

Player Handbook



Harry Potter & The Role Playing Game

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Introduction & Core Mechanic

Harry Potter & The Role Playing Game is a freeform role playing game, where you take control of a character living in the world of Harry Potter. All you need to play this game is a pen, some paper, and a handful 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 takes into account the abilities, skills, afflictions and bonuses that your character has accumulated over their lifetime: all of which determines the number of dice that you roll.

You then let loose with the dice, and roll away. You then compare each dice with a the **DIFFICULTY VALUE (DV)** assigned to the task - each dice which meets or exceeds the DV counts as a **SUCCESS**. The more successes you have, the more powerful the action is. The outcome of an action is therefore decided by the balance between the difficulty of the action, and the number of dice you are rolling.

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, there are only completely two unassailable rules in this book:

1. There are no unassailable rules (besides these two)
2. 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.

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 how best to resolve this, whilst having fun.

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 structured fashion. 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.

Using these Rules

For the most part, these rules sections provide nothing more than a list of when and where to roll dice, and how many dice you can roll at any given moment – of course – there's rather more to it than that!

Part I of this guide details with the important act of character creation: the various routes that one takes to build and then grow a character, including the playable races, character Archetypes key statistics such as Health. Part II focusses in more detail on Actions, and the outcomes of those actions, as well as a more in-depth look at the 8 character attributes. Part III focuses on Items - physical objects that you can acquire, create and use throughout your adventure. The final part, Part IV, deals with the mystical arts of magic, spellcasting and the arcane powers that reside in this world.

After the bulk of this rulebook, you will also find a large number of lists, tables and appendices. These contain a wide variety of important information that you may need along your journey, such as the exact details of the myriad spells and potions in this world, detailed descriptions of the professions and Archetypes that your character may fall into, and many other such important statistics. It is advised that you pick these parts up as you go along, rather than try and absorb all the knowledge at once.

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 characters, and 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, from which we can generate statistics and determine how proficient a character is at various actions.

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 your 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

You should also take into account your setting whilst making this decision: Wizarding society is, unfortunately, not the most accepting of other sapient races, so a game which takes primarily in Hogwarts would necessitate all characters being as close to fully-human as possible.

2) Choose your Personality

Every character has a unique personality, the combination of qualities that defines them as a social being. You must decide on what kind of person your character will be, and what actions they must take in order to soothe their soul.

This is also the point where, if you are a Hogwarts student, you will decide which House you will be sorted into, based on the personality you have chosen. More information about personalities can be found in chapter ??, starting on page ??.

3) 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 4, starting on page 11.

4) Allocate Capabilities

Every character is either strong or weak, on a varying scale, across a number of fields governing potential actions:

1. **ATTRIBUTES**, fundamental skills which form the basis of every action,
2. **ABILITIES**, cultivated and learned talents which give them a proficiency in a more narrow field
3. **AFFINITIES**, their ability to cast certain types of spells.

Every action is assigned a number of die, usually represented as **Dots**, or simply as numbers. These dots/numbers encode how many dice are rolled when a check is required. A character's class and archetype will provide a base level of abilities in these areas, 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 ??, starting on page ??.

5) 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 Part III.

6) 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 off 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).

- Human
 - Muggle
 - Muggleborn
 - Halfblood
 - Pureblood
- Imp
 - Leprechaun
 - House-Elf
- Goblin
 - Tribes?
- Veela
- Werewolf
- Vampire
- Half-Giant
- Centaur

3: Personalities

A character's personality is the very core of their being: it determines who they truly are, what they view as important and nourishing and how they approach a problem. It also defines any key strengths or weaknesses that a character has, which can be used as interesting jumping-off points for role-playing within the game.

Most importantly, the Personality that you have defines what actions and conditions you need in order to rid yourself of unwanted stress and anguish, and hence to recover *Fortitude*. Each Personality also provides two additional capability dots to assign.

For those characters who find themselves at Hogwarts School of Witchcraft and Wizardry, they are *Sorted* into houses based on these shared key personality traits, and so many of the core Personality types can be found in one of those houses. Under all but the most exceptional circumstances, possessing one of these personality types will cause the Sorting Hat to place you into the associated House when you arrive at Hogwarts.

Gryffindor House

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

Gryffindor House honours the ideals laid down by their Founder, Godric Gryffindor: Valour, Cameraderie, Bravery, and the willingness to do what is right, no matter the personal cost. They are also typically associated with those who rebel against authority.

Every Personality associated with Gryffindor provides an additional dot to the **BRAVERY** Ability, representing their unrelenting will.

CHAMPION

As a Champion, you have a strong vision of Right and Wrong, and are willing to go out of your way to defend those values. You defend the weak from violence, the virtuous from corruption, and the innocent from injustice.

