



Version 4.9.1

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How versioning works

There are 3 digits in the version notation (for example, 4.2.1), in order of importance: the first one marks big changes in core mechanics, attributes or skills; the second indicates important tweaks, like modifying a skill, adding rules for a lesser game mechanic, etc.; the third and last one denotes smaller changes, like precisising unclear rules, correcting typos and errors, etc.

So 4.2.1 means it is the fourth iteration of core rules, which has seen two phases of lesser mechanics changes and has been corrected one time.

Introduction: role-playing games

Game Master

The Game Master has many roles: creating the stories, the quests and the adventures for the players; creating and roleplaying all non-player characters (NPC) with which the players' characters will interact; knowing, applying and bending the game's rules and generally making sure everyone have fun in a balanced gameplay.

Players vs Characters

Players must each create a character that they will role-play in the world and adventures imagined by the Game Master. One of the difficulties the players will encounter is making the difference between them and their character. When the player has information that their character does not, they must try to act as if they didn't know, as much as possible, and make the decisions the character would make in that situation.

Rules

Rules have been made so that the adventures and the characters' actions are balanced and fair. They cover many different scenarios and possibilities, but cannot possibly cover them all. It's up to the Game Master to apply the rules, bend them, break them or make new ones if they feel the ones created don't fit adequately the situation. The one rule that cannot be broken is to have fun with all of it.

A good source of information on the world of Harry Potter can be found at:

<https://harrypotter.fandom.com/wiki/>.

Dice roll system

Action Rolls

Many of the actions attempted by the characters in the game are done by rolling 10-sided dice (d10). The quantity of dice rolled is usually determined by adding the levels of the one Attribute – like Dexterity or Strength – and/or the one Skill – like Stealth or Brawl – involved in the action. A roll is never done with only a Skill, (without a tied Attribute, Magic Power or Willpower), but it can sometimes be done with only an Attribute (or Magic Power or Willpower) and no skill.

For example, Emilie's character wants to cast a Charms spell at someone, so we need to determine their accuracy. That's the Accuracy roll and it involves the Dexterity attribute. Since the character has 4 levels in Dexterity and 3 in Charms – the Attribute and the Skill involved in this particular action – Emilie will roll 7 dice, or 7 d10.

The quantity of d10 rolled represents how proficient the character is at this particular action. With 7 d10, Emilie's character is much more skilled than another that would roll only 2 d10.

Rolling the Dice: Success or Failure

The success or failure of an action is determined by the number of successes achieved by the Action roll (see Difficulty Rating). Many successes mean the action was very well executed. No successes mean the action was failed. Only one success is required for an action to succeed, which means it was executed correctly, but not necessarily had the intended effect.

Fumbled Dice

If a die rolled has a value of 1, it is considered a fumbled die. Each fumbled die cancels a success achieved by another die rolled. This rule usually does not apply for Attribute-only rolls, but does for Magic Power-only and Willpower-only rolls.

Critical Fail

If, of all the dice rolled, none was a success and at least one was fumbled, then the action is considered a Critical Fail. Usually, this means the action backfires against the character or maybe their allies. It's the Game Master that determines the consequences of a Critical Fail.

For example, Emilie's character is aiming at someone and their Accuracy roll results in a Critical Fail. It could mean that the spell accidentally hits a friend or the character themselves.

Opposed Roll

Often, the roll made by the player is made against another player's or the Game Master's, in the case of a non-player character (NPC). When rolling against another roll, the Attacker (the one initiating the action) must have more successes on their roll than the Defender (the one trying to counter the action). If the number of successes on each side is a tie, the Defender is favored and the Attacker's action fails.

Difficulty Rating (DR)

Unless otherwise specified, all Action rolls have a Difficulty Rating of 6, which means that every die with a value of 6 or higher is considered a success.

The Difficulty Rating of an Action roll represents how complex and difficult that particular action is. The more complex or difficult an action, the higher its Difficulty Rating will be. For example, let's say the target that Emilie's character is aiming at is moving quickly. The Difficulty Rating of the Accuracy roll would then be 7. Now if that target is very far away, the Difficulty Rating could then be increased to 8 or 9, depending how far.

Some rules help the Game Master to determine the Difficulty Rating of different Action rolls. For others, the Game Master can decide to increase or decrease the challenge with a higher or a lower Difficulty Rating.

Usually, when it's a roll against roll situation and the Game Master needs or wants to modify the Difficulty Rating, the favored approach is to modify the Attacker's roll DR instead of the Defender's.

At all times, the maximum Difficulty Rating is 10 and the minimum is 2.

Unskilled

In the case of an Action roll involving an Attribute and a Skill in which the character has no level, the Difficulty Rating increases by 2. In this case, the "Fumbled Dice" rule also applies.

Main hand and Off-hand

The player also needs to choose if their character is a righty or a lefty, which is to say which hand is their main hand. For any action involving Dexterity of the off-hand, the Difficulty Rating is increased by 2.

Similarly, when using both hands simultaneously to perform an action – like dual weapon handling – the Difficulty Rating of any roll involving Dexterity is increased by 2 for both hands, which means the total increase for the Off-Hand will be of 4.

What to Roll

Every action that's a bit complex needs an Action roll to be performed, though it's always the Game Master's prerogative to ask players to do an Action roll or not. It's also the Game Master that ultimately determines which Attribute and/or which Skill is involved in that particular action. Sometimes it will be obvious and other times less so. When in doubt, choose the Attribute and/or Skill that seems to make the most sense.

It may also happen that for the same action, different Skills could be used. In that situation, the player can choose which one their character will use, although the Difficulty Rating might not be the same for all Skills.

Many actions may also require more than one Action roll.

Here's some examples of action and the Attributes and Skills involved.

- **Running fast:** Dexterity + Athleticism
- **Running for a long time:** Constitution + Athleticism
- **Throwing an object very far:** Strength + Athleticism
- **Throwing an object accurately:** Dexterity + Athleticism
- **Throwing an object accurately AND very far:** Dexterity + Athleticism, followed by Strength + Athleticism
- **Trying to convince someone:** Charisma + Empathy OR Charisma + Seduction OR Manipulation + Subterfuge, etc.

Knowledge Roll

It pays to think before acting! In certain situations, when the character isn't pressed from time (so out of Combat), a Knowledge roll can be performed before attempting an Action roll, to decrease its Difficulty Rating. It usually involves the Intelligence attribute and a Skill. For every 3 successes of a Knowledge roll, the Difficulty Rating of the corresponding Action roll decreases by 1. The Difficulty Rating cannot be lowered below 6 this way.

For example, Bobby's character wants to tame a hippogriff. Without any prior knowledge, that could prove difficult, so let's say the Difficulty Rating is 8. Now, Bobby attempts a Knowledge roll, in this case, Intelligence + Magical Creature Care. He obtains an awesome 6 successes. The Difficulty Rating of their character's next action, probably involving Charisma + Magical Creature Care OR maybe Charisma + Empathy, will decrease by 2 and will now be 6 instead of 8.

Chance Roll

The Chance roll is used when the result of an action is supposed to be random or if a question arises and the Game Master doesn't have a ready answer or wants to leave it to chance. A single d10 die is rolled.

For example, let's say there's a trap that fires a volley of arrows in the direction of character. If the trap doesn't have an aiming system, the Game Master could ask the player to roll a Chance die to see if there's actually an arrow about to hit them.

Now, let's say that a character arrives at a lake and the player asks if there is a boat nearby. The Game Master may not have specifically thought of that. He could then ask the player to make a Chance roll. The Difficulty Rating here would depend on how likely the event is, which means a low probability would require a higher roll. If the roll is a success, the character is lucky and the answer is positive: there's a boat nearby. If the roll fails, no luck, no boat.

Note that a Critical Fail isn't possible for a Chance roll.

Time Managing

Every action takes some time to perform. Often, when time is aplenty, it's no big deal. But when pressed for time, the Game Master needs to manage how much time each action takes and the players will then have a limited number of Action rolls they can perform.

For example, Frank's character is being chased by evil wizards. They enter a room and want to loot it. They may then be able to do only one or two Action rolls to search the room before being reached by their pursuers.

Cumulative Successes

Successes are sometimes cumulative, when an action is particularly complex or time-consuming to perform. For example, crafting a magic talisman: depending on the complexity of the object and its enchantment, the Game Master determines a definite number of es to reach. Let's say 20. When the character has some free time, they can ask to spend it on their crafting project. The Game Master could choose to allow one or two "free time" rolls per game, for example. The successes from these rolls are added until they reach the goal and then the project is considered finished and functional.

Sometimes, more than one player can participate in the same action at the same time. The Game Master could then decide that all their successes are cumulative or to use only the best of all the player's rolls. It always depends if the situation calls for it and the degree of challenge the Game Master wants to give to the adventure.

Character Creation

When a player creates a new character, they must be named, given a physical description, a species and a lineage. The starting XP is then spent for Attributes, Skills, Backgrounds, Feats and finally, the player chooses the main Virtue of their character.

Gaining XP

The starting XP of a character is determined by the game master. Guidelines can be found in the Annex 1. Players are awarded XP to improve their character during gameplay. It is up to the game master to determine how much and when to award it. One method can be to award each player a flat 5 XP per game. Another can be to modulate it depending on the game's duration. For example, it could be 1 XP per game, plus 1 XP per hour played. A game master can also decide to award XP to a player for other reasons, like the character found a special book of knowledge, or performed an incredible feat. XP can also be lost as a penalty, if the game master so wishes. The goal is to keep the characters balanced while giving the players a sense of progression and improvement.

Species & Lineage

A portion of the wizard community cares a lot about blood purity and their lineage, with the idea that wizards & witches coming from a magic-only family are superior to others. Humans and wizardkind can also mingle with other species, such as giants, goblins, veelas, centaurs, etc. The lineage has not been known to actually influence the potential for magic prowess among wizardkind.

Human

Pure Blood

The character has a wizarding lineage only. They usually don't know much about the Muggle world, but are well educated in the ways and customs of wizardkind.

Half-Blood

The character has both wizarding and Muggle or another species lineage. They might have been educated in both the ways of wizardkind and Muggles, or their other species' culture.

Muggle-Born

The character's lineage is Muggle, as are their parents. Usually, this implies a very rudimentary knowledge of the wizardkind laws and customs, if any.

Squib

The character has a pure blood or a half-blood lineage but they have no Magic Power at all. They can live in both worlds, but are often not completely accepted by either.

Muggle

A Muggle character is a human with no Magic Power whatsoever and usually no knowledge of the wizarding society at all.

Half-Breeds

Part-Giant

A character with a giant lineage is usually stronger and tougher than the average human, although their mental Attributes are lower.

Bonus: Maximum Strength level of 7, maximum Constitution level of 7, Difficulty Rating of Constitution rolls decreased to 5.

Penalty: Maximum Intelligence level of 4, maximum Wits level of 4, Difficulty Rating of Intelligence rolls increased to 7.

Prerequisite: At character creation, must have at least 3 levels in Strength and 3 levels in Constitution. The character cannot have Pure Blood lineage.

Part-Veela

A character with a veela lineage is extremely charming and beautiful, and better at socializing than the average human, although a bit more fragile.

Bonus: Maximum Charisma level of 6, maximum Manipulation level of 6, maximum Appearance level of 6

Penalty: Maximum Constitution level of 4

Prerequisite: at character creation, must have at least 4 levels in Appearance. The character cannot have Pure Blood lineage.

Others

You can also try to experiment and create rules for other lineage, such as goblin, centaur or house elf. It's even possible to play a full-fledged giant or goblin, for example. Your imagination, as always, is the only limit.

Magic Power (MP)

XP Cost: Current level multiplied by 5 (first level is free for all magical beings)

Max Level (without bonuses): 10

Only available to wizardkind and some other magical species (like goblins and house elves), the level of Magic Power determines the strength of the spells casted by the character and is used to determine the strength of some Feats.

Willpower (WP)

XP Cost: Current level (first level is free)

Max Level (without bonuses): 10

Willpower determines the character's resolve, their determination, and the strength of their mind. It is important in a multitude of situations: it is used to resist mental break during torture, to resist some spell effects or dark creatures influence. A character can sometimes lose Willpower levels (by getting attacked by a Dementor, for example). If a character's Willpower level reaches zero, the character is then considered completely lethargic, unresponsive to the outside world.

Willpower Points (WPP)

Each Willpower level also grants the character a usable Willpower Point. The player can choose to spend a Willpower Point once per roll (except for Chance rolls) to add a success to that roll. It represents the determination of the character to perform that particular action.

The character recovers only one Willpower Point at the start of each game, so it is recommended to spend them sparingly. Some Feats allow characters to recover Willpower Points more quickly and the Game Master can also grant one after a very successful Willpower roll.

Attributes

XP Cost: Current level multiplied by 4 (first level is free)

Max Level (without bonuses): 5

Attributes are separated in 3 classes: Physical, Mental and Social.

Physical

Strength (STR)

Strength determines how muscular and strong the character is, how much weight they can lift, the strength of their punches, etc. A character that is strength orientated will be fearsome in close combat.

Each level in Strength allows the character to lift 30 lbs without the need to roll for it.

Dexterity (DEX)

Dexterity determines the character mastery of their own body, the accuracy and grace of their movements. A character with many levels in Dexterity will be faster, more agile and quicker to act, better at dodging.

Every odd level (1, 3, 5, 7 etc.) in Dexterity also grants one Offensive Action (OA) per round, in Combat.

Constitution (CON)

Constitution determines the physical resistance of the character, their resistance to pain, to wounds, and to spells, their cardiovascular performance. A character with a lot of Constitution will be able to take a beating and still be able to give one back. It literally can save their life.

Constitution increases the amount of wounds the character can receive before suffering penalties from the pain and increases the number of turns the character can remain in the dying state before being actually dead.

Each level in Constitution also allows the character to hold their breath for 1 minute or for 3 rounds in Combat.

Social

Charisma (CHA)

Charisma determines how charming the character is, how much they are able to genuinely appeal to others emotions. A character with many levels in Charisma will have an easier time to convince people, lead their troops or seduce people.

Manipulation (MAN)

Manipulation determines the character's ability to lie, deceive and manipulate, to tell what people want to hear, to convince them to share your views. A manipulative character will be able to lie and cheat themselves out of and in any situation, and to sway people.

Appearance (APP)

Appearance determines how physically attractive the character is, how well they dress according to particular social situations, and how well of a first impression they make. What a character lacks in charm or deception they can sometimes make up in appearance. It will also be used when trying to effectively hide bulky things in normal clothing, and non-verbal cues.

Mental

Perception (PER)

Perception determines how well the character is attuned to their senses, how well they can perceive details and danger. A very perceptive character will be able to sense danger, enchantments, hear hushed conversations and spy the smallest of details.

Intelligence (INT)

Intelligence determines the character's ability to learn new things and access that knowledge when they need it, to deduce information, to solve puzzles and enigmas. A very intelligent character will be able to use knowledge to find solutions to their problems.

Wits (WIT)

Wits determine how fast the character is at processing information and sensory inputs and how well they are able to concentrate, especially in stressful situations. A character with many levels in Wits will react faster in combat and will have an easier time to focus and recall information at a moment's notice.

Every odd level (1, 3, 5, 7 etc.) in Wits also grants one Defensive Action (DA) per round, in Combat.

Skills

XP Cost: current level multiplied by 2 (first level cost 2)

Max Level (without bonuses): 5

Skills encompass general abilities, talents, aptitudes and knowledge a character has. They are categorized in 4 classes: Physical, Social, Mental and Magical. They are listed with the Attributes usually rolled with them, a few examples of Specialties and a few examples of what could increase the Difficulty Rating.

