take an action that would violate your oath, the spell is broken and you are immune to its effects for 24 hours. Equally, any illusions cast to disguise unlawful activity get check-disadvantage on any investigation checks you conduct.

Interrogate:

From 11th level, if you question an individual that you have apprehended, you may take 1 hour to perform a ritual that compels them to speak the truth.

Planemeld:

From 15th level, you may summon the spirit of the Plane of Order, and cast the *Planemeld* spell to summon Machina by passing a DV10 SPR(Willpower) check.

Expert Apprehension:

From 17th level, attempts to apprehend a target by immobilising them (such as the *Bind Target* spell) gain check double advantage.

Summon Judiciary:

From 20th level, you may designate a lawbreaker as a target for the *Judiciary*. The Judiciary are a multiversal hivemind bent on bringing about justice to lawbreakers. These beings will appear and hunt down the target with a single-minded zeal.

Oath of Righteousness

The Oath of Righteousness means that you swear to uphold virtues that go beyond the law – truth, courage and compassion. You swear to do what is right, even if that goes against the law.

Tenets of Righteousness:

The Oath of righteousness requires that, wherever you see it, you defend and uphold the principles of honesty, courage, compassion, honour and duty. You must also challenge those who fail to live by these principles.

Sword of Purity:

From 3rd level, as a major action, you may summon a sword of blinding light into an empty hand. You are considered proficient with this sword, and it does 2+2d4 Celestial damage, using either an ATH(strength) check or FIN(dexterity) check.

Aura of Protection:

From 7th level, whenever you or any ally within 3m must make a Resist check, your aura gives a bonus equal to one quarter of your Oathkeeper level.

Righteous Fury:

From 11th level, if you witness a target harm an innocent or otherwise perform a needlessly cruel or damaging act, all damage checks on that target gain a +5 bonus.

Excommunicate:

At 15th level, you gain the ability to excommunicate individuals whose values come into conflict with your guiding tenets. This takes a major action, and for the next 24 hours, the target is susceptible to Celestial damage. Targets that were already susceptible to Celestial damage take triple damage from this damage type.

Cleansing Touch:

At 20th level you gain the ability to purge magical effects from your allies with a touch. Once per minute you may end the effect of all negative ongoing magical effects on yourself or on a target in range. You may choose to leave some effects active if you wish (i.e. the definition of 'negative' is somewhat flexible).

Oath of Vengeance

When taking the Oath of Vengeance, you swear to take your revenge on whatever it is that has wronged you in the past.

Tenets of Vengeance:

When faced with doing the right thing, or extracting your revenge, a keeper of the Oath of Vengeance will always choose to take revenge. They show no mercy to the targets of their hatred, and you always initially share allyship with anyone who has also been harmed by your foe.

Reckless Hatred:

From 3rd level, you may direct your hatred towards an individual, giving you check advantage on attack rolls, but check disadvantage on all defensive and evasion checks for 10 turns.

Relentless Pursuit:

From 7th level, upon initiating combat you may automatically cast the *Hunter's Mark* spell on a subject of your rage.

Vicious Assault:

From 11th level, if a target attempts to retreat on the same turn that you land a successful attack on them, you may perform an additional major action directed at that target.

Aura of Hatred:

From 15th level, your aura is so tinged with rage that you may utilise it to influence others. Once per day, you may use this ability to enrage a region 5m in radius. Every being in this region acts as if the spell *Fury* had been cast on them (with a casting check of 20).

Bloodthirst:

From 20th level, every time a subject of your rage hurts you or your allies, add one to a special rage-counter. If you perform a melee attack, you may add this twice the current counter value to your attack roll. When used, the counter value is divided in half. The counter resets to zero when all rage-foci in a given combat encounter are incapacitated.

Patrons

Patrons are powerful beings, usually residing outside of the mortal realm, who bestow upon their faithful mighty powers. Some patrons bestow this gift as part of a bargain, asking in return that the Oath-keeper enact their will upon the Earth. Other patrons might not even be aware of their champion's existence, instead the power might be gained by finding a mythical artefact containing a fragment of their power.

Benevolent Deity

Your patron is a god-like being which prizes the beauty of mortal life, light and nature. Usually hesitant to cause harm, preferring peaceful negotiation, the deity can however be enraged when harm is done to those it protects. To maintain your gifts, your deity asks that you:

- Help those in need without prejudice
- Harm only those who have harmed the innocent
- Protect life, light and nature wherever possible.

Light in the Darkness:

From 3rd level, as a minor action you may invoke a *Flare*, a burst of sunlight, between you and a target. If the target attacks you this turn, they take check disadvantage on damage checks (targets immune to blinding are not affected by this). If the target fails a INT(perception) check, they also take 1d10 Celestial damage. This costs 5FP. You may also use this ability to create a number of hovering lights equal to half your acolyte level. These lights last for one hour, and follow a target individual around.

Peaceful Negotiation:

From 5th level, as a major action you may perform a d20 CHR (persuasion) check (DV = 20, minus 1 for each acolyte level). If the check succeeds, you may pause combat for 5 rounds. In each of those 5 rounds, you may make one offer to the enemy combatants to end combat. If they accept the offer, the target exits combat peacefully. If they refuse the offer 5 times, combat resumes as normal. If you make an offer that you cannot deliver on, combat resumes and you take check disadvantage on attack rolls. During these 5 ceasefire-rounds, all other combatants may take non-combat actions as normal. Any actions judged as hostile, however, will resume combat early.

Divine Intervention:

At 8th level, when in great danger or dire need, you may pray to your patron for help. Taking a minor turn, describe the assistance you seek and perform a d20 CHR(persuasion) check. The DM tells you the difficulty of the action that you are about to attempt (easy to legendary, actions that fall within your patron's sphere of influence will be judged to be easier). The table below sets the DV that you must reach:

Disciple Lvl	Easy	Moderate	Hard	Very Hard	Legendary
< 10	5	10	15	20	25
10 - 13	4	8	12	16	21
14-16	3	6	9	12	16
17-19	2	4	6	10	13
20+	1	2	5	7	10

If the check succeeds, your deity will intervene and help you, and you may not then use this ability for one week. If it fails, you cannot use this ability for 1 day. At 15th level, the time delay reduces to 1 day if successful, and 1 hour if not.

Blessed Hands:

From 13th level, you may channel the divinity of your patron through your hands. As a major action, you may grasp a living target and heal them for HP equal to twice your Acolyte level. This costs 10FP.

Angelic Host:

At 16th level, you are granted a pair of ethereal, angelic wings. These wings normally remain hidden in the astral plane, but you may summon them using a major action. You may then fly with a base speed twice your land-base speed. Dismissing the wings back to the astral plane takes a minor action.

Biblical Wrath:

At 20th level, your benevolence melts away and you may invoke powerful destructive magic to smite those who have wronged your patron. Once per hour, as a minor action you may:

- Summon a tidal wave up to 6m wide, which pushes all enemies back up to 30m, prevents breathing for 30 seconds, and deals 10d10 bludgeoning damage

- Call down a hail of fire, as if you had cast the *Meteor Strike* spell with 3PP (6d8 bludgeoning and 8d6 fire damage to all targets in 10m radius). Cannot be used indoors.
- Open a chasm in the Earth, dropping 2d4 targets a distance of 50m onto a solid surface. Chasm can be made wide enough to drop a small building into.
- Cause all food and other non-living organic substances in a 5m radius to rot and decay, causing all those who eat it to die if they fail a DV 10 d20 SPR(Health) check.
- Summon a bolt of lightning to do 9d8 electric damage to a target and blinding 1d4 targets within 3m of the bolt-target.

Dark Power

Your patron is an evil being – perhaps a demon from one of the lower planes, or even an exceptionally evil mortal. Their one desire is for you to spread, pain fear and suffering wherever you go. They may also call upon you to take part in specific evil acts. To maintain the favour of your patron, you should:

- Obey without question any order given by your patron
- Spread fear and chaos wherever possible
- Corrupt as many individuals towards evil as you can.

Killing Joy:

From 3rd level, whenever you reduce a living being to 0HP, gain a temporary bonus to your HP ceiling equal to twice your disciple level, and increase your HP by this same amount. This lasts for 5 turns (30 seconds). This effect does not stack, you simply use the largest such bonus, and the timer resets every time you kill again.

Evil Incarnate:

From 5th level, whenever you choose to increase an attribute as part of the levelling-up process, you may automatically increase your EVL attribute by an additional point.

Necrotic Touch:

From 8th level, you may take a major action to grasp your enemy and channel evil energies into them. Target may attempt to break free using DV 10 ATH (strength) Resist check. This attack does 2+2d8 necrotic per turn, plus an additional 1d8 for every 3 Disciple levels above 7th.

Defer to Master:

From 13th level, if any EVL check has a total result less than your EVL attribute, you may use that value instead.

Dark Shroud:

At 16th level, your master grants you the ability to use the *Dark Shroud* ability. If you are standing in shadow or a dimly lit environment, you may take 1 major turn to become completely invisible for as long as you remain in darkness.

