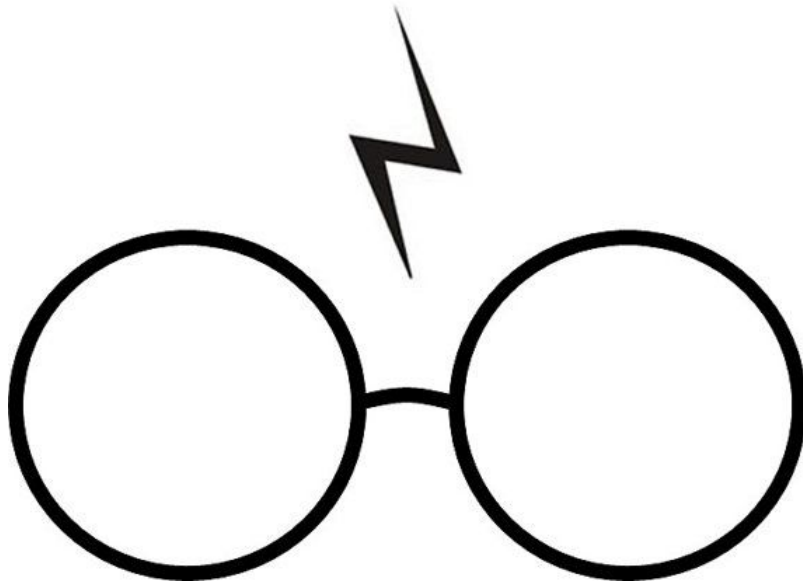


Player Handbook



Harry Potter & The Role Playing Game

Contents

Introduction	2
I Characters	4
1 Creating A Character	5
2 Playable Species	6
3 Character Archetype	8
4 Main Attributes	44
5 Character Progression & Skills	46
II Actions and their Consequences	52
6 Performing Actions	53
7 Non-Combat Actions	55
8 Combat Actions	56
9 Stealth and Critical Strikes	59
10 Taking Damage	60
11 Environment & Vision	64
III Items	66
12 Equipped Items	67
13 Weapons & Wands	68
14 Armour	71
15 Adventuring Gear	72
16 Books	75
17 Tools	76
18 Artificing	77
IV Magic	80
19 Spells	81
20 Spell List	86
V Appendices	90
21 Cosmology	91
22 Magic Cheat Sheet	96

Introduction & Core Mechanic

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

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

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

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

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

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

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

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

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

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

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

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

Computing Checks

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

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

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

On to the dice roll, you then add your 'attribute modifier'. This number is derived from your character's *attributes*, the key defining traits of your character. There are 8 of these attributes: **Athleticism, Finesse, Spirit, Charisma, Intelligence, 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:

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

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

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

Using these Rules

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

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

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

Part I

Characters

1: Creating A Character

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

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

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

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

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

1) Choose a (sub)Species

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

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

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

2) Choose an Archetype

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

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

3) Determine Attribute Scores

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

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

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

4) Gather Your Equipment

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

5) Go adventuring!

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

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

2: Playable Species

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

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

Pure-Blood Human

Attribute Modifiers:

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

Base Speed: 2 metres per turn.

Attribute points: 2 extra points

Skills: 2 free skills

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

Half-Blood Human

Attribute Modifiers:

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

Base Speed: 2.5 metres per turn.

Attribute points: 3 extra points

Skills: 1 free skill

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

Muggle-Born Human

Attribute Modifiers:

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

Base Speed: 3 metres per turn.

Attribute points: 3 extra points

Skills: 1 free skill

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

Half Giant

Attribute Modifiers:

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

Base Speed: 5 metres per turn.

Attribute points: 2 extra points

Skills: 1

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

House-Elf

Attribute Modifiers:

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

Base Speed: 1 metres per turn.

Attribute points: 2 extra points

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

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

Goblin

Attribute Modifiers:

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

Base Speed: 1.5 metres per turn.

Attribute points: 3 extra points

Skills: Wandless Magic, Golden Touch & Spellbinder (Novice)

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

Half-Veela

Attribute Modifiers:

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

Base Speed: 2 metres per turn.

Attribute points: 2 extra points

Skills: Fury's Visage and 1 free skill

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

Werewolf

Attribute Modifiers:

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

Base Speed: 3 metres per turn.

Attribute points: 2 extra points

Skills: Wolfblood, Wolfmoon & Corrupted Blood

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

Vampire

Attribute Modifiers:

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

Base Speed: 2.5 metres per turn.

Attribute points: 2 extra points

Skills: Vampiric Drain, Night's Child & Corrupted Blood

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

3: Character Archetype

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

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

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

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

There are 12 Archetypes, each with two branches.

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

Students

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

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

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

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

Starting Equipment

All students start with:

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

Starting Spells

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

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

Multiclassing

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

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

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

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

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

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

Different-Branch Multiclassing

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

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

Repeated Features

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

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

Multiclass Equipment

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

Gryffindor Student

The Sorting Hat tells us that:

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

Gryffindor is the House that prizes bravery above all other attributes. The ability to stare terror and adversity in the face without blinking or shirking your responsibilities is a must-have if you are to belong to this House. A Gryffindor student is strong and chivalrous, but they can also be headstrong and arrogant. Never afraid to make a joke, or question authority, Gryffindor students are often difficult to control in the classroom.

Gryffindor students typically settle into one of two routes: the **Sportsman** and the **Rebel**. The sporty students are physically very capable, and get increased attributes associated with their chosen sport, as well as general improvements to their health. The more rebellious students, on the other hand, have a knack for causing trouble – and more importantly, getting away with it.

Gryffindor Student				
Archetype Level	Arcane Wisdom	Archetype Features	Sportsman Features	Rebel Features
1	+ 0	Heart of Bravery	–	–
2	+ 0	Fear Resist	–	–
3	+ 0	–	Sports Team	Provocative Words
4	+ 0	Heart of Bravery II	–	Wild Spirit
5	+ 1	–	Healthy Living	Disobedient Tactics

Archetype Features

Heart of Bravery:

Starting at level 1, the Heart of Bravery gives your character a +1 boost to the Willpower and Endurance proficiencies. This bonus increases to +2 at level 4.

Fear Resist:

Starting at level 2, gain check-advantage when performing Fear and Intimidation resists.

Sportsman Features

Sports Team:

Starting at Level 3, you may join one of the sports teams available at Hogwarts. The three main sports teams are Quidditch, Rugby and Fencing.

Your choice of sport gives you benefits at 3rd and 4th level, and are detailed at the end of this section.

Healthy Living:

Starting at Level 5, your healthy and active lifestyle gives you a +2 bonus to the Health proficiency.

In addition, once per week, you may resist a minor sickness, poisoning or physical injury up to 5 points.

Rebel Features

Provocative Words:

At 3rd level, you gain the ability to provoke sapient beings into attacking you. Target must perform a SPR (Willpower) resist check (DV 12 +1 for each Gryffindor level, max 18). If it fails, target must enter into combat as the aggressor. If already in combat, target must focus exclusively on you for 2 turns.

Wild Spirit:

At 4th level, you may utilise your passion for freedom and rebellion, gaining a +2 bonus to the Chaos proficiency.

Disobedient Tactics:

At 5th level, choose from one of the following bonuses:

- **Innocent Face:** get +2 to persuasion checks when denying your actions
- **Distracting Tricks:** once per day, create a small magical disturbance to distract a target. Distracted targets are subject to an Attack of Opportunity next turn.
- **Distrust of Authority:** all resist checks against authority figures get +2 bonus.

Sports

There are 3 sports commonly played at Hogwarts, Quidditch, Rugby and Fencing.

Fencing

Fencing is an ancient martial sport, seen by wizardkind as a much safer alternative to wizarding duels. Fencing is a precision sport, requiring great dexterity and speed to master. Practitioners of this sport may find the skills they learn transferable to a combat situation.

Honed Reflexes:

Starting at 3rd level, you receive a +1 bonus to dexterity proficiency. At 5th level, this becomes a +2 bonus. Also at 3rd level you get check-advantage in evasion checks during close-quarters fighting.

Sabre:

Starting at 4th level, the team invest in high-quality equipment that you may keep. Receive a 1d8+1 non-magical rapier. If you lose it, you may have a new one delivered to you after 2 days.

Rugby

Rugby is one of the few muggle sports to remain popular in the wizarding world (mostly thanks to a famous squib player on the Scottish team). Rugby is a brutal contact sport, which prizes strength and the ability to safely neutralise opponents.

Explosive Power

Starting at 3rd level, you receive a +1 bonus to strength proficiency. At 5th level, this becomes a +2 bonus.

Combat Tackle

Starting at 4th level, you may perform a 'tackle' action whilst moving. This action requires that you have been running for at least 2m. Does (distance + ATH(str) modifier) bludgeoning damage (max 6) and pushes the target back a further 1 metre. This action counts as part of your movement this turn.

Quidditch

Quidditch is the single most popular magical sport. Played atop a broomstick, the ability to perceive and react to your surroundings in 3 dimensions is the key to Quidditch.

Flying Lessons

From 3rd level onwards, you have proficiency in broomstick flying. All flight related checks get +1. This increases to +2 at 5th level.

Spatial Awareness

From 4th level onwards, your perception proficiency gets a +1 bonus, and your eyesight and effective spellcasting radius get a 50% bonus in all conditions.

Hufflepuff Student

Hufflepuff House is home to those students who are kind and hard working, as the Sorting-Song elaborates:

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

Traditionally seen as “the other house”, and often mercilessly mocked as such, Hufflepuff has come into its own recently. Certainly, the combination of hard-work, loyalty and kindness is not something to be sneered at. Even if they are not always the highest achievers, a Hufflepuff Student is someone you want to be around. Though sometimes timid, they make friends quickly and are often perceptive above what is usual for a student.

This house is home to two distinct groups – the **Hard Workers** and the **Student Counsellors**. What the Hard Workers lack in natural talent, they more than make up for in their dedication to completing tasks. The Student Counsellors, on the other hand, are kind and empathetic souls who want to help others feel happy and comfortable.

Hufflepuff Student				
Archetype Level	Arcane Wisdom	Archetype Features	Hard-Worker Features	Student Counsellor Features
1	+ 0	Heart of Loyalty	–	–
2	+ 0	Ally Assist	–	–
3	+ 0	–	Night-Owl	Kind Heart
4	+ 0	Heart of Loyalty II	Industrious Attitude	Calming Aura
5	+ 1	–	Dedicated Training	–

Archetype Features

Heart of Loyalty:

Starting at level 1, the Heart of Loyalty gives your character a +1 boost to the Understand Other and Perception proficiencies. This increases to +2 at level 4.

Ally Assist:

Starting at level 2, you gain check-advantage when performing spells on your allies.

Hard Worker Features

Night Owl:

From 3rd level onwards, you may dedicate 1 night to auto-succeed on any research or learning check, at the cost of acquiring a lvl 2 exhaustion status. You may also use this skill to bypass the usual spell-memorisation phase, and commit a spell to memory overnight.

Industrious Attitude:

At 4th level, your dedication to work means that you get more done than most students. You may learn 2 more spells per level, and research/learning checks take only half the time.

At 5th level, news of your work ethic has reached teachers, and you get +2 persuasion checks against teachers.

Dedicated Training:

At 5th level, you are able to turn your determined mind to a project outside of academia. Get one of the following abilities:

- **Physical Training:** get check-advantage in movement and acrobatics checks.
- **Weapons Training:** get check-advantage in melee and ranged combat checks
- **Musical Training:** learn to play a new musical instrument

- **Language Training:** learn to speak a new language

Student Counsellor Features

Kind Heart:

From 3rd level, when you help assist someone such that they offer you a reward for your help, you may forgo all reward and instead get a permanent check-double-advantage when interacting with that person.

At 5th level, your reputation for kindness gives you a check-advantage when negotiating with all non-evil sapient.

Calming Aura:

At 4th level, you may use your major action once per day to remove all confusion, enraging and terrified status effects from all targets in a 1d4 metre radius. If the target is not afflicted by any of these effects and is in combat, they immediately exit combat for 2 turns, or until next harmed. Target may resist by performing a SPR(willpower) Resist check (DV = 12 + Hufflepuff level). At 5th level, this effects all targets in 1d8 metre radius.

Ravenclaw Student

Their hearts full of a desire for learning, but their eyes blinking against the harsh light of day, Ravenclaw students often make unwilling adventurers – preferring instead the comfort of a cosy library. Some secrets, however, cannot be found between the pages of a book – and an expedition must be mounted, for as the Sorting Hat tells us:

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

Ravenclaw is the house that prizes knowledge and an inquisitive mind above all other traits. Often members of this house are the most advanced spellcasters in their year, but their lack of practical experience and physical ineptitude means they're not always the best in every situation.

Students in Ravenclaw are typically one of two breeds: the **nerds** and the **prodigies**. The nerds are those who love learning for learning's own sake, they latch onto a topic and devour all information related to that subject. The prodigies, on the other hand, are truly gifted individuals who have a natural talent in a specific field.

Ravenclaw Student				
Archetype Level	Arcane Wisdom	Archetype Features	Nerd Features	Prodigy Features
1	+ 0	Heart of Wisdom	–	–
2	+ 1	Arcane Knowledge Increase	–	–
3	+ 1	–	Extraordinary Memory	Prodigy Choice, Prodigy Feature
4	+ 1	Heart of Wisdom II	Passion project	Prodigy Feature
5	+ 3	Arcane Knowledge Increase	–	–

Archetype Features

Heart of Wisdom:

Starting at first level, you may choose 2 of the four intelligence proficiencies to take a + 1 bonus in. Repeat this process again at 4th level (you may choose differently).

Arcane Knowledge Increase

At second level, and again at 5th level, gain a bonus point to your Arcane Wisdom.

Nerd Features

Extraordinary Memory:

From 3rd level, you may commit a book (see Items for a booklist) to memory. Memory and Knowledge checks in that field get a bonus equal to your Ravenclaw level. You may only have this bonus in one field at a time.

Passion project:

Starting at 4th level, you may choose one specific spell or skill (such as potionmaking) as your "project". Checks to your project may then be performed with a die one level larger than your present one. If you use a d20, gain a +4 bonus instead. Changing your passion project takes 2 weeks of solid work. If you do not use the skill at least once a week, you become out of practice, and must start again.

Prodigy Features

Prodigy Choice:

A prodigy has an exceptional gift in a particular area, well beyond their years. At 3rd level, you get to choose which field you truly excel in. You may choose one prodigy area: Chess, Music or Art. Your field of expertise gives you features at 3rd and 4th level. Information about the prodigy fields are listed below.

Prodigy Fields

A prodigy is typically an individual who excels in one of the three following areas: Chess, Music or Art.

Art

An art prodigy is not just someone who is good at art – they are those truly gifted people whose artwork transcends usual standards of beauty. Add in some magic, and the possibilities are near-endless.

Visual Clarity:

From 3rd level, you see things much more clearly than the average human. Perception proficiency gets +1 bonus.

Starting at 5th level, you are also able to observe any weak spots in the armour of an enemy.

Basic Runes:

From 4th level, you are able to recreate the basic magical runes. By painting the runes on a surface and infusing them with magical energy, you may turn your artwork into magical masterpieces. Painting a rune takes 1 minute (5 combat rounds), though not necessarily consecutively. You may paint the rune using any material as long as it is reasonable that it adheres to the surface. Runes are activated immediately after you complete them.

You may paint one of the following runes:

- **Rune of Illusion:** project a basic illusion onto the surface around the rune. The artist may shape the illusion to an extent, but detail is limited to basic textures and colours. Maximum area is 3m². Rune deactivates on contact with the illusion.
- **Rune of Trapping:** the next being to touch the rune must pass a SPR(willpower) Resist check (DV 14) or be paralysed for 1 turn.
- **Rune of Protection:** when activated, casts *Lesser Ward* spell in a 2m radius.

Basic runes have a 25% chance of triggering when attempts are made to remove them.

Chess

Chess was first invented by muggles, but wholeheartedly adopted by wizarkind (albeit with a few alterations). It is said that chess is a microcosm of what it is to be a ruler – the skills needed (patience, strategy, and a willingness to sacrifice) are said to be the most important when a leader of men. If this is to be believed, a Chess prodigy is therefore able to leverage their skills into the real world.

Tactical Inference:

Starting from 3rd level, you may use your major action to ascertain the plans of your enemy by performing a 1d8 INT (history) check + 1 per Ravenclaw level, with the DV set by the target performing an INT(deception) Resist check.

Knowing their plans gives you check advantage for all actions against them, and them check disadvantage for all actions against you for 5 combat rounds.

Patient Strike:

From 4th level onwards, for every 5 combat rounds that you do not take damage in, get a +1 bonus to all subsequent attacking checks (max 3). This counter resets when you take damage.

Music

Music, though known and practiced by muggles throughout history, is deeply connected to the primal magic that flows through the veins of the universe. A wizarding music prodigy isn't just someone who can play music unerringly well, they can manipulate the very fabric of reality as they play. Characters that take the Music Prodigy should first choose an instrument to play.

Perfect Pitch:

From 3rd level, receive a +2 bonus to Perception proficiency.

Virtuoso Performance:

Starting from 4th level, if you are able to play music for at least 1 minute (5 combat rounds) without taking damage or being otherwise interrupted, all targets within hearing range (and which can hear) take one of the following effects:

- Take 1d4 psychic damage
- Become confused for 1 round
- Take check disadvantage for 1 round

For each subsequent round that you are able to maintain the performance without being interrupted, this effect repeats.

Slytherin Student

As a house, Slytherin has a bad reputation – even the words of the Sorting Hat have a menacing air:

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

This reputation is, for the most part, undeserved. Slytherin is not a house of evil students; rather it is the house of people with ambition, charm and with lofty goals. Driven by their desire to make something of their lives, the Slytherins can indeed be deceptive, but they can also be charming and persuasive. Never underestimate a Slytherin student, for they will surely never underestimate you.

