

WANDS & WIZARDS

A Harry Potter ruleset for Savage worlds



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Special thanks to Pottermore for relaying J.K. Rowling's notes on wand woods and cores, to Rowling herself for creating this rich world, and to all its fans for bringing it to life in their minds.

Introduction: Ollivander's Wand Shop

Diagon Alley, London

Who's there? Ah, hello, young one. Welcome, welcome. I am Ollivander, and you - let me guess! - you are about to start your first year at Hogwarts, and you've come to me for a wand! As you can see, I've shelves stacked full of them in my shop. Shelves and shelves. Luckily for you, I have a keen sense for this sort of thing. Hold out your wand arm for me, if you would, and I'll get your measurements... There we are. Now, while I look about, tell me a bit about yourself. It'll help me find the perfect wand for you!

First, why don't you tell me in a few words who you are? If I were asked that question, I would tell you that I'm an old wandmaker with a keen eye for the intangible.

Concept

Write down the broad strokes of who your character is. This should help guide your other choices during character creation.

Oh, that's fine. Just fine indeed. Oh, and what's your Name, child? Here, try this wand... Nevermind, too whippy!

Name

Your character needs a name! Wizards and witches can have fantastical names, and they often use alliteration. Examples include Minerva McGonagal, Luna Lovegood, and Vidad Treepens. Muggleborn characters tend to have more regular sounding names.

When you find yourself in trouble, are you the type to duck out of the way or power through? Or do you perhaps think up a clever solution instead? Maybe you're the witty type, beguiling others with a silver tongue, eh? The

wand chooses the wizard, you know, and I won't find yours if I'm flying blind!

Attributes and Skills

You begin with a d4 in each attribute (Agility, Vigor, Intellect, Spirit, and Wits), and you have 4 points to spend to increase them. No attribute may be raised above a d12. See the Attributes section for explanations of each.

You have 12 points to distribute among your skills. Each die type costs 1 point (starting at d4) as long as the skill is equal to or less than the attribute it's linked to. If you exceed the attribute, the cost becomes 2 points per die type. No skill may be increased above d12. See the Skills section for details on each skill.

During each year of school, you should gain about 5 experience (and thus, an Advance). Refer to Savage Worlds to learn more about experience, rank, and Advances. In short, Advances allow you to increase your attributes and skills, as well as gain new Edges.

Defenses

You have three defenses: Dodge, Toughness, and Willpower.

Your Dodge equals $2 + \frac{1}{2}$ your Agility die or $2 + \frac{1}{2}$ your Wits die, whichever is higher. For example, a character with a d8 Agility and d6 Wits has Dodge 6. Dodge is your ability to get out of the way of incoming spells and other ranged attacks.

Your Toughness equals $2 + \frac{1}{2}$ your Vigor die. Toughness is how much damage you can take without becoming Shaken.

Your Willpower equals $2 + \frac{1}{2}$ your Spirit die. Willpower is your resistance to many magical effects.

I should ask - what is it that's special about you, child? Something that gives you an Edge

over your peers. Could you also tell me something that makes life hard for you? A Hindrance, as it were.

Edges and Hindrances

You begin with Arcane Background (Magic) at no cost. See pages 28 and 32 in *Savage Worlds* for information on Edges and Hindrances, and refer to the Edges and Hindrances section in this document for additional options.

Hmm, yes. More and more curious you are, child.

Do you happen to know what House you'll be in yet? It's quite alright if you don't, but some wizards come from long lines of Gryffindors or Slytherins or what have you. These sorts of things seem to run in families, but one never knows! Here's another wand, child - no, that's not the right one, either.

House

Each first-year student is assigned to one of the four Houses in Hogwarts. They are Gryffindor, Ravenclaw, Hufflepuff, and Slytherin. Gryffindors are known for their bravery. Ravenclaws are the cleverest of the bunch. Hufflepuffs strive for fairness and loyalty. And Slytherins prize ambition and excellence above all else. Whenever you act in accordance with your House's values, take +1 to your roll.

Well now, I'm not sure why I didn't think of this one sooner... Here, give this one a wave!

Ah, yes! That's the one! You've found your Wand! Or should I say, it found you! The wand does choose the wizard, after all.

wand

Your wand is your focus for magic. Each wand is comprised of a type of wood and a magical core. Each wood and core provides a different bonus. See the Wands section for details.

That'll be seven galleons - expensive, yes, I know, but what is a wizard without a wand? Carry it well!

Oh, one more piece of advice! Don't forget to peruse Diagon Alley's other shops! You never know what you might find.

Equipment

In addition to your wand, you begin play with one other item of your choice. This could be a good broom (+1 to Fly), a loyal pet (cat, toad, owl, etc.), or even something stranger. Consult with the Headmaster to make an appropriate choice!