Planestrike:

From 20th level, when you make an unarmed strike against an opponent, you may choose to send your target to one of the more unpleasant Planes. The target instantly vanishes from this reality, and spends time either in Hades (taking 8d10 necrotic damage), Tartarus (becoming 8d10 psychic damage and acquiring the Broken Bone status effect) or Abyss (becoming completely paralysed with fear for 10 turns). They then reappear one turn later, scarred by their experiences.

This ability can only be used once every 24 hours.

Free Spirit

Your patron is a nameless, formless entity that recognises no master, and accepts no constraints. The Free Spirits will never give you direct orders, but instead will trust that you will bring freedom, and a little spark of chaos into the world. To remain in this fickle entity's good books, you should:

- Never accept orders from a superior (unless you were going to do it anyway!)
- Not remain in one place for too long, and always be unpredictable
- Perform pranks, and spread mischief, wherever possible

Fleet Foot:

From 3rd level, your base speed increases by 2m.

Defensive Leap:

From 5th level, once per hour, you may teleport up to 10m in any direction upon taking damage. The target location must be unoccupied, and you must be able to see it.

Make Wild:

From 8th level, once per day you may take a major action to restore all living beings in a 10m to their wild state. Trained beasts return to their animal instincts, and all sapients in range must succeed on a DV10 SPR(willpower) Resist check, or act as if the *Fury* spell had been cast upon them.

Unconstrained Knowledge:

At 13th level, and again at 15th, you may choose any other Archetype Feature designated 11th level or below, from any other Archetype. If this Feature gains additional aspects at higher levels, you may acquire them, but at 3 levels higher than the stated value. This does not include 'branch-choice' features such as the *Powerful Patron*, but you may choose the abilities granted by these choices (i.e. you could choose *Immutable Spirit*, a feature granted by choosing the Oath of Law, but you could not choose *Oath of Fealty*, the feature that allows you to choose the Oath of Law).

You may rechoose this ability once per week.

Chaotic Aura:

From 16th level, your patron blesses you with a powerful yet unpredictable aura. Every time you take damage, roll a d20:

- **1-5** : No change (take damage as normal)
- **6-13**: Take damage with temporary +6 AC
- **14-15**: Attacker takes the same damage
- **16-17**: Cast *Knockback* jinx on attacker.
- **18-19**: Take 25% damage
- **20**: Take 0 damage

In addition, any time that a check uses the *Chaos* proficiency, if the total check value is less than your Disciple level, use the larger value instead.

True Freedom:

From 20th level, all attempts to entrap, or slow you down fail. Manacles and ropes fall off you, and all impediments to movement are ineffective. You may ignore all terrain costs, and once per day you may walk through up to 1m of solid material.

Incomprehensible Intelligence

Of all the patrons, the Incomprehensible Intelligence is the most likely to be unaware of your existence. Ancient beyond measure, and existing outside of the normal constraints of space and time, the Intelligence is most likely one of the Eldritch beings from the far reaches of the multiverse. When and if they do notice you, they may give you inscrutable orders, such as moving a single rock a foot to the left – no doubt part of a millenia long plan that you cannot conceive of. Because of their alienness, and their indifference, it is hard to know what might anger such a being. You should therefore be wary – and simply try to stay out of its way. Interfering with its plans is the only sure fire way to bring down its wrath.

Terrible Secrets:

From 3rd level, your patron grants you insight into the most terrible and mind-bending facts about the universe. As a major action, you may speak one of these secrets aloud. All targets within 3m that hear these secrets must succeed in a DV 12 SPR(endurance) check, or take 2d4 psychic damage for every three Disciple levels above 0.

Arcane Grimoire:

From 5th level, you are gifted a mystic grimoire. When you gain this book, choose one Novice level (or below) spell, which you need not already know. When you have the grimoire in your possession, you may cast this spell at will as a wandless, silent minor action, as if you had performed a check equal in value to your Disciple level, or the spell DV (whichever is higher). You may not dedicate PP towards these spells.

If you lose your grimoire, or wish to alter the chosen spell, you must perform a 2 hour ritual to receive a new one. The old grimoire vanishes when a new one is created.

At 10th and 15th level, you may add one more Novice level spell to your Grimoire.

Tongues of the Ancients:

At 8th level, you gain the ability to speak and be spoken to by any being which has a coherent language. You can also read ancient runes and understand other mystical markings.

Alien Knowledge:

At 13th level, you have spent enough time connected to your patron that your mind is suffused with knowledge that it is completely alien to most mortals. Your brain works so differently that all attempts to read your thoughts fail. Psychic damage does only 50% damage to you, and any being which inflicts psychic damage on you, takes the same amount of damage that you do.

Enhanced Grimoire: At 16th level, your mastery of the grimoire improves such that you learn how to dedicate Power Points to your grimoire spell. You may dedicate one PP for every Disciple level above 14th level.

Apotheosis:

At 20th level, you mantle a small amount of your patron's god-like power, and gain control of a small facet of Creation itself. You find within the pages of your Grimoire the spells *Vanish Object* and *Conjure Object*, which you can cast with 10 power points.

Performer

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Performer				
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2	+ 2	–	–	–
3	+ 2	–	–	–
4	+ 2	Stuff0	Stuff1	Stuff2
5	+ 3	–	–	–
6	+ 3	–	–	–
7	+ 3	–	–	–
8	+ 3	–	–	–
9	+ 3	–	–	–
10	+ 4	–	–	–
11	+ 4	–	–	–
12	+ 4	–	–	–
13	+ 4	–	–	–
14	+ 4	–	–	–
15	+ 5	–	–	–
16	+ 5	–	–	–
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Ranger

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Ranger				
Archetype Level	Arcane Wisdom	Archetype Features	Scout Features	Hunter Features
1	+ 2	Stuff0	Stuff1	Stuff2
2	+ 2	–	–	–
3	+ 2	–	–	–
4	+ 2	–	–	–
5	+ 3	–	–	–
6	+ 3	–	–	–
7	+ 3	–	–	–
8	+ 3	–	–	–
9	+ 3	–	–	–
10	+ 4	–	–	–
11	+ 4	–	–	–
12	+ 4	–	–	–
13	+ 4	–	–	–
14	+ 4	–	–	–
15	+ 5	–	–	–
16	+ 5	–	–	–
17	+ 5	–	–	–
18	+ 5	–	–	–
19	+ 5	–	–	–
20	+ 6	–	–	–

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Sage				
Archetype Level	Arcane Wisdom	Archetype Features	Teacher Features	Scholar Features
1	+ 2	Intellectual Insight	–	–
2	+ 3	Arcane Affinity	–	–
3	+ 3	Academic Discipline	Instructive Aura	Research Training
4	+ 3	–	–	Rapid Assimilation
5	+ 4	–	Repository of Knowledge	–
6	+ 4	–	Guiding Hand	Innovative Mind
7	+ 4	Academic Discipline II	–	–
8	+ 5	–	Trustworthy Face	Instant Scrutiny
9	+ 5	–	Guiding Hand II	Co-author Cooperation
10	+ 5	Thought Experiment	–	Spellmaker
11	+ 6	–	–	Innovative Mind II
12	+ 6	Academic Discipline III	Group Control	–
13	+ 6	–	–	Researched Defence
14	+ 7	Brain Over Brawn	Community Spirit	–
15	+ 7	–	Infinite Patience	Spellmaker II
16	+ 7	–	–	Research Grant
17	+ 8	Academic Discipline IV	–	–
18	+ 8	–	Group Control II	–
19	+ 8	Conference Season	–	–
20	+ 9	–	Career Advice	Uncovered Secret

Starting Equipment

A Sage start with:

- a Scholar's pack
- a Wand (roll on the wand table to determine composition)
- 2d6 ×4 gold

Starting Spells

A Sage begins with 4 spells from the basic spells table memorised.

Archetype Features

Intellectual Insight:

From 1st level, whenever you choose to increase an attribute as part of the levelling-up process, you may automatically increase your INT attribute by an additional point.

Arcane Affinity:

From 2nd level, gain bonuses to your Arcane Affinity. Arcane Affinity increases much faster than normal.

Academic Discipline:

At third level, as well as deciding on your branch, you must also choose the academic field in which you specialise. Acceptable fields are the 7 schools of magic, Resistance, any of the book topics mentioned on page 45, or any other academic discipline you can negotiate with your GM. At each level of this feat (at 3rd, 7th, 12th and 17th Sage level respectively) you gain a bonus to actions associated with your chosen field.

If you chose a school of magic (or Resistance), at each level you may increase the spellcasting dice associated with that field. As usual, this does **not** count towards the arcane proficiency calculations detailed on page ???. If you choose a different academic field, then you may take check-advantage in checks related to your field, and then

check-double, check-triple and check-quadruple advantage at subsequent levels in this feat. This bonus does not stack with other check-advantage effects. Simply take the highest such bonus.

