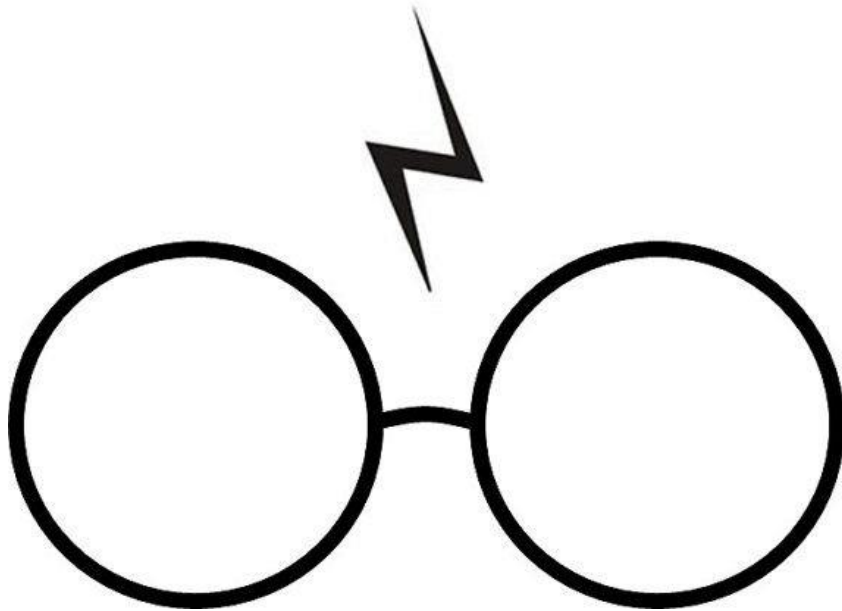


Player's Handbook



Harry Potter

&

The Role-Playing Game

Version 1.1

Jack Fraser

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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.

In this game, 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 upon their abilities and skills, as well as sheer luck.

An action is deemed successful if your natural abilities, and the outcome of a dice roll (called a ‘check’) surpasses a certain minimum requirement (called the ‘difficulty’ of the action). If you do not meet the minimum requirement, the action fails – and you may face repercussions!

A check is often specified as “ ndx ”. Here n refers to the number of dice to use, and “ dx ” refers to the type of dice to be used – x is the number of sides on the dice. A d10 is a ten-sided dice, for example.

Hence, to complete an action; for example, a “2d10 Intelligence Check”, we would roll two, ten-sided dice, and then calculate:

$$value = diceroll + characterintelligence + relevantbonuses$$

If the check value exceeds the minimum threshold – the difficulty – 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...

The single most important rule in an RPG such as this is that *the Game Master is always correct*. Magic is a fickle thing, and there are rarely hard and fast rules. A spell that worked with a certain check last time might misfire a second time! A creature that fell at a single *flipendo* a second ago might suddenly require legions of wizards to put down – listen to your Game Master, and don’t rely on just raw numbers!

The Game Master (GM) also has complete freedom to override the rules in this booklet, in the name of an interesting yet challenging story. An example of this would be 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, and whether a tactic was successful.

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 you, but to drive the story and present interesting and challenging scenarios for you to overcome. Sometimes, that necessitates a little bit of ‘fudging’, and doing so is absolutely not against the rules!

Character Creation

The most important step in playing the game is to create your own character. Your character can be whatever or whoever you want it to be. The following should serve as a guide to building a well-rounded and interesting player character. If you want to diverge from the ideas laid out here, you may be able to come to an agreement with your GM.

Main Attributes

Attributes are the defining characteristics of your character. They define 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.
- **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.
- **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, allowing you to convince them that it is real. A trait typically associated with Slytherin.
- **Intelligence** (INT): Intelligence lets your character know that what they are doing is indeed the correct way forward. Though not always a substitute for raw magical power, an intelligent character learns spells more quickly, and can often be helpful in identifying threats (and their weak points). Typically considered the defining trait of Ravenclaw.
- **Empathy** (EMP): Empathy allows your character to understand other characters, to identify when something is wrong, and to be able to help. Empathy is often required for healing and protective magics. Though often mocked by dark wizards throughout history, it is empathetic magic – love – that has often conquered the most evil characters in history. Typically a trait associated with Hufflepuff.
- **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?

Playable Species

Different magical races have different characteristics, abilities, and affinities with different kinds of magic. All characters begin with ATH/SPR/EMP etc. values of 8, with the exception of EVL, which is set to zero. Each choice of race/species modifies these 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

Typically the strongest magic users, purebloods 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 purebloods are not very athletic or good with their hands.

ATH: - 2 SPR: + 3 EMP: -2 POW: + 2

Pure-Blood humans get 4 extra points to spend, and two Beginner Skills to pick from those available.

Half-Blood Human

Not as in-tune with magic as purebloods, nor as adept at blending in as the muggleborns, half-bloods strike a balance between the two. The vast majority of magical folk are Half-bloods.

ATH: -1 SPR: +2 EMP: -1 INT: +2

Half-Blood humans get 3 extra points to spend, and two Beginner Skills to pick from those available.

Muggle-Born Human

Coming from a non-magical background, muggleborns 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.

ATH: +2 SPR: - 2 CHR: +1 EMP: +2 POW: -2

Muggle-Borns get 5 extra points to spend, and one Beginner Skill to pick from those available.

Half-Giant

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.

ATH: + 6 SPR: + 4 INT: - 4 POW: - 3

Half-Giants get 3 extra points to spend, and one Beginner Skill to pick from those available, as well as the Enormous Size ability.

Werewolf

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 scars inflicted by a werewolf can only be healed properly using powdered silver – though it is a myth that silver is itself harmful to werewolves. The wolfblood dampens the magical abilities of the wizard, but gives them an increased resistance to magic in return. In their

human form, werewolves are often indistinguishable from normal humans, but if their wolf nature is discovered, they become pariahs.

ATH: +3 SPR: +4 CHR: -2 POW: -1 INT: -1 EVL: +5

Werewolves get 3 extra points to spend, as well as the WolfBlood ability, and one other Beginner skill.

Vampire

A human who has contracted the disease *sanguinus vampiris*, a vampire is a creature of the night, possessing a great affinity for the dark arts, but 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 can be defeated by Holy Wards, wooden stakes, and garlic. It is also said that vampires cannot cross a threshold that they have not been invited over.

SPR: + 5 CHR: + 3 EMP: - 4 INT: -2 POW: + 3 EVL: + 7

Vampires get 2 extra points, as well as the LifeDrain and NightChild abilities.

Goblin

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.

ATH: -2 CHR: -2 INT: +5

Goblins get 3 extra points to spend on attributes, as well as the Artificer (Novice), Wandless Magic (Novice) and Warder (Novice) skills.

House-Elf

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.

ATH: - 3 SPR: - 2 CHR: + 4 EMP: + 4 POW: -3

House Elves get 2 extra points to spend and start with the Apparate (Adept) and Wandless Magic (Novice) skills, and the Behind the Scenes ability.

Half-Veela

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.

CHR: +6 EMP: -4 INT: +1 POW: -2 EVL: +2

Half-Veela get 5 extra points to spend and start with the Fury ability.

Species Abilities

Abilities are those traits unique to a given species.

Name	Species	Effect
Behind the Scenes	House Elf	<p>For better or for worse, you are beneath most people's attention. You can get things done whilst nobody else is paying attention, and are able to move around without being spotted.</p> <p>Hiding checks get a +3 buff. You may also, once per day, perform an action during someone else's turn (including the GMs). Apparation checks get a + 3 bonus.</p>
Enormous Size	Half-Giant	<p>You are enormous. You cannot fit down narrow passageways, and it is very difficult for you to go without being recognised. However, you are also enormously strong, and very hard to hurt.</p> <p>Physical attacks do 50% more damage, and you get +3 HP. Hiding and lying about your identity checks suffer a -2 debuff.</p>
Fury	Half-Veela	<p>Shed your beautiful façade and reveal the Fury within. The Fury is a powerful beast which is nearly immune to magic, and can throw powerful fireballs.</p> <p>Once per day, take a temporary stat boost, ATH: + 2, STR: +4, SPR: + 2, POW: + 4, CHR: - 5. Get a + 3 boost to resist magic checks. Replace all active spells with "Fury's Fire". These changes revert when retaking human form.</p>
LifeDrain	Vampire	<p>You can drain the life-force of your enemies, using it to restore your own health.</p> <p>When within close-combat range, can deal 2d10+EVL damage to the enemy, and restore yourself the same number of HP that you remove. Only works on living beings.</p>
NightChild	Vampire	<p>As one of the undead, the raw sun drastically weakens your power, opens up your defences, and reduces your ability to think clearly.</p> <p>For every hour exposed to the sun, suffer a -1 hit to SPR, INT and POW. Magical defences are 50% less effective. This counter is reset after feeding on a human.</p>
WolfBlood	Werewolf	<p>When the full moon rises, you take on the form of a monstrous, mindless wolf – unless a wolfsbane potion is applied.</p> <p>For 12 hours, your character becomes the Beast Inside, and is placed under the control of the Game Master.</p>

Background

The background of your character determines where they have come from, and

There are two types of background, depending on the character you wish to create. A child character will be defined by their House at Hogwarts – whilst an adult character will be defined by their profession.

Children: Houses

The four Hogwarts houses are Gryffindor, Hufflepuff, Ravenclaw and Slytherin. Each house embodies different ideals, and will encourage their students to follow different paths in life. The House of each student is determined at the Sorting Ceremony when they first arrive at Hogwarts, when the Sorting Hat sees deep into their soul, and sees their inner potential.

Gryffindor

*"You might belong in Gryffindor,
Where dwell the brave at heart,
Their daring, nerve, and chivalry
Set Gryffindors apart"*

Gryffindor House prizes bravery and strength of spirit. Gryffindor students are given the Heart of Bravery skill, which boosts SPR checks, and prevents them from being affected by fear causing spells and effects.

Hufflepuff

*"You might belong in Hufflepuff,
Where they are just and loyal,
Those patient Hufflepuffs are true,
And unafraid of toil."*

Hufflepuff prizes kindness, empathy and hard work. Hufflepuff students are given the Heart of Compassion skill, which boosts EMP checks, and increases the effectiveness of spells cast upon your friends and allies.