Example Character - Tobias Rose

Tobias Rose (suave son of a pro duelist), Year 1

<u>Attributes</u>		<u>Skills</u>	<u>Defenses</u>	
Agility	d6	Athletics (d4), Fly (d4)	Dodge	5*
Vigor	d6	Curses (d6)	Toughness	5
Intellect	d4	Lore (d4), Transfiguration (d4)	Willpower	5
Spirit	d6	D.A.t.D.A. (d6), Persuasion (d6)	*+1 Dodge vs spells	
Wits	d6	Charms (d6)		
Edges		Hindrances		
Brave: +2 to resist fear effects		Arrogant [Major]		
Wand Block: +1 Dodge vs. spells		Loyal [Minor]		
		Stubborn [Minor]		
Equipment: wand (red oak and phoenix feather)				

In his second year, Tobias spent his Advance to increase Spirit from d6 to d8.
 In his third year, he improved his Defense Against the Dark Arts (to d8) and Athletics (to d6) skills.
 In his fourth year, he improved his Curses skill to d8. He could only improve one skill because he increased it beyond the bounds of his Vigor attribute.

Tobias Rose (suave son of a pro duelist), Year 4

<u>Attributes</u>		<u>Skills</u>	<u>Defenses</u>	
Agility	d6	Athletics (d6), Fly (d4)	Dodge	5*
Vigor	d6	Curses (d8)	Toughness	5
Intellect	d4	Lore (d4), Transfiguration (d4)	Willpower	5
Spirit	d8	D.A.t.D.A. (d6), Persuasion (d6)	*+1 Dodge vs spells	
Wits	d6	Charms (d6)		
Edges		Hindrances		
Brave: +2 to resist fear effects			Arrogant [Major]	
Wand Block: +1 Dodge vs. spells			Loyal [Minor]	
			Stubborn [Minor]	
Equipment: wand (red oak and phoenix feather)				

Attributes

Agility is your wizard's nimbleness, quickness, and dexterity.

Vigor is your wizard's ability to focus his physical power and metaphysical energies.

Intellect is your wizard's ability to learn and recall information.

Spirit reflects your wizard's willpower and charisma. It also helps your character recover from being Shaken.

Wits is your wizard's ability to think quickly on his feet.

Skills

Athletics [Agility]

Athletics is a wizard's ability to run, jump, climb, throw, and catch. The Headmaster will set an appropriate difficulty for obstacles that may be in your path. If you're racing an opponent, simply make opposed rolls. If you're throwing something at a target, roll against the target's Dodge (2 + ½ Agility/Wits).

Bluff [Wits]

Bluff is a wizard's skill at fast-talking and lying, as well as your ability to pick up on such attempts that are directed at you. You can also use this to taunt by engaging in a Test of Wills with your target.

Care of Magical Creatures [Spirit]

With Care of Magical Creatures, a wizard can properly care for and interact with a wide variety of magical fauna. Always be cautious, however, as some are likely to bite!

Charms [Wits]

Charms is a wizard's proficiency with spells that alter the behavior of a target. These spells can make a feather float, confuse a bothersome wizard, and much more.

Curses [Vigor]

Curses is a wizard's proficiency with offensive magic. These spells directly damage or hinder their targets, and as a result, they must be wielded responsibly.

Defense Against the Dark Arts [Spi.]

Use Defense Against the Dark Arts to protect yourself and others from harmful magics. It's useful for conjuring shields and other more subtle magical deterrents.

Herbology [Intellect]

Herbology is the study of magical flora. With this skill, you can properly identify and nurture such plants.

Fly [Agility]

Fly allows a character to control brooms and winged mounts. When making a skill test while flying, characters use the lower of the skill they are testing and their Fly.

Lore [Intellect]

Lore is a wizard's general knowledge of the wizarding world, as well as its legends and histories. While a Muggleborn wizard may start with a low Lore, some are fascinated by their new surroundings and actually surpass their wizardborn peers in this field.

Might [Vigor]

Might is a wizard's proficiency at performing feats of strength. He may be physically bulky, or perhaps he's just stubborn and knows how to lift and push. Use might whenever you need to shove through a crowded hallway, break down a door, or lift a heavy load.

Muggle Dueling [Vigor]

How barbaric! Muggle Dueling covers all melee attacks, whether it's with fists, swords, or even a wand! The TN to hit an opponent is his Dodge ($2 + \frac{1}{2}$ Agility/Wits), and the damage is equal to your Vigor.

Notice [Wits]

Notice is a wizard's ability to observe and perceive his surroundings. Use it to find lost homework, spot a half-buried artifact, or catch a sneaky gnome who's up to no good.

You only get to roll Notice to spot a character using Sneak if you are actively watching for them.

Persuasion [Spirit]

Persuasion is the ability to convince others to do what you want them to do, either through kindness or flat-out intimidation.