Specialty

When reaching their fourth level in a Skill, the player can choose a Specialty related to that Skill for their character. Each one grants a bonus to the player's rolls involving their character Specialty: the "Fumbled Dice" rule no longer cancels successes. When reaching its fifth level in a Skill, the player can choose a second Specialty related to that skill or super-specialize the first one. A super-specialized Skill grants one further bonus to rolls involving that specialty: the dice with a value of 10 are now Critical Successes and as such count double.

Examples of Specialties are given for each Skill, but the list isn't exhaustive. The rule of thumb is that it must be specific enough that it doesn't apply to every roll involving that Skill, but vague enough so it may apply for a few.

For example, the character has reached their fourth level in Athleticism and their player chooses to specialize in swimming. Now, every time the player rolls for an action involving swimming and the Athleticism Skill, their Fumbled Dice won't count. That particular Skill could also have been specialized in running, jumping, throwing, etc.

Physical

XP Cost: Current level multiplied by 2 (first level cost 2)

Max Level (without bonuses): 5

Athleticism (ATH)

Usually used with: Dexterity, Strength

Specialties: swimming, running, jumping, throwing, broom-flying

DR possible increases: advanced maneuver, harder terrain

Athleticism determines how skilled the character is at general physical stuff, like swimming, running, throwing things, catching things, etc.

Dodge (DOD)

Usually used with: Dexterity

Specialties: close combat, spells, projectiles

DR possible increases: wide ranged attack, movement restricting environment (narrow corridor, for example, or while swimming or falling), when being grappled or chained

Dodge determines how skilled the character is at getting out of the way of incoming attacks and other dangers.

Sleight of Hands (SOH)

Usually used with: Dexterity

Specialties: hiding objects, pickpocketing, unsheathing/fiddling with stuff stealthily

DR possible increases: acute alertness of other people around, hard to grab object

Sleight of Hands determines how skilled the character is at any action involving stealthy hand movements: pickpocketing, hiding stuff quickly, unsheathing a weapon without being noticed, etc.

Stealth (STL)

Usually used with: Dexterity

Specialties: hiding in plain sight, moving soundlessly, moving in the dark

DR possible increases: well lighted area, noisy floor, moving

Stealth determines how skilled the character is at not being noticed when hiding and moving. It can even help to catch enemies unaware.

Craft (CRA)

Usually used with: Dexterity

Specialties: mechanic, woodcrafting, blacksmithing, wand-crafting

DR possible increases: complex object

Craft determines how skilled the character is at creating and repairing a variety of objects and machinery, like cars, clocks, weapons or chairs.

Drive (DRI)

Usually used with: Dexterity

Specialties: cars, planes, helicopters, motorbikes

DR possible increases: complex vehicle, harder terrain

Drive determines how skilled the character is at driving a variety of vehicles, like cars, carriages, planes, helicopters, etc.

Ride (RID)

Usually used with: Dexterity, Strength

Specialties: horses, dragons, flying horses

DR possible increases: unruly mount, harder terrain

Ride determines how skilled the character is at directing a mounted animal, be it a horse, a dragon, a bear, etc.

Furthermore, all rolls involving a Physical Skill done while riding a mount, suffers a Difficulty Rating penalty depending on how hard that type of mount is to control and to ride effectively. With levels in this Skill, the character is able to eventually cancel that penalty. For example, a running mount, such as a horse, increases the DR by 1 and a flying mount, such as a dragon, increases the DR by 2. The Game Master could also increase the Difficulty Rating for a stubborn animal, etc.

Each level in Ride decreases the DR penalty by 1.

Melee Weapons (MW)

Usually used with: Strength, Dexterity

Specialties: daggers, swords, clubs, axes

DR possible increases: very precise targeting, restricted movements

Melee Weapons determines how skilled the character is at wielding and using a variety of melee weapons, from a dagger to a poleaxe. It does not include, however, hand-to-hand weapons such as brass knuckles or cestuses.

Furthermore, starting at level 2, each level grants a new technique.

Accuracy roll: Dexterity + Melee Weapons

Power roll: Strength + Melee Weapons

Level	Technique	Roll	Effect
2	Disarm	DEX + MW	Disarms the target, using an OA. If the player chooses, it can also damage the target (damage is halved).

3	Parry	DEX + MW (vs. opponent's Accuracy roll)	Parries a physical attack with the weapon, using a DA. Can try to parry a spell, but it may damage or destroy the parrying weapon.
4	Counterattack	Standard roll	Activates automatically, once per turn, after a successful dodge or parry. The character is granted a free OA to be used immediately against their Attacker.
5	Whirlwind	Standard roll	Using an OA, the character makes a spinning attack with their weapon, attacking everything in a 360 arc, in their weapon range. Useable once per round.

Ranged Weapons (RW)

Usually used with: Dexterity, Strength

Specialties: bows, crossbows, pistols, sniper rifles

DR possible increases: very precise targeting, moving target, target far away

Ranged Weapons determines how skilled the character is at wielding and using a variety of ranged weapons, from a bow to a sniper rifle. It does not include, however, magic wands.

Furthermore, starting at level 2, each level grants a new technique.

Accuracy roll: Dexterity + Ranged Weapons

Power roll: only the accuracy and weapon type is used to determine the damage of the attack.

Level	Technique	Roll	Effect
2	Aiming	None	Each OA spent aiming, up to 3, decreases the Accuracy roll's DR by 1.
3	Quick Reload	None	Decreases by 1 the amount of OA required to reload the weapon.
4	Disarm	DEX + RW	Disarms the target, using an OA. If the player chooses, it can also damage the target (damage is halved).
5	Double Shot	Standard roll	If the weapon allows, two shots can be fired with 1 OA, at the cost of a DR +1 to the Accuracy roll (automatic and semi-automatic weapon, two arrows at a time on a bow).

Martial Arts (MA)

Usually used with: Strength, Dexterity

Specialties: one on one, multiple assailants, disarming

DR possible increases: very precise targeting, restricted movements

Martial Arts determines how skilled the character is at a variety of martial arts, from kung fu to karate.

Furthermore, starting at level 2, each level grants new techniques.

Accuracy roll: Dexterity + Martial Arts

Power roll: Strength + Martial Arts

Level	Technique	Roll	Effect
2	Disarm	Standard roll	Disarms the target, using an OA. If the character chooses, it can also damage the target (damage is halved).
2	Parry	DEX + MA (vs. opponent's Accuracy roll)	Parries a weapon-less melee attack, using a DA.
3	Counterattack	Standard roll	Activates automatically, once per turn, after a successful dodge or parry. The character is granted a free OA to be used immediately, regardless of Initiative rolls.
4	Flurry of Blows	Standard roll	Attacks 2 times with a single OA (only one Accuracy and Power roll, Power roll successes are doubled) at the cost of 5 dmg.
5	Pressure Points Knockout	Standard roll	Knocks out the target instantly for 1 round / successes in Combat or 5 min. / successes out of Combat.

Brawl (BRA)

Usually used with: Strength, Dexterity

Specialties: one on one, multiple assailants, headbutt

DR possible increases: very precise targeting, restricted movements

Brawl determines how skilled the character is at hand-to-hand combat, boxing, brawling, street fighting, etc.

Furthermore, starting at level 2, each level grants new techniques.

Accuracy roll: Dexterity + Brawl

Power roll: Strength + Brawl

Level	Technique	Roll	Effect
2	Headbutt	Standard roll	Damage is the same as a normal Brawl roll. Target loses 1 OA + 1 DA / successes (up to 3)
2	Block	STR / 2 + CON	When the character chooses not to use a DA (or can't because they don't have any left), they can block as a free DA and add half their Strength, rounded up, to their Constitution roll.
3	Disarm	Standard roll	Disarms the target, using an OA. If the character chooses, it can also damage the target (damage is halved).
4	Headlock Knockout	Standard roll	Knocks out the target with a headlock move for 30 min. The target suffers a 1 d10 penalty to their Constitution roll for 12 hours. It takes 5 OA – 1 OA / 2 successes (minimum of 1 OA needed)
5	Counterattack	Standard roll	Activates automatically, once per turn, after a successful dodge or parry. The character is granted a free OA to be used immediately, regardless of Initiative rolls.

Social

Leadership (LEA)

Usually used with: Charisma, Manipulation (DR +1), Appearance (DR +1)

Specialties: allies, enemies, specific species or gender

DR possible increases: unsympathetic characters

Leadership determines how skilled the character is at persuading and inspiring people to follow their orders. Can be countered by a Willpower roll.

Intimidation (ITM)

Usually used with: Manipulation, Charisma (DR +1), Appearance (DR +1)

Specialties: allies, enemies, specific species or gender

DR possible increases: courageous characters

Intimidation determines how skilled the character is at persuading and coercing people through fear and threat. Can be countered by a Willpower roll.

Subterfuge (SUB)

Usually used with: Manipulation, Appearance (DR +1)

Specialties: allies, enemies, specific species or gender

DR possible increases: complex or hard to believe lie, unsympathetic characters

Subterfuge determines how skilled the character is at lying and persuading people through deceit and cunning. The subterfuge can be detected by a Manipulation + Perspicacity roll.

Seduction (SED)

Usually used with: Charisma, Manipulation, Appearance

Specialties: allies, enemies, specific species or gender

DR possible increases: unsympathetic characters

Seduction determines how skilled the character is seducing and enticing people and convincing them with flirtation. Can be countered by a Willpower roll.

Empathy (EMP)

Usually used with: Charisma, Manipulation (DR +1)

Specialties: allies, enemies, specific species or gender

DR possible increases: unsympathetic characters

Empathy determines how skilled the character is relating and connecting with people and convincing them with sincere emotions. The genuineness of the empathy can be detected with a Charisma + Perspicacity roll.

Perspicacity (PSP)

Usually used with: Charisma, Manipulation (the Attribute used is the same the character is “defending” against)

Specialties: allies, enemies, specific species or gender, specific Skill to counter

DR possible increases: clouded judgement, altered faculties

Perspicacity determines how skilled the character is at detecting persuasion attempts and the real intentions behind it all, to call the bluff or genuine sentiments.

Etiquette (ETI)

Usually used with: Charisma, Manipulation, Appearance

Specialties: specific group, species, culture or faction

DR possible increases: unsympathetic characters, complex etiquette rules

Etiquette determines how well the character knows a variety of rules of etiquette and how skilled they are at following them.

Street Smarts (SS)

Usually used with: Charisma, Manipulation

Specialties: specific group, species, culture or faction

DR possible increases: unsympathetic characters, complex situation

Street Smarts determines how well the character knows the rules of the street, of the shady and underground world and how skilled they are at following them.

Teaching (TEA)

Usually used with: Charisma, Manipulation (DR +1)

Specialties: specific Skills, spells, gifts or special powers

DR possible increases: unsympathetic characters, unreceptive characters

Teaching determines how good the character is at passing down knowledge and skills to others.

The teacher must have a higher level in the Skill they are teaching or must obviously know the spell or the Feat they are attempting to teach.

For Skills and Feats: Each 2 successes of a Teaching roll decrease the XP cost by 1, down to a minimum of 1.

For learning spells: Each 2 successes of a Teaching roll decrease the Difficulty Rating of the Knowledge rolls of the student by 1, to a minimum of 6.

Perform (PFM)

Usually used with: Charisma, Manipulation, Dexterity

Specialties: acting, dancing, specific musical instruments

DR possible increases: unsympathetic characters, unreceptive characters, busy or noisy environment

Perform determines how skilled the character is at performing for a crowd, acting, playing music, singing, dancing, and fine arts in general.

Expression (EXP)

Usually used with: Charisma, Manipulation

Specialties: political discourse, encouraging speech, emotional speech

DR possible increases: unsympathetic characters, busy or noisy environment

Expression determines how skilled the character is at speaking and moving people and crowd, making speeches, etc.

Mental

Alertness (ALE)

Usually used with: Perception

Specialties: detecting Attacks of Opportunity, specific senses, in the dark

DR possible increases: very focused on something else, noisy or busy environments, reduced visibility

Determines how skilled the character is to spot when something's wrong, to counter Attacks of Opportunity and detect stealth attempts. It is used when trying to see, hear, smell or physically feel things like a change of temperature, etc.

Each impaired sense (touch, sight, hearing, smell, taste) increases the Difficulty Rating of the Alertness roll, depending on how impaired the sense is and how useful it would be in that situation.

Medicine (MED)

Usually used with: Intelligence, Dexterity

Specialties: surgery, diseases, fractures, etc.

DR possible increases: complex injuries

Medicine determines how knowledgeable and skilled a character is about wounds, anatomy and Muggle medicine.

Animal Knowledge (AK)

Usually used with: Intelligence, Charisma

Specialties: feline, canine, birds

DR possible increases: rare or uncommon species, fearful or aggressive animal

Animal Knowledge determines how knowledgeable the character is about the animal kingdom and how skilled he is at connecting with animals.

Survival (SUR)

Usually used with: Intelligence, Dexterity

Specialties: specific environments (desert, forest, swamp, etc.)

DR possible increases: harsh environments

Survival determines how knowledgeable the character is about survival skills, such as what can be eaten in nature, how to build a shelter, how to find the north, etc.

Enigma (ENI)

Usually used with: Intelligence

Specialties: geometric, mathematic, logic, linguistic

DR possible increases: complex enigmas

Enigma determines how skilled the character is at solving puzzles, riddles and enigmas. With a good roll, the player can receive hints from the Game Master.

Investigation (INV)

Usually used with: Perception, Intelligence

Specialties: searching a room, searching a book, researching the Internet

DR possible increases: well-hidden clues, pressed for time

Investigation determines how skilled the character is at searching and researching information, object, evidence, etc.

Law (LAW)

Usually used with: Intelligence

Specialties: general Muggle laws, law on the use of magic, law on magical creatures

DR possible increases: very specific or less known rules and laws

Law determines how knowledgeable the character is about the different legislative systems they could encounter.

History of Magic (HM)

Usually used with: Intelligence

Specialties: historical events, historical figures, historical locations

DR possible increases: less known events

History of Magic determines how knowledgeable the character is about the wizard world in general. It can also be used to replace another Knowledge roll about a specific issue related to magic (a Law roll about a magical law, for example), but with a DR penalty of 1.

Muggle Studies (MS)

Usually used with: Intelligence

Specialties: Muggle law, Muggle transportation, Muggle technology

DR possible increases: uncommon or complex Muggle technologies

Muggle Studies determines how knowledgeable the character is about the Muggle world in general. It can also be used to replace another Knowledge roll about a specific issue related to Muggles (a Law roll about a Muggle law, for example), but with a DR penalty of 1.

Science (SCI)

Usually used with: Intelligence

Specialties: physics, chemistry, astronomy

DR possible increases: complex problems

Science determines how knowledgeable the character is about the laws of physics, chemistry, astronomy, mathematics, etc. It can also be used to make sense of unknown technologies and phenomena.

Linguistics (LIN)

Usually used with: Intelligence

Specialties: Muggle languages, ancient languages, body languages, creatures' languages

DR possible increases: uncommon or unknown languages

Linguistics determines how knowledgeable the character is about a variety of languages and how skilled they are at understanding unknown languages.

Each level in Linguistics increases the amount of languages the character can speak and understand effortlessly (these languages must be chosen and written by the player on their character sheet). When increasing their level in Linguistics, the character must also take the time to learn a new language, if they so desire. Usually, 40 cumulative successes are needed per language, before it can be added as a fluent language on the character's background.

Level	Additional languages able to master
1	1
2	2
3	4
4	8
5	14

Magical

XP Cost: Current level multiplied by 3 (first level cost 3)

Exceptions: Legilimency (x10), Occlumency (x7), Alchemy (x5)

Max Level (without bonuses): 5

Characters without Magic Power can still increase their level in these skills. In that case, it is considered to be only knowledge and not actual skill.

