

GOALS: turn the Forged in the Dark rule set into a game about cute witches doing cute things in a world of enchantment.

TOUCHSTONES:

- [Harry Potter](#)
- [Little Witch Academia](#)
- [Kiki's Delivery Service](#)
- [Hilda](#)
- [Magic User's Club](#)
- Someday's Dreamers
- [Over the Garden Wall](#)
- [Labyrinth](#)
- [Sabrina the Teenage Witch](#) (MJH or cartoon incarnation, not the current Netflix show)

MECHANIC CHANGES:

- Wherever possible, rename mechanics rather than writing new rules
- Score:
 - The Score becomes **The Adventure**
 - Adventures don't have plans, but do have **sparks**:
 - Anger (the coven is upset about something)
 - Confusion (the coven either misunderstands something, or wishes something to be misunderstood)
 - Fear (the coven is afraid of something)
 - Mystery (there's unanswered questions or mystic weirdness)
 - Relationships (the coven wants social contact, someone is lonely, or a friend needs help)
 - Travel (the coven wants to go somewhere, optionally taking something with them)
 - How do you start an adventure?
 - Free play suggests an adventure goal
 - A character's friends need something
 - A character's rivals cause a problem
 - A PC wants to address their Insecurities
 - A PC has an overarching goal
 - A threat appears in the area (forest/city/school)
 - Engagement questions:
 - Is this adventure particularly selfish, benefiting only one or a few people at a cost to others? Take -1d. Is it particularly selfless, doing something good for another person? Take +1d.
 - Is the focus of the adventure notably practical, boring, or pedestrian? Take -1d. Is the focus wondrous, magical, or strange? Take +1d.

- Are any rivals or authorities interfering in the adventure? Take -1d. Can any of your friends or contacts provide aid or insight for the adventure? Take +1d.
 - Are you going up against a scary obstacle or into an unexplored or dangerous area? Take -1d. Are you doing something safe, or in a well-known area? Take +1d.
- Heat becomes **Scrutiny**, the attention the adults are paying to your shenanigans
- Wanted levels become **Trouble**, how much the adults are coming down on you for breaking the rules
- Downtime:
 - Acquire Assets, Long-Term Projects, Recover, Train - no changes
 - Reduce Heat becomes **Behave**, where you play by the rules and don't cause trouble
 - Indulging your Vice becomes **Acting Out** - indulge in some activity to make you feel better. What worries you about growing up?
 - Obsess over an insecurity
 - Rebel against a rule
 - Start drama
 - Isolate yourself (lock your door, sneak out, etc.)
- Actions:
 - Insight
 - ~~Bookworm (you read a lot)~~
 - Fiddle (you tinker with mundane stuff)
 - Study (analyze a thing, pay attention)
 - Theorize (come up with new spells, unlock magical puzzles)
 - Prowess
 - ~~Steer (brooms, vehicles, dragons...)~~
 - Scurry (run away from danger!)
 - Duel (engage in a magical or physical fight)
 - Tiptoe (sneak around)
 - Resolve
 - ~~Commune (open yourself to magical energies or cosmic insight)~~
 - Yell (forcefully order someone or something around, socially stand strong)
 - Chat (casually have conversations with folks you like, comfort & support)
 - Feel (understand your own or another's feelings, empathize)
- Stress and Trauma:
 - Stress remains the same
 - Trauma becomes **Maturity** - as you deal with pain and hardship, you inevitably grow up, and away from the adventures of childhood
 - Maturity conditions are not failings or flaws, but things that take you away from youthful adventure
 - Acting Out is permission to keep going on adventures

- Maturity conditions ought not be things a child would still value, e.g. generosity or kindness
 - Maturity conditions:
 - Reliable (you do things you agree to do)
 - Careful (you show caution and restraint)
 - Fair (you consider opposing positions or try to maintain objectivity)
 - Patient (you don't rush into situations, but let things happen at their own pace)
 - Humble (you don't put your own needs or wants ahead of others')
 - TODO
 - TODO
- Action Roll:
 - Devil's Bargain becomes **Uh-Oh** - something chaotic or unplanned happens
 - Positions are **Boring**, **Risky**, and **Stupid**
- Coin and Stash:
 - Coin becomes **Image** - your reputation with other witches, how adults see you, and also your own self-confidence
 - Unlike Coin, everyone gets a certain amount at the end of the run
 - You can give "fanmail" style praise, by sharing Image with someone else who you think went above and beyond during the adventure
 - You can "go into debt" with a faction in the form of **Expectations** - do something for them, and they'll see you more positively.
 - Stash becomes **Fate** - how you see yourself long term, and the type of person you'll become as an adult witch. Or, sacrifice your magic potential to become a mundane person one level higher.
 - 0-10: A disreputable or sad witch
 - 11-20: An inferior witch
 - 21-39: An ordinary witch
 - 40+: An extraordinary witch
- Characters:
 - Pick one or two **Insecurities**, which replace your Vices.
 - Magical power
 - Appearance
 - Friendship or family
 - School performance
 - Anything else a kid would worry about
 - Loadout becomes **Trappings** - the magic you're packing on your adventure
 - Standard wand
 - Flying broom
 - Animal familiar
 - Light spell
 - Fireball spell (*)
 - Transformation spell (*)