Extras start at one of five different attitudes: Hostile, Uncooperative, Neutral, Friendly, or Helpful. A successful Persuasion roll (when you're being nice) improves the character's attitude one step, or two with a raise. Failure, on the other hand, decreases the character's attitude by a step, or two if a 1 is rolled on the Persuasion die (regardless of the Wild Die). Most characters won't change their reaction more than one or two levels during a single exchange, but that's entirely up to the Headmaster and the situation.

If you're intimidating your target, then it's a Test of Wills.

Potions [Intellect]

Potions is a wizard's talent at brewing magical potions. Potion-making is a time-consuming and complicated process, but it can produce powerful results.

For more information, see the Potions section.

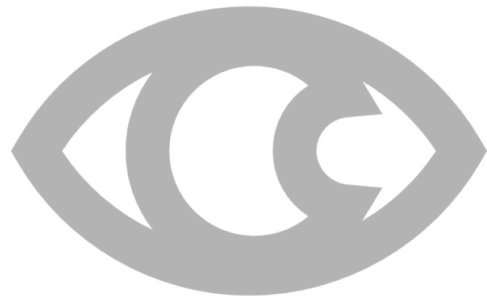
Sneak [Agility]

Use Sneak to move around unseen and perform feats of legerdemain (and don't forget to pull hilarious jokes on classmates and teachers)!

If the targets aren't actively watching for intruders, then a character only needs a standard success to avoid being seen. Otherwise, the targets oppose the Sneak roll with their Notice.

Transfiguration [Intellect]

Transfiguration is a wizard's proficiency with spells that alter the physical properties of a target. These spells can change a teacup into a mouse or even summon a cushy chair from thin air.



Edges and Hindrances

While you may find the Edges and Hindrances in the Savage Worlds core book suitable for your witch or wizard, here are some special ones that might add that extra dash of magic.

Edges

Denizens of the magical world possess a variety of strange abilities beyond the power to cast spells with a wand.

Animagus

You can transform into a single animal, chosen when you gain this Edge. This functions as the Shape Change Edge.

Apparation

Learned during a wizard's sixth year at Hogwarts, Apparation is the powerful ability to teleport at will to any place one has been before. Even though all students gain at least some proficiency with Apparation, only some go on to truly master it and gain a license once they turn seventeen. (Thus, this Edge should be taken at the start of the seventh year for those wizards who wish to acquire it). Many wizards prefer to travel by broom, portkeys, or the Floo Network to avoid the dangers associated with Apparation.

To Apparate, a wizard must have a clear mind, a focused mental image of his destination, and a wand in hand. Then make an Intellect roll, with the TN set by your familiarity of the destination, as follows:

Very Familiar = 2 (home/work, can currently see destination)

Somewhat Familiar = 4 (a repeat vacation spot, a common place in town)

Not Familiar = 6 (visited briefly a couple times)

If you fail, you end up in a location similar to but distant from your target.

On a critical failure, you splinch! When you splinch, you leave some of your body in one

place while Apparating the rest elsewhere. This is usually not fatal, though immediate magical healing is often necessary. Until someone puts you back together, you are Shaken, in addition to possibly missing limbs and organs.

Counterspell

Requirements: Seasoned, D.A.t.D.A. d8+

Once per round, you receive one free spellcasting attack against a nearby foe who failed a spell attack against you. Your spell is cast at -2.

Parselmouth

You speak Parseltongue, the language of snakes. Most wizards with this power are born with it, but it could possibly be gained through intense study and practice. You can converse with snakes and basilisks, and command them to perform any task that they could reasonably accomplish. Note that Parselmouths are stereotyped as dark wizards, even though this isn't always the case.

Pureblood Noble

As the Noble Background Edge in Savage Worlds (p. 33), but with regards to the wizarding world instead of the mundane one.

Seer

With this Edge, you have the rare power of true Divination. At the Headmaster's discretion, you have visions of potential future events. You can spend a benny to use this power willingly. When doing so, you should tell the Headmaster what kind of information you seek. Then, the Headmaster may describe to you a vision or words of prophecy. However, the information may be vague or couched in metaphor, so while it should help to point you forward in your adventure, it may not tell you everything you want to know!

Hindrances

Living in the magical world comes with its own challenges and hurdles.

Muggleborn [Minor]

Both of your parents were Muggles (non-magical humans), who are looked down upon by the old guard of the wizarding world. Due to your lack of a wizarding upbringing and good old-fashioned discrimination, you take -2 to Charisma in situations where your blood and social standing are factors, such as when interacting with wizard high society.

Sheltered Pureblood [Minor]

You grew up in a strictly magical community and have had little contact with Muggle culture or technology. You become easily confused when trying to use everyday Muggle devices, and you take -2 to Charisma when interacting with Muggles and -2 to using Muggle technology.