Bonuses	Gain one dot in BRAVERY , and one dot in CONVICTION
Assets & Flaws	You draw strength from your SACRIFICES , giving others a chance to succeed whilst risking yourself, though your INFLEXIBILITY often leads you into trouble.
Nourishment	You regain Fortitude whenever you give up an opportunity, or risk yourself, in order to help another.

REBEL

A rebel hates being told what to do. As a rebel you attempt to forge your own path, ignoring and defying those who would attempt to control you. You prize chaos not just for its own sake, but because you believe that destroying the Old Ways is the only way to move on.

Bonuses	Gain one dot in BRAVERY , and one in WILLPOWER
Assets & Flaws	You draw strength from your DISTINCTIVENESS and Individuality, knowing that you are your own person, though your LACK OF RESPECT often leads you into trouble.
Nourishment	You regain Fortitude whenever you defy authority in some meaningful fashion.

SPORTSMAN

You prize physical achievement, the testing of the limits of your capabilities against others, but also against what you know you are capable of. You love the fellowship of working with a team, and the thrill of victory.

Bonuses	Gain one dot in BRAVERY , and one in FITNESS
Assets & Flaws	You draw strength from your TEAMWORK , working with others to exceed your individual strength, though your OVERCONFIDENCE often leads you into trouble.
Nourishment	You regain Fortitude whenever you work with your allies to push yourself beyond your normal limits.

TRICKSTER

A trickster takes a simple joy in subverting expectations and doing what is not expected. You have the ability to find joy and inspire chuckles in every aspect of life, even when in the most dire of situations - it is a rare individual who can genuinely laugh in the face of certain doom, but you somehow manage it

Bonuses	Gain one dot in BRAVERY and on in COVERT
Assets & Flaws	You draw strength from your JOY in everyday life and ability to find inspiration in the mundane, though your EXCESSION , not knowing when enough is enough, often leads you into trouble.
Nourishment	You regain Fortitude whenever you perform a prank, or elicit a laugh from one of your allies.

Hufflepuff House

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

Though often seen as the laughing stock of the Hogwarts Houses, Helga Hufflepuff founded this house to forward the ideas of Kindness, Loyalty, Friendship and Diligence. Though not always the most powerful mages, or the highest academic achievers, a Hufflepuff student is a valued ally, and a more valued friend.

All personalities associated with Hufflepuff provides an additional dot in **KINDNESS**, representing their warm hearts.

ADJUDICATOR

You often find yourself at the confluence of arguments and discussions, being asked to make a decision, or cast a deciding vote. Your allies, and sometimes even your enemies, trust you in your judgments, and value your advice.

Bonuses	Gain one dot in KINDNESS and one in LOGIC
Assets & Flaws	You draw strength from your HONESTY when it comes to making a decision, you weigh arguments based on their own merits, and will tell your friends when they are wrong, though your STUBBORNNESS often leads you into trouble.
Nourishment	You regain Fortitude whenever you resolve a dispute or disagreement without things getting out of hand.

CAREGIVER

You are dedicated to the welfare of others, and devote your efforts to helping your allies in any way you can. You are always there to lend a hand and provide a shoulder to cry on.

Bonuses	Gain one dot in KINDNESS and one in INSIGHT
Assets & Flaws	You draw strength from your COMPASSION and willingness to share, though your tendency to become OVERPROTECTIVE often leads you into trouble.
Nourishment	You regain Fortitude whenever you protect another, or nurture them and help them through life.

IDEALIST

You have a vision of a better world, and you are dedicated to bringing it about. You know that your ideas might be unrealistic, but you also know that a journey of a thousand miles begins with a single step: there is no excuse to not at least *try* and build a better world.

Bonuses	Gain one dot in KINDNESS and one in WILLPOWER
Assets & Flaws	You draw strength from your IMAGINATION , unbound by what the world <i>is</i> , you see it as it <i>could be</i> , though your NAIVETY often leads you into trouble.
Nourishment	You regain Fortitude whenever you live out your ideal in some significant way, or convince another to do the same.

LABOURER

You are not the smartest, the fastest, or the most charming - yet you are by far the most hard working. What comes easily to others, you must work long hours to achieve, and yet you do not complain, working with a single minded stamina and endurance that would break all others. When you set your mind on a task, you will work yourself to the bone in order to achieve your goal.

Bonuses	Gain one dot in KINDNESS and one in VITALITY
Assets & Flaws	You draw strength from PERSEVERANCE , the willingness to just keep on going, no matter what, though your INFLEXIBILITY , and inability to see when enough is enough often leads you into trouble.
Nourishment	You regain Fortitude whenever you complete a difficult task through perseverance and force of will.

Ravenclaw House

*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, following the lead of the studious Rowena Ravenclaw. Members of this house prize learning and academic achievement above all others, though this can also lead them to be seen as suck-ups to those in power.