- Grimoire with more spells
 - Custom gizmos
 - Personal items
- Crew becomes **Coven**
 - Forest Witches
 - City Witches
 - School Witches

PLAYBOOKS:

See [here](#) for abilities, work in progress

Characters mark XP when they meet one of the XP triggers in the playbook, or:

- When they attempt a Stupid roll
- When they express their beliefs or goals
- When they struggle with their Insecurities or Maturity during the session

PLAYBOOK LIST:

- THE IDIOT
 - You don't know much about the magical world, because you're new to it (you came from a mundane background, your magic was suppressed, etc.)
 - Or, you're just an idiot
 - There's some kind of magic you're bad at. Maybe all magic.
 - You make up for it with pluck, wits, or some special ability
 - Contacts:
 - The adult who's watching you closely (may also be the Mentor)
 - A mundane friend
 - An impressionable kid
 - Special Trappings:
 - An item relevant to someone important to you
 - Mark XP when you:
 - Address a problem with novelty or curiosity
 - Examples: Harry Potter, Atsuko Kagari, Sae Sawanoguchi
 - Tropes: [Idiot Hero](#)
- THE NERD
 - You know everything there is to know about magic, naturally
 - You need everyone else to know you know
 - You're awesome at actual magic
 - Your interpersonal skills might be lacking
 - Contacts:
 - The local library (books or other reference materials)
 - An eccentric expert
 - Special Trappings:
 - Old Books

- Mark XP when you:
 - Address a problem with intelligence or education
- Examples: Hermione Granger, Diana Cavendish, Frida
- THE BUDDY
 - You're mostly just here to have fun
 - Casting spells and doing magic is neat, but you're more interested in supporting your friends
 - Your special thing is that you never give up when the chips are down - if all is lost, everything rides on you
 - Contacts:
 - Your parents
 - An older person living nearby
 - Special Trappings:
 - TODO
 - Mark XP when you:
 - Address a problem through cooperation or mundane means
 - Examples: Lotte Jansson, Ron Weasley, Nanaka Nakatomi
- THE UNDERDOG
 - You don't wanna be here you don't wanna be here you don't wanna be here...
 - Cowardly, hesitant, or simply cautious
 - Clumsy slapstick
 - Your special thing is reserves of bravery or strength that come out when you're forced to face your fear
 - Contacts:
 - A kid who bullied you at one time (or still does)
 - Special Trappings:
 - TODO
 - Mark XP when you:
 - Address a problem through cowardice or courage
 - Examples: Neville Longbottom, David, Takeo Takakura
- THE HOTHEAD
 - You've got a grudge against someone or something, or just a chip on your shoulder
 - Your short temper gets you in trouble, but can also inspire people
 - Your special thing is pushing through obstacles or doing the impossible
 - Contacts:
 - A groupie
 - A rival
 - Special Trappings:
 - TODO
 - Mark XP when you:
 - Address a problem through impulsiveness or directness
 - Examples: Draco Malfoy, Amanda O'Neill

- THE WEIRDO
 - You know or practice a type of magic that's unusual (alchemy and poisons, gadgeteering, fantastical creatures)
 - You're obsessed with it, and/or it occasionally causes trouble for those around you
 - Your special thing is that your unique magic style comes in handy when nothing else works or when things get weird
 - Contacts:
 - Fellow weirdos?
 - An adult who shares your obsessions
 - Someone who publicly denounced you
 - Special Trappings:
 - Weird icky shit
 - Mark XP when you:
 - Address a problem with misdirection and whimsy
 - Example: Luna Lovegood, Sucy Manbavaran, Constanze
 - Tropes: [Cloudcuckoolander](#)
- THE ELF
 - You don't have to be a literal elf, but you're some sort of magical non-human companion, like a fairy being or familiar
 - You have your own magic and don't tend to cast spells like other characters
 - You can break the rules of magic within your domain, but are bound in ways others aren't
 - Do not make an entire party of these seriously what the fuck you guys
 - Mark XP when you:
 - Address a problem via your heritage or restrictions
 - Examples: Dobby, Alfur
 - Tropes: [Fairy Companion](#)

COVENS:

Your choice of coven largely tells you what kinds of things you'll do in the game, what sorts of challenges you'll face, and what adventures you might go on. You might have friends or acquaintances aside from the people in the coven, but these are the folks that will charge into the dragon's lair with you (metaphorically or literally). Your coven also has a reputation with people.