Aside from the occasional bad egg, the Slytherin students fall into two camps: the **student politicians** and the **schemers**. The student politicians are those students who are heavily involved in every student initiative they can find - whether they do this for the sake of power, or out of a genuine desire to improve the lives of students is neither here nor there. The schemers, on the other hand, are students who always seem to have some kind of plan, a side-hustle or otherwise elaborate scheme to improve their lot in life.

Slytherin Student				
Archetype Level	Arcane Wisdom	Archetype Features	Student Politician Features	Schemer Features
1	+ 0	Heart of Ambition	–	–
2	+ 0	Bonus Skill	–	–
3	+ 0	Heart of Ambition II	Alliance	Side Hustle
4	+ 0	–	Charm Offensive	Researched Enemy
5	+ 1	Bonus Skill	Inevitable Betrayal	Life Plan

Archetype Features

Heart of Ambition:

Starting at level 1, the Heart of Ambition gives your character a +1 boost to the Persuasion and Deception proficiencies. This increases to +2 at level 4.

Bonus Skill:

At levels 2 and 5, you may choose an additional Skill when levelling up.

Student Politician Features

Alliance:

From 3rd level you may attempt to persuade any sapient creature to not only stop fighting you, but to defect and join your side. Targets must pass a SPR (willpower) Resist check against your 1d20 CHR (persuasion) check. If they fail, they will disengage from combat, and join your side as an ally. This action takes 3 turns to complete, during which time the target must be within hearing range.

Charm Offensive:

From 4th level, you may use your charm and charisma to lower the mental defences of all non-allies within hearing range. Targets must pass a SPR (willpower) Resist check against your 1d20 CHR (deception) check. Failure results in a 100% weakness to psychic damage for 20 rounds.

Inevitable Betrayal:

From 5th level, you may choose to betray any individual under the influence of the *Alliance* effect, or any genuine ally. Doing so gives you check double-advantage on all actions against them for 4 turns, and the first attack triggers a critical strike on them.

Schemer Features

Side Hustle:

From 3rd level, you may set up a small business to make you a small amount of money every day. The amount of money generated every day is 5 times your Slytherin level.

Researched Enemy:

From 4th level, you may research into any named species or NPC. That species or character then gets check disadvantage on any actions against you. The number of researched enemies you can have at any time is 3 less than your current Slytherin level. It takes 1 week to research a new enemy.

Life Plan:

From 5th level, when you multiclass, you may automatically start at LVL 3 in your new Archetype. If you multiclass a second time, start at LVL 2, further multiclassing starts at the usual LVL 1.

Artificer

Their artful hands always busy, their focus on the emerging magical item in front of them, and their magics being channeled in incomprehensibly complex ways, the Artificer is the master of item creation. They are experts at using their hand to mold both material, and magic – often mixing the two in ways that have never been done before. Some Artificers produce their items for sale, whilst some hoard their creations for their own personal use.

Artificers may choose to focus their craft into two divergent fields: the **Spellbinders** focus their might into imbuing physical items with magical effects, whilst the **Alchemists** use their craftsmanship to produce magnificent potions and deadly poisons.

Artificer				
Archetype Level	Arcane Wisdom	Archetype Features	Spellbinder Features	Alchemist Features
1	+ 0	Artisan's Intuition	–	–
2	+ 0	Appraising Eyes	–	–
3	+ 0	Tool Proficiency	Alteration Runes	Attuned Nose, Natural Knowledge
4	+ 0	–	Renew Binding	–
5	+ 1	–	–	Careful Mixing
6	+ 1	Reliable Supplier	Disenchantment Ritual	–
7	+ 1	–	–	Poison Resistance
8	+ 1	–	–	Proven Recipes
9	+ 1	Renowned Craftsmanship	Enchanting Specialty	–
10	+ 2	–	–	Favoured Effect
11	+ 2	Workshop	–	–
12	+ 2	–	Multiple Bindings	Purity Filters
13	+ 2	–	Soul Attunement	–
14	+ 2	Artisan's Intuition II	–	Favoured Effect II
15	+ 3	–	Construct Mastery	Poison Resistance II
16	+ 3	–	–	–
17	+ 3	Appraising Eyes II	–	Purity Filters II
18	+ 3	–	–	Production Line
19	+ 3	–	–	–
20	+ 4	–	Imbue Sentence	Alchemic Construct

Starting Equipment

Artificers start with:

- a Scholar's pack
- Protective cloak (AC +4, provides 20% immunity to airborne effects)
- Protective Gloves (AC +2, provides 50% immunity to contact effects)
- a Wand (roll on the wand table to determine)

Starting Spells

In addition to choosing 1 spell from the *Basic Spells* set on page 8, Artificers also get the following spells:

- *Potion Mixing Spell*
- *Enchantment Ritual*
- *Identification Charm*

Archetype Features

Artisan's Intuition:

At 1st level, Arcane proficiency gets +1 bonus.

From 14th level, you may use your Arcane Wisdom during artificing ignoring the once-per-day rule. Non-artificing Arcane Wisdom rules are unaffected by this feature.

Appraising Eyes:

From 2nd level, your experience in artificing means that you can get an insight into the effects of an item. Perform a 1d20 INT (arcane) check (DV 15) to learn the major effect of a magical item or potion.

At 17th level, your experience increases such that you now automatically detect the major effect. Perform the check to instead learn *all* the effects.

Tool Proficiency:

At 3rd level you may choose a proficiency in either:

- *Runic Tools*
- *Chemistry Equipment*
- *Protective Gear*

If you do not already possess a set of your chosen tools, acquire it.

Reliable Supplier:

From 6th level, you cultivate a relationship with a supplier of goods. Once per week, if you can deliver a message to them, they will send you up to 5 supplies for your artificing at 20% below the stated price.

Renowned Craftsmanship:

By 9th level, news of your skill has spread, and your reputation alone makes your work more valuable.. Get +1 bonus to Persuasion skill, and merchants will purchase your wares at 50% above marked value.

Workshop:

At 11th level, you have accrued enough equipment and materials to construct a high-quality workshop, and you may specify the location. Artificing checks whilst inside your workshop get check-advantage. Your workshop may also be assumed to be stocked with common ingredients and equipment needed for your craft.

Spellbinder Features

Alteration Runes:

At 3rd level, you gain the ability to use small runes placed at specific nexus points along an existing magical item, subtly altering the effects. Alterations can be aesthetic (i.e. change fire from red to blue), provide exceptions (i.e. sleep effects do not work on blonde individuals) and other such minor effects. Attempting to alter the effects too much can fragment the magical network in the item, causing an Enchanting Mishap. This action takes 5 hours.

You may perform 1 additional alteration for every 3 levels above 3rd.

Renew Binding:

From 4th level, at a cost of 6FP, you may 'recharge' a magical item. This is a major action.

Disenchantment Ritual:

From 6th level, you gain the ability to disenchant a magical item. The item needs be visible during the entire ritual, which takes 2 minutes (10 combat rounds) to complete. The ritual also requires a supply of Ash to complete (this is used up). At the end of the ritual, perform a SPR (arcane) Magic Resist check (CV determined by item power) and cast the Ash over the target item.

If the check succeeds (and the ash touches it), the item has the enchantment removed. If it fails, suffer an Enchanting Mishap on one of your own enchanted items.

Enchanting Specialty:

At 9th level, Choose any enchanting effect that you have previously used. Enchanting checks to place your chosen effect on an item get a +2 bonus. Specialty can be changed through 4 weeks of dedicated work.

Multiple Bindings:

From 12th level, you may add more than one effect onto an enchanted item. An individual enchantment ritual must be carried out for each additional effect added on.

Soul Attunement:

From 13th level, by infusing part of your essence into the enchanting ritual, you may be assumed to be proficient with any weapon or armour that you have enchanted. This proficiency applies only to that specific item.

Construct Mastery:

Starting at 15th level, you may create Constructs by gathering the requisite parts and spending one week enchanting them. Constructs are permanent entities that can only be destroyed by physically destroying them, or a DC 20 Disenchantment Ritual. Constructs are unwaveringly loyal to their creator.

- *Crystal Golem (600kg of diamond)*
- *Clay Golem (300kg of soil, 100kg of water and a large diamond)*
- *Clockwork Warrior (100kg of copper or bronze and 5 rubies)*
- *Flesh Golem*
- *Iron Golem (3 tonnes of iron, heated to 6000 degrees and 1 litre of mercury)*
- *Stone Golem (2 tonnes of stone or rocks and a pogrebin shell)*
- *Spider Construct (60kg of copper or bronze and a single emerald)*

At 15th level, you may have one construct active. This increases by one for every two Spellbinder levels taken above 15th.

Imbue Sentience:

At 20th level, by adding Unicorn Blood into the enchantment vat, the items you create are imbued with sentience. The item may move and warp its shape at will, as well as talk. It is created with a positive attitude towards its creator, but otherwise is treated as an independent NPC with a personality determined by the GM.

Alchemist Features

Attuned Nose:

From 3rd level, when you encounter a new potion ingredient, roll a d4. Learn that effect of the ingredient (i.e. a 1 learns the first effect etc.).

Natural Knowledge:

From 3rd Level, your Flora & Fauna proficiency gets +1 bonus.

Careful Mixing:

From 5th level, get a bonus on all mixing checks equal to one-third your Alchemist level.

Poison Resistance:

By 7th level, you have been exposed to so many toxic fumes that you have developed an immunity to all but the most ferocious poisons. You have a 4-point 'poison AC'. Any poison effect less than 4 points does zero damage.

At 15th level, this increases to 10 points.

Proven Recipes:

At 8th level, when you successfully mix a potion and determine all its effects, you may record this recipe as 'proven', and mix it again without performing a check. The number of recipes that you may have is equal to half of your Alchemist level.

Favoured Effect:

At 10th level, and again at 14th level, you may designate one potion effect as your 'specialism'. Potions with this effect are twice as effective, and can be sold for twice the market value.

Purity Filters:

Starting at 12th level, once per day, you may remove one effect from a successfully brewed potion.

At 17th level, you may perform this action up to 4 times per day.

Production Line:

From 18th Level, you may set up a production line in your workshop to produce one of your Proven Recipes. The production line produces 10 samples of this potion per day for as long as it has the necessary supplies.

Alchemic Construct:

At 20th level, you learn how to merge your potions with a living being, creating a 'Potion Golem'. This creation is a swirling mass of potion bent by magical forces into a humanoid shape, though it may change form at your instruction. The Alchemic Construct takes all simple orders from its creator.

The Construct has 1HP (though it takes no damage from psychic, poison or fatigue damage) and upon dying it explodes, scattering the potion over every surface in a 10+1d10m radius. The only way to stop this is to freeze the golem to -50 degrees centigrade.

Alchemic construct requires 20 samples of the potion, a small non-magical creature such as a rat, and three days to construct.

Auror

Her wand at the ready, poised for action, the Auror peers around the corner, looking for her targets. She has tracked these dangerous criminals halfway across the country, trying to protect the innocent from their evil goals. With a leap, she emerges from cover and with a series of casts quicker than the eye can see, manages to incapacitate her foes. The world is just a little bit safer thanks to her hard work.

Aurors are the highly trained combat operations arm of the Office for Magical Law Enforcement. Their job is to track down and eliminate the threat posed by dark wizards and wizards, and to protect those who would otherwise come to harm. Experts in combat magic, Aurors are not to be trifled with.

The Auror office recognises two streams of officers, the **Enforcers** and the **Warders**. The Enforcers form the strike capabilities of the office, specialising in infiltration, target acquisition and shock tactics, whilst the Warders specialise in area denial, and collateral limitations.

Auror				
Archetype Level	Arcane Wisdom	Archetype Features	Enforcer Features	Warder Features
1	+ 0	Combat Training	–	–
2	+ 0	Spellcasting Improvement	–	–
3	+ 0	–	Intimidating Style	Multiward
4	+ 0	Defence Against the Dark Arts	–	–
5	+ 1	–	–	Runes
6	+ 1	Seasoned Investigator	Mage Slayer I	–
7	+ 1	Spellcasting Improvement	Ethereal Manacles	–
8	+ 1	Combat Training II	–	Trap Expertise
9	+ 1	–	Elegant Avoidance	Wardbreaker
10	+ 2	Run 'n Gun	–	–
11	+ 2	–	Fast casting	Runes II
12	+ 2	Spellcasting Improvement	–	Collateral Limitation
13	+ 2	–	Intimidating Style II	–
14	+ 2	–	–	–
15	+ 3	Incredible Resilience	Elegant Avoidance II	Runes III
16	+ 3	–	–	–
17	+ 3	Spellcasting Improvement	Mage Slayer II	–
18	+ 3	–	–	Regenerative Shields
19	+ 3	–	–	–
20	+ 4	–	Merciless Strike	Runes IV

Starting Equipment

- Combat Robes
- Wand (roll on Wand table to determine composition)
- 2x HP + 10 potions
- 4d6 x5 gold
- Obsidian Manacles

Starting Spells

Aurors may choose 2 spells from the basic spells table, and 3 spells from the following:

- *Acidic Burst*
- *Confundus Charm*
- *Fire-starting spell*
- *Shielding charm*
- *Stoneskin*
- *Privacy Ward*
- *Trap Spell*
- *Glamour Charm*

Archetype Features

Combat Training:

From 1st level, your combat training allows you to re-roll the dice on any check, once per combat engagement. At 8th level, you may use this feature twice per engagement.

Spellcasting Improvement:

At 2nd level, and then again at 7th, 12th and 17th level, you may increase the size of the dice you use to cast Hexes & Curses **or** Recuperative spells. This feat does *not* count when calculating the Arcane Wisdom bonuses detailed on page 47.

Defence Against the Dark Arts:

From 4th level, take check-advantage when performing a resist check against any Dark Arts spells cast by a wizard with an EVL less than or equal to your Auror level.

Seasoned Investigator:

From 6th level, gain a +2 bonus to Research checks.

Run 'n Gun:

From 10th level, you may ignore the dice-rolling cap when performing quickspells. The limitations on modifiers still applies. Does not apply when using the Elegant Avoidance casting feature.

Incredible Resilience:

From 15th level, if you pass a SPR(willpower) check (DV 30, minus 1 for each Auror level), you may ignore the restriction on immobility from the *Critical Condition* and *Critical But Stable* conditions.

Enforcer Features

Intimidating Style:

From 3rd level, gain a bonus to your Intimidation proficiency equal to one 1 + one quarter of your Enforcer level.

From 13th level, your presence is intimidating that if you are the instigator of a conflict, at the beginning of the battle, all enemies must perform a SPR(Endurance) Resist check (DV = set by a d20 POW(Intimidation) check), or take the Terrified status.

Mage Slayer:

From 6th level, gain check advantage when casting a spell against another target performing a concentration-spell.

At 17th level, gain check double-advantage.

Ethereal Manacles:

From 7th level, if you are within melee range of a target and have not taken damage for 1 turn, take 1 major action to conjure a pair of locked, magical restraints around the target's wrists. Target may resist with an SPR(arcane) Resist check (DV = Auror level) during the casting, and then subsequently may try a ATH(strength) check (DV = 18) once per cycle to break them.

Elegant Avoidance:

From 9th level, you may use either your ATH(speed) **or** your FIN(precision) skill to perform an evasion check.

From 15th level, you may cast a quickspell whilst performing an evasive movement. You may take a three-minor-action turn (considered movement, quickspell and evasion). However, you may not apply the *Run 'n Gun* feat to the quickspell.

Fast Casting:

From 11th level, you may cast two spells as part of your major Spell-casting action. If the first casting check fails, the second one also fails automatically (and you must therefore deduct 4FP in total).

Merciless Strike:

From 20th level, where possible, you may use a dice one larger than the prescribed one when performing damage checks.

Warder Features

Multiward:

From 3rd level onwards, you may have a number of wards equal to 1 + third of your Warder level active in any given area.

Runes:

From 5th level, you are able to recreate the basic magical runes. By painting the runes on a surface and infusing them with magical energy, you may invoke powerful ancient magic. Painting a rune takes 1 minute (5 combat rounds), though not necessarily consecutively, and requires a surface of 30cm in diameter. You may paint the rune using any material as long as it is reasonable that it adheres to the surface. Runes are activated immediately after you complete them. Most runes lose their power after they have been triggered, unless otherwise specified.

At 11th, 15th and 20th levels, you gain access to more powerful runes: the complex, mystifying and legendary runes respectively.

The basic runes are:

- **Rune of Illusion:** project a basic illusion onto the surface around the rune. The artist may shape the illusion to an extent, but detail is limited to basic textures and colours. Maximum area is 3m². Rune deactivates on contact with the illusion.
- **Rune of Trapping:** the next being to touch the rune must pass an ATH(Strength) Resist check (DV 14) or be paralysed for 1 turn.
- **Rune of Protection:** when touched, casts *Lesser Ward* spell in a 2m radius.
- **Rune of Blinding Light:** when touched, casts the *Blinding Light* spell on all beings in a 2m radius.

The complex runes are:

- **Rune of Detonation:** the next being to touch the rune triggers an explosion which does 3d8 concussive damage to all targets in a 2m radius, and 1d8 concussive damage to all targets in a 5m radius.
- **Rune of Suggestion:** the next target to touch the rune has the *Suggestion* spell cast on them (DV 15). The Warder decides on the suggestion at the point of inscription.
- **Rune of Amnesia:** the next target to touch the rune must pass an INT(history) Resist, or suffer total amnesia for 2 minutes.

The mystifying runes are:

- **Rune of Crippling:** the next target to touch the rune must take check-double-disadvantage on all checks for 1d4 hours.
- **Rune of Transmutation:** if the next person to touch the rune fails a POW(Endurance) Resist check, they are turned into a random non-magical beast.
- **Rune of Transportation:** (requires a linked pair of runes) when a target touches one rune, they are instantly transported to the other. This rune is permanent.