Magic

In the wizarding world, witches and wizards can produce wondrous feats of magic by casting spells. To do this, a witch or wizard must satisfy a set of requirements. They must speak the proper magic words (usually just the name of the spell) and make specific motions with their wand.

In Wands & Wizards, this means that your character can attempt to cast a spell if they have their wand in hand and can freely move and speak. Then, you roll the skill listed for the spell you wish to cast (either Charms, Curses, Defense Against the Dark Arts, or Transfiguration), along with a Wild Die. If you get 4 or higher, then the spell is cast successfully! Note that some spells have a different Target Number, but it will be listed in that spell's description.

Spell Rank

Whenever you cast a spell, note its rank and compare this to your character's rank. If your character's rank is lower than the spell's, you take a -1 to your spellcasting roll per rank difference. If your character's rank is higher than the spell's, then you add +1 to your roll per rank difference. For example, a Novice wizard casting a Seasoned spell would take a -1 penalty. On the other hand, a Seasoned wizard casting a Novice spell would do so with a +1.

Nonverbal Casting

If you cannot speak or wish to cast more quickly, you can attempt to cast nonverbally. To do so, take an additional -2 penalty to your spellcasting roll. This adds +2 to your Initiative, which may let you get the jump on an opponent. Wizards and witches learn nonverbal magic in year 3 at Hogwarts, so you must be at least a 3rd year student to cast nonverbally.

Spells

This section contains a list of spells that your character may be familiar with.

Each spell has a corresponding skill (Charms, Curses, Defense Against the Dark Arts, or Transfiguration) and is color coded by skill as well. For example, all spells that use the Charms skill have a purple background.

Each spell also has a rank, which may apply a penalty or bonus to your roll. See the Magic section for details.

The Distance of a spell determines what it can target, while Duration describes how long the spell may last.

Any effects or special rules are included for each spell as well.

Accio [Charms]

Rank: Novice
Distance: Ranged
Duration: Instant

Summons a specified item. If the item is out of sight, the penalty is -1. If the item is more than a quarter-mile away, this spell fails.

Allohomora [Charms]

Rank: Novice
Distance: Close
Duration: Instant

On a success, unlocks any non-magical lock.

Aresto Momentum [Charms]

Rank: Seasoned
Distance: Ranged
Duration: 3 rounds

The caster makes a Charms skill roll with a TN equal to the target's Willpower. With a success, movement becomes an action, giving the target a multi-action penalty if he wants to move and act in the same round. With a raise, the target must redraw initiative cards above 10, except Jokers.

A victim who usually draws multiple initiative cards discards only those with a value higher than the spell allows.

Additional Effects: The character may affect two additional targets by taking a -1 on his Charms roll or four additional targets by taking a -2.

Avifors [Transfiguration]

Rank: -4
Distance: Ranged
Duration: ?

The caster makes a Transfiguration roll with a TN equal to the target's Willpower. On a success, the target is transformed into a bird!

Confundo [Charms]

Rank: Novice
Distance: Ranged
Duration: Instant

The caster makes a Charms roll. On a success, a target must make an Intellect roll at -2 or be Shaken, and on a raise, the roll is made at -4.

Additional Effects: The character may affect two additional targets by taking a -1 on his Charms roll or four additional targets by taking a -2.

Cracker Jinx [Curses]

Rank: Novice
Distance: Ranged
Duration: Instant

As the Distract maneuver.

Diffindo [Charms]

Rank: Novice
Distance: Ranged
Duration: Instant

Use Charms + 2 instead of Vigor to cut bindings.

Disillusionment Charm [Transfig.]

Rank: Veteran
Distance: Close
Duration: 1 minute/Intellect

With a success, the character is mostly transparent and automatically blends in with his surroundings. A character may detect the invisible presence if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack the foe at -4 as well. With a raise, the character is

completely invisible. The penalty to notice or hit him is -6.

In either case, the spell affects the character and his personal items. Anything picked up after the power was cast remains visible.

Episkey [Transfiguration]

Rank: Novice

Distance: Close

Duration: Instant

Each use of the this spell removes a wound with a success, two with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

For Extras, a successful Transfiguration skill roll returns the ally to the game Shaken.

Engorgio [Transfiguration]

Rank: Seasoned

Distance: Close

Duration: 3

Engorgio doubles the overall size of the target. The subject gains +1 Size on a success and an additional +1 Size per raise. Each step of Size grants the target a one-step increase to Vigor and a point of Toughness. This spell may be cast multiple times on the same target, but only the most powerful casting has an effect.

If the target is unwilling, the TN is equal to the target's Willpower.

Expecto Patronum [D.A.t.D.A.]

Rank: Veteran

Distance: Ranged

Duration: 1 round/Spirit

Conjures up a defensive entity of positive emotion.