All Personalities associated with Ravenclaw House gain an additional point in **INTELLIGENCE**, representing their studious nature.

EDUCATOR

You take joy from helping others to learn and understand what you know, walking them through difficult steps and helping them achieve their goals. You enjoy spreading wisdom and ensuring that others are well informed, not to show off, but because you wish others to experience the same joy of knowing as you do.

Bonuses	Gain one dot in INTELLIGENCE and another in ELOQUENCE
Assets & Flaws	You draw strength from your PATIENCE in helping even the most difficult students to achieve their goals, though your tendency to come across as PATRONISING often leads you into trouble.
Nourishment	You regain Fortitude whenever you see someone benefit in some discernable way from the knowledge or skills you have imparted to them.

GEEK

You love to learn, plain and simple. You absorb knowledge like there is no tomorrow, even beyond a typical Ravenclaw. You have a deep, burning passion for certain topics and you can get lost for days attempting to learn all there is to know. A fountain of knowledge in every respect.

Bonuses	Gain one dot in INTELLIGENCE and one dot in a KNOWLEDGE field of your choice
Assets & Flaws	You draw strength from your PASSION for certain topics, and a desire to know all their is to know, though your occasional OBSESSION can take this too far and often leads you into trouble.
Nourishment	You regain Fortitude whenever you learn something new about one of your areas of interest.

PERFECTIONIST

Great is never quite good enough for you - you always need things to be *exactly* right. You accept nothing less than absolute perfection in everything you do, working on a project until it is exactly, perfectly the way you want it.

Bonuses	Gain one point in INTELLIGENCE and one in PRECISION
Assets & Flaws	You draw strength from ATTENTION TO DETAIL , knowing that everything you did is perfect, though your FEAR OF FAILURE often leads you into trouble.
Nourishment	You regain Fortitude whenever you complete a significant accomplishment without a single flaw.

PRODIGY

You are a singularly gifted individual in a certain extremely narrow field of study, with natural abilities surpassing even those of trained experts. You have built a life around these abilities and dedicate much of your time to becoming even better.

Bonuses	Gain one point in INTELLIGENCE and one in a field related to your prodigy field, such as LOGIC (chess, maths), PERFORMANCE (music) or CRAFT (art)
Assets & Flaws	You draw strength from EXCELLENCE , being the best, even in a narrow field, gives you something to work for, though your DISDAIN for those less skilled than you often leads you into trouble.
Nourishment	You regain Fortitude whenever you are able to display your prodigious abilities to an admiring audience.

Slytherin House

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

Slytherin as a house has had an unfortunate past, not helped by Salazar Slytherin's obsession with blood-purity, and the ascendancy of the Slytherin-obsessed Lord Voldemort. However, evil and racism are not the ideals presented by Slytherin house: rather, they prize and cultivate people with ambition, charm and with lofty goals, those driven make a name for themselves and achieve greatness.

Every personality associated with Slytherin House gains an additional point in **ELOQUENCE**, representing their charismatic nature.

ASPIRANT

You are a highly driven and motivated person, who knows exactly what they want to achieve in life: make a name for yourself. You want to be revered as the greatest in your field, and for your name to live on throughout history.

Bonuses	Gain one point in ELOQUENCE and one in a field associated with your end goal, such as IMBUE (Master Craftsman), PILOT (Professional Quidditch player) and so on
Assets & Flaws	You draw strength from your single-minded PURPOSE , which drives every action you take, though your HUBRIS and inability to see when you are hurting others often leads you into trouble.
Nourishment	You regain Fortitude whenever you are able to do, create or display something which will last the test of time, and make a name for yourself..

LEADER

You are a natural born leader, desiring order and cohesion in your social groups - especially that directed by yourself. You ooze natural charisma and charm, and can convince even the most stubborn of your allies (and even enemits) that you are correct.

Bonuses	Gain one dot in ELOQUENCE and one in CHARM
Assets & Flaws	You draw strength from your CONFIDENCE and ability to inspire, though your INTOLERANCE of those who do not listen to your ideas often leads you into trouble.
Nourishment	You regain Fortitude whenever you when you guide a group to follow a plan to complete a task.

PEACOCK

You believe that the greatest act of appreciation is to be *noticed*, so you do everything you can to break the mold and become a person of note. You are flamboyant, expressive and artistic in every way breaking down the boundaries of what is acceptable.

Bonuses	Gain one dot in ELOQUENCE and one in CRAFT
Assets & Flaws	You draw strength from your ARTISTRY , both in the things you create and the way you live your life, though your your HEDONISM and lust for attention often leads you into trouble.
Nourishment	You regain Fortitude whenever you become the centre of attention through some great or outrageous action..