Ravenclaw

*"Or yet in wise old Ravenclaw,
If you've a ready mind,
Where those of wit and learning,
Will always find their kind."*

Ravenclaw prizes knowledge and intelligence. Ravenclaw students are given the Heart of Wisdom skill, which boosts INT checks, and allows students to learn from their experiences and improve at a faster rate.

Slytherin

*"Or perhaps in Slytherin,
You'll make your real friends,
Those cunning folk use any means,
To achieve their ends."*

Slytherin prizes ambition and charisma. Slytherin students are given the Heart of Ambition skill, which boosts CHR checks, and allows students to rapidly accelerate their progress.

Adults: Professions

Once you have graduated from Hogwarts, you are no longer defined by what house you were in at school – instead you are defined by your profession. Each profession comes with its own associated skillset, which can be added to your character (add these skills in before using any remaining skills from your species selection).

Profession	Description	Associated Skills	Notes
Apothecary	You are a master potioneer, making the finest potions in the land.	Alchemy (Novice), Herbologist (Beginner), INT + 1	Start with the ingredients for a number of potions, and the knowledge of how to mix them.
Assassin	You kill people for a living – not for ideology, but for gold.	Battlemage (Novice), Brawler (Novice), EVL + 2	Start with a bladed weapon that does 1d6 damage.
Auror	Magical-Law enforcement. You hunt down and capture those who endanger the wizarding world.	Battlemage (Novice), Defender (Beginner), SPR + 1	Start with the Stunning Curse and the Disarming Hex.
Bard	You are a magical musician – mixing music and magic together.	Musician (Novice), Nimble Fingers (Beginner). CHR + 2	Specify your instrument at creation. Start with the Piper's Illusion Charm. Begin with your instrument in inventory.
Caretaker	You are entrusted to look after a very important building. You are its guardian.	My House, My Rules (Beginner), Familiar (Novice).	The region you oversee is chosen at creation, though, can be changed.
Dark Wizard	You want nothing more than to dominate and enslave.	Battlemage (Novice), Necromancer (Adept), EVL + 4	Start with 2 extra Adept Dark Magic spells.
Guard	You are charged with defending a person or place.	Warder (Novice), Defender (Novice)	Start with Caterwauling Charm and Shielding Charm.
Healer	You are a doctor, dedicating your life to improving the lives of others.	Defender (Adept), EMP + 3	Start with the Mend Wounds spell.
Librarian	You are in charge of a library, surrounded by books and knowledge.	Bookworm (Adept), My House, My Rules (Beginner), INT + 2.	The 'MHMR' skill applies only within your library.
Magical Researcher	You conduct research into the fundamental nature of magic, uncovering the mysteries of the universe.	Bookworm (Novice), Improvise (Beginner). Spellmaker minimum requirements are reduced by 50% (rounded up).	Begin with Revealing Charm.
Magizoologist	You are in love with magical animals, and have dedicated your life to studying and protecting them.	Familiar (Beginner), Animal Lover (Adept)	Start with Summon Creature spell.
Ministry Official	You work for the Ministry of Magic, in one of their departments.	Man On the Inside (Novice), department-specific skill (Beginner) – consult with GM.	The department must be chosen at character creation.
Quidditch Player	You are a professional quidditch player.	Broomstick lessons (Adept), Quick (Beginner), ATH + 1	Start with a basic broomstick.
Seer	You can see past the veil of this world, into the next.	Clairvoyant (Adept), Emp + 2	Start with the detect magic spell.

Shopkeeper	You own a shop, and are an experienced salesperson.	Persuasive (Beginner), Golden Fingers (Novice), CHR +1	At character creation, specify what it is you sell.
Soldier	You are a highly trained warrior, fighting for your cause.	Battlemagic (Novice) , Quick (Novice), POW + 3	Start with the Blasting Curse.
Subject Professor	You teach one of the subjects at Hogwarts.	Teacher's Sacrifice (Beginner) and one subject-Skill (Adept)	Subject must be chosen at character creation. Subject skills include the 6 non-Dark areas of magic, as well as Herbology, Potion making, artificing etc.
Thief	You steal things for a living, and are adept at finding traps.	Nimble Fingers (Novice), Trap Finder (Beginner)	Begin with Muffling Charm.
Vampire Hunter	You are the enemy of the undead – you hunt down and exterminate abominations.	Holy Aura (Beginner), Defence Against the Dark Arts (Beginner), SPR +1	EVL must be below 3

Final Setup

All witches and wizards start off with their very own magic wand. The wand chooses the wizard, not the other way around – so 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	Associated School	Wood (+1 check)	Core (-1 FP cost)
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 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 you get your evil wand – though wandmakers aren't too happy to sell these evil objects...

Once you have selected your wand, you are ready to begin the final phases of character creation: picking your skills, and then your initial spells.

Many of the playable species get a number of extra skills that they can add to their character at creation, after the Profession or House skill has been added – this is the time for you to choose them. You can only add LVL 1 skills to your character at this time.

After picking these skills, you are ready to pick your first set of spells! Some professions get a spell or two assigned to them at first, which are automatically added to your character. On top of this, you may then pick **five** spells from the schools of magic that you can cast, and add them to your character. After this stage, learning new spells is covered by the process detailed in the Spells section of this document.

You will also get an initial set of clothes (usually plain black robes, unless otherwise stated by your GM), as well as any of the items assigned to you by your profession, which you should add to your inventory.

All characters also get 50 gold pieces¹ at the start of the game, except Goblins and House-Elves – Goblins get 100, whilst House-Elves get only 25.

You are now ready to begin!

¹ Harry Potter technically uses Knuts, Sickles and Galleons as the currency, but with 29 Knuts to a sickle, and 17 sickles to a galleon, that just sounds like hard work. We'll stick to just using "gold pieces".

Health, Fortitude & Statuses

Health & Fortitude

Each character has two more attributes, which determine their physical and mental wellbeing respectively: Health and Fortitude. 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. Fortitude is a character's ability to concentrate, which is necessary to cast spells. Performing magic takes effort, and a character's fortitude points (FP) will be slowly eroded by casting magic.

A character's maximum health is calculated from:

$$\text{max HP} = 2 \times \text{ATH} + \text{relevant bonuses}$$

When your HP limit is raised (say, by the *vita maxima* spell), your current HP is raised by the same amount. In contrast, when your HP ceiling is lowered, you only lose HP if the ceiling is lowered below your current health levels. It is never possible to have more than your maximum HP.

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.

A character's maximum mental fortitude is calculated from:

$$\text{max FP} = \text{SPR} + \text{INT} + \text{relevant bonuses}$$

The same rules about raising/lowering the max level apply to Fortitude, as well as Health. Fortitude is used to cast spells – all spells have an associated fortitude cost written next to them, which you must subtract when casting that spell (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 cast spells, as well as no longer being able to perform Resist Magic checks. Fortitude regenerates at a rate of 2 FP per turn where you do not cast magic.

The maximum values of your HP and FP are dynamic values: when your ATH, SPR or INT values change, so do they. This is an important consideration when deciding which attributes to increase when levelling up.

Statuses

Statuses are temporary effects applied to a character, often due to a spell or a magic item. 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.

Name	Description	Effect	Duration
Asleep	Visiting the land of nod.	Can take no actions, but health and fortitude regenerate at a rate of 2 points per hour. Character is unaware of what is going on around them.	Until waking
Blinded	Your eyes are temporarily overloaded by a bright light.	All checks that would normally require vision fail.	1 hour
Broken Bone	You have suffered an injury that has broken your bone.	Cannot use the limb in question until it is healed. This is a major injury (see below).	Naturally heals after 10 turns.
Broken Wand	Your wand is broken, and cannot perform properly.	All spell checks get a -5 penalty, and spell failures are particularly severe.	Until wand is repaired

Burned	Heat has damaged your body, but the effects are ongoing.	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 heat-based attacks.	4 turns.
Calm Mind	Your mind is calm and clear, you are undistracted.	All checks receive a +1 bonus.	Lasts for 1 hour, or until hurt.
Confused	A fog descends upon your brain, and you are unable to think clearly,	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 Condition	You are close to death, bleeding out.	You are totally unable to act. 1HP lost per turn. When reaching -5HP, you are dead.	
Diseased	You have contracted a disease.	Specifics of the effects vary according to the disease. Knowledge checks are needed to learn more.	Never
Exhaustion	You have not slept in a long time, your mind and body are weary.	Fortitude costs of actions are doubled, and regeneration of health and fortitude halt.	Until resting.
Frostbite	The cold has damaged your body, and it cannot function properly – but the biggest toll is on your sluggish thoughts.	Halts fortitude regeneration, and drains 1 / 2 / 3 fortitude per turn (depending on the severity), unless warmth is applied. Even after warmth is applied, you are 50% more vulnerable to cold-based attacks.	4 turns.
Invisible	Light passes straight through you – you are hidden from sight.	In adverse conditions (i.e. rain and snow), can still be visually detected. Does not stop noise.	Various – depends on cause.
Lucky	The result of a <i>Felix Felicis</i> potion, you become extraordinarily 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	You have suffered a major injury.	Cannot heal above 50% HP until the major injury is fixed.	Naturally heals after 10 turns.
Poisoned	A nefarious chemical – a toxin – has been introduced into your system.	Does 2 damage per turn (unless otherwise directed).	10 turns.
Stunned	You have been knocked unconscious	As if you were asleep – without the regeneration.	3 turns
Silenced	You find yourself unable to make any sounds.	Cannot speak, or cast verbal magic.	2 turns (unless otherwise directed).
Terrified	Your knees knock, your hands shake, and your mind turns inwards – you're scared.	All checks get a -3 penalty. Cannot get closer to the cause of the fear.	5 turns, or until the cause is removed.
Trapped	Ropes, snares or magic are holding you back, preventing you from moving.	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.

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. Some skills are only temporary and will wear off after a while.

Getting New Skills

Skills can be learned in three ways: at initial character creation, provided temporarily by the use of items, or acquired permanently by levelling up.

At character creation, all characters start at Beginner level in the skills associated with non-Dark magic (Battlemage, Defender, Magician, Sorcerer, Palm-Reader, Thaumaturgus), and with no skill in all others. You may then add your Racial and Background skills, before selecting any extra skills that you might be allowed.