Thought Experiment:

At 10th level, you may perform a Thought Experiment. When trying to solve a problem (or decide upon a course of action) you may take a major action to describe a potential solution or set of actions to the GM, and perform a DV 12 INT check. If the check succeeds, the GM will tell you if the approach will succeed or fail.

This action can be used once per day.

Deductive Dodge:

From 14th level, you may use an INT (Perception) check to perform evasive actions instead of the usual ATH (Speed) check.

Conference Season:

At 19th level, news of your academic prowess has spread around, and you are invited to academic conferences. Once per week, you may dedicate one day to go to a conference, whereupon you may choose one of the following actions, which confer a bonus which lasts until you next attend a conference:

1. **Give a talk:** gain a +3 bonus to persuasion proficiency
2. **Attend skill workshop:** Choose one set of tools, you are now proficient in that set.
3. **Attend a talk:** gain a +3 bonus to Arcane Knowledge proficiency
4. **Talk to students:** gain a +3 bonus to Understand Other proficiency
5. **Notice error:** gain a +3 bonus to Perception proficiency
6. **Attend book launch:** Gain a free copy of a book of your choice

Teacher Features

Instructive Aura:

From 3rd level, all non-teachers in your group gain 50% extra experience.

Repository of Knowledge:

From 5th level, you may act as a spellbook. If an ally is within touching distance, they may cast any spell that you have memorised, as if it was from a spellbook.

Guiding Hand:

From 6th level, you may take a major action to lay your hands on an ally, giving them a +1 bonus to their next action. If this action is associated with your academic discipline, this bonus increases to +3. At 9th level, this bonus increases to be equal to one-third and one-half of your Teacher level (rounded down).

You cannot do this if you are simultaneously using the *Repository of Knowledge* feat.

Trustworthy Face:

From 8th level, gain a +2 bonus to Persuasion proficiency.

Group Control:

From 12th level, when casting an illusion (or otherwise behaviour-modifying) spell on a target, you may extend this effect to 1d4 targets. From 18th level, this extends to effect all targets in range. Targets must also use one dice *smaller* than their current Resistance level would indicate to resist such spells.

Community Spirit:

From 14th level, you may take a major action to encourage your allies and give them support. This provides a +1 bonus to all allies in a 5m radius (yourself included) for all subsequent checks for the next 5 minutes.

Infinite Patience:

At 15th level, you are immune to Rage and Frenzy-causing effects, and gain a 50% resistance to psychic damage.

Career Advice:

At 20th level, you are able to help reshape the future of one of your allies. When an ally multiclasses, they automatically begin at 3rd level in their new archetype.

Alternatively, by spending 1 week with that ally, you can train them in a whole new field. This acts as a complete 'respec': the character may completely forget all previous archetype abilities, and re-dedicate all their levels into a new class. A level 10 Auror could therefore retrain as a level 10 Naturalist, or as a 5/5 Empath/Barbarian. All character feats, proficiencies, casting dice and attributes must be adjusted accordingly.

Scholar Features

Research Training:

From 3rd level, gain a bonus to the Research proficiency equal to one third your Scholar level.

Rapid Assimilation:

From 4th level, you learn new information much more quickly, and so you need only half (rounded up) the usual number of book-casts, *N*, for a spell to be memorised. The new minimum value of *N* is 2.

Innovative Mind:

From 6th level, if the GM judges that you are undertaking a particularly innovative action, or using a spell in a new and interesting way, you get a +2 bonus to the associated check.

From 11th level, if an 'innovative' action succeeds, you may adopt it as your 'signature move'. You take *either* check-advantage or a +2 bonus when performing this action in the future. You may only have 2 'signature moves' at any one time.

Instant Scrutiny:

Beginning at 8th level, you may instantly cast *Identify* as a wandless, silent action. The usual FP costs still apply, but it does not count as part of your action cycle.

Co-author Cooperation:

From 9th level, if you and an ally within 2m perform exactly the same action this turn cycle, you both gain a +1 bonus to the checks. If the ally is also a Scholar (of any level), this increases to +3.

Spellmaker:

From 10th level, you gain the ability to make your own spells. You may define the effects of the spell, and the GM will then determine the associated level, check type, difficulty value, and any other properties, by comparison with any similar spells that already exist. The spell must be in the area of your *Academic Discipline* (if you chose a magic field, it must be that school of magic, if you chose a non-magic field, it must have an effect in you chosen domain).

After defining the parameters of the spell, you must then spend 2d4 days working on it. At the end of that time, you have 3 attempts to cast the spell. If you succeed in casting it, then you have the spell memorised, and may cast it as any other spell. You may also then transcribe it onto paper, so that others can book-cast (and then memorise) it as normal.

From 15th level, you may ignore the constraint that the spell must be in your area of academic discipline.

Researched Defence:

From 13th level, you may dedicate 3 days work to a particular damage type. Your AC gains a bonus equal to your Sage level against that damage type.

Research Grant:

From 16th level, your academic prowess gains you a new revenue stream. You are able to charge 50% of your expenditure to your grant. At the end of every day, if you can contact your office, you get back half of the gold spent that day.

Unearthed Secret:

At 20th level, your academic research reaches its peak, and you discover a truly groundbreaking secret. Choose one of the following:

- **Secret of the Cosmos:** you discover an item which can open and close portals to an extraplanar dimension (see 115)
- **Secret of Emotion:** you may manipulate the emotions of a target sapient to feel extreme joy, terror, love or hatred.
- **Secret of Memory:** you may erase 1d4 memorised spells from a target as a major action. Can only be used once per hour.
- **Secret of Nature:** you may conjure any (naturally occurring) animal or plant as an instant-cast spell (Instant cast, FP 8).
- **Secret of Time:** you may manufacture a Time-Turner by completing a one-hour ritual.
- **Secret of Matter:** you may walk through walls for 1 minute per day.

23: Skill List

Magic: Aegistes

Prerequisite: Auto-gained at LVL 1

Increase your casting ability in the Recuperation school of magic. You are able to use Recuperation spells which match your level in this skill, and use the dice indicated on page 53 to cast all spells of this school.

This skill may be taken 5 times.

Magic: Battlemage

Prerequisite: Auto-gained at LVL 1

Increase your casting ability in the Malediction school of magic. You are able to use Malediction spells which match your level in this skill, and use the dice indicated on page 53 to cast all spells of this school.

This skill may be taken 5 times.

Magic: Clairvoyant

Prerequisite: Auto-gained at LVL 1

Increase your casting ability in the Divination school of magic. You are able to use Divination spells which match your level in this skill, and use the dice indicated on page 53 to cast all spells of this school.

This skill may be taken 5 times.

Magic: Magician

Prerequisite: Auto-gained at LVL 1

Increase your casting ability in the Illusion school of magic. You are able to use Illusion spells which match your level in this skill, and use the dice indicated on page 53 to cast all spells of this school.

This skill may be taken 5 times.

Magic: Necromancer

Prerequisite: Auto-gained at LVL 1

Increase your casting ability in the Dark Arts school of magic. You are able to use Dark Arts spells which match your level in this skill, and use the dice indicated on page 53 to cast all spells of this school.

This skill may be taken 5 times.

Magic: Sorcerer

Prerequisite: Auto-gained at LVL 1

Increase your casting ability in the Charms school of magic. You are able to use Charms spells which match your level in this skill, and use the dice indicated on page 53 to cast all spells of this school.

This skill may be taken 5 times.

Magic: Thaumaturgus

Prerequisite: Auto-gained at LVL 1

Increase your casting ability in the Transfiguration school of magic. You are able to use Transfiguration spells which match your level in this skill, and use the dice indicated on page 53 to cast all spells of this school.

This skill may be taken 5 times.

Always Alert

Gain check advantage on Perception checks made to detect the presence of enemies. You also gain advantage on Resist checks made to avoid or resist both magical and mundane traps.

Ambidextrous

Increase FIN attribute by 1. You are considered proficient in two-weapon fighting.

Animagus

Prerequisite: Expert Thaumaturgy

Transform into a non-magical animal at will. This animal must be chosen at the moment you acquire this skill, and cannot be changed afterwards. Transforming costs 5FP and constitutes a major action.

Area Dodge

Prerequisite: Speed Proficiency

When performing a successful dodge check against an area-of-effect attack, if a full-turn movement would remove you from the affected area, you may perform a flying leap to escape the area, leaving you prone.

Basic Weapons Training

You are considered proficient in the use of simple melee weapons such as daggers, quarterstaff and spears.

Battlecry

Prerequisite: CHR > 13

You may take a major action to perform a battlecry, inspiring your allies. Choose 2d4 allies in hearing range, and restore FP equal to twice your character level.

Catastrophic Critical

Upon a critical hit opportunity, roll a 1d4. Multiply the damage by the outcome of this dice roll. This overrides the usual critical procedure. When taking this skill multiple times, increase the die to a d6 and d8 respectively.

This skill may be taken 3 times.