SCHEMER

You are always planning something, a scheme or side hustle. You have plans upon plans, and contingencies upon that. Your ambition in life is to never be caught by surprise - you know all kinds of people who can help you get exactly what you need, even if that's sometimes on the shady side. You are always looking out for the next big score - or anything that could disrupt your plans.

Bonuses	Gain one dot in ELOQUENCE and one in ALERTNESS
Assets & Flaws	You draw strength from your FORSIGHT and ability to plan for even the most unexpected event, though your SELFISHNESS often leads you into trouble.
Nourishment	You regain Fortitude whenever you hatch and execute a plan, scheme or con.

Other Personalities

There are many other people in the world, and not all of them fit into the 4-House scheme set at Hogwarts, some of these are listed below.

ATROCITY

You are a corrupted, evil soul who takes delight in spreading chaos and inflicting pain. You view kindness as a weakness and honour as a fools crutch. Sensible people run from you, and those who don't stay soon learn the error of their ways.

Bonuses	Gain one dot in WILLPOWER and CONVICTION
Assets & Flaws	You draw strength from your POWER , craving more of it to fuel your atrocities, though your LACK OF RESTRAINT often leads you into trouble.
Nourishment	You regain Fortitude whenever you inflict some unspeakably terrible act on a victim.

ACOLYTE

You follow a higher power, dedicating your entire life into their service. Perhaps you devote yourself to a god or gods, a demonic or angelic presence or even simply a supremely powerful human, their will is your command.

Bonuses	Gain one dot in CONVICTION and another dot in a field associated with the being you have dedicated yourself to serve.
Assets & Flaws	You draw strength from your DEDICATION to a greater cause, though your single minded FANATACISM often leads you into trouble.
Nourishment	You regain Fortitude whenever you perform a significant act in service of your master.

INNOCENT

You are unaware of the cruelty of the world, either because of your young age, or because of a lack of experience. You take a naive view of the world, not completely understanding what is going on, though often your lack of experience and prior misconceptions paves the way for startling insight.

Bonuses

You gain one dot in **KINDNESS** and **INSIGHT**

Assets & Flaws

You draw strength from your **PURITY** of spirit, uncorrupted by the evil forces of the world, you are a beacon of innocence, though your **IMMATURITY** often leads you into trouble.

Nourishment

You regain Fortitude whenever you feel loved, cared for and protected.

LONER

You don't relate well to other people, preferring to isolate yourself and work alone. You're most comfortable sitting in silence, and find dealing with others a difficult job. You have survived this far without the help of others, why start now?

Bonuses

Gain one dot in **WILLPOWER** and one in **ALERTNESS**

Assets & Flaws

You draw strength from your **SELF-RELIANCE** and ability to survive, though your **SOCIAL INEPTITUDE** often leads you into trouble.

Nourishment

You regain Fortitude whenever you solve a problem or complete a difficult action without the help of others..

PRESERVER

You believe that the old ways of doing things exist for a reason, and that they should be protected. You are wary of sudden changes and view them with scepticism. You are not against all change, but you think that the traditional methods deserve respect and change should only be implemented for a good reason.

Bonuses

Gain one dot in **CONVICTION** and one in **HISTORY**

Assets & Flaws

You draw strength from your **CONNECTION TO THE PAST**, though your **INFLEXIBILITY** often leads you into trouble.

Nourishment

You regain Fortitude whenever you preserve the status quo by using traditional methods, or convincing others to do the same..

4: 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 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 – along with their personality, 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 helping to inform what kind of person your character is, the Archetype serves to provide them with some unique skills (*Features*) that they acquire and improve as they grow in power, as well as some unique special actions.

Each archetype is elaborated on in more detail on their own pages. A summary is found below:

Archetype	Description
Artificer	A person trained in the delicate arts of creating and producing new items, both magical and mundane.
Auror	A dedicated warrior-investigator, who seeks out evil and brings it to justice.
Druid	A person dedicated to some primal aspect of nature, earning nature-related powers and gifts.
Noble	Someone who moves in high society, excelling in using their social graces to achieve their aims.
Outlaw	Someone who works outside the law, employing subterfuge and deception to achieve their aims
Scholar	Someone dedicated to knowledge, delving deep into the inner mysteries of the universe.
Warrior	A powerful fighter, trained in all forms of combat. They excel in kicking ass, and taking names.

5: Capabilities

A character's ability to function in the world is defined by their capabilities across a wide number of areas. These capabilities are split into 3 categories: **ASPECTS**, **ABILITIES** and **AFFINITIES**.

This section deals with the first two of these. **AFFINITIES** are discussed in detail in the Magic section starting on page ??.

Capability Dots

Each one of the 9 Aspects and myriad Abilities and Affinities represents a way for a character to interact with the world. How *well* they can do so depends on their competence in that field.