The legendary runes are:

- **Rune of Insanity:** when sapient being other than the inscriber views this rune, they must succeed an INT(Endurance) Resist check (DV 15) or take 6d10 psychic damage. This rune is permanent but gradually loses power, decreasing to 4d6 damage after 1 day, 4d6 after one week, and then 2d6 after one year.
- **Rune of Death:** if a living being touches this rune for more than 1 minute, they must succeed an EMP(Perception) Resist (DV 14), or die.
- **Rune of Immortality:** when touched, creates a warded area 5m in radius, in which it is impossible to die. You can, however, still be harmed.
- **Rune of the Cosmos:** when triggered, casts the *Planemeld* spell to a realm of your choice.

The probability of a rune triggering when an attempt to remove it is made is found below:

Runes	Trigger Probability
Basic	25%
Complex	50%
Mystifying	75%
Legendary	100%

Trap Expertise:

By 8th level, you have accumulated enough knowledge to be considered an expert in trapmaking. Checks whilst laying and looking for traps gain check-advantage.

Wardbreaker:

From 9th level, your knowledge of wards allows you to identify their weak points. When damage is absorbed by a ward or magical AC, add half of your Warder level to the damage calculation. If the ward or shield fails, this extra damage does not affect subsequent damage calculations.

Collateral Limitation:

From 12th level, you may spend 3 turns to cast a ward which compels civilians and non-combatants to remove themselves from the combat area, as if you had cast the *Beguiling Totem spell* with a casting check equal to your Warder level and 5 Power Points.

Regenerative Wards:

From 18th level, any wards you have cast regenerate automatically, as if you were casting a permanent *Reinforcement Charm* on them.

Brute

Towering above the rest of the population, their muscles rippling, the brute wades through the crowd, with people parting in front of them, gaping in awe. A hulk of a being, with incredible strength, a brute is capable of physical feats beyond most of wizardkind, and as such often rely on their strength instead of magical talent.

Whilst all brutes are strong beyond measure, they may choose to channel this strength in different ways. Some use it to become ferocious warriors, using their frenzied strength to beat their enemies to a pulp: the **berserkers**. Others recognise that having strength does not require one to use it to dominate, and instead dedicate their strenght to protecting their friends and allies, the **gentle giants**.

Brute				
Archetype Level	Arcane Wisdom	Archetype Features	Beserker Features	Gentle Giant Features
1	+ 0	Incredible Strength	–	–
2	+ 0	Natural Armour	–	–
3	+ 0	–	Berserker Rage	Protect Others
4	+ 0	Unarmed Strike	–	Gentle Aura
5	+ 1	Intimidating Presence	Stunning Strike	–
6	+ 1	Giant Hands	–	Nature Affinity
7	+ 1	–	Brutal Critical	–
8	+ 1	–	Berserker Rage II	Protective Rampage
9	+ 1	Bludgeoning Strength	–	–
10	+ 2	Natural Armour II	Primal Senses	Carry Packs
11	+ 2	–	–	Brush Aside
12	+ 2	Incredible Resilience	Impulsive Rush	–
13	+ 2	–	–	Gentle Aura II
14	+ 2	–	–	–
15	+ 3	Raw Strength	Mindless Attacks	–
16	+ 3	–	–	Nature Affinity II
17	+ 3	–	Brutal Critical II	–
18	+ 3	Smite	–	Pure Heart
19	+ 3	–	–	–
20	+ 4	–	Berserker Rage III	Pure Heart II

Starting Equipment

- Basic pack
- Wand (roll on Wand table to determine composition)
- 2d6 x5 gold
- One of:
 - club
 - warhammer
 - musical instrument

Starting Spells

Brutes may choose 3 spells from the basic spells table.

Archetype Features

Incredible Strength:

From 1st level, Brutes are assumed to be proficient in any melee weapon that requires an ATH(strength) check, and get a bonus to their Strength proficiency equal to 1 + one third of their brute level.

Natural Armour:

At second level, Brutes gain a natural resistance to attacks, giving an effective AC equal to twice their ATH(strength) modifier. This AC is damaged in the same way as normal AC, but also protects against heat changes. It is restored by healing spells or upon 8 hours sleep.

Unarmed Strike:

From 4th level onwards, an unarmed strike does bludgeoning damage equal to the Brute level.

Intimidating Presence:

From 5th level, gain a bonus to your Intimidation proficiency equal to one 1 + one quarter of your Brute level.

Giant Hands:

From 6th level, you may wield two-handed weapons as one-handed.

Bludgeoning Strength:

At 9th level, when an attack roll requires a Strength proficiency, you may, if possible, use one dice larger than the prescribed one.

Incredible Resilience:

From 12th level, if you pass a SPR(willpower) check (DV 25, minus 1 for each Brute level), you may ignore the restriction on immobility from the *Critical Condition* and *Critical But Stable* conditions.

Raw Strength:

From 15th level, if you perform an ATH(strength) check and the total is less than your total (ATH + Strength) values, you may use that value instead.

Smite:

At 18th, by dedicating two major actions to an attack, you may do triple the amount of damage of a normal attack roll.

Beserker Features

Beserker Rage:

At 3rd level, you may choose to enter a state known as *frenzy* up to twice a day. When in a frenzied state:

- Gain check-advantage on all checks that use an ATH checks
- Melee attack rolls get a bonus equal to one third of your beserker level
- Your *Natural Armour* AC increases by 50%
- You are 50% weaker to psychic damage

At 8th level, you may enter a frenzy up to 4 times per day and you get the following additional bonuses:

- You may take two melee attacks, instead of one, as a single major actions
- You may use a Resist dice one larger than your current one, when resisting spell effects. If you use a d20, get a +4 bonus instead.

At 20th level:

- You may take up to 4 melee attacks as a single action
- You automatically succeed on any resist checks against magical effects.

Frenzy lasts for 2 minutes (10 combat rounds), or may be stopped as a minor action.

Stunning Strike:

From 5th level, when you successfully perform a bludgeoning attack, target performs an ATH(endurance) Resist check (DV = beserker level). If they fail, become stunned for one turn.

Brutal Critical:

From 7th level, when you land a Critical Hit, you may roll the attack dice one additional time, and add that to the damage check.

At 17th level, you may roll the attack dice 3 additional times.

Primal Senses:

From 10th level, your senses are honed to a razor. Your passive perception check is doubled.

Impulsive Rush:

From 12th level, if you are initiating conflict, you may choose to rush in, catching your opponent off-guard. You gain check-advantage on attack rolls for 3 turns, but afterwards your opponents have check-advantage on attack rolls against you for 2 turns.

Mindless Attacks:

At 15th level, once per day you may choose to take a 6-point reduction in all INT and EMP checks for one hour, in return for doubling all damage you do for 5 minutes.

Gentle Giant Features

Protect Others:

From 3rd level, if you are within 3m of an ally, you may take your major action to leap in front of them and intercept any attacks on that ally.

Gentle Aura:

From 4th level, you may 'switch off' the *Intimidating Presence* skill at will, and instead take a +1 bonus to Persuasion and Understand Other proficiencies. You may not have both bonuses active at the same time, and performing the change takes a minor action.

At 13th level, this increases to a +2 bonus to both proficiencies.

Nature Affinity:

From 6th level, get a bonus to your Flora & Fauna proficiency equal to one quarter of your Gentle Giant level.

At 16th level, you may get a beast as a Familiar.

Protective Rampage:

From 8th level, if one of your allies (or a particularly cute bunny) takes damage, you may fly into a protective frenzy.

Your *Natural Armour* AC increases gets a +15 bonus, and you get check-advantage on strength checks, however, you may not kill whilst in the rampage. Any character that would be killed by your attack is instead reduced to 1HP.

Carry Packs: From 10th level, you may elect to help carry your group's luggage on a long journey, increasing the 'Duration' of each movement class by 50%.

Brush Aside: From 11th level, if you are in melee range with a character smaller than you, you may simply pick a target up, and move them out of your way. Target resists with an ATH(Strength) Resist check (DV = 1d20 ATH(Strength)).

Pure Heart:

At 18th level, your heart is so pure that necrotic damage does not affect you – gain 100% immunity from necrotic damage.

At 20th level, your purity imbues your fists with righteousness, and your unarmed strikes do an equal amount of Celestial damage.

Empath

You feel their eyes burrowing into you. They're seeing not just the physical form, but are seeing straight into your soul. An empath knows you better than you know yourself – inside and out. They achieve this, not through magical spells, but through their deep and abiding compassion – coupled to a heightened perceptive sense. Often nomadic in nature, Empaths travel not to see the world or experience adventures – but to help as many people as possible.

Some Empaths dedicate their lives to using this increased perception to peer beyond the mystic veil, and learn the true secrets of the cosmos; the **Seers**. Some dedicate their lives to helping others, and use their ability to heal the sick and wounded; **Healers**. The root of their power, is their empathy and compassion for all living beings.

Empath				
Archetype Level	Arcane Wisdom	Archetype Features	Seer Features	Healer Features
1	+ 0	Compassionate Heart	–	–
2	+ 0	Perceptive Eyes	–	–
3	+ 0	Spellcasting Improvement	Channel Ability	Healing hands, Tool Proficiency
4	+ 0	Lie Detector	–	–
5	+ 1	–	Arcane Focus	–
6	+ 1	–	Psychic Trauma	Effortless Healing
7	+ 1	Compassionate Heart II	–	Bane of Unlife
8	+ 1	Spellcasting Improvement	Magical Nexus I	Red Cross
9	+ 1	–	Other Eyes	–
10	+ 2	Empathic Shield	–	Mass heal
11	+ 2	–	Retrocognition	–
12	+ 2	–	–	Holistic Care
13	+ 2	Spellcasting Improvement	Psychic Trauma II	–
14	+ 2	–	Font of Knowledge	Red Cross II
15	+ 3	Calming Aura	–	–
16	+ 3	–	–	–
17	+ 3	–	–	Stabilizing Influence
18	+ 3	Spellcasting Improvement	Magical Nexus II	–
19	+ 3	–	–	–
20	+ 4	–	True Sight	Reverse Death

Starting Equipment

Empaths start with:

- a Wand (roll on the wand table to determine composition)
- a Basic Pack
- 1d6 ×4 gold

Starting Spells

Empaths may choose three of the following spells to start:

- *Minor Healing Spell*
- *Identification Charm*
- *Astral Caltrops*
- *Shielding Charm*
- *Blur Spell*
- *Night Vision charm*

Archetype Features

Compassionate Heart:

At first level, get a +1 bonus to Perception and Understand Other proficiency.

At 7th level, this bonus increases to +2.

Perceptive Eyes:

From 2nd level, by performing a 1d20 EMP (Understand Other) check (DV = 17 - Empath level, minimum 5), you may know the HP and any status effects of a target individual.

Spellcasting Improvement:

At 3rd level, and then again at 8th, 13th and 18th level, you may increase the size of the dice you use to cast divination **or** recuperative spells. This feat does *not* count when calculating the Arcane Wisdom bonuses detailed on page 47.

Lie Detector:

From 4th level, you may use your combined Perception and Understand Other proficiencies on lie-detection checks.

Empathic Shield:

From 10th level, you may project your empathic abilities outwards, giving all allies in 1d6 metre radius an effective 'psychic AC' equal to your Empath level when taking damage from sapient beings. Unlike normal armour, this protects against all damage dealt to you by sapients, and is only destroyed by psychic damage.

Has no effect on against environmental damage or damage from Beasts. Lasts for 2 minutes (5 combat rounds).

Calming Aura: At 15th level, you may use your major action once per day to remove all confusion, enraging and terrified status effects from all targets in a 1d4 metre radius. If the target is not afflicted by any of these effects and is in combat, they immediately exit combat for 2 turns, or until next harmed. Target may resist by performing a SPR(willpower) Resist check (DV = Empath Level-5).

Seer Features

Channel Ability:

From 3rd level onwards, by performing a 1d20 EMP (Understand Other) check (DV 12), tap into a cosmic web of knowledge and choose either one set of tools to become proficient in, or one skill to get check-advantage in for 5 minutes (25 combat rounds).

This takes two major actions to complete.

Arcane Focus:

At 5th level, choose a small, non-magical object such as a crystal ball (or roll on the Trinket table). This object becomes your Arcane Focus. When focussing upon this object, gain +3 perception. Upon losing your focus, you may meditate for 1 day to choose a new one.

Psychic Trauma:

From 6th level onwards, peer into the timestream of a target and force them to relive a horrific event from their past or their future. If target fails a SPR(willpower) Resist check (DV = 5 + Seer level), they take 1d6 psychic damage.

At 13th level, you may expand this effect to 1d6 targets.

Magical Nexus:

At 8th level, you tap into the magical web underpinning reality, and can identify focus points in that web. Detect all magic in your vicinity, as if you had a permanent *Detect Magic* spell.

At 18th level, you are so attuned to the mystical web that you can sense humans even when they're not using magic, as if you had a permanent *Sense Humans* charm.

Other Eyes:

From 9th level, you may use 3 major actions to see through the eyes of any non-magical creature. You may not control the creature, but you see and hear what the creature sees. Effect ends when you lose focus due to, i.e. taking damage.

Retrocognition: Starting at 11th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You must spend at least 1 minute (5 combat rounds) in uninterrupted meditation, then receive a vision. This costs 10FP.

- **Object Reading:** Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your EMP score), you can spend 1 additional minute for each owner to learn the same information about that creature.
- **Area Reading:** As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 10m cube), going back a number of days equal to your EMP score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Font of Knowledge:

Starting at 14th level, you may meditate upon a question. If you succeed a 1d20 EMP (perception) check (DV 15), the universe will answer your question with a single word.

Asking a question costs 5FP, and you may only ask 1 question per day.

True Sight:

From 20th level, you are so in-tune with the universe, that you may automatically use the *True Sight* spell at will (no action cost). Having *True Sight* active costs 5FP per minute (or 1 FP per combat round).

Healer Features

Healing Hands:

From 3rd level onwards, gain a bonus to your Healing proficiency equal to 1 + a quarter of your Healer level.

Tool Proficiency:

At 3rd level you are proficient with the *surgeons tools*.

Effortless Healing:

From 6th level, you may deduct half of your Healer level from the FP costs of healing spells (minimum 0).

Bane of Unlife: At 7th level, all healing spells cast are assumed to do an equal amount of Celestial damage. Celestial damage does not harm living beings, but banishes foul abominations.

Red Cross:

From 8th level, if there are other targets in combat, sapient enemies will not harm you until you harm them first, or are otherwise deemed to be a combatant. If you are the only combatant, they will attempt to incapacitate you without harming you.

At 14th level you may designate a 15m² area as a field hospital. No sapient being will enter this boundary, and will not harm anyone inside it, until the area is deemed a combat-zone (i.e. when an inhabitant uses it for non-medical purposes.)

At all levels, if a character has an EVL score greater than or equal to your EMP score, they may violate the accords protecting you.

Mass Heal:

At 10th level, you may cast healing spells that are at least one level below your current Skill level on all targets in a 3m area.

Holistic Care:

From 12th level, your healing spells restore an equal amount of FP.

Stabilizing Influence:

At 17th level, whenever any PC in a 5m radius falls below zero HP, they are automatically stabilised and take the Critical but Stable status, instead of Critical Condition.

Reverse Death:

At 20th level, if a character has been dead less than 24 hours, you may expend 30FP to rekindle the tiniest flicker of life in their body, and restore them to -9 HP, with the Critical but Stable status.

Only works if the body is whole.

This effect takes 2 hours to complete, and may only be used once per week.

Fighter

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Fighter				
Archetype Level	Arcane Wisdom	Archetype Features	Spellsword Features	Sharpshooter Features
1	+ 0	–	–	–
2	+ 0	–	–	–
3	+ 0	Stuff0	Stuff1	Stuff2
4	+ 0	–	–	–
5	+ 1	–	–	–
6	+ 1	–	–	–
7	+ 1	–	–	–
8	+ 1	–	–	–
9	+ 1	–	–	–
10	+ 2	–	–	–
11	+ 2	–	–	–
12	+ 2	–	–	–
13	+ 2	–	–	–
14	+ 2	–	–	–
15	+ 3	–	–	–
16	+ 3	–	–	–
17	+ 3	–	–	–
18	+ 3	–	–	–
19	+ 3	–	–	–
20	+ 4	–	–	–

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Investigator

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Investigator				
Archetype Level	Arcane Wisdom	Archetype Features	Detective Features	Journalist Features
1	+ 0	Investigator's Insight	–	–
2	+ 0	Interview	–	–
3	+ 0	Interrogator's Demeanor I	Arrest	Connections
4	+ 0	Always Alert	–	Eavesdrop I, Hurtful Words
5	+ 1	–	Police Tactics I	–
6	+ 1	Interrogator's Demeanor II	–	Influence Morale (d4)
7	+ 1	–	Gut Instinct	–
8	+ 1	–	Good cop/Bad cop	Silver Tongued
9	+ 1	–	Evaluate Perp	Influence Morale (d6)
10	+ 2	Research Team	–	Contact Curation I
11	+ 2	Interrogator's Demeanor III	Police Tactics II	–
12	+ 2	Undercover	Taser	Influence Morale (d8)
13	+ 2	–	Evaluate Perp II	–
14	+ 2	Interrogator's Demeanor IV	–	–
15	+ 3	–	Bent Copper / Honest Bobby	Influence Morale (d10)
16	+ 3	Illusive Deduction	–	Manipulate Truth
17	+ 3	–	Restraining Force	–
18	+ 3	–	–	Influence Morale (d12)
19	+ 3	–	Police Tactics III	Contact Curation II
20	+ 4	–	Sherlockian Deception	Topple Regime

Starting Equipment

An Investigator starts with:

- A basic pack
- A notebook at Quick-Notes Quill
- a Wand (roll on the wand table to determine composition)
- 2d6 x5 gold

Starting Spells

An Investigator begins with 3 spells from the basic spells table, plus *Identify*, memorised.

Archetype Features

Investigator's Insight:

From 1st level, you gain a +1 bonus to Perception and Research proficiencies.

Interview:

From 2nd level, if you are able to isolate a captured (or willing) target, you may initiate an interview. Target performs a SPR (Willpower) Resist check against either a d10 CHR (Persuasion) check **or** a d10 POW (Intimidation) check. If target fails, the GM must answer any question you ask truthfully (though they may lie by omission, if the question is not specific enough), if it is reasonable that the target knows the answer. If the check fails, the GM will lie.

You may ask up to 5 questions in an interview, before the target becomes uncooperative and refuses to answer.

Interrogator's Demeanour:

At 3rd level, and then again at 6th, 11th and 14th, you gain a +1 bonus to either Persuasion or Intimidation proficiencies (you may choose a different proficiency at every increase).

Always Alert:

At 4th level you gain a +1 bonus to your passive perception value, and an additional +1 for every 4 Investigator levels above 2nd.

Research Team:

At 10th level, you have gathered the resources to form an in-house research team. If you are able to contact your team to ask them a question, after 1 day of research, they provide you with a +5 bonus to all research checks on an individual subject (i.e. a person, event, or location) for the next 1 hour. This ability may only be used once per week.

Undercover:

From 12th level, gain a bonus to your Stealth proficiency equal to one-third your Investigator level.

You may also take 1 hour to completely alter your appearance and create a false identity. Whilst inhabiting this new identity, you gain an additional +2 bonus to Persuasion and Stealth proficiencies when on 'undercover missions'.

Illusive Deduction:

At 16th level, your deductive skills are honed such that you can spot inconsistencies when someone attempts to alter your perception of reality. When an illusion spell is cast on you, in addition to the usual Perception checks, the GM rolls a d4. If it comes up as a 1, they must inform you that an illusion spell has been cast on you.

Detective

Arrest:

From 3rd level, if you are within touching distance of a target under the influence of the *Stunned*, *Trapped*, *Exhausted*, *Terrified* or *Major Injury* status effect, you may take a minor action to conjure a pair of mystic manacles around their wrists. The number of manacles you may have active at any one time is equal to half your Detective level. Targets may attempt to break out of these restraints (if they are able to take actions) through a ATH (Strength) resist check, with a DV equal to 3 + your Detective level.

Once per combat engagement, you may take another major action to send all such manacled entities into a 'holding cell', trapping them in the Astral plane. When the combat engagement has ended you may either send all trapped entities to Azkaban, or summon them individually back out of the 'cell' for questioning. Entities left in the 'cell' more than 5 minutes after combat has ended are returned to this plane of existence, without their manacles.

Police Tactics:

At 5th level, and then again at 11th and 19th level, you may choose to gain one of the following bonuses:

- **Disarming training:** gain a bonus to the casting check of the *Disarm* spell equal to one-third of your Detective level
- **Hand-to-hand Combat:** unarmed strikes do 1d4 ATH (Strength) Bludgeoning damage, and whenever contact is made, target must perform a SPR (Willpower) Resist check against a d10 POW (Intimidation) check or take the *Terrified* status.
- **Combat De-escalation:** perform a CHR (Persuasion) check on an isolated target, DV equal to target SPR attribute. If check succeeds, target lays down their weapons and raises their hands above their head (such entities are considered viable target for the *Arrest* ability).
- **Spatial Awareness:** when a pair of enemies attempt to flank you, you may perform a DV15 INT(Perception) check to automatically move up to 1m, such that only one target threatens you (if possible). This is in addition to your normal actions, but does not allow you to evade any attacks on you this turn from anyone other than the flanking opponent.
- **First Aid:** gain a bonus to your Healing proficiency equal to one-quarter your Detective level.

Gut Instinct:

From 7th level if, during an *Interview*, the difference between your interrogation check and the resist check is greater than 2, you automatically know that the perp is lying to you.

Good-cop/Bad-cop:

From 8th level, when performing an *Interview*, you may perform a combined d10 POW (Intimidation) and d10 CHR (Persuasion) check for the interrogation.

Evaluate Perp:

From 9th level, when encountering a new threat, your keen eye allows you to infer information about them. The GM will tell you if they are you superior, equal, or inferior in one of the following categories of your choice: ATH, CHR, INT or EVL. At 13th level, you may choose 2 categories.

Taser:

From 12th level, you gain access to a magical device similar in nature to a Taser. This device takes a minor action to use, and auto-casts the *Lightning Bolt* spell on a target, with a 'casting check' equal to your Detective level (and hence does 2d4 + (Detective level - 5) electric damage). If the target fails the resist check, they become *Stunned* for 2 turns.

This device recharges at a rate of 1 usage per hour, and holds a maximum of 5 discharges.

Bent Copper/ Honest Bobby:

At 15th level, having risen through the ranks, you must decide what kind of officer you are going to be:

- **Corruption:** you gain a +5 bonus to Intimidation proficiency, at the expense of a +4 increase in your EVL attribute. In addition,

once per day you may perform an intimidation check on NPCs (DV 10) to curry bribes of up to 5d20 gp.

- **Idealism:** you suffer a 3-point penalty to Intimidation proficiency, but whenever the total value of a non-deception CHR check is less than your CHR attribute, you may use that value instead.

Restraining Force:

From 16th level, when casting an explicitly non-lethal (or non-damage causing) spell from the Hexes school, you may add your Arcane Wisdom bonus to the casting check, ignoring the usual once-per-day rule. Normal usage of Arcane Wisdom is unaffected by this skill.

Sherlockian Deception:

From 20th level, your powers of deduction have reached legendary levels, such that you can turn your enemies own plans against them. Once per day, if you trigger a trap, or otherwise fall afoul of an enemy's nefarious scheme, you may reveal that you were aware of this all along, and that they have in fact strayed into *your* nefarious scheme, upon which you may either:

1. Turn the effect of their trap back onto them
2. Automatically cast any spell (memorised or not) of Expert level or below with an assumed dice roll of 20.
3. Teleport in a backup team of 2d4 level 15 NPC Enforcer-Aurors you had secretly waiting in the wings.

Journalist

Connections:

A journalist lives or dies by their connections, so from 3rd level, for every 4 days that you spend in a given location, you may choose to gain one 'contact' associated with that location. The maximum number of contacts (across all locations) is equal to twice your journalist level (at any time you may choose to lose any number of contacts from any location).

Whilst in a location, you may call upon your local contacts to gain a +2 bonus (per invoked contact, max +10) to all research or influence checks (or checks otherwise judged to be 'journalism' by your GM), or to undertake some simple task which would not normally require a check (such as getting a book out of a library for you).

For every contact invoked, roll a d4, if the result is greater than 1, you lose that contact. Even if the contact is not 'burned', you may not call upon them for one more day (you may use other connections, however).

Eavesdrop:

At 4th level, you may hear all verbal communication in a 5m radius, even if whispered or behind a door, as if you had the *Eavesdrop* charm permanently active.

At 17th level, this increases to 10m radius respectively. In addition, at 15th level, you become aware of all hidden or invisible creatures in this radius.

Hurtful Words:

At 4th level, your journalism has reached a level of prominence that your words can have a negative effect on your target.

Once per week, you may state that you have submitted a hurtful article about a person or a group of people, and name a number of connections you used to do so (max = one half your Journalist level). If you encounter a target of your vicious prose, you may remind them of the hurt you did to them, which has the effect of automatically casting the *Chaotic Whispers* spell on them as a major action with PP equal to the number of connections dedicated. This 'spell' is maintained for as long as you continue talking. The number of times you may use this action depends on how many people were targeted by your article, with more specific targets granting you more uses:

Size of targeted group	Number of casts
1-5 people	Half Journalist level
5-10 people	Third Journalist level
10-50 people	Quarter Journalist level
50+ people	Once

This counter is reset when you write a new article, targeting a new group.

Influence Morale:

From 6th level, you gain the ability to influence sentient beings in real time, either to boost their confidence, or destroy their self-esteem. As a minor action, you may give a d4 dice to any sentient in hearing range.

At any point in the next 10 minutes, you may direct that being to add or subtract that dice roll from their next check.

The size of dice you can give increases incrementally at higher levels: die increases by 2 at 9th, 12th, 15th and 18th level.

Silver Tongued:

From 8th level, when performing an interview, you may choose one of the following checks:

- **Convince:** 2d10 CHR (Persuasion)
- **Blackmail:** 2d10 INT (Intimidation)
- **Deceive:** 2d10 CHR (Deception)

You may also use your connections-bonus to aid you.

Contact Curation:

From 10th level, when checking to see if a connection has been 'burned', you roll a d4 and the contact is only burned if the result is greater than 2 (decreasing burn chance from 75% to 50%).

From 19th level, the check must be equal to a 4 for the contact to be burned.

Manipulate Truth:

At 16th level, choose one of the following bonuses:

- **Truth-teller:** as a minor action, you may break any illusion or otherwise mind-altering spells active on an ally within touching distance.
- **Lie-seller:** you may use your Arcane Wisdom on all Deception checks without the once-per-day rule. Other uses of the AW are unaffected.

Topple Regime:

From 20th level, you wield such influence with your words that you can bring down governments and corporations.

By burning 20 contacts, you may learn such a damning secret about a government or business leader that they and their entire circle must immediately resign. You may use your influence to install a regime which complies with a demand that you make...just be careful that this demand is nothing *too* outrageous, or you may very quickly find that another journalist topples your new regime, and takes you with it!

Natuarlist

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Naturalist				
Archetype Level	Arcane Wisdom	Archetype Features	Magizologist Features	Druid Features
1	+ 0	Stuff0	Stuff1	Stuff2
2	+ 0	–	–	–
3	+ 0	–	–	–
4	+ 0	–	–	–
5	+ 1	–	–	–
6	+ 1	–	–	–
7	+ 1	–	–	–
8	+ 1	–	–	–
9	+ 1	–	–	–
10	+ 2	–	–	–
11	+ 2	–	–	–
12	+ 2	–	–	–
13	+ 2	–	–	–
14	+ 2	–	–	–
15	+ 3	–	–	–
16	+ 3	–	–	–
17	+ 3	–	–	–
18	+ 3	–	–	–
19	+ 3	–	–	–
20	+ 4	–	–	–

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Oathkeeper

An oathkeeper is an individual who has dedicated their life to a cause, putting it before everything else. Their every action is geared towards fulfilling the promise that they have made. Oathkeepers come in two varieties, the **advocate**, who has sworn to uphold a right, or a principle, with their power coming from within. The **disciple** on the other hand has sworn fealty to a powerful being, which gants them immense powers.

Oathkeeper				
Archetype Level	Arcane Wisdom	Archetype Features	Advocate Features	Disciple Features
1	+ 0	Unbreakable Vow	–	–
2	+ 0	Detect Ally	–	–
3	+ 0	–	Oath of Fealty, Oath Perk	Powerful Patron, Patron Boon
4	+ 0	Redemption Arc	–	–
5	+ 1	–	Self Improvement	Patron Boon
6	+ 1	Devotion to the cause	–	–
7	+ 1	–	Oath Perk	–
8	+ 1	–	Self Improvement	Patron Boon
9	+ 1	–	Singular Focus	–
10	+ 2	Shield of Faith	–	–
11	+ 2	–	Oath Perk	Otherworldly Infusion
12	+ 2	–	–	–
13	+ 2	Fanatic's strike	Self Improvement	Patron Boon
14	+ 2	–	–	–
15	+ 3	–	Oath Perk	–
16	+ 3	–	–	Patron Boon
17	+ 3	–	Oath Perk	Temple
18	+ 3	Shield of Faith II	Self Improvement	–
19	+ 3	–	–	–
20	+ 4	–	Oath Perk	Patron Boon

Starting Equipment

Oathkeepers start with:

- a basic pack
- a Wand (roll on the wand table to determine composition)
- 3d6 x5 gold

Starting Spells

Oathkeepers may choose 4 spells form the Basic Spells table.

Archetype Features

Unbreakable Vow:

From first level, you may perform the *Unbreakable Vow* spell. This is a Ritual spell that takes 1 minute to complete. If willing, the participants may enter into a contract that the GM judges to be 'reasonable'. The participants must then abide by the terms of this Vow, or take 15d20 psychic damage.

This ability can only be used once per day.

Detect Ally:

At 2nd level, you may automatically detect when someone is beholden to the same promises as you are. Any Oathkeeper who shares your Oath of Fealty or Powerful Patron will glow in your vision.

If they do not share your Patron/Oath, you may take a major action to learn to what ideals they are beholden.

Redemption Arc:

From 4th level, if the GM judges that you have failed to uphold the cause that you have sworn to dedicate your life to, they may strip you of all bonuses granted to you by the Oathkeeper Archetype. Each

Oath and Patron lists *Tenets of Faith*, these are the ideals to which you should adhere to.

These bonuses can only be regained by completing a *Redemption Arc*. This is a quest or challenge set to you by the GM that will redeem you from yor transgressions.

Devotion to the Cause:

From 6th level, you may choose to sacrifice 80% of your maximum health to automatically succeed in your next check.

This ability may only be used once per day, and you can be killed by it (after completing the action you were attempting).

Shield of Faith:

From 10th level, your devotion to the cause grants you a mythical AC of 10. This AC can be damaged in the normal way, but is restored when your FP is restored to maximum.

At 18th level, this AC increases to be equal to your Oathkeeper level.

Fanatic's Strike:

From 13th level, you fanaticism towards the cause enables you to take two major actions per turn.

Advocate Features

Oath of Fealty:

At 3rd level you must choose a value to dedicate your life to. Oaths are detailed on page 35. Your oath provides you with a perk at 3rd, 7th, 11th, 15th, 17th and 20th level.

Self Improvement:

At 5th, 8th, 13th and 18th level, choose an attribute to increase by 2.

Singular Focus:

From 9th level, get check advantage when casting concentration-type spells, as well as on checks to maintain concentration.

Disciple Features

Powerful Patron:

At 3rd level you must choose a patron to dedicate your life to. Patrons are detailed on page 36. Your patron provides you with a boon at 3rd, 5th, 8th, 13th, 16th and 20th level.

Otherworldly Infusion:

From 11th level, once per day you may take 3 turns (15 sec) to concentrate and borrow some power from your patron. if any POW check is less than your Acolyte level, you may use that value instead.

Temple:

At 17th level, you gain access to a temple dedicated towards your patron. Checks inside the temple gain check double-advantage.

Oaths

Oath of Law

By choosing the Oath of Law, you promise to uphold the laws, regardless of the consequences. You are a champion of Law and Order, criminals and tricksters are your foes.

Tenets of Law:

The tenets of Law are simple: you swear to never break the law, to unquestioningly follow the rules, and to challenge those who oppose this doctrine.

Honed Senses:

From 3rd level, if anyone breaks the law in a 10m radius and fails a DV 10 FIN(stealth) check, you are immediately aware of it.

Immutable Spirit:

From 7th level, if, under the influence of a spell such as *Create Thrall* or *Suggestion*, you are directed to take an action that would violate your oath, the spell is broken and you are immune to its effects for 24 hours. Equally, any illusions cast to disguise unlawful activity get check-disadvantage on any investigation checks you conduct.

Interrogate:

From 11th level, if you question an individual that you have apprehended, you may take 1 hour to perform a ritual that compels them to speak the truth.

Planemeld:

From 15th level, you may summon the spirit of the Plane of Order, and cast the *Planemeld* spell to summon Machina by passing a DV10 SPR(Willpower) check.

Expert Apprehension:

From 17th level, attempts to apprehend a target by immobilising them (such as the *Bind Target* spell) gain check double advantage.

Summon Judiciary:

From 20th level, you may designate a lawbreaker as a target for the *Judiciary*. The Judiciary are a multiversal hivemind bent on bringing about justice to lawbreakers. These beings will appear and hunt down the target with a single-minded zeal.

Oath of Righteousness

The Oath of Righteousness means that you swear to uphold virtues that go beyond the law – truth, courage and compassion. You swear to do what is right, even if that goes against the law.

Tenets of Righteousness:

The Oath of righteousness requires that, wherever you see it, you defend and uphold the principles of honesty, courage, compassion,

honour and duty. You must also challenge those who fail to live by these principles.

Sword of Purity:

From 3rd level, as a major action, you may summon a sword of blinding light into an empty hand. You are considered proficient with this sword, and it does 2+2d4 Celestial damage, using either an ATH(strength) check or FIN(dexterity) check.

Aura of Protection:

From 7th level, whenever you or any ally within 3m must make a Resist check, your aura gives a bonus equal to one quarter of your Oathkeeper level.

Righteous Fury:

From 11th level, if you witness a target harm an innocent or otherwise perform a needlessly cruel or damaging act, all damage checks on that target gain a +5 bonus.

Excommunicate:

At 15th level, you gain the ability to excommunicate individuals whose values come into conflict with your guiding tenets. This takes a major action, and for the next 24 hours, the target is susceptible to Celestial damage. Targets that were already susceptible to Celestial damage take triple damage from this damage type.

Cleansing Touch:

At 20th level you gain the ability to purge magical effects from your allies with a touch. Once per minute you may end the effect of all negative ongoing magical effects on yourself or on a target in range. You may choose to leave some effects active if you wish (i.e. the definition of 'negative' is somewhat flexible).

Oath of Vengeance

When taking the Oath of Vengeance, you swear to take your revenge on whatever it is that has wronged you in the past.

Tenets of Vengeance:

When faced with doing the right thing, or extracting your revenge, a keeper of the Oath of Vengeance will always choose to take revenge. They show no mercy to the targets of their hatred, and you always initially share allyship with anyone who has also been harmed by your foe.

Reckless Hatred:

From 3rd level, you may direct your hatred towards an individual, giving you check advantage on attack rolls, but check disadvantage on all defensive and evasion checks for 10 turns.

Relentless Pursuit:

From 7th level, upon initiating combat you may automatically cast the *Hunter's Mark* spell on a subject of your rage.

Vicious Assault:

From 11th level, if a target attempts to retreat on the same turn that you land a successful attack on them, you may perform an additional major action directed at that target.

Aura of Hatred:

From 15th level, your aura is so tinged with rage that you may utilise it to influence others. Once per day, you may use this ability to enrage a region 5m in radius. Every being in this region acts as if the spell *Fury* had been cast on them (with a casting check of 20).

Bloodthirst:

From 20th level, every time a subject of your rage hurts you or your allies, add one to a special rage-counter. If you perform a melee attack, you may add this twice the current counter value to your attack roll.

When used, the counter value is divided in half. The counter resets to zero when all rage-foci in a given combat encounter are incapacitated.

Patrons

Patrons are powerful beings, usually residing outside of the mortal realm, who bestow upon their faithful mighty powers. Some patrons bestow this gift as part of a bargain, asking in return that the Oath-keeper enact their will upon the Earth. Other patrons might not even be aware of their champion's existence, instead the power might be gained by finding a mythical artefact containing a fragment of their power.

Benevolent Deity

Your patron is a god-like being which prizes the beauty of mortal life, light and nature. Usually hesitant to cause harm, preferring peaceful negotiation, the deity can however be enraged when harm is done to those it protects. To maintain your gifts, your deity asks that you:

- Help those in need without prejudice
- Harm only those who have harmed the innocent
- Protect life, light and nature wherever possible.

Light in the Darkness:

From 3rd level, as a minor action you may invoke a *Flare*, a burst of sunlight, between you and a target. If the target attacks you this turn, they take check disadvantage on damage checks (targets immune to blinding are not affected by this). If the target fails a INT(perception) check, they also take 1d10 Celestial damage. This costs 5FP. You may also use this ability to create a number of hovering lights equal to half your acolyte level. These lights last for one hour, and follow a target individual around.

Peaceful Negotiation:

From 5th level, as a major action you may perform a d20 CHR (persuasion) check (DV = 20, minus 1 for each acolyte level). If the check succeeds, you may pause combat for 5 rounds. In each of those 5 rounds, you may make one offer to the enemy combatants to end combat. If they accept the offer, the target exits combat peacefully. If they refuse the offer 5 times, combat resumes as normal. If you make an offer that you cannot deliver on, combat resumes and you take check disadvantage on attack rolls. During these 5 ceasefire-rounds, all other combatants may take non-combat actions as normal. Any actions judged as hostile, however, will resume combat early.

Divine Intervention:

At 8th level, when in great danger or dire need, you may pray to your patron for help. Taking a minor turn, describe the assistance you seek and perform a d20 CHR(persuasion) check. The DM tells you the difficulty of the action that you are about to attempt (easy to legendary, actions that fall within your patron's sphere of influence will be judged to be easier). The table below sets the DV that you must reach:

Disciple Lvl	Easy	Moderate	Hard	Very Hard	Legendary
< 10	5	10	15	20	25
10 - 13	4	8	12	16	21
14-16	3	6	9	12	16
17-19	2	4	6	10	13
20+	1	2	5	7	10

If the check succeeds, your deity will intervene and help you, and you may not then use this ability for one week. If it fails, you cannot use this ability for 1 day. At 15th level, the time delay reduces to 1 day if successful, and 1 hour if not.

Blessed Hands:

From 13th level, you may channel the divinity of your patron through your hands. As a major action, you may grasp a living target and heal them for HP equal to twice your Acolyte level. This costs 10FP.

Angelic Host:

At 16th level, you are granted a pair of ethereal, angelic wings. These wings normally remain hidden in the astral plane, but you may summon them using a major action. You may then fly with a base speed

twice your land-base speed. Dismissing the wings back to the astral plane takes a minor action.

Biblical Wrath:

At 20th level, your benevolence melts away and you may invoke powerful destructive magic to smite those who have wronged your patron. Once per hour, as a minor action you may:

- Summon a tidal wave up to 6m wide, which pushes all enemies back up to 30m, prevents breathing for 30 seconds, and deals 10d10 bludgeoning damage
- Call down a hail of fire, as if you had cast the *Meteor Strike* spell with 3PP (6d8 bludgeoning and 8d6 fire damage to all targets in 10m radius). Cannot be used indoors.
- Open a chasm in the Earth, dropping 2d4 targets a distance of 50m onto a solid surface. Chasm can be made wide enough to drop a small building into.
- Cause all food and other non-living organic substances in a 5m radius to rot and decay, causing all those who eat it to die if they fail a DV 10 d20 SPR(Health) check.
- Summon a bolt of lightning to do 9d8 electric damage to a target and blinding 1d4 targets within 3m of the bolt-target.

Dark Power

Your patron is an evil being – perhaps a demon from one of the lower planes, or even an exceptionally evil mortal. Their one desire is for you to spread, pain fear and suffering wherever you go. They may also call upon you to take part in specific evil acts. To maintain the favour of your patron, you should:

- Obey without question any order given by your patron
- Spread fear and chaos wherever possible
- Corrupt as many individuals towards evil as you can.

Killing Joy:

From 3rd level, whenever you reduce a living being to OHP, gain a temporary bonus to your HP ceiling equal to twice your disciple level, and increase your HP by this same amount. This lasts for 5 turns (30 seconds). This effect does not stack, you simply use the largest such bonus, and the timer resets every time you kill again.

Evil Incarnate:

From 5th level, whenever you choose to increase an attribute as part of the levelling-up process, you may automatically increase your EVL attribute by an additional point.

Necrotic Touch:

From 8th level, you may take a major action to grasp your enemy and channel evil energies into them. Target may attempt to break free using DV 10 ATH (strength) Resist check. This attack does 2+2d8 necrotic per turn, plus an additional 1d8 for every 3 Disciple levels above 7th.

Defer to Master:

From 13th level, if any EVL check has a total result less than your EVL attribute, you may use that value instead.

Dark Shroud:

At 16th level, your master grants you the ability to use the *Dark Shroud* ability. If you are standing in shadow or a dimly lit environment, you may take 1 major turn to become completely invisible for as long as you remain in darkness.

Planestrike:

From 20th level, when you make an unarmed strike against an opponent, you may choose to send your target to one of the more unpleasant Planes. The target instantly vanishes from this reality, and spends time either in Hades (taking 8d10 necrotic damage), Tartarus (becoming 8d10 psychic damage and acquiring the Broken Bone status effect) or Abyss (becoming completely paralysed with fear for 10 turns). They then reappear one turn later, scarred by their experiences.

This ability can only be used once every 24 hours.

Free Spirit

Your patron is a nameless, formless entity that recognises no master, and accepts no constraints. The Free Spirits will never give you direct orders, but instead will trust that you will bring freedom, and a little spark of chaos into the world. To remain in this fickle entity's good books, you should:

- Never accept orders from a superior (unless you were going to do it anyway!)
- Not remain in one place for too long, and always be unpredictable
- Perform pranks, and spread mischief, wherever possible

Fleet Foot:

From 3rd level, your base speed increases by 2m.

Defensive Leap:

From 5th level, once per hour, you may teleport up to 10m in any direction upon taking damage. The target location must be unoccupied, and you must be able to see it.

Make Wild:

From 8th level, once per day you may take a major action to restore all living beings in a 10m to their wild state. Trained beasts return to their animal instincts, and all sapient beings in range must succeed on a DV10 SPR(willpower) Resist check, or act as if the *Fury* spell had been cast upon them.

Unconstrained Knowledge:

At 13th level, and again at 15th, you may choose any other Archetype Feature designated 11th level or below, from any other Archetype. If this Feature gains additional aspects at higher levels, you may acquire them, but at 3 levels higher than the stated value. This does not include 'branch-choice' features such as the *Powerful Patron*, but you may choose the abilities granted by these choices (i.e. you could choose *Immutable Spirit*, a feature granted by choosing the Oath of Law, but you could not choose *Oath of Fealty*, the feature that allows you to choose the Oath of Law).

You may rechoose this ability once per week.

Chaotic Aura:

From 16th level, your patron blesses you with a powerful yet unpredictable aura. Every time you take damage, roll a d20:

- **1-5** : No change (take damage as normal)
- **6-13**: Take damage with temporary +6 AC
- **14-15**: Attacker takes the same damage
- **16-17**: Cast *Knockback* jinx on attacker.
- **18-19**: Take 25% damage
- **20**: Take 0 damage

In addition, any time that a check uses the *Chaos* proficiency, if the total check value is less than your Disciple level, use the larger value instead.

True Freedom:

From 20th level, all attempts to entrap, or slow you down fail. Manacles and ropes fall off you, and all impediments to movement are ineffective. You may ignore all terrain costs, and once per day you may walk through up to 1m of solid material.

Incomprehensible Intelligence

Of all the patrons, the Incomprehensible Intelligence is the most likely to be unaware of your existence. Ancient beyond measure, and existing outside of the normal constraints of space and time, the Intelligence is most likely one of the Eldritch beings from the far reaches of the multiverse. When and if they do notice you, they may give you inscrutable orders, such as moving a single rock a foot to the left – no doubt part of a millenia long plan that you cannot conceive of.

Because of their alienness, and their indifference, it is hard to know what might anger such a being. You should therefore be wary – and simply try to stay out of its way. Interfering with its plans is the only sure fire way to bring down its wrath.

Terrible Secrets:

From 3rd level, your patron grants you insight into the most terrible and mind-bending facts about the universe. As a major action, you may speak one of these secrets aloud. All targets within 3m that hear these secrets must succeed in a DV 12 SPR(endurance) check, or take 2d4 psychic damage for every three Disciple levels above 0.

Arcane Grimoire:

From 5th level, you are gifted a mystic grimoire. When you gain this book, choose one Novice level (or below) spell, which you need not already know. When you have the grimoire in your possession, you may cast this spell at will as a wandless, silent minor action, as if you had performed a check equal in value to your Disciple level, or the spell DV (whichever is higher). You may not dedicate PP towards these spells.

If you lose your grimoire, or wish to alter the chosen spell, you must perform a 2 hour ritual to receive a new one. The old grimoire vanishes when a new one is created.

At 10th and 15th level, you may add one more Novice level spell to your Grimoire.

Tongues of the Ancients:

At 8th level, you gain the ability to speak and be spoken to by any being which has a coherent language. You can also read ancient runes and understand other mystical markings.

Alien Knowledge:

At 13th level, you have spent enough time connected to your patron that your mind is suffused with knowledge that it is completely alien to most mortals. Your brain works so differently that all attempts to read your thoughts fail. Psychic damage does only 50% damage to you, and any being which inflicts psychic damage on you, takes the same amount of damage that you do.

Enhanced Grimoire: At 16th level, your mastery of the grimoire improves such that you learn how to dedicate Power Points to your grimoire spell. You may dedicate one PP for every Disciple level above 14th level.

Apotheosis:

At 20th level, you mantle a small amount of your patron's god-like power, and gain control of a small facet of Creation itself. You find within the pages of your Grimoire the spells *Vanish Object* and *Conjure Object*, which you can cast with 10 power points.

Performer

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Performer				
Archetype Level	Arcane Wisdom	Archetype Features	Bard Features	Acrobat Features
1	+ 0	–	–	–
2	+ 0	–	–	–
3	+ 0	–	–	–
4	+ 0	Stuff0	Stuff1	Stuff2
5	+ 1	–	–	–
6	+ 1	–	–	–
7	+ 1	–	–	–
8	+ 1	–	–	–
9	+ 1	–	–	–
10	+ 2	–	–	–
11	+ 2	–	–	–
12	+ 2	–	–	–
13	+ 2	–	–	–
14	+ 2	–	–	–
15	+ 3	–	–	–
16	+ 3	–	–	–
17	+ 3	–	–	–
18	+ 3	–	–	–
19	+ 3	–	–	–
20	+ 4	–	–	–

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Ranger

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Ranger					
Archetype Level	Arcane Wisdom	Archetype Features		Scout Features	Hunter Features
1	+ 0	Stuff0		Stuff1	Stuff2
2	+ 0	–		–	–
3	+ 0	–		–	–
4	+ 0	–		–	–
5	+ 1	–		–	–
6	+ 1	–		–	–
7	+ 1	–		–	–
8	+ 1	–		–	–
9	+ 1	–		–	–
10	+ 2	–		–	–
11	+ 2	–		–	–
12	+ 2	–		–	–
13	+ 2	–		–	–
14	+ 2	–		–	–
15	+ 3	–		–	–
16	+ 3	–		–	–
17	+ 3	–		–	–
18	+ 3	–		–	–
19	+ 3	–		–	–
20	+ 4	–		–	–

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Sage

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Sage				
Archetype Level	Arcane Wisdom	Archetype Features	Teacher Features	Scholar Features
1	+ 0	Intellectual Insight	–	–
2	+ 1	Arcane Affinity	–	–
3	+ 1	Academic Discipline	Instructive Aura	Research Training
4	+ 1	–	–	Rapid Assimilation
5	+ 2	–	Repository of Knowledge	–
6	+ 2	–	Guiding Hand	Innovative Mind
7	+ 2	Academic Discipline II	–	–
8	+ 3	–	Trustworthy Face	Instant Scrutiny
9	+ 3	–	Guiding Hand II	Co-author Cooperation
10	+ 3	Thought Experiment	–	Spellmaker
11	+ 4	–	–	Innovative Mind II
12	+ 4	Academic Discipline III	Group Control	–
13	+ 4	–	–	Researched Defence
14	+ 5	Brain Over Brawn	Community Spirit	–
15	+ 5	–	Infinite Patience	Spellmaker II
16	+ 5	–	–	Research Grant
17	+ 6	Academic Discipline IV	–	–
18	+ 6	–	Group Control II	–
19	+ 6	Conference Season	–	–
20	+ 7	–	Career Advice	Uncovered Secret

Starting Equipment

A Sage start with:

- a Scholar's pack
- a Wand (roll on the wand table to determine composition)
- 2d6 x4 gold

Starting Spells

A Sage begins with 4 spells from the basic spells table memorised.

Archetype Features

Intellectual Insight:

From 1st level, whenever you choose to increase an attribute as part of the levelling-up process, you may automatically increase your INT attribute by an additional point.

Arcane Affinity:

From 2nd level, gain bonuses to your Arcane Affinity. Arcane Affinity increases much faster than normal.

Academic Discipline:

At third level, as well as deciding on your branch, you must also choose the academic field in which you specialise. Acceptable fields are the 7 schools of magic, Resistance, any of the book topics mentioned on page 75, or any other academic discipline you can negotiate with your GM. At each level of this feat (at 3rd, 7th, 12th and 17th Sage level respectively) you gain a bonus to actions associated with your chosen field.

If you chose a school of magic (or Resistance), at each level you may increase the spellcasting dice associated with that field. As usual, this does **not** count towards the arcane proficiency calculations detailed on page 47. If you choose a different academic field, then you may take check-advantage in checks related to your field, and then check-double, check-triple and check-quadruple advantage at subsequent levels in this feat. This bonus does not stack with other check-advantage effects. Simply take the highest such bonus.

Thought Experiment:

At 10th level, you may perform a Thought Experiment. When trying to solve a problem (or decide upon a course of action) you may take a major action to describe a potential solution or set of actions to the GM, and perform a DV 12 INT check. If the check succeeds, the GM will tell you if the approach will succeed or fail.

This action can be used once per day.

Deductive Dodge:

From 14th level, you may use an INT (Perception) check to perform evasive actions instead of the usual ATH (Speed) check.

Conference Season:

At 19th level, news of your academic prowess has spread around, and you are invited to academic conferences. Once per week, you may dedicate one day to go to a conference, whereupon you may choose one of the following actions, which confer a bonus which lasts until you next attend a conference:

1. **Give a talk:** gain a +3 bonus to persuasion proficiency
2. **Attend skill workshop:** Choose one set of tools, you are now proficient in that set.
3. **Attend a talk:** gain a +3 bonus to Arcane Knowledge proficiency
4. **Talk to students:** gain a +3 bonus to Understand Other proficiency
5. **Notice error:** gain a +3 bonus to Perception proficiency
6. **Attend book launch:** Gain a free copy of a book of your choice

Teacher Features

Instructive Aura:

From 3rd level, all non-teachers in your group gain 50% extra experience.

Repository of Knowledge:

From 5th level, you may act as a spellbook. If an ally is within touching distance, they may cast any spell that you have memorised, as if it was from a spellbook.

Guiding Hand:

From 6th level, you may take a major action to lay your hands on an ally, giving them a +1 bonus to their next action. If this action is associated with your academic discipline, this bonus increases to +3.

At 9th level, this bonus increases to be equal to one-third and one-half of your Teacher level (rounded down).

You cannot do this if you are simultaneously using the *Repository of Knowledge* feat.

Trustworthy Face:

From 8th level, gain a +2 bonus to Persuasion proficiency.

Group Control:

From 12th level, when casting an illusion (or otherwise behaviour-modifying) spell on a target, you may extend this effect to 1d4 targets.

From 18th level, this extends to effect all targets in range. Targets must also use one dice *smaller* than their current Resistance level would indicate to resist such spells.

Community Spirit:

From 14th level, you may take a major action to encourage your allies and give them support. This provides a +1 bonus to all allies in a 5m radius (yourself included) for all subsequent checks for the next 5 minutes.

Infinite Patience:

At 15th level, you are immune to Rage and Frenzy-causing effects, and gain a 50% resistance to psychic damage.

Career Advice:

At 20th level, you are able to help reshape the future of one of your allies. When an ally multiclasses, they automatically begin at 3rd level in their new archetype.

Alternatively, by spending 1 week with that ally, you can train them in a whole new field. This acts as a complete 'respec': the character may completely forget all previous archetype abilities, and re-dedicate all their levels into a new class. A level 10 Auror could therefore retrain as a level 10 Naturalist, or as a 5/5 Empath/Barbarian. All character feats, proficiencies, casting dice and attributes must be adjusted accordingly.

Scholar Features

Research Training:

From 3rd level, gain a bonus to the Research proficiency equal to one third your Scholar level.

Rapid Assimilation:

From 4th level, you learn new information much more quickly, and so you need only half (rounded up) the usual number of book-casts, *N*, for a spell to be memorised. The new minimum value of *N* is 2.

Innovative Mind:

From 6th level, if the GM judges that you are undertaking a particularly innovative action, or using a spell in a new and interesting way, you get a +2 bonus to the associated check.

From 11th level, if an 'innovative' action succeeds, you may adopt it as your 'signature move'. You take *either* check-advantage or a +2 bonus when performing this action in the future. You may only have 2 'signature moves' at any one time.

Instant Scrutiny:

Beginning at 8th level, you may instantly cast *Identify* as a wandless, silent action. The usual FP costs still apply, but it does not count as part of your action cycle.

Co-author Cooperation:

From 9th level, if you and an ally within 2m perform exactly the same action this turn cycle, you both gain a +1 bonus to the checks. If the ally is also a Scholar (of any level), this increases to +3.

Spellmaker:

From 10th level, you gain the ability to make your own spells.

You may define the effects of the spell, and the GM will then determine the associated level, check type, difficulty value, and any other properties, by comparison with any similar spells that already exist. The spell must be in the area of your *Academic Discipline* (if you chose a magic field, it must be that school of magic, if you chose a non-magic field, it must have an effect in your chosen domain).

After defining the parameters of the spell, you must then spend 2d4 days working on it. At the end of that time, you have 3 attempts to cast the spell. If you succeed in casting it, then you have the spell memorised, and may cast it as any other spell. You may also then transcribe it onto paper, so that others can book-cast (and then memorise) it as normal.

From 15th level, you may ignore the constraint that the spell must be in your area of academic discipline.

Researched Defence:

From 13th level, you may dedicate 3 days work to a particular damage type. Your AC gains a bonus equal to your Sage level against that damage type.

Research Grant:

From 16th level, your academic prowess gains you a new revenue stream. You are able to charge 50% of your expenditure to your grant. At the end of every day, if you can contact your office, you get back half of the gold spent that day.

Unearthed Secret:

At 20th level, your academic research reaches its peak, and you discover a truly groundbreaking secret. Choose one of the following:

- **Secret of the Cosmos:** you discover an item which can open and close portals to an extraplanar dimension (see 91)
- **Secret of Emotion:** you may manipulate the emotions of a target sapient to feel extreme joy, terror, love or hatred.
- **Secret of Memory:** you may erase 1d4 memorised spells from a target as a major action. Can only be used once per hour.
- **Secret of Nature:** you may conjure any (naturally occurring) animal or plant as an instant-cast spell (Instant cast, FP 8).
- **Secret of Time:** you may manufacture a Time-Turner by completing a one-hour ritual.
- **Secret of Matter:** you may walk through walls for 1 minute per day.

4: Main Attributes

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

- **Athleticism (ATH):** Your character's ability to exert themselves physically; to run, jump and deal physical attacks. Athletic characters are often harder to kill, and able to recover more quickly from wounds.
- **Finesse (FIN):** Your character's ability to execute actions with delicacy and precision. Picking pockets, hiding and 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 out of a wall: you want the wall to explode. When finesse and trickery fail, throwing huge amounts of magical power at a problem can sometimes be beneficial. Some of the most spectacular magics require a large power, but when a powerful spell goes wrong, the effects can be devastating and unforeseeable.
- **Evil (EVL):** Evil characters commit atrocities in the name of furthering their own goals. They will go to any lengths to get what they desire, including killing, maiming and torturing. Evil magics may grant you enormous powers, but are you willing to pay the price?

Proficiencies

Most Attributes are subdivided further into several *proficiencies*. These provide bonuses when the check is of a certain type, as discussed in more detail in section 6.1.

- ATH: Health, Speed, Strength
- FIN: Dexterity, Stealth, Precision
- SPR: Endurance, Willpower
- CHR: Deception, Performance, Persuasion
- INT: Research, Arcane Knowledge, History, Flora & Fauna
- EMP: Perception, 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 game-play – namely, the Health and Fortitude of your character.

Health

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

5: Character Progression & Skills

Character Progression

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

Experience

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

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

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

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

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

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

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

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

Levelling Up

When your experience reaches the requisite amount, you immediately trigger the levelling up process. When you level up, you make the following changes to your character:

- Increase character level by 1, and reset EXP counter to zero (you may carry any excess EXP over)
- Increase Archetype level by one **OR** choose a new archetype (see multiclassing rules on page 9). Add any new Features you gain at this point.
- You may choose one of the following:
 - Increase an attribute by 2, or two attributes by 1
 - Choose a new Skill, if you meet the minimum prerequisites
- Calculate new HP and FP ceilings
- Reset HP and FP to maximum
- Reset spell-learned counter

Other Changes

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

Skills

Skills are learned abilities that your character picks up along the way. They can be learned either by levelling up or given as gifts by external devices. 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 unlocking 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 Resist checks). They are,

Magic School	Associated Skill
Hexes & Curses	Battlemage
Transfiguration	Thaumaturgus
Charms	Sorcerer
Recuperation	Defender
Illusion	Magician
Divination	Clairvoyant
Dark Arts	Necromancy
Resist Checks	Withstand

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.

Other skills gives you access to more powerful abilities as well.

Prerequisites

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

In addition, for multi-level skills, when you take a skill you cannot take another level in that skill until you level up twice. If a character takes a skill at level x , then the prerequisite of the next level is that a character is level $x + 2$. This includes skills that are given by Class Features – if you are given a level in a skill by a Class Feature at level 8, you must wait until level 10 to level up again.

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

When an auto-levelling is incurred, if you already have that spellcasting level thanks to taking the appropriate Skill manually, you instead get a +1 increase to your arcane wisdom for each Skill you took. This only applies to manually-chosen skills, it does not apply to increases due to the Spellcasting Improvement archetype feature.

Skill List

Name	Effect	Levels	Prerequisite
Ambidextrous	No penalty for using items in your non-dominant hand.	1	<i>FIN > 10</i>
Animagus	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.	1	<i>Expert Thaumaturgy</i>
Apparate	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).	5	<i>Adept Sorcerer</i>
Archer	Use a 1d4/ 1d6 / 1d8 / 1d10 / 1d12 / 1d20 dice to determine your long range accuracy checks.	5	
Battlemage	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.	5	<i>Auto-gained at LVL 1</i>
Brawler	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	5	<i>Auto-gained at LVL 1</i>
Catastrophic Critical	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.	5	
Clairvoyant	May use a 1d6/8/10/12/20 die to cast divination spells You are able to use Divination spells which match your level in this skill.	5	<i>Auto-gained at LVL 1</i>
Cleave	If a melee attack kills an opponent, you may perform a second attack using the same weapon on one adjacent opponent, dividing the damage done by 2 for every subsequent kill.	1	<i>Strength > 2</i>
Defence Against the Dark Arts	Take check-advantage when performing a resist check against any Dark-Arts spells cast by a wizard with an EVL less than your character level	5	
Defender	May use a 1d6/8/10/12/20 die to cast Recuperationspells You are able to use Recuperation magic which match your level in this skill.	5	<i>Auto-gained at LVL 1</i>
Eagle-Eyed	Increases the effective range of your vision by 50%	1	
Elegant Avoidance	Can use either ATH(Speed) or FIN(precision) attribute to perform evasion checks.	1	
Emergency Care	You may take a major action to perform a <i>stabilization</i> action. Perform an EMP(healing) check (DV 15), if successful, remove the <i>Critical Condition</i> status and apply the <i>Critical but Stable</i> condition	1	
Familiar	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!)	5	<i>Flora & Fauna > 2</i>
Fast Caster	May cast an additional spell per 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.	1	<i>Adept Battlemage</i>

Flying Lessons	At Beginner level, you become proficient in using broomsticks, and may use them to fly. Flight related checks gain a + 1 / 2 / 3 / 4 / 5 boost.	5	
Focussed Caster	When interrupted (i.e. by taking damage) during a concentration spell, you may perform a d20 SPR(endurance) check (DV 14) to stay focussed.	1	
Golden Touch	Sell items for 50% more than stated price.	1	<i>CHR > 10</i>
Knife Handler	Bladed weapons do + 1 / 2 / 3 / 4 / 5 damage, and they last twice as long before becoming dull.	5	<i>LVL 2</i>
Linguist	For each level of this skill, you can pick a new language to learn. Each language must be declared when levelling up. To learn Parseltongue, you require EVL to be greater than 4.	5	
Magician	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.	5	<i>Auto-gained at LVL 1</i>
Meditation	Fortitude regeneration gets a + 2 / 3 / 4 / 5 / 6 boost per turn where magic is not used.	5	<i>Adept Defender</i>
Merciful	You may attempt to turn a lethal blow into a knockout strike. When performing an attack that would otherwise kill the target, perform a DV 6 FIN (Precision) check. If it passes, the target is knocked unconscious, rather than killed.	1	
Metamorphmagus	Perform a CHR check. GM sets the difficulty dependent on the extent to which you must change your appearance, and the surrounding circumstances.	1	<i>Expert Thaumaturgy</i>
Mimicry	You can mimic the voice of another sapient, or the call of an animal, provided you have heard them for at least 1 minute previously.	1	<i>CHR > 13</i>
Mobile	Your speed increases by 1m	1	
Momentum Dodge	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.	5	<i>ATH > 10</i>
Muggle Lover	All muggle-related checks get check-advantage. In addition, muggles are less likely to be suspicious of you.	1	
Musician	Replace your wand with your music: perform all illusion & protective magic with your instrument of choice, using a CHR (performance) check. Spells take 2 turns to cast in this fashion. Using Silent Casting negates this effect.	5	<i>Performance > 0</i>
Necromancer	May use a 1d6/8/10/12/20 die to cast Dark Arts spells. You can use Dark Arts spells which match your level in this skill.	5	<i>Auto-gained at LVL 1</i>
On the Ball	Get 10 / 15 / 20 / 25 / 30 seconds to make a decision about a counterspell, rather than the usual 5	5	
Overcome Resistance	Choose a damage type: fire, cold, electric, necrotic and celestial. You may ignore any resistance below 100% to this type. Every time you take this skill again, choose a different damage type.	5	<i>Beginner Battlemage</i>
Parry	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.	1	<i>Novice Brawler</i>
Proficiency Boost	Choose one proficiency associated with an attribute with a score > 10. Increase that proficiency by 1.	7	<i>Various</i>

Raw Power	Once per day, may use perform a POW check to cast a spell, rather than the specified check, at the cost of doubling the FP cost of the cast.	1	
Shadow Walker	Every movement is considered as an Evasion Action, choosing to take an Evasive action grants check-advantage to evasion check.	1	<i>Stealth > 3</i>
Signature Spell	You may have 1/2/3 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.	3	<i>Novice in at least one school</i>
Silent Magic	Spells that normally require an incantation can be used silently. Silent magic checks suffer -4 / -2 / 0 penalty to all checks.	3	
Sleight of Hand	If a muggle catches you doing magic, perform a CHR (dexterity) check (DV 16) using sleight of hand to convince them that your magic is just trickery. You may also use this ability in combat to distract an opponent within 2m, causing the next attack on them to take Check Advantage on the damage-causing check.	5	<i>FIN > 14</i>
Sorcerer	May use a 1d6/8/10/12/20 die to cast Charms You are able to use Charms which match your skill in this skill.	5	<i>Auto-gained at LVL 1</i>
Spellbinder	Gain a +1/2/3/4/5 point bonus on enchanting checks.	5	<i>Adept Thaumaturge</i>
Spellmaker	Once per week, you may design your own spell (with GMs consent) by taking 1 hour. The GM will decide the appropriate type, level, DV and FP costs. The spell must be in a school you a Master in, and you must successfully cast it within three attempts for the spellmaking to be successful. If successful, the spellmaker memorises the spell. They may also transcribe the spell onto paper (1 major action) so others can book-cast it.	1	<i>Master in at least one school</i>
Stabiliser	For each level of this skill, you may nominate one check type (i.e. Illusion spellcasting, lockpicking, persuasion etc.). When performing a check of the nominated type, if possible you may choose to 'split the roll' and instead cast two die of half the nominated value, i.e. 2d10 instead of 1d20.	5	
Surge	You may take one extra major action in your turn. This skill cannot be used again until you rest for 4+ hours.	1	
Terrifying	All enemies perform a SPR (endurance) Resist check, whilst you perform a POW/EVL (intimidate) check (whichever is larger). If the check fails, target acquires <i>Terrified</i> status.	5	<i>POW > 14 or EVL > 6</i>
Thaumaturgus	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.	5	<i>Auto-gained at LVL 1</i>
Tool-User	Choose a new tool to become proficient in.	5	
Tough as Nails	When you gain this skill, your Max HP increases by an amount equal to twice your level. Thereafter, gain +2 to your max HP every time you level up.	1	
Undead Benefactor	Healing spells work on the undead.	1	<i>Novice Defender</i>
Wandless Magic	May cast a spell without using a wand. All wandless magic is also silent. Wandless magic casting checks take a 50% penalty, unless used by a non-human species.	1	<i>Adept Silent Magic</i>
Warder	Protective spells and wards get a +2 / 3 / 4 / 5 / 6 bonus to their effectiveness.	5	
Weak Spot	Attacks when an opponent's armour is still intact get a +4 bonus.	1	<i>Precision > 2</i>
Withstand	Resist checks may use a 1d6/8/10/12/20 dice.	5	

Species: Behind the Scenes	Stealth Proficiency gets +3 bonus. Your small stature means that all attacks on you are considered 'precision' shots.	1	<i>House-Elf Species Ability</i>
Species: Corrupted Blood	You are susceptible to Celestial Damage. Wounds caused by silver or blessed weapons do double damage. Prolonged (greater than 1 second) with silver does 5d8 Celestial damage (for vampires, this also extends to garlic, holy water and crucifixes).	1	<i>Vampire and Werewolf Species Ability</i>
Species: Enormous Size	Strength, Health and Endurance proficiencies get +2 bonus. Stealth, Precision, Dexterity and Deception proficiencies get -1 penalty. You are considered proficient with all Strength-based weapons.	1	<i>Half-Giant Species Ability</i>
Species: Fury's Visage	In human form, Persuasion proficiency gets +3 bonus. Once per day, you may shed human form and take on the visage of the <i>Fury</i> for up to 1 hour, or until dismissed as a minor action. Replace all memorised spells with <i>Fury's Fire</i> , gain a bonus to Resist checks equal to one third your character level and take the following stat modifiers: ATH: +3, SPR: +2, POW: +4, CHR: -5, EVL: +4	1	<i>Half-Veela Species Ability</i>
Species: Night's Child	Gain a permanent nightvision bonus, but become susceptible to the sun. For every minute you spend exposed to sunlight, suffer a 1-point penalty to ATH, SPR and POW (min 0).	1	<i>Vampire Species Ability</i>
Species: Vampiric Feeding	When within 1m of a target, you may use a major action to feed on them, dealing 2d4 necrotic damage (+1d4 for every two character levels above 2nd) to a target, and restore yourself the same amount of HP.	1	<i>Vampire Species Ability</i>
Species: Wolfblood	Gain a +3 bonus to Endurance proficiency, and +2 to Speed and Perception.	1	<i>Werewolf Species Ability</i>
Species: Wolfmoon	When the full Moon rises, you take the form of a mindless beast (controlled by the GM) for 12 hours, unless the Wolfsbane potion is taken.	1	<i>Werewolf Species Ability</i>

Part II

Actions and their Consequences

6: Performing Actions

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

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

Checks, Modifiers & Proficiencies

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 checks – Hexes & Curses favour PWR and SPR, Transfiguration favours FIN and INT, Charms spells lean towards POW and FIN, 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).

For more detail on how to calculate a check, see page 3.

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:

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

The exception to this calculation is EVL. Since most people are (generally) much less evil than they are athletic, we use 5, rather than 10, in the denominator of the calculation. The table below gives an example:

Attribute Value	Modifier	EVL Value	EVL Modifier
6-7	-2	0-1	-3
8-9	-1	2-3	-2
10-11	+0	3-4	-1
12-13	+1	5-6	+0
14-15	+2	7-8	+1

Note that modifiers for attributes with a skill less than 10 (or 5 for EVL) 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.

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 beings of 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 what 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 acquiring 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 magical violence – even though Intimidation is an EVL proficiency. The GM decides what is appropriate for each moment.

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

Arcane Wisdom

A character’s *Arcane Wisdom* is a check-modifier earned by general wisdom 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 5.2.2).

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.

Check Advantage

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

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

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

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

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.

7: 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 in combat.

When not in direct combat with the enemy, however, 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 indeed, 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 resting, travelling, 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 unforeseen 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 acquire 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.

8: Combat Actions

The Combat Cycle

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

After combat is initiated, a series of turn cycles occur. Each turn cycle allows every character in combat one major action, such as: a movement, casting a spell, or using an item. 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 manoeuvre yourself to enable an attack on the enemy. Movement can be broken down into three types: minor movements, transport movements and considered movements.

Minor Movements

A minor movement includes things such as turning to face an enemy, or taking a step out from behind cover. These actions do not constitute the entirety of a turn and you may still take a major action afterwards, **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.

A considered movement is one in which your character is attempting to do something else, whilst moving. It is considered a minor action - or 'half' a major action. The check is performed exactly as above, but you then simply divi the distance by two. You may use the other half to perform another minor action, such as an evasion, or to prepare a counter-spell. A considered movement may not then be used to trigger the 'sprint' effect.

Transport Movement

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 transport action is calculated from:

$$\text{metres travelled} = \text{Base Speed} + \frac{\text{ATH modifier} + \text{Speed Proficiency}}{2}$$

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 can move 1.5m in total, you may only use 1m, if you desire.

Minor Actions

You may perform two minor actions in place of a single major action, all minor movement actions occur first, but otherwise you may choose the order in which the actions are completed. Some important minor actions are listed.

Evasion

Performing an evasive action allows you to dodge out of the way of a dangerous effect (be it a giant's club, or a wayward spell). Perform an ATH(speed) Resist check. If the instigator of the effect is a being (and not, say, a falling branch), the DV of the dodge is set by them performing an EMP(perception) Resist check to anticipate your actions and adjust accordingly. If the anticipation check is greater than the evasion check, the evasion fails and the effect is applied. Otherwise, the effect misses entirely.

When declared as a minor action, you may dodge only one effect per cycle. You may, however, choose to dedicate an entire major action to evasion, in which case you may attempt to dodge up to three effects.

Counterspells

Preparing a counterspell is a form of conditional action (see below), where you may wait to cast a spell until someone directs an attack towards you.

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 successfully 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!

Quickspells

A quickspell is a spell that is cast as a minor action.

Spells require a clarity of focus, so casting whilst moving, or otherwise in a hurry is generally a bad idea, if you want it to

actually work. However, if you are very comfortable with spell (or a very powerful spellcaster), then you may be able get away with it.

When casting a quickspell, the dice roll is capped at half of the maximum value. If you roll higher than the capped value, you gain no additional improvements. You are also limited in the amount of attribute/modifier bonuses you can add into the casting, depending on your casting level in the associated school:

Casting Level	Roll Cap	Bonuses
Beginner	3	0%
Novice	4	25%
Adept	5	33%
Expert	6	50%
Master	10	75%

You must also take check-disadvantage on the anticipation check if the target attempts to evade.

Classifying 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 able to be used in concert with other minor actions, or with a considered movement.

Examples of minor actions could be removing an item from your bag (within reason), drinking a potion, or crouching down. Major actions would be casting spells, equipping and using weapons 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.

As a general guide, remember that there are 10 turn cycles per minute, so a major action takes around 6 seconds to complete. Anything that takes more than 3 seconds must therefore be considered a major action.

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.

9: 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 perceive 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 committed 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 damage¹.

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

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

10: Taking Damage

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.

Damage Types

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

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.

Celestial

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

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.

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.

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).

Armour Class

All sapient beings and beasts have an associated "Armour Class" (AC), which denotes their natural resistance to damage, as well as any additional supplemental effects, such as wearing armour, or other magical effects. The formula to calculate AC is given on page 71.

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 or 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, psychic and otherworldly damage unless otherwise specified. Concussive damage produces a shockwave which no physical AC can protect against.

Some spells also provide a magical pseudo-AC. The spell effects should specify which damage effects they protect against, and any differences from the usual AC effects.

Resisting

Not all effects of actions are cut and dried – some effects can be **Resisted**. For example, 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. Alternatively, somebody might try to restrain you, and your character can resist this action if they are strong enough.

Resist actions, like normal checks, are assigned an attribute (and possibly Proficiencies) that may boost the Resist check. Unless otherwise specified, the Resist check is performed using the dice granted to your character by the **Withstand** skill.

This Resist check is then compared with the assigned DV (when resisting spells, or a direct action, this is often the CV of that action). If the Resist check is greater than the CV, then the action is either denied, or has a lesser effect.

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

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

Statues

Statues are temporary effects applied to a character, usually due to a spell or a magic item, though sometimes mundane objects can confer statues 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 statues 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 statues 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 But Stable	You were close to dying, but your condition is no longer degrading.	You are totally unable to act	Until healed above OHP
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.	Until stabilised or healed
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 Felicis 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

11: Environment & Vision

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

Terrain

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

The table below details some basic terrain details:

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

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

Vision

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

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

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 malnutrition – 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

12: Equipped Items

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

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

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

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

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

Storing Items

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

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

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

13: Weapons & Wands

Wands

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

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

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

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

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

Melee Weapons

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

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

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

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

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

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

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

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

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

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

Ranged Weapons

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

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

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

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

Weapon Types & Improvements

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

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

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

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

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

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

Weapon List

Weapon	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 (i.e. sticks, household objects)
Improvised	Melee	2	1d2 ATH (Strength)	Various	Can be used 2 handed (use 2d4 check), does not blunt
Quarterstaff	Melee	2	1d6 ATH (Dexterity)	Bludgeoning	
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

14: *Armour*

As discussed in section 14.0.1, wearing armour will help protect your character from taking damage.

This means that battlefield repairs take 3 turns, unless you have an ally who can repair the armour for you in a single turn.

Calculating AC

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

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

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 possess.

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 or 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, psychic and otherworldly damage unless otherwise specified. Concussive damage produces a shockwave which no physical AC can protect against.

Some spells also provide a magical pseudo-AC. The spell effects should specify which damage effects they protect against, and any differences from the usual AC effects.

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* exceeds 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 repaired. 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 sapient beings 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 1m² section of the being 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 repairing it (with a repair kit), or by using a suitable magic spell.

You cannot repair your own armour whilst it is being worn: you must take it off, then repair it, and then place it back on.

15: Adventuring Gear

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Potion: Pepper-Up: Restores 10FP

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

Potion: Wiggeweld: Restores 10HP

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

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

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

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

Whetstone: Useful for sharpening a dulled weapon.

Artefacts

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Packs

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

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

Basic Pack

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

Explorer Pack

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

Fighter Pack

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

Scholar Pack

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

Student Pack

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

Thief Pack

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

16: Books

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

Normal Books

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

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

Spell Books

Spellbooks contain within them the information needed to cast spells. The rules for casting from spellbooks are detailed on page 82.

For each topic, 5 books are listed in descending order. Each of these 5 books corresponds to one block of spells listed on page 86. *The Forbidden Arts*, the second Dark-Arts spellbook therefore contains all the level-2 Dark Arts spells, but not the level one spells.

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

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

A common list of tools is presented below:

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

Climbers Kit

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

Cooking Utensils

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

Disguise Kit

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

Forgery Tools

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

Gaming Set

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

Herbology Tools

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

Jeweller's Tools

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

Lockpicking Tools

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

Musical Instrument

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

Navigator's Tools

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

Potion Equipment

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

Protective Gear

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

Repair Kit

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

Runic Tools

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

Smithing Tools

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

Surgeon's Tools

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

18: Artificing

Enchanting

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

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

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

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

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

Enchanting Mishaps

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

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

Potion Making

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

To mix a potion requires a number of things:

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

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

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

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

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

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

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

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

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

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

Part IV

Magic

19: Spells

Magical Schools

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

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

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

Spell Types

In addition to falling into one of the seven Schools (a taxonomy based on the spell effect), every spell can also be categorised as a *type*, which is based on how the spell is cast. These categories are *instant*, *focus*, *ritual* and *ward* spells.

Instant

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

Focus

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

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

If you take damage whilst casting a focus spell, you must pass a d20 SPR(willpower) check (DV 10) in order to remain casting. In addition, all attacks on you are considered *Attacks of Opportunity* (see page 59). You may, however, end the spell effect at any time without it counting as an action.

Ward

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

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

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

Equally, interference only applies if the effects of the ward compound each other – if they lie in opposition, then the usual

spell mechanics are applied. For example, a character with a personal shield ward touches a beartrap ward – neither ward collapses, but the beartrap ward is triggered, and the shield will attempt to protect the character.

Ritual

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

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

Casting Spells

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

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

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

The size of dice you are allowed to use is determined on a school-by-school basis via the relevant skills discussed on page 47.

Spellbooks and Memory

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

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

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

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

A spell is considered memorised when it has been cast successfully a number of times from a book in a ‘real life’ scenario (i.e. you have to actually use the spell for its intended purpose, not just cast it wildly into thin air). The number of successful book-casts, N , is calculated from:

$$N = 10 - (\text{INT modifier} + \text{Arcane Proficiency})$$

Casting Checks

A check has two ingredients: the check type, so that you may know which bonuses to apply, and the check-difficulty, so that you may know the target value.

The check-type is determined by the Discipline that the spell originates from, according to the following prescription:

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

You may, therefore, apply your INT modifier when casting a spell belonging to the Elemental Discipline. You may also ask your GM if it is appropriate to add on a Proficiency modifier to the check, i.e. if you are using a spell from the Bewitchment discipline, the Persuasion or Deception proficiencies may be appropriate, depending on the spell and the specific circumstances.

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

	Instant	Focus	Ward	Ritual
Beginner	3	2	4	3
Novice	5	3	6	5
Adept	6	4	8	8
Expert	8	6	10	10
Master	10	8	12	12

Fortitude

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

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

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

The fortitude cost of a given spell is determined by the spell type (Instant, Focus, Ritual etc.) and the difficulty of the spell, and if the spell is cast from memory or not. A book-cast spell has a 50% higher FP cost than if the caster is familiar with the spell.

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

	Instant	Focus	Ward	Ritual
Beginner	3 (5)	2 (3)	4 (6)	3 (5)
Novice	5 (8)	3 (5)	6 (9)	5 (8)
Adept	6 (9)	4 (6)	8 (12)	8 (12)
Expert	8 (12)	6 (9)	10 (15)	10 (15)
Master	10 (15)	8 (12)	12 (18)	12 (18)

Some rare spells are noted as having a different FP cost than this stated value. If so, that value should be used instead.

Power Points

Some spells have the option to dedicate *Power Points* (PP) to their casting when cast from memory. Adding Power Points to a spell amplifies that spells effects, it might make it do more damage, last longer or have a wider area of effect.

You must declare the number of power points you are dedicating to a spell before performing the check. Each power point dedicated increases the DV of the casting by one, and the FP cost by two. The maximum number of PP that can be dedicated is equal to one third of your POW attribute.

Some spells specify that, when cast by a character of a certain level, they acquire ‘free’ power points. These power points do not increase the DV or FP cost of the spell, and only apply when calculating the effect. You may still add your own PP to these spells following the normal rules.

Spell Shapes

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

Circle

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

Cone

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

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

Cube

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

Cylinder

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

Line

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

Sphere

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

20: Spell List

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

Charm

Elemental									
Level 1		Level 2		Level 3		Level 4		Level 5	
Create Fire	👁	Lightning Bolt	🔪	Charge Region	🛡	Manipulate Air	👁	Mantle Element	☆
Create Water	👁	Elemental Weapon	🔪	Freeze	👁	Manipulate Earth	👁		
Fresh Air	🔪	Hovering Light	🔪	Floodlight	🔪	Manipulate Flame	👁		
Illuminate Wand	👁			Smokescreen	🔪	Manipulate Water	👁		
Spark	🔪								

Kinesis									
Level 1		Level 2		Level 3		Level 4		Level 5	
Create Trap	☆	Clean Surface	👁	Shatterblast	🔪	Cushion Fall	🔪	Cancel Gravity	☆
Halt	🔪	Cut Object	🔪	Haste	🔪	General Counterspell	☆	Mass Kinesis	👁
Launder Clothes	🔪	Fix Object	👁	Leapfrog	🔪	Teleport	🔪		
Levitation	👁	Lock	🔪	Shatter	👁				
Mark Surface	👁	Mage Hands	👁	Spider Hands	🔪				
		Stick	🔪						
		Summon Object	👁						
		Unlock	🔪						

Dark Arts

Necromancy									
Level 1		Level 2		Level 3		Level 4		Level 5	
Shadow Blast	🔪	Necrosis	🔪	Fiendfyre	🔪	Blood Barrier	🛡	Create Horcrux	☆
Vicious Slash	🔪	Crippling Fatigue	🔪	Torture	👁	Create Thrall	👁	Kill Target	🔪
Blight	🔪	Dark Healing	🔪	Blood Moon	☆	Create Zombie	☆	Soul Snare	🔪
Instil Terror	🔪			Contagion	🔪				
				Plague of Insects	🔪				

Occultism									
Level 1		Level 2		Level 3		Level 4		Level 5	
Fury's Fire	🐾	Abyssal Fluid	👁	Shadow Demon	🔪	Chaos Magic	🔪	Universal Tear	☆
Eldritch Knowledge	☆	Shadowsight	👁	False Moon	👁	Coven's Protection	☆		
Shroud of Darkness	🔪	Unfathomable Visage	🔪	Summon Void	👁	Summoning Circle	🛡		
Use Ancient Powers	☆								

Divination

Telepathy									
Level 1		Level 2		Level 3		Level 4		Level 5	
Astral Assistance	☆	Detect Magic	✎	Commune with Nature	☆	Ethereal Tag	✎	Invert Connection	✎
Sense Traps	✎	Detect Thoughts	👁	Disrupt Connection	✎			True Sight	☆
Speak in Tongues	☆	Eavesdrop	👁	Occumency	☆				
Telepathic Bond	☆	Obfuscation	☆	Sense Humans	✎				
Thought Extractor	👁								

Temporal									
Level 1		Level 2		Level 3		Level 4		Level 5	
Hunter's Mark	✎	Astral Caltrops	✎	Astral Attack	✎	Astral Projection	☆	Planemeld	☆
Identify	✎	All-seeing Eye	✎	Foresight	✎	Commune with the Dead	☆	Planewalk	☆
Locate	✎	Crystal Gazing	☆	Glimpse Future	✎	Contingency	✎		
Receive Omen	☆					Mists of Time	☆		
Replay Spell	✎					Timeslip	✎		

Illusion

Bewitchment									
Level 1		Level 2		Level 3		Level 4		Level 5	
Blur	✎	Calm Being	✎	Beguiling Totem	✎			Mass Suggestion	✎
Charm Entity	✎	Conceal Inscription	✎	Entrance Other	✎			True Illusion	☆
Glamour	✎	Enchant Animal	✎	Illusory Construction	👁				
Hypnotic Lights	✎	Sleep	✎	Illusory Disguise	👁				
Imbue Bravery	✎			Suggestion	✎				
Night Vision	✎								
Throw Voice	👁								

Psionics									
Level 1		Level 2		Level 3		Level 4		Level 5	
Chaotic Whispers	👁	Violent Phantasms	✎	Drain Fortitude	👁	Delusion	✎	Mass Delusion	✎
Piercing Wail	✎	Silence	✎	False Friend	✎	Psychosomatism	👁	Modify Memory	✎
Piper's Illusion	🎵			Fury	✎	Relive Memory	✎		
				Shatter Illusions	✎				
				Suppress Intelligence	✎				

Malediction

Curse									
Level 1		Level 2		Level 3		Level 4		Level 5	
Confound	✎	Disarm	✎	Bind Target	✎	Shield Breaker	✎	Bestow Curse	☆
Howl	🐾	Hoist Enemy	👁	Cause Confusion	✎				
Trip	✎	Mental Burden	✎	Delayed Effect	✎				
		Prevent Movement	👁	Perpetual Hunger	✎				
		Strangle	✎	Scramble Abilities	👁				
		Stunning Blast	✎						

Hex									
Level 1		Level 2		Level 3		Level 4		Level 5	
Green Sparks	✎	Cascading Missiles	✎	Acid Stream	👁	Glacial Chill	✎	Crush Bones	✎
Sting	✎	Summon Bat Bogeys	✎	Fireball	✎	Electrical Arc	👁	Disintegrate	✎
Ignite Being	✎			Heat Object	✎	Magical Detonation	✎		
Knockback	✎			Object Swarm	👁	Meteor Strike	✎		
Acidic Burst	✎			Recurring Light	👁	Shockwave	✎		
						Dragon's Breath	👁		

Recuperation

Healing									
Level 1		Level 2		Level 3		Level 4		Level 5	
Sunburst	✍	Blessing	✍	Feign Death	☆	Boost Health	✍	Ultimate Healing	☆
Aid Charm	✍	Checkup	✍	Mend Bones	✍	Major Healing	✍		
Minor Healing	👁	Countercurse	✍	Spare the Wounded	✍	Patronus Charm	👁		
		Endure Environment	✍						
		Heal Being	✍						
		Release Trapped Being	✍						
		Stabilise Patient	✍						

Warding									
Level 1		Level 2		Level 3		Level 4		Level 5	
Caterwauling Ward	🛡	Beartrap Ward	🛡	Bladed Wall	🛡	Anti-Magic Ward	🛡	Fidelius Ward	☆
Magical Shield	👁	Anti-Muggle Ward	🛡	Minefield Ward	🛡	Holy Ward	🛡	Magical Stability Ward	🛡
Privacy Ward	🛡	Lesser Ward	🛡	Anti-Apparition Ward	🛡	Inversion Zone	🛡		
Reinforce Shield	👁	Runic Shield	✍	Ironwall Ward	🛡	Major Ward	🛡		
				Mirror Shield	👁				
				Stopping Shield	👁				
				Threshold Ward	🛡				

Transfiguration

Alteration									
Level 1		Level 2		Level 3		Level 4		Level 5	
Steelclaw	✍	Alter Aura	✍	Alter Size	✍	Draconic Guardians	✍	Fearsome Guardians	✍
Alter Hair	✍	Fabricate Object	✍	Enchantment Ritual	☆	Fix Transformation	☆	True Shapeshift	✍
Basic Transmutation	✍	Harden Object	✍	Featherweight	✍	Internal Extension	✍		
Change Colour	✍	Stoneskin	✍	Ironmass	✍				
Potion Mixing Spell	☆	Thick Air	👁	Sculpt Matter	👁				
Preserve Object	✍	Trecherous Terrain	✍	Undo Transformation	✍				
Slip	👁								

Conjuration									
Level 1		Level 2		Level 3		Level 4		Level 5	
Launch Spike	✍	Summon Snake	✍	Binding Ropes	✍	Summon Daggers	✍	Bind Being	☆
Conjure Flowers	✍	Conjure Bubble	✍	Conjure Object	✍	Banish	✍		
Shimmering Confetti	✍	Eternal Flame	✍	Create Golem	☆	Duplicate Object	✍		
Silver Shield	✍			Summon Birds	👁	Summon Avatar	☆		
				Vanish Object	✍				

Part V

Appendices

21: Cosmology

Though little of it is talked about in the Wizarding World, for the study of it is highly restricted, and confined almost entirely to the Department of Mysteries (and its various international variants), the universe is not as simple as it might first seem.

Throughout most of the modern history of the Western world, it has been held that there are three planes of existence: the Mortal world, where we reside, and then two higher planes: Heaven and Hell. In contrast, modern atheism holds that there is but one plane, and some adherents of a particular interpretation of Quantum Mechanics believe that there are an infinite number of copies of the Mortal plane. It seems unlikely that the true nature of these 'Planes' will ever be understood by mortal minds.

The Department of Mysteries, however, was created with the primary goal of studying these 'Planes of Existence'. The Department has established that there are indeed multiple 'realms', or planes of existence. The total number of planes is actually unknown, for they are difficult to map, but the Department has so far managed to place them into 5 categories.