Charms (CHS)

Usually used with: Magic Power

Specialties: a selection of spells up to a cumulative 10 levels

DR possible increases: complex spells

Charms determines the knowledge and skill of the character for the spells in the “Charms” category. Charm spells can add certain properties to an object or creature or have other effects, but doesn’t change their nature. They included everyday use spells, defensive spells, utilitarian spells and healing spells, notably. They can be casted with Dark Arts instead, but with a Difficulty Rating of +1.

Transfiguration (TRA)

Usually used with: Magic Power

Specialties: a selection of spells up to a cumulative 10 levels

DR possible increases: complex spells

Transfiguration determines the knowledge and skill of the character for the spells in the “Transfiguration” category. These include conjuration spells (creating new objects or creatures out of thin air), transfiguration spells (modifying the very nature of an object or creature) and vanishing spells (disappearing an object or creature into non-being).

Dark Arts (DKA)

Usually used with: Magic Power

Specialties: countercurses, a selection of spells up to a cumulative 10 levels

DR possible increases: complex spells or curses

Dark Arts determines the knowledge and skill of the character for dark magic, dark creatures and the spells in the “Dark Arts” category. These spells are created with the intent of controlling, maiming, destroying, torturing or killing. They can be casted with the Charm Skill instead, but with a Difficulty Rating of +1.

Herbology (HER)

Usually used with: Intelligence, Dexterity

Specialties: aquatic plants, magic plants, exotic plants

DR possible increases: uncommon or rare species, aggressive flora

Herbology determines how knowledgeable the character is about a variety of plants and flora and their uses, to identify, grow and harvest them.

Potions (POT)

Usually used with: Intelligence, Dexterity

Specialties: potion creation, potion identification, specific potion types (healing, poison, etc.)

DR possible increases: complex recipes, rushed preparation

Potions determines how knowledgeable and skilled the character is at creating, brewing and identifying a variety of magic potions.

Magical Creature Care (MCC)

Usually used with: Charisma, Intelligence

Specialties: specific creature type, taming, first contact

DR possible increases: rare or uncommon species, fearful or aggressive creatures

Magical Creature Care determines how knowledgeable about magical creatures the character is, be it their behavior, needs or anatomy. It also determines how skilled the character is at handling them.

Divination (DIV)

Usually used with: Perception

Specialties: specific type of divination (with tea leaves, with bones, with crystals, with tarot cards, with runes, etc.), receiving visions

DR possible increases: hard to focus environments, complex or very precise questions

Divination determines how knowledgeable the character is at a variety of divination methods and techniques. It is also important for genuinely gifted seers to be able to receive clearer visions and prophecies.

Ancient Runes (AR)

Usually used with: Intelligence, Magic Power

Specialties: rune readings, runic spells creation, runic spellcasting

DR possible increases: difficult to read text (small, worn-off, etc.), complex runic magic

Ancient Runes determines how skilled the character is at deciphering, reading and writing in ancient runes. It is also essential for runic spellcasting.

Magic Sense (MAS)

Usually used with: Perception

Specialties: magic objects detection, Corruption detection, Magic Power estimation

DR possible increases: hidden Magic Power, complex enchantment

Magic Sense determines how skilled the character is at feeling and estimating Magic Power and magic sources, sensing and identifying enchantments and curses.

Wand Lore (WL)

Usually used with: Intelligence

Specialties: identifying wand properties, repairing wands, creating wands

DR possible increases: rare or uncommon material

Wand Lore determines how skilled the character is at creating, maintaining and identifying the magical properties of wands.

Alchemy (ALC)

Usually used with: Intelligence, Dexterity

Specialties: extracting magical properties, infusing magical properties, transmutation

DR possible increases: complex transmutation or material

Alchemy determines how skilled the character is at extracting, modifying and infusing magical properties of objects and beings into something else. It is very advanced but can yield very powerful results if done correctly, and very monstrous results if done wrong.

Legilimency (LEG)

Usually used with: none (used alone)

Specialties: emotions, lies, events

DR possible increases: altered faculties, target distance, ability to focus

Legilimency is a rare and advanced skill that not many witches and wizards possess, enabling the user to search the mind of living beings for emotions, thoughts and information. Some say powerful Legilimens can even send visions in the minds of other people.

No Attribute is involved in the Legilimency roll. Legilimency is done by using the Legilimens spell. Like any other spell, it must be casted aloud, unless proficient in non-verbal casting, although no Accuracy or Power roll is needed. If casted non-verbally or without the knowledge of the target, it can only be detected or resisted by someone skilled in Occlumency. If the target has no Occlumency skill but is aware that the spell is being cast on them, they can still try to resist it. The target makes a roll with a number of dice equal to a third of their Willpower, rounded down (minimum of 1), with a base DR of 8. The Difficulty Rating of a Legilimency roll generally increases with the distance from the target, when not able to look the target in the eyes and when multiple people are present.

In the split second after the Legilimens spell is casted, it can be repelled with a protective spell such as Protego. By doing so, the Legilimens spell may backfire on their user instead.

A Wits roll may be needed for the Legilimens to be able to focus enough.

The result of the roll is as follow:

Successes	1	2	3	4	5
Effect	Able to feel the target's present emotion or know if they are currently lying.	Able to know the target's present thoughts.	Able to search for a specific information in the target's recent past.	Able to search the whole of the target's mind.	Able to send visions to the target's mind.

Occlumency (OCC)

Usually used with: none (used alone)

Specialties: emotions, lies, events

DR possible increases: altered faculties

Occlumency is a rare and advanced skill that permits the character to shut their mind and protect them from mental intrusion. It is rolled alone, against Legilimency attacks, and can also be used against other mental intrusion, along with Willpower. It also provides passive bonuses at the first and second level.

Skill Level	1	2
Effect	Detects mental intrusion attempts	Able to know the identity of the caster

Virtues

The character's actions – and often, the intentions behind them – grant or lose them Virtues points and eventually, Virtue levels that offer small but increasing bonuses. Those Virtues represent the personality and reputation of a character. For every 10 points accumulated in a Virtue, that Virtue gains a level.

Virtues	Associated Hogwarts' House
Honor	None
Wisdom	None
Bravery	Gryffindor
Selflessness	Hufflepuff
Creativity	Ravenclaw
Cunning	Slytherin
Corruption	None

When creating a character, the player splits 20 Virtues points between Honor and Wisdom and adds 1 level in one of the four Virtues associated with a Hogwarts' House. If the character is going to school, the chosen Virtue will determine their house. Usually, no point can be allocated to Corruption at character creation, but feel free to discuss it with your Game Master.

The Virtues points are given and taken somewhat subjectively by the Game Master. They can be given or taken immediately after an action or all at once at the end of the game. As with most decisions, players can argue their case to be granted additional Virtues Points.

Each character gains at least 1 Virtue Point from their chosen Virtue each game (the Virtue of their Hogwarts House). Specific actions or sometimes the general flow of the game can be rewarded with additional points. The intent must also be taken into consideration. For example: a character risks their life to save another. Did they do it despite the dangers (bravery), without even thinking about their own safety (selflessness), to further their own agenda (cunning), only because it was the right thing to do (honor), found an original way to do so (creativity), or a

mix of many Virtues? The personality of the character also influences the rewards or penalties: a very generous character may not gain points for offering their help to someone, while a greedy one could. The generous character could even lose points for not being their usual generous self. With great Virtue comes great responsibilities and expectations. It's the Game Master role to determine this and award or remove Virtues points accordingly.

As for Corruption, it represents how tainted the character's soul is. Corruption points are gained by doing evil and levels grants bonuses as well as penalties. As with all Virtues, the intent must be considered. Gained Corruption levels are very hard to lose, though specific quests could be given to one wanting to cleanse their soul.

Bonuses

Bonuses are awarded automatically when the character reaches the associated Virtue level and are lost if the level decreases.

Honor

1	Add 1 to the value of 1 d10 of Leadership rolls.
2	Once per game: add 1 to the Initiative roll of another character.
3	Add 2 to the value of 1 d10 of Leadership rolls.
4	Twice per game: add 1 to the Initiative roll of another character.
5	Decrease the XP cost of each Leadership levels by 1.
6	Twice per game: add 2 to the Initiative roll of another character.
7	Decreases the DR of Leadership rolls by 1.
8	Three times per game: add 2 to the Initiative roll of another character.
9	Adds 3 to the value of 1 d10 of Leadership rolls.
10	<u>Inspiring speech</u> : The character can sacrifice all of their round OA in Combat to place up to 3 allies at the top of the Initiative for 3 rounds.

Wisdom

1	Decreases the Knowledge rolls cost for learning spells by 2 (minimum of 10).
2	Add 1 to the value of 1 d10 of non-magic Knowledge rolls.
3	Add 1 to the value of 1 d10 of magic Knowledge rolls.
4	Decreases the Knowledge rolls cost for learning spells by 5 (minimum of 10).
5	Add 2 to the value of 1 d10 of non-magic Knowledge rolls.

6	Add 2 to the value of 1 d10 of magic Knowledge rolls.
7	Decreases the Knowledge rolls cost for learning spells by 10 (minimum of 10).
8	Add 3 to the value of 1 d10 of non-magic Knowledge rolls.
9	Add 3 to the value of 1 d10 of magic Knowledge rolls.
10	<u>Epiphany</u> : Three times per game, the character can add 2 successes to any roll.

Non-magic Knowledge rolls: Intelligence + Physical, Social or Mental Skill

Magic Knowledge rolls Intelligence + Magical Skill

Bravery

1	Add 1 to the value of 1 d10 of Strength rolls.
2	Add 1 to the value of 1 d10 of Brawl, Martial Arts and Melee Weapons rolls.
3	Add 1 to the value of 1 d10 of Charms rolls.
4	Add 2 to the value of 1 d10 of Strength rolls.
5	Add 2 to the value of 1 d10 of Brawl, Martial Arts and Melee Weapons rolls.
6	Add 2 to the value of 1 d10 of Charms rolls.
7	Add 3 to the value of 1 d10 of Strength rolls.
8	Add 3 to the value of 1 d10 of Brawl, Martial Arts and Melee Weapons rolls.
9	Add 3 to the value of 1 d10 of Charms rolls.
10	<u>Reckless Bravery</u> : Once per game, for the duration of one Combat, the character can sacrifice X levels of Constitution to add X successes to every Brawl, Martial Arts, Melee Weapons and Charms rolls.

Selflessness

1	Add 1 to the value of 1 d10 of Constitution rolls.
2	Add 1 to the value of 1 d10 of Dodge, Perspicacity and Empathy rolls.
3	Add 1 to the value of 1 d10 of defensive and healing spells' Power rolls and Magical Creature Care.
4	Add 2 to the value of 1 d10 of Constitution rolls.
5	Add 2 to the value of 1 d10 of Dodge, Perspicacity and Empathy rolls.

6	Add 2 to the value of 1 d10 of defensive and healing spells' Power rolls and Magical Creature Care.
7	Add 3 to the value of 1 d10 of Constitution rolls.
8	Add 3 to the value of 1 d10 of Dodge, Perspicacity and Empathy rolls.
9	Add 3 to the value of 1 d10 of defensive and healing spells' Power rolls and Magical Creature Care.
10	<u>Good Karma</u> : The player can sacrifice a level of Selflessness to nullify the effect of any attack against their character, who'll remain mysteriously unscathed.

Creativity

1	Add 1 to the value of 1 d10 of Intelligence rolls.
2	Add 1 to the value of 1 d10 of Craft, Expression and Perform Decreases the Knowledge rolls cost for creating spells by 3 (minimum of 10).
3	Add 1 to the value of 1 d10 of Transfiguration, Potions, Ancient Runes and Alchemy rolls.
4	Add 2 to the value of 1 d10 of Intelligence rolls.
5	Add 2 to the value of 1 d10 of Craft, Expression and Perform Decreases the Knowledge rolls cost for creating spells by 6 (minimum of 10).
6	Add 2 to the value of 1 d10 of Transfiguration, Potions, Ancient Runes and Alchemy rolls.
7	Add 3 to the value of 1 d10 of Intelligence rolls.
8	Add 3 to the value of 1 d10 of Craft, Expression and Perform Decreases the Knowledge rolls cost for creating spells by 12 (minimum of 10).
9	Add 3 to the value of 1 d10 of Transfiguration, Potions, Ancient Runes and Alchemy rolls.
10	<u>Creative Surge</u> : Once per game, when in Combat, for 3 consecutive turns, the character can roll Intelligence at the beginning of the turn and each 2 successes decrease the DR by 1 for all their rolls.

Cunning

1	Add 1 to the value of 1 d10 of Manipulation rolls.
2	Add 1 to the value of 1 d10 of Subterfuge, Seduction, Stealth and Sleight of hand rolls.
3	1 success per game can be stored away for later use on any roll.
4	Add 2 to the value of 1 d10 of Manipulation rolls.
5	Add 2 to the value of 1 d10 of Subterfuge, Seduction, Stealth and Sleight of hand rolls.

6	2 successes per game can be stored away for later use on any roll.
7	Add 3 to the value of 1 d10 of Manipulation rolls.
8	Add 3 to the value of 1 d10 of Subterfuge, Seduction, Stealth and Sleight of hand rolls.
9	3 successes per game can be stored away for later use on any roll.
10	<u>Turnabout</u> : Once per game, the character can turn their opponent's successes against them, stealing up to 2 successes from the opponent's roll to add to their own roll.

Corruption

1	DR +1 for all Medicine and Empathy rolls.
2	Add +2 to the value of 1 d10 of Intimidation and Dark Arts rolls.
3	Cannot cast the Patronus Charm. DR +2 to Empathy rolls.
4	DR -1 to all rolls for Defensive Actions against Dark Arts.
5	-1 d10 to Empathy and Appearance rolls.
6	DR -1 for Intimidation and Dark Arts rolls. The Willpower roll to cast Unforgivable Curses is no longer necessary.
7	-2 d10 to Empathy and Appearance rolls.
8	Add 2 to the value of 2 d10 of Intimidation and Dark Arts rolls.
9	-4 d10 to Appearance rolls. -3 d10 to Empathy rolls.
10	DR -2 to all rolls for Defensive Actions against Dark Arts. DR -2 for Intimidation and Dark Arts rolls. <u>Fueled by Corruption</u> : when the wizard is in the Dying state, their corruption fuels them, rendering them impervious to pain (Wound penalties stop applying) and giving them a surge of power, adding 5 d10 to Magic Power rolls. <u>Consumed by Corruption</u> : when the wizard is in the Dying state, their corruption consumes them and they cannot be healed in any way. A Dying wound is added each turn until death.

Background Info

The Background Info is determined at the character's creation and grants them various starting advantages. The more levels put in a category, the better the advantage.

Any changes to the Background Info will be done by the Game Master during games, when an event demands it. For example, if a character obtains a promotion at work, the Game Master could add a level to the character's Financial Resources. In the same way, characters can lose levels in some categories, if they lose their job or if an Ally changes their mind.

Lineage

XP cost: 1 XP per level

Determines how much the character's lineage is renowned and prestigious. It can usually facilitate some social interactions, but can make others harder, depending on the values of their interlocutor.

There are 28 canon pure blood families:

Abbott	Fawley	Malfoy	Selwyn
Avery	Flint	Nott	Shacklebolt
Black	Gaunt	Ollivander	Shafiq
Bulstrode	Greengrass	Parkinson	Slughorn
Burke	Lestrangle	Prewett	Travers
Carrow	Longbottom	Rosier	Weasley
Crouch	Macmillan	Rowle	Yaxley

Financial Resources

XP cost: 2 XP per level

Determines how much wealth the character has readily available. It can be monitored very strictly by the Game Master or more loosely, depending how much importance money has in the campaign.

Animal Companion

XP cost: 2 XP per level

Grants a loyal animal to the character. The relative strength of the animal depends on its level: a cat or an owl might be free, a Kneazle could require 1 level and a dragon might require 5. The level of Animal Knowledge or Magical Creature Care should be at least the same as the animal companion, or else controlling it will require higher Difficulty Rating or prove impossible.