Cleave

Increase ATH attribute by 1. If a melee attack kills an opponent, you may perform a second attack using the same weapon on one adjacent opponent, dividing the damage done by 2 for every subsequent kill.

Confident Accuracy

After successfully casting a spell, you may add any remaining casting check over the difficulty to your subsequent accuracy check.

Defence Against the Dark Arts

Increase SPR by 1. Take check-advantage when performing a resist check against any Dark-Arts spells cast by a wizard with an EVL less than your character level

Disciplined

Choose a spell discipline to become proficient in. You may add your Expertise bonus to casting checks for spells in this discipline.

This skill may be taken 2 times.

Eagle-Eyed

Increases PER attribute by 1, and the effective range of your vision by 50% in all conditions.

Elegant Avoidance

Increase FIN by 1.

You may use Precision proficiency, rather than Speed, when calculating your Dodge value.

Elemental Master

Prerequisite: Adept Sorcerer

When casting one of the *Control* spells, you may maintain a chosen effect without further FP cost. The relevant FP cost is only deducted when adding a new effect into the spell.

Emergency Care

You may take a major action to perform a *stabilization* action on a target you can touch. Perform a 1d20 INT check (DV 10), if successful, remove the *Critical Condition* status and apply the *Critical but Stable* condition

Exotic Fighter

You are considered proficient in the use of unusual weapons, such as whips, scythes, tridents and so on.

Extended Range

For each level of this skill, increase the range of spells by an additional 2m.

This skill may be taken 3 times.

Familiar

Choose an animal to accompany you, usually a cat, an owl, a toad or a rat. This animal shares a special bond with you, and will obey your commands (within reason). The spiritual bond confers the following ability to you:

Cat: +2 bonus on stealth checks

Owl: +1 to INT attribute

Toad: +2 to poison resist and identification checks

Rat: +1 to resist checks

Fast Caster

Prerequisite: Adept Battlemage

May cast an additional spell as part of the standard spellcasting major action.

Fighting Dirty

You are used to winning a fight by any means necessary. You are considered proficient in barehanded fighting and in the use of improvised weapons. Barehanded strikes do 1d4 damage.

Flying Lessons

Gain the ability to fly a broomstick.

Focussed Caster

Increase SPR attribute by 1. When interrupted (i.e. by taking damage) during a concentration spell, you get check advantage on the check to remain concentrating.

Golden Touch

Prerequisite: CHR > 10

Increase CHR attribute by 1. Sell items for 50% more than stated price.

Hulk Smash?

You are considered proficient in the use of brute-force weapons such as axes, hammers and maces.

Improved Instincts

You may double your Expertise bonus when performing the dodge or block instinct actions.

Increased Accuracy

Prerequisite: FIN > 12

When an accuracy check results in a value less than your FIN stat, plus your Expertise bonus (if applicable), you may instead use that value.

Instinctive Retribution

When attacked, you may sacrifice your Instinct reaction (guaranteeing all attacks made against you this turn will hit) to retaliate against one attacker. Make an attack action against one aggressor as if you had a free major action.

Ironclad

Prerequisite: ATH > 15

Gain proficiency with armour. When taken a second time, this skill reduces bludgeoning, slashing and piercing damage taken by an amount equal to your Expertise bonus.

This skill may be taken 2 times.

Knife Handler

You have sharpened your blades to a razor. Bladed weapons do an additional 1d4 damage for every level of this skill taken.

This skill may be taken 5 times.

Linguist

For each level of this skill, you can pick a new language to learn. Each language must be declared when levelling up. To learn Parseltongue, you require EVL to be greater than 4.

This skill may be taken 5 times.

Long Range Threat

You are considered proficient in the use of more complex ranged weapons: bows, crossbows, and firearms.

Meditation

For each level of this skill, increase the FP regeneration rate by 2FP per turn.

This skill may be taken 2 times.

Merciful

You may attempt to turn a lethal blow into a knockout strike. When performing an attack that would otherwise kill the target, perform a DV 6 FIN (Precision) check. If it passes, the target is knocked unconscious, rather than killed.

Mimicry

Prerequisite: CHR > 13

You can mimic the voice of another sapient, or the call of an animal, provided you have heard them for at least 1 minute previously.

Mobile

Your base speed increases by 1m

Moving Target

Prerequisite: ATH > 12

Gain a temporary bonus of +3 to your dodge value whenever you take a movement action.

Muggle Lover

You are considered proficient in all things muggle-related. Add your Expertise bonus to any persuasion, deception, perception or knowledge check relating to muggles.

Musician

Replace your wand with your music: perform all illusion & protective magic with your instrument of choice, using a CHR (performance) check. Spells take 2 turns to cast in this fashion. Using Silent Casting negates this effect.

This skill may be taken 5 times.

Overcome Resistance

Choose a damage type. You may ignore any resistance below 100% to this type. Every time you take this skill again, choose a different damage type.

This skill may be taken 5 times.

Parry

Prerequisite: Novice Brawler

When you have a weapon equipped which you are proficient in, you may add your Expertise bonus to your base Block stat against physical attacks. Barehanded strikes which are successfully blocked do 1d4 damage to the attacker.

Power Attack

You may choose to devote extra strength to an attack, at the expense of reduced accuracy, akin to spell Power Points. When performing a melee attack, choose a number between 0, and your ATH modifier, plus your strength proficiency. Deduct this from your accuracy check, but if the attack hits, add twice this value to the damage check.

Quickloose

You may use ranged physical weapons whilst performing a 'considered movement', using the usual Quickspell rules.

Rapid Swing

Rely on speed, rather than precision: you may use your ATH (Speed) modifier to perform an accuracy check when using a melee weapon.

Raw Power

Once per day, may use perform a POW check to cast a spell, rather than the specified check, at the cost of doubling the FP cost of the cast. In addition, gain 3 'free' PP, which do not add to the FP or DV of the spell.

Sentinel

Prerequisite: PER > 13

At the beginning of a combat encounter, you may designate 1d4 targets that you are always aware of. You are immune to opportunity attacks from these targets, until they perform a successful Hide action.

Shadow Walker

You may add your Expertise bonus to your Dodge value whenever taking a 'considered movement'.

Signature Spell

Prerequisite: Novice in at least one school

For every level taken in this skill, designate a spell which is your 'signature'. These spells must be one level below your current level, but you may double your proficiency bonus when casting these spells.

This skill may be taken 3 times.

Silent Magic

Spells that normally require an incantation can be used silently. Silent magic checks suffer -4 penalty, which is reduced by 2 for every subsequent level taken in this skill.

This skill may be taken 3 times.

Simple Ranged Training

You are considered proficient in the use of simple ranged weapons: blowdarts, slings and improvised tools.

Spellmaker

Prerequisite: Expert in at least one school

Once per week, you may design your own spell (with GMs consent) by taking a full day to research it. The GM will decide the appropriate type and level. The spell must be in a school you are an Expert in, and you must successfully cast it within three attempts for the spellmaking to be successful.

If successful, the spellmaker memorises the spell. They may also transcribe the spell onto paper so others can book-cast it.

Sprint Start

Prerequisite: Speed Proficiency

You may add your expertise bonus to your speed statistic from the moment you begin moving, without needing the one-turn 'warm-up' normally required.

Stabiliser

For each level of this skill, you may nominate one check type (i.e. Illusion spellcasting, lockpicking, persuasion etc.). When performing a check of the nominated type, if possible you may choose to 'split the roll' and instead cast two die of half the nominated value, i.e. 2d10 instead of 1d20.

This skill may be taken 5 times.

Superhero Landing

Increase ATH attribute by 1, and hone your instincts such that you always land on your feet when falling or thrown (and strike a cool pose when doing so). Negate the *Prone Position* status, unless you choose otherwise.

Surge

You may take one extra major action in your turn. This skill cannot be used again until you rest for 4+ hours.

Swordfighter

You are considered proficient in the use of larger bladed weapons: swords, rapiers and greatswords.

Tool-User

Choose a 3 new tools to become proficient in.

Tough as Nails

When you gain this skill, your Max HP increases by an amount equal to twice your level. Thereafter, gain +2 to your max HP every time you level up.

Undead Benefactor

Prerequisite: Novice Defender

Increase INT attribute by 1. Healing spells now also work on the undead.

Wandless Magic

Prerequisite: Beginner Silent Magic

May cast a spell without using a wand. All wandless magic is also silent. You may only cast spells one level below your current one as wandless.

Wandwork

Prerequisite: Ability to cast magic

You are considered proficient in the use of a magical wand. You may add your proficiency bonus to accuracy checks when casting spells.

This applies only when using a wand which has 'chosen' you, or which you have rightfully taken from the previous owner.

Weak Spot

When an opponent uses the 'brace' minor action, you gain check advantage on the accuracy check.

Species: Behind the Scenes

Prerequisite: House-Elf Species Ability

Stealth Proficiency gets +3 bonus. Your small stature means your base dodge value is increased to 7+FIN modifier

Species: Corrupted Blood

Prerequisite: Vampire and Werewolf Species Ability

You are susceptible to Celestial Damage. Wounds caused by silver or blessed weapons do double damage.