Expelliarmus [Charms]

Rank: Novice

Distance: Ranged

Duration: Instant

Make a Disarm maneuver with Charms against the target's Vigor. You still take a -2 to this roll, just as you would with a mundane disarm.

Finite Incantatum [D.A.t.D.A.]

Rank: Seasoned

Distance: Ranged

Duration: Instant

Finite Incantatum allows a wizard to negate enemy spells. It has no effect on innate powers, such as a dragon's breath or a boggart's shapeshifting. Neither does it work on more powerful magic items or permanent enchantments unless the specific item or enchantment says otherwise.

This spell can be used against magic already in effect or to counter an enemy spell as it's being used. The latter requires the countering wizard to be on Hold and interrupt his foe's action as usual. In either case, dispelling the opponent's magic is an opposed roll of appropriate spellcasting skills.

Immobulus [Curses]

Rank: ?

Distance: Ranged

Duration: ?

Freezes a target or a group of targets, preventing them from moving or taking actions.

Impedimenta [Curses]

Rank: Novice

Distance: Ranged

Duration: Instant

Perform the Push maneuver using Curses - must beat the target's Dodge.

Imperio [Charms]

Rank: Veteran

Distance: Ranged

Duration: 1 minute/Spirit

Imperio is one of the three "Unforgivable Curses." It allows a wizard to completely control another's actions. To cast it, make a Charms roll with a TN equal to the target's Willpower. The user must score a success to gain control. The victim will do whatever they are commanded, even attack friends. However, extreme commands may allow the victim an Intellect or Spirit (victim's choice) roll to break the spell.

Inanimatus Conjurus [Transfig.]

Rank: Veteran

Distance: Close

Duration: Instant

Summons an object from another location or dimension. The object must not be currently held.

Incarcerus [Transfiguration]

Rank: Novice

Distance: Ranged

Duration: Instant

This spell summons ropes or chains to bind a target. The caster's Transfiguration roll must beat the target's Dodge. Success indicates partial restraint so that the target moves at half speed and suffers a -2 penalty to skills linked to Agility, Vigor, and spellcasting. A raise restrains the target fully. He cannot move, cast spells, or use any skills linked to Agility or Vigor.

Each following round, a bound target may make a Vigor, Might, or Agility roll to break free, with a TN equal to your initial Transfiguration roll. Other characters may also attempt to free the bound person by making a Vigor/Might roll at -2.

Additional Effects: For a -2, Incarcerus affects a small group of nearby opponents. When targeting multiple opponents, compare your Transfiguration roll to each target's Dodge. Some of the targets may avoid the spell while others do not.

Legilimens [Charms]

Rank: Veteran

Distance: Close

Duration: 1 round

Legilimens allows a character to read another's thoughts. The TN is equal to the target's Willpower. A success allows the character to gain one truthful answer from the subject, while a raise produces two answers. The target is always aware of the mental intrusion. The Headmaster may apply modifiers based on the subject's mental Hindrances or current state of mind.

Locomotor Mortis [Curses]

Rank: Novice

Distance: Ranged

Duration: 2 rounds

Roll vs Dodge. On a hit and success, magically binds the target's legs, preventing all movement and imposing a -1 penalty to all skill rolls.

Lumos [Transfiguration]

Rank: Novice

Distance: Close

Duration: 30 minutes

On a success, the caster's wand tip ignites with pure light. This negates darkness penalties up to -6 in a small room or a similarly sized area.

Lumos Maxima [Transfiguration]

Rank: Novice

Distance: Ranged

Duration: Instant

This spell temporarily blinds a target with a searing flash of light. Those affected must make a Wits roll at -2 to avert their gaze and avoid the effect (at -4 if the caster got a raise on the attack roll). On a failure, victims are Shaken and at -2 to Dodge until their next action. If the target rolls a 1 on his Wits die (regardless of the Wild Die), he's Shaken and fully blind until he recovers from being Shaken. Blinded victims suffer a -6 penalty to all Trait rolls that require vision and have their Dodge reduced to 2.

Additional Effects: For a -1 penalty, the power affects a tight group of targets. For a -2 penalty, it affects everyone around (except you).

Mobilibus [Charms]

Rank: Seasoned

Distance: Ranged

Duration: 3 rounds

With this spell, a wizard can easily move heavy loads. The weight a wizard can lift is equal to 10 pounds times his Spirit die type, 50 pounds times his Spirit with a raise.

Lifting Creatures: If targeting a living creature, the TN is the target's Willpower. On a failure, the victim is unaffected. On a success, however, it is lifted as usual and does not get another attempt to break free, though a clever spellcaster could disrupt the magic in other ways. Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. When this happens, the victim may make an opposed Vigor (Might) roll versus the caster's Charms. If the victim is successful, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round.