Here are some suggested examples:

Level	Category	Examples	Benefits	Drawbacks
0	Simple, non-magical. At this level, you have a simple, non-magical creature as a companion. These creatures are not particularly special in any way but can still be loyal friends.	Cat, Owl, Rat	Provides companionship and can perform basic tasks like fetching small items.	Limited in capabilities and not suited for combat or advanced tasks.
1	Simple, magical. Your animal companion has some unique abilities that set it apart from mundane creatures. They might have minor magical traits or enhanced intelligence.	Kneazle (known for its ability to detect untrustworthy individuals)	Can perform more advanced tasks, understands basic commands, and might have minor magical abilities.	Attracts attention due to its unique nature.
2	Rare and Robust. Your companion is a creature of notable strength or has distinct abilities that can be of great aid.	Direwolf, Giant Eagle	Useful in combat or other challenging situations, understands complex commands, and may have enhanced physical or magical traits.	Requires special care, and its presence can intimidate or alarm others.
3	Mythical Mates. You have a companion from the annals of myths and legends, boasting formidable abilities.	Griffin, Hippogriff	Powerful in combat, can understand and execute intricate tasks, possesses significant magical or physical capabilities.	Its presence can cause fear or awe, may have specific needs or a strong will of its own.
4	Eldritch Allies. Your animal companion is a rare and almost otherworldly creature, with capabilities that can change the course of battles or events.	Basilisk, Chimera.	Extremely powerful, can understand human speech and emotions, possesses potent magical abilities.	Difficult to control, its actions can have unintended consequences, requires special care and attention.
5	Dragonkin. At the pinnacle of animal companions, you have bonded with a dragon. These majestic and powerful creatures are a force to be reckoned with.	Dragon	Immense power in combat, can communicate directly with you, has a wide array of magical abilities.	Its sheer size and power can be a double-edged sword, attracting enemies and challenges. Requires a deep bond and understanding to ensure loyalty.

Contact

XP cost: 1 XP per level

Grants the character access to someone embedded inside an organization or privy to a particular group. This person can be contacted and can provide information (Social rolls may still be required).

The relative usefulness of the contact determines their level. For example, a contact inside another Hogwarts house might require 1 level and someone inside the Minister of Magic's close circle might require 5.

Ally

XP cost: 2 XP per level

Grants the character an ally, who will usually put the character's interests before their own. The ally can also double as a Contact.

The power and usefulness of the ally determines their level.

Mentor

XP cost: 3 XP per level

Grants the character a mentor who will try to teach and give advice to them and even, maybe, magic artefacts. The mentor can usually double as an Ally.

The power and usefulness of the mentor determines their level.

Status

XP cost: 2 XP per level

Grants the character a status among a specific group, which facilitates their social interactions.

Decrease the DR of Social rolls with the group:

- 1 level: DR -1
- 3 levels: DR -2
- 5 levels: DR -3

Feats

No Feats associated with magical abilities can be taken by Muggles or Squibs characters.

Available only at character creation

Feat	Lvl	Description	XP	XP (total)
Born occlumens	1	The character can buy their first Occlumency point without a mentor or teacher.	7	7
Born legilimens	1	The character can buy their first Legilimency point without a mentor or teacher.	10	10
	2	Cancel the Difficulty Rating penalty when the character and their target don't have direct eye contact.	10	20
	3	Guarantees at least one success to every Legilimency rolls (doesn't add up with the rolls successes).	20	40
Born leader	1	Leadership rolls cannot result in a Critical Fail.	5	5
	2	No penalty to Leadership rolls if the NPCs don't know the character.	5	10
	3	DR -1 on Leadership rolls against allies and acquaintances.	10	20
Odorless	1	The character can't be tracked by their scent and if they can shapeshift, that Feat can't be detected by their smell.	10	10
Metamorphmagus	1	The character can change their appearance at will, but not their size. Doesn't require a wand (maximum of +2 temporary Appearance levels)	30	30
Parselmouth	1	The character can communicate with snakes and snake-like creatures. DR -2 on all Social rolls against snakes and snake-like creatures.	15	15
Gifted Seer	1	The character can receive visions and prophecies through their Divination roll.	5	5

		Prerequisite: 2 lvs DIV		
	2	The character can willingly try to trigger visions and prophecies through their Divination roll. Prerequisite: 3 lvs DIV	10	15

Available at all times

Feat	Lvl	Description	XP	XP (total)
Air Mastery Power roll: MP + Air Mastery level	1	The character can move air magically, without a wand.	5	5
	2	The character can move any gas magically, without a wand.	5	10
	3	The character can alter any gas density, without a wand.	10	20
	4	The character can create, without a wand, a small hurricane (1 m in radius) around them, deflecting physical projectiles, increasing the character's speed and making it more difficult for opponents caught in it to move and dodge. Bonus to the character: +1 successes to DOD and ATH rolls / 2 successes Penalty to opponents: -1 successes to DOD and ATH rolls / 2 successes Duration: 3 rounds	15	35
	5	The character can conjure up breathable air, without a wand.	20	55
Fire Mastery (Power roll: MP + Fire Mastery level)	1	The character can alter the intensity of flames, without a wand.	5	5
	2	The character can conjure, without a wand, enough heat to cauterize wounds, stopping bleeding and decreasing the wound severity by 1 level.	5	10
	3	The character can move heat and flames, without a wand.	10	20
	4	The character can manipulate existing flames into a small protective firestorm around them. Damage: 1 d4 / successes Fire (Recurring) in a radius of 1 m	15	35

		Bonus: Flammable projectiles are destroyed by the firestorm and the character is protected against other sources of fire. Duration: 3 rounds		
	5	The character can conjure up flames, without a wand.	20	55
Earth Mastery	1	The character can move earth, without a wand.	5	5
Power roll: MP + Earth Mastery level	2	The character can move rocks and minerals, without a wand.	5	10
	3	The character can modify the density of rocks and minerals, without a wand.	10	20
	4	The character can envelop themselves with a heavy armor made of the earth and rocks surrounding them. Bonus: +1 successes to CON rolls / 2 successes Penalty: DR +1 to DOD and ATH rolls Duration: 3 rounds	15	35
	5	The character can conjure up earth, rocks and minerals, without a wand.	20	55
Water Mastery	1	The character can move water, without a wand.	5	5
Power roll: MP + Water Mastery level	2	The character can move any liquids, without a wand.	5	10
	3	The character can alter the density of any liquids, without a wand.	10	20
	4	The character can trigger magical healing by manipulating their internal fluids or those of others, without a wand. Bonus: +1 Healing Point per round / 2 successes Duration: 3 rounds	15	35
	5	The character can conjure up water, without a wand.	20	55
Legitimacy From Afar	1	Lessen the Legitimacy rolls distance DR penalty. DR penalty -1	1	15
Will to Live	1	The character remains conscious and able to act while in the dying state.	5	5
	2	Add 1 dying rounds before the character dies.	5	10
	3	Add 2 dying rounds before the character dies.	5	15

Apparating	1	The character can apparate and disapparate while wielding a wand. A WP + WIT roll is required and in Combat, a DA is used and the DR increases by 2. Prerequisite: see the Apparating section below	5	5
	2	The character can apparate and disapparate without a wand. A WP + WIT roll is required and in Combat, a DA is used and the DR increases by 1.	5	10
	3	The character can apparate and disapparate without a wand. A WP + WIT roll is required only for longer distances and, in Combat, a DA is used.	10	20
Non-verbal Casting	1	The character can cast spells without speaking their incantation aloud. Penalty: -2 d10 to MP roll	5	5
	2	The character can cast spells without speaking their incantation aloud. Penalty: -1 d10 to MP roll	5	10
	3	The character can cast spells without speaking their incantation aloud. No penalty	5	15
McGonagall Shot First	1	Adds 1 to all Initiative rolls.	10	10
Relentless Attacker	1	When the character uses their last OA for the round, the player can do a Dexterity roll. If successful, their OA is not spent. If used more than once in the same Combat, DR of this roll increases to 8 the second time and to 10 the third time. It cannot be used a fourth time. Prerequisite: doesn't have the Last Line of Defense Feat	30	30
Last Line of Defence	1	When the character uses their last DA for the round, the player can do a Wits roll. If successful, their DA is not spent. If used more than once in the same Combat, DR of this roll increases to 8 the second time and to 10 the third time. The DR stays at 10 for all subsequent uses in the same Combat.	20	20

		Prerequisite: doesn't have the Relentless Attacker Feat		
Will of Iron	1	The character cannot lose their last Willpower level. Prerequisite: 4 lvs WP	5	5
	2	The character regenerates 2 Willpower Points at the start of each game. Prerequisite: 5 lvs WP	5	10
	3	Decreases the Difficulty Rating of all Willpower rolls by 1. Prerequisite: 6 lvs WP	10	20
Refined Nose	1	The character can identify shapeshifters (animagi, lycans, etc.) and people by their smell (unless they have the Feat Odorless). Bonus: DR -1 to PER rolls for smells	10	10
Defensive Transfiguration	1	Lets the character use Transfiguration spells as Defensive actions (to conjure a physical barrier or transfigure a weapon or projectile into something harmless, for example). Cannot transfigure or conjure living things as a Defensive Action. Prerequisite: 4 lvs TRA	15	15
Uncanny Reflexes	1	Can use a second DA at once if the first DA failed. Prerequisite: 3 lvs WIT	5	5
	2	Can use a second OA at once if the first OA missed or failed.	10	15
Grawp's Muscles (Attribute Gift)	1	Adds a 6th Strength point. Prerequisite: 5 lvs STR. No other Attribute Gift.	30	30
	2	Fumbled Dice rule don't apply on Strength rolls anymore.	10	40
Wood's Agility (Attribute Gift)	1	Adds a 6th Dexterity point. Prerequisite: 5 lvs DEX. No other Attribute Gift.	30	30
	2	Fumbled Dice rule don't apply on Dexterity rolls anymore.	10	40
Hagrid's Constitution (Attribute Gift)	1	Adds a 6th Constitution point. Prerequisite: 5 lvs CON. No other Attribute Gift.	30	30
	2	Fumbled Dice rule don't apply on Constitution rolls anymore.	10	40

Delacour's Appearance (Attribute Gift)	1	Adds a 6th Appearance point. Prerequisite: 5 lvs APP. No other Attribute Gift.	30	30
	2	Fumbled Dice rule don't apply on Appearance rolls anymore.	10	40
Lockhart's Charm (Attribute Gift)	1	Adds a 6th Charisma point. Prerequisite: 5 lvs CHA. No other Attribute Gift.	30	30
	2	Fumbled Dice rule don't apply on Charisma rolls anymore.	10	40
Salazar's Deceit (Attribute Gift)	1	Adds a 6th Manipulation point. Prerequisite: 5 lvs MAN. No other Attribute Gift.	30	30
	2	Fumbled Dice rule don't apply on Manipulation rolls anymore.	10	40
Mad-Eye's Constant Vigilance (Attribute Gift)	1	Adds a 6th Perception point. Prerequisite: 5 lvs PER. No other Attribute Gift.	30	30
	2	Fumbled Dice rule don't apply on Perception rolls anymore.	10	40
Rowena's Intellect (Attribute Gift)	1	Adds a 6th Intelligence point. Prerequisite: 5 lvs INT. No other Attribute Gift.	30	30
	2	Fumbled Dice rule don't apply on Intelligence rolls anymore.	10	40
Granger's Smarts (Attribute Gift)	1	Adds a 6th Wits point. Prerequisite: 5 lvs WIT. No other Attribute Gift.	30	30
	2	Fumbled Dice rule don't apply on Wits rolls anymore.	10	40
Wandless Casting	1	The character can cast spells of 3 levels and lower than their Magic Power, without a wand. Prerequisite: mentor or teacher	20	20
	2	The character can cast spells of 2 levels and lower than their Magic Power, without a wand.	10	30
	3	The character can cast spells of 1 level and lower than their Magic Power, without a wand.	10	40
Still Casting	1	The character can cast spells wandlessly without having to move their hands, with a penalty of DR +2 to their Accuracy roll. Prerequisite: Wandless Casting lvl 1	15	15

	2	The character can cast spells wandlessly without having to move their hands, with a penalty of DR +1 to their Accuracy roll.	10	25
	3	The character can cast spells wandlessly without having to move their hands, with no penalty to their Accuracy roll.	15	40
Magic Channeling to People	1	The character can transfer up to 2 points of Magic Power to another character they touch, for one round. Requires a DA or an OA.	10	10
	2	The character can transfer up to 5 points of Magic Power to another character in a 1 m radius, for one round. Requires a DA or an OA.	10	20
	3	The character can transfer all their points of Magic Power to another character in a 5 m radius for one round. Requires a DA or an OA.	10	30
Magic Channelling to Objects	1	The character can channel Magic Power to objects that requires it to be activated, such as rune-engraved magic items.	5	5
Runic Spellcasting	1	The character can cast Runic Spells using their knowledge of Ancient Runes. Prerequisite: 2 lvs AR	5	5
Ambidextrous	1	Lowers the DR penalty of DEX rolls by 1 when the character uses their off-hand. Prerequisite: 4 lvs DEX	5	5
	2	Lowers the DR penalty of DEX rolls by 2 when the character uses their off-hand.	10	15
	3	Lowers the DR penalty of DEX rolls by 4 when the character uses their off-hand.	20	35
Magical Self-Healing	1	The character automatically gains 1 Healing Point every round in Combat, or every 10 minutes.	20	20
	2	The character automatically gains 2 Healing Points every round, in Combat or every 10 minutes.	15	35
	3	The character automatically gains 3 Healing Points every round, in Combat or every 10 minutes.	15	50

Centaur's Accuracy	1	Cancels the DR penalty of Ranged Weapon's Accuracy rolls while moving or aiming at a moving target. Prerequisite: 3 lvs Ranged Weapon, Charms, Dark Arts or Transfiguration	10	10
Falcon's Eyes	1	Decreases the DR penalty of Ranged Weapon's Accuracy rolls, when aiming at a far-off target, by 1.	5	5
	2	Decreases the DR penalty of Ranged Weapon's Accuracy rolls, when aiming at a far-off target, by 2.	5	10
	3	Decreases the DR penalty of Ranged Weapon's Accuracy rolls, when aiming at a far-off target, by 3.	5	15
Animagus	1	The character can transform at will into their Animagus form. In combat, requires an OA. If not holding a wand, must succeed a WIT roll to transform to and from animal form. Prerequisite: 3 lvs TRA + see the Animagi section	15	15
	2	Transforming without a wand no longer requires a WIT roll. In Combat, requires an OA.	10	25
	3	Transforming is now second nature and instantaneous. No OA required in Combat.	15	40
Magical Fortitude	1	Decreases the total penalty to Magic Power, if any, by 1. Prerequisite: 4 lvs MP	5	5
Danger Sense	1	Adds 2 successes to PER + ALE rolls against any Sneak Attack. Prerequisite: 3 lvs ALE	5	5
	2	Outside of combat, whenever a Sneak Attack would be performed against the character, they get a free DA roll at DR8.	10	15
	3	Outside of combat, whenever a Sneak Attack would be performed against the character, they get a free DA roll at DR6.	15	40
Emergency Medicine	1	The character can treat up to Serious wounds with anything they can get their hands on. A maximum of 3 Healing Points can be obtained per DEX + MED roll. Prerequisite: 2 lvs SUR + 2 lvs MED Bonus:	10	10

		Add 1 d10 to the DEX + MED roll if the character has 4 lvs SUR. Add 1 d10 to the DEX + MED roll for every 2 lvs in HER.		
Meditation	1	The character can meditate to recover Willpower Points. One roll per 30 minutes spent meditating. Every 5 successes (cumulative) of WP + WIT gives 1 Willpower Points back. Penalty: DR +3 to PER rolls while meditating Prerequisite: 3 lvs WIT	10	10
	2	The character can meditate while being aware of their surroundings. There is no longer a penalty to PER rolls. The character also ignores any Wound penalty for their meditation rolls.	5	15
High Pain Tolerance	1	The character has a higher pain tolerance than normal. Ignores 1 d10 Wound penalty. Prerequisite: 3 lvs CON	10	10
	2	Ignores 2 d10 Wound penalty.	20	30
	3	Ignores 3 d10 Wound penalty.	30	60

Animagi

A wizard or a witch can, after a long and complex process, acquire the ability to transfigure themselves into an animal form at will, effectively becoming what's called an Animagus. The person's animal form cannot be chosen by the wizard (though it can be negotiated by the player with their Game Master) and is an animal with which they have a strong affinity (of traits, character, etc.). It usually is the same animal as the one summoned by their Patronus Charm. Note that there has been no reported case of an Animagus transforming into a magical creature and so it is considered highly unlikely.

