

# WANDS & FEELINGS

## MY NAME IS... \_\_\_\_\_

You are a new student at a wizarding school of great renown.

## MOVES

When attempting to cast a spell, perform a feat of athleticism, or influence someone, the gm may call for a roll. This is called a 'move.' You will roll 2d6 and add your **body**, **mind**, or **heart** modifier, depending on what you are trying to do. The GM may apply additional modifiers. The result of the roll tells us what happens.

- **On a 10+:** Your move succeeds. You narrate the effects of your move and the GM fills in the blanks.
- **On a 7-9:** Your move succeeds, but the GM will provide you with a disadvantage or ugly choice as a consequence.
- **On a 6-:** Your move fails. The GM narrates the consequences.

## SPELLCASTING

When you use a spellcasting move, you describe the spell you are attempting to perform. You may use a spell that exists in the lore, or you may describe a new spell. You decide whether to cast your spell for **precision** or **power**. You and the GM decide what these adjectives mean in context.

- **Precision:** Your magic is elegant and accurate.
- **Power:** Your magic is forceful and imprecise.

## ATTRIBUTES

You have 3 points to distribute amongst your **Body**, **Mind**, and **Heart** scores.

<b>Body</b>	<div></div>	Your physical fitness. Moves that call for <b>body</b> rolls include feats of strength, skillful broom flying, and dodging danger.
<b>Mind</b>	<div></div>	Your intellect. Moves that call for <b>mind</b> rolls include casting for <b>precision</b> and recalling magical lore
<b>Heart</b>	<div></div>	Your passion and charisma. Moves that call for <b>heart</b> rolls include casting for <b>power</b> and persuading others.
<b>Health</b>	<div></div>	Your sturdiness. Set max equal to 3+ <b>Body</b> . If your health is reduced to zero, you fall unconscious.

## WAND

Every wizard must have a wand. Your choice of wand gives you an advantage that you can invoke once per session.

- o **Dragon Heartstring:** You automatically roll 10 on a spellcasting roll at the cost of 1 health.
- o **Phoenix Feather:** You cast a spell for **precision** and **power**. Use either **Mind** or **Heart**.
- o **Unicorn Hair:** You change a spellcasting roll of 6- into a 7.

## HOUSE

Every wizard must belong to a house. Your choice of house gives you an advantage that you can invoke once per session.

- o **Griffindor:** When you would take damage, instead take no damage.
- o **Hufflepuff:** After an ally makes a move, apply +2 to their roll.
- o **Ravenclaw:** You automatically roll a 10 when attempting to recall lore.
- o **Slytherin:** You ignore any negative consequences of one of your moves.

## FAVORITE SUBJECT

All wizards have different talents. You will be slightly better (+1 to roll) at performing spells or recalling lore related to your favorite subject.

- o **Charms:** manipulating objects
- o **DADA:** offensive/defensive spells
- o **Potions:** brewing magical potions. You also start with one of the following potions:  
**Felix Felisis Polyjuice Healing Forgetfulness**
- o **Transfiguration:** changing form of objects

## EQUIPMENT

What would a wizard be without *stuff*? You start with the following equipment, as well as one appropriate personal item of your choice.

### Item

Wand  
Set of core textbooks  
Set of student robes  
Quill and parchment set