Petrificus Totalus [Curses]

Rank: Seasoned
Distance: Ranged
Duration: 1 minute

The TN is the target's Willpower. Binds the target's arms and legs, preventing any movement and actions. Once bound, the target can attempt to break free by rolling Spirit against a TN equal to the caster's Vigor.

Reparo [Transfiguration]

Rank: Novice
Distance: Close
Duration: Instant

This spell returns mundane items to a functional and repaired state. The Headmaster may rule that complex mechanical objects or sufficiently destroyed items incur a spellcasting penalty or are impossible to repair with this spell.

Protego [D.A.t.D.A.]

Rank: Novice
Distance: Close
Duration: 3 rounds

Protego creates a field of magical protection around a character. With a standard success, the target gains +2 to all defenses against any spell or attack and any rolls made to resist a magical effect for the duration of this spell. A raise increases the bonus to +4.

Silencio [Charms]

Rank: Novice
Distance: Ranged
Duration: 3 rounds

Silencio mutes a target. Roll Charms versus the target's Willpower. On a success, the victim cannot cast unless he or she uses nonverbal spellcasting. The victim can make D.A.t.D.A. checks each round to negate the spell, with a TN equal to the original Charms roll.

Protego Totalum [D.A.t.D.A.]

Rank: Seasoned
Distance: Ranged
Duration: 3 rounds

Protego Totalum creates a large, dome-shaped shield that can protect multiple targets. It has a Toughness of 10 and a Dodge of 2. Raises on attack rolls against it do not grant bonus damage, nor do damage dice Ace.

Additional Effects: For a -2 penalty when cast, anyone attempting to cross the shield takes 2d4 damage.

Specialis Revelio [D.A.t.D.A.]

Rank: Seasoned
Distance: Close
Duration: Instant

This spell causes enchantments and magical objects to give up their secrets. On a success, the caster learns basic information about the target, such as a type of magic (a curse or a charm, for example) or a general sense of what effects it might produce (such as changing the size of a target). On a raise, the caster learns more detailed information, such as the exact nature and effects of the examined enchantments.

Reducto [Curses]

Rank: Seasoned
Distance: Ranged
Duration: Instant

Reducto unleashes a violent explosion on a target point. The caster first picks where he wants to center the blast, then makes a Curses roll, comparing his roll to each target's Dodge. Targets within the blast who are hit suffer 2d6 damage.

Additional Effects: For a -1 penalty, the blast does 3d6 damage, or the size is really big (great for taking out key structural supports). For -2, it gains both bonuses.

Stupefy [Curses]

Rank: Novice
Distance: Ranged
Duration: Instant

Stupefy is a commonly used offensive spell designed to stun its target with nonlethal damage. The TN is the target's Dodge. The damage of this spell is 2d6.

Additional Effects: A wizard may cast this spell for 3d6 damage with a -1 penalty.

Wands

A witch's or wizard's wand is the focus through which they channel spells. Without it, most witches and wizards cannot use magic at all! Each wand has two primary components: the wood it is shaped from, and the magical core that powers it. Only wandmakers know the many secrets of wandlore, and materials and composition vary across the world, but provided here is a small list of woods and cores. In the Further Studies on Wandlore section, you can find additional types of wand wood and cores, if you desire something more unique.

Woods

The wood of a wand governs much of its behavior. Different personalities and character traits match well to different kinds of wood.

Aspen

Description: Aspen produces wands that are good for charms work and dueling. Its wielders are often strong-minded and determined.

Effect: +1 to Charms and +1 to D.A.t.D.A.

Blackthorn

Description: Blackthorn is prized by warriors. It only truly bonds with its wielder after passing through danger.

Effect: +1 to Curses and +1 to D.A.t.D.A.

Black walnut

Description: The wielder of a black walnut wand must be insightful and honest with themselves and others. It produces stellar charms.

Effect: +2 to Charms

Cherry

Description: Cherry produces very powerful wands. When used with dragon heartstring, the wielder requires utmost control to avoid catastrophe.

Effect: Whenever you cast magic that deals damage, such as Stupefy, add 2 to the damage

total. If this wood is paired with a dragon heartstring core, a wizard needs at least a d8 in Spirit and a d6 in Vigor to wield it.

Dogwood

Description: Dogwood wands produce powerful enchantments and are great for pranksters. However, dogwood wands have trouble producing nonverbal magic.

Effect: +2 to Sneak and +1 to Charms; -5 when casting nonverbal spells

Ebony

Description: Ebony wands are good for those who are steadfast and sure of themselves. These wands produce powerful Transfigurations.

Effect: +2 to Transfigurations

English oak

Description: English oak is good for the strong and courageous. It ties its master to nature and magical creatures.

Effect: +1 to Care of Magical Creatures and +1 to Herbology

Holly

Description: Holly wands excel at protection magic, and they help their masters overcome anger.

