

Name _____

House _____

Looks _____

Year

1	2	3	4	5	6	7
-3	-2	-1	0	+1	+1	+2

Personality _____

Motivation _____

Disadvantage _____

Gryffindor

Hufflepuff

Ravenclaw

Slytherin

**Care of Magical
Creatures**

Charms

**Defense Against
the Dark Arts**

Divination

Herbology

History of Magic

Potions

Transfiguration

Basic Mechanic: Roll 2d6. Add modifiers. Failure = Two 1s or -6. Partial = Two 3s or 7-9. Success = Two 6s or 10+.

Character Creation: Set attributes to +2, +1, 0, -1. Choose disadvantage. Choose +1 advantage to skill. Others to 0.

Disadvantage: -1 under appropriate circumstances

Gryffindor: (fire, bravery, daring, nerve, and chivalry).

Hufflepuff: (earth, hard work, dedication, patience, loyalty, and fair play).

Ravenclaw: (air, intelligence, knowledge, grace, and wit)

Slytherin: (water, ambition, cunning, and resourcefulness)

XP: +1 XP on Failure, fulfilling Motivation, acting on Personality, discover, overcoming, and acquisition.

Status: Five by Five (OK), Hurt (Recovered by action, Twice = Taken Out), Cursed (-1 on rolls), Impeded (Partial Curse), Hexed (Plot curse), Taken Out (Hospital)

Spells: -a -am -ae -as -arum -is -us -e -i -um -os -orum -ius -ium -ios -iorum -em -ibus -es -ebus -erum -o -ox