The person's animal form always presents a distinctive physical trait hinting at their human identity. For example, McGonagall's cat form has white hair around its eyes, hinting at McGonagall's glasses. Everything worn by the person is transfigured with them, except for the wand in their hand, which will need to be recovered when human again. One can also choose to transfigure themselves without their clothes, in which case they'll be naked when transforming back.

Process

If any step is failed or disrupted, the whole process must be started anew.

1. The person needs to keep a mandrake leaf in their mouth for a complete lunar cycle (from full moon to full moon).
 - a. DR +1 for all spells' Power rolls
2. On the next full moon, must spit the leaf in a phial within range of the moon's pure rays. If the night is cloudy, the process must be started over.
 - a. A successful Chance roll (DR 6) must be made for a clear night.
3. To the moon-struck phial, the person must add one of their own hairs, a silver teaspoon of dew that has not seen sunlight or been touched by human feet for seven days, and the chrysalis of a Death's-head Hawk Moth. The mixture must be put in a quiet, dark place and cannot be in any way disturbed.
4. The person must then wait for the next electrical storm. During this waiting period they must, at sunrise and sundown without fail, chant the incantation *Amato Animo Animato Animagus* with the tip of their wand placed over the heart.
 - a. A Chance roll (DR 10) must be made, each in-game day, until it is successful. The electrical storm then happens.
5. When, at last, there is a lightning storm, the person ought to recover their potion, move immediately to a large and secure place, recite the incantation one final time, and then drink the potion. If all done correctly, the potion should have a blood red color.
6. If everything has been done right, the person will feel an intense burn in their chest and feel a powerful second heartbeat. In their mind, they'll see the animal into which they are about to transform. The process, at that point, cannot be interrupted. The person must stay calm or else risk the animal taking full control and hurt themselves in the following panic attack.
 - a. A Willpower roll (DR 6) must be made to keep calm. If less, it fails, the animal performs a dangerous action determined by the Game Master.
7. When control is regained, the person must recover their wand and put it someplace safe so they'll be able to recover it later, to change back to human form. To do so, they only have to picture themselves as human (and as their animal form to transform again).

Every Animagus is required to register with the Ministry of Magic at the Animagus Registry. This registration includes revealing one's animal form and one's distinguishing markings. The registry is available to the public. Note that there is no way for the Ministry of Magic to detect Animagi, unless witnessing the transformation.

The person, while in animal form, still thinks like a human and retains all their cognitive abilities, but physical traits and actions are restricted or enhanced depending on the animal form. The character may then have bonuses or

penalties, when in animal form, to Strength, Dexterity, Constitution, Perception, Charisma and Manipulation, to be negotiated with the Game Master.

To complete the process, the player must then spend the 15 XP to acquire the first level of the Animagus Feat.

Apparating

Apparating is one of the magical world's advanced means of transport, akin to teleportation. The character must focus on the desired destination, disappear and then apparate again at their new location. In most situations, the player makes a Willpower + Wits roll to apparate.

A character can also bring along other living beings, but it is more difficult and increases the Difficulty Rating. When increasing the distance of travel, the Difficulty Rating also increases and only the most skilled wizard should attempt inter-continental apparition.

At Hogwarts, 17 years old students are offered extracurricular classes to learn to Apparate. The Ministry of Magic is in charge of those classes and also delivers the permit when the student is successful. Apparating without a permit will lead to sanctions by the Ministry, if caught.

This Feat cannot be self-taught and if the character does not attend such classes, they must find someone else to teach them.

Be warned that spells exist to prevent Apparating and/or Disapparating to and/or from specific locations.

Splincing

That process is not an easy one and can lead to injuries and death if not executed properly: if critically failed, splincing occurs, which is basically apparating with a part of your body missing, ranging from a chunk of muscles to whole limbs, with the heavy bleeding that goes along with it. In that case, the player makes a Chance roll and the result indicates the wound received.

Chance roll result	Wound	Description
9 or 10	1 - Light	A small patch of skin goes missing.
7 or 8	2 - Medium	A sizable patch of skin goes missing.
5 or 6	3 - Serious	A whole finger or toe or an equivalent chunk of muscle goes missing.
3 or 4	4 - Severe	A whole hand or feet or an equivalent chunk of muscle goes missing.
1 or 2	5 - Critical	A whole arm or leg or an equivalent chunk of muscle goes missing.

Weaknesses

A player can choose, when creating their character, to give them some weaknesses to add to the roleplay experience. In exchange, the character gets bonus XP. If a character acquires weaknesses during the course of the game (for example, they lose an arm), no bonus XP is granted.

Here's a list of suggestions to get you started.

Physical Weaknesses

Weakness	Description	Bonus XP
Muggle or Squib	The character cannot use magic.	125
Lost limb	The character is missing a limb.	10
Two lost limbs	The character is missing two limbs.	20
Speech Impediment	Social rolls' DR +1 Must make a WP roll before verbal casting.	20
Deaf	Cannot make PER rolls for sound. Increase ALE rolls DR by 1.	10
Mute	Cannot talk or use verbal casting.	25
One-eyed	ALE roll DR +1 when involving sight	15
Blind	ALE roll DR +2, Accuracy roll DR +4.	20
Addiction	The character is addicted to something. They suffer DR penalties to all rolls when not getting enough of it.	5 to 15 (depending on the severity)
Fatally ill	The character is fatally ill and cannot be cured.	10 to 50 (depending on the severity)
Sunlight Sensitivity	The sunlight hurts the character or increases the DR of all their rolls.	5 to 20 (depending on the severity)

Mental Weaknesses

Weakness	Description	Bonus XP
Night terrors / Insomniac	The character is sleep deprived most of the time. WIT rolls DR +1, Initiative roll -2	15

Phobia	The character has an extreme and irrational fear of something. WP rolls must be made to act when confronted by their fear.	5 to 30 depending on the severity)
Cowardly	The character has a hard time facing danger. WP rolls must be made before any dangerous action or every round in Combat.	25

Curses

Curse	Bonus XP
The physical growth of the character stops at a certain age.	5 to 15 (depending of the age)
If the character is a seer, nobody will ever believe them.	10
Dark forces are attracted to the character.	15
The character has a terrible secret that would ruin their life if it was known.	15
The character has a nemesis bent on revenge who randomly joins Combat against them.	10 to 25 (depending on the nemesis' power)
The character is the victim of a terrible prophecy.	10 to 25 (depending on the prophecy's effects)
The character's lifeforce is tied to a destructible object. If the object is destroyed, they die.	25
The character (wizard or witch) can never acquire a wand's loyalty.	15
All the damage inflicted by the character is also done to them (ratio of 4:1, 3:1, 2:1, 1:1)	10 to 40 (depending on the ratio)
Cannot be healed. Ever.	100

Wands

Wands are usually essential tools of any wizard or witch, and acts as a channel for their Magic Power. The wand is used to cast spells, create magic potions and use certain Feats. A wand is usually given to a witch or wizard at character creation or at the beginning of a campaign. There are multiple possible combinations of woods and cores that give the wand specific properties. You can look at the annex for examples.

Using Multiple Wands Simultaneously

Multiple Wands in One Hand

It is possible to use multiple wands in one hand, to increase the spell strength. The Power roll's successes are then doubled, tripled, quadrupled, etc. There is a catch though: there is a risk that the wands will react badly together, which can nullify the spell or even make it backfire (when the roll results in a Critical Fail).

Before casting their spell, a Chance roll must be made, with (wands used minus 1) d10. Each die rolled must be a success.

Wands used	d10 rolled	Required successes	Chance to succeed
2	1	1	50 %
3	2	2	25 %
4	3	3	12,5 %
5	4	4	6,25 %

A Wand in Each Hand

It is also possible for the character to use a wand in each hand, to double the strength of the casted spell or cast it in two different directions. This way, the wands do not pose the risk of reacting badly to each other but it can make it harder to aim.

An Accuracy roll must be made for each hand and the Main Hand and Off-Hand rule applies, which may increase the Difficulty Rating of the rolls.

Multiple Wands in Each Hand

If you are a bit mad, it is also possible to combine the two sets of rules and use multiple wands in each hand. The Chance rolls are then made independently for each hand.

Wand Loyalty

There exists a connection between the wizard or witch and their wand, which can be described as a sort of loyalty. It can increase and decrease and each wood and core combination have their own needs.

A wand's loyalty level can range between -3 and 3. Each new level grants bonus or penalties, which are determined at the wand creation by the Game Master.

Usually, when a wand is bought, it is said that it chooses the wizard and not the other way around. A purchased wand has a Loyalty level of 1.

When a character wins a wand in Combat (by killing or disarming their opponent), the Loyalty level of the new wand is usually of 1. If the defeated character gets their wand back in Combat, its Loyalty level stays the same as it was. If the character regains their “defeated” wand by other means, it may lose Loyalty levels.

To gain Loyalty levels, the character must use it properly. It usually means using its bonuses to the fullest, but a wand may have specific needs. Usually, a wand will gain 1 Loyalty point each game it is used and gains a level when it reaches 10 points. The points are given at the end of the game, at the same time as Virtues points.

Loyalty level	Bonuses and penalties
3	Special Power “A” at level 3 or Special Powers “A” and “B” at level 2
2	Special Power “A” at level 2 or Special Powers “A” and “B” at level 1
1	Special Power “A” at level 1
0	No bonus or penalty
-1	DR +1 to Magic Power rolls. Other penalties can apply if the Game Master so wishes.
-2	DR +2 to Magic Power rolls. Other penalties can apply if the Game Master so wishes.
-3	DR +3 to Magic Power rolls. Other penalties can apply if the Game Master so wishes.

Weapons and Equipment

Characters are not limited to wands when it comes to weapons and will probably come across many pieces of equipment and magical objects with diverse effects. The imagination of the Game Master and of the players is the only limit. Here’s a list of weapons with their associated stats.

Melee weapons

Weapon	Accuracy roll bonus/penalty	Damage
Barehanded	DR -1	1 d4 / 2 successes
Brass knuckles or bladed gloves (blades shorter than 5 cm)	DR -1	1 + 1 d4 / successes

Bladed weapons between 5 and 20 cm	DR -1	1 + 1 d4 / successes + Bleeding
Bladed weapons between 20 and 50 cm		2 + 1 d4 / successes + Bleeding damage
One-handed bladed weapons longer than 50 cm		2 + 2 d4 / successes + Bleeding damage
Two-handed bladed weapons Prerequisite: STR lvl.3	DR +1	4 + 2 d4 / successes + Bleeding damage
Spears and halberd	DR +1	2 + 2 d4 / successes + Bleeding damage
One-handed Blunt weapons		1 + 1 d4 / successes
Two-handed Blunt weapons Prerequisite: STR lvl.3	DR +1	3 + 3 d4 / successes

Ranged weapons

No power rolls are made, damage is determined by accuracy and weapon type.

Weapon	Range	OA to reload	Damage and other effects
Bow	200 m STR roll to add 50 m / success Accuracy roll DR +1	1	1 + 1 d4 / successes + Bleeding damage if the arrow is removed
Crossbow	250 m	2	2 + 1 d4 / successes + Bleeding damage if the bolt is removed +3 to 1 d10 for the Accuracy roll
Thrown weapons (knives, shurikens, etc.)	25 m STR roll to add 25 m / success	0	1 + 1 d4 / successes + Bleeding damage if the weapon is removed
Pistol	500 m	1	1 + 1 d4 / successes + Bleeding damage
Shotgun	Less than 10 m	2	5 + 1 d4 / successes + Bleeding damage

	10 to 20 m		3 + 1 d4 / successes + Bleeding damage Accuracy roll's DR -1 1 m spread
	20 m or more		1 + 1 d4 / 2 successes + Bleeding damage Accuracy roll's DR -1 3 m spread
Sniper rifle	0 to 50 m = DR +3 50 to 100 m = DR + 2 100 to 150 m = DR +1 150 to 1000 m = DR +0 More than 1000 m = DR +1 every 500 m	1	6 + 1 d4 / successes + Bleeding damage
Automatic rifle	300 m	1	1 + 1 d4 / successes x3 (3 wounds) + Bleeding damage

Armor and protective gear

Wizards and witches are not known to wear protective gear or armor, but it doesn't mean they can't or shouldn't.

Protective gear can be one of two types:

- Items and gear enchanted with protection spells, such as the Protego gear made by the Weasley twins
- Armor made with sturdy materials or spell resistant ones, such as dragon scales.

As far as the mechanics of protective gear, it can work two ways:

- Mitigate the physical or magical attack at the successes step (see the [Combat](#) section)
 - The protective gear cancels a certain amount of the attack successes, so it works even if the attack is not a damaging one (for example, a spell that causes laughter).
- Mitigate the physical or magical attack at the damage step (see the [Damage](#) section)
 - The protective gear reduces the amount of damage taken by a fixed number after the Damage roll is done, and so it only works on attacks that inflict damage (for example, an Incendio spell).

School

Classes and Exams

If the characters are going to a wizarding school, you can include classes and exams to your narrative. The students start their first year, at Hogwarts, at the age of eleven.

Usually, a young new character cannot have more than 2 levels in any Magical or Mental Skills, unless it makes sense with their backstory. Remember, the characters are 11 years old and didn't have any formal schooling, so everything they know must have been realistically self-taught or taught by a parent, an older sibling or a mentor. They also shouldn't have their own wand until the start of their first year (it makes for a really great scene to make your players' character shop for their wands beforehand).

When a player wants their character to have a third or fourth level in a Magical Skill or Skill that's taught at a wizarding school, they first need to have an exam. The Game Master can then schedule the exam and make every willing character take part.

Core classes: Charms, Transfiguration, Herbology, Potions and History of Magic

Elective classes (third year and up, choice of 2): Magical Creatures Care, Divination, Ancient Runes, Muggle Studies)

Elective class (sixth and seventh years): Alchemy

The exam has two parts: written and practical. For the written part, the player rolls Intelligence and the Magical Skill being tested. For the practical part, the character needs to test their actual skill, so for Potions, they'd try to brew one, which would be a Dexterity + Potion roll; for Charms, it would be Magic Power + Charms; and so on. The rolls are made at a base Difficulty Rating of 7, unless the characters have spent some free time studying, in which case it goes back down to the normal 6.

The added numbers of successes for the two rolls determine how much XP the next level of that Skill will cost. Do well and the Skill will cost less, do badly and it'll cost more.

Number of successes depending on current Skill level			Result	XP Cost (minimum of 1)
2	3	4		
0	1	2	Troll (T)	Normal cost + 2
2	3	4	Dreadful (D)	Normal cost + 1

4	5	6	Poor (P)	Normal cost
6	7	8	Acceptable (A)	Normal cost - 1
8	9	10	Exceeds Expectations (E)	Normal cost - 2
10	11	12	Outstanding (O)	Normal cost - 3

If the exam is failed (Troll, Dreadful or Poor), the player can choose to wait, before spending XP to level up that Skill, for another game to make their character take a new exam.