Effect: +2 to D.A.t.D.A

Yew

Description: Yew wands are notable for dueling and curses use. They never choose a timid master.

Effect: +2 to Curses

Cores

Inside each wand, a magical core gives it its power. The classic three cores, used by Ollivander, are dragon heartstring, phoenix feather, and unicorn hair.

Your wand core makes a new Edge available to you. You can spend an Advance to master your wand and gain this Edge.

Dragon Heartstring

Description: Wands containing dragon heartstring produce powerful and flamboyant spells. They learn quickly, bond quickly, and will switch allegiance if won from their master.

Edge - Power of Dragons

Requirements: Wild Card, Seasoned

Before casting a spell, you can spend a benny to add a d6 to every roll for this spell (including damage).



Phoenix Feather

Description: Phoenix feather wands are versatile and hard to master, and they sometimes act of their own accord in defense of their masters.

Edge - Phoenix Tears

Requirements: Wild Card, Veteran

At the start of each session, you gain a benny that can only be used to make a Soak roll. If you do not use this benny before the session ends, it is lost. Whenever you spend this benny to make a Soak roll, you can roll Defense Against the Dark Arts instead of Vigor, and you add +1 to this and all other spellcasting rolls (not counting damage) until the end of your next turn.



Unicorn Hair

Description: Unicorn hair wands are consistent and strongly loyal, though other wands may produce more powerful spells.

Edge - Unicorn's Purity

Requirements: Wild Card, Seasoned

When you suffer a critical spell failure, you can reroll once for free, just as if you had spent a benny.



Potions

The ability to craft potions is a powerful and oft-overlooked tool in a wizard's arsenal. It is true that potions take time, attention, and skill to brew successfully, but no one can deny their effectiveness.

Brewing Potions

1. Choose a Power from Savage Worlds. Compare its rank to your character's rank. Just as with spellcasting, the difference in your character's rank and the Power's rank is the modifier to your Potions roll. If your character's rank is higher, add +1 to your roll per rank difference. If the Power's rank is higher, take -1 to your roll per rank difference.

Work with the Headmaster to choose a Power that makes sense for a potion. For example, "Disguise" is a good choice (as the Polyjuice Potion), while "Blast" may not be (unless you're making exploding vials!).

2. At the Headmaster's discretion, you may need to buy/obtain costly material components for your brew. Knowledge of Herbology can be a big help here!
3. Roll your Potions skill. This represents about an hour of active brewing and attention, and up to 24 hours of simmering. Some difficult potions, such as Polyjuice Potion, may take even longer!

If you succeed, your potion is ready to use once it finishes brewing. On a raise, the potion gains the chosen Power's raise benefit as well, if it has one. Whoever drinks it applies the effects of the chosen Power to themselves.

If you fail, you waste your time, and the potion is botched.

If you roll a 1 on your Potions die, the potion is ruined! Not only do you have to start over, but you're looking at an immediate, dangerous reaction!

Roll on the following table to determine what that effect is.

2-7	Poisonous fumes spill from your cauldron, muddling your ability to think clearly. Lower your Intellect and all linked skills by one die for the rest of the day.
8-9	You come into contact with the potion, and it activates immediately, with you as the target.
10-11	The potion reacts violently. You and anyone standing next to you take 2d6 damage.
12	Your cauldron detonates, and you and everyone in the room with you take 3d6 damage. You will likely need to replace your cauldron - Reparo isn't going to fix this kind of damage.



Further Studies on Wandlore

Additional Woods

These wand woods provide more varied effects than those listed earlier. Some may not be as powerful, but they all have practical applications.

Alder

Description: Alder pairs easily with helpful wizards and is good for nonverbal magic.

Effect: When casting nonverbal spells, you suffer no nonverbal spell penalty.

Applewood

Description: Applewood is suited for those who possess high ideals. Its wielders tend to be charming and fluent in magical languages.

Effect: +2 to Persuasion; Also, choose one magical language, such as Gobbledeygook, Giant, or Centaur. You can speak this language, with increasing fluency as you learn and grow.

Cedar

Description: Cedar is found in the hands of perceptive witches and wizards. In addition, they tend to become very dangerous when their loved ones are threatened.

Effect: +1 to Notice; When acting in the defense of close friends or family, take +1 to spellcasting rolls.

Chestnut

Description: Chestnut wands match with wizards who have natural skill with magical creatures and flying. When paired with dragon hearstring, chestnut wands suit greedy wizards. When paired with unicorn hair, these wands suit wizards who pursue justice.

Effect: +1 to Care of Magical Creatures and +1 to Fly.

Cypress

Description: Cypress wands are wielded by the noble, the brave, and the self-sacrificing.