To this end, each and every one of the Aspects and Affinities is represented by between 0 and 7 'dots'. Each dot represents a 12-sided dice that can be rolled when that capability is used.

Zero dots means that you are absolutely useless in the field, totally untrained and with no idea what you are doing. Five dots, on the other hand, represents the peak of human achievement: perhaps a dozen people in the entire world have 7 dots in a given area. Almost everyone finds themselves somewhere in the region of 1-4.

A character can never gain more than 5 dots as part of their normal life, however magic is a crazy and fickle thing: once in a blue moon you may temporarily find yourself with more than 7 dice allocated to a given capability as the result of a spell. This is a rare and wondrous event. Maybe you should sing a song.

You have already been granted dots in certain fields by your species and your Archetype: you also get to allocate a larger number of additional points, as described in this chapter.

Do not fret if there are gaps in your abilities, as your character will continue to grow and improve as the game progresses.

Aspects

Aspects are the fundamental characteristics of a character: every action that is performed finds one of the 9 Aspects at its root.

Aspects Classification

There are nine core Aspects: Fitness, Precision, Vitality, Charm, Deception, Insight, Intelligence, Willpower and Perception. Each of these aspects is classified in two ways, once by the Aspect's **TYPE** and then by the Aspect's **METHOD**.

The Type determines which of three key attributes of a character is being used:

- **PHYSICAL**: The capacity to use your body to interact with the material world.
- **SOCIAL**: The capacity to interact and understand others.
- **MENTAL**: The capacity to use your mind and process information.

The Method determines how that ability is used:

- **PROJECT**: The capacity to use the Type to its maximum possible level, pushing and striving for great effects.
- **MANIPULATE**: The capacity to use the Type in a careful and refined fashion, to maintain control of the situation.
- **ABSORB**: The capacity to resist or take in the Type.

The 9 aspects therefore lie on a 3x3 grid:

	PHYSICAL	SOCIAL	MENTAL
PROJECT	FITNESS	CHARM	INTELLIGENCE
MANIPULATE	PRECISION	DECEPTION	WILLPOWER
ABSORB	VITALITY	INSIGHT	PERCEPTION

Aspect Descriptions

Each aspect is, obviously, useful in different circumstances. Below you will find a brief summary of when you might be expected to use each of these aspects.

Fitness

FITNESS is the base aspect for any action which requires a character to exert themselves physically: to run and jump, or to lift heavy objects. It is also used in combat whenever using a weapon which relies on speed or strength in order to do damage.

Precision

PRECISION is the base aspect for any action in which accuracy and a steady hand is key: picking locks, painting a glorious fresco or even casting an intricate enchantment. Precision is also important for its use in aiming ranged weapons such as firearms, and can also be used to dive out of the way of an attack at the last minute.

Vitality

VITALITY is the base aspect for any action taken whilst under extreme physical stress, or in which the health of a character is called into question. As a measure of the character's general health levels, Vitality therefore represents their ability to stave off physical and medical impediments.

Charm

Any social interaction which requires persuasion, charisma and vivacity to try and convince another to part with something will use **CHARM** as its base aspect. Casting magic spells which require an appeal to some other, higher power will also find Charm to be a valuable source of magical strength.

Deception

When subterfuge and trickery are called for, look no further than **DECEPTION**. Lies, half-truths, as well as the ability to convincingly embody another character fall into the domain of Deception. Some magic, such as illusions, require the caster to mislead their foes and so often use Deception as their basis.

Insight

INSIGHT is called for as a base aspect whenever a character is trying to ascertain the true meaning behind another character's words or actions. It represents the emotional intelligence of a character.

Intelligence

Whenever sheer mental processing power is needed, **INTELLIGENCE** is appropriate. Particularly complex tasks - including certain spells - are well suited to an Intelligence check.

Willpower

WILLPOWER is the ability to manipulate your own mind, as well as the ability to project change onto others. Measuring both a level of stubbornness, as well as a zen-like mastery over fear. Whenever sheer force of will is needed, Willpower will work as a great aspect.

Perception

The ability to absorb information, through all 5 senses is governed by **PERCEPTION**. Perception is vital in the race to defeat foes, else a character risks being ambushed. Perception can also be used whenever great attention to detail is needed, allowing the detection of even the tiniest flaw.

Assigning Aspects

Every character starts off with a baseline of a 1-dot rating in each of the 9 Aspects, and you must then decide which areas they are skilled in. When creating a character, you need to have a clear idea of their role in the story: their personality and basic abilities. This will stem naturally from their backstory and origins, so you should spend time thinking about who your character is, before diving into the numbers.

Upon making this decision, you then rank the 3 Aspect Types (Physical, Social & Mental) in order of importance to the character. Into the most Important Type, you may distribute 7 dots. The secondary type gets 5 dots to allocate, and the least important type gets only three dots.