If a character, for any reason, cannot attend school, they might need to find someone to teach them and make them take an exam, following the same rules.

Electives, O.W.L. and N.E.W.T.

At Hogwarts, when students start their third year, they must choose 2 elective classes. They can also choose, with their House headmaster's permission, to drop a core class to take 3 elective classes. Their choices are:

- Muggle Studies
- Divination
- Magical Creatures Care
- Ancient runes

Any Magical Skills not taken as a class cannot be leveled above 2, unless the character finds someone else to teach them in their free time.

At the end of their fifth year, the students have their first round of very important exams: the O.W.L. (Ordinary Wizarding Level) to determine if the student will be able to take N.E.W.T. level classes in their sixth and seventh years. This will allow them to get those Magical Skills up to level 5. Each teacher determines the minimum requirement to accept students in their advanced class, which is usually Acceptable or Exceeds Expectations, but sometimes also Outstanding. Usually, students have only one opportunity to take this exam, but as with everything else, exceptions could be made.

During their sixth year, Apparating classes are taught as an extracurricular activity at school. The Alchemy class also becomes available as an elective.

During their seventh and last year, the students can, if they've been taking advanced classes, take the N.E.W.T. (Nastily Exhausting Wizarding Test) exams, which are needed for some highly demanding jobs, such as Auror. As with O.W.L.s, students usually have only one opportunity to take these exams.

Quidditch

Quidditch matches are an integral part of the school experience, from being a spectator or playing on a team. The description and rules of the sport can be found [here](#).

During a Quidditch match, the players can influence the outcome by rolling each round, until the golden snitch is caught. Each player rolls once per round, and the Gamemaster rolls for the NPC Quidditch players. The rolls are exceptionally made with a D20.

Spectators

Each spectator player rolls first each round, cheering for their chosen team. If a 20 is rolled, they give inspiration to their team and this round, each player of that team can roll twice and use the higher score of the two rolls. The Gamemaster doesn't roll for any NPC spectator.

Beaters

There are 2 beaters per team. Each beater rolls second and adds their roll score together. Whichever team has the highest score sends bludgers towards the opposing team. The attacked team players will subtract 1 to all their subsequent rolls this round. In case of a tie, no modifier is applied to anyone.

Chasers

There are 3 chasers per team. Each chaser rolls third and adds their roll score. Whichever team has the highest score (after applying the beaters' modifier to each player's roll) has control of the Quaffle and tries to score a goal. In case of a tie, no team attempts to score a goal this round and we skip the keeper's roll.

Keepers

The keeper of the defending team rolls fourth to try and block the chasers' shot, if the other team attempts to score. They roll three D20. If the keeper's score is higher than the one of the opposing team's Chasers' from their last roll, no goal is scored. In case of a tie, no goal is scored. If the chasers' score was higher, a goal is scored and their team gains 10 points.

Seekers

There is 1 seeker per team and they each roll last. If one of them scores a 20, the Golden snitch is caught, the game ends and 150 points are awarded to their team. In case of a tie, the one with the highest natural roll caught the snitch. If this ties again, nobody caught the snitch and the game continues.

Modifiers

Each of the players' characters on a team adds a modifier to their respective category rolls, depending on their Attributes and Skills. For everyone, Dexterity and Athleticism matters, since they are gonna move around on their broom.

Beaters: the sum of every PCs' Dexterity, Athleticism, Strength and Melee Weapons levels. For each 10 levels, they add 1 to their rolls' score.

Chasers: the sum of every PCs' Dexterity and Athleticism. For each 10 levels, they add 1 to their rolls' score.

Keepers: the sum of every PCs' Dexterity and Athleticism. For each 5 levels, they add 1 to their rolls' score.

Seekers: the sum of every PCs' Dexterity, Athleticism, Perception and Alertness. For each 10 levels, they add 1 to their rolls' score.

Game result

If a player's character's team win, they are in a good mood for the rest of the game and add:

- Quidditch players: +2 to the score of one D10, to all of their rolls
- Spectators: +1 to the score of one D10, to all of their rolls

This way, every player can influence in their own way the result of the game and gain a little fun bonus from it.

If a team is NPCs only, the Game Master can decide they are particularly good in one or many of the categories and give them modifiers (so each team can have their own "stats").

Combat

Combat is triggered when an attack (or what can be perceived as an attack) is performed against another sentient creature or person. Combat is interrupted when all attackers or defenders either are unconscious, dead, run away, lose the will to fight (in case of a surrender or truce) or are totally incapacitated in some other way (completely paralyzed, for example).

Initiative Roll

When a Combat starts, every player whose character is in that location or scene makes an Initiative roll. That roll will be repeated at the start of every round.

1 d10 + Dexterity level + Wits level

For example, if a character has 4 levels in Dexterity, 3 levels in Wits and rolls a 5, their Initiative will be:

$4 + 3 + 5 = 12$. The character that has the highest Initiative has their turn first, and so on. If two characters have the same Initiative, the one with the higher Dexterity plays first and if it's still the same, the one with the higher Wits plays first. If it's still the same, the players roll a d10 and the one with higher result plays first.

The Offensive Actions (OA) of each character can only be made on the character's turn or after it in the same round, if the player chooses the delay them. A character acting first can always choose to wait and use their OA later in the turn at the same time as another character, or skip the turn entirely and report the action on a subsequent turn.

Each character can use only 1 OA per turn (unless otherwise specified by a Feat). When everyone has had the chance to use their OA, all characters that still have one or more OA have another turn, in the same order, and so on. When every character has used all of their Offensive Actions, the round ends and a new round begins.

It is usually considered that in characters' time, each round is about 10 seconds.

Every effect that is applied "each round" or has a "X round" duration is applied at the beginning of each round.

Actions per Round

In Combat, there are two types of actions. Offensive Actions (OA) and Defensive Actions (DA).

Offensive Actions (OA)

Offensive Actions include all attacks (casting a spell, punching someone, etc.), but also every action that takes time or concentration (healing another character, drinking a potion, moving more than a few meters, speaking more than one or two short sentences, etc.). As a rule of thumb, if an action affects another character, it's probably considered an Offensive Action. As always, the Game Master has the final say in this.

Those actions can only be performed at the character's turn. A player can decide to delay the use of their character's actions and will then be able to use them at a later turn or during another character's turn. In that case, when 2 characters act in the same turn, an Initiative roll can be made by each to determine the order of each actions.

The amount of Offensive Actions available each round to a character is determined by their Dexterity level. Each 2 levels beyond their first adds another OA each round.

Dexterity	OA per round
1	1
2	
3	2
4	
5	3
6	
7	4

Defensive Actions (DA)

Defensive Actions are actually more of reactions against other character's OA. They are used to react to something that's gonna affect the character or their immediate surroundings. They include defensive spells (Protego, Hex-deflection) and dodging, mostly.

These actions can be used at any time and will usually be used during other character's turn. When a character has spent all of their DA, they are unable to defend against another character's actions. Only one DA per character can be used against one OA, unless otherwise specified by a Feat.

The amount of Defensive Actions available each round to a character is determined by their Wits level. Each 2 levels beyond their first adds another DA each round.

Wits	DA per round
1	1
2	
3	2
4	
5	3
6	
7	4

Converting Actions

A character running out of Defensive Actions can always use their remaining Offensive Actions instead as if they were Defensive Actions.

Combat Rolls

When performing an action as an Attacker, there are 2 types of rolls to consider. The Accuracy roll will determine if the action hits the desired target. The Power roll will determine how powerful that action is.

Accuracy Roll

Accuracy rolls involve Dexterity and a Skill, like Charms, Melee Weapon or Brawl. The distance between the character and their target and their moving speed can affect the Difficulty Rating of the Accuracy roll.

Usually, the DR increases by 1 or 2 depending on the character and their target moving speed. It also increases by 1 for every 50 m of distance between the character and their target.

Distance from target	Moving speed (of target or attacker)	Difficulty Rating
0 to 50 m (DR +0)	Not moving or slow (DR +0)	6
0 to 50 m (DR +0)	Fast (DR +1)	7
0 to 50 m (DR +0)	Very fast (DR +2)	8
51 to 100 m (DR +1)	Not moving or slow (DR +0)	7
51 to 100 m (DR +1)	Fast (DR +1)	8
51 to 100 m (DR +1)	Very fast (DR +2)	9
101 to 150 m (DR +2)	Not moving or slow (DR +0)	8
101 to 150 m (DR +2)	Fast (DR +1)	9
101 to 150 m (DR +2)	Very fast (DR +2)	10
151 to 200 m (DR +3)	Not moving or slow (DR +0)	9
151 to 200 m (DR +3)	Fast (DR +1)	10
151 to 200 m (DR +3)	Very fast (DR +2)	10

Targeting specific body parts can be done but it increases the Difficulty Rating of the Accuracy roll. Usually, when aiming for a limb or the head, it increases by 1. Something even more precise, like targeting the eyes, would increase the Difficulty Rating by 2. Of course, this also depends on the size of the target.

Sight is also very important for the Accuracy roll. Whenever this sense is impaired (when it is dark, when there is smoke or fog, when the character is blinded, etc.), the Difficulty Rating increases.

Power Roll

The Power roll usually involves Dexterity, Strength or Magic Power and a Skill, like Martial Arts or Charms. It'll determine the amount of damage done and the strength of other effects. When the Power roll is done, the Attacker can choose to remove some successes (if they want to be sure not to kill someone, for example), but only at this moment, before the Resistance roll of the Defender is made.

Getting wounded

Resistance Roll

When an action that would inflict damage or other ill effects successfully hits its target, the first thing to do is to see if the target can resist or mitigate some of it, with equipment, items or with a Constitution roll. The Resistance roll negates some of the Power roll successes, before the Damage roll. When rolling for Constitution, the Defender rolls only their Constitution level and each success negates a success of the Attacker's Power roll. As with all Attribute-only rolls, the Fumbled Dice rule doesn't apply.

It's also a good idea to apply a Constitution penalty depending on the targeted area, if that area is especially weak or strong against an attack. For example, when attacking the eyes, the Defender would have a penalty to their Constitution roll (but the Attacker would have a higher Difficulty Rating for their Accuracy roll). Another example would be to apply a penalty to the Constitution roll if the attack targets a wound already inflicted (in that case, the damage would be applied to aggravate that wound's severity). When targeting an area that is especially strong against an attack, like the armored scales of a dragon, the Constitution roll could be made with more dice or even automatically mitigate a few of the Attacker's Power roll's successes

Damage Roll

When the Resistance roll is done and a certain amount of unmitigated successes remains from the Attacker's Power roll and the spell or attack has a damaging effect, it's time for the Damage roll. This roll is made with four-sided dice (d4) and you add up the result of each one. Each spell or weapon that does damage indicates how many dice to roll per success.

The damage done is then converted into a single wound (unless otherwise specified by the spell or weapon description), using the following damage to wound chart. Each character has a certain amount of base wound slots that can be filled. If all the slots for a wound severity level are already filled and the character needs to add one more, it "trickles down" to the next severity level. For example, if the character already has 6 light wounds and

receives a seventh, this wound would then fill a medium wound slot. Being wounded also comes with a penalty to all rolls (except Constitution, and if your dice pool would be zero for a roll, you roll 1 die, DR +2). The more a character is injured, the worse they'll be, so watch out!

Damage	Severity level	Category	Base slots	Penalty to all rolls (except Constitution rolls)	Penalty to Initiative roll
1 to 5	1	Light	O O O O O O	None	None
6 to 10	2	Medium	O O O O	- 1 d10	-1
11 to 15	3	Serious	O O O	- 2 d10	-2
16 to 20	4	Severe	O O	- 3 d10	-3
21 to 25	5	Critical	O	- 4 d10	-4
26 to 30	6	Dying	O	Unconscious, cannot act.	-5
31 or more	7	Dead		No more rolls, ever.	- infinity

Upgrading the Constitution level of a character will add new wound slots:

- Constitution lvls. 2: adds a fifth Medium wound slot
- Constitution lvls. 3: adds a fourth Serious wound slot
- Constitution lvls. 4: adds a third Severe wound slot
- Constitution lvls. 5: adds a second Critical wound slot

Every Constitution level past the fifth shifts the “damage to wound” scale by one. For example:

Constitution lvl. 6		Constitution lvl. 7	
Damage	Severity	Damage	Severity
2 to 6	1 - Light	3 to 7	1 - Light
7 to 11	2 - Medium	8 to 12	2 - Medium
12 to 16	3 - Serious	13 to 17	3 - Serious
17 to 21	4 - Severe	18 to 22	4 - Severe
22 to 26	5 - Critical	23 to 27	5 - Critical
27 to 31	6 - Dying	28 to 32	6 - Dying

32 and over	7 - Dead	33 and over	7 - Dead
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Wound penalties aren't cumulative: only the highest one applies. For example, if a character has 3 light wounds, 2 medium wounds and 3 severe wounds, their wound penalty would be the one associated with a severe wound, so -3 d10 for all rolls.

Damage Multiplier

When targeting a weak spot (like the head), a damage multiplier can be applied to the Damage roll result. For a human, total damage to the head and brain, heart or neck, would be multiplied by 2.

Recurring Wounds

Certain spells or weapons can cause recurring wounds, which means that each round, a wound equal in severity to the original wound is added, until the recurring effect is cancelled.

There are 3 types of recurring wounds: burn, poison and bleeding.

Burn

Caused by fire. Can be cancelled by extinguishing the fire. The person is considered in Combat for the duration of the recurring effect.

Poison

Caused by poison. Can be cancelled by an antidote (bezoars can cure poisons of level 7 or less).

The effect of a poison can be delayed for a time with Constitution rolls. The successes required to do so are equal to the poison level, divided by 2 (rounded up). The Constitution roll must be made every round in Combat or every 5 minutes of in-game time if out of Combat, until an antidote is taken. If the Constitution roll is failed, the poison effects start to apply and cannot be stopped without an antidote. The effects are applied every turn in Combat or every 5 minutes of in-game time out of Combat. A character exerting themselves a lot would be considered in Combat.

Bleeding

Caused by certain spells or bladed weapons, generally. Can be cancelled by healing the wound so it loses at least one level of severity. The effects are applied every turn in Combat or every 5 minutes of in-game time if out of Combat. A character exerting themselves a lot would be considered in Combat.

Cutting Off or Fracturing Limbs

To cut off (bladed weapons) or fracture (blunt weapons) a limb, the wound inflicted must reach a certain level of severity, depending on the limb. A cut off or fractured limb obviously cannot be used.

Limb	Severity level required for	
	Fracture	Severed
Fingers or toes	2 - Medium	3 - Serious
Hands or feet	3 - Serious	4 - Severe
Arms or legs	4 - Severe	5 - Critical
Torso	5 - Critical	6 - Dying
Neck or head	6 - Dying	7 - Dead

Dying and Dead

A dying character is usually considered unconscious and cannot act. Each turn, their health deteriorates until they die. A character can stay in the dying state for a number of turns equal to their Constitution level.

A dying character can also be killed more quickly if their enemies continue to attack them.

Healing

Healing in the magical world is usually much quicker, easier and sometimes even miraculous, although rarely instantaneous. Healing potions take time to apply their full effect and spells must generally be used more than once to completely heal a wound.

The Healing Points are cumulative but only on a particular wound. For example, if a character wants to treat a serious wound and gains 4 HP with their first action, the wound is healed back to a medium wound and has 1 HP leftover. To heal that wound to a light wound, only 1 more HP will be needed.

If nobody in your party has the means to heal, try to find a kind NPC to do it for you!