Effect: +1 to resist fear effects; Also, once per scene, whenever a nearby ally is hit by a negative spell effect, you can choose to have the spell affect you instead.

Hawthorn

Description: Hawthorn wands are good for both healing and curses, and because of their dual nature, they suit the conflicted witch or wizard. However, these unique wands tend to backlash in a nasty way.

Effect: +2 to Curses and +2 to Transfiguration when healing; Whenever you roll a critical spell failure, take 2d6 damage. This damage cannot be resisted by armor or any other means.

Poplar

Description: Wielders of poplar wands possess integrity and moral vision, and these wands are steady in the spells they produce.

Effect: Once per turn, when you roll a 1 while casting a spell (during the skill roll, the damage roll, etc.) you may reroll the die. You must keep the second result.

Red oak

Description: Red oak wands are great for dueling and are best suited for those of with quick reactions.

Effect: The wielder of a red oak wand can draw it as a free action (thus, allowing them to attack in the same round without suffering a multi-action penalty). In addition, when engaged in a duel (a 1v1 fight against a witch or wizard), the wielder of a red oak wand receives a benny. If the benny is not spent during that duel, it is lost.

Rowan

Description: Rowan is a wand wood for the pure-hearted and clear-headed. It produces the most powerful defensive magics.

Effect: +3 to D.A.t.D.A.; if the wielder strays from the pure path, then this wand confers no bonus at all and may even refuse to work magic for its master!

Sycamore

Description: Sycamore wands seek the curious and adventurous witch or wizard. These wands are very adaptable, but they become grumpy when tasked with mundane activities.

Effect: +2 to cast all spells when in a new environment; -2 to cast any spell used to perform a tedious or mundane task, such as setting up decorations or cleaning.

Willow

Description: Willow wands are good for healing and nonverbal spells. They are best in the hands of those with long personal journeys ahead of them.

Effect: +2 to cast healing spells; nonverbal casting penalty is reduced to -1

Alternate Cores

Not all wands come from Ollivander's shop in Diagon Alley. Even though Ollivander himself exclusively uses his three types of cores, witches and wizards may find themselves in possession of more unique materials to power their magics.

Basilisk Horn

Description: The horn of the basilisk can be used as a core to produce a wand of unparalleled cursing ability.

Edge - Basilisk's Venom

Requirements: Wild Card, Veteran

Before casting a spell, you can spend a benny to add a d8 to every roll for this spell (including damage).

Kneazle Whisker

Description: An easily obtained core that is reportedly less powerful than Ollivander's cores.

Edge - Kneazle's Suspicion

Requirements: Wild Card, Seasoned

You add +2 to Notice rolls made to discern someone's intentions, and you experience a harmless but unpleasant sensation whenever someone suspicious or distrustful is around.

Thestral Hair

Description: Can only be mastered by a witch or wizard capable of facing death.

You take -1 to Charisma when interacting with those who have not dealt with personal loss.

Edge - Harbinger

Requirements: Wild Card, Heroic

Add +1 to all spell rolls.

Thunderbird Tail Feather

Description: The Thunderbird is a rare magical creature from the Americas. Its tail feathers are difficult to obtain, and wands incorporating them are hard to master but powerful and good for Transfiguration.

Edge - Thunderbird's Will

Requirements: Wild Card, Veteran

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Troll Whisker

Description: Trolls are beings of immense power and violence, and low intelligence. Their whiskers can be used as wand cores, producing powerful but rough magic.

Edge - Brutish Power

Requirements: Wild Card, Seasoned

Whenever you cast a spell that deals damage, you can spend a benny to double your damage dice after you hit but before rolling for damage.

veela Hair

Description: Temperamental

When you roll a 1 on your skill die when casting a spell, your magic comes with a quirk. Roll 2d6 on the following table to determine what that quirk is.

2	The spell is empowered and targets you! Treat your skill die as an ace and roll again.
3	The spell targets you.
4	The spell chooses a random target.
5	The spell fizzles out, and your features take a turn for the scary, not unlike an angered Veela. Take -1 to Charisma for the rest of the day.
6	The spell's effect is halved, if it succeeds at all.
7	Your wand flies from your hand in a jolt of power, leaving you disarmed and your hand numb.
8	Instead of the desired effect, your wand shoots sparks! Whether you were successful or not, your target takes 2d6 damage!
9	The spell fizzles and you charm yourself. You lose your next action.
10	If you cast a spell that deals damage, treat the damage roll as an ace. Once a minute expires or you use this boon, it is lost. If you miss, the boon is lost as well.
11	The core heightens your physical appearance, and you exude an alluring aura. Add +1 to Charisma for the rest of the scene.
12	The spell is empowered! Treat your skill die as an ace and roll again!

Edge - Siren's Song

Requirements: Wild Card, Seasoned

Add +2 to Charms rolls made to affect someone's mind or emotions.