- Forest Witches
 - You live in or near the wild. You might be traveling the forest (Over the Garden Wall style), or have some kind of natural cave, glade, or log cabin style home base. You'll encounter mostly magical beings and mysterious phenomena deep in the woods.
 - Story themes: wonder, self-discovery, emotional growth
 - Mark XP when you learn about the wonders of the world

- Touchstones: Hilda (wilderness), Over the Garden Wall
- City Witches
 - You live in town, working your magic for the benefit of the citizens. You'll solve mundane problems with magic, get to know people, and find your place in the world. You stay with some local adults (pick a relevant faction).
 - Story themes: connectedness, responsibility, the magic in the mundane
 - Mark XP when you learn about the people of the world
 - Touchstones: Hilda (city), Kiki's Delivery Service, Little Witch Academia (OVA 2)
- School Witches
 - You attend a school where magic is taught. You will wrestle with rival classmates, put up with guff from teachers, and hopefully save the school once in awhile.
 - Story themes: friendship, maturity, legacy
 - Mark XP when you learn about the history of the world
 - Touchstones: Harry Potter, Little Witch Academia (OVA 1 and series), Magic User's Club

COVEN BENEFITS:

Covens start out with a small area where they can meet and feel secure.

Covens have a Friendship pool. Friendship starts at 2 points at the beginning of every adventure. Spend 1 point to add +1d to any roll.

At the end of each session, mark 1 XP (or 2 for multiple instances) if the group...

- Hit your coven's "Mark XP" condition
- Faced a challenge above the coven's capabilities or confidence level
- Changed the coven's status in the eyes of one or more factions
- Developed the coven members' relationships to each other

As the PCs go on adventures, they can advance (as a coven) in three ways:

- More facilities
 - Alchemy Lab or Ritual Circle: brew potions, cast big spells
 - Library: books, caches of relics, etc. to study magical phenomena
 - Study rooms (training improvements)
- Location perks
 - Fast travel to other places (magical portals, better broomsticks, secret routes)
- Friendship perks
 - Class and Sass
 - A sophisticated high-class PC contrasts with an everyday rough-and-ready PC.
 - Examples: Akko and Diana
 - Fire and Water
 - One PC is fiery and passionate, the other is reserved and cool.

- Examples: Kiki and Tombo, Mabel and Dipper
- Light and Dark
 - One PC is brooding and angsty, the other is light and loving.
 - Examples: ??
- Like Family
 - Two PCs have a sibling-like relationship (or might actually be family). They might bicker, but ultimately support each other against anyone or everyone else.
 - Examples: Fred and George Weasley
- Stickler and Scoundrel
 - One PC plays by the rules, the other one likes getting round them.
 - Examples: Hilda and David
- Wolf and Cub
 - A fierce and serious older PC is protective and mentoring toward an innocent or cheerful younger PC.
 - Examples: ??

Friendship perks are unlocked when two or more PCs participate in one of the named relationships, and you spend XP to acknowledge it. The perks are usable by everyone in the coven - just being close to the people in question is enough. The same pairing of PCs can't unlock more than one perk.

LOCATIONS:

The first three locations (School, Town, Forest) can act as the homebase for an appropriate coven. Each can have multiple sub-locations

- The School (Cobblespire Academy)
 - This is where kids go to learn magic
 - Rival witches will come from here
 - Examples: Luna Nova Magical Academy, Hogwarts, etc.
- The Town (Broombridge)
 - This is where people do shopping or have mundane activities
 - People here mostly know that magic exists, but either mistrust it, don't care, or don't know enough to have an opinion
 - Examples: Hogsmeade, Trollberg
- The Forest (Gloaming Woods)
 - Home of fey creatures and mysterious things
 - Ruled by the Green Regent (or some other suitably enigmatic being)
 - Examples: The Forbidden Forest

SET-PIECES:

These are smaller locations that can be dropped into, or made adjacent to, any of the three main locations.

- The Ruins
 - There was something important here once
 - Strange high magic might still be found in the crumbling depths
 - What else lurks here?
- The Caves
 - A scary, dark, dripping network of caverns
 - Old smuggler's holes, lurking oozes, magical residue
 - Hermits of some kind might live down here
- The Cemetery
 - Tombstones, mausoleums, and shrines
 - The restless dead, hungry ghosts, or darker forces

FACTIONS:

The coven has **Goodwill** with each faction, replacing Rep. Goodwill represents how that faction views the coven and how close it is to overcoming its central conflict with the coven or its goals, or with magic itself.

- Fairies - the mysterious creatures of magic that dwell in strange places
- Old Ones - menacing and strange beings from the old time, occasionally still found by nosy witches
- Puritans - people in town who don't approve of magic use
- Skeptics - people in town who don't believe magic is real
- Teachers - the school admins and staff
- Wildlife - intelligent talking forest animals
- Woodcutters - the good people of the forest who know their way around, and can tell secrets, but are ominous

THE MENTOR:

- The GM/MC role
- You are the facilitator of the game
- You also have a character in-game, who is the coven's mentor figure
- This can be a parent, teacher, or other adult who the coven characters will listen to, no matter what (due to respect, personality, etc.)
- Examples: Dumbledore, Minerva McGonagall, Ursula Callistis, Hilda's mother

GENERAL ADVICE:

- Don't make the players regret doing the right thing, even if the choice costs them something.
- Offer rewards for doing the wrong thing sometimes, but make them strictly temporary or contingent.
- Magical creatures follow their own rules. They can be friendly, but shouldn't be familiar.