Ranking	Allocated Dots
Highest	7
Middle	5
Lowest	3

During this stage, you may not allocate more than 3 additional dots to a single Aspect, though you may end up with more than this limiting number of dots in a field if you benefit from some a racial or Archetype bonus.

Abilities

Although your **ASPECTS** inform the broad approach used to complete an action, it is your **ABILITIES** which determine exactly how you will go about doing so, narrowing down the specific kind of skills you will be using.

Each of the 30 aspects is classified as either being **INNATE**, **PRACTICAL** or **LEARNED**. These differ in how the skills are acquired and used, with the primary mechanical difference being how a 'zero-dot' rating is treated in each field.

For an Innate ability, having no experience is no barrier to attempting an action as the actions represent natural extensions of your Aspects. Practical abilities, however, you may still attempt an action without training, but the action is much more difficult as you lack any proper training into how to undertake the action. For an action relying on a knowledge ability, having no training makes using the action impossible in all but the rarest of circumstances.

The sections below elaborate on each of these skills, along with a brief summary of each ability. A full description of each ability can be found in Part ??.

Innate

An **INNATE** ability is one which represents some aspect of a character's intrinsic social, mental or physical abilities, differing from the fundamental Aspects by their specificity to a single task. Though many people are born being particularly good in one or more of these areas (hence 'innate'), they are still areas that can be worked on and improved.

As these mostly represent extensions of you fundamental aspects to individual fields, having 0 dots in an Innate ability is not a barrier to attempting the activity, though you must rely wholly on your base Aspect to complete the task.

Ability	Description
ALERTNESS	Rapidly detect and identify threats and miniscule clues.
BRAVERY	Defy worry and terror and stare down foes much stronger than yourself
CONVICTION	Understand your own reality, and the moral and intellectual positions you hold dear.
ELOQUENCE	Express yourself appropriately for the situation at hand
INTIMIDATION	Inflict terror into the hearts of your foes, assert authority and command people to follow your directions
KINDNESS	Show your gentle side, making others feel loved and safe.
KINSHIP	Befriend and control animals
LOGIC	Solve puzzles, spot clever solutions and use reason to solve your problems.
SPEED	Get from A to B as quickly as possible
STRENGTH	Exert physical force to lift and move heavy objects and beings

Practical

A **PRACTICAL** ability is one which you have learned through hands-on experience, laborious training and practice. Though they rely on an Aspect to direct the task, they are separate from your intrinsic abilities and often requires some special tool or equipment to complete.

Generally, anyone can attempt to perform a practical action, even if they have no training (0 dots), relying instead on their instinctive Aspects to get a lucky break. However, the DV of the associated action is increased by 2, to reflect the complete lack of training.

Ability	Description
ACROBATICS	Leap, flip, tumble and contort yourself
BRAWL	Punch, kick, bite and otherwise wrestle your way to dominance
COVERT	Use stealth and slight of hand to move and act without being spotted
CRAFT	Tinker with devices, form armour and produce masterful artwork
IMBUE	Perform delicate acts of magical creation, mixing potions or enchanting items
MARKSMANSHIP	Hit your target, either throwing objects, or using firearms
PERFORMANCE	Embody another character, either as a disguise or for theatrical purposes
PILOT	Effectively handle and drive vehicles such as cars and broomsticks.
SKIRMISH	Use blades, axes and other close-combat weapons effectively
SURVIVAL	Survive in the hostile environment of the wild

Knowledge

A **KNOWLEDGE** ability is one which has been learned through intensive study, attending classes and days spent in the library. A knowledge ability can be used either to recall information, or to weave that information into another action.

It is generally impossible to use a knowledge action in which a character has zero experience: if the knowledge is not there, it cannot be used. There may be cases where you can appeal to some lower-level knowledge to try an Aspect-Only roll, but this is entirely at the discretion of the GM.

Ability	Description
ARCANE	Understand the effects and abilities of magic and other supernatural phenomena
GENERAL	Small amounts of aggregate knowledge on a variety of topics
HISTORY	Recall prominent names, places and events throughout history
INVESTIGATION	Meta-knowledge: you know how to learn and uncover new information, by closely inspecting both books and the physical world
MEDICINE	Understand the functioning of the humanoid body, and how to heal its ailments.
NATURE	Familiarity with the behaviour and life cycle of plants and beasts, both magical and mundane.
POPULAR	Know what's going on in the world of media, TV and celebrity
SCIENCE	Understand the mundane science behind the natural world: physics, chemistry, biology and beyond
TECHNOLOGY	Comprehension of the goings-on in computers and other technological marvels
WORLD	Knowledge of the geography of the Earth, and the people in it on both a macro and a micro level

Additional Abilities

In addition to the 3×10 standard ability array, characters can gain access to additional actions and abilities, personalised to them.