1. **The Mortal World**
2. **The Astral Realm**
3. **The Higher Planes**
4. **The Eldritch Domain**
5. **The Void**

It seems that there is some form of notion of 'distance', although given the multidimensional nature of the realms, it is not what you or I would recognise as distance, but some realms are 'further' away from the mundane reality that we exist in, and it takes significant effort to traverse this 'distance'. The 'closer' a Plane is, the easier it is to access. Roughly speaking, as you traverse down the above list, you get further and further away from our reality.

The Mortal World

The Mortal World is the universe that we see around us. It contains every star in the sky, and is seemingly infinite in extent.

Events in this World follow well-established rules, what the Muggles call 'the laws of physics', though these 'laws' may be tweaked somewhat by the use of magic.

Most Sapient beings go their entire life without knowing that there is anything besides the Mortal World in existence.

The Astral Realm

The Astral Realm is probably the plane that lies closest to the Mortal World, and is often imagined by those who study it as a blanket, lying over the top of the mortal realm.

Every point in the Mortal World has a corresponding point in the Astral Realm, however, the notions of space and time that we are comfortable with do not seem to apply in the Astral Realm. Past, present and future coexist all at once, and paths

through the astral realm have a habit of not ending up where you'd expect them to.

It is from the astral realm, therefore, that seers are able to glean information about the future. It is also speculated that when a wizard apparates, they actually briefly enter into the astral realm, traverse a path that either takes no time at all, or perhaps has no length at all (or maybe both?), and then exit again, finding themselves to have instantaneously transported.

Visually, the Astral realm looks like a translucent mimicry of the mortal realm, filled with drifting mist, thick fog and ghost-like figures. One may therefore observe what is going on in the Mortal Realm from the Astral, but not the other way around without special training.

The Higher Planes

The Higher Planes is the collective name given to the realms which lie between the Astral Realm and the insanity-inducing Eldritch Domains.

Unlike the Astral Realm, the Higher Planes are far enough away from the Mortal World that most of them do not have a 1:1 correspondance with spatial point. Some of the Planes are as large as our universe, others may encompass only a single planet, or even a single room in extreme cases.

Most of the Planes in this category find themselves devoted to some elemental or conceptual aspect found in the real world – be it the the Plane of Fire (Vulcan), or the Plane of Order (Machina). It is hypothesised that entities from these Planes that found their way to the Mortal Realm in the distant past were often mistaken for Gods.

Generally speaking, the only way to travel to one of the Higher Planes is by creating a Portal, and act that requires punching a hole through the walls of reality. This is an act so potentially destructive to all life on Earth that it is classified as a Dark Art, and should only be attempted by the most skilled wizards. A list of Planes that have previously been visited is found at the end of this section.

The Eldritch Domains

Little is known about the Eldritch Domains. It is thought that they are similar in structure to the Higher Planes, but are instead home to entities that have been dubbed *the Eldritch Horrors*. Only one Sapient – a muggle child in the late 1890s – has ever even glimpsed an Eldritch Domain and not been driven to complete insanity, and it is evident from his subsequent career as an author that he was not unscarred by the experience.

The Eldritch Horrors are entities beyond human comprehension, and go by many names: the Chaos Gods, The Great Old Ones, Devourer of Stars, Harbingers of Apocalypse to name but a few. They are not inherently evil, and are in fact so utterly alien that the concept of good and evil is barely applicable to beings of such cosmic power.

The Void

The Void is, unlike the other realms, omnipresent. It is simultaneously the closest Realm to the Mortal World, and yet also the most distant. It is thought that the Void is the hyper-dimensional space in which all the other Planes move, the glue that holds the universe together.

The Void possesses at least 16 spatial dimensions, and 4 temporal dimensions, which means that even objects that enter the Void simultaneously (from the point of view of another plane) will end up dispersed across the 20-dimensional manifold that represents the void.

Utterly, completely empty, the Void is the true vacuum of the multiverse. So black that empty space seems like a thick soup, and so dark that no light may propagate. The Void truly lives up to its name.

Higher Planes

Abyss: The Plane of Terror

Abyss is a plane that warps itself according to the fears of those who enter it. Formed from an endless, parched wasteland under a black sun, at the centre of which lies an sinkhole so deep it seems to have no end. Embedded into the walls of the sinkhole, spiralling infinitely downwards are thousands – millions – of doors, each with an individual's name inscribed upon it.

Behind every door lies a room of indeterminate size, containing the thing that most terrifies the being named on the door, be it an infinite maze, a posse of evil clowns, or an ocean populated by bloodthirsty sharks. Once inside a room, it is impossible to leave until you conquer your fears.

When entering Abyss, each individual is teleported into the room bearing their own name, and upon escaping, formless beings of shadow and darkness will attempt to force you back inside.

Planemeld Effect: when melded with the mortal plane, Abyss causes all entities in the region take the Terrified status.

Aeolus: The Plane of Storms and Winds

A plane of infinite expanse, filled with swirling air, floating clouds and drifting chunks of earth, Aeolus is the Plane associated with the element of Air.

There is no solid ground to be found in Aeolus, the civilisations found within are built upon the floating mountains that dot the skyscape, or perhaps carved out of condensed and harness cloud. These civilisations live a nomadic life as they drift through the endless sky, never fixed in one place.

Current-charts, which map the airflow and allow you to plot a route through the sky, are the most valued currency in this domain, as are Storm-warnings, for the skies of Aeolus are often split apart by vicious storms that can last a century or more.

Aeolus is home to powerful wind-mages, who can calm the skies with a word, or whip up a brisk wind with a wave of their hand. It is these wind-mages who first constructed the

Storm Avatars, and from Aeolus that Mortal wizards draw the stormclouds to construct their own facsimiles of the Avatars.

Planemeld Effect: when melded with the mortal plane, Aeolus causes a stormcloud fill the region giving severe obscuration, and targets inside take 2d10 electric damage per turn.

Eden: The Plane of Nature

A druidic paradise, Eden is a single, enormous garden that lies behind an enormous wall, which forms the boundary between this realm and the Void. Every single species of plant and animal life across the multiverse can be found living in perfect balance in Eden – the circle of life made manifest in a single region, for all of eternity.

No artificial structure can be built in Eden (outside of the Wall, of course), so no true civilisations are found within. The denizens of this realm – the Gardeners – instead tend to the wildlife, curing the sick and resolving conflicts, and are rewarded with fruit and wool, in return for their role in the Circle.

Planemeld Effect: when melded with the mortal plane, Eden gives the caster the ability to manipulate all plant life at will, causing them to grow as desired.

Elysium: The Plane of Blessings

Appearing as a gigantic city, constructed out of gleaming silver and shining marble, populated by beings that can only be described as Angels, it is said that Elysium is the place where dreams come true.

Indeed, one has to merely wish for something out loud, and a nearby Angel will promptly hand you the focus of your desires. Equally, the air in Elysium seems to be suffused with magic and positive energy, for every action that one attempts (even the most absurd), will succeed without question.

Of course, there is a price for such a blessed existence: an entity known as the Scribe – the chief angelic being – sits atop the highest tower in Elysium, judging the actions of all the inhabitants. If they fail her test, they are expelled from the Silver City.

Planemeld Effect: when melded with the mortal plane, Elysium grants all beings in the region check-advantage.

Hades: The Plane of Death

Like the astral plane, Hades appears as a mimicry of the Mortal World, albeit with a few alterations. The landscape is dotted with bomb-craters, bubonic plague pits, collapsed buildings and nuclear winter. Every single grotesque form of death is represented, somehow, in the environment, in a violent, deadly parody of the living world.

Populated entirely by ghosts, echoes of the living, no one is quite sure what causes a soul to be left in Hades. Some lucky souls are able to escape through the cracks and back to the Mortal Realm, forming the ghosts that wizardkind are aware of, but these are only a fraction of the ghosts found in Hades.

The living cannot spend much time in Hades, as the aura of death and decay seeps into their bones, and seeks to turn them into one of the ghouls that haunts its shattered landscape.

The Ministry of Magic possesses a portal to Hades, it lies deep beneath the Ministry itself, at the heart of the Department of Mysteries. However, this portal is one-way, so anyone who enters it without the ability to return home will surely perish.

Planemeld Effect: when melded with the mortal plane, Hades forces all beings below 50% health to pass an ATH(health) check (DV 10) or die instantly.

Hyperborea: The Plane of Ice

A land of endless glaciers and towering crystal-clear castles, Hyperborea is the Elemental Plane of Ice. Due to the freezing temperatures, the Hyperborean species tend to be much larger than their counterparts in other dimensions, to best preserve the heat. They also tend to be fiercely tribal – gathering together for warmth, but deeply fearful of outsiders.

The landscape of Hyperborea is sporadic, with vast featureless plains, interspersed with enormous mountain ranges, and fields of icebergs floating on highly-salted oceans.

Every time a wizard in the Mortal World summons an Avatar of Ice, he first begins by summoning a single snowflake from Hyperborea.

Planemeld Effect: when melded with the mortal plane, Hyperborea lowers the temperature in the region to -150 degrees Celsius, doing 3d8 cold damage per turn.

Machina: The Plane of Order

In Machina, everything is always in its correct place, for Machina is the Plane of Order, where chaos and randomness are abhorred and reviled. Over the millenia, the denizens of Machina have constructed enormous machines that enable them to control every aspect of reality down to the microsecond. The sun always rises at the same time every day, every coin toss lands on the same side, and the same events occur every single day.

Fearing the chaos inherent in biological systems, the denizens of Machina have also gradually replaced their organic components, until they are almost entirely mechanical in nature. The great cities that dot the moulded landscape – tracing out perfectly tessellating grids – are split into three sectors, depending on the modifications that the denizens have made to their bodies, and hence their preferred method of keeping order: clockwork, electronics and magic.

It is said that the first wizard to create a Golem learned the technique from the inhabitants of Machina.

Planemeld Effect: when melded with the mortal plane, Machina imposes order on the region, forcing all beings into their true form. Illusions shatter, transfiguration spells fail and astral effects are nullified.

Nirvana: The Plane of Peace

Nirvana is an alien landscape to those who first arrive – it is seemingly an endless white expanse, with no up or down, and no floor. Individuals move simply by willing themselves in a certain direction. The entire domain is suffused with an aura of complete contentment. All desire and anger are stripped from your body, leaving you completely at peace with your place in the universe.

Those who spend time in Nirvana, however, claim that the whiteness is not perfectly uniform, and that they can see shapes within it. After a significant time, individuals believe that they can make out entire cities, floating in the endless expanse. Eventually, they themselves begin to merge into the whiteness, until they are one with Nirvana. Even if they leave before this happens, so much of Nirvana has infused into their bones that they are incapable of aggression or violence.

When it was first discovered, Nirvana was proposed as a humane alternative to the wizarding prison of Azkaban, as it removed the threat of further violence completely. However, a combination of a desire for punishment and the question mark of what *exactly* happens when they merge with Nirvana meant that Azkaban was retained.

Planemeld Effect: when melded with the mortal plane, Nirvana imbues the region with peace, forbidding any being from taking combat actions in the region.

Pandæmonium: The Plane of Chaos

As the name suggests, Pandæmonium is a realm of pure unadulterated chaos, a whirling soup of matter, energy and magic.

A calm ocean sits metres away from a typhoon, which warps into a lake freezing in a bed of lava. Fragments of stable landscapes drift through the chaotic world, being destroyed and reformed by the whirling chaos that infuses this dimension. Even gravity is not a constant, sometimes normal, sometimes twice the usual strength, sometimes even negative.

Pandæmonium, however, will respond to an individual imposing their will on it. A simple individual may be able to impose normalcy on a region just large enough to prevent their atoms from shredding as the laws of physics morph. A particularly strong-willed individual, however, can impose order amongst the chaos – potentially for many dozens of metres, creating a safe haven for themselves. As soon as their will is broken, however, Pandæmonium will reclaim the land into its everlasting chaos.

Planemeld Effect: when melded with the mortal plane, Pandæmonium forces all beings in the region to pass a SPR(endurance) Resist check (DV 10), or be *True Shapeshifted* into a random animal for 1 minute.

Scholomancia: The Plane of Knowledge

Scholomancia is probably the smallest of the main Higher Planes, consisting as it does of a single reading room about 15 metres by 15 metres, lined with bookshelves stocked with ancient tomes. Comfortable leather furniture dots the rest of the room, which has a single inhabitant; the Librarian.

It is rumoured that, despite its small size, the bookshelves in Scholomancia contain every book ever written (and some that weren't), and that by providing new information to the Librarian, he will lead you to the knowledge you desire.

Planemeld Effect: when melded with the mortal plane, Scholomancia grants all beings in the region a temporary +4 bonus to the Arcane, History and Research proficiencies.

Tartarus: The Plane of Torture

The home of beings that truly enjoy causing *pain* on other living beings, Tartarus is perhaps the most unpleasant plane for a mortal to visit.

Tartarus appears as a neverending maze, with corridors dripping with blood and skeletons of previous victims. The demonic residents of Tartarus move freely through the walls, hunting their prey. If they catch their them, they torture their victims for as long as possible. Advancement through their terrifying society is achieved by inventive new torture methods, particularly excruciating torture, or for keeping a victim alive longer than expected.

If you find yourself in Tartarus, the general advice is to leave as quickly as possible.

Planemeld Effect: when melded with the mortal plane, Tartarus Causes all beings to suffer as if the *Incomprehensible Torture* spell had been cast on them with 2PP.

Valhalla: The Plane of Bravery

Viking mythology tells that at the heart of Asgard, lies the great Mead Hall of Heroes; Valhalla. It is from this myth that the Plane of Bravery gets its name. Societies in Valhalla hold bravery and conquest up as the mightiest virtue, and fear to be the greatest weakness. At the heart of Valhalla, lies a stone henge – a series of portals to other plains. As a rite of passage to be considered an adult, every individual must pass through a random portal, and bring back some plunder. The greater the plunder, the more respected in society that that individual is.

As a result of this somewhat primitive plunder-centric economy, the civilisations of Valhalla are not technologically advanced, and mostly resemble the Middle Ages of the Mortal World, albeit studded with advanced technology and magics that have been stolen from other planes.

Most of the great adventures in the multiverse begin their story in Valhalla.

Planemeld Effect: when melded with the mortal plane, Valhalla grants a temporary +5 bonus to Willpower and Endurance proficiencies.

Vulcan: The Plane of Fire

Visually, Vulcan most resembles typical depictions of the Christian Hell, with enormous pools of lava, gouts of fire twenty feet high, and patrolled by demons with pools of flame for eyes. However, this domain is simply the Plane associated with Elemental Fire, not with righteous torture of the evil.

Outside of the volcano-top castles and their pools of lava, the land is covered in a fertile ash, and populated by ruby-red trees that can only distribute their seeds when the tree is consumed by fire. Diverse species of dragon, from tiny lizard-like creatures to formidable goliaths patrol the skys. The fire of this realm serves not simply to destroy, but to cleanse and refresh and as such, though Vulcan is quite alien to us mortals, it has been home to several thriving and prosperous civilisations.

At the core of every summoned Avatar of Flame, lies a single ember drawn across the multiverse from Vulcan.

Planemeld Effect: when melded with the mortal plane, Vulcan ignites everything in the region, doing 3d12 fire damage per turn.

22: Magic Cheat Sheet

This section contains a brief summary of the tables needed for spellcasting. This serves as a useful printout to have on hand, to avoid arduous page-flipping.

How to Cast

To cast a spell, either in combat or in day-to-day life, you must declare the spell which you are about to cast. You must be holding your wand in your dominant hand, hand be able to speak the incantation aloud, unless you have a skill or character trait which negates these rules.

You must then perform a check by rolling the relevant dice, and then compare this value with the Difficulty Value (DV) of the spell, and then finally deduct the appropriate FP cost.

Memory

Spells can be cast in one of two ways: either from memory, or from the pages of a spellbook.

Spells cast from memory are considered 'default', and most rules are written assuming that this is how they are being cast.

Of course, you must first learn a spell, before you can memorise it. This is what spellbooks are for. You may cast a spell from a spellbook if you have the spellbook open in front of you. Casting in this fashion takes twice as long as normal, leaves you vulnerable to attack, as well as costing more FP to cast.

When you have book-cast a spell a certain number of times, it is considered 'memorised', and you may cast it from memory in future. The formula to calculate the number of book-casts is:

$$N = 10 - (\text{INT modifier} + \text{Arcane Proficiency})$$

Resisting

Many spell effects can be resisted by those who are exceptionally powerful. Resistance come in two forms: passive and active.

Automatic resistance is possessed by certain species that, for example, are not affected by a certain damage type (i.e. fire resistance).

Active resistance occurs when your character actively attempts to defy the effects of a spell. When attempting this, you perform a Resist check using the dice granted by your Withstand skill level. If it is greater than or equal to the specified DV, then the spell effect is mitigated, either in part, or totally.

Check Type

Every spell belongs to one of the Disciplines, which determines the character attribute to use when casting that spell. Appropriate Proficiencies may be added onto spellcasting checks as determined by character skills, or by GM's consent that it is applicable to the spell being cast.

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

Check Difficulty

For a cast to be successful, the result of the casting check must be equal to or larger than the value given in this table:

	Instant	Focus	Ward	Ritual
Beginner	3	2	4	3
Novice	5	3	6	5
Adept	6	4	8	8
Expert	8	6	10	10
Master	10	8	12	12

FP Costs

Spells 'cost' FP to cast. Failed spells cost half the amount of a successful spell and Resisting a spell costs 2FP. The FP cost of a spell is numerically equal to the difficulty of a spell, prior to any skill modifications (i.e. a skill which reduces the difficulty of a certain spell does not reduce the FP of it, and vice versa), unless the spell is being book-cast, in which case use the bracketed values.

	Instant	Focus	Ward	Ritual
Beginner	3 (5)	2 (3)	4 (6)	3 (5)
Novice	5 (8)	3 (5)	6 (9)	5 (8)
Adept	6 (9)	4 (6)	8 (12)	8 (12)
Expert	8 (12)	6 (9)	10 (15)	10 (15)
Master	10 (15)	8 (12)	12 (18)	12 (18)

FP Regenerates at a rate of 2FP per turn cycle in which no FP was deducted.