Prolonged (greater than 1 second) contact with silver does 1d8 Celestial damage (for vampires, this also extends to garlic, holy water and crucifixes) per second (3d8 per round). Shorter contact causes the skin to smoke and causes incredible pain.

Species: Enormous Size

Prerequisite: Half-Giant Species Ability

Strength, Health and Endurance proficiencies get +2 bonus. Stealth, Precision, Dexterity and Deception proficiencies get -1 penalty. You are considered proficient with all Strength-based weapons.

Species: Fury's Visage

Prerequisite: Half-Veela Species Ability

In human form, Persuasion proficiency gets +3 bonus.

Once per day, you may shed human form and take on the visage of the *Fury* for up to 1 hour, or until dismissed as a minor action. Replace all memorised spells with *Fury's Fire*, gain a bonus to Resist checks equal to one third your character level and take the following stat modifiers: ATH: +3, SPR: +2, POW: +4, CHR: -5, EVL: +4

Species: Morph

Prerequisite: Metamorphmagus Species Skill

You may change your appearance at will. This acts as a free-cast concentration spell. Change two physical features for each turn concentration is maintained. You can only imitate human forms.

Species: Night's Child

Prerequisite: Vampire Species Ability

Gain a permanent nightvision bonus, but become susceptible to the sun. For every minute you spend exposed to sunlight, suffer a 1-point penalty to ATH, SPR and POW (min 0), which is only restored by feeding on fresh blood. After reaching zero, you take 5d4 Celestial damage per minute.

Species: Vampiric Feeding

Prerequisite: Vampire Species Ability

When within 1m of a target, you may use a major action to feed on them, dealing 2d4 necrotic damage (+1d4 for every two character levels above 2nd) to a target, and restore yourself the same amount of HP.

Species: Wolfblood

Prerequisite: Werewolf Species Ability

Gain a +3 bonus to Endurance proficiency, and +2 to Speed and Perception.

Species: Wolfmoon

Prerequisite: Werewolf Species Ability

When the full Moon rises, you take the form of a mindless beast (controlled by the GM) for 12 hours, unless the Wolfsbane potion is taken.

24: Statuses List

Asleep

- An asleep being can take no actions, and is unaware of their surroundings.
- Passive Perception takes -5 penalty
- HP regenerates at 1d10 per hour
- After 8 hours all HP is regenerated, unless there is a serious injury.
- Can be awoken by loud noises, or on a successful (passive) perception check.

Blinded

- A blinded being fails all checks that require sight.
- All accuracy checks by the afflicted are considered 'blindfighting'
- All attacks on the being get check-advantage.

Broken Bone

- This is a *Serious Injury* (see below)
- The broken limb cannot be used
- Any time the broken bone is touched, requires a DV15 Spirit (Endurance) check to prevent howling in pain.
- If left to naturally heal, there is a 50% chance it will set incorrectly, giving permanent check disadvantage until this is rectified.

Broken Wand

- All casting checks using the wand take a -5 penalty.
- Spell failures are particularly severe
- Wand needs repairing by a master of wandlore.

Burned: Mild

- A mild burn leaves one weak against future changes in temperature
- Fire and Cold damage are 50% as effective.

Burned: Severe

- A deep tissue burn is a *Serious Injury*
- A severely burned individual loses all feeling (except pure agony) in the entire afflicted limb, and cannot move it without causing excruciating pain.
- Take 2 HP damage per minute.

Calm Mind

- All checks receive a +1 bonus.
- Effect lasts until target takes psychic damage, or falls below 50% health.

Charmed

- A charmed being cannot attack or otherwise target their charmer with negative effects.
- Charmer has check-advantage on all checks relating to the target.

Confused

- A confused target cannot speak coherently and cannot move.
- All subsequent resist checks automatically fail
- Can attempt to snap out of confusion once per turn by reperforming the original Resist check.

Critical (But Stable)

- Take this status after being cured of the *Critical Condition* status, but still below OHP.
- Character falls unconscious (see below), and can take no action.

Critical Condition

- A character takes this status after falling to OHP
- Character falls unconscious (see below), and can take no action.
- Lose 1 HP per combat cycle.
- At -10 HP, the being dies.

Deaf

- A deafened being cannot hear, and so fails on all ability checks relating to sound.
- Perception attribute takes a 4 point penalty
- Can only communicate through vague gestures or written word, unless both parties know sign language.

Exhaustion

Exhaustion is a measure of how tired a being is, and comes in multiple degrees of severity. A being gains levels in Exhaustion through magical means, or through failing to look after themselves, as per page 34. They may lose levels through healing, or by finding a place to rest and recover.

Level	Effect
0: Fine	No effect
1: Distracted	Disadvantage on Finesse and Perception checks
2: Tired:	Disadvantage on all ability and accuracy checks
3: Lethargic:	Speed halved
4: Drained:	HP and FP maximum halved
5: Catatonic:	Speed set to 0
6: Dead	Character Death

These effects are compounding, so a Lethargic character has disadvantage on checks, as well as having their speed halved.

Frostbite: Mild

- A creature with mild frostbite finds that their natural regeneration abilities are halted.
- Finesse attribute takes a 4 point penalty, as your fingers get clumsy and lose feeling.

Frostbite: Severe

- A severe case of frostbite is a *Serious Injury*
- Lose FP at a rate of 2 per minute. When FP is zero, lose HP at the same rate.

Hypoxia

- A being becomes hypoxic if oxygen cannot reach the brain.
- Intelligence attribute takes a 4 point penalty.
- FP is set to zero.
- If not cured within 2 minutes, the being dies.

Incapacitated

- An incapacitated being can take no actions.
- All Athletics and Finesse resist checks fail.

Invisible

- An invisible creature cannot be detected through sight. For the purposes of Stealth, the creature is considered *Severely Obscured*.
- In adverse conditions (i.e. rain and snow), can still be visually detected. Does not stop noise.
- Attacks on the creature must be considered *Blindfighting*

Paralyzed

- A paralyzed creature is totally incapacitated, but is aware of their surroundings.
- For the purposes of accuracy, they are considered inanimate objects.

Poisoned: Mild

- A mild poison causes you to vomit if you overexert yourself
- Athletics attribute takes a 4 point penalty.
- Accuracy checks take check disadvantage

Poisoned: Severe

- A badly poisoned being is suffering from a *Serious injury*, and will surely perish soon.
- Being experiences visual and auditory hallucinations
- Lose HP at a rate of 3 HP per minute.

Prone Position

- A prone creature can only move via crawling, at half speed.
- Take disadvantage on all accuracy checks
- All close-range attacks on the prone creature are considered Critical Strikes.
- Condition can be ended by taking a major action to stand up.

Serious Injury

- A serious injury is one which cannot be expected to heal naturally, without major medical intervention.
- All HP regeneration is capped at 50% the maximum health, until the injury is healed.

Silenced

- A silenced being cannot speak.
- Can only communicate through vague gestures or written word, unless both parties know sign language.
- Spellcasting is forbidden, unless they have the *Silent Casting* ability.

Terrified

- A terrified creature has check-disadvantage whilst they can see the source of their fear.
- Cannot willingly move closer to the source of their fear.

Trapped

- You are fixed in one place, and cannot move.
- Your speed is set to zero.
- Must use the *Block* instinct. Dodge value is set to zero.

Unconscious

- An unconscious creature is totally incapacitated, and can take no actions. They are totally unaware of their surroundings.
- For the purposes of accuracy, they are considered inanimate objects.
- The creature drops whatever they were holding and takes the prone position.
- All resist checks fail.
- All attacks on the being are considered Critical Strikes.

25: Multiple Attempts

If attempting to repeat the same action multiple times in a row, in the hope of eventually succeeding, use this table to determine the number of attempts that are required before you succeed.

To do so, roll a d100 (or 2d10) to produce a number between 01 and 100. Calculate (or roughly estimate) the chance of success, and then see the relevant column in the table. Each table entry gives the minimum and maximum dice roll (inclusive) which would put you in that bracket.