This will most commonly arise from the choice of Archetype and Race: each Archetype grants a number of "Special Actions", which are manifest through three additional Abilities, and some Races also gain additional abilities. These actions and the associated abilities are discussed in more detail in the relevant Archetypes and Races sections.

Custom Abilities

You may also work with the GM if you feel that a given character should have additional abilities because of their background and previous experiences. This is encouraged only within the limits that it keeps the game fun and interesting and is sufficiently differentiated from the existing abilities.

It would be perfectly acceptable to give a character from a circus a special "Juggle" or "Tightrope" ability, as this opens up alternative and interesting actions for them to take without drastically altering the balance of the game. A super-dedicated warrior asking for an insta-kill move, or a scholar claiming to have access to an infinite library, however, would drastically alter the flow of the game without making it more fun and interesting.

You are not required to come up with an additional ability, but if you have a fun idea, you should ask your GM if this is OK. As always, they have a veto, but may supply an alternative idea which works better in their world.

Assigning Abilities

Similarly to the assignment of the Aspects, you must first decide which form of Ability your character will have spent most of their time becoming proficient in: ranking the three choices of Innate, Practical and Knowledge in order of importance. To the first of these you may allocate 12 dots, 8 dots into the second most important, and 4 into your lowest rated class:

Ranking	Allocated Dots
Highest	12
Middle	8
Lowest	4

During this stage, you may not allocate more than 3 dots to a single Ability, though you may end up with more than this limiting number of dots in a field if you benefit from some a racial or Archetype bonus.

Part II

Actions and their Consequences

6: Performing Checks

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

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

Forming a Dice Pool

An action’s success or failure is determined by rolling a **DICE POOL**, comparing each dice with a set value, and counting the number of ‘successes’.

Ratings

The number of dice which go into a Pool is determined by a character’s **RATING** in the required area. These ratings are associated with each of the **ASPECTS**, **ABILITIES** and **AFFINITIES** discussed on page ??, and are (generally) numbers between 0 and 7. These numbers indicate the number of dice that are allocated to the dice pool when that skill is used, and may be interpreted as a general measure of a character’s ability in that field:

Ratings	Summary
○○○○○○○	Usless, totally untrained
●○○○○○	Beginner, marginal training
●●○○○○	Novice, some training
●●●○○○	Average, fair training
●●●●○○	Adept, some high-level training, low level professional
●●●●●○	Expert, high-level training, trained professional
●●●●●○	Master, ultimate training, famous professional
●●●●●●	Ascendant, no known rivals

A character with 3 dots in Intelligence therefore rolls 3d12 when an Intelligence check is called for.

Combining Skills

More often than not, you will not be using one of your base **ASPECTS** to complete a skill - you will also be utilising an **ABILITY** to complete the action. For spellcasting, this would instead be replaced by an **AFFINITY**.

For example, leaping over a cliff clearly uses the **FITNESS** Aspect, but if you take a run-up to increase your range, you may utilise your **SPEED** ability to increase your chances of success. This would therefore be termed a **FITNESS (SPEED)** check, and the dice pool would be formed from the sum of your dots in both the Fitness and Speed areas.

Hence, if performing a flying leap over a cavern, a character would perform the **FITNESS (SPEED)** check, and sum their dots in the **FITNESS** aspect (say, 3) and the **SPEED** ability (2), and hence have a pool of 5 12-sided dice to use to complete the action.

Bonuses and Penalties

You might sometimes have magical or mundane effects present which modify the number of dice you are allowed to allocate to a given pool. These modifiers cannot push the number below zero, but they may push them above 7, given you truly superhuman abilities.

Zero-Pools

Sometimes, either as a result of your own lack of ability, or because of some negative magical or mundane effect, a character may find themselves in a situation where there they have no dots to allocate to a dice pool.

Sometimes this precludes your ability to undertake the action entirely (a **KNOWLEDGE** ability, for example, often requires at least one dot for the information to be retained), but often does not. In such a situation, you roll two dice, and use the lowest value.

Determining the Checktype

The most important ingredient in performing a check is deciding how exactly you are achieving this goal. This is an exercise in roleplaying, more than a hard-and-fast rule: you must evaluate the situation and your character’s capabilities and decide how they would utilise their skills to best complete the action.

In certain situations, the GM may rule that all but a single attribute check would render an action impossible: when sitting a physics exam, nothing but an **INTELLIGENCE (SCIENCE)** check is going to help you. However, the GM is encouraged to generally avoid this hardline stance, and instead state an *ideal* check which would result in the most success for the stated action, and then allow the players to roleplay a potentially different route to completing the action.

