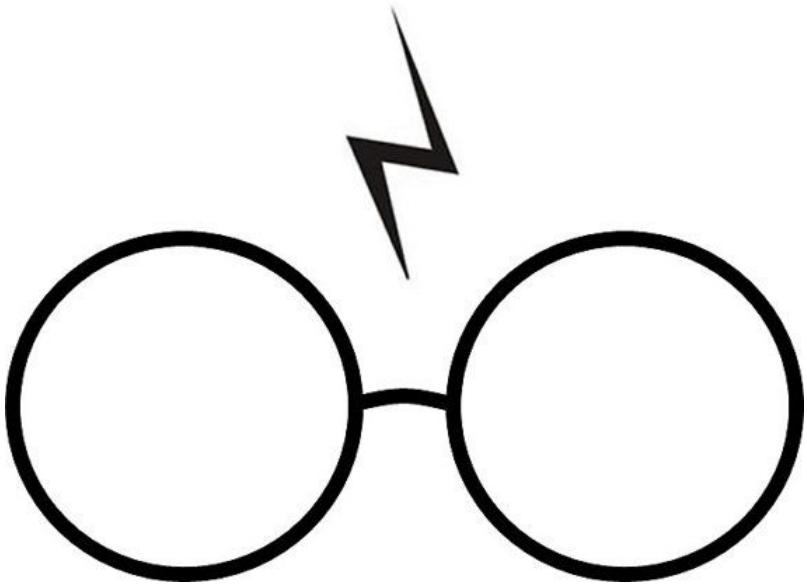
Player Handbook



Harry Potter
&
The Role Playing Game

Version 3.0

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Introduction & Core Mechanic

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

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

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

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

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

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

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

Of course, this is not to say that the GM should always use this power in opposition to the players. These rules are only the basic framework upon which the GM and PCs weave their narrative – if a PC wishes to do something that is not covered in this manual, then the GM can use their power ('GM fiat') to work with the PCs to determine the outcome. Equally, if a player wants to create a PC with traits not covered in the character creation chapter, the GM may be willing to work with the PC to create the appropriate rules.

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

1. **The GM describes the environment**, they may describe the sights, sounds and smells that your PCs would experience in the situation that they find themselves in. The GM should give the basic lay of the land – the things that every person in that situation would be able to spot.

2. **The players decide what they would like to do**, they might decide that they'd like to investigate a certain aspect of the room more carefully, or they might decide to cast a spell, or hit somebody with a big stick. They then inform the GM of their final decisions

3. **The players and GM work together to resolve these actions**, some resolutions are simple ('you walk through the door', 'you drink the potion'), others may require checks and the GM thinking carefully about the success of such an action. In some 'modes of play' (i.e. combat), this resolution needs to be done in a specific order with players taking turns. Other times, it may be more fluid and conversational.

4. **The GM narrates the result of this action**, telling the players what happened and how the success (or failure) of their actions impacted the world around them.

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

Computing Checks

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

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

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

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

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

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

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

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

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

Using these Rules

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

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

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

Part I

Characters

Creating A Character

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

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

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

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

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

1) Choose a (sub)Species

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

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

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

2) Choose an Archetype

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

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

3) Determine Attribute Scores

The 8 Attributes and 20 associated Proficiencies will be your main numerical way of interacting with the game world. These numbers encode your characters abilities. Your class and archetype will probably already have given your characters some abilities in this area, but all characters then get a choice of how to allocate some additional points.

A low score in a given attribute will have a long-term effects on your character's abilities (though they can develop with time), so think carefully about how your abilities mesh with your character's personality and archetype. A particularly shy character, you might decide, will not be very brave, and thus will have a low Willpower. Attributes are discussed in more detail in Chapter 3

4) Gather Your Equipment

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

5) Go adventuring!

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

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

Playable Species

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

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

Pure-Blood Human

Typically the strongest magic users, pure-bloods find it easiest to interact with other members of the magical community, whilst struggling to stay hidden amongst the muggles. Because of their lifelong reliance on magic, most pure-bloods are not very athletic or good with their hands.
Pure-Blood humans get 4 extra points to spend, and two Beginner Skills to pick from those available, on top of the following basic attributes:

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

Half-Blood Human

Not as in-tune with magic as purebloods, nor as adept at blending in as the muggle-borns, half-bloods strike a balance between the two, matching their empathy with magical power. Being a half-blood does not inherently mean only one magical parent: it is a catchall term for those with a non-trivial amount of muggle relatives in the recent past. As a result, the vast majority of magical folk are Half-bloods.
Half-Blood humans get 3 extra points to spend, and two Beginner Skills to pick from those available, on top of the following basic attributes:

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

Muggle-Born Human

Coming from a non-magical background, muggle-borns often lack in raw magical power. However, being brought up in a muggle household means that they are often adept at blending in. They are also used to getting by without magic, and will often find themselves more handy and athletic than those born into their magic.
Muggle-Borns get 5 extra points to spend, and one Beginner Skill to pick from those available, on top of the following basic attributes:

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

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.

Half-Giants get 3 extra points to spend, and one Beginner Skill to pick from those available, as well as the Enormous Size ability, on top of the following basic attributes:

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

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.
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, on top of the following basic attributes:

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

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

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

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.
Half-Veela get 5 extra points to spend and start with the Fury ability, on top of the following basic attributes:

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

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 wolfblood dampens the magical abilities of the wizard, but gives them an increased resistance to magic in return.
Werewolves get 3 extra points to spend, as well as the WolfBlood ability, and one other Beginner skill, on top of the following basic attributes:

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

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.
Vampires get 2 extra points, as well as the Drain Life and Night's Child abilities, on top of the following basic attributes:

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

Species Abilities

Abilities are those traits unique to a given species.

Name	Species	Effect
Behind the Scenes	House Elf	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. FIN (stealth) +3. You may also, once per day, perform a second action whilst another character is executing their turn (including the GMs). Apparation checks get a + 3 bonus.
Enormous Size	Half-Giant	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. ATH (strength) + 3, ATH (health) + 3, all FIN proficiencies: -1, SPR (endurance) + 3, CHR (deception) -2
Fury	Half-Veela	Shed your beautiful facade and reveal the Fury within. The Fury is a powerful beast which is nearly immune to magic, and can throw powerful fireballs. In human form, get FIN (persuasion) + 4. 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.
Drain Life	Vampire	You can drain the life-force of your enemies, using it to restore your own health. When within close-combat range, can deal 2d6 necrotic damage to the enemy, and restore yourself the same number of HP that you remove. Only works on living beings.
Night's Child	Vampire	As one of the undead, the raw sun drastically weakens your power, opens up your defences, and reduces your ability to think clearly. 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. You also gain the ability to see in the dark.
Wolf Blood	Wolfblood	When the full moon rises, you take on the form of a monstrous, mindless wolf – unless a wolfsbane potion is applied. For 12 hours, your character becomes the Beast Inside, and is placed under the control of the Game Master. Silver is a deadly poison to you, and wounds caused by you are infectious. Even in human form, get SPR (endurance) +3 and ATH (speed) +2

Main Attributes

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

- Athleticism (ATH): Your character's ability to exert themselves physically; to run, jump and deal physical attacks. Athletic characters are often harder to kill, and able to recover more quickly from wounds.
- Finesse (FIN): Your character's ability to execute actions with delicacy and precision. Picking pockets, hiding and casting spells in an unusual fashion require finesse in order to execute properly.
- Spirit (SPR): Your character's ability to face down external threats without flinching, to be sure of themselves, and to resist when the odds are against them. A character with a large spirit can often resist the effects of mind-altering spells, and can summon the strength to carry on when all others would have submitted. Typically considered the defining characteristic of Gryffindor House.
- Charisma (CHR): The ability of a leader, and those who influence others. Charisma helps your character convince others of what you say, and make them like and trust you. Charisma also helps cast magic that alters their perception of reality, allowing you to convince them that it is real. A trait typically associated with Slytherin House.
- 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 House.
- 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 House.
- Power (POW): Sometimes you don't want to levitate a single brick our of a wall: you want the wall to explode. When finesse and trickery fail, throwing huge amounts of magical power at a problem can sometimes be beneficial. Some of the most spectacular magics require a large power, but when a powerful spell goes wrong, the effects can be devastating and unforeseeable.
- Evil (EVL): Evil characters commit atrocities in the name of furthering their own goals. They will go to any lengths to get what they desire, including killing, maiming and torturing. Evil magics may grant you enormous powers, but are you willing to pay the price?

Proficiencies

Most Attributes are subdivided further into several *proficiencies*. These provide bonuses when the check is of a certain type, as discussed in more detail in section 5.1.

- ATH: Health, Speed, Strength
- FIN: Dexterity, Stealth, Precision
- SPR: Endurance, Willpower
- CHR: Deception, Performance, Persuasion
- INT: Research, Arcane Knowledge, History, Flora & Fauna
- EMP: Percpetion, Understand Other, Healing
- POW: (None)
- EVL: Chaos, Intimidation

Determining Abilities

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

Generally speaking, you will want to allocate the largest of these values to the attributes which your character will rely on the most – so a powerful magical warrior will get the largest values allotted to SPR and POW, whilst a healer gets the largest value given to EMP.

All proficiency bonuses are set to zero at the beginning of character creation.

Health & Fortitude

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

Health

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

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

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.

Characters regenerate health slowly as minor wounds heal, at a rate of 1HP per hour whilst not in combat (unless there is a status effect blocking the healing effect), increasing to 3HP per hour when asleep. This counter is reset every time your character takes additional damage. Status effects such as Serious Wound may impact the maximum HP which can be reached by natural healing, without external intervention.

Fortitude

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

$$\text{max FP} = \text{SPR (willpower)} + \text{INT (arcane)} \ + \text{relevant bonuses}$$

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 – as well as resist magic, and other actions which require intense concentration. You must subtract the relevant amount from your FP when performing such an action (plus or minus the appropriate amount for bonuses, power-boosted spells etc.)

When your FP reaches zero, your mind is exhausted, and so you will no longer be able to engage in such complex actions. Unlike HP, FP regenerates during combat; at a rate of 2FP per combat cycle where you do not cast a spell. Outside of combat, the regeneration rate is 8FP per hour, increasing to 20 per hour whilst asleep.

Note that 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.

Character Progression & Skills

Levelling Up

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

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

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

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:

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

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

Other actions will follow a similar pattern of experience awarding, at the GM s discretion. Experience is only awarded when an action is truly succesful (i.e. a spell has to hit its target, as well as be succesfully cast). In addition to this action-based experience, you can gain experience by defeating enemies: more difficult enemies award more experience.

When your experience reaches the requisite amount, you immediately trigger the levelling up process: you get 1 attribute point to allocate at will (see below) 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). Your EP counter is also reset, though you may carry over any extra EP from the previous level (i.e. if you were a level 2 character on 180EP and got 30 experience points, you could start level three on 10EP).