For example, a character has a 20

Number of Attempts	Probability of Success								
	$p = 0.1$	$p = 0.2$	$p = 0.3$	$p = 0.4$	$p = 0.5$	$p = 0.6$	$p = 0.7$	$p = 0.8$	$p = 0.9$
1	1-10	1-20	1-30	1-40	1-50	1-60	1-70	1-80	1-90
2	11-19	21-36	31-51	41-64	51-75	61-84	71-91	81-96	91-99
3	20-27	37-49	52-66	65-78	76-88	85-94	92-97	97-99	100
4	28-34	50-59	67-76	79-87	89-94	95-97	98-99	100	
5	35-41	60-67	77-83	88-92	95-97	98-99	100		
6	42-47	68-74	84-88	93-95	98	100			
7	48-52	75-79	89-92	96-97	99				
8	53-57	80-83	93-94	98	100				
9	58-61	84-87	95-96	99					
10	62-65	88-89	97						
11	66-69	90-91	98	100					
12	70-72	92-93	99						
13	73-75	94-95							
14	76-77	96							
15	78-79		100						
16	80-81	97							
17	82-83	98							
18	84-85								
19	86	99							
20	87-88								
21	89								
22	90								
23	91								
24	92	100							
25	93								
26	94								
28	95								
30	96								
32	97								
36	98								
40	99								
50	100								

Part VI

Appendices

Though little of it is talked about in the Wizarding World, for the study of it is highly restricted, and confined almost entirely to the Department of Mysteries (and its various international variants), the universe is not as simple as it might first seem. Throughout most of the modern history of the Western world, it has been held that there are three planes of existence: the Mortal world, where we reside, and then two higher planes: Heaven and Hell. In contrast, modern atheism holds that there is but one plane, and some adherents of a particular interpretation of Quantum Mechanics believe that there are an infinite number of copies of the Mortal plane. It seems unlikely that the true nature of these 'Planes' will ever be understood by mortal minds.

The Department of Mysteries, however, was created with the primary goal of studying these 'Planes of Existence'. The Department has established that there are indeed multiple 'realms', or planes of existence. The total number of planes is actually unknown, for they are difficult to map, but the Department has so far managed to place them into 5 categories.

1. **The Mortal World**
2. **The Astral Realm**
3. **The Higher Planes**
4. **The Eldritch Domain**
5. **The Void**

It seems that there is some form of notion of 'distance', although given the multidimensional nature of the realms, it is not what you or I would recognise as distance, but some realms are 'further' away from the mundane reality that we exist in, and it takes significant effort to traverse this 'distance'. The 'closer' a Plane is, the easier it is to access. Roughly speaking, as you traverse down the above list, you get further and further away from our reality.

The Mortal World

The Mortal World is the universe that we see around us. It contains every star in the sky, and is seemingly infinite in extent.

Events in this World follow well-established rules, what the Muggles call 'the laws of physics', though these 'laws' may be tweaked somewhat by the use of magic.

Most Sapient beings go their entire life without knowing that there is anything besides the Mortal World in existence.

The Astral Realm

The Astral Realm is probably the plane that lies closest to the Mortal World, and is often imagined by those who study it as a blanket, lying over the top of the mortal realm.

Every point in the Mortal World has a corresponding point in the Astral Realm, however, the notions of space and time that we are comfortable with do not seem to apply in the Astral Realm. Past, present and future coexist all at once, and paths through the astral realm have a habit of not ending up where you'd expect them to.

It is from the astral realm, therefore, that seers are able to glean information about the future. It is also speculated that when a wizard apparates, they actually briefly enter into the astral realm, traverse a path that either takes no time at all,

or perhaps has no length at all (or maybe both?), and then exit again, finding themselves to have instantaneously transported.

Visually, the Astral realm looks like a translucent mimicry of the mortal realm, filled with drifting mist, thick fog and ghost-like figures. One may therefore observe what is going on in the Mortal Realm from the Astral, but not the other way around without special training.

The Higher Planes

The Higher Planes is the collective name given to the realms which lie between the Astral Realm and the insanity-inducing Eldritch Domains.

Unlike the Astral Realm, the Higher Planes are far enough away from the Mortal World that most of them do not have a 1:1 correspondance with spatial point. Some of the Planes are as large as our universe, others may encompass only a single planet, or even a single room in extreme cases.

Most of the Planes in this category find themselves devoted to some elemental or conceptual aspect found in the real world – be it the the Plane of Fire (Vulcan), or the Plane of Order (Machina). It is hypothesised that entities from these Planes that found their way to the Mortal Realm in the distant past were often mistaken for Gods.

Generally speaking, the only way to travel to one of the Higher Planes is by creating a Portal, and act that requires punching a hole through the walls of reality. This is an act so potentially destructive to all life on Earth that it is classified as a Dark Art, and should only be attempted by the most skilled wizards. A list of Planes that have previously been visited is found at the end of this section.

The Eldritch Domains

Little is known about the Eldritch Domains. It is thought that they are similar in structure to the Higher Planes, but are instead home to entities that have been dubbed *the Eldritch Horrors*. Only one Sapient – a muggle child in the late 1890s – has ever even glimpsed an Eldritch Domain and not been driven to complete insanity, and it is evident from his subsequent career as an author that he was not unscarred by the experience.

The Eldritch Horrors are entities beyond human comprehension, and go by many names: the Chaos Gods, The Great Old Ones, Devourer of Stars, Harbingers of Apocalypse to name but a few. They are not inherently evil, and are in fact so utterly alien that the concept of good and evil is barely applicable to beings of such cosmic power.

The Void

The Void is, unlike the other realms, omnipresent. It is simultaneously the closest Realm to the Mortal World, and yet also the most distant. It is thought that the Void is the hyper-dimensional space in which all the other Planes move, the glue that holds the universe together.

The Void possesses at least 16 spatial dimensions, and 4 temporal dimensions, which means that even objects that enter the Void simultaneously (from the point of view of another

plane) will end up dispersed across the 20-dimensional manifold that represents the void.

Utterly, completely empty, the Void is the true vacuum of the multiverse. So black that empty space seems like a thick soup, and so dark that no light may propagate. The Void truly lives up to its name.

Higher Planes

Abyss: The Plane of Terror

Abyss is a plane that warps itself according to the fears of those who enter it. Formed from an endless, parched wasteland under a black sun, at the centre of which lies an sinkhole so deep it seems to have no end. Embedded into the walls of the sinkhole, spiralling infinitely downwards are thousands – millions – of doors, each with an individual's name inscribed upon it.

Behind every door lies a room of indeterminate size, containing the thing that most terrifies the being named on the door, be it an infinite maze, a posse of evil clowns, or an ocean populated by bloodthirsty sharks. Once inside a room, it is impossible to leave until you conquer your fears.

When entering Abyss, each individual is teleported into the room bearing their own name, and upon escaping, formless beings of shadow and darkness will attempt to force you back inside.

Planemeld Effect: when melded with the mortal plane, Abyss causes all entities in the region take the Terrified status.

Aeolus: The Plane of Storms and Winds

A plane of infinite expanse, filled with swirling air, floating clouds and drifting chunks of earth, Aeolus is the Plane associated with the element of Air.

There is no solid ground to be found in Aeolus, the civilisations found within are built upon the floating mountains that dot the skyscape, or perhaps carved out of condensed and harness cloud. These civilisations live a nomadic life as they drift through the endless sky, never fixed in one place.

Current-charts, which map the airflow and allow you to plot a route through the sky, are the most valued currency in this domain, as are Storm-warnings, for the skies of Aeolus are often split apart by vicious storms that can last a century or more.

Aeolus is home to powerful wind-mages, who can calm the skies with a word, or whip up a brisk wind with a wave of their hand. It is these wind-mages who first constructed the Storm Avatars, and from Aeolus that Mortal wizards draw the stormclouds to construct their own facsimiles of the Avatars.

Planemeld Effect: when melded with the mortal plane, Aeolus causes a stormcloud fill the region giving severe obscuration, and targets inside take 2d10 electric damage per turn.

Eden: The Plane of Nature

A druidic paradise, Eden is a single, enormous garden that lies behind an enormous wall, which forms the boundary between this realm and the Void. Every single species of plant and animal life across the multiverse can be found living in perfect balance in Eden – the circle of life made manifest in a single region, for all of eternity.

No artificial structure can be built in Eden (outside of the Wall, of course), so no true civilisations are found within. The

denizens of this realm – the Gardeners – instead tend to the wildlife, curing the sick and resolving conflicts, and are rewarded with fruit and wool, in return for their role in the Circle.

Planemeld Effect: when melded with the mortal plane, Eden gives the caster the ability to manipulate all plant life at will, causing them to grow as desired.

Elysium: The Plane of Blessings

Appearing as a gigantic city, constructed out of gleaming silver and shining marble, populated by beings that can only be described as Angels, it is said that Elysium is the place where dreams come true.

Indeed, one has to merely wish for something out loud, and a nearby Angel will promptly hand you the focus of your desires. Equally, the air in Elysium seems to be suffused with magic and positive energy, for every action that one attempts (even the most absurd), will succeed without question.

Of course, there is a price for such a blessed existence: an entity known as the Scribe – the chief angelic being – sits atop the highest tower in Elysium, judging the actions of all the inhabitants. If they fail her test, they are expelled from the Silver City.

Planemeld Effect: when melded with the mortal plane, Elysium grants all beings in the region check-advantage.

Hades: The Plane of Death

Like the astral plane, Hades appears as a mimicry of the Mortal World, albeit with a few alterations. The landscape is dotted with bomb-craters, bubonic plague pits, collapsed buildings and nuclear winter. Every single grotesque form of death is represented, somehow, in the environment, in a violent, deadly parody of the living world.

Populated entirely by ghosts, echoes of the living, no one is quite sure what causes a soul to be left in Hades. Some lucky souls are able to escape through the cracks and back to the Mortal Realm, forming the ghosts that wizardkind are aware of, but these are only a fraction of the ghosts found in Hades. The living cannot spend much time in Hades, as the aura of death and decay seeps into their bones, and seeks to turn them into one of the ghouls that haunts its shattered landscape.

The Ministry of Magic possesses a portal to Hades, it lies deep beneath the Ministry itself, at the heart of the Department of Mysteries. However, this portal is one-way, so anyone who enters it without the ability to return home will surely perish.

Planemeld Effect: when melded with the mortal plane, Hades forces all beings below 50% health to pass an ATH(health) check (DV 10) or die instantly.

Hyperborea: The Plane of Ice

A land of endless glaciers and towering crystal-clear castles, Hyperborea is the Elemental Plane of Ice. Due to the freezing temperatures, the Hyperborean species tend to be much larger than their counterparts in other dimensions, to best preserve the heat. They also tend to be fiercely tribal – gathering together for warmth, but deeply fearful of outsiders.

The landscape of Hyperborea is sporadic, with vast featureless plains, interspersed with enormous mountain ranges, and fields of icebergs floating on highly-salted oceans.

Every time a wizard in the Mortal World summons an Avatar of Ice, he first begins by summoning a single snowflake from Hyperborea.

Planemeld Effect: when melded with the mortal plane, Hyerborea lowers the temperature in the region to -150 degrees Celsius, doing 3d8 cold damage per turn.

Machina: The Plane of Order

In Machina, everything is always in its correct place, for Machina is the Plane of Order, where chaos and randomness are abhorred and reviled. Over the millenia, the denizens of Machina have constructed enormous machines that enable them to control every aspect of reality down to the microsecond. The sun always rises at the same time every day, every coin toss lands on the same side, and the same events occur every single day.

Fearing the chaos inherent in biological systems, the denizens of Machina have also gradually replaced their organic components, until they are almost entirely mechanical in nature. The great cities that dot the moulded landscape – tracing out perfectly tessellating grids – are split into three sectors, depending on the modifications that the denizens have made to their bodies, and hence their preferred method of keeping order: clockwork, electronics and magic.

It is said that the first wizard to create a Golem learned the technique from the inhabitants of Machina.

Planemeld Effect: when melded with the mortal plane, Machina imposes order on the region, forcing all beings into their true form. Illusions shatter, transfiguration spells fail and astral effects are nullified.

Nirvana: The Plane of Peace

Nirvana is an alien landscape to those who first arrive – it is seemingly an endless white expanse, with no up or down, and no floor. Individuals move simply by willing themselves in a certain direction. The entire domain is suffused with an aura of complete contentment. All desire and anger are stripped from your body, leaving you completely at peace with your place in the universe.

Those who spend time in Nirvana, however, claim that the whiteness is not perfectly uniform, and that they can see shapes within it. After a significant time, individuals believe that they can make out entire cities, floating in the endless expanse. Eventually, they themselves begin to merge into the whiteness, until they are one with Nirvana. Even if they leave before this happens, so much of Nirvana has infused into their bones that they are incapable of aggression or violence.

When it was first discovered, Nirvana was proposed as a humane alternative to the wizarding prison of Azkaban, as it removed the threat of further violence completely. However, a combination of a desire for punishment and the question mark of what *exactly* happens when they merge with Nirvana meant that Azkaban was retained.

Planemeld Effect: when melded with the mortal plane, Nirvana imbues the region with peace, forbidding any being from taking combat actions in the region.

Pandæmonium: The Plane of Chaos

As the name suggests, Pandæmonium is a realm of pure unadulterated chaos, a whirling soup of matter, energy and magic.

A calm ocean sits metres away from a typhoon, which warps into a lake freezing in a bed of lava. Fragments of stable landscapes drift through the chaotic world, being destroyed and reformed by the whirling chaos that infuses this dimension. Even gravity is not a constant, sometimes normal, sometimes

twice the usual strength, sometimes even negative.

Pandæmonium, however, will respond to an individual imposing their will on it. A simple individual may be able to impose normalcy on a region just large enough to prevent their atoms from shredding as the laws of physics morph. A particularly strong-willed individual, however, can impose order amongst the chaos – potentially for many dozens of metres, creating a safe haven for themselves. As soon as their will is broken, however, Pandæmonium will reclaim the land into its everlasting chaos.

Planemeld Effect: when melded with the mortal plane, Pandæmonium forces all beings in the region to pass a SPR(endurance) Resist check (DV 10), or be *True Shapeshifted* into a random animal for 1 minute.

Scholomancia: The Plane of Knowledge

Scholomancia is probably the smallest of the main Higher Planes, consisting as it does of a single reading room about 15 metres by 15 metres, lined with bookshelves stocked with ancient tomes. Comfortable leather furniture dots the rest of the room, which has a single inhabitant; the Librarian.

It is rumoured that, despite its small size, the bookshelves in Scholomancia contain every book ever written (and some that weren't), and that by providing new information to the Librarian, he will lead you to the knowledge you desire.

Planemeld Effect: when melded with the mortal plane, Scholomancia grants all beings in the region a temporary +4 bonus to the Arcane, History and Research proficiencies.

Tartarus: The Plane of Torture

The home of beings that truly enjoy causing *pain* on other living beings, Tartarus is perhaps the most unpleasant plane for a mortal to visit.

Tartarus appears as a never-ending maze, with corridors dripping with blood and skeletons of previous victims. The demonic residents of Tartarus move freely through the walls, hunting their prey. If they catch their prey, they torture their victims for as long as possible. Advancement through their terrifying society is achieved by inventive new torture methods, particularly excruciating torture, or for keeping a victim alive longer than expected.

If you find yourself in Tartarus, the general advice is to leave as quickly as possible.

Planemeld Effect: when melded with the mortal plane, Tartarus Causes all beings to suffer as if the *Incomprehensible Torture* spell had been cast on them with 2PP.

Valhalla: The Plane of Bravery

Viking mythology tells that at the heart of Asgard, lies the great Mead Hall of Heroes; Valhalla. It is from this myth that the Plane of Bravery gets its name. Societies in Valhalla hold bravery and conquest up as the mightiest virtue, and fear to be the greatest weakness. At the heart of Valhalla, lies a stone henge – a series of portals to other plains. As a rite of passage to be considered an adult, every individual must pass through a random portal, and bring back some plunder. The greater the plunder, the more respected in society that that individual is.

As a result of this somewhat primitive plunder-centric economy, the civilisations of Valhalla are not technologically advanced, and mostly resemble the Middle Ages of the Mortal World, albeit studded with advanced technology and magics that have been stolen from other planes.

Most of the great adventures in the multiverse begin their story in Valhalla.

Planemeld Effect: when melded with the mortal plane, Valhalla grants a temporary +5 bonus to Willpower and Endurance proficiencies.

Vulcan: The Plane of Fire

Visually, Vulcan most resembles typical depictions of the Christian Hell, with enormous pools of lava, gouts of fire twenty feet high, and patrolled by demons with pools of flame for eyes. However, this domain is simply the Plane associated with Elemental Fire, not with righteous torture of the evil.

Outside of the volcano-top castles and their pools of lava, the land is covered in a fertile ash, and populated by ruby-red trees that can only distribute their seeds when the tree is consumed by fire. Diverse species of dragon, from tiny lizard-like creatures to formidable goliaths patrol the skys. The fire of this realm serves not simply to destroy, but to cleanse and refresh and as such, though Vulcan is quite alien to us mortals, it has been home to several thriving and prosperous civilisations.

At the core of every summoned Avatar of Flame, lies a single ember drawn across the multiverse from Vulcan.

Planemeld Effect: when melded with the mortal plane, Vulcan ignites everything in the region, doing 3d12 fire damage per turn.

27: Magic Cheat Sheet

This section contains a brief summary of the tables needed for spellcasting. This serves as a useful printout to have on hand, to avoid arduous page-flipping.

How to Cast

To cast a spell, either in combat or in day-to-day life, you must declare the spell which you are about to cast. You must be holding your wand in your dominant hand, hand be able to speak the incantation aloud, unless you have a skill or character trait which negates these rules. You must then perform a check by rolling the relevant dice, and then compare this value with the Difficulty Value (DV) of the spell, and then finally deduct the appropriate FP cost.

Memory

Spells can be cast in one of two ways: either from memory, or from the pages of a spellbook.

Spells cast from memory are considered 'default', and most rules are written assuming that this is how they are being cast.

Of course, you must first learn a spell, before you can memorise it. This is what spellbooks are for. You may cast a spell from a spellbook if you have the spellbook open in front of you. Casting in this fashion takes twice as long as normal, leaves you vulnerable to attack, as well as costing more FP to cast.