Beyond Death

In the magical world, death isn't always the end. A volcano ate your wife or a witch killed all your friends? The Game Master, if the player wants, could decide that the dead character comes back as a ghost or maybe give the party a super special and hard quest to find a way to revive the ones that passed away. Like it's been explained before, your imagination is the only limit and you can bend the rules or make new ones if everyone is okay with it and have fun.

Fleeing

Sometimes in life, things don't go exactly how you planned or maybe weren't planned at all and the worst happens. If your characters are confronted by enemies or obstacles that seem too strong, don't be afraid to run away. Live to fight another day! Maybe, just maybe, your Game Master designed their adventure that way so that you'd need to find a weakness or a powerful weapon. In that case, there will probably be hints, but the Game Master cannot help you if you don't help yourself.

Sneak Attack

When a character is attacked by surprise, a Perception + Alertness roll is done against the Attacker's Dexterity + Stealth roll, or Dexterity + Sleight of Hand, if the Attacker's presence is already known but they're trying to draw their weapon furtively. When targets are in Combat, they're usually more focused on the threat in front of them and so the Defender's Perception + Alertness roll will be made at DR +1. If the Defender succeeds, they can then roll for a Defensive Action.

Out of Combat, if the Attacker's roll succeeds, it grants 1 free Offensive Action before Combat, which means that the target is defenseless and cannot react. In Combat, an OA is used as normal, but the target cannot use a DA against it.

In the event that the Attacker is hidden and successfully made a ranged Sneak Attack, their actual location is still unknown. The target must then make an Intelligence + Ranged Weapon roll to determine the ranged attack origin, then another Perception + Alertness roll against the Attacker's new Dexterity + Stealth roll, DR increased by 1. This process can be repeated until the attacker is spotted, each time increasing their Dexterity + Stealth roll's DR further, unless they change their location, in which case the DR is reset after successfully moving.

Speed

The character's speed determines the distance that can be travelled using 1 Offensive Action or 1 Defensive Action. It is calculated with the character's Dexterity and Strength level. The character can travel 2.5 meters per level per OA and half as much per DA. Another action can be used for free when moving in Combat if the distance travelled is within 1 OA.

For example, a character with a combined Dexterity and Strength levels of 6 wants to punch their target, which is 15 meters away. They can travel and punch using only 1 OA. If their target is 16 meters away, 2 OA would be required. If that same character wants to tackle an ally out of the way (because the ally failed their Dodge roll, for example), that ally will need to be less than 7.5 meters away.

DEX + STR	Distance for 1 OA (m)	Distance for 1 DA (m)
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1	2,5	1,25
2	5	2,5
3	7,5	3,75
4	10	5
5	12,5	6,75
6	15	7,5
7	17,5	8,75
8	20	10
9	22,5	11,25
10	25	12,5

Spells

Spells are a big part of wizards and witches' combat, but are also used for many tasks. To cast a spell, the caster usually needs:

- To have a wand in hand
- To know the spell
- To perform the spell accurately (Dexterity + Skill) (Accuracy roll)
- To say the incantation out loud, focusing their magic (Magic Power + Skill) (Power roll)

Learning and creating spells

The caster's level is equal to their base Magic Power, without bonuses or penalties.

Learning Spells

Each year, at Hogwarts, young wizards and witches learn new spells of the same level as their scholarly year. These spells are usually considered learned at the beginning of the year and can be found in the Annex 5 (all spells not marked by an asterisk are taught in classes).

To learn a spell that is not taught in classes (marked by an asterisk next to their level) or to learn a more advanced spell, the character needs to spend a certain amount of time learning and practicing it, depending on the difference between their caster's level and the spell level. Knowledge rolls (Intelligence + Magical Skill) corresponding to the

spell type (Charms, Transfiguration, etc.) will be done to reach a certain amount of cumulative successes. The Difficulty Rating of these rolls is determined by the caster's relevant Magical Skill level and the spell level. These rolls can be done whenever the Game Master allows the characters some free time.

Here's a chart to determine Knowledge rolls cumulative successes required for learning a spell:

Spell → Caster ↓	1	2	3	4	5	6	7	8	9	10
1	10	15	20	25	30	35	45	45	50	55
2	10	10	15	20	25	30	35	45	45	50
3	10	10	10	15	20	25	30	35	45	45
4	10	10	10	10	15	20	25	30	35	45
5	10	10	10	10	10	15	20	25	30	35
6	10	10	10	10	10	10	15	20	25	30
7	10	10	10	10	10	10	10	15	20	25
8	10	10	10	10	10	10	10	10	15	20
9	10	10	10	10	10	10	10	10	10	15
10	10	10	10	10	10	10	10	10	10	10

And here's the chart for the Difficulty Rating:

Magical Skill → Spell ↓	1	2	3	4	5
1	6	6	6	6	6
2	6	6	6	6	6
3	7	6	6	6	6
4	7	6	6	6	6
5	8	7	6	6	6
6	8	7	6	6	6
7	9	8	7	6	6
8	9	8	7	6	6
9	10	9	8	7	6
10	10	9	8	7	6

Creating Spells

To create a spell, the character must first have a clear idea of what the spell effect will be. The Game Master then determines the spell's level (comparing it to other known spells level) and its associated Magical Skill (Charms, Transfiguration, etc.).

The process is the same as for learning spells, but requires a lot more time, which means more cumulative successes of Knowledge rolls. Creating a spell can also be done in a group. In that case, you use the higher caster's level and the higher Magical Skill level of the group for the rolls. The Difficulty Rating is determined the same way, so you can refer to the chart above.

Spell → Caster ↓	1	2	3	4	5	6	7	8	9	10
1	20	30	40	50	60	70	80	90	100	110
2	20	20	30	40	50	60	70	80	90	100
3	20	20	20	30	40	50	60	70	80	90
4	20	20	20	20	30	40	50	60	70	80
5	20	20	20	20	20	30	40	50	60	70
6	20	20	20	20	20	20	30	40	50	60
7	20	20	20	20	20	20	20	30	40	50
8	20	20	20	20	20	20	20	20	30	40

9	20	20	20	20	20	20	20	20	20	30
10	20	20	20	20	20	20	20	20	20	20

Runic Spellcasting

Runic spellcasting is an ancient way of doing magic. It requires a great knowledge of Ancient Runes and a good deal of Intelligence to use that knowledge to craft runic spells. A character will also need the feat Runic Spellcasting to be able to use ancient runes as more than a language. Words have power and ancient words have potentially more power. Using those words and infusing them with magic can yield great effect. With Runic spellcasting, the incantation is written magically instead of being said aloud.

To cast a runic spell, the caster must first write the runes magically (that can be done in mid-air with the spell Flagrate) and then infuse them with some Magic Power. Casting a runic spell gives more freedom to the caster but usually takes longer.

Every runic spell has an effect, an area of effect, a level, a duration per success and a number of Offensive Actions required to trace it. The level of the spell, which determines the number of OA required to trace it, is determined by its effect, its strength and its area of effect and it is the Game Master that needs to gauge it somewhat subjectively. Comparing it with a “regular” spell’s level and effects can be a good starting point for that evaluation.

The casting consists of two rolls:

Accuracy roll: Dexterity + Ancient Runes

The amount of OA required to cast the spell is equal to its level.

- Failed or critically failed roll: the OA is lost, the caster failed to trace the spell correctly
- 1 or 2 successes: the tracing succeeded and will take the normal amount of OA to complete
- For every 2 added successes (4, 6, 8, ...): the tracing will take 1 less OA to complete, to a minimum of 1

Power roll: Magic Power + Ancient Runes

The strength of the runic spell effect’s is always the same: it is its duration that will increase with a better roll. Usually, the more powerful a spell, the shorter it’s duration per success, as determined with the Game Master at the spell creation. If that roll is failed, it means the caster failed to infuse magic into its written incantation and the OA is lost.

During the casting, the caster is vulnerable, needing time to complete it. They can dodge and move around a bit, but anything more will interrupt the casting and it will need to be casted from scratch.

Special rules

- A runic spell carved into an object applies only to that object or to its wearer/user. A spell traced in the air has an invisible spherical area of effect.
- Runic spells cannot be used to transfigure or conjure objects, but can conjure elements (fire, water, air, earth).
- Using the Flagrate spell to cast a runic spell allows the caster to move it (using an OA), but it also means that it can be canceled with a general counterspell, such as Finite Incantatem. In that case, the number of successes required to cancel the Runic spell is equal to the successes of its original Power roll.
- A runic spell carved or written must have been carved or written magically, with a spell such as Diffindo, or with a magical item. That spell cannot be canceled with a counterspell, but if the object is sufficiently damaged, the infused magic leaks out and the spell is undone.
- A runic spell must have a magic source to fuel it. If it is casted in the air, the Power roll fuels it for its duration. If it is physically written or carved, it needs an outside source. That source can be the wearer/user, in which case the spell effect will be active until the source stops infusing its Magic Power. The required Magic Power needed is determined by the runic spell's level and activating the effect applies a Magic Power penalty. If multiple runic spells are activated at once by the same character, the penalties are cumulative.

Runic spell's level	Magic Power penalty
1 to 4	1
5 to 7	2
8 to 10	3

When the runic spell is deactivated, the Magic Power penalty is canceled after a few seconds, which is to say almost instantly, unless the character is in Combat. In that case, the penalty decreases by 3 each round.

Creating and Learning Runic Spells

The rules for creating and learning new spells apply to creating and learning runic spells, with the exception that most runic spells will actually need to be created.

One advantage of runic spells is that they can also be created on the go, if the caster can figure out how to translate and write, in ancient runes, the spell they want to cast. If the caster wants to create a spell on the go, a Knowledge roll (Intelligence + Ancient runes) must be done before the actual casting. If the roll results in a Critical

Fail, the caster will need to cast the runic spell as if it succeeded, but the actual spell effects will be decided by the Game Master. Only 1 success is needed for the Knowledge roll, but the Difficulty Rating increases with the level of the runic spell to be casted (which will have to be determined on the go by the Game Master).

Runic spell's level	Difficulty Rating to create on the go
1 or 2	7
3 or 4	8
5 or 6	9
7 or 8	10
9 or 10	Impossible to create on the go

If successfully casted, a runic spell created that way can be reused without the Knowledge roll in the same Combat or hour. To be properly learned, the caster will have to follow the rules of regular spell creation and spend time. The Knowledge roll successes made on the go do count for the cumulative successes needed to create a spell.

Potions and Poisons

Brewing and using potions and poisons can confer great advantages to the characters, who can use them to heal, temporarily boost their Attributes, lower those of their opponents or damage them. As a general rule, the potion or poison must enter the target's body (ingestion, injection, etc.) to produce its full effect.

When brewing a potion, the usual roll is Dexterity + Potions. Depending on prior knowledge on how to brew that particular potion and the complexity of it, the Difficulty Rating can be adjusted by the Game Master.

A generic potions and poisons chart can be found below as a starting point. Brewing also takes time, so it cannot be done in a hurry. Ingredients must also be on hand or gathered and the Game Master could decide that the character will need to go on an adventure to find them. A good knowledge of Herbology and Magical Creature Care will come in handy to gather the ingredients needed for the potions or poisons. If the brewing fails, the time and ingredients are lost. Only 1 success is required to brew a potion or poison, but more successes will yield more doses.

Effect	Base DR	Duration (in min.)	Time to brew (in min.)	Prerequisite to gather ingredients
Attribute $\pm$ 1	7	30	30	

Attribute ± 2	8	20	60	HER: 2 MCC: 2
Attribute ± 3	9	15	90	HER: 3 MCC: 3
Attribute ± 4	10	10	120	HER: 4 MCC: 4
Healing (5 Healing Points)	6	n/a	30	
Healing (5 Healing Points per round for 2 rounds)	7	n/a	60	HER: 2 MCC: 2
Healing (5 Healing Points per round for 3 rounds)	8	n/a	90	HER: 3 MCC: 3
Healing (10 Healing Points per round for 2 rounds)	10	n/a	120	HER: 4 MCC: 4
Poison (1 d4 damage per round)	6	n/a	30	
Poison (2 d4 damage per round)	7	n/a	60	HER: 2 MCC: 2
Poison (3 d4 damage per round)	8	n/a	90	HER: 3 MCC: 3
Poison (4 d4 damage per round)	10	n/a	120	HER: 4 MCC: 4
Paralyzing	8	5	90	HER: 3 MCC: 3

Special properties can also be added during the brewing process, although adding to Difficulty Rating. If the Difficulty Rating would exceed 10 when adding those properties, then they cannot be added.

- Absorbed through skin (DR +1): the potion or poison produce its full effect when absorbed by the skin
- Volatile (DR +2): the potion or poison is volatile and produce its full effect when breathed

It is also possible to brew with the help of other characters. In that case, the Difficulty Rating is decreased by 1 (but not lower than 6). Every involved player then makes their rolls and the one with the higher number of successes count.

A partial listing of potions can be found here :

<https://docs.google.com/spreadsheets/d/18jw3uMc-Ylfv2Zh5kmAdZmhTV5Hh3gcVyXAZPj1bSM8/edit#gid=1515621505>

Getting Started

You've read the rules (or not) and want to get started? Here's how:

- Gather the players and have them create a character. For the character creation process, see Annex 1 and 2.
- Depending on your players' preferences and their character's backstory, think of a narrative, a main adventure that you'll put them through. Are they involved in a prophecy? Are they caught between factions in a secret war? Were they simply at the wrong place at the right time? Is there a Big Bad to defeat?
- Create your more important NPCs, the characters that will have an important role to play in your story. Make a list of names for future characters that you will need to create on the fly.
- Print a spell list for each of your players (or have them print it), which you can find at Annex 5.
- Start your game and have fun! Take your time to describe actions, characters, atmospheres and locations to better immerse your players in your story. Play some ambiance music or sounds!
- Remember to take notes about your games. It's easy to get lost and forget what happened the last time!

