

Wands & Such: A TTRPG

Character Creation

We will begin with character creation. Creating a character is a simple 35 step process:

1 - Name, Level, Year: Choose your character's name. Your character will begin at level 1 and year 1. House, heritage, patronus and HP will be covered in later steps.

2 - Virtues: Choose your character's main *virtues*. These are:

Smarts

- *Magical Theory*
- *Muggle Knowledge*
- *Insightfulness*
- *Learning bonus to Charmwork*
- *Learning bonus to divinatory magic (arithmancy, astronomy, divination)*

Grit

- *HP and defense*
- *Determination in the face of fear and adversity*
- *Investigation skills*
- *Learning bonus to defensive magic*
- *Learning bonus to potion making*

Charm

- *Persuasiveness*
- *Deception*
- *Intimidation*
- *Learning bonus to Hexes, Curses, and jinxes (An offensive subset of spells)*

Vigor

- *Athletics*
- *Dexterity*
- *Stealth*
- *Learning bonus to offensive magic*
- *Learning bonus to transfiguration magic*

Loyalty

- *Creature caretaking*
- *Perception*
- *Luck*
- *Learning bonus to herbology*
- *Learning bonus to healing magic*

You have 22 points to distribute among Smarts, Grit, Charm, Athletics, and Loyalty. These virtues cannot go above 12 or below 0. In addition, depending on how you choose to distribute these 22 points, you will gain the following “virtue modifiers” (See chart below). Your Virtue and your virtue modifier are not the same thing. For example, your Grit may be 7, but your Grit Modifier would be +2.

Virtue	Virtue Modifier
0	-2
1,2	-1
3,4	0
5,6	+1
7,8	+2
9,10	+3
11,12	+4

For instance, if our player “Sallie” chooses to have 4 points in Smarts, 7 points in Loyalty, and 2 points in Grit, she will have a Smarts modifier of 0, a Loyalty modifier of +2, and a Grit modifier of -1.

3 - Optional Perk: You now have a choice. You may either take an additional 2 Virtue points to distribute as you wish, or you may gain a perk. See “Perks” for a list of available perks.

4 - Learning Modifiers: Now you will write down your character’s “*Learning Modifiers*”. Each virtue affects certain learning modifiers, as stated on the previous page and as shown, color coded, on your character sheet. Using Sallie as our example once more, based on her aforementioned Smarts, Loyalty, and Grit points of 4, 7, and 2 respectively, her modifiers would carry over giving her a 0 learning modifier for Charmwork and Divinatory magic, a +2 learning modifier for Herbological preparations and Healing magic, and a -1 learning modifier for Potion Making and Defensive magic.

5 - Skills: Next you will choose your *skills*. Your initial modifier, much like your modifiers for the previous step, are equal to the related virtue of the given skill. For example, if Sallie has a +2 Loyalty modifier, then her Creature Care, Perception, and Luck skills will begin at a +2. You then gain 10 bonus points to distribute as you wish by adding any number of them to any modifier.

6 - Heritage: Now you can choose your character’s *heritage*. Characters can either be born to muggle (non-wizarding) families, to mixed families (with 1 wizard and 1 muggle parent), or to pureblood families (with 2 wizard parents). Fill out the “Heritage” part of your character sheet, and add the bonuses based on your decision.

Muggle-born:

- Gain a +5 *heritage bonus* to your Muggle Knowledge skill for being raised by muggles.
- Gain a +3 heritage bonus to your Luck skill
- Gain a +1 heritage bonus to your Determination skill (To reflect adversity).

Mixed blood:

- Gain a +2 heritage bonus to your Muggle Knowledge skill
- Gain a +1 heritage bonus to your Magical Theory skill.
- Add 1 casting level to a single *category of magic (as seen under “casting levels” on your character sheet)*. Choose any 2 spells (Charm, Hex, Curse, Jinx) or potions from the first-year list and add them to your spell-book as “Practiced”.

Pure-blood:

- Gain a +2 heritage bonus to “Magical Theory”.
- Add 1 casting level each to any two categories of magic.
- Choose 3 spells (Charm, Hex, Curse, Jinx) or potions from the first-year list, and add them to your spell-book as “Practiced”.

7 - Hit Points: Your HP is **10 + your grit**. HP, or Hit Points, is how much damage you can take. Many spells have effects however, so this will not always help you. You can also fill out all other “casting levels” on your character sheet - they all begin at 0 unless you have gained a level from your heritage status.

8 - Signature Spell: Each student may also choose one “signature spell” which can only be changed once per term, and can be chosen at any time. This signature spell gains a +1 modifier on top of its “practice-level modifier”. You can note this under your “spell book”, though it’s not recommended to choose it immediately.

9 - Starting Galleons: You will start with $100+6d8$ galleons to buy supplies with, and you will not receive pocket money until the start of week 2. If you took the “Wealthy” Perk, you can use your favor as well.

10 - School Supplies: Go to Diagon Alley and buy your supplies (see example acceptance letter below - each year will have a new supply list. This is just for first years).

Hogwarts School of Witchcraft & Wizardry

Headmaster: Albus Dumbledore

*(Order of Merlin, First Class, Grand Sorc., Chf. Warlock,
Supreme Mugwump, International Confed. of Wizards)*

Dear Witch or Wizard,

We are pleased to inform you that you have been accepted at Hogwarts School of Witchcraft and Wizardry. Please find enclosed a list of all necessary books and equipment. Term begins on 1 September. We await your owl by no later than 31 July.

Yours sincerely,

*Minerva McGonagall
Deputy Headmistress*

First-year students will require:

UNIFORM

Three sets of plain work robes (black), One plain pointed hat (black) for day wear, One pair of protective gloves (dragon hide or similar), One winter cloak (black, with silver fastenings)

Please note that all pupil's clothes should carry name tags.

COURSE BOOKS

*The Standard Book of Spells (Grade 1) by Miranda Goshawk
A History of Magic by Bathilda Bagshot
Magical Theory by Adalbert Waffling
A Beginner's Guide to Transfiguration by Emeric Switch
One Thousand Magical Herbs and Fungi by Phyllida Spore
Magical Drafts and Potions by Arsenius Jigger
Fantastic Beasts and Where to Find Them by Newt Scamander
The Dark Forces: A Guide to Self-Protection by Quentin Trimble*

OTHER EQUIPMENT

*1 wand
1 cauldron (pewter, standard size 2)
1 set glass or crystal phials
1 telescope
1 set brass scales*

Students may also bring, if they desire, a familiar such as but not limited to an Owl, Cat, or Toad. First years are not permitted pets larger than a Kneazle, or with a ministry danger ranking higher than XX.

PARENTS ARE REMINDED THAT FIRST YEARS ARE NOT ALLOWED THEIR OWN BROOMSTICK

Yours sincerely,

*Lucinda Thomsonicle-Pocus
Chief Attendant of Witchcraft Provisions*

11 - Classes: Choose, or roll at random which 4 core classes you will be taking for term 1. See “Classes” for more details.

12 - House and Patronus: The sorting ceremony will proceed, after which you can fill out your house on your character sheet. Your Patronus can be decided now, or later when the charm is learned.

13 - Story: Decide your character backstory, flaws, bonds, fears, motivations. Fill out the “About” section of your character sheet.

Spells & Potions

Learning spells, potions, herbological preparations

There are multiple ways to learn new spells (For this section, any time “Spell” is mentioned, this term includes potions and herbological preparations in addition to Charms, Curses, Hexes, Jinxes, and Transfigurations). To learn a spell, a player must do a *Learning Check* VS a *Difficulty Challenge*, or DC. The player’s Learning Check will be a D20 + learning modifier if applicable.

Learning check = D20 + learning modifier

Circumstance:	In Class or with teacher	Not in Class - Peer Helping	Not in Class - No Help
Base DC:	10	11	12

There is also a difficulty modifier applied to the base DC. Each spell, potion, and preparation in the game has a “difficulty”, which is generally equivalent to the year in which the spell is, or would be taught. Some spells are higher than 7, to show that they are more difficult than even most 7th years will learn. Additionally, some spells have an “X”, to show that they are not taught at Hogwarts. The difficulty modifier is calculated by the following formula:

Difficulty modifier = $2 * (\text{Spell Difficulty} - \text{Student's current grade year})$

For example, a 2nd year student learning a 6th year spell would need to add a difficulty modifier of +8 to the base DC. If this 2nd year were learning this spell outside of class with no help, their DC would be 12 base +8 difficulty modifier = 20 total DC. Note that this also applies backwards - a second year learning a first year spell or potion would subtract 2 from the base DC.

Learning Check DC = base DC + difficulty modifier

In order to attempt a learning check in this way, you must have a way to learn the spell such as having heard the incantation, seeing it in a book, or having someone show it to you. Otherwise, you are creating the spell - rules for that are below.

To learn a spell in class, it takes only that class's timeslot if you succeed on the learning check.

The time to *attempt* to learn a spell outside of class is the number of time slots determined by the following chart.

Difficulty Modifier	Time slots required to attempt to learn spell
Difficulty modifier is negative:	1
Difficulty modifier is 0:	2
Difficulty modifier is Positive:	Equal to the difficulty modifier

For example, a 2nd year student attempting to learn a 6th year spell would require 8 time slots to attempt to learn the spell. The student must dedicate these time slots to learning the spell before they are allowed to make a learning check - the time slots do not need to be consecutive but must be adequately tracked.

If a Learning Check fails, the student may add the spell to his/her spellbook as an “aware of” spell. “Aware of” spells can’t be cast as they’re not considered learned. They must then attempt to learn the spell again, using the necessary time slots to make another attempt. The DC does not change.

Spell creation

Don’t feel limited to spells in the book. If you’d like to create a spell or potion or herbological creation, describe it and ask the DM - it may already exist or be very similar to something that does.

Creation of a spell is similar to learning a spell, but the base DC for the learning check is 18 (to reflect that you're doing something entirely new). If a learning check is failed for creation of a spell, it is not added to "aware of" spells.

Practicing Spellcraft

Your schedule is generally broken up into 7 days, with 4 time slots per day - See "timetable" in your character sheet. These time slots are morning, afternoon, evening, and night.

Your schedule will be largely filled with classes, adventures and extracurriculars, but you can also dedicate this time to trying practicing a spell, potion, or herbological preparation (Again, for this section, "Spell" will include these 3 terms). Each spell has 5 tiers of knowledge to reflect time spent. Whenever a learning check succeeds to learn a spell, the spell becomes "Learned" (Which will henceforth be referred to as the spell being "Tier 1"). Tiers 2, 3, and 4 offer modifying bonuses to attempts to cast that spell of +1, +2, and +3 respectively.

If a player fails a learning check for a spell, they become "Aware of" (Which will henceforth be referred to as the spell being "Tier 0") that spell and must attempt to learn the spell again by spending the necessary time slots reviewing the spell and doing a learning check. Tier 0 spells cannot be cast.

Practice Tier 0 - Aware of (Can't cast)

Practice Tier 1 - Learned

Practice Tier 2 - Practiced (+1) - 3 time slots

Practice Tier 3 - Perfected (+2) - 5 time slots

Practice Tier 4 - Mastered (+3) - 7 time slots

All learned spells start out at tier 1, and it takes 3, 5, and 7 "time slots" respectively to attempt to rank up an individual spell from Learned to Practiced, from Practiced to Perfected, and from Perfected to Mastered.

If the spell's level is above the caster's year, add 1 to each number, for each level to reflect this difficulty, and subtract 1 if the spell's level is lower.

For example, a 2nd year practicing a 5th year spell would require 6, 8, and 10 time slots respectively to rank up a spell from tier 1 to tier 4.

In addition to these time slots, a *practice check* must succeed in order for the spell to rank up. The DC of a practice check is similar to a learning check as described in the previous section, however you will add 1 per current tier of the spell. The roll is also the same, but with the addition of a +1 if the spell is your signature spell.

Practice check = D20 + learning modifier (+1 if spell is your signature spell.)

Practice check DC = Base DC + difficulty modifier + Spell Practice Tier

For example, a 2nd year is practicing a 3rd year spell. The spell is currently “learned”. The student spends 2 time slots practicing, then does a learning check. The DC of this learning check is: 12 (The base DC as it’s outside of class) + 1 (DC due to the spell’s difficulty level being higher than the student’s year) + 1 (Practice tier of the spell)

Signature Spells

Each student may also choose one “signature spell” which can only be changed once per term, and can be chosen at any time. The signature spell must be “learned” or higher. This signature spell gains a +1 modifier on top of its “practice-level modifier”. Additionally, as previously mentioned, a learning check to practice a signature spell gains a +1 mod to the roll.

Casting Spells

When rolling to cast a spell, the caster must let the DM know what effect they’re trying to achieve then perform a *casting check* as shown below:

Casting check = D20 + spell practice tier bonus + applicable casting level (+ signature spell bonus if applicable)

The DC will be decided by the DM based on the result the caster wants. For example, using *Lacarnum Inflamari* to start a small flame to light a candle may be easy. Using it to set alight a bonfire or fight off a foe may be more difficult.

The casting check DC has a base DC of 10 with the following modifiers:

Casting check DC = 10 + difficulty modifier + 1 if in combat + (1 or more depending on the difficulty of the spell's use and at the DM's discretion)

Note that when casting a spell, the DM can and often should decide to change the spell classification based on how it was used on that cast. For example, a player may cast the *Rocket Charm* as an attack, in which case it would be a charm, and offensive magic. However a player could also cast a *Rocket Charm* as a simple distraction, in which case it would be considered a charm. Additionally, offensive spells that don't cause significant harm, such as *expelliarmus* and *flippendo* can be used as if they were defensive spells if used to pacify combat, escape, or in self-defense. Likewise, *Impedimenta* is classed as a defensive spell but if used to chase down and kill something, it would be treated as an offensive spell. Ultimately this is left up to the DM's discretion.

Casting levels also do not stack. If a spell fits in multiple classifications, use whichever has the larger modifier. For example, if a player has casting level 2 in Defensive spells, and casting level 1 in Charms, then any Defensive Charm they cast will have a +2 modifier, not a +3.

The damage that a spell does can be estimated as equal to either the level of the caster or the level of the spell (whichever is higher), plus any applicable casting level minus the victim's Grit modifier.

The DM gets final say on damage, since some spells may technically be offensive but still not hurt much, and some may do more damage than this formula should suggest. Further, this is not a combat-based system, so combat is best done with roleplaying in mind. For example, a spell that removes someone's bones may not hurt them, but it will certainly end many fights, especially between students. Another example is the killing curse - it's only level 10, so by these rules it may

only do 10 damage. However in reality it is an instant-kill, and unblockable. Keep these things in mind if combat does break out.

Potion-making

The subtle art of potion-making is similar to spell-casting. That is, the formula remains the same, though potion-making is impossible in combat. The major difference is that potion-making requires ingredients to make the potion. These can be bought at an apothecary.

Divination

Divination magic uses the same formula as casting spells. The player must state what they are divining before the player makes the roll, so the DM can determine the DC. For example, perhaps Greg is reading Claire's fate using her rat, to determine if she will fail her upcoming Potions final. Some divination spells may simply offer re-rolls on outcomes rather than a definite success. For example, if Greg rolls a 16 and the DC was determined to be 15 and Claire fails the exam, the DM may choose to let her re-roll the exam check as the odds (based on the divination) are in her favor.

Levels, Grades and Classes

Grades

When a player attends class they may improve. Each class will have challenges in the form of *grade checks* for the student to complete, and based on their success or lack thereof in the task, they will receive a grade below for that day or task. (for instance, a simple smarts check of DC 10 to see if they can pay attention in their muggle studies class on the function of a wired telephone, or a charm check to see if they can produce unique art for their art class). A grade check may or may not be the same as a learning check. If there is a learning check for that class (For example, if the class is taught *Wingardium Leviosa* for the day), treat that as the grade check.

Grade check DC = 8 + student's year

Grade check = D20 + learning modifiers

DC beaten by or failed by:	Grade
Beaten by 5+	Outstanding (O)
Beaten by 3-4	Exceeds Expectations (E)
Beaten by 0-2	Acceptable (A)
Failed by 1-2	Poor (P)
Failed by 3-4	Dreadful (D)
Failed by 5+	Troll (T)

A student can keep track of these grade points on their character sheet. Grade points can be exchanged upwards as follows: 1O = 2E = 4A = 8P = 16D. Once the student has achieved 5 O's, they can reset their count back to 0 in exchange for one of the following boons:

1 grade token to increase a casting level from 0 to 1
 2 grade tokens to increase a casting level from 1 to 2
 3 grade tokens to increase a casting level from 2 to 3
 and so on in that pattern, or:

1 grade token to raise a skill +1 point, if that skill is 0 or below
 2 grade tokens to raise a skill from +1 to +2 points
 3 grade tokens to raise a skill from +2 to +3 points
 and so on in that pattern.

Levels

In addition, at the end of each school term (of which this game is balanced around 2/year), the player may level up. During a level up, the following happens:

- Your level increases by 0.5

- You may gain 1 virtue point to distribute as you wish to your character stats - alternatively, you may elect to not take this virtue point. When you level up next, you will take a perk instead of another virtue point.
- You gain HP equal to your grit modifier
- You may increase any skill by +1

Classes and years

Students may select classes from the “Classes” sheet (Core classes are highlighted in blue). There are 8 core classes - Transfiguration, Charms, Potions, History of Magic, Defence Against the Dark Arts, Astronomy, Herbology, and “Art of Flight”. For year 1, each term you shall select 4 of these courses. Each course has 2 class-times per week, costing 1 time slot each - add these to your schedule. See example below.

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Morning	TRAN-101	HIST-101		CHRM-101	DADA-101		
Afternoon	CHRM-101	TRAN-101	HIST-101		DADA-101		
Evening							
Night							

For second year and onward, there are only 7 core classes - “Art of Flight” becomes an elective. In this year and onward, a student may select any number of core classes, however the maximum number of courses a student may take is $5 + \text{their smarts modifier}$. The minimum number is 5 - if your smarts modifier is -2, you can still take 5 classes per term. In addition, after second year students are allowed beasts up to ministry ranking XXX at the school.

Exams

At the end of each school-term, exams shall be written - treat this as a simple DC check, potentially with a reward of multiple high grades (for example, if an O is achieved on the exam, award 3 O's to the student). At the end of year 5, O.W.L exams will be written and students will be talked to about what career they want. Each teacher requires a certain OWL grade (up to the DM) to continue to 6th and 7th year NEWT level courses. The difficulty of an exam should be roughly:

Exam check DC = $10 + \text{student's year}$ (+1 if O.W.L) (+2 if N.E.W.T)

Exams should be announced at least 2 weeks prior to the exam date, or 4 weeks prior if it is the final examination. If a student dedicates 5 time periods to revising a subject for an exam, they gain a +1 *Study modifier* to that exam. This stacks as many times as the student chooses to repeat it.

Exam check = D20 + learning modifier (+ study bonuses if applicable)

During the 6th year, there is an optional added course “Apparitions 600” - this course requires only 1 class per week, and costs 12 galleons to take. A license is also required to apparate.

After year 7, students must write NEWT exams which will be looked at by employers to determine knowledge and skills gained at Hogwarts.

Pocket Money

Students are allotted pocket money from family, guardians, any institution caring for the student, or from the school itself. This pocket money begins at 2 galleons per week for the first year, increasing using the following formula:

Pocket Money per week = 2 galleons * Student's current school year

Keep in mind certain perks will modify this Pocket Money. Pocket money arrives on a Monday morning, along with other mail potentially.

It is also possible to earn money from helping people such as tutoring or quests and missions, as well as getting a part-time job in Hogsmeade after third year, though uncommon.

Events

Hogwarts is home to a whole host of wholesome, horrible, time honored and hair-raising events and things that may change from year-to-year. Here is a list of ideas for a DM to use.

- Yule ball or any dance
- Christmas and other holidays

- Ghost deathday parties
- Third years and older can go to Hogsmeade with parental permission
- Sixth year students can take apparition classes, then take a licensing examination to be allowed to apparate. Apparition is not allowed outside of Hogwarts.
- If DM is feeling adventurous, triwizard tournament
- New teachers
- New classes, clubs. For example, dueling lessons.
- Consider the house and how it affects the students the players will meet and befriend. Consider roommates for the players.
- Players find a secret/illegible spellbook and have to decipher it to learn its secrets.
- Players of a certain house are blamed for making a mess, turns out it's a homunculus a student created and lost, perhaps they thought they misplaced it and didn't expect it to work.
- Keep in mind that in order for players to have the chance to shine, teachers must be occupied, distracted, or part of the problem.
- New transfer student
- Antagonism with a teacher
- Antagonism with rival student
- Talent show
- Club stories - not getting funding, competition, low attendance/need more members etc
- Class trip
- Science fair, but magical
- Detentions are always an option to punish rule breaking
- Previously mediocre student starts acing all tests - how?
- Quests; perhaps a teacher needs ingredients, or a student wants a message passed along, etc.
- The school gets a new Physical Education teacher who's last job was at a school for burley warriors in training. He's contemptuous of the lack of physical condition he sees among the students, has an overbearing personality, and talks like R. Lee Ermey. His new training regimen is absolutely exhausting and borderline dangerous. How can the party convince this meat-head that wizards can be just fine without having Schwarzenegerian physiques.
- Teacher or caretaker asks students to find the origin of contraband items and report it to them
- Someone challenges a player to a duel - perhaps they feel slighted in some way
- Underground invite-only dueling club

<https://forum.rpg.net/index.php?threads/harry-potter-boarding-school-plots.583674/>

<https://forum.rpg.net/index.php?threads/what-sort-of-stories-could-you-tell-in-a-hogwarts-game.823311/>

<https://forum.rpg.net/index.php?threads/harry-potter-101-mysteries.800619/>

<https://forum.rpg.net/index.php?threads/101-ideas-for-teen-superhero-school-scenarios.771770/>

<https://forum.rpg.net/index.php?threads/not-my-birthday-but-101-students-at-a-magical-university.772805/>

Cheat Sheet - Player

Pocket Money per week = 2 galleons * Student's current school year

Exam check = D20 + learning modifier (+ study bonuses if applicable)

Grade check = D20 + learning modifiers

Casting check = D20 + spell practice tier bonus + applicable casting level (+ signature spell bonus if applicable)

Practice check = D20 + learning modifier (+1 if spell is your signature spell.)

Learning check = D20 + learning modifier

Virtue	Virtue Modifier
0	-2
1,2	-1
3,4	0
5,6	+1
7,8	+2
9,10	+3
11,12	+4

Cheat Sheet - DM

Pocket Money per week = 2 galleons * Student's current school year

Exam check = D20 + learning modifier (+ study bonuses if applicable)

Exam check DC = 10 + student's year (+1 if O.W.L) (+2 if N.E.W.T)

Grade check = D20 + learning modifiers

Grade check DC = 8 + student's year

Casting check = D20 + spell practice tier bonus + applicable casting level (+ signature spell bonus if applicable)

Casting check DC = 10 + difficulty modifier + 1 if in combat + (1 or more depending on the difficulty of the spell's use and at the DM's discretion)

Practice check = D20 + learning modifier (+1 if spell is your signature spell.)

Practice check DC = Base DC + difficulty modifier + Spell Practice Tier

Learning check = D20 + learning modifier

Learning check DC = base DC + difficulty modifier

Difficulty modifier = $2 * (\text{Spell Difficulty} - \text{Student's current grade year})$

Circumstance:	In Class or with teacher	Not in Class - Peer Helping	Not in Class - No Help	Creating a new Spell
Base DC:	10	11	12	18

DC beaten by or failed by:	Grade
Beaten by 5+	Outstanding (O)
Beaten by 3-4	Exceeds Expectations (E)

Beaten by 0-2	Acceptable (A)
Failed by 1-2	Poor (P)
Failed by 3-4	Dreadful (D)
Failed by 5+	Troll (T)

Virtue	Virtue Modifier
0	-2
1,2	-1
3,4	0
5,6	+1
7,8	+2
9,10	+3
11,12	+4

Difficulty Modifier	Time slots required to attempt to learn spell
Difficulty modifier is negative:	1
Difficulty modifier is 0:	2
Difficulty modifier is negative:	Equal to the difficulty modifier

Perks

Wandless casting

You're able to cast magic without a wand.

Metamorphmagus

You're able to change your physical appearance at will (But you must remain bipedal - you can't change into beasts or animals.) Additionally, your Charm increases by 1.

Animagus

Choose one animal that reflects you. You can change into it and back at will.

Lycanthropy

On full moons, you turn into a werewolf, becoming much stronger, but losing your mind temporarily. The school's headmaster is aware and does his/her best to accommodate. Additionally, your grit and vigor both increase by 1. Note: Though this is listed as a perk, it is not meant to make your character stronger - if anyone finds out, you will be harassed relentlessly.

Wealthy Family

Gain 2 extra Galleons per week in pocket money. Additionally, once a month you can ask your family for a gift worth up to 25 galleons (times your school year. You may "save this" up. For example, if you wait 2 months as a first-year student, you can ask for a boon worth up to 50 galleons.)

Heir/Heiress

Gain 4 extra Galleons per week in pocket money. Additionally, once a month you can ask your family for a gift worth up to 50 galleons (times your school year. You may "save this" up. For example, if you wait 2 months as a first-year student, you can ask for a boon worth up to 100 galleons.) Wealthy Family Perk is required to take this perk, and is removed once this perk is taken - they don't stack.

Lucky

Reroll a die twice per week. Additionally, your Loyalty increases by 1.

Parseltongue

You're able to speak with snakes. Additionally, your Charm increases by 1.