After levelling up, you may increase one of your attributes by 1 – with the exception of your EVL stat. EVL is not levelled up by choice, but directly by the actions that you take. If EVL $<$ 5, you gain one point per innocent that you slaughter. As you EVL increases, you need to perform larger and more grotesque atrocities to increase your EVL stat, at the whim of the GM.

The GM may also decide that, during the normal course of play, you have done something that warrants a permanent bonus – be it something you have learned from extensive practice, or a gift from some higher being – the GM will grant you a bonus to your Proficiencies. Outside of those granted in skills, this is the usual way to gain proficiency in these areas.

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. Skills are key to learning new and more powerful magic, as well as ulocking useful abilities. Most skills come in 5 levels: Beginner, Novice, Adept, Expert and Master, which must be learned in that order.

The 8 most important skills are the magic-school skills: skills which are each associated with one of the 7 schools of magic (and resisting magic). They are,

Magic School	Associated Skill
Hexes & Curses	Battlemage
Transfiguration	Thaumaturgus
Charms	Sorcerer
Protection & Healing	Defender
Illusion	Magician
Divination	Clairvoyant
Dark Arts	Necromancy
Countervail	Resist Magic

Learning more powerful spells in each school of magic requires more and more levels in the relevant skill. To cast Expert level Hexes and Curses, you need to be an Expert Battlemage, and so on.

4.2.1 Aquiring Skills

Skills can be acquired in three ways: those set 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 6 non-dark magic school-skills (i.e. Battlemage etc.), 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 themL 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, as long as you meet the minimum requirements. This skill point must be spent immediately and cannot be saved for later.

As already noted, 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 skill list table gives the minimum requirements in order to get the next level in that skill. However, **as each skill is acquired (outside character creation), the minimum level requirement increases by 2.**

Skills that are aquired from character creation, but which you would not normally be able to access until much later (i.e. a House-Elf gets access to apparition, usually a LVL10 skill), follow this same pattern – **however, the minimum LVL requirement is reduced by 4**, and it should be noted that this is the requirement to get the *next* level up.

For example, apparition as mentioned already is a level 10 skill, so a normal half-blood auror would need to reach LVL10 to become a beginner, and then LVL 12 to get novice, and so on. In contrast, a house elf is a beginner apparator at birth so the requirement to get the next level (i.e. LVL 10) is reduced by 4, and so **only needs to get to LVL6 in order to meet the minimum requirements** to become a Novice apparator.

4.2.2 Automatic Skill Aquiring

Some skills are acquired automatically through levelling up, without you having to choose. Sometimes, these skills may be givn to your by the GM for narrative reasons, or in order to further a stagnating game.

The 8 Magic skills can indeed be levelled up by player choice in the usual fashion in order to get access to those spells slower. However, you may also gain these skills simply by reaching the appropriate level:

Skill Level	Acquiring Level
Beginner	1
Novice	5
Adept	10
Expert	15
Master	20

Note, however, that these levels are significantly higher than the level that they are normally available at, so it can be advantageous to take these skills earlier.

Skill List

Name	Description	Effect	Prerequisite
Alchemist	Your potion making skill gets better, and you are able to make more powerful potions.	Get +2 / 4 / 6 / 8 / 10 bonus to potion making checks At Adept you may learn the effects of a potion without drinking it.	LVL 1
Alert	You are ever aware, constantly vigilant and a light sleeper: it is more difficult to sneak up on you.	Perception proficiency gets +1/2/3/4/5 bonus	LVL 2
Ambidextrous	You are able to use both hands as if they were your dominant hand.	No penalty for using items in your non-dominant hand. (Single level skill)	LVL 5
Animagus	You can transform into an animal at will.	Transform into an non-magical animal at will. This animal must be chosen at the moment you acquire this skill, and cannot be changed afterwards. Transforming costs 5FP and constitutes a major action. Single level skill.	LVL 10 Expert Thamaturgy & Adept Animal Lover.
Animal Lover	You love animals, and know everything about them	Flora & Fauna proficiency gets +1/2/3/4/5 bonus. At adept, perform an EMP (Flora & Fauna) check (difficulty 15) to calm down wild beasts.	LVL 3
Apparate	You can disappear and re-appear at will. This spell works even without a wand.	Perform a SPR (willpower) 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
Archer	You can strike targets from further away with your ranged weapons.	Use a 1d4/ 1d6 / 1d8 /1d10 /1d12 / 1d20 dice to determine your long range accuracy checks.	LVL 2 Brawler (Beginner)
Area Dodge	Your ability to dodge is so great, that you can even avoid area-of-effect attacks like explosions	Evasion checks against AOE effects get a +2/3/4/5/6 bonus	LVL 4
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	May use a 1d6/8/10/12/20 die to cast Hexes & Curses You are able to use Hexes & Curses which match your level in this skill.	LVL 2
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 13
Bookworm	You are good with books, and naturally remember information.	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 melee attacks. Each level unlocks a different type of combat: 1: Unarmed combat 2: Small melee weapons (daggers, knives) 3: One handed melee weapons (swords, spears, axes) 4: Two-handed melee weapons (warhammer, battleaxes, broadsword) 5: Complex weapons	LVL 1
Broomstick Lessons	You can fly a broomstick	If you have a broomstick, can fly to other locations. Flight speed increases with each level. Mid-air dodging checks gets a + 1 / 2 / 3 / 4 / 5 boost.	LVL 4

Camouflage	You can blend in with your background, and move around unseen.	Stealth proficiency 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
Catastrophic Critical	When you land a surprise attack on an enemy, the effects are truly devastating	Upon a critical hit opportunity, roll a 1d 4 / 6 / 8 / 10 / 20. Multiply the damage by the outcome of this dice roll. This overrides the usual critical procedure.	LVL 7
Clairvoyant	Your vision begins to penetrate the veil that separates this world from the powers beyond.	May use a 1d6/8/10/12/20 die to cast diviniation spells 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 2
Cleave	Your powerful swings cut through multiple enemies in one go.	If a melee attack kills an opponent, you may perform a second attack using the same weapon on one adjacent opponent, with a 4/3/2/1/0 point penalty to the damage (cannot go below zero).	LVL 4
Constitution	You are a strong individual, and you can take a beating	Health proficiency gets +3 / 5 / 7 / 9 bonus	LVL 1
Countervail	You fight against the spells cast against you with greater and greater fervour, improving your chances of resisting their effects.	Resist magic checks may use a 1d6/8/10/12/20 dice for the check.	LVL 2
Curse-Breaker	You can remove the negative effects of spells	Countercurse and curse-identification 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.	Arcane proficency gets +1/2/3/3/3 bonus Counterspells to Dark Arts spells get a +0 / 0 / 1 / 2 / 3 bonus to casting check.	LVL 3
Defender	You become better at using your magic to help and heal others.	May use a 1d6/8/10/12/20 die to cast Protective & Healing spells You are able to use Protective and Healing magic which match your level in this skill.	LVL 2
Doctor of Medicine	You are a healer, someone to turn to when injuries arise.	Healing proficiency gets +1/2/3/4/5 bonus. At Adept, stabilisation checks get +2 bonus.	LVL 1
Duplicitous	Lies slip from your lips as easily as the air you breath.	Deception proficency gets +1/2/3/4/5 bonus	LVL 1
Eagle-Eyed	Your eyes are sharper, and you can aim more clearly. You can cast spells at targets that ae 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
Elegant Avoidance	Your movements are quick and precise, enabling you to use more than just raw speed to avoid attacks	Precision proficiency gets +0 / 1 / 2 / 3 / 4 bonus. Can use either ATH(Speed) or FIN(precision) attribute to perform evasion checks.	LVL 1
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 3 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 counterspells. (Single level skill)	LVL 14

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 4
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 12
Heart of Ambition	You are an ambitious and charismatic soul: a born leader.	Persuation and Deception proficiencies get a + 2 bonus. You may also access skills one level below that stated.	Slytherin skill
Heart of Bravery	You are a brave and chivalrous soul	Endurance and Willpower profieciencies 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.	Understand Other and Perception proficiencies 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.	All INT proficiencies get a +1 bonus. You get 10% more experience. (Single level skill)	Ravenclaw skill
Herbologist	You understand how and where magical plants grow.	Fllora & Fauna proficiency gets +1/2/3/4/5 bonus. At Adept, always take Advantage when searching for herbs At Adept you can find 2 ingredients where you would normally find 1.	LVL 1
History Buff	Those who do not remember history are doomed to repeat it, and you are very good at remembering history	History proficiency gets +1/2/3/4/5 bonus	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 7 EVL < 3
Improvise	You can make small adjustments to the effects of spells, and can use spells in unusual ways.	Unconventional uses of spells (as judged by GM) get + 1 / 2 / 3 / 4 / 5 bonus to casting checks From Adept, you can (with GMs consent) make small adjustments to the outcome of spells. i.e. make specific exceptions to wards.	LVL 11 Adept Clairvoyant
Kindness	Your heart is kind, and you can empathise well with others. You know how people tick.	Know Other proficiency gets +1/2/3/4/5. At Adept, may use the Know Other proficiency to boost persuasion checks.	LVL 1
Knife Handler	You know how to treat blades, making them sharper and more deadly.	Bladed weapons do + 1 / 2 / 3 / 4 / 5 damage, and they last twice as long before becoming dull.	LVL 2
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
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 2
Magician	Your illusion spells gain more power, and you can hoodwink people with your magic.	May use a 1d6/8/10/12/20 die to cast Illusion spells You are able to use Illusion spells which match your level in this skill.	LVL 2

Man on the Inside	You know people in many different organisations.	When you fail a persuasion 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 CHR check. GM sets the difficulty dependent on the extent to which you must change your appearance, and the surrounding circumstances. (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 7 EMP $>$ 12
Momentum Dodge	You are able to emerge from cover firing,	If you begin the phase behind cover, you may emerge from cover, take an action, and still be considered to be in an evasion phase, taking a 4 / 3 / 2 / 1 / 0 point penalty to the evasion check. You may not move the next turn.	LVL 6
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, allowing you to manipulate powerful primal forces.	Performance check gets +1/2/3/4/5 bonus. Replace your wand with your music: perform all illusion & protective magic with your instrument of choice, using a CHR (performance) check. Spells take 2 turns to cast in this fashion. Using Silent Casting negates this effect.	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
Mystic Education	Days spent buried in books have paid off you have a greater understanding of the mystical and the arcane.	Arcane proficency gets +1/2/3/4/5 bonus	LVL 1
Necromancer	You are a plight on this world, dark magic has corrupted you, and you are corrupting life itself.	May use a 1d/6/8/10/12/20 die to cast Dark Arts spells. You can use Dark Arts spells which match your level in this skill.	LVL 6 EVL $\geq$ 6
Nimble Fingers	Your nimble fingers allow you to pick pockets, and perform sleight of hand.	Dexterity proficiency gets a +1/2/3/4/5 bonus. If a muggle catches you doing magic, perform a CHR (dexterity) 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
On the Ball	Your reactions are well honed, and you can think clearly under pressure.	Get 10 / 15 / 20 / 25 / 30 seconds to make a decision about a counterspell, rather than the usual 5	LVL 1
Outsmart	Your intelligence is such that you understand the inner workings of the magical universe	You may add your intelligence bonus to all magical checks Single level skill	LVL 5
Parry	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 (strength) check (with weapon modifiers). If the defender succeeds, the attack fails. (Single level skill)	LVL 4 Novice Brawler