ANNEX 1: Character Creation

For a character that starts school, at 11 years old:

1. Choose your character's Species
2. Choose your character's Lineage
3. If you want any, choose your character's Weaknesses
4. Choose your character's age, name and background
5. Spend 275 XP + bonuses from Weaknesses on Attributes, Skills, Background Info and Feats, with those restrictions
 - a. All characters have at least 1 level in each Attribute. That first level is free.
 - b. Can't put more than 3 levels in a Physical, Mental or Social Skill at character creation
 - c. Can't put more than 2 levels in a Magical Skill at character creation
 - d. No level can be placed in Alchemy, Legilimency or Occlumency at character creation
 - e. Can't put more than 3 levels in Magic Power
 - f. **Remember, everything on you character sheet should make sense with your character's backstory**
6. Split 20 Virtue Points between Honor and Wisdom
7. Choose your character's principal Virtue from the 4 House Virtues (Courage, Cunning, Creativity, and Selflessness). This Virtue will be at level 1.
8. Get your wand from your Game Master or wait to get it in-game! (see Annex 4)

For an adult character:

1. Choose your character's Species
2. Choose your character's Lineage
3. If you want any, choose your character's Weaknesses
4. Choose your character's age, name and background
5. Spend 450 XP + bonuses from Weaknesses on Attributes, Skills, Background Info and Feats
 - a. All characters have at least 1 level in each Attribute. That first level is free.
 - b. **Remember, everything on you character sheets should make sense with your character's backstory**
6. Split 20 Virtue Points between Honor and Wisdom
7. Choose your character's principal Virtue from the 4 House Virtues (Courage, Cunning, Creativity, and Selflessness). This Virtue will be at level 1.
8. Get your wand from your Game Master or wait to get it in-game! (see Annex 4)

Suggestions of XP at character creation per Hogwarts year

Hogwarts Year	Age	XP for a wizard or witch	XP for a Muggle
1	11	275	300
2	12	300	325
3	13	325	350
4	14	350	375
5	15	375	400
6	16	400	425
7	17	425	450
Graduated	18+	450	475

You can make a copy of a Google Sheet to easily calculate your character creation's XP costs here :

<https://docs.google.com/spreadsheets/d/1J9vbVacPQahckLQDaUdm-mu1MekZ-1hTwEKY3siNvOo/copy?usp=sharing>
[Character Creation - XP Calculator](#)

ANNEX 2: XP Costs

Magic Power

XP: current level multiplied by 5 (except the free first level for magic users)

Level	1	2	3	4	5	6	7	8	9	10
XP	0	5	10	15	20	25	30	35	40	45
Total XP	0	5	15	30	50	75	105	140	180	225

Willpower

XP: next level (except the free first level)

Level	1	2	3	4	5	6	7	8	9	10
XP	0	2	3	4	5	6	7	8	9	10
Total XP	0	2	5	9	14	20	27	35	44	54

Attribute

XP: current level multiplied by 4 (except the free first level)

Level	1	2	3	4	5
XP	0	4	8	12	16
Total XP	0	4	12	24	40

Legilimency

XP: current level multiplied by 10

Level	1	2	3	4	5
XP	10	10	20	30	40
Total XP	10	20	40	70	110

Physical, Mental and Social Skills

XP: current level multiplied by 2

Level	1	2	3	4	5
XP	2	2	4	6	8
Total XP	2	4	8	14	22

Occlumency

XP: current level multiplied by 7

Level	1	2	3	4	5
XP	7	7	14	21	28
Total XP	7	14	28	49	77

Magical Skills

(except Legilimency, Occlumency & Alchemy)

XP: current level multiplied by 3

Level	1	2	3	4	5
XP	3	3	6	9	12
Total XP	3	6	12	21	33

Alchemy

XP: current level multiplied by 5

Level	1	2	3	4	5
XP	5	5	10	15	20
Total XP	5	10	20	35	55

ANNEX 3: Abbreviations

PHYSICAL

Strength	STR
Dexterity	DEX
Constitution	CON

Athletics	ATH
Dodge	DOD
Sleight of hands	SOH
Stealth	STL
Craft	CRA
Drive	DRI
Ride	RID
Melee Weapons	MW
Ranged Weapons	RW
Martial Arts	MA
Brawl	BRA

Magic Power	MP
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SOCIAL

Charisma	CHA
Manipulation	MAN
Appearance	APP

Leadership	LEA
Intimidation	ITM
Subterfuge	SUB
Seduction	SED
Empathy	EMP
Perspicacity	PSP
Etiquette	ETI
Street Smarts	SS
Teaching	TEA
Perform	PFM
Expression	EXP

Willpower	WP
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MENTAL

Perception	PER
Intelligence	INT
Wits	WIT

Alertness	ALE
Medicine	MED
Animal Knowledge	AK
Survival	SUR
Enigma	ENI
Investigation	IVT
Law	LAW
History of Magic	HM
Muggle Studies	MS
Sciences	SCI
Linguistics	LIN

Willpower Points	WPP
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MAGICAL

Charms	CHS
Transfiguration	TRA
Dark Arts	DKA
Magic Sense	MAS
Herbology	HER
Potions	POT
Magical Creature Care	MCC
Divination	DIV
Ancient Runes	AR
Wand Lore	WL
Alchemy	ALC
Legilimency	LEG
Occlumency	OCC

ANNEX 4: Wand Cores and Woods

(from Pottermore.com)

The three cores listed are the ones favoured by Ollivander as he says they're the only ones worth using, but plenty other wand makers use a variety of other cores. If you use another core, you can work with your GM to determine their specific properties, affinities, strengths and weaknesses. The same goes with the type of wood (or even other materials) used to make the wands: don't hesitate to create your own. Want a wand made of a magical metal with a core of trapped dementor's kiss? Go for it!

Cores

Unicorn

Unicorn hair generally produces the most consistent magic, and is least subject to fluctuations and blockages. Wands with unicorn cores are generally the most difficult to turn to the Dark Arts. They are the most faithful of all wands, and usually remain strongly attached to their first owner, irrespective of whether he or she was an accomplished witch or wizard.

Minor disadvantages of unicorn hair are that they do not make the most powerful wands (although the wand wood may compensate) and that they are prone to melancholy if seriously mishandled, meaning that the hair may 'die' and need replacing.

Dragon

As a rule, dragon heartstrings produce wands with the most power, and which are capable of the most flamboyant spells. Dragon wands tend to learn more quickly than other types. While they can change allegiance if won from their original master, they always bond strongly with the current owner.

The dragon wand tends to be easiest to turn to the Dark Arts, though it will not incline that way of its own accord. It is also the most prone of the three cores to accidents, being somewhat temperamental.

Phoenix

This is the rarest core type. Phoenix feathers are capable of the greatest range of magic, though they may take longer than either unicorn or dragon cores to reveal this. They show the most initiative, sometimes acting of their own accord, a quality that many witches and wizards dislike.

Phoenix feather wands are always the pickiest when it comes to potential owners, for the creature from which they are taken is one of the most independent and detached in the world. These wands are the hardest to tame and to personalise, and their allegiance is usually hard won.

Woods

Acacia

A very unusual wand wood, which I have found creates tricky wands that often refuse to produce magic for any but their owner, and also withhold their best effects from all but those most gifted. This sensitivity renders them difficult to place, and I keep only a small stock for those witches or wizards of sufficient subtlety, for acacia is not suited to what is commonly known as 'bangs-and-smells' magic. When well-matched, an acacia wand matches any for power, though it is often underrated due to the peculiarity of its temperament.

Alder

Alder is an unyielding wood, yet I have discovered that its ideal owner is not stubborn or obstinate, but often helpful, considerate and most likeable. Whereas most wand woods seek similarity in the characters of those they will best serve, alder is unusual in that it seems to desire a nature that is, if not precisely opposite to its own, then certainly of a markedly different type. When an alder wand is happily placed, it becomes a magnificent, loyal helpmate. Of all wand types, alder is best suited to non-verbal spell work, whence comes its reputation for being suitable only for the most advanced witches and wizards.

Apple

Applewood wands are not made in great numbers. They are powerful and best suited to an owner of high aims and ideals, as this wood mixes poorly with Dark magic. It is said that the possessor of an apple wand will be well-loved and long-lived, and I have often noticed that customers of great personal charm find their perfect match in an applewood wand. An unusual ability to converse with other magical beings in their native tongues is often found among apple wand owners, who include the celebrated author of *Merpeople: A Comprehensive Guide to Their Language and Customs*, Dylan Marwood.

Ash

The ash wand cleaves to its one true master and ought not to be passed on or gifted from the original owner, because it will lose power and skill. This tendency is extreme if the core is of unicorn. Old superstitions regarding wands rarely bear close examination, but I find that the old rhyme regarding rowan, chestnut, ash and hazel wands (rowan gossips, chestnut drones, ash is stubborn, hazel moans) contains a small nugget of truth. Those witches and wizards best suited to ash wands are not, in my experience, lightly swayed from their beliefs or purposes. However, the brash or over-confident witch or wizard, who often insists on trying wands of this prestigious wood,

will be disappointed by its effects. The ideal owner may be stubborn, and will certainly be courageous, but never crass or arrogant.

Aspen

Wand-quality aspen wood is white and fine-grained, and highly prized by all wand-makers for its stylish resemblance to ivory and its usually outstanding charmwork. The proper owner of the aspen wand is often an accomplished duellist, or destined to be so, for the aspen wand is one of those particularly suited to martial magic. An infamous and secretive eighteenth-century duelling club, which called itself The Silver Spears, was reputed to admit only those who owned aspen wands. In my experience, aspen wand owners are generally strong-minded and determined, more likely than most to be attracted by quests and new orders; this is a wand for revolutionaries.

Beech

The true match for a beech wand will be, if young, wise beyond his or her years, and if full-grown, rich in understanding and experience. Beech wands perform very weakly for the narrow-minded and intolerant. Such wizards and witches, having obtained a beech wand without having been suitably matched (yet coveting this most desirable, richly hued and highly prized wand wood), have often presented themselves at the homes of learned wandmakers such as myself, demanding to know the reason for their handsome wand's lack of power. When properly matched, the beech wand is capable of a subtlety and artistry rarely seen in any other wood, hence its lustrous reputation.

Blackthorn

Blackthorn, which is a very unusual wand wood, has the reputation, in my view well-merited, of being best suited to a warrior. This does not necessarily mean that its owner practises the Dark Arts (although it is undeniable that those who do so will enjoy the blackthorn wand's prodigious power); one finds blackthorn wands among the Aurors as well as among the denizens of Azkaban. It is a curious feature of the blackthorn bush, which sports wicked thorns, that it produces its sweetest berries after the hardest frosts, and the wands made from this wood appear to need to pass through danger or hardship with their owners to become truly bonded. Given this condition, the blackthorn wand will become as loyal and faithful a servant as one could wish.

Black Walnut

Less common than the standard walnut wand, that of black walnut seeks a master of good instincts and powerful insight. Black walnut is a very handsome wood, but not the easiest to master. It has one pronounced quirk, which is that it is abnormally attuned to inner conflict, and loses power dramatically if its possessor practises any form of self-deception. If the witch or wizard is unable or unwilling to be honest with themselves or others, the wand often fails to perform adequately and must be matched with a new owner if it is to regain its former prowess. Paired with

a sincere, self-aware owner, however, it becomes one of the most loyal and impressive wands of all, with a particular flair in all kinds of charmwork.

Cedar

Whenever I meet one who carries a cedar wand, I find strength of character and unusual loyalty. My father, Gervaise Ollivander, used to always say, 'you will never fool the cedar carrier,' and I agree: the cedar wand finds its perfect home where there is perspicacity and perception. I would go further than my father, however, in saying that I have never yet met the owner of a cedar wand whom I would care to cross, especially if harm is done to those of whom they are fond. The witch or wizard who is well-matched with cedar carries the potential to be a frightening adversary, which often comes as a shock to those who have thoughtlessly challenged them.

Cherry

This very rare wand wood creates a wand of strange power, most highly prized by the wizarding students of the school of Mahoutokoro in Japan, where those who own cherry wands have special prestige. The Western wand-purchaser should dispel from their minds any notion that the pink blossom of the living tree makes for a frivolous or merely ornamental wand, for cherry wood often makes a wand that possesses truly lethal power, whatever the core, but if teamed with dragon heartstring, the wand ought never to be teamed with a wizard without exceptional self-control and strength of mind.

Chestnut

This is a most curious, multi-faceted wood, which varies greatly in its character depending on the wand core, and takes a great deal of colour from the personality that possesses it. The wand of chestnut is attracted to witches and wizards who are skilled tamers of magical beasts, those who possess great gifts in Herbology, and those who are natural fliers. However, when paired with dragon heartstring, it may find its best match among those who are overfond of luxury and material things, and less scrupulous than they should be about how they are obtained. Conversely, three successive heads of the Wizengamot have possessed chestnut and unicorn wands, for this combination shows a predilection for those concerned with all manner of justice.

Cypress

Cypress wands are associated with nobility. The great medieval wandmaker, Geraint Ollivander, wrote that he was always honoured to match a cypress wand, for he knew he was meeting a witch or wizard who would die a heroic death. Fortunately, in these less blood-thirsty times, the possessors of cypress wands are rarely called upon to lay down their lives, though doubtless many of them would do so if required. Wands of cypress find their soulmates among the brave, the bold and the self-sacrificing: those who are unafraid to confront the shadows in their own and others' natures.

Dogwood

Dogwood is one of my own personal favourites, and I have found that matching a dogwood wand with its ideal owner is always entertaining. Dogwood wands are quirky and mischievous; they have playful natures and insist upon partners who can provide them with scope for excitement and fun. It would be quite wrong, however, to deduce from this that dogwood wands are not capable of serious magic when called upon to do so; they have been known to perform outstanding spells under difficult conditions, and when paired with a suitably clever and ingenious witch or wizard, can produce dazzling enchantments. An interesting foible of many dogwood wands is that they refuse to perform non-verbal spells and they are often rather noisy.

Ebony

This jet-black wand wood has an impressive Appearance and reputation, being highly suited to all manner of combative magic, and to Transfiguration. Ebony is happiest in the hand of those with the courage to be themselves. Frequently non-conformist, highly individual or comfortable with the status of outsider, ebony wand owners have been found both among the ranks of the Order of the Phoenix and among the Death Eaters. In my experience the ebony wand's perfect match is one who will hold fast to his or her beliefs, no matter what the external pressure, and will not be swayed lightly from their purpose.

Elder

The rarest wand wood of all, and reputed to be deeply unlucky, the elder wand is trickier to master than any other. It contains powerful magic, but scorns to remain with any owner who is not the superior of his or her company; it takes a remarkable wizard to keep the elder wand for any length of time. The old superstition, 'wand of elder, never prosper,' has its basis in this fear of the wand, but in fact, the superstition is baseless, and those foolish wandmakers who refuse to work with elder do so more because they doubt they will be able to sell their products than from fear of working with this wood. The truth is that only a highly unusual person will find their perfect match in elder, and on the rare occasion when such a pairing occurs, I take it as certain that the witch or wizard in question is marked out for a special destiny. An additional fact that I have unearthed during my long years of study is that the owners of elder wands almost always feel a powerful affinity with those chosen by rowan.

Elm

The unfounded belief that only pure-bloods can produce magic from elm wands was undoubtedly started by some elm wand owner seeking to prove his own blood credentials, for I have known perfect matches of elm wands who are Muggle-borns. The truth is that elm wands prefer owners with presence, magical dexterity and a certain native dignity. Of all wand woods, elm, in my experience, produces the fewest accidents, the least foolish errors, and the most elegant charms and spells; these are sophisticated wands, capable of highly advanced magic in the right hands (which, again, makes it highly desirable to those who espouse the pure-blood philosophy).

English Oak

A wand for good times and bad, this is a friend as loyal as the wizard who deserves it. Wands of English oak demand partners of strength, courage and fidelity. Less well-known is the propensity for owners of English oak wands to have powerful intuition, and, often, an affinity with the magic of the natural world, with the creatures and plants that are necessary to wizardkind for both magic and pleasure. The oak tree is called King of the Forest from the winter solstice up until the summer solstice, and its wood should only be collected during that time (holly becomes King as the days begin to shorten again, and so holly should only be gathered as the year wanes. This divide is believed to be the origin of the old superstition, “when his wand’s oak and hers is holly, then to marry would be folly,” a superstition that I have found baseless). It is said that Merlin’s wand was of English oak (though his grave has never been found, so this cannot be proven).

Fir

My august grandfather, Gerbold Octavius Ollivander, always called wands of this wood ‘the survivor’s wand,’ because he had sold it to three wizards who subsequently passed through mortal peril unscathed. There is no doubt that this wood, coming as it does from the most resilient of trees, produces wands that demand staying power and strength of purpose in their true owners, and that they are poor tools in the hands of the changeable and indecisive. Fir wands are particularly suited to Transfiguration, and favour owners of focused, strong-minded and, occasionally, intimidating demeanour.

Hawthorn

The wandmaker Gregorovitch wrote that hawthorn ‘makes a strange, contradictory wand, as full of paradoxes as the tree that gave it birth, whose leaves and blossoms heal, and yet whose cut branches smell of death.’ While I disagree with many of Gregorovitch’s conclusions, we concur about hawthorn wands, which are complex and intriguing in their natures, just like the owners who best suit them. Hawthorn wands may be particularly suited to healing magic, but they are also adept at curses, and I have generally observed that the hawthorn wand seems most at home with a conflicted nature, or with a witch or wizard passing through a period of turmoil. Hawthorn is not easy to master, however, and I would only ever consider placing a hawthorn wand in the hands of a witch or wizard of proven talent, or the consequences might be dangerous. Hawthorn wands have a notable peculiarity: their spells can, when badