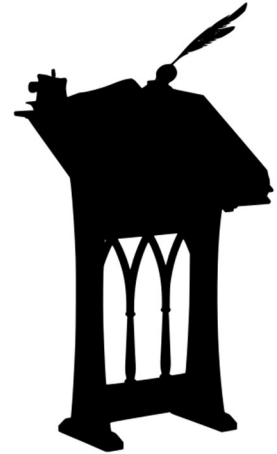




SPELL TYPES:

Ch – Charm
Co – Conjuration
Cu – Curse
J – Jinx
M – Mind
T – Transfiguration



READING SPELLS

Spell Name [HARRY POTTER REFERENCE NAME] (type)

Difficulty Check (DC): 10 (*against a person*) / 5 (*Casting for effect*)

Making your check: 1d20 + (Class type bonus) + Spellcraft

Range: Standard

Effect: How the spell works

Counterspell: To counter a spell in response to one just cast, the Spellcraft test must be equal to or greater than the Spellcraft result of the opposing spell. To counter a spell that is already in effect, the DC to disrupt or dispel it is equal to the Spellcraft result +2.

Failure: What happens if the Spellcraft test to cast the spell fails. Typically, nothing happens if the attempt to cast the spell fails unless a failure is noted.

Roll a 1 or 10 below DC:

Disastrous Failure

Below DC:	Failure
Equal to DC:	Marginal Success
1-5 above DC:	Complete Success
6-10 above DC:	Superior success
11+ above DC:	Extraordinary success

RESISTING SPELLS:

A character can attempt to resist any spell. With a successful Willpower test equal to the caster's Spellcraft result.

Note about resisting Mind Spells: All spells of this specialty can be resisted using a Willpower test against the Spellcraft result.

CASTING A CURSE

There is a -5 penalty for Level 1 Curses, bringing the DC up by 5.

TIER 0 (CANTRIPS):

Opening Spell [ALOHOMORA] (J)

Cast check: 10/10

Range: Standard

Effect: A portal such as a locked door or gate is opened. Using this spell on Muggle doors and locks opens them instantly on a successful Spellcraft check.

Counterspell: Locking Spell

Failure: On a Disastrous Failure, if the portal has a locking mechanism, it is broken adding an extra +10 DC to open the physically or with magic.

Locking Spell [COLLOPPORTUS] (Ch, J)

Cast check: 10/10

Range: Standard

Effect: A portal such as a door or gate is sealed magically, making it physically unable to be opened with a key or lockpicking.

Counterspell: Opening Spell, Imperturbable Charm

Failure: On a Disastrous Failure, if the portal has a locking mechanism, it is broken.

Illuminate [LUMOS] (Ch)

Cast check: 10/10

Range: N/A

Effect: A small light glows from the end of the caster's wand. The radius of the light is equal to your Magic Modifier x5 in feet. This light may emanate from a different object if the end of the caster's wand is touching it while the spell is cast. If this option is used, the light's duration will be halved.

Counterspell: Night Spell [NOX]

Night Spell [Nox] (J)

Cast check: 10/10

Range: Standard

Effect: This spell puts out small individual lights like lamps, candles, flashlights, etc.

Counterspell: Illuminate

Conjurus Spell [ACCIO ...] (Co)

Cast check: 15/10

Range: Touch

Effect: This spell causes a number of objects, of which the casters determines, to appear or draw closer to the caster.

<i>Extraordinary</i>	1 Huge object, 3 Large objects, 5 Medium objects, 10 Small or 20 Tiny objects
<i>Superior</i>	1 Large object, 3 Medium objects, 5 Small objects, 10 Tiny objects
<i>Complete</i>	1 Medium object, 3 Small objects, 5 Tiny objects
<i>Marginal</i>	1 Small object, 3 Tiny category objects

Create flame [INCENDIO] (Co)

Cast check: 10/10

Range: N/A

Effect: A small fire shoots out from the end of the wand to no more than 5 feet. It is enough to start a campfire or light a torch.

Counterspell: Extinguishing Spell

Failure: A loud snap, a spark, and a whiff of sulfur are all you get if you fail this spell.

Smoke-raising [FUMOS] (Co)

Cast check: 10/10

Range: Standard

Effect: A cloud of smoke with a radius in feet equal to the caster's Magic attribute appears.

Levitation [WINGARDIUM LEVIOSA] (Ch)

Cast check: 10/10*

Range: Standard

Effect: Allows the caster to levitate an object into the air, but the size of the object affects the difficulty of the Spellcraft test, so add +2 DC* for every size category greater than Tiny the object is. The only action the caster may make the object do is move up and down. The height at which the caster can levitate a target is feet equal to her Magic modifier x10.

Repair [REPARO] (T, J)

Cast check: 10/10*

Range: Standard

Effect: This spell repairs broken objects such as glasses, jars, tables, etc. Any parts broken off instantly disappear or apparently reattached by the spell. The size of the object will affect the effectiveness of the spell so add +2 DC* for every size category larger than Tiny that the object is.



TIER I:

Amplify (Ch, J)

Cast check: 10/10

Range: Self or touch

Effect: How the spell works

Counterspell: To counter a spell in response to one just cast, the Spellcraft test must be equal to or greater than the Spellcraft result of the opposing spell. To counter a spell that is already in effect, the DC to disrupt or dispel it is equal to the Spellcraft result +2.

Failure: What happens if the Spellcraft test to cast the spell fails. Typically, nothing happens if the attempt to cast the spell fails unless a failure is noted.

Aviary (Co)

Cast check: 15/10

Range: N/A

Effect: A loud bang and out flutter birds from the end of the wand. Examples:

<i>Extraordinary</i>	1 Magical bird: Phoenix, Roc; or +2 Large birds: Ostrich, Axe Beak, Giant Falcon
<i>Superior</i>	5 Birds of Prey: Eagles, Hawks, Vultures
<i>Complete</i>	5 Small birds: Ravens, Owls, Parrots
<i>Marginal</i>	5 Tiny birds: Sparrows, Chickadees, Finches

Failure: A loud bang and burnt feathers come from the end of the wand.

Cleaning spell (Ch)

Cast check: 10/10

Range: Standard

Effect: This simple charm arranges books, scours pots, and removes dirt from an area.

<i>Extraordinary</i>	4x4 yard area
<i>Superior</i>	2x2 yard area
<i>Complete</i>	1x1 yard area
<i>Marginal</i>	1x1 foot area

Failure: On a Disastrous Failure, the area that is intended to be tidied is made to look doubly worse than before (i.e. extra mud or dirt, contents of a cauldron erupt out of it, etc.).

Color-change (T)

Cast check: 10/10

Range: Touch

Effect: Alters the color of the target to the desired color of the caster.

<i>Extraordinary</i>	Huge object or larger
<i>Superior</i>	Large Object or Smaller
<i>Complete</i>	Medium Object or Smaller
<i>Marginal</i>	Small Object or smaller

Cheering Charm (M)

Cast check: 15

Range: Standard

Effect: Makes a person happy

Failure: Can cause the victim or the caster to become overcome with fits of hysterical laughter, causing a -2 penalty to tasks that require concentration and casting spells.

Curse of the Bogies (Cu*)

Cast check: 20*

Range: Standard

Effect: This spell causes the target's nose to inflate a bit and run perpetually. This will cause a -2 penalty to tasks that require concentration and casting spells.

Curse of Boils and Sores (Cu*)

Cast check: 20*

Range: Standard

Effect: Boils and sores break out all over the target's body. The target can attempt to shrug of the effects of this spell with Stamina test with a DC equal to the Spellcraft check. The pain from this curse causes the target to suffer a -2 penalty per level of success to all Wisdom checks.

Curse of the Slugs (Cu*)

Cast check: 20*

Range: Standard

Effect: This curse causes the target to regurgitate slugs uncontrollably. It also causes the target to become distracted and incurs a -2 penalty to physical tests per level of success.

Failure: On a Disastrous Failure, the spell affects the caster as if spell were cast with an Extraordinary Success (1d6 x Magic mod hours).

Disappearing Spell (T)

Cast check: 15/10

Range: Touch

Effect: The writing and all marks created by the target writing utensil (crayon, quill, pencil, etc.) to disappear once the writer has completed writing. The writing remains invisible until either the spell wears off or is dispelled or countered.

Counterspell: Appearing Spell

Disruption (J)

Cast check: 15/10

Range: Standard

Effect: This spell disrupts the normal function of a spell or ability that has a duration (not permanent effects), but it does not break or dispel the spell. To have any effect against the spell, the caster's Spellcraft result must be greater than the Spellcraft result of the spell she is attempting to disrupt.

Drought Charm (Ch)

Cast check: 15/10

Range: Standard

Effect: Dries up a volume of water

Extraordinary 3d6 + (Magic Modifier x3) cubic yards

Superior 2d6 + (Magic Modifier x2) cubic yards

Complete 1d6 + Magic Modifier cubic yards

Marginal 1 cubic foot

Entrancing Spell (M)

Cast check: 15/10

Range: Standard

Effect: The target is overcome by an emotion as determined by the caster (happy, sad, angry, etc.). The effect is a distraction to the target causing a -2 penalty per success level to all Wisdom checks.

Extinguishing Spell (J)

Cast check: 15/10

Range: Standard

Effect: This spell puts out fires. The area of fire put out by the spell is equal to the difference between the result and DC in square feet.

Fountain Spell (Co)

Cast check: 15/10

Range: N/A

Effect: A stream of potable liquid, type determined by the caster, squirts from the end of her wand.

<i>Extraordinary</i>	1 barrel
<i>Superior</i>	1 gallon
<i>Complete</i>	1 quart
<i>Marginal</i>	1 cup

Four Points Charm (Ch)

Cast check: 10/10

Range: N/A

Effect: This simple charm turns the caster's wand into a compass where it will float into the air above her hand and point in the direction of north.

Failure: On a Disastrous Failure, the wand will float and spin, stopping periodically in different directions.

Impediment Curse (Cu*)

Cast check: 20*

Range: Standard

Effect: Otherwise known as the "Trip Curse," this spell causes the target to lose her footing and fall to the ground prone.

Jelly-legs Jinx (J)

Cast check: 15/10

Range: Standard

Effect: Causes the target's legs to wobble uncontrollably giving her a -2 to any Strength checks.

Liquid Resistance Charm (Ch)

Cast check: 15/10

Range: Standard

Effect: Shields target from liquid.

<i>Extraordinary</i>	32 sq. ft
<i>Superior</i>	16 sq. ft
<i>Complete</i>	4 sq. ft
<i>Marginal</i>	1 sq. ft

Memory Charm (M)

Cast check: 15

Range: Standard

Effect: Used to erase a specific memory or memories from a specific time period

<i>Extraordinary</i>	1 long (< 1h) time period or 6 specific memories
<i>Superior</i>	1 medium (< 15min) time period, or 4 specific memories
<i>Complete</i>	1 short (< 5min) time period or 2 specific memories
<i>Marginal</i>	1 short (< 1min), specific memory

Polymorph Object (T)

Cast check: 20/15*

Range: Touch

Effect: The caster transforms an inanimate object into whatever the caster desires. If the caster changes its size, apply a +2 DC* modifier to the Spellcraft check for every size category larger or smaller. If the caster selects the new form to be a living creature, add the appropriate modifier(s), below, to the Spellcraft test.

<u>DC</u>	<u>Form</u>
+1	Plant or invertebrate
+2	Fish
+3	Amphibian/Bird
+4	Reptile
+5	Mammal
+10	Dragon (minimum size Mammoth)
+2	If creature is magical (excluding dragons)

Failure: On a Disastrous Failure, the object is incompletely transfigured. If changing into an animal, it would be dead.

Quiet (Ch, J)

Cast check: 10/10

Range: Standard

Effect: With a tap to the throat with your wand, the target's voice is reduced in volume many times of normal.

Counterspell: Amplify

Restoring Jinx (J)

Cast check: 15/10

Range: Standard

Effect: With a loud zap and crackle, this spell causes a shape-changer target to revert to its natural form or other effects particular to the target.

Failure: If this spell fails, the creature either retains its form or, if a Boggart, changes into another form that the caster is afraid of.

Severing Spell (T, Cu*)

Cast check: 20*/10

Range: Standard

Effect: Causes things to be damaged as though they were cut by something. The type of things affected by this spell depends upon success of the Spellcraft test. *See Stinging Hex (Cu) for damage chart when used on living things.*

<i>Extraordinary</i>	Very hard substances (rock, brick, metal)
<i>Superior</i>	Harder substances (wood, plastics)
<i>Complete</i>	Normal fabrics (clothing, drapes)
<i>Marginal</i>	Fragile items (paper, string)

Counterspell: Repair

Slippery Spell (Ch, J)

Cast check: 15/10

Range: Standard

Effect: This spell causes a surface with an area equal to $(5 + \text{Magic Modifier})^2$ feet to become very slippery. A DC 15 Acrobatics skill test is required to keep your footing.

Counterspell: Sticking Charm

Failure: A bit of oil dribbles out the end of the caster's wand.

Sparks (Co)

Cast check: 15/10

Range: 10 ft

Effect: A small jet of waterproof sparks of a color determined by the caster is emitted from the end of her wand. If used as a weapon, this spell deals 1d6 points of damage and ignite things that are very flammable.

Counterspell: Extinguishing spell

Failure: On a Disastrous Failure, a few small, sputtering embers feebly fall from the end of the caster's wand.

Sticking Charm (Ch, J)

Cast check: 15/10

Range: Touch

Effect: Causes the target to become very sticking. It takes a Strength check equal to the successful Spellcraft result -5 to remove the object from another.

Counterspell: Slippery Charm

Failure: A bit of glue dribbles out the end of the caster's wand.

Stinging Hex (Cu*)

Cast check: 20*

Range: Standard

Effect: Damage to target:

<i>Extraordinary</i>	1d6 x Magic Mod
<i>Superior</i>	1d6 + Magic Mod
<i>Complete</i>	Magic Mod
<i>Marginal</i>	-1

Tickling Jinx (J)

Cast check: 15/10

Range: Standard

Effect: Causes a person to laugh uncontrollably. The target has a -2 penalty per level of success to all physical tests and casting spells.



Tier II and Tier III spells will be supplied in Volumes 2 and 3, at character level 5 and 10 respectively.