Perfectionist	Accuracy in all that you do is a very important characteristic being precise is the cornerstone of success.	Precision proficiency gets +1 / 2 / 3 /4 / 5 bonus	LVL 3
Persuasive	You find it easier to convince people of your point of view	Persuasion proficiency get a + 2 / 3 / 4 / 5 / 6 bonus.	LVL 2
Powerlift	Your muscles are well developed, and you can lift more and more weight	Strength proficiency gets +1/2/3/4/5 bonus	LVL 1
Protected	You know how to use armour to maximise your defence, and how not to let it slow you down.	Armour gets a +1/2/3/4/5 point boost to strength whilst you are wearing it. At Adept, you are no longer carry out the rounding down procedure during movement checks, whilst wearing heavy armour.	LVL 2
Quick	You can run faster and faster able to escape your enemies, and dodge attacks,	Speed proficiency gets + 1/2/3/4/5 bonys.	LVL 1
Raw Power	Sometimes, raw magical power can be a substitute for magical skill. Throw enough power and conviction into a spell, and you can cast anything.	1 /2 / 3 / 4 / 5 times per day, may use perform a POW check to cast a spell, rather than the specified check, at the cost of doubling the FP cost of the cast. Cannot be used in the learning spell procedure or counterspells.	LVL 4
Realist	You know your reality, attempts to alter it are less effective.	Endurance proficency get + 1/ 2 / 3 / 4 /5 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 2
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 an EMP check (difficulty 20) to learn information about the target. (Single level skill)	LVL 11 Adept Clairvoyant
Shadow Walker	Every step you take is carefully considered to minise the risk you are exposing yourself to.	Every movement is considered as an Evasion Action, with non-explicit evasions taking a 4 / 3 / 2 / 1 / 0 penalty to the evasion check.	LVL 9
Signature Spell	You have a number of spells that you use all the time, and as such, they come easily to you.	You may have 1/2/3/4/5 spells that are your ‘signature . These spells must be one level below your current level in their respective fields, but you get a +3 casting check on these spells.	LVL 3
Silent Magic	Can perform magic without speaking	Spells that normally require an incantation can be used silently. Silent magic checks suffer -4 / - 3 / - 2 / - 1 / 0 penalty to all checks.	LVL 8
Slippery	You are difficuly to pin down, and enemies find it hard to attack you	No attack or casting roll against you can have Check Advantage, unless you are incapacitated by another Status.	LVL 6
Sorcerer	You become better at using charms, and can use more powerful magic.	May use a 1d6/8/10/12/20 die to cast Charms You are able to use Charms which match your skill in this	LVL 2
Spellmaker	You have cracked the nature of magic itself, and can design your own spells.	Once every 10/ 9 / 8 / 7 / 6 days, 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 can by used by another, if appropriately learned.	LVL 16

Strength of Spirit	Your will is iron. Nothing can stand before you, when you set your mind to it.	Willpower proficiency gets +1/2/3/4/5 bonus	LVL 1
Surge	You push yourself beyond your normal limits, just for a moment, allowing you to take an extra action	You may take one extra major action in your turn. This skill cannot be used again until you rest for 4+ hours. Single Level Skill	LVL 3
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	Intimidate proficiency gets +1/2/3/4/5. At Novice, all enemies perform a SPR (endurance) check, whilst you perform a SPR (intimidate) check. 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 3 POW greater than 4
Thaumaturgus	You become better at using Transfiguration spells	May use a 1d6/8/10/12/20 die to cast Transfiguration spells You are able to use Transfiguration spells which match your level in this skill.	LVL 2
Trap Finder	You become adept at discovering tricks and traps.	Get +1 / 2 / 3 / 4 / 5 bonus to trap trap finding and disabling checks 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 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.	LVL 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
Watching the World Burn	Some men just like to watch chaos spread, let the world tear itself asunder, whilst sitting cackling in the background.	Chaos proficiency gets +1/2/3/4/5, At Adept, may use the chaos proficency any time the GM rules your actions are solely for the purpose of spreading chaos, in addition to the usual proficiency.	LVL 1
Weak Spot	The holes in your opponents armour become more and more obvious to you.	Attacks when an opponent s armour is still intact get a +1/2/3/4/5 bonus.	LVL 6
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

Part II

Actions and their Consequences

Performing Actions

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
- FIN: Required for precision actions
- 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.

On top of these general actions, each school of magic has an inclination towards one attribute or another as the required casting checkes – Hexes & Curses favour PWR and SPR, Transfiguration favours FIN and INT, Charms spells lean towards INT and SPR, Protective spells rely heavily on EMP checks, as does Divination, illusion obviously required CHR checks, and the Dark Arts requires extensive EVL checks.

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).

Checks, Modifiers & Proficiencies

5.1.1 Modifiers

Each character has an associated score in each of the 8 attributes, which enables them to more reliably pass checks in these fields, via the use of the associated modifiers. When performing an ATH check, for example, you perform the requisite check (usually a d20), and then add on your ATH modifier, which is derived from your ATH score in the following way:

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

Note that modifiers for attributes with a skill less than 10 are negative! You won't necessarily *always* be allowed to use your modifiers on every check – if you attempt to use a weapon you are not proficient in, for example, all positive modifiers are negated.

5.1.2 Proficiencies

In addition to the 8 main attributes, checks can be further subdivided up into 20 *proficiencies*, as follows:

- ATH
  - **Health** *Used in checks to determine how healthy a character is, i.e. when resisting the effects of poisons and diseased*
  - **Speed** *Used in movement and dodge checks*
  - **Strength** *Used in weapon checks, and when brute force is required*
- FIN
  - **Dexterity** *Checks that require a steady hand, such as pickpocketing, or sleight of hand*
  - **Stealth** *Stay hidden from your enemies*
  - **Precision** *Used for long-distance shooting, or for ultra-precise spellcasting*
- SPR
  - **Endurance** *Checks that require resisting the effects of magic, tiredness or debilitating agony*
  - **Willpower** *Checks that require dominating someone else's spirit*
- CHR
  - **Deception** *Lie, cheat and mislead other characters*
  - **Performance** *Play music, sing, dance and otherwise entertain the masses.*
  - **Persuasion** *Convince others to willingly go along with your ideas*
- INT
  - **Research** *Learn new information from books and other resources*
  - **Arcane knowledge** *Identify magical spells, items and beings*
  - **History** *Recall events from the past, and recognise important figures and items from those events*
  - **Flora & Fauna** *Identify living beingsof all shapes and sizes, and recall their properties*
- EMP
  - **Perception** *Recognise threats around you, spot things others might not*
  - **Understand Other** *Used in checks to understand what others want – useful in dealing with humans and beasts alike*
  - **Healing** *Gain bonuses when helping another being get better*
- POW
  - (None)
- EVL
  - **Chaos** *Gain a bonus when spreading wanton destruction and chaos*
  - **Intimidation** *Scare others, and make them more likely to give you want you want*

Characters are provided points in a number of these areas at character creation through their racial abilities and backgrounds, and may gain more through aquiring Skills as they progress through the game.

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

In this case, in addition to the general ATH modifier added on to the d20 check, the character would add on their points in the strength and speed proficiencies respectively (if they had any).

Generally speaking, proficiency bonuses will always be associated with the attribute listed here – so Speed will usually be added on to an ATH check. However, in certain circumstances it makes sense to cross the borders. For example, if you are threatening to beat someone up, you might use an "ATH (intimidation)" check, or a "POW (intimidation)" if you are threatening them with mag-

ical violence – even though Intimidation is an EVL proficiency. The GM decides what is appropriate for each moment.

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

Arcane Wisdom

A character's *Arcane Wisdom* is a check-modifier earned by general widsom in the magical arts. In effect, this means that it increases by one every five levels:

Character Level	Arcane Wisdom
1-4	+0
5-9	+1
10-14	+2
15-20	+3
20+	+4

However, characters may also increase their arcane wisdom by learning the magic-school skills during the levelling-up process (see section 4.2.2).

The Arcane Wisdom stat may be used **once per day** on any magic-related check. The Arcane Wisdom value is added into the CV like a normal bonus.

The 'once per day' timer resets 24 hours after the previous usage, and only if the character has had at least 7 hours sleep in the interim.

Success & Failure

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

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

Task Difficulty	Check
Very Easy	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nigh-impossible	30

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

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

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

Non-Combat Actions

Actions can be split into two major types: combat and non-combat actions. Whilst the fundamental freeform aspect of the game remains present in both, during combat, the game necessarily becomes a bit more structured in how the moves are declared, and who gets to do what.

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. Actions that you can undertake include casting magic, travelling, trading, creating items, and inddeed, anything that you can conceive of your character doing.

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, you character gets 2FP restored. If you are in a more 'free form' scenario, where moves are not rigorously kept track of, you regenerate at a rate of 2FP per minute.

Resting

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

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

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

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

Long-distance Movements

The specifics of movement in combat are discussed below, this section is concerned with movement in a more general sense.

Out of combat, wandering around the environment is very natural – you simply tell the GM that you want to go over there, and you do (barring unforseen circumstances such as traps). The exact time taken isn't really kept track of (that would get dull), but it is presumed to occur on the scale of minutes.

However, sometimes you might wish to travel longer distances, at which point the duration does matter.

If you are travelling more than 1 hour, then the following table gives a variety of paces, speeds and effects:

Pace	Speed	Duration	Effect
Slow	2km/h	8 hours	Perform FIN(stealth) check to remain hidden every 30 minutes
Normal	4 km/h	7 hours	(None)
Rapid	6 km/h	5 hours	-5 penalty to passive perception. 4 FP per hour.
Breakneck	10km/h	1 hour	- 10 penalty to passive perception. 6 FP per hour. 5 HP per hour.

If you attempt to travel for longer than the 'duration' of the selected pace, then you aquire the 'exhausted' status effect, and lose 50% of your max HP for every time you exceed another half-duration (so at Breakneck you would lose 50% of your max HP after 1 hour 30 minutes, at Normal, you would lose it after 10 hours 30 minutes).

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

Combat Actions

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

After combat is initiated, a series of turn cycles occur. Each turn cycle allows every character in combat one major action, such as: a movement, casting a spell, or using an item. Before the turn is activated, there is a period of time (to be decided by your GM), during which you must decide on what you will do. Players may talk to each other during this time, but do be aware that discussing your tactics in front of the GM may give the game away, you wouldn't start shouting your plan out whilst fighting the enemy now, would you?

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

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

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

There might also be cases where two spells are cast simultaneously where the ordering does actually matter: for example, if you heal someone at the same time that someone casts a damaging spell that would take them below 50% health, incurring the "major injury" status. If the healing action occurs first, then they are not taken below 50% health, but if the damage action occurs first, then they do fall below 50%, even if they are then brought back up over that threshold. The final health that the character ends up on might be the same, but the ordering of actions effects whether they have the *major injury* status at the end of the turn.

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

Movement

Moving is a very common action to take during combat, to avoid the enemy's attacks, or to maneouvre yourself to enable an attack on the enemy. Movement can be broken down into three types: minor movements, transport movements and dodges.

Minor movements include things such as turning to face an enemy, or taking a step out from behind cover. The actions do not constitute the entirety of a turn, however **however, they are considered to happen at the very beginning of a turn cycle, and you cannot return to cover after emerging from it**. If you therefore emerge from cover to attack someone, and a character successfully guessed that this would happen and sent a spell in your direction, you will not be protected until you move back into cover in the next turn cycle.

Transport movements are those designed to get you from point A to point B as quickly as possible. These actions do take up your entire turn: you can do nothing else except take a transport action. The distance that you can travel in a given trasnport action is calculated from:

$$\text{metres travelled} = \frac{\text{1d10 ATH (speed) check}}{5}$$

This distance is rounded downwards to the nearest half-metre, unless you are wearing "heavy armour" (i.e. anything more heavy than usual fabrics), in which case it is rounded downwards to the nearest integer. The direction that you are travelling in **must** be declared before performing this check. You may elect to not use all of the movement that you rolled for – i.e. if you rolled a 1.5m movement, you may only use 1m, if you desire. If your movement check was a non-integer, and you do not continue moving in the next turn cycle, your next turn automatically uses your minor movement to move the final 0.5m and you may not use another minor movement that cycle.

If you do elect to continue moving the next turn, you may use the 'sprint' effect to continue moving at the same pace as the previous turn, without another roll. This can be continued for a maximum of 3 turns. If you are sprinting, you may not change direction – this would require a 'new movement' to be initiated. You may also simply elect to perform a new movement roll, in order to get a better value.

An evasion movement works exactly the same as transport movement, except that the distance roll is divided in half (rounded down to the nearest 0.5m again). This sacrifice in distance, however, allows you to attempt to evade any attacks that come your way, and negate the effects of attacks of opportunity. In addition to the movement roll, you must also immediately perform a 1d8 ATH check (or FIN, if you have the relevant skill), which denotes how skillfull your dodging was. Any character that attempts to cast a spell on you during this turn cycle must then perform a 1d8 EMP check to anticiapte your action. If this EMP check is less than **or equal to** your ATH check, then you succesfully dodge the spell. If not, then your evasion was unsuccessful, and you take the effect of the spell.

Other Actions

Other actions may also be broken down into a major and a minor distinction, with major actions taking up the entirety of a turn, and minor actions being incidentals that occur before the main action of a turn cycle begins.

Examples of minor actions could be removing an item from your bag (within reason), or crouching down. Major actions would be casting spells, equipping and using items and so on. There is, as usual, a slight grey area in what constitutes a minor action – pulling an entire suit of armour out of your bag is clearly going to take longer than a minor action!

Some actions (i.e. putting on said suit of armour) might take a

number of turn cycles to complete. You may choose to abandon the action before it is completed, but you would then need to start again from scratch to finalise it.

Classifying these actions is up to the GM: and the GM's word on the matter is final.

Conditional Actions

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

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

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

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

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

Counterspells

The only action where you can declare a conditional action without specifying exactly what that action might be is *preparing a counterspell*. In this instance, you may simply decleare that you are expecting an attacking, and that you are waiting to counter that attack.

If and when that attack comes, the GM will give you only 5 seconds to declare which spell you are going to use to counter the attack that is headed your way. If you do not declare a spell in those 5 seconds, the attack hits you as normal. However, if you do declare a spell in those 5 seconds (and the GM will choose the first spell you declare), then you may attempt to cast that spell. If the GM judges that your counterspell negates or reflects the attack that was headed your way, then you have succesfully avoided it. Otherwise, the spell continues unabated.

If multiple attacks spells were used on you simultaneously, then it is up to the GM to decide if your counterspell affects both incoming attacks, or only one (or indeed, neither). For example, a *protego* cast against two spells from the same general direction will indeed protect against both attacks. Two attacks from opposite sides, however, will not be affected by a single *protego*, which may cause you problems, as you are allowed only a single counterspell per turn.

The 5 second time limit will push you to be inventive in a split second, and you should be constantly surveying your environment to spot such situations before they arise.

If you are preparing a counterspell, it is important that you declare this first to the GM, so that the appropriate 5 second deadline can be given. Failure to do so may result in the GM declaring your counterspell invalid!

Stealth and Critical Strikes

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

Every time you wish to take an action whilst remaining hidden, you will need to perform a FIN (stealth) check against the target, with the target performing an EMP(perception) check – if the sneak check exceeds the perception check, then you remain hidden. If it fails, then the target becomes aware of you, and probably initiates combat.

Equally, some creatures might try to sneak up on you – but the GM can't very well ask you to perform a perception check, as you would immediately know that something was there! In order to keep the surprise, each checktype has a 'passive' value, which is simply equal to the average. Hence, for a d20 check, the passive value is 10 + relevant bonuses. The GM will use this value in private to determine if beings remain hidden or not.

The same is true for illusion spells which are cast on you without your knowledge – a passive SPR (endurance) check is used, with the same rules as before. The GM does not need to tell you about this spell, unless you actively perform a perception check to notice something wrong with the world.

If you willingly choose to perform a perception check, this gets a +2 bonus. In combat, this would count as your major action.

If you initiate combat whilst undetected (or have it initiated against you by an unseen opponent), then the attacked party must continue to attempt to percieve the enemy, until they can attack them in the usual way. You may attempt to wildly attack the enemy – throwing a fireball *near* them is probably going to hurt, even if you don't know exactly where they are, but this might be a waste of resources.

Sneak Attacks & Attacks of Opportunity

If you perform an attack on someone who is not aware that you are attacking them, or if you perform an attack on someone who has their mind elsewhere, then you have an opportunity to do large amounts of damage to the unwary target.

A sneak attack is triggered when a character attacks another when they are not expecting it – be it attacking someone who is not even aware that you pose a danger to them, or if you have snuck up behind an enemy whilst they are attacking someone else – if they don't see an attack coming, you get an opportunity to surprise them!

An attack of opportunity is triggered when somebody is aware that they are in combat, but is doing something that opens them up to attack. For example, if someone was in close-quarters range and they attempt to cast a spell on you, you can quickly stab them with a knife, and there is nothing they could do about it. Equally, if they attempt to cast a spell on someone else, then their attention is not on you. If you had already commited to an attack on them, then it has a chance to be much more effective.

Whichever method is triggered, the effect is the same: you roll any (even-numbered) dice. If the result is an even number, then you multiply the damage by 2. If it is odd, then you just do the normal amount of damage[1].

Critical attacks (i.e. triggered by a nat20, or otherwise through a skill) are mechanically identical to an Attack of opportunity.

If you perform a critical *during* a Critical attack, then you do get to use two multipliers, but they are *added*. For example, a critical-opportunity attack would roll two dice, and use the following table to determine the dice:

	odd	even
odd	2	3
even	3	4

[1] This assumes that the *catastrophic critical* is not in use – if it is, use the rules detailed in that skill

Taking Damage

Damage & Damage Types

When you are attacked, or do something stupid, you must pay the price. This is called 'taking damage'. There are different ways for you to take damage, and these have different effects associated with them.

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

Acid

A spray of acid burns through 1cm physical armour to reduce the HP of the being within.

Bludgeoning

The blunt-force of a hammer, or the force of falling on the ground is very difficult to protect against, reducing the HP by a large amount, and risking breaking a bone.

Cold

Cold damage seeps at your willpower, subtracting from FP rather than HP, until FP is zero, at which point it starts leaching HP. Roll a 1d4, if 1 rolled, acquire Frostbite status.

Concussive

A shockwave from an explosion, passes through physical armour to reduce HP. In addition, target rolls a 1d4, if a 1 is rolled acquire the Deaf status for 3 turns.

Electric

A bolt of lightning can arc from one target to the next, damaging the HP of all it touches. Electric damage can pass through objects and beings which are in contact.

Fatigue

Fatigue damage drains FP from the afflicted.

Fire

Fire damage burns the flesh to reduce the HP. Roll 1d6, 1-2 gives a mild burn, 2-4 gets a moderate burn, 5-6, no effect.

Force

A pure magical energy that directly damages HP.

Holy

A searing white light damages the undead, and banishes the unliving. Has no effect on living beings.

Necrotic

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

Piercing

Daggers, spears and teeth can puncture even the thickest armour to damage HP. Piercing attacks experience only 50% the usual armour rating.

Poison

Venemous stings and poisoned weapons damage HP. Roll 1d6, 1-2, mild poisoned status for 3 turns, 3-6, no effect.

Psychic

Damage that originates not from the body, but from the mind. Bypasses all protections to damage HP, and 50% again to FP.

Slashing

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

Armour Class

All protective items come with an "Armour Class" value (AC). The total AC of a character is given by:

$$\text{AC} = \text{STR modifier} + \sum_{\text{clothes}} \text{Item AC} + \text{other bonuses}$$

Magical defences may serve to raise your AC temporarily. Beasts will also have an AC rating, determined by their inherent magic, and any defensive mechanisms they may posses.

AC acts to protect your HP from being damaged. If you are about to take damage from any of the following damage types:

- Acid
- Bludgeoning
- Electric
- Force
- Necrotic
- Piercing
- Poison
- Slashing

Then you may subtract away your AC from the damage done (minimum of 0), thus protecting you. Generally speaking, your AC only defends against physical phenomena, and hence does not protect against heat, pyschic and otherworldly damage unless otherwise specified. Concussive damage produces a shockwave which no AC can protect against.

Statuses

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

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

A list of statuses is found on the next page.

Status	Description	Effect	Duration
Asleep	Visiting the land of nod.	Can take no actions, but health and fortitude regenerate at a rate of 1d6 HP for every hour over 3 hours that they are asleep. Character is unaware of what is going on around them.	Until waking
Blinded	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).	Until healed
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 fire damage.	10 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.
Check Advantage	You have the upper hand	For each affected check type, you roll the dice twice and take the highest of the two values	As specified
Check Disadvantage	A negative effect is stopping you performing at your best	For each affected check type, you roll the dice twice and take the lowest of the two values	As specified
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 -10HP, you are dead.	
Deaf	Your ears have been damaged, hopefully only temporarily!	All hearing-based checks fail	3 turns, or otherwise specified
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.	Every turn, perform a SPR (endurance) check (difficulty 15), if it fails, fortitude costs of actions are doubled, and regeneration of health and fortitude halt.	Until resting.
Frostbite	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, unless warmth is applied. Even after warmth is applied, you are 50% more vulnerable to cold damage.	10 turns.
Hypoxia	Oxygen is not reaching your vital organs, you struggle to concentrate, but your brain is slowly shutting down.	All checks get a -5 penalty. If not cured within 2 minutes, death follows.	2 minutes
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. Otherwise, visual perception checks to find you fail.	Various (depends on cause.)

Lucky	The result of a Felix Felicius potion, you become extra-ordinarily 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.	Until healed
Poisoned	A nefarious chemical, a toxin, has been introduced into your system.	Does 2 / 3 / 5 damage per turn (unless otherwise directed).	10 turns.
Silenced	You find yourself unable to make any sounds.	Cannot speak, or cast verbal magic.	2 turns (unless otherwise directed).
Stunned	You have been knocked unconscious	As if you were asleep, but without the regeneration.	3 turns
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.
Unlucky	Things are just not going your way	All checks get a -2 penalty	1 week

Environment Effects & Vision

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

Terrain

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

The table below details some basic terrain details:

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

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

Falling

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

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

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

Air

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

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

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

Vision

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

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

Darkness, also, can play an important role in limiting your vision. There are three categories of light: bright, dim and darkness. An object in bright light is utterly unimpeded, whilst objects in dim light cannot be seen from as far away, and darkness totally obscures all objects. Dim light is usually present from low-level lights, or surrounding a region of bright light, as a border between the light and the darkness.

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

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

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

Living Environment

Another critical thing to consider is your lifestyle when not adventuring. It is a given that whilst out adventuring, you will be living in the cold and damp, in campsites in deserted regions of the world – but if you have a warm home to come to, it can make all the difference.

Being well fed and well clothed will also offer protection against disease and mulnutrition – at the expense of a higher cost of living.

You may choose to live any of the following lifestyles, finding the correct balance of luxury and affordability:

Lifestyle	Weekly cost	Effect
Homeless	0	Health and persuasion proficiencies - 4
Wretched	2	Health and persuasion proficiencies - 2
Poor	6	Persuasion proficiency -1, can get the Well Rested status by sleeping here
Normal	20	Home is stocked with food you may take away with you
Good	35	As above, health proficiency + 1
Luxurious	50	Home has food and a variety of potions to take, health proficiency +2

This cost is payable every 7 days,even when on adventure – if you do not have the money to pay, you must move down the ladder until you find a lifestyle that you can afford.

The positive effects of your lifestyle wear off if you do not go home often enough – after 1 month away from home, you lose all positive effects. Negative effects, however, remain until your lifestyle improves.

Part III

Items

Items

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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.

Equipped Items

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

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

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

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

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

Storing Items

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

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

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

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? Most wizards are inexperienced in the art of physical combat, but those with the *Brawler* and *Archer* skills can attack people with their fists, with steel, or with longer ranged weapons.

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

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

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

Melee Weapons

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

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

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

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

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

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

Ranged Weapons

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

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

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

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

Weapon Types & Improvements

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

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

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

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

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

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

Armour

As discussed in section 9.2, wearing armour will help protect your character from taking damage.

Destroying Armour

Of course, armour cannot protect you indefinitely – it will break down at some point. Acid and Piercing damage are the usual way of reducing the armour of an individual.

If the piercing damage in a *single hit* exceed the AC of a given piece of armour, that armour is said to be damaged, and its AC is set to zero until it is repared. You cannot damage more than one piece of armour in a given attack. On the other hand, acid damage is cumulative – the acid burns away the armour making it steadily worse and worse, until it burns through the armour to your skin. Each point of acid damage reduces the AC by 1, until it is equal to zero.

Of course – it is not just sapients that have 'armour', large creatures such as dragons have exceedingly strong scales that act as armour. The exact same rules apply to animal AC as to human AC, with the exception that each $1m^2$ section of the beaing is considered an individual 'piece' of armour. Breaking the armour on the tail, and then attacking the chest will obviously not work!

Restoring Armour

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

You cannot repair your own armour whilst it is being worn: you must take it off, then repair it, and then place it back on. This means that battlefield repairs take3 turns, unless you have an ally who can repair the armour for you in a single turn.

Weapon List

Weapon	Type	Brawler	Damage Check	Damage Type	Notes
Club	Melee	2	1d4 ATH (Strength)	Bludgeoning	Does not blunt
Dagger	Melee	2	1d6 ATH (Speed)	Piercing	Can be thrown 10m, damage gets disadvantage
Improvised	Melee	2	1d2 ATH (Strength)	Various	(i.e. sticks, household objects)
Quarterstaff	Melee	2	1d6 ATH (Dexterity)	Bludgeoning	Can be used 2 handed (use 2d4 check), does not blunt
Scythe	Melee	2	1d6 ATH (Speed)	Slashing	
Light Axe	Melee	3	1d6 ATH (Strength)	Slashing	Can be thrown 5m
Longsword	Melee	3	2d4 ATH (Strength)	Slashing	
Mace	Melee	3	1d8 ATH (Strength)	Bludgeoning	Does not go blunt
Rapier	Melee	3	1d8 FIN (Precision)	Piercing	
Shortsword	Melee	3	1d6 ATH (Speed)	Slashing	
Spear	Melee	3	1d8 ATH (Strength)	Piercing	Can be thrown 20m (disadvantage), melee reach 2m
Greataxe	Melee	4	1d10 ATH (Strength)	Slashing	Two-handed
Greatsword	Melee	4	2d6 ATH (Strength)	Slashing	Two-handed
Trident	Melee	4	1d8 ATH (Strength)	Piercing	
Warhammer	Melee	4	4d4 ATH (Strength)	Bludgeoning	Two-handed
Glaive	Melee	5	1d20 ATH (Precision)	Slashing	Two-handed, reach 2m
Lance	Melee	5	1d12 ATH (Precision)	Piercing	Requires mount, reach 2m
Pike	Melee	5	1d12 ATH (Strength)	Piercing	Two-handed, reach 2m
Whip	Melee	5	1d4 ATH (Precision)	Slashing	Reach 5m
Blowdart	Ranged		1d6 FIN (Precision)	Poison	Can be coated in a variety of toxins
Crossbow	Ranged		1d12 FIN (Precision)	Piercing	Max range 20m, requires bolts
Improvised	Ranged		1d4 FIN (Precision)	Various	(i.e. thrown rocks)
Longbow	Ranged		1d20 ATH (Strength)	Piercing	Requires arrows. Minimum strength 15 to use.
Shortbow	Ranged		1d10 ATH (Strength)	Piercing	Max range 30m, requires arrows
Sling	Ranged		1d6 FIN (Strength)	Bludgeoning	Max range 20m, can use rocks as ammunition

Wands

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

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

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

Artificing

Enchanting

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

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

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

The enchanting ritual requires a 1d20 FIN (precision) 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.

Potion Making

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

To mix a potion requires a number of things:

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

If you have all of these things, you may perform a 1d20 INT (arcane) check, to determine how successful (and hence how potent) the resulting potion is. The difficulty of this check, and the effects of the potion are determined by the ingredients that you put in to the cauldron.

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

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

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

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

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

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

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

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

Part IV

Magic

Casting 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.

All spells are cast by performing the relevant checks – rolling a dice, and then adding on the associated skill modifiers and bonuses for that check type – and then deducting the associated fortitude cost. Each spell has its own check type, which is specified in the spell list below. The dice that you get to use to perform the casting check depends on the level of the skill that you have in the associated school of magic (i.e. the 7 skills associated with each of the 7 schools of magic).

If you possess enough FP to make the cast, and the casting check is greater than or equal to the difficulty of the spell (also listed in the spell tables), then the spell is successfully cast.

The dice that you get are enumerated below:

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

As you get more and more powerful in each of the 7 schools of magic, you therefore unlock larger and larger dice, which grants you access to more powerful spells, and also makes casting spells of a lower level easier and easier (as there is less chance of failure).

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.

Effect-Only spells are the most basic kind of spell, 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.

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, or adding more side effects. However, powerful spells are more difficult to cast: 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.

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.

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!)

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 (endurance) check using the Resist Magic dice granted to you by your level in the *Contervail* skill. 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 is 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 qlimit 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

The following is a list of all the available spells, the checks required to cast them, the cost of doing so, and the effects each spell has. Some spells are specified as having a duration in either minutes or turns depending on if they are generally considered combat spells or not. If you decide to use a spell outside of its normal parameters, these are considered interchangeable – a spell that lasts one hour lasts for 60 turns of combat, and vice versa.

Hexes & Curses

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

Name	Class	Mastery	FP	Check	Effect
Acidic Burst	Effect Only	Beginner	3	POW Target:5	Fills a 5m target area with an acidic cloud that does 1 acid damage per turn + 1 for each point over the casting check. Cloud lasts for 10 cycles, unless in a confined space, where it lasts until removed by other means.
Confundus Charm *confundo*	Effect Only	Beginner	5	CHR (Deception) Target:5	Do 2 Fatigue damage. Target performs a Resist Magic check, if it fails, then target acquires the Confused status.
Green Sparks *verdimillious*	Power Dependent	Beginner	4	FIN Target:6	Emits 5 green sparks from your wand, which can be made to strike at the enemy. Each spark does one force damage per 1 check point over the difficulty value. Each power point added gives another spark.
KnockBack Jinx *flipendo*	Power Dependent	Beginner	3	POW Target:5	Causes 2 points of force damage, and knocks the target back 1 metre. Each power point adds one metre to the knockback distance and 1 damage point. May need to consider impace (see 'falling)
Stinging Hex *ictus*	Effect Only	Beginner	5	SPR Target:4	Stings the target for 1 poison damage + 1 for each check point over the difficulty value.
Trip jinx *lubricor*	Effect Only	Beginner	4	FIN Target:5	If the target is moving this turn cycle, they go sprawling onto the ground taking 1d4 of damage. They cannot perform a spell until they get up, which takes a turn cycle. They may, however, crawl.
Arctic Chill Hex *gelidus*	Power Dependent	Novice	7	POW Target:7	An area of 2 metres (+1 for every power point dedicated) around the target is plunged into absolute cold. Those caught in the region take 2d4 of cold damage, and apply the mild Frostbite status effect.
Bat Bogey Hex *vespernasum*	Power Dependent	Novice	7	POW Target:7	Causes the mucus in the target's nose to gain sentience, take the form of a small bat, and attack the target. Each bat-bogey does 1d4 +2 points of piercing damage per turn for 3 turns (unless removed). Each power point adds one bat.
Body-Bind Curse *petrificus totalus*	Effect Only	Novice	6	SPR (willpower) Target:8	Target performs a resist magic check against the casting check, if it fails, target acquires the Trapped status effect.
Cascading Jinx *unda delor*	Power Dependent	Novice	5	FIN Target:7	Fires multiple bursts of energy that do 3+1d4 force damage to up to 3 targets. Each power point added adds +1 damage, and +1 target.

Curse of Mental Burden *onus*	Effect Only	Novice	5	SPR (willpower) Target:8	If the target fails a resist magic check, all spells cost 2FP more than their stated value for 6 turns.
Curse of Perpetual Hunger *inedia*	Effect Only	Novice	6	SPR Target:7	The afflicted feels perpetual, soul-sapping hunger. Every turn where food is not consumed, suffer 2 necrotic damage. Lasts for 10 turns.
Disarming Spell *Expelliarmus*	Power Dependent	Novice	6	POW Target:6	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 *Levicorpus*	Effect Only	Novice	8	FIN Target:8	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.
Strangle *offoco*	Effect Only	Novice	4	SPR Target:7	Target must resist magic every turn until they succeed, during this time they are deprived of oxygen, and eventually succumb to hypoxia under the usual rules. A successful resist check breaks the spell.
Stunning Hex *stupefy*	Power Dependent	Novice	8	POW (willpower) Target:10	Target performs a Resist Magic check, if casting check exceeds Resist check, then target is Stunned for 3 turns.
Acid Arrow Hex *saeclifors*	Effect Only	Adept	7	POW Target:9	Conjures a stream of corrosive, poisonous acid from the tip of your wand. Dissolves objects, clothes and skin alike. Does 4 + 1d6 acid damage
Blasting Curse *confringo*	Power Dependent	Adept	8	POW Target:9	Launches a fireball at the target, doing 3+1d8 fire damage + 1 for every power point dedicated to the spell, over a 2m radius. Targets suffer a moderate burn.
Flagrante Curse *flagrante*	Effect Only	Adept	8	SPR Target:10	Causes a target object to heat up to unimaginable temperatures, doing 5 fire damage every time the target object is touched, and applies a severe Burn status effect. Lasts for 3 turns.
Hex of the Recurring Light *catena*	Power Dependent	Adept	8	POW Target:9	A beam of blinding light shoots from your wand, striking one target before moving onto the next. Targets take 1d8 of fire damage (doubled if they are UnLife or Undead) and are Blinded if they fail a resist magic check. Each target has the chance to avoid/counterspell this spell, the next target only recieves the beam If the previous one was hit. 3 targets may be hit, +1 for every power point dedicated to the spell.
Impediment Jinx *impedimentia*	Effect Only	Adept	9	SPR Target:11	Target performs a Resist Magic check, if the check fails, the target is Paralyzed for one turn. The target (and the player controlling that character) cannot communicate with anyone until the curse is removed.
Object Swarm Hex *Oppugno*	Effect Only	Adept	8	FIN Target:10	Causes nearby objects to hurl themselves at the target, doing 1d10 + 2 of bludgeoning damage.
Scrambling Curse *traferus*	Power Dependent	Adept	5	EMP (understand other) Target:10	The target has their abilities scrambled for the duration of the curse. The GM randomly reassigns the character attributes (so FIN would take on the ATH value for the duration of the curse). Lasts for 5 turns, +1 for every power point dedicated to the spell.

Dragon's Breath Curse *draco flammor*	Effect Only	Expert	13	POW Target:10	A torrent of flame erupts from the tip of your wand for up to 10 metres in front of the caster, incinerating everything in its path. Water cannot quench this fire, and it causes 1d10 worth of dimage damage, and applies a Severe Burn to whatever it comes into contact with.
Expulsion Curse *expulso*	Power Dependent	Expert	10	SPR Target:11	Launches a magical bolt at the target which, if it makes contact, causes the object to violently tear itself apart. Does 1d10 + 6 force damage, plus 1 for every power point dedicated to the spell.
Meteor Strike *bothynus*	Power Dependent	Expert	10	POW Target:12	Summon flaming rocks from the heavens, doing 1d8 bludgeoning damage and 1d6 fire damage to all enemies in a 10m radius + 2m for every power point dedicated.
Patronus Charm *Expecto Patronus*	Power Dependent	Expert	12	SPR (Willpower) Target:12	Summon your greatest, happiest memories into physical form: your patronus. The patronus will prevent any Un-Life creatures from approaching you for three turns + 1 for every power point dedicated to the spell. Alternatively, the patronus may be directed to directly attack the undead, in which case it does 2d6 worth of holy damage, + 4 for every power point dedicated to the spell.
Shield Breaker Hex *misericorde*	Effect Only	Expert	16	FIN (precision) Target:11	Finds the weak point in the armour, and exploits it: if the casting check exceeds the shield capabilities of the weakest defensive spell of the target, all shields (both physical and magical) are removed, and cannot be re-established for two turns.
Shockwave Curse *inpusla*	Effect Only	Expert	11	POW Target:11	A shockwave emanates from the caster in every direction, for a radius of 10m, doing one damage for every point over the casting check and hurling all unprotected away from the caster to the edge of the affected region. Does 1d8 concussive damage.
Voodoo Curse *speculo*	Effect Only	Expert	15	INT Target:11	If the target fails a resist magic check, the lifeforce of the target is inexorably tied to another object (or living being). What happens to one, happens to the other.
Bestow Curse *maledicto*	Effect Only	Master	19	SPR Target:20	Casts a permanent curse on the target. You may choose the effects of this curse, though the GM has a veto. Be inventive!
Bone Crushing Curse *obcillo ossium*	Power Dependent	Master	14	POW Target:19	A great force smashes into the opponent, breaking their bones. Does 1d12 + 7 bludgeoning damage, plus 1 for every power point dedicated to the spell. Applies the Broken Bone status effect.
Disintegration Curse *reducto*	Effect-Only	Master	16	POW Target:20	If the spell makes contact with matter, causes it to instantly disintegrate. Living beings take 3d8 worth of force damage.
Tempest Jinx *fulgurum*	Effect Only	Master	18	SPR Target:18	Summons a stormcloud which hovers above the battlefield, emitting lightning bolts which strike all your enemies within a 25 metre radius once per turn, dealing 1d6 +2 points of unavoidable electric damage for 10 turns.

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	FP	Check	Effect

Colour-Changing Charm *pigmentus*	Effect Only	Beginner	4	INT Target:4	Causes the colour of an object to change. Lasts for 2 days.
Flower Conjuring Spell *Orchideous*	Effect Only	Beginner	3	EMP Target:5	Conjures flowers from thin air. Lasts for 3 days.
Hair Altering Spell *Crinus Muto*	Effect Only	Beginner	2	CHR (deception) Target:4	Alters the colour and style of the casters hair. Useful for disguises. Degrades after 5 hours.
Launch Spike *voco dens*	Power Dependent	Novice	4	POW Target:4	Conjure 1 enormous spike (+ 1 for each power point) to transfigure itself from the surrounding walls/floor, impaling the target. Each spike does 1d6 piercing damage.
Silver Shield Spell *argentipus*	Effect Only	Beginner	6	INT Target:5	Conjures a silver shield from thin air, to defend you. Shield absorbs both physical and magical attacks for up to 15 damage points, before breaking.
Steelclaw charm *ferscabere*	Power Dependent	Beginner	4	POW Target:7	Transfigures an animal's claws into large steel talons, increasing their physical damage by +5 . Each power point dedicated gives these talons + 2 damage. Lasts for 1 day.
Switching Spell *formum mutatio*	Power Dependent	Beginner	4	FIN Target:4	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. Lasts for 1 hour.
Boggart Banish Charm *Riddikulus*	Effect Only	Novice	6	CHR Target:6	Forces a Boggart into a form that the caster finds funny.
Fabrication Spell *facere*	Power Dependent	Novice	8	FIN (dexterity) Target:7	Construct an object from raw materials, assembling it at a molecular level. May manipulate 500g of raw material in this fashion, doubling the mass with every power point dedicated. Consruction is permanent, and cannot be undone.
Hardening Charm *duro*	Effect Only	Novice	4	INT Target:10	Turns non-living targets into stone. Lasts 1 day.
Pumpkin Head Jinx *Melofors*	Power Dependent	Novice	7	SPR Target:7	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 *Serpensortia*	Power Dependent	Novice	4	POW Target:8	Summons a venomous snake out of the tip of the caster's wand. The snake has 8HP and does 1d6 poison damage upon biting. Every extra power point gives the snake +1 HP and +1 attack. Lasts for 10 minutes.
Summon Weak Avatar *elementos*	Effect Only	Novice	7	INT (arcane) Target:8	Summon a Weak Avatar of your choice (Storm, Ice or Fire) to be under your command for 10 turns, after which it dissolves.
Thick-Air Charm *temporio*	Power Dependent	Novice	7	POW Target:7	Transforms the air around the target into a thick soup, slowing their movement by 20% (each power point makes the target move slower). Lasts for 1 minute.
Bird-Flocking Charm *Avis*	Power Dependent	Adept	7	FIN Target:9	Summons a flock of 6 small birds (+1 for each power point) to do your bidding. Each bird has 1HP and can do 1d4 of piercing damage. Lasts for 10 minutes.

Conjure object	Power Dependent	Adept	8	FIN dexterity Target:11	Conjure a 200g inanimate, non-magical object from thin air. Each power point dedicated doubles the mass/complexity of the object that can be conjured
Golem Creation Spell *lapis libiri*	Power Dependent	Adept	10	POW (arcane) Target:9	Breathe life into a block of inanimate matter, turning it into a hulking Golem. Basic spell produces a Weak Stone Golem. 1 power point gives a weak iron golem, 2 gives a weak crystal golem, 3 a capable stone golem and so on. Require a large amount of the golem material to cast.
Make Trecherous *transgresso*	Effect Only	Adept	8	INT Target:10	Transform the ground in a 5m radius into a deep bog, a bed of sharpened blades, or into a sticky mess, with the associated terrain costs.
Material Switching Hex *protenius*	Effect Only	Adept	5	INT Target:10	Change the material that the target is made up of. The change is monolithic: you change the entirety of the target into a single material (i.e. no subdivisions).
Size Altering Charm *engorgio/ reducio*	Power Dependent	Adept	7	INT Target:9	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.
Trapping Spell *Incarcerous*	Effect-Only	Adept	6	POW Target:9	Conjures thick ropes from thin air, to wrap around the target, immobilising them. Lasts for 5 minuts.
Vanishing Spell *Evanesco*	Power Dependent	Adept	8	INT Target:8	Cause a 200g animal or object to vanish, without a trace. Each power point doubles the mass of objects that can be vanished.
Animagus Reveal Spell *homorphus*	Effect Only	Expert	10	SPR (willpower) Target:10	Forces an animagus back into their human form if they fail a Resist check.
Bubble Charm *Ebublio*	Effect Only	Expert	10	FIN Target:11	Conjures a large, hard-to-pop airtight bubble (strength 8) which the caster can use to encase enemies, or to protect themselves.
Copying Charm *Gemino*	Effect Only	Expert	13	FIN Target:13	Creates a copy of an object in your possession, which is identical to the first, until it disintegrates 12 hours later.
Draconifors Spell *Draconifors*	Power Dependent	Expert	12	SPR Target:11	Transform 1d6 small objects into miniature dragons to fight by your side. Dragons have 8HP and do 1d6 fire damage Each power point dedicated to the spell gives dragons +1 HP and attack.
Permanence Spell *perpetuus*	Effect Only	Expert	15	POW Target:11	When cast on any transfigured or conjured object, fixes that transfiguration and removes the time constraint. This spell can be broken, at which point the time constraints are reinstated.
Summon Capable Avatar *elementos temporio*	Effect Only	Expert	11	INT (arcane) Target:13	Summon a Capable Avatar of your choice (Storm, Ice or Fire) to be under your command for 20 turns, after which it dissolves.
Un-Transform Spell *Reparifarge*	Effect-Only	Expert	9	INT Target:12	Transfiguration countercharm: undoes the effect of any transfiguration spell (but can not banish summoned objects). Spell is successful if casting check exceeds the check that cast the original spell.

Guardian Charm *piertotum locmotum*	Effect Only	Master	12	SPR (willpower) Target:22	Transform nearby statues, trees and other inanimate objects into powerful guardians to fight by your side. Guardians are considered as Capable Stone Golems unless otherwise indicated.
Smoke Daggers *fumus defendus*	Power Dependent	Master	15	POW Target:19	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.
Summon Master Avatar *caro elementum*	Effect Only	Master	14	INT (arcane) Target:22	Summon an Strong Avatar of your choice (Storm, Ice or Fire) to be under your command for 30 turns, after which it dissolves.
True Shapeshift *muto*	Effect Only	Master	16	EMP Target:20	You assume the form of any object you wish, provided it has approximately the same size as you. You are indistinguishable from this object until you choose to break the spell.

Charms

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

Name	Class	Mastery	FP	Check	Effect
Fire starting spell *incendio*	Effect Only	Beginner	3	SPR Target:4	A small jet of fire is emitted from the tip of your wand. Coming into contact with fire does 1d6 fire damage, and applies a minor Burned status effect. (Larger jets of fire have a difficulty of 14, do + 3 fire damage and apply a Moderate burn)
Fresh Air Charm *klinneract*	Power Dependent	Beginner	3	POW Target:3	A gust of air refreshes the air in a 2m radius (+1 per POW) around the caster, removing any gaseous effects and smelling faintly of lavender.
Halt spell *stabit*	Power Dependent	Beginner	2	SPR Target:4	Stop 1 inanimate object (+1 for every power point dedicated) in its tracks, if mid-air, it drops to the ground.
Illumination Spell *lumos*	Effect Only	Beginner	1	INT Target:5	Causes the tip of your wand to glow, like a torch. Casts bright light for 2m radius, and dim light for 10m. Spell last indefinitely, until the counterspell (knox) is used. No other spells can be used whilst lumos is active.
Levitation Spell *wingardium leviosa*	Power Dependent	Beginner	5	FIN (precision) Target:6	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 *aguamente*	Effect Only	Beginner	4	INT Target:4	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 *diffindo*	Effect Only	Novice	6	FIN (precision) Target:7	Cut two objects apart. If used on a living being, causes a deep cut, for 1d6 + 3 slashing damage.
Fixing Charm *reparo*	Effect Only	Novice	4	FIN (precision) Target:8	Fix the target. Can only fix an object if you know what it is supposed to be when repaired.

Locking Charm *colloportus*	Effect Only	Novice	5	FIN Target:7	Magically lock an object.
Silencing Charm *silencio*	Power Dependent	Novice	6	CHR (persuasion) Target:8	Target performs a resist magic check. If the check fails, they cannot speak for 2 turns +1 for each power point dedicated.
Sticking Charm *obharesco*	Effect Only	Novice	4	SPR Target:9	Stick two objects together.
Summoning Charm *accio*	Effect Only	Novice	6	SPR Target:8	Summon non-shielded objects within a 500m radius. They will fly to your current position.
Unlocking Charm *alohomora*	Effect Only	Novice	3	FIN Target:10	Unlock objects. Mundane locks will fall open for you, whilst to open magically locked objects, the unlocking must exceed the locking casting check.
Elemental Blade Charm *gladio subtantia*	Effect Only	Adept	9	SPR Target:10	The elements are bent to your will, and a blade of nature-incarnate solidifies around your wand. You now wield a sword made out of pure fire, water, air, ice, lightning or earth, held together by your strength of will. In addition to the physical cutting effect, this blade also imparts an elemental effect, i.e. a blade of fire causes burns etc. This spell lasts as long as you maintain concentration, and no other spells can be cast whilst it is active.
Featherweight Charm *pluma gravitas*	Effect Only	Adept	8	INT (arcane) Target:11	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 *ignipare*	Power Dependent	Adept	6	POW Target:12	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. Manipulated fire does 1d8 worth of damage, and applies a moderate burn status.
Freezing Charm *glacius*	Effect Only	Adept	7	SPR Target:12	Freeze the target. When used the combat, trap the target in place and do 1d6 worth of damage by encasing them in a block of ice. The target is trapped until they are thawed out, at which point the Frostbite status is applied.
General Counterspell *finite incantatem*	Effect Only	Adept	4	FIN (precision) Target:11	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 *priori incantatem*	Effect Only	Adept	3	INT (arcane) Target:10	Reveal the last spell that a wand cast.
Water manipulation spell *aguapare*	Power Dependent	Adept	5	POW Target:12	Manipulate bodies of water, creating whirlpools, waves or maelstroms. Range of the spell is 1m +1 for every power point dedicated. More power points also let you perform more extravagant feats. Being trapped in turbulent water does 1d4 worth of damage whilst the target is trapped. This spell may be maintained indefinitely once cast, but no other spells may be cast until this spell is halted. Requires a source of water to manipulate.

Cushioning Charm *sofus*	Power Dependent	Expert	7	INT Target:11	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 *defodio*	Power Dependent	Expert	10	POW (strength) Target:12	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. Violent earth manipulation causes 3 + 2d8 of damage.
Extension Charm *tarditia hoovium*	Power Dependent	Expert	8	INT Target:13	Makes the target container 2 times (+1 for each power point) larger on the inside than it is on the outside. Lasts for 5 turns.
Freedom charm *liber*	Effect Only	Expert	8	POW Target:10	Remove all impediments to movement if the casting check exceeds the trapping check
Lightning Charm *baubilious*	Power Dependent	Expert	8	POW Target:10	Releases a bolt of lightning from the end of your wand. Lightning can initiate fires, 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.
Air Manipulation Spell *vente*	Power Dependent	Master	12	FIN Target:20	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! Range is 3m + 1 for every power point dedicated to the spell. More power points also let you perform more extravagant feats.
Hour Reversal Charm *tempus fugit*	Power Dependent	Master	20	POW Target:25	Control time itself, stepping backwards through the hours to relive them again. Reverse time by 1 hour + 1 for each power point dedicated to the spell, but beware, even when successfully cast, this is a very unstable spell.
Mass Kinesis Charm *ballatutti*	Power Dependent	Master	13	FIN (precision) Target:21	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. The more power points dedicated to the spell, more and heavier objects can be controlled.

Healing & Warding

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 they overlap.

Name	Class	Mastery	FP	Check	Effect
Caterwauling Charm *caterwaul*	Power Dependent	Beginner	4	INT Target:4	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 *enervate*	Effect Only	Beginner	3	EMP (healing) Target:5	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.
Privacy Ward *muffliato*	Effect Only	Beginner	6	SPR Target:5	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.

Reinforcement Charm *praesidium*	Power Dependent	Beginner	2	SPR Target:6	Restore the strength of a target shield or magical ward by 2 points per turn that this spell is maintained, +1 for every power point that is dedicated. This spell only needs to be cast once, but the FP cost is deducted every turn.
Shielding Charm *protego*	Power Dependent	Beginner	5	POW Target:5	Erects an ethereal shield in front of you that absorbs incoming magical attacks. When cast as a single action, 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 action. 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.
Stoneskin *Lapis Pellium*	Effect Only	Beginner	4	FIN (precision) Target:4	Grant the target unbreakable skin for 5 turns. Target has 100% resistance to piercing damage, 50% resistance to magic, but is takes 100% more damage from bludgeoning damage.
Sunburst *sol maxima*	Effect Only	Novice	4	SPR Target:5	A burst of bright light does 1d6 holy damage to all targets in a 5m radius.
Trap Spell *dolus*	Power Dependent	Beginner	4	FIN (stealth) Target:6	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.
Checkup Charm *dispungo*	Effect Only	Novice	6	EMP (understand other) Target:7	Enquire as to the health status of the target, find out their remaining HP, as well as any status effects they currently posses.
Counter curse *finite maledictum*	Power Dependent	Novice	5	INT (Arcane) Target:8	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 counterpsell (+1 for each power point dedicated) is larger than this second check, the curse is removed.
Healing Spell *episkey*	Effect Only	Novice	5	EMP (healing) Target:6	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.
Immunity Charm *immunis*	Effect Only	Novice	3	POW Target:7	Make the target immune to one damage type for 3 turns. Can only be cast once every 5 turns.
Lesser Ward *tueor*	Effect Only	Novice	5	POW Target:8	Erects a semi-permanent barrier around an individual. This ward protects you from up to 10 damage of all types, before it fails. Ward moves with the target, and can be cast on self. Ward disintegrates after 1 day.
Muggle Repelling Ward *repello muggletum*	Power Dependent	Novice	6	INT Target:8	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 *relashio*)	Effect Only	Novice	6	SPR (willpower) Target:7	Force objects and beings to release the target from their grip.

Stabilising Spell *firmum*	Effect Only	Novice	4	EMP (healing) Target:6	Stabilises the patient and removes the *Critical Condition* status.
Anti-Apparition Ward *nonvidetus*	Effect Only	Adept	12	SPR Target:9	Prevents apparition inside the designated area. Maximum area is 20m in radius. Ward decays after one week.
Blessing *benedicte*	Effect Only	Adept	5	EMP (understand other) Target:9	Give the target Advantage in all checks for 10 turns.
Bone Mending Charm *ossium emendo*	Power Dependent	Adept	7	EMP (healing) Target:9	Mends bones and other serious physical ailments. Heals for 5 HP + 1 for every power point dedicated to the spell. Removes the *Major Injury* status effect.
Ironwall Ward *ferromurrum*	Power Dependent	Adept	16	POW Target:11	Forms a shield around the warded area that absorbs 30 points of damage + 5 for every power point dedicated to the spell. The Ironwall is opaque and soundproof, and is two-way. Nothing can entire or leave across the threshold of the ward.
Mirror Shield Charm *repente*	Power Dependent	Adept	7	INT Target:10	A more powerful version of the shielding charm (see protego 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.
Spare the Wounded *clementia*	Effect Only	Adept	7	EMP Target:8	Protects the target from being attacked any further if their health falls below 1HP.
Threshold Ward *desino*	Effect Only	Adept	9	SPR Target:10	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.
Wall of a Million Blades *heus nocivious*	Effect Only	Adept	8	INT (arcane) Target:10	Create a wall up to 10 m long and 3m tall. This wall is composed of swirling magical blades that do 3d8 slashing damage to any creature that touches it. Wall has a strength of 10, and lasts 5 cycles.
Ailment Charm *sana*	Effect Only	Expert	6	EMP (healing) Target:11	Heals the target of status effects such as burns, frostbite, poisons and some minor diseases. Restores 4 HP.
Anti-Magic Ward *prohibere incantatum*	Power Dependent	Expert	7	POW Target:13	No magic can be cast inside the warded area, although magic cast outside may travel over the boundary. Range is 10m + 2 for every power point dedicated. Decays after 4 days.
Beartrap Ward *ursa dentes*	Effect Only	Expert	10	POW (stealth) Target:11	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 piercing damage and applying the Trapped status effect.
Health Boost Charm *levo*	Power Dependent	Expert	11	EMP (healing) Target:13	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 *pervertutem luminis*	Power Dependent	Expert	10	EMP Target:12	Create a region where the undead cannot pass. Undead attempting to cross the barrier are ignited for 1d12 worth of holy damage, and a Major Burn. Shield fails when 30 damage has been done + 2 for every power point dedicated to the spell. Radius of ward is 10m.
Inversion Zone *contrarum*	Effect Only	Expert	7	FIN Target:14	This spell creates a permanent warded area inside which all magic performs exactly the opposite to its intended purpose. Healing spells cause harm, hexes heal and shields amplify the spells passing through them.
Major Ward *tueormaxima*	Effect Only	Expert	8	POW Target:11	Individual Ward (see Lesser Ward) that protects against 25 damage.
Fidelius Ward *onsigno scientia*	Effect Only	Master	20	POW Target:22	Seals away all knowledge of the target inside the mind of the *Keeper*. The target can then only be seen, detected, and even known of by the caster, and the keeper, and those that they tell. The ultimate protective ward, since no-one even knows that the target exists. The caster cannot also be the Keeper, and if the target is a place (i.e. a house), then the Keeper cannot reside in the region. Spell takes 1 day to cast, during which time no other spells can be cast.
Magical Stability Ward *victoria maximus*	Power Dependent	Master	18	SPR Target:20	Creates a region where magic is safer and more successful: all spell checks in the warded area get + 2 bonus, and get Advantage. Ward interferes with all other warding magic.
Total Health Ritual *vita maxima*	Effect Only	Master	20	EMP (healing) Target:19	Restores a character to full health, and removes all negative status effects. Cannot be cast on the self. Takes 2 turns to cast.

Illusion

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

Name	Class	Mastery	FP	Check	Effect
Blur *celeritate*	Effect Only	Beginner	4	CHR Target:6	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 do not prevent you from moving next turn.
Charming Charm *sismeus amici*	Power Dependent	Beginner	5	CHR (persuasion) Target:6	Causes the target to like you, persuasion checks get a +2 bonus, and +1 for every power point dedicated to the spell.
Glamour Charm *lux stultium*	Effect Only	Beginner	3	INT (deception) Target:6	Create a superficial glamour around a person, a simple trick of the light. The glamour disintegrates upon physical or magical contact.
Night vision *aspectu*	Effect Only	Beginner	3	EMP (perception) Target:5	Give the target nightvision: dim light is as bright as daylight, and darkness is consdiered dim.
Throw Voice Charm *ventrilofors*	Power Dependent	Beginner	4	INT (deception) Target:6	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).

Blind *caecus*	Effect Only	Novice	5	POW Target:7	If target fails a resist check, they are blinded for 4 turns.
Calming Charm *paxus*	Power Dependent	Novice	8	CHR (willpower) Target:8	Calms the target down. Target performs a Resist magic check with a +4 bonus (-1 for each power point dedicated to the spell), if the check fails, they will stop attacking.
Concealment Charm *occulto*	Effect Only	Novice	6	INT (deception) Target:8	Used to conceal messages, makes them invisible to the naked eye.
Nature's Friend Charm *nonparum*	Effect Only	Novice	5	EMP (Flora & Fauna) Target:8	Commune with an animal: it will join you as an ally for 4 turns.
Phantasm Charm *umbra impetia*	Power Dependent	Novice	7	SPR Target:8	Multiple phantasms attack the target, doing 2 psychic damage for every turn that the phantasms are active. Once the original spell hits the targets, phantasms exist only within the target's mind, and 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	Novice	6	CHR (performance) Target:8	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.
Sleeping Charm *somnus*	Power Dependent	Novice	5	CHR Target:8	If target fails a resist magic check, they enter into a deep slumber for 5 turns +1 for every power point dedicated to the spell
Chameleon Charm *dissimulo*	Effect Only	Adept	7	CHR (Stealth) Target:10	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.
Occlumency *occlumens*	Effect Only	Adept	12	SPR (Endurance) Target:10	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 *conlidus*	Effect Only	Adept	8	SPR (Endurance) Target:10	Remove all illusion spells from the target.
Entrancing Enchantment *meamicus*	Power Dependent	Expert	10	CHR Target:12	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 *irafors*	Effect Only	Expert	8	CHR (willpower) Target:12	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 *legilimens*	Power Dependent	Expert	10	EMP (understand other) Target:12	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 *obliviate*	Effect Only	Master	12	CHR Target:20	You may modify the memories of a target, even causing them to forget skills and spells that they currently know.
True Illusion *stultuvisus*	Effect Only	Master	15	CHR (deception) Target:20	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	FP	Check	Effect
Identification Charm *dicemi*	Power Dependent	Beginner	6	INT (research) Target:4	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 *locus*	Effect Only	Beginner	3	EMP (research) Target:6	Learn the location of non-magical objects or an unshielded living being.
Tea Leaves	Effect Only	Beginner	2	INT Target:6	Use your tea leaves to receive an omen about the future.
Telepathic Bond *conanimus*	Effect Only	Beginner	5	EMP (understand other) Target:5	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.
Astral Caltrops	Effect Only	Novice	5	SPR Target:7	The target acts as if the terrain posseses caltrops for 10 turns. Caltrops do psychic damage
Crystal Gazing	Effect Only	Novice	3	EMP Target:7	Gaze into your crystal ball, and ask a question of the cosmos. You will receive a yes or a no answer to any question you ask.
Destination Spell *iterante*	Effect Only	Novice	7	INT Target:7	Reveals the next destination that destiny has in store for you, get a hint from the GM about the outcome of an action.
Detect Magic Spell *revelio*	Effect Only	Novice	5	EMP Target:6	Reveals to the caster any active spells in the in 15m range. Will deactivate charms whose sole purpose is to remain hidden.
Eavesdropping Charm *dumauris*	Power Dependent	Novice	5	EMP (understand other) Target:8	Can listen in on conversations up to 10m away (+2 m for every power point dedicated to the spell).
Obfuscation Spell *obscuras*	Power Dependent	Novice	7	POW (willpower) Target:8	Those attempting to use divination to spy on you must pass a 1d6 SPR check (difficulty 4 + 1 for every power point dedicated to this spell) for the spell to work. Lasts for one week.

Contingency Charm *fortasse*	Effect Only	Adept	9	INT Target:10	You forsee a need for defence in the future, but you can't quite see when. The contingency charm allows you to store a spell in an alternative dimension, to be called forth instantly when you need it. After casting the contingency charm, you may then cast the spell that you wish to store. When activated, you may then use this spell as if you had declared a counterspell, in addition to your regular movements. You may have a maximum of three contingencies at any one time.
Glimpse Charm *posterus*	Effect Only	Adept	6	EMP Target:9	Get a fleeting glimpse into the future: Automatically dodge the next attack, in addition to your regular action, OR, your next attack always hits its target.
Hone Reflexes	Effect Only	Adept	7	EMP (understand other) Target:12	By predicting the flow of time, you can give the target the ability to make moves without thinking: give the target 1d4 extra major actions next turn. Each target can only get this boost once per day.
Planemeld *promoveo*	Power Dependent	Adept	8	EMP Target:11	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 *hominem revelio*	Power Dependent	Adept	5	EMP Target:9	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 *ambilofors*	Power Dependent	Expert	9	SPR Target:12	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 your enter into the Critical Condition status.
Commune with the Dead *amisit amicum*	Power Dependent	Expert	10	EMP Target:13	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.
Tag charm *signum*	Power Dependent	Expert	7	EMP (understand other) Target:12	Place a mystical marker on the target which enables your allies to strike more accurately at them. Stealth checks fail, and evasion checks get a -5 penalty for 2 turns + 1 for every power point dedicated.
Mists of Time *momento aeternitatis*	Power Dependent	Master	15	EMP Target:20	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 *vidego sumus*	Effect Only	Master	12	SPR Target:20	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	FP	Check	Effect
Eldritch Knowledge Spell *vetitum scenticus*	Effect Only	Beginner	6	EVL Target:6	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.
Shadow Blast *malusangui*	Effect Only	Beginner	3	POW Target:4	Hurl shadows at you enemy, dealing 1 necrotic damage for every casting point over the difficulty level.
Shroud of Darkness *tenebrosa*	Power Dependent	Beginner	4	EVL Target:6	Extinguish all light within a 10m radius (+2 for every power point dedicated to the spell)
Slashing Curse *sectumsempra*	Power Dependent	Beginner	4	POW Target:5	Gouges at the target, leaving deep, cursed wounds, for 1d6 points of slashing damage, plus two for every power point dedicated to the spell.
Dark Healing *tenebrosa sudarium*	Effect Only	Novice	6	POW Target:8	If in shadow, heal for one HP for each casting point over the difficulty. Remove half of this HP from an ally.
Terror Curse *fear me*	Effect Only	Novice	5	CHR (intimidation) Target:7	Target performs a 1d10 SPR (endurance) check, if the check is less than the casting check, the target acquires the *Terrified* status.
Torturing Curse *Crucio*	Power Dependent	Novice	8	EVL (Chaos) Target:9	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 psychic damage per power point added.
Void Spell *inanis*	Power Dependent	Novice	8	EVL (Chaos) Target:8	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 *pyrkagius*	Effect Only	Adept	8	POW Target:10	Summons a cursed fire that consumes everything that it touches. Does 1d8 fire 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 *Avada Kedavra*	Effect Only	Adept	10	EVL Target:14	If the spell makes contact with the target, kills them instantly. There is no countercurse.
Living Shadow Curse *vivent umbrafors*	Power Dependent	Adept	8	SPR Target:11	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 necrotic damage. Last 3 turns + 1 for every power point dedicated to the spell.
Necrotic curse carnes mortis	Power Dependent	Adept	6	POW (chaos) Target:9	Do 1 necrotic damage and 1 poison damage for every point over the casting check.
Blood Barrier *confusangui*	Effect Only	Expert	5	EVL Target:9	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 *Imperius*	Power Dependent	Expert	11	CHR (persuasion) Target:13	If the target fails a resist magic check, 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 *inferi exorior*	Effect Only	Expert	10	POW Target:12	Breathes unlife into dead bodies, and turns them into ghastly puppets, performing your every whim: the inferi.
Chaos Magic *chaomal portis*	Power Dependent	Master	20	EVL (chaos) Target:20	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 *pervinco mortis*	Effect Only	Master	25	EVL Target:20	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 *necro decipula*	Effect Only	Master	14	EVL Target:20	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.