When you have book-cast a spell a certain number of times, it is considered 'memorised', and you may cast it from memory in future. The formula to calculate the number of book-casts is:

$$N = 10 - (\text{INT modifier} + \text{Arcane Proficiency})$$

Accuracy & Resisting

After a spell has been cast, or an attack has been launched, you need to check that it hits its target. Living beings may instinctively either *Dodge* or *Block* an incoming attack, using whichever of their respective stats is highest:

$$\text{Do} = 8 + \text{FIN modifier} + \text{bonus} \quad \text{Bl} = 8 + \text{ATH modifier} + \text{bonus}$$

These attributes set the DV of an *accuracy check* which an attacker must perform using a d20 check, plus any relevant

bonuses. In combat, you may also choose to *Evade* or *Brace* as a minor action. This allows you to increase the value of Dodge or Block respectively by the value of a standard Resist check.

You may also be asked to perform an accuracy check when casting against an object which is particularly far away or small.

'Resisting' allows you to grit your teeth and power through the effects of a spell. Some spell effects can be overcome by a particular force of will. To do so, you roll your Resist dice (determined by the *Withstand* skill), and check against the DV set by the spell effect.

Check Type

Every spell belongs to one of the Disciplines, which determines the character attribute to use when casting that spell. Appropriate Proficiencies may be added onto spellcasting checks as determined by character skills, or by GM's consent that it is applicable to the spell being cast.

School	Discipline	Attribute
Charms	Elemental	INT
	Kinesis	FIN
Divination	Telepathy	PER
	Temporal	INT
Illusion	Bewitchment	CHR
	Psionics	SPR
Malediction	Hexes	SPR
	Curses	POW
Recuperation	Healing	EMP
	Warding	INT
Transfiguration	Alteration	FIN
	Conjuration	POW
Dark Arts	Necromancy	EVL
	Occultism	POW

Check Difficulty

For a cast to be successful, the result of the casting check must be equal to or larger than the value given in this table:

	Beginner	Novice	Adept	Expert	Master
DV:	4	5	6	7	11

FP Costs

Spells 'cost' FP to cast. Failed spells cost half the amount of a successful spell and Resisting a spell costs 2FP. The FP cost of a spell is numerically equal to the difficulty of a spell, prior to any skill modifications (i.e. a skill which reduces the difficulty of a certain spell does not reduce the FP of it, and vice versa), unless the spell is being book-cast, in which case use the bracketed values.

	Beginner	Novice	Adept	Expert	Master
Memory	4	5	6	7	11
Book	6	8	9	11	17

FP Regenerates at a rate of 2FP per turn cycle in which no FP was deducted.

28: Changelog

Changes in V4.0β

Changes to Character Attributes

EMP → PER

The Empathy attribute seemed a bit...weird. Shifting it to Perception means a better balanced game + makes it an actually useful skill!

Dodge + Block

The single AC value was shifted into two complimentary systems: the *dodge* and *block* stats, which were integrated with the new *instinct* system and the associated minor actions.

Character Sheet

The character sheet was altered to include room for an accuracy, a dodge and a block attribute. There has also been a general restructuring of the character sheet in order to make it more user-friendly.

Resist Dice Removal

Previously 'Resist' checks used a dice that increased in size, using the same system as the spellcasting dice. This was deemed needlessly complex, and didn't fit quite as well after 'Resisting' was made a generic ability (akin to 5e Saving Throws), rather than a magic-specific ability. Resisting now uses a default d20 check, and spell resist DVs have been aggregated into a single statistic (see below) to make it easier to use.

Action Changes

Some aspects of the action system have been reworked. Much of this is aesthetic rather than substantial – the formatting and structure of the "Actions & Their Consequences" section has been altered to make the distinctions clearer, however, some materially new information has been added.

New Action Mechanics

- The *Evade* and *Brace* minor actions were introduced in line with the AC overhaul
- Group checks were introduced (ripped almost directly from 5e)
- A multiple-attempt table was added on page 113 to allow you to quickly attempt actions many, many times over, if so desired.
- The 'non-combat' section has been revamped and called 'everyday actions', including rules for swimming, climbing, social actions and downtime
- Added cover and blindfighting rules

Skill & Proficiency Changes

As a result of some of the wider structural changes implemented in this version, the skills & proficiencies have seen a drastic overhaul in many areas.

Skills

- Several weapon-proficiency and armour-proficiency skills have been introduced.
- The 8 dice-determining skills have been renamed to block them all together
- Metamorphmagus has been changed from a learnable skill to a new species, to better reflect in-universe lore.

Expertise

Previously called 'Arcane Wisdom', the Expertise mechanics has been brought in as a similar device to the DnD 5e 'proficiency bonus'. Previously, I was trying to do something different for the sake of being different. But why fix what isn't broken?

Proficiencies

- Previously, proficiencies were treated as additional bonuses, each with their own numerical score. In line with the Expertise mechanic being brought in, they are instead replaced with checkboxes: you add your proficiency bonus to related checks, rather than having individual values associated with each.
- I debated renaming 'proficiencies' to remove confusion with the DnD mechanic of the same name, but decided against it.
- The old EMP proficiencies were removed and replaced with *Observation* and *Compassion* to reflect the new PER system.

Changes to the Spellcasting System

Spell Damage Reworked

"cvdv" spells (i.e. those who did more damage when a casting check exceeded the DV by a higher amount) have been replaced by equivalent spells with standard ndx damage checks. This stabilises spell effects + balances the system better than before.

General effect balancing

Spell effects were quantified across levels, and were balanced to ensure that lower level spells remain relevant at higher levels, but do not outclass their higher level compatriots.

Power Point Refocus

Previous iterations relied on drastic changes to spell effects at higher levels (i.e. switching out damage-causing dice at higher

levels). This not only required strict adherence to the spelllist page, it also led to unbalanced spells and a discontinuous power slope (cheap spells suddenly gained significant power without commensurate increases in DV/FP).

This flaw was fixed by altering these spells to use the Power Point system introduced in V1 but poorly utilised. This integrates with the effect balancing: it allows spells to gradually gain power whilst also increasing the costs of that spell.

Disciplines Introduced

The introduction of the 14 Spell Disciplines and the associated fixed check-type for each of them removes the need for each spell to have a DV/checktype listed. It therefore streamlines gameplay by removing the need for constant pageflipping, and simplifies the magic system. It also synergises well with the bimodal nature many of the Schools already possessed (i.e. 'Hexes & Curses', 'Healing & Warding') in previous editions.

Some Renaming

Some small things changed names. 'Hexes and Curses' spell school became 'Malediction'. 'Concentration' spell types became 'Focus' (this was purely for aesthetic / space saving reasons!)

Cheat Sheet

The 'cheat sheet' has been added, allowing for a simple print-out to serve as a reference for nearly all spellcasting.

Manipulate Spells

It was felt that the 'manipulate' spells were badly done, and were either overpowered (when considered a Novice or Adept spell), or held back simple manipulation abilities until too late in the game (when considered an Expert or Master spell). Therefore 20 new spells: 5 for each of the 4 classical elements were added in a successive manner. This hopefully provides a more integrated and flexible experience for the budding benders out there.

Spells alterations

The following spells have been added:

- Control Air/Earth/Fire/Water 1/2/3/4/5 (20 Elemental spells)
See above for the justification for these additions
- Disrupt Connection (Adept Telepathy)
- Invert Connection (Master Telepathy)
- Timeslip (Expert Temporal)
- Drain Fortitude (Adept Psionics)
- Howl (Beginner Curse, Beast)
- Delayed Effect (Adept Curse)
- Break Concentration (Expert Curse)
- Feign Death (Adept Healing)
- Shimmering Confetti (Beginner Conjuraton)
- Bind Being (Expert Conjuraton)

- Blood Moon (Adept Necromancy)
- Use Ancient Knowledge (Beginner Occultism)
- Shadowsight (Novice Occultism)
- Unfathomable Visage (Novice Occultism)
- Coven's Protection (Expert Occultism)
- Summoning Circle (Expert Occultism)

The following spells have been removed:

- Mantle Element (Master Elemental)
This spell became redundant with the improved Control spells
- Manipulate Earth/Air/Fire/Water
(As above)
- Summon Weak/Capable Avatar
Too skyrim-y! This is part of the removal of the three-tiered system implemented for many creatures in V1.0

The following spells have been changed:

- Flame Dart was renamed Ignite Being.

(Almost all damage-causing spells had their effects altered as part of previously mentioned rebalancing, and are not listed here)

Changes to Items

Prices

More realistic prices were added to the basic items and artefacts lists.

Weapons

Weapons were overhauled, in line with the new proficiency mechanics

Miscellany

- The statuses were revamped, reformed, and generally improved.

Meta-Changes

A meta-change: this changelog was included!

To Do List

- ~~Add an 'attack' section that deals better with melee and ranged weapon attacks~~
- Relook at armour section + see how to rework it better.
- ~~Rework Stealth~~
- ~~Statuses are garbage~~
- ~~Get rid of living environment~~
- Add spell-range
- Add additional spell types
- Completely rework Archetypes