Some items that you find might grant you special skills whilst wearing them – a True Cloak of Invisibility, for example, not only confers the Invisible Status, but also confers the Camouflage skill whilst it is being worn. When the item is removed, the Skill is also removed from the character.

Every time your character levels up, you get to pick a new skill to add to your character – if you meet the minimum requirements. This skill point must be spent immediately, and cannot be saved for later.

Most Skills come in 5 levels: Beginner, Novice, Adept, Expert and Master. Unless otherwise stated, you must meet the minimum level requirement, and have the preceding level skill before you can acquire the next one. The table below gives the minimum requirement to get **either** the *Beginner* level skill, **or** the next level skill above that which was provided by your Species or Profession selection.

For example, a Human Guard would have to be Level 10 in order to learn Beginner Apparition. However, since a House-Elf gets Beginner Apparition as a Species Ability, they would only need to reach Level 10 to get Novice Apparition.

As each skill is acquired (outside character creation), the minimum level requirement increases by 2, so the Guard from the previous example would need to reach LVL 12 to get Novice Apparition, LVL 14 to get Adept Apparition and so on. As before, the House-Elf would only need LVL 10 to get Novice, and so LVL 12 to get Adept, and so on.

Skill List

The numerical effects of skills are often stated for all levels simultaneously, so a + 1 / 2 / 3 / 4 / 5 boost to a check means that at a Beginner level, you get +1, at Novice a +2, and so on and so forth.

Name	Description	Effect	Prerequisite
Alchemist	Your potion making skill gets better, and you are able to make more powerful potions.	Potions you create are 10 / 20 / 30 / 40 / 50% more effective. You can create potions which match your level in this skill.	LVL 1
Animagus	You can transform into an animal at will.	Transform into an animal 1 / 2 / 3 / 4 / 5 times a day. This animal must be chosen at the moment you acquire this skill, and cannot be changed afterwards.	LVL 10 Expert Thamaturgy & Adept Animal Lover.
Animal Lover	You love animals, and know everything about them	Knowledge checks when encountering Beasts receive a + 2 / 3 / 4 / 5 / 6 bonus. At adept, perform a 1d10 EMP check (difficulty 20) to calm down wild beasts.	LVL 5
Apparate	You can disappear and re-appear at will. This spell works even without a wand.	Perform a 1d10 INT check. Apparition difficulty is 18 / 17 / 15 / 15 / 12 / 12. If successful, character teleports to a region that they are intimately familiar with (Beginner), have visited before (Adept), or have heard of (Master).	LVL 10 Adept Sorcerer
Grapple	You are able to retaliate when somebody attacks you in close-quarters physical combat	Acts in place of a counterspell in close range physical combat –the attacker and defender both perform an ATH check. If the defender succeeds, the attack fails. (Single level skill)	LVL 3 Novice Brawler
Artificer	Artefact creation comes more naturally to you. Get a boost to magical artefact creation.	+ 2 / 3 / 4 / 6 / 8 to Artefact creation checks. At Master Level, can place two enchantments on a single item.	LVL 7
Battlemage	You become better at using your magic in combat situations	+ 0 / 1 / 2 / 3 / 4 to combat magic checks. You are able to use Hexes & Curses which match your level in this skill.	LVL 3
Blood Magic	By killing an innocent, you get a massive boost to your powers.	After murdering an innocent, take one turn to perform the Blood Ritual. Once the ritual is performed, get a + 4 / 6 / 8 / 10 / 12 bonus to all magic rolls for 1 day.	LVL 14
Bookworm	You are good with books, and naturally remember information.	Intelligence, memory and research checks get a + 1 / 2 / 3 / 4 / 5 bonus, and you may learn + 1 / 2 / 3 / 4 / 5 more spells per level.	LVL 5
Brawler	You are used to getting into physical altercations.	Can perform non-magical attacks. If you are within touching distance, do a 1d6 ATH check + 0 / 1 / 2 / 3 / 4, and do this amount of damage to your opponent. Weapon damage is added on top of this.	LVL 1
Broomstick Lessons	You can fly a broomstick	If you have a broomstick, can fly to other locations. Flight increases with each level.	LVL 3

		Mid-air dodging checks get a + 1 / 2 / 3 / 4 / 5 boost.	
Camouflage	You can blend in with your background, and move around unseen.	Hiding checks get a + 1 / 2 / 3 / 4 / 5 bonus. From Adept: Whilst invisible, you are immune to environmental effects such as rain and footprints.	LVL 1
Clairvoyant	I see....your divination powers growing....stronger...	Divination checks get a + 0 / 1 / 2 / 3 / 4 bonus. At Master level, you may spontaneously get visions of what is about to occur. You are able to use Divination spells which match your level in this skill.	LVL 3
Curse-Breaker	You can remove the negative effects of spells	Curse-Removal checks get a + 2 / 4 / 6 / 8 / 8 boost. At Master, curses on yourself last only 2 turns, before being removed automatically.	LVL 5 Adept Battlemage
Defence Against the Dark Arts	You understand the dark arts, and know how to counter them.	Knowledge and research checks against Dark creatures get a + 1 / 2 / 3 / 4 / 5 check. Counterspells to Dark Arts spells are 0 / 0 / 10 / 20 / 30% more effective.	LVL 3
Defender	You become better at using your magic to help and heal others.	+ 0 / 1 / 2 / 3 / 4 to protective magic checks. You are able to use Protective and Healing magic which match your level in this skill.	LVL 3
Eagle-Eyed	Your eyes are sharper, and you can aim more clearly. You can cast spells at targets that are further away.	Increases the effective range of your magic by 10 / 20 / 30 / 40 / 50%. At Adept, you get a permanent Night Vision bonus.	LVL 8
Familiar	You have an animal companion who accompanies you.	You may have one of the following to accompany you: Beginner: Newt, Toad Novice: Cat, Rat, Snake Adept: Owl, Poltergeist Expert: Hippogriff, Phoenix Master: (negotiate with your GM!)	LVL 6 Beginner Animal Lover
Fast Caster	You are able to rapidly cast spells, and you can sneak an extra cast in where others may not be able to.	May cast two spells in one major action. If the first spell fails, however, this negates the effect, and you may not complete the second spell. Does not apply to Emergency Casting.	LVL 15
Golden Touch	Where most people find a gold coin, you somehow manage to find more.	Get 10 / 20 / 30 / 40 / 50% more gold from transactions, and get the same decrease in costs.	LVL 6
Hard to Kill	Even when in a critical condition, you can carry on acting – albeit at a reduced capacity.	You may still take actions whilst in a Critical Condition, though all checks suffer a 50% penalty. (Single level skill)	LVL 13
Heart of Ambition	You are an ambitious and charismatic soul – a born leader.	CHR checks get a + 2 bonus. Every third level, your ambition allows you to level up again, forgoing the associated attribute increases and extra skill.	Slytherin skill

		(Single level skill)	
Heart of Bravery	You are a brave and chivalrous soul	SPR checks get a + 2 bonus. You are unaffected by fear-causing effects. (Single level skill)	Gryffindor skill
Heart of Compassion	You are a kind and loving soul.	EMP checks get a + 2 bonus. Spells cast on your friends and allies are 50% more effective. (Single level skill)	Hufflepuff skill
Heart of Wisdom	You are a knowledgeable and intelligent soul.	INT checks get a +2 bonus. You get 10% more experience. (Single level skill)	Ravenclaw skill
Herbologist	You understand how and where magical plants grow.	Herb-finding checks get a + 1 / 2 / 3 / 4 / 5 boost. At Adept you can find 2 ingredients where you would normally find 1.	LVL 1
Holy Aura	You are imbued with the power of the Light – the undead fear you.	Undead attacks on you are 10 / 20 / 30 / 40 / 50% less effective. Undead creatures perform a SPR check, and compare to your EMP check (+ 1 / 2 / 3 / 4 / 5). If your check is greater than theirs, they become 'scared'.	LVL 6 EVL < 3
Improvise	You can make small adjustments to the effects of spells, and can use spells in unusual ways.	Unconventional uses of spells get + 1 / 2 / 3 / 4 / 5 bonus. From Adept, you can (with GMs consent) make small adjustments to the outcome of spells. i.e. make specific exceptions to wards.	LVL 12
Lackies	You have lackies that follow you around everywhere, doing your bidding.	You may delegate a task to your follower. Followers performing checks suffer a – 4 penalty, but if the action fails, no harm comes to the original character. You may have 1 / 2 / 3 / 4 / 5 followers at any given time. Followers can only be recruited when in safe territory.	LVL 9
Light Sleeper	You are a light sleeper, and it is more difficult to sneak up on you whilst you are asleep.	Enemy sneaking checks get a 1 / 2 / 3 / 4 / 5 penalty whilst you are asleep.	LVL 4
Linguist	You can speak different languages	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.	LVL 3
Magician	Your illusion spells gain more power, and you can hoodwink people with your magic.	+ 0 / 1 / 2 / 3 / 4 to illusion checks. You are able to use Illusion spells which match your level in this skill.	LVL 3
Man on the Inside	You know people in many different organisations.	When you fail a 'convince' check with a member of an establishment (i.e. the Ministry), you may call upon your inside man to take a second attempt at the check. This second check gets a + 1 / 2 / 3 / 4 / 5 bonus.	LVL 4

Metamorphmagus	You can change your appearance at will.	Perform a 1d6 CHR check. The difficulty of the change is dependent on the extent to which you must change your appearance, and the surrounding circumstances. GM sets the difficulty. (Single level skill)	LVL 12 Expert at Thamaturgus
Mimic	You are good at copying others, and can temporarily perform spells that you do not know.	Copy a spell that somebody around you knows, but you do not. You can use this spell for 1 / 2 / 3 / 4 / 5 turns – if you meet the requirements to cast it. At Master, you can ignore this final restriction, and cast any spell that you have copied. Only 1 copied spell is allowed at any one time.	LVL 12 EMP greater than 14
Muggle Lover	You understand how non-magical folk think and feel, and can better relate to them.	All muggle-related checks get a + 2 / 3 / 4 / 5 / 6 In addition, muggles are less likely to be suspicious of you.	LVL 2
Musician	The joining of magic and music is as old as time itself – you can manipulate powerful primal forces.	If you have an instrument, all healing and illusion checks get a + 3 / 4 / 5 / 6 / 7 bonus. Using Silent Casting negates this effect.	LVL 5
My House, My Rules	You are the lord of your own domain, and in your house, what you say goes.	When inside your own building (or the building you look after etc.), get a +2 / 3 / 4 / 5 / 6 bonus to all checks.	LVL 2
Necromancer	You are a plight on this world, dark magic has corrupted you, and you are corrupting life itself.	Combat magic and Dark Arts get a + 3 / 4 / 5 / 6 / 7 bonus. EMP checks take the same penalty. You can use Dark Arts spells which match your level in this skill.	LVL 6 EVL = 6
Nimble Fingers	Your nimble fingers allow you to pick pockets, and perform sleight of hand.	Stealing and musical instrument checks get + 1 / 2 / 3 / 4 / 5 If a muggle catches you doing magic, perform a 1d8 CHR check (difficulty 16) using sleight of hand to convince them that your magic is just trickery.	LVL 5
Old Dog, New Tricks	Your experience has made you skilled at learning skills.	You may learn 2 skills, instead of learning 1 when levelling up. (Applies immediately, single level skill)	LVL 9
Persuasive	You find it easier to convince people of your point of view	Persuasion checks get a + 2 / 3 / 4 / 5 / 6 bonus.	LVL 3
Quick	You are in peak physical condition, and have great reflexes.	ATH checks get a + 1 / 2 / 3 / 4 / 5 bonus. At Adept level, the action-ordering check at combat initiation gets a + 3 bonus as well.	LVL 1
Realist	You know your reality, attempts to alter it are less effective	Illusion resist checks get + 2 / 3 / 4 / 5 / 6 bonus. At Expert, the GM must tell you when an illusion spell is being cast upon you.	LVL 4 Novice Magician

Regenerative	You can re-gather your thoughts, and recover yourself quickly.	Fortitude regeneration gets a + 2 / 3 / 4 / 5 / 6 boost per turn where magic is not used.	LVL 6 Adept Defender
Resilient	Your mind is a honed weapon: you do not tire as easily from casting spells.	Spells cost 1 / 2 / 3 / 4 / 5 less Fortitude to cast . Cannot go below zero.	LVL 1
Retrocognition	You can sense emotions, and even memories, merely from the imprints they leave behind	When in possession of an item belonging to a person, may perform a 1d12 EMP check (difficulty 25) to learn information about the target. (Single level skill)	LVL 11 Adept Clairvoyant
Silent Magic	Can perform magic without speaking	Spells that normally require an incantation can be used silently. Silent magic checks suffer -8 / - 6 / - 4 / - 2 / 0	LVL 8
Sorcerer	You become better at using charms, and can use more powerful magic.	+ 0 / 1 / 2 / 3 / 4 to charms in non-combat situations. You are able to use Charms which match your skill in this	LVL 3
Spellmaker	You have cracked the nature of magic itself, and can design your own spells.	Once every 10/ 9 / 8 / 7 / 6 turns, you may design your own spell (with GMs consent). The GM will decide the appropriate level and Fortitude costs. If you do not have the skills to cast it, the spell is created, but must be learned at a later date. Spells created by one character <i>can</i> be used by another, if appropriately learned.	LVL 20
Teacher's Sacrifice	You have a gift for imparting knowledge on others	You can elect to get only 10 / 20 / 30 / 40 / 50 % of the usual experience, transferring 50% of the original amount to those around you. Spells cast on Hogwarts students are 50% more effective.	LVL 3
Terrifying	Your very presence strikes fear into the heart of those who oppose you	All enemies perform a 1d6 SPR check, as will you (+ 1 / 2 / 3 / 4 / 5) If the SPR check is below yours, they acquire the 'scared' status. If your EVL score exceeds your SPR, you may use that to perform the check.	LVL 8 POW greater than 16
Thaumaturgus	You become better at using Transfiguration spells	+ 0 / 1 / 2 / 3 / 4 to transfiguration checks. You are able to use Transfiguration spells which match your level in this skill.	LVL 1
Trap Finder	You become adept at discovering tricks and traps.	Trap discovery and disable checks get a + 1 / 2 / 3 / 4 / 5 bonus. From Adept, you may reset any traps after you have disabled them.	LVL 6
Trickster	Your traps become harder to detect.	Traps (magical and otherwise) placed by you have a + 3 / 4 / 5 / 6 / 7 bonus to their detection difficulty.	LVL 6

Undead Benefactor	Though the undead are not alive, you can still restore their health.	Healing spells work on the undead. (single level skill)	LVL 7
Wand Maker	You understand the esoteric and mystic art of creating new wands.	If you possess the correct ingredients, you can create a new wand by performing a combined 1d12 INT/EMP check (difficulty 40 / 38 / 36 / 34 / 30). From Novice, can repair broken wands.	LVL 15
Wandless Magic	Can perform magic without a wand.	All wandless magic is also silent but is only 50% effective compared to the same spell with a wand. Can only cast spells which match your level in this skill.	14 Silent Magic (Adept)
Warder	You are able to cast stronger and stronger protective spells	Protective spells and wards get a +2 / 3 / 4 / 5 / 6 bonus to their effectiveness. Wards also interfere less with each other at higher levels.	LVL 1
Well Rested	You heal quicker whilst asleep, and wake up feeling refreshed.	Regeneration whilst asleep gets a +1 / 2 / 3 / 4 / 5 bonus per hour. At Adept, you wake up with the Calm Mind status.	LVL 7
Well-Travelled	You have visited many different places.	Persuasion checks in alien environments get a +1 / 2 / 3 / 4 / 5 bonus. The GM will also be more lenient in where you can apparate to.	LVL 2

Performing Actions

Non-Combat Actions

When not in direct combat with the enemy, you have virtually free reign with what you can do. Non-combat actions tend to be a lot less strict on their turn-based nature – as there's nobody to directly oppose you. The GM may impose strict turn-based actions, however, if it is necessary i.e. to prevent one player from dominating all actions.

Actions that you can undertake include casting magic, travelling, trading, creating items, and many, many more.

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.

Generally speaking, the following list should serve as a guide as to what general actions require which check:

- **ATH:** Required for physical feats, i.e. running, jumping, dodging and swimming
- **SPR:** Feats that require concentration, force of will, and awareness of your surroundings.
- **CHR:** Convincing and persuading others, haggling and distractions.
- **INT:** Research and knowledge actions.
- **EMP:** Calming others, requesting help, identifying when something is amiss.
- **POW:** Often used to impress others, or intimidate them into helping you
- **EVL:** Intimidation, scaring. Often necessary to commit atrocities.

As always, the GM has the authority to override these general guidelines, if it is suitable to do so (there is a certain crossover between CHR and EMP checks, for example, which may require event-specific discretion).

Actions such as trading, potion brewing, and enchanting can only be performed when not in combat, excepting unusual circumstances, which you should be able to justify to your GM. Some specific actions, such as spell casting, potion brewing and item enchantment are covered in the following sections, everything else is left up to the game master's discretion.

If you do not perform a spell in your turn, your character gets 2FP restored. If you are in a more ‘free form’ scenario, where moves are not rigorously kept track of, your GM should inform you of your regeneration rate.

Resting

One action that can *only* be performed when not in combat is **resting**.

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 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 the dungeons of an evil warlord, though it might make sense to have a nap after killing said warlord and stealing his castle!

Combat Actions

When in combat, by necessity, the moves become much more structured, with all players taking turns to complete their actions.

The ordering of turns is determined at the initiation of combat, with all combatants performing an ATH check – the highest check gets to attack first, and so on. Any combatants who arrive after the initiation of combat get put at the back of the queue.

Not all combatants are necessarily aware that they are *in* combat when it is initialised – for instance, if your party sneaks up on an enemy, you are in ‘combat mode’, whilst the enemy is unaware that combat has been initiated – if the party reveal themselves by attacking, the target is placed at the back of the queue, and all party members get to attack before the enemy. However, if the enemy *spots* you, before you attack, the sneak attack fails, and combat is initiated in the normal fashion.

A structured combat turn allows you:

- Two ‘movements’ – of around 1m each
- One major action

This major action may be a spell, drinking a potion, a physical attack, or you may use it for one additional movement. Putting on or taking off equipment does not, in general, count as an action – unless your GM deems it so (if you have an enormous extension-charmed bag that you need to search through, for example, the GM may state that rummaging around takes up your turn).

Each turn that passes without casting a spell, you get +2 FP back, +1 for each turn in a row that nomagic has been performed, up to a maximum of +6FP.

Once you have completed your three events, the turn passes onto the next character in the turn queue. In general, it is impossible to take an action outside of your turn, with two exceptions 1) an ability you possess, 2) you are attacked – in which case you may be able to deflect, or dodge the attack.

When you are attacked with a spell, or a ranged object, you may elect to take one ‘emergency action’: you can either dodge the attack, **or** cast a counterspell. However, these emergency action render you either unable to move, or unable to take an action the next turn, respectively.

Counter Spell: The counterspell is cast exactly like a normal spell – it may be a shield (such as *protego*), or you might move an existing structure into the path of the spell, or attempt to directly neutralise the effects of a spell. The GM will determine if a counterspell tactic is successful *after* it has been cast. You may not cast spells/perform non-movement actions next turn (but you may still take 2 movement actions).

Dodge: If you choose to dodge, then you must perform a 1d8 ATH check against the caster’s 1d8 EMP check – if the ATH check is larger, you successfully dodge the attack, on the other hand, if the EMP check succeeds, then the caster managed to anticipate your motion, and the dodge fails. You may move 1 metre as part of your dodge, but you may not then move on your next turn (but you may take your one non-movement action).

If the spell hits its target, you then apply the stated effect – be it damage, an effect, or a change to the environment. If you manage to avoid or block the spell, then the caster completes any remaining actions, before finishing their turn. Some spells require an additional Resist Magic check to be performed, to determine if the spell was successful – which you should only perform if the spell successfully hits its target.

If you are targeted with a close-range physical attack (say, a knife wielding maniac), then you are in too close-quarters to perform a spell. You may choose to dodge, as before, or you may attempt to Grapple with your target, if you have that skill (this acts as a close-range counterspell.)

You may perform **only** one emergency action per turn cycle unless you have a skill that directs you otherwise.

You may also attempt to flee the enemy – if there is a viable escape route – by performing a head-to-head 1d8 ATH check. If successful, you elude the enemy, and return to a non-combat situation.

Experience & Levelling

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.

Levelling up is achieved by accumulating experience. To progress from level 1 to level 2, you must accumulate 100 experience points (EP) – when you reach 100, you ascend to level 2, and the counter is reset. To go from level 2 to level 3 you need to acquire 200 EP. 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, and is gained differently inside and outside of combat.

Outside of combat, experience is awarded for completing difficult actions – such as casting a spell, mixing a potion, 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, casting a spell which is of the same proficiency level as you are will get a d20 roll, casting a spell one level below your proficiency is a d12, and so on:

Spell Proficiency Relative to Caster's	Experience Roll
Same level	d20
1 level below	d12
2 levels below	d8
3 levels below	d6
4 levels below	d4

Other actions will follow a similar pattern of experience awarding, at the GM's discretion.

When in combat, completing individual actions does not award experience (unless a particularly spectacular or novel tactic is found), but when each enemy is defeated, you will be awarded experience depending on how powerful the enemy was.

When you level up, you get 2 attribute points to allocate at will and you get 1 skill point to spend on a new skill. Skill points must be spent immediately, and cannot be saved for later. Equally, levelling up is an immediate action when you reach the required EP – you cannot choose to delay this process!

You also reset your spell-learned counter back to zero – you may start to learn more spells again – as well as resetting your HP and FP to maximum (you may need to adjust your max HP and FP levels to accommodate your new attributes).

Items

Possessing & Using Items

Items are, as you would expect, physical objects that you can have in your possession. Items may be stored in one of two places: in your backpack, or on your person – in which case they are said to be equipped.

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!

Many items can be used over and over again – an invisibility cloak, for example – though repeated use may cause them to break down (and the GM may ask for a check to see if the item still functions). Other items – such as potions – are single-use only. You use it, and then it is gone.

Unlike most other RPGs, in this game weight 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. 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.

Physical Weapons

Magical combat is covered in detail elsewhere in this guide – but what happens when you just want to hit the bad guys with big sticks?

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 a spell, and so they are effectively at the mercy of you and your big stick.

In addition, 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.

To perform a physical attack, you must have the physical weapon equipped, and then perform the specified weapon check, to determine how much damage is done. Targets of physical attacks may attempt to dodge, or grapple, following the usual rules of these actions.

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

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
- The correct ingredients
- An empty container to store the potion.

If you have all of these things, you may perform a 1d12 INT check, to determine if the mixing was successful. Different potions have a different difficulty level, which you will learn when learning how to brew the potion.

If the potion mixing is successful, you add a single instance of the potion into your inventory. If the potion mixing fails, the ingredients are consumed, and you have to start again.

Potion learning is governed by the same metric as learning a new spell – you may sit down with a book and attempt to learn it (over the course of a day), at which point the GM will tell you the ingredients you need, and the difficulty of mixing. If you successfully mix it, then you have the potion permanently memorised (you may need to keep a list of the potions you know how to mix!) You may learn *two* potions per level.

An alternative method is to just.... Shove stuff into a cauldron and hope for the best. There are no difficulty checks associated with this method, but you won't know what it is you have made (if anything) until after you have tasted it. A very high-risk, high-reward strategy.

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.

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, a *flaming sword*. You must then identify if you have a spell which performs this effect (in this case *incendio*).

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, 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 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 a 1d12 INT check., 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.

Spells

Spells are how Wizards and Witches get by in the world, it is what makes them special.

Spells are broken down into 7 categories: Hexes & Curses, Transfiguration, Charms, Protection, Illusion, Divination, and Dark Arts. Different types of spells require different abilities to cast – illusion spells often require the charisma and deception to overpower the target's willpower, whilst hexes and curses often rely on sheer magical power for their effectiveness.

Learning New Spells

Spells are learned by studying – either from books, or from a teacher.

To learn a spell, you must purchase a spell book from a vendor (or find a Professor who already knows the spell), and dedicate an entire day to learning that spell. When that day is up, you get three attempts to cast the spell using the usual casting check.

If at least one of these casting checks succeeds, you have successfully learned the spell, and you may add it to your arsenal. If all three checks fail, you go have to go back to the start, and begin the learning process again – losing another day in the process.

Each spellbook contains three spells that you can learn, before you must purchase another, and you are originally limited to learning only 3 spells per level. When you level up, this counter resets, and you may learn another 3 spells (you may carry at most *one* unlearned spell over to the next level).

A professor who already knows the spell you want to learn is an adequate replacement for a spellbook – and may teach an unlimited number of students an unlimited number of spells, but only if they already know the spell. A professor must learn a spell in the usual fashion (unless they can find another professor to teach them!)

Casting Spells

Spells are cast by successfully passing the associated checks, and then deducting the relevant Fortitude costs of a spell.

There are two kinds of spell – an effect-only spell, which either succeeds or does not, and a power-dependent spell, where the outcome of the spell can vary depending on the success of the casting.

For example, the Fire-Starting charm (*incendio*), either starts a fire, or it does not, and the Compass Spell (*point me*) either tells you which way North is, or it does not. These spells are therefore in the first class – *effect-only*. Contrast this with the Torturing Curse (*crucio*) – this can not only succeed or fail, but can cause varying amounts of pain. It is therefore a *power-dependent* spell, as the success of the spell can vary.

Effect-only (E-Class) spells are cast by performing the check type specified in the tables below. The 'difficulty' of the check is also specified – if the check value is larger than the difficulty, the spell succeeds, and you must deduct the mental fortitude value of the spell.

Power-dependent (P-class) spells have the same casting mechanism, *except*, you may choose to donate PWR points towards the spell before the check is initialised, up to the total PWR of your character. Each additional PWR point dedicated towards the spell increases the effectiveness of the spell, doing more

damage and so on. However, powerful spells are more difficult to cast – so for each power point you add on, you increase the difficulty value and the fortitude cost of the spell by 1.

Hence, a spell which does 1d8 of damage to target, with a difficulty of 10 and costing 5 Fortitude can be boosted with 5 PWR points to do 1d8 + 5 damage, but the boosted spell has a difficulty of 15, and a Fortitude cost of 10.

Hence, there is a higher chance of failure – but the rewards for success are much higher! The maximum number of PWR points you can assign a spell is limited by your PWR attribute itself (you can't assign more PWR than you have!).

The GM may decide that a particular usage of an E-Class spell warrants an extra effort, despite a nominal “effect-only” status – i.e. setting light to an entire building, rather than starting a campfire would still use *incendio*, but clearly is a far more powerful use of the firelighting charm! The GM has the authority to override the difficulty and checks required for a spell if the situation calls for it.

The Fortitude cost for a spell is deducted only after it is successfully cast. If the casting fails, then only half of the fortitude cost is deducted (rounded up), plus whatever negative effects the failed cast might have.

Oh – one final rule. If your character is saying the incantation – so must you. Bonus points for good acting.

Resisting Magic

Some spells, even after they have successfully been cast, can be resisted by the target, if they have a strong enough willpower to overpower the caster – spells such as *confundus*, and *stupefy*, as well as most illusion spells.

Resist Magic is (unless told otherwise) a SPR check using the same dice as the casting check. If the spell is a power dependent spell, the Resist Magic check gets a -1 penalty for each PWR point dedicated to the spell.

This Resist check is then compared with the casting check. If the Resist check (plus or minus the relevant bonuses and penalties) is at least 2 points greater than the casting check, then the spell has no effect. If, however, the Resist Magic check is lower, then the spell effect is applied.

Successfully Resisting a spell 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 – 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 after you have completed your turn.

Spell List

Hexes & Curses

Combat-based magic, used to incapacitate or even inflict pain upon your enemies.

Name	Class	Mastery Level	Fortitude	Check	Difficulty	Effect
Confundus Charm (<i>confundo</i>)	Effect Only	1: Beginner	5	CHR 1d6	12	Target performs a Resist Magic check, if it fails, then target becomes confused for a turn.
Green Sparks (<i>verdimillious</i>)	Power Dependent	1: Beginner	4	POW 1d8	17	Emits 5 green sparks from your wand, which can be made to strike at the enemy. Each spark does one damage per 1 check point over the difficulty value. Each power point added gives another spark.
KnockBack Jinx (<i>flipendo</i>)	Power Dependent	1: Beginner	3	INT 1d6	11	Causes 2 points of damage, and knocks the target back 1 metre. Each power point adds one metre to the knockback distance and 1 damage point.
Stinging Hex (<i>ictus</i>)	Effect Only	1: Beginner	5	SPR 1d6	12	Stings the target for 1 damage for each check point over the difficulty value.
Bat Bogey Hex (<i>vespernasum</i>)	Power Dependent	2: Novice	7	POW 1d12	19	Causes the mucus in the targets nose to gain sentience, take the form of a small bat, and attack the target. Each bat-bogey does 1d4 points per turn for 3 turns (unless removed). Each power point adds one bat.
Body-Bind Curse (<i>petrificus totalus</i>)	Effect Only	2: Novice	6	SPR 1d8	17	Target performs a resist magic check against the casting check – if it fails, target applies the Trapped status effect.
Cascading Jinx (<i>unda delor</i>)	Power Dependent	2: Novice	5	POW 1d8	16	Does 1d4 damage to up to 3 targets. Each power point added adds +1 damage, and +1 target.
Disarming Spell (<i>Expelliarmus</i>)	Power Dependent	2: Novice	6	POW 1d8	17	Target performs a Resist Magic check, if casting check exceeds Resist check, then the object in the target's hand is hurled in a random direction.
Lifting Hex (<i>Levicorpus</i>)	Effect Only	2: Novice	8	INT 1d10	19	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 damage.
Blasting Curse (<i>confringo</i>)	Power Dependent	3: Adept	8	POW 1d12	21	Launches a fireball at the target, doing 3+1d8 damage + 1 for every power point dedicated to the spell.

						Target suffers a minor burn.
Flagrant Curse <i>(flagrante)</i>	Effect Only	3: Adept	8	INT 1d8	17	Causes a target object to heat up to unimaginable temperatures, doing 3+1d6 damage every time the target object is touched, for 3 turns.
Impediment Jinx <i>(impedimentia)</i>	Effect Only	3: Adept	9	SPR 1d10	20	Target performs a Resist Magic check, if the casting check is larger, the target is completely frozen for one turn. The target (and the player controlling that character) cannot communicate with anyone until the curse is removed.
Object Swarm Hex <i>(Oppugno)</i>	Effect Only	3: Adept	8	POW 1d10	18	Causes nearby objects to hurl themselves at the target, doing 1d10 + 2 of physical damage.
Stunning Hex <i>(stupefy)</i>	Power Dependent	3: Adept	8	POW 1d12	20	Target performs a Resist Magic check, if casting check exceeds Resist check, then target is stunned for 3 turns.
Expulsion Curse <i>(expulso)</i>	Power Dependent	4: Expert	10	SPR 1d10	18	Launches a magical bolt at the target which, if it makes contact, causes the object to violently tear itself apart. Does 1d10 + 4 damage, plus 1 for every power point dedicated to the spell.
Shield Breaker Hex <i>(misericorde)</i>	Effect Only	4: Expert	16	POW 1d12	20	Finds the weak point in the armour, and exploits it: if the POW check exceeds the shield capabilities of the <i>weakest defensive spell of the target</i> , all shields (both physical and magical) are removed, and cannot be re-established until the next turn.
Patronus Charm <i>(Expecto Patronus)</i>	Power Dependent	4: Expert	12	SPR 1d12	22	Summon your greatest, happiest memories into physical form: your patronus. The patronus will shield you from harm from creatures such as Dementors for three turns + 1 for every power point dedicated to the spell.
Bone Crushing Curse <i>(obcillo ossium)</i>	Power Dependent	5: Master	14	POW 1d10	22	A great force smashes into the opponent, breaking their bones. Does 1d12 + 7 damage, plus 1 for every power point dedicated to the spell.
Disintegration Curse <i>(reducto)</i>	Effect-Only	5: Master	16	POW 1d12	28	If the spell makes contact with matter, causes it to instantly disintegrate.
Tempest Jinx <i>(fulgurum)</i>	Effect Only	5: Master	16	SPR 1d12	26	Summons a stormcloud which hovers above the battlefield, emitting lightning bolts which strike your enemies once per turn, dealing 1d6 +2 points of damage.

Transfiguration

Alter the very fabric of reality with these spells, changing one thing, into another and even conjuring things from thin air.

Name	Class	Mastery Level	Fortitude	Check	Difficulty	Effect
Colour-Changing Charm	Effect Only	1: Beginner	4	INT 1d6	14	Causes the colour of an object to change. Lasts for 2 days.
Flower Conjuring Spell (<i>Orchideous</i>)	Effect Only	1: Beginner	3	EMP 1d6	15	Conjures flowers from thin air.
Hair Altering Spell (<i>Crinus Muto</i>)	Effect Only	1: Beginner	2	CHR 1d4	10	Alters the colour and style of the casters hair. Useful for disguises.
Silver Shield Spell (<i>argentipus</i>)	Effect Only	1: Beginner	6	SPR 1d8	14	Conjures a silver shield from thin air, to defend you.
Steelclaw charm (<i>ferscabere</i>)	Power Dependent	1: Beginner	4	POW 1d8	16	Transfigures an animal's claws into large steel talons. Each power point dedicated gives these talons + 1 damage.
Switching Spell (<i>formum mutatio</i>)	Power Dependent	1: Beginner	4	INT 1d6	15	Transform a 200g non-sapient animal or object into a different animal or solid object. Each power point doubles the mass of objects that can be transformed.
Boggart Banish Charm (<i>Riddikulus</i>)	Effect Only	2: Novice	6	CHR 1d8	16	Forces a Boggart into a form that the caster finds funny.
Hardening Charm (<i>duro</i>)	Effect Only	2: Novice	4	INT 1d8	14	Turns non-living targets into stone. Lasts 1 day.
Pumpkin Head Jinx (<i>Melofors</i>)	Power Dependent	2: Novice	7	SPR 1d12	N/A	Target performs a Resist Magic check, if the casting check exceeds the Resist check, the enemy's head is encased in a pumpkin. Apply the Blinded effect until it is removed.
Snake Summons Spell (<i>Serpensortia</i>)	Power Dependent	2: Novice	4	POW 1d8	15	Summons a snake out of the tip of the caster's wand. Every extra power point gives the snake +1 HP and +1 attack.
Thick-Air Charm (<i>temporio</i>)	Power Dependent	2: Novice	7	POW 1d8	18	Transforms the air around the target into a thick soup, slowing their movement (each power point makes the target move slower).
Bird-Flocking Charm	Power Dependent	3: Adept	7	INT 1d12	20	Summons a flock of 6 small birds (+1 for each power point) to do your bidding.

(Avis)						
Material Switching Hex (<i>protenius</i>)	Power Dependent	3: Adept	5	INT 1d8	15	Change the material that the target is made up of. May change atoms to another on the same row on the periodic table (i.e. Carbon → Oxygen) Each additional power point gives you another row, OR, lets you two sets of atoms at once (Carbon → Oxygen AND Hydrogen → Helium).
Trapping Spell (<i>Incarcerous</i>)	Effect-Only	3: Adept	6	POW 1d8	17	Conjures thick ropes from thin air, to wrap around the target, immobilising them.
Vanishing Spell (<i>Evanesco</i>)	Power Dependent	3: Adept	8	INT 1d6	13	Cause a 200g animal or object to vanish, without a trace. Each power point doubles the mass of objects that can be vanished.
Size Altering Charm (<i>engorgio/ reducio</i>)	Power Dependent	3: Adept	7	INT 1d8	15	Multiply or divide the size of an entity by 2 (+1 for each power point). Multiple size alterations can be...unstable. Effect lasts for 5 turns.
Animagus Reveal Spell (<i>homorphus</i>)	Effect Only	4: Expert	10	SPR 1d12	20	Forces an animagus back into their human form. Can be defeated if animagus' resist magic check beats the caster's.
Bubble Charm (<i>Ebublio</i>)	Effect Only	4: Expert	10	INT 1d12	18	Conjures a large, hard-to-pop bubble which the caster can use to encase enemies, or to protect themselves.
Draconifors Spell (<i>Draconifors</i>)	Power Dependent	4: Expert	12	SPR 1d12	22	Transform small objects into miniature dragons to fight by your side. Each power point dedicated to the spell gives dragons +1 HP and attack.
Un-Transform Spell (<i>Reparifarge</i>)	Effect-Only	4: Expert	9	INT 1d20	N/A	Transfiguration countercharm – undoes the effect of any transfiguration spell. Spell is successful if casting check exceeds the check that cast the original spell.
Copying Charm (<i>Gemino</i>)	Effect Only	5: Master	13	INT 1d12	24	Creates a copy of an object in your possession, which is identical to the first – until it disintegrates 12 hours later.
Guardian Charm (<i>piertotum locmotum</i>)	Effect Only	5: Master	12	SPR 1d12	26	Transform nearby statues, trees and other inanimate objects into powerful guardians to fight by your side.
Smoke Daggers (<i>fumus defendus</i>)	Power Dependent	5: Master	15	POW 1d20	30	Causes 5 daggers to coalesce out of smoke, and fly towards the target. Each dagger that hits the target does 1 point of physical damage for every check point over the difficulty.

						Each power point dedicated to the attack adds 3 more daggers.
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Charms

Manipulate objects with magic: cause things to levitate, fix things that are broken and manipulate the elements.

Name	Class	Mastery Level	Fortitude	Check	Difficulty	Effect
Fire starting spell (<i>incendio</i>)	Effect Only	1: Beginner	3	SPR 1d4	10	A small jet of fire is emitted from the tip of your wand – useful for starting fires, or even for combat. Coming into contact with fire does 1d6 worth of damage. (Larger jets of fire have a difficulty of 16, and do + 3 damage)
Illumination Spell (<i>lumos</i>)	Effect Only	1: Beginner	1	INT 1d4	10	Causes the tip of your wand to glow, like a torch. Spell last indefinitely, until the counterspell (<i>knox</i>) is used. No other spells can be used whilst <i>lumos</i> is active.
Levitation Spell (<i>wingardium leviosa</i>)	Power Dependent	1: Beginner	5	SPR 1d8	15	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.
Water Spout Charm (<i>aguamente</i>)	Effect Only	1: Beginner	4	INT 1d4	10	A jet of water is emitted from the tip of your wand, useful for extinguishing fires, or cleaning surfaces. (Larger jets of water have a difficulty of 16. Conjured water cannot be drunk)
Cutting Charm (<i>diffindo</i>)	Effect Only	2: Novice	6	INT 1d6	14	Cut two objects apart. If used on an living being, causes a deep cut, for 1d6 + 3 worth of damage.
Fixing Charm (<i>reparo</i>)	Effect Only	2: Novice	4	INT 1d10	20	Fix the target. Can only fix an object if you know what it is supposed to be when repaired.
Locking Charm (<i>colloportus</i>)	Effect Only	2: Novice	5	INT 1d8	15	Magically lock an object.
Silencing Charm (<i>silencio</i>)	Power Dependent	2: Novice	6	CHR 1d8	15	Target performs a resist magic check – if the check fails, they cannot speak for 2 turns +1 for each power point dedicated.
Sticking Charm (<i>obhareco</i>)	Effect Only	2: Novice	4	SPR 1d6	13	Stick two objects together.
Summoning Charm	Effect Only	2: Novice	6	SPR 1d8	18	Summon non-shielded objects within a 500m radius – they will fly to your current position.

(<i>accio</i>)						
Unlocking Charm (<i>alohomora</i>)	Effect Only	2: Novice	3	INT 1d6	13	Unlock objects. Mundane locks will fall open for you – to open magically locked objects, the unlocking must exceed the locking casting check.
Featherweight Charm (<i>pluma gravitas</i>)	Effect Only	3: Adept	8	INT 1d10	20	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)
Fire Manipulating Spell (<i>ignipare</i>)	Power Dependent	3: Adept	6	POW 1d10	20	Take control of an existing fire, and manipulate it to your will, creating walls of fire, or sending it flying towards your enemies. Range of the spell is 1m + 1 for every power point dedicated. More power points also let you perform more extravagant feats.
Freezing Charm (<i>glacius</i>)	Effect Only	3: Adept	7	SPR 1d12	23	Freeze the target. Ice saps 1 point of health and 1 point of fortitude every turn when in contact with a living being.
General Counterspell (<i>finite incantatem</i>)	Effect Only	3: Adept	4	INT 1d12	25	End any active 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 or curses).
Spell Replay Charm (<i>priori incantatem</i>)	Effect Only	3: Adept	3	INT 1d6	12	Reveal the last spell that a wand cast.
Water manipulation spell (<i>aguapare</i>)	Power Dependent	3: Adept	5	POW 1d10	20	Manipulate bodies of water, creating whirlpools or waves, or using it to rise up and encase your enemies. Range of the spell is 1m + 1 for every power point dedicated. More power points also let you perform more extravagant feats.
Cushioning Charm	Power Dependent	4: Expert	7	POW 1d12	26	Painlessly break the fall of the target from any height up to 100m + 100 for every power point dedicated to the spell.
Earth manipulation spell (<i>defodio</i>)	Power Dependent	4: Expert	10	POW 1d10	23	Control the very ground itself. Form sinkholes, dig holes, or even cause minor earthquakes. Range is 3m + 1 for every power point dedicated to the spell. More power points also let you perform more extravagant feats.
Extension Charm (<i>tarditia hoovium</i>)	Power Dependent	4: Expert	8	INT 1d12	25	Makes the target container 2 times (+1 for each power point) larger on the inside than it is on the outside.

<p>Lightning Charm</p> <p><i>(baubiliouis)</i></p>	<p>Power Dependent</p>	<p>4: Expert</p>	<p>8</p>	<p>POW</p> <p>1d12</p>	<p>20</p>	<p>Releases a bolt of lightning from the end of your wand.</p> <p>Lightning can initiate fires, to blind your foes, or can be used directly in combat, where it deals 1 damage for every check point over the difficulty, + 3 for every power point dedicated.</p>
<p>Air Manipulation Spell</p> <p><i>(vente)</i></p>	<p>Power Dependent</p>	<p>5: Master</p>	<p>12</p>	<p>INT</p> <p>1d20</p>	<p>35</p>	<p>Control the air around you. Can be used to manipulate the weather, blow enemies off their feet, deflect objects, and there are even rumours of people using it to fly...</p> <p>Range is 3m + 1 for every power point dedicated to the spell. More power points also let you perform more extravagant feats.</p>
<p>Hour Reversal Charm</p> <p><i>(tempus fugit)</i></p>	<p>Power Dependent</p>	<p>5: Master</p>	<p>20</p>	<p>POW</p> <p>1d20</p>	<p>40</p>	<p>Control time itself, stepping backwards through the hours to relive them again.</p> <p>Reverse time by 1 hour + 1 for each power point dedicated to the spell, but beware, even when successfully cast, this is a <i>very</i> unstable spell.</p>
<p>Mass Kinesis Charm</p> <p><i>(ballatutti)</i></p>	<p>Power Dependent</p>	<p>5: Master</p>	<p>13</p>	<p>INT</p> <p>1d12</p>	<p>27</p>	<p>Control huge numbers of objects as they levitate and move around – write a thousand books with a thousand quills, or conduct a swordfight with 15 blades at once.</p> <p>The more power points dedicated to the spell, more and heavier objects can be controlled.</p>

Protective

Set up wards and protective barriers, and heal those who are injured. Wards are special magic effects that are cast on an *area* – rather than a person or object. Unlike normal defensive spells, they can be cast once, and then forgotten about – but move outside the protected area, and there is no defence. Wards also have a nasty habit of interfering with each other if more than one ward if they overlap.

Name	Class	Mastery Level	Fortitude	Check	Difficulty	Effect
Caterwauling Charm (<i>caterwaul</i>)	Power Dependent	1: Beginner	4	INT 1d6	12	Casts a ward on the area which emits a high-pitched scream when an unknown being crosses the threshold. Radius is 10m + 2 for every power point dedicated to the spell. Ward decays after 2 weeks.
Minor Healing Spell (<i>enervate</i>)	Effect Only	1: Beginner	3	EMP 1d4	10	Heal small wounds – restore 3 HP to the target, or wake them if they are unconscious. If the target has a serious wound, i.e. a broken bone, cannot heal beyond 50% health. Only works on living creatures.
Shielding Charm (<i>protego</i>)	Power Dependent	1: Beginner	5	POW 1d8	14	Erects an ethereal shield that absorbs incoming magical attacks. When cast during your turn, the spell can be maintained for multiple turns, but no other spell can be cast whilst the shield is maintained. When cast as a counterspell, lasts only for that single attack. If the incoming spell has a casting check that exceeds the shield casting check (+2 for every power point dedicated), the shield is shattered. The shielding charm protects only against magic, not against physical damage.
Trap Spell (<i>dolus</i>)	Power Dependent	1: Beginner	4	INT 1d4	10	Combine a magical ward with one of your existing spells. Cast the other spell first, then perform the trapping check. If successful, creates a hidden magical trap, with the effect of the original spell when triggered. The effects of the trap are less than the original spell, but more power points make the trap more powerful. 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.
Privacy Ward (<i>muffliato</i>)	Effect Only	1: Beginner	6	SPR 1d6	12	A buzzing sound fills the ears of anyone trying to listen in on your conversations whilst you are in the warded area. Lasts for one hour, and has a radius of 2m.
Healing Spell (<i>episkey</i>)	Effect Only	2: Novice	5	EMP 1d8	14	Heal minor status effects like burns, bruises, broken noses and so on. If no status effect present, heal for 1HP for each casting point over the difficulty value.
Muggle Repelling Ward (<i>repello muggletum</i>)	Power Dependent	2: Novice	6	INT 1d8	16	Forms a warded area that muggles can neither see, nor enter. The warded area is a circle 5m in radius + 5m for every power point dedicated to the spell.
Releasing Spell (<i>relashio</i>)	Effect Only	2: Novice	6	SPR 1d8	16	Force objects and beings to release the target from their grip.
Stabilising Spell	Effect Only	2: Novice	4	EMP 1d10	15	Stabilises the patient and removes the ‘Critical Condition’ status.

Counter curse (<i>finite maledictum</i>)	Power Dependent	2: Novice		EMP 1d12	17	Remove the effects of an active curse or hex. The caster of the curse performs the casting check again: If the casting check of the counterspell (+1 for each power point dedicated) is larger than this second check, the curse is removed.
Anti-Apparition Ward	Effect Only	3: Adept	12	SPR 1d12	26	Prevents apparition inside the designated area. Maximum area is 20m in radius. Ward decays after one week.
Bone Mending Charm (<i>ossium emendo</i>)	Power Dependent	3: Adept	7	EMP 1d10	19	Mends bones and other serious physical ailments. Heals for 5 HP + 1 for every power point dedicated to the spell.
Ironwall Ward	Power Dependent	3: Adept	16	POW 1d10	19	Forms a shield around the warded area that absorbs 30 points of damage + 2 for every power point dedicated to the spell. The Ironwall is opaque and soundproof – and is two-way. Nothing can enter or leave across the threshold of the ward.
Threshold Ward (<i>desino</i>)	Effect Only	3: Adept	9	SPR 1d10	18	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 points of spell damage.
Mirror Shield Charm (<i>repente</i>)	Power Dependent	3: Adept	7	INT 1d12		A more powerful version of the shielding charm (see <i>protego</i> for full description), but rather than spells being absorbed by the shield, they are reflected back at the caster. Mirror shield also defends against physical attacks.
Beartrap Ward (<i>ursa dentes</i>)	Effect Only	4: Expert	10	POW 1d12	24	A ward that creates an invisible trap of 2m in radius. When a being crosses over the threshold, the ward slams shut, doing 1d8+3 worth of magical damage and applying the Trapped status effect.
Health Boost Charm (<i>levo</i>)	Power Dependent	4: Expert	11	EMP 1d12	22	Give the caster a temporary +50% boost to their maximum HP, and adds current HP to match. Lasts for 3 turns, + 1 for every power point dedicated to the spell.
Holy Ward (<i>pervertutem luminis</i>)	Power Dependent	4: Expert	10	EMP 1d12	25	Create a region where the undead cannot pass. Undead attempting to cross the barrier are ignited for 1d12 worth of damage. Shield fails when 25 damage has been done + 1 for every power point dedicated to the spell. Radius of ward is 10m.
Total Health Ritual (<i>vita maxima</i>)	Effect Only	5: Master	20	EMP 1d20	40	Restores a character to full health, and removes all status effects. Cannot be cast on the self. Takes 2 turns to cast.
Fidelius Ward (<i>onsigno scientia</i>)	Effect Only	5: Master	20	POW 1d20	38	Seals away all knowledge of the target inside the mind of the 'Keeper'. The target can then only be seen, detected, and even <i>known of</i> 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. Spell takes 1 day to cast, during which time no other spells can be cast.

Magical Stability Ward	Power Dependent	Master	18		<p>Creates a region where magic is safer and more successful: all spell checks in the warded area get + 2 bonus, and you may take two attempts to perform the casting check.</p> <p>Ward interferes with all other warding magic.</p>
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Illusion

Impose your will on other people, and alter the way they perceive the world.

Name	Class	Mastery Level	Fortitude	Check	Difficulty	Effect
Blur (<i>celeritate</i>)	Effect Only	1: Beginner	4	CHR 1d6	11	The target seems to become blurry around the edges, it is difficult to tell exactly where they are, and where they aren't. Dodging checks get a + 2 bonus for 3 turns.
Charming Charm (<i>sismeus amici</i>)	Power Dependent	1: Beginner	5	CHR 1d6	12	Causes the target to like you, persuasion checks get a +2 bonus, and +1 for every power point dedicated to the spell.
Glamour Charm (<i>lux stultium</i>)	Effect Only	1: Beginner	3	INT 1d4	10	Create a superficial glamour around a person – a simple trick of the light. The glamour disintegrates upon physical or magical contact.
Throw Voice Charm (<i>ventrilofors</i>)	Power Dependent	1: Beginner	4	INT 1d6	10	Cast your voice such that it appears to be coming from somewhere up to 5 metres away (+5 for every power point dedicated to the spell).
Calming Charm (<i>paxus</i>)	Power Dependent	2: Novice	8	CHR 1d8	16	Calms the target down. Target performs a Resist magic check with a +6 bonus (-1 for each power point dedicated to the spell), if the check fails, they will stop attacking.
Concealment Charm (<i>occulto</i>)	Effect Only	2: Novice	6	INT 1d8	15	Used to conceal messages, makes them invisible to the naked eye.
Phantasm Charm (<i>umbra impetia</i>)	Power Dependent	2: Novice	7	SPR 1d10	18	Multiple phantasms attack the target, removing 2 fortitude for every turn that the phantasms are active. Once the original spell hits the targets, phantasms exist only within the target's mind, and may pass through all shields and defences. Phantasms are active for 2 turns + 1 for every power point dedicated to the spell.
Piper's Illusion Chant	Effect Only	2: Novice	6	CHR 1d10	18	If one has an instrument, this spell hypnotises all those who hear it and fail a 1d10 SPR test (difficulty 18). This spell is not blocked by non-specialist wards or shields. Takes 2 turns to cast.
Chameleon Charm (<i>dissimulo</i>)	Effect Only	3: Adept	7	CHR 1d10	16	Causes the target to take on the exact colour and texture of the background, making them hard to spot when stationary. Concealment checks get a + 4 bonus when stationary, and + 1 when moving.

Lullaby Charm (<i>soporo</i>)	Effect Only	3: Adept	6	CHR 1d10	15	Send the target into a dreamless sleep, if they fail a resist magic check.
Occlumency (<i>occlumens</i>)	Effect Only	3: Adept	12	SPR 1d10	17	Set up barriers around your mind to defend yourself. Legilimency will not work on you, and all other mind-altering spells take a 2 point casting penalty
Shatter Illusions (<i>conlidus</i>)	Effect Only	3: Adept	8	SPR 1d12	22	Remove all illusion spells from the target.
Entrancing Enchantment (<i>meamicus</i>)	Power Dependent	4: Expert	10	CHR 1d12	26	If the target fails a resist magic check (-1 penalty for each power point dedicated to the spell), they become hopelessly besotted with the caster for 2 turns.
Fury (<i>irafors</i>)	Effect Only	4: Expert	8	CHR 1d10	22	Target performs a Resist Magic check, if they fail, target flies into a mindless rage and begins attacking all those around them. Lasts for 1 turn + 1 for every casting point above the difficulty level.
Legilimency (<i>legilimens</i>)	Power Dependent	4: Expert	10	EMP 1d12	25	Target performs a resist magic check (with 1 penalty per power point dedicated to the spell), if it fails, the caster gets to peer inside their mind, and know their deepest secrets – or even alter memories.
Memory Modification Charm (<i>oblivate</i>)	Effect Only	5: Master	12	CHR 1d20	35	You may modify the memories of a target – even causing them to forget skills and spells that they currently know.
True Illusion	Effect Only	5: Master	15	CHR 1d20	34	Create a perfect illusion of an environment (up to 20m in radius) or people (up to 3), which can be interacted with by the target. Illusions can only have the knowledge that the caster has. Illusion lasts for 10 turns.

Divination

Peer through the mystic veil and perceive things beyond human comprehension: past, present and future.

Name	Class	Mastery Level	Fortitude	Check	Difficulty	Effect
Identification Charm (<i>dicemi</i>)	Power Dependent	1: Beginner	6	INT 1d6	10	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.
Locator Spell (<i>locus</i>)	Effect Only	1: Beginner	3	INT 1d6	12	Learn the location of non-magical objects or an unshielded living being.
Tea Leaves	Effect Only	1: Beginner	2	INT 1d6	12	Use your tea leaves to receive an omen about the future.
Telepathic Bond (<i>conanimus</i>)	Effect Only	1: Beginner	5	EMP 1d4	10	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. Lasts for 2 days.
Destination Spell (<i>iterante</i>)	Effect Only	2: Novice	7	INT 1d6	12	Reveals the next destination that destiny has in store for you.
Detect Magic Spell (<i>revelio</i>)	Effect Only	2: Novice	5	EMP 1d8	15	Reveals to the caster any active spells in the vicinity. Will deactivate charms whose sole purpose is to remain hidden.
Obfuscation Spell (<i>obscuras</i>)	Power Dependent	2: Novice	7	POW 1d10	18	Those attempting to use divination to spy on you must pass a 1d6 SPR check (difficulty 13 + 1 for every power point dedicated to this spell) for the spell to work. Lasts for one week.
Eavesdropping Charm (<i>dumauris</i>)	Power Dependent	2: Novice	5	EMP 1d8	15	Can listen in on conversations up to 10m away (+2 m for every power point dedicated to the spell).
Glimpse Charm (<i>posterus</i>)	Effect Only	3: Adept	6	EMP 1d10	18	Get a fleeting glimpse into the future: Automatically dodge the next attack, does not count as an emergency action.
Planemeld (<i>promoveo</i>)	Power Dependent	3: Adept	8	EMP 1d12	25	Merge your physical form with a higher plane of existence, temporarily transcending this reality and making a pact with the benevolent beings that reside there. Your senses become more acute, your mind is refreshed, but you may not cause harm for a period of time. HP and Fortitude restored by 3 points, casting checks get a +2 bonus for 2 turns –

						but no combat magic may be used for 4 turns. +1 to all numerical values for every power point dedicated to the spell.
Sense Humans Charm (<i>hominem revelio</i>)	Power Dependent	3: Adept	5	EMP 1d6	12	Reveals the presence of humanoid life nearby. Radius of spell is 4m, plus one metre for every power point dedicated to the spell.
Astral Projection (<i>ambilofors</i>)	Power Dependent	4: Expert	9	SPR 1d12	22	Leave your physical form behind, and explore an area as your astral self. Your astral self is undetectable to most, and has 3 HP + 1 for every power point dedicated to the spell. If your astral self is killed, your physical body's HP is reduced to zero, and you enter into the Critical Condition status.
Commune with the Dead (<i>amisit amicum</i>)	Power Dependent	4: Expert	10	EMP 1d12	20	If one of your friends has passed away during your journey, you may summon their spirit, and learn one piece of information from them, or temporarily borrow one of their skills and/or spells for 1 turn + 1 for every power point dedicated to the spell.
Mists of Time (<i>momento aeternitatis</i>)	Power Dependent	5: Master	15	EMP 1d20	35	Enter into a trance, whereby you can observe the past or the future, to uncover what was, or what will be. You may observe 1 day into the future, or 1 year into the past, +1 for every power point dedicated to the spell.
True Sight (<i>vidergo sumus</i>)	Effect Only	5: Master	12	SPR 1d20	33	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.

Dark Arts

Evil spells, used by evil people. Expect a heavy burden on your soul if you rely on the dark arts to accomplish your goals.

Name	Class	Mastery Level	Fortitude	Check	Difficulty	Effect
Shadow Blast (<i>malusangu</i>)	Effect Only	1: Beginner	3	POW 1d6	11	Hurl shadows at you enemy, dealing 1 damage for every casting point over the difficulty level.
Eldritch Knowledge Spell (<i>vetitum scenticus</i>)	Effect Only	1: Beginner	6	EVL 1d8	12	Gain access to eldritch knowledge. 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.
Slashing Curse (<i>sectumsempra</i>)	Power Dependent	1: Beginner	4	POW 1d6	10	Gouges at the target, leaving deep, cursed wounds, for 1d6 points of damage, plus one for every power point dedicated to the spell.
Terror Curse (<i>fear me</i>)	Effect Only	2: Novice	5	CHR 1d12	18	Target performs a 1d10 SPR check, if the check is less than the casting check, the target acquires the ‘Terrified’ status.
Torturing Curse (<i>Crucio</i>)	Power Dependent	2: Novice	8	EVL 1d8	15	Causes immense pain to the target, paralysing them whilst the spell is cast. Once successfully cast, this spell can be continuously maintained until the caster stops, but caster cannot perform other actions whilst the spell is maintained. Does 1 point of damage per power point added.
Void Spell (<i>inanis</i>)	Power Dependent	2: Novice	8	EVL 1d6	13	Summon a true Void, a gap in the fabric of reality that sucks in everything nearby. Lasts for 1 turn, plus 1 extra turn for every power point dedicated to the spell.
FiendFyre (<i>pyrkagius</i>)	Effect Only	3: Adept	8	POW 1d12	18	Summons a cursed fire that consumes everything that it touches. Does 1d8 damage to all it touches, and will actively seek out targets. Attempts to extinguish the fiendfyre must defeat a 1d12 SPR check against the casting check
Killing Curse (<i>Avada Kedavra</i>)	Effect Only	3: Adept	10	EVL 1d8	20	If the spell makes contact with the target, kills them instantly. There is no countercurse.
Living Shadow Curse (<i>vivent umbrafors</i>)	Power Dependent	3: Adept	8	SPR 1d10	18	Bring the very shadows to life: a being of pure darkness will stalk your enemies, attacking them whenever they stray near the shadows, doing 1d10 worth of damage. Last 3 turns + 1 for every power point dedicated to the spell.

Blood Barrier <i>(confusangui)</i>	Effect Only	4: Expert	5	EVL 1d20	18	Use blood to draw warding runes onto an object or person. Erects a magical with 4 strength, plus 1 for every casting point over the difficulty. Each individual's blood can only be used once for blood magic.
Controlling Hex <i>(Imperius)</i>	Power Dependent	4: Expert	11	EVL 1d10	20	Target performs a 1d10 SPR check against the casting check. If the check fails, the target is placed under the complete control of the caster for 1 turn + 1 turn for every power point dedicated to the spell.
Zombie Curse <i>(infern exorior)</i>	Effect Only	4: Expert	10	POW 1d12	22	Breathes unlife into dead bodies, and turns them into ghastly puppets, performing your every whim: the inferi.
Chaos Magic <i>(chaomal portis)</i>	Power Dependent	5: Master	20	EVL 1d20	37	Open a portal to the depths of hell, where the Demons of the Deep reside. 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. The portal stays open for 2 turns, plus one turn for every power point dedicated to the spell.
Horcrux Creation Ritual <i>(pervinco mortis)</i>	Effect Only	5: Master	25	EVL 1d20	40	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.
Soul Snare <i>(necro decipula)</i>	Effect Only	5: Master	14	EVL 1d20	32	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.