For the players, the temptation is to use this as an opportunity to default to what a character is best at, in order to get the most amount of dice. However, trying to leap over a cavern using your knowledge of Biology from an **INTELLIGENCE (SCIENCE)** check is not going to be very successful, and will probably lead to you plummeting to your death no matter how many dice you roll!

However, a player *could* attempt to argue that such a check could still be relevant: perhaps your character has studied Newtonian Physics and so can calculate the correct angles and distances required. This might hold some sway with your GM, though you will probably have to defeat a much higher DV, or require more successes for the action to fully complete.

Developing an interesting narrative about a character and their backstory is more important than a strict adherence to logic and rules, so as long as you can weave and roleplay a convincing narrative as to how you are using a certain skill to complete the action at hand, the GM is encouraged to let you try. The tradeoff is that outlandish skill choices are often poorly suited and therefore make a task significantly more difficult and, even if they succeed, will bring you less success than if you had used a more straitforward approach.

The players and the GM should work together to decide upon the relevant mix of Aspects and Abilities which form the dice pool, using the combination which makes the most sense, or which provides the richest source of roleplaying material.

Success & Failure

After deciding upon the ingredients which will go into making the dice pool, the next thing is for the GM to determine the **DIFFICULTY** of the task. This is a single number, between 2 and 12 which represents the

likelihood of failure. A GM may also decide that an action is utterly impossible under the current circumstances (no matter the dice rolls, you cannot jump to the moon!).

An example of some common difficulties is shown below:

Task Difficulty	Description	DV
VERY EASY	An everyday task that most people could be expected to carry out first time.	4
EASY	A simple task that has only a small chance of failure.	6
STANDARD	A task that a normal person might require a few tries to get right	8
HARD	A task that a normal person could not carry out without specialist training	10
VERY HARD	A task that even a trained expert might struggle to complete.	12

Every dice rolled from the pool which meets or exceeds the DV counts towards a success. You then report back to the GM the number of success you achieved, which determines how effective the action was:

# Successes	Degree
1	MARGINAL: You just scrape by completing the action, perhaps incurring some mild side effects
2	OKAY: you complete the action with a small amount of leeway. You did it, but not elegantly
3	GOOD: you did the action, and you did it well
4	COMPLETE: you did the action, and got more than you expected.
5	EXCELLENT: you did the action, and achieved significantly more than you set out to do
6	FLAWLESS: You did the action perfectly, and got lots more besides
7+	LEGENDARY: You completed the action so well people will be telling stories of it for years to come.

Automatic Success

Rolling dozens of dice may be fun, but when Barry, the most prolific athlete of his generation, wants to hop across a small stream, rolling > 10d12 against a DV of 3 seems a little overkill.

As a general rule, if the number of dice in the pool exceeds the DV of an action your GM may simply decide that the action completes automatically. This rule does not generally apply in combat, or in situations where the consequences of failure are particularly dire.

Failure

If you fail to gain any successes, the action is a failure. You fall short of your leap, you bungle your attempt to charm a guard, or you simply cannot remember the information you seek.

Catastrophes

Some failures are much worse than others: Catastrophes.

A catastrophe is triggered when a dice rolls comes up as a **1**, and cancels out one success.

Contests

Many actions are not just one character doing something whilst the world holds its breath. Quite often the

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.

Check-Advantage and Check-Disadvantage compound each other, to a limited extent. If a character already possesses check-advantage, and gets a second separate effect which also gives them check-advantage, then they are in a state of 'super-advantage', in which case you roll three dice, and take the highest. Equally, two disadvantages compound into super-disadvantage.

A disadvantage layered on an advantage cancel each other out, and a disadvantage on a super-disadvantage reduces it to normal.

However, more than two buffs in either direction have no additional effect. 10 disadvantages and 11 advantages are treated as 2-against-2 (i.e. a normal roll), as are 3 advantages against 10 disadvantages.

Use the following table for reference:

		# Advantages		
		0	1	2+
# Disadvantages	0	Normal	Advantage	Super Advantage
	1	Disadvantage	Normal	Advantage
	2+	Super Disadvantage	Disadvantage	Normal

For (dis)advantages to compound, they must arise from totally different sources - drinking two potions which both provide Advantage will not give super advantage, but being invisible *and* drinking a potion would.

Working Together

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

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

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

Multiple Attempts

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

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

Outside of combat, however, the GM may make allowances for multiple attempts. This will most commonly occur if you have some finite resource that you are burning through. If you only have 3 fragile lock-picks, there's no particular harm in giving you 3 attempts at opening the door.

If, however, a character is attempting to 'spam' a check – i.e. just keep rolling the dice until they succeed, and it makes enough narrative sense that the GM doesn't overrule it, then they instead ask you to roll a d100 on the table found on page 122, which will determine the number of failed attempts.

Part III

Items

Part IV

Magic

Part V

Lists & Tables

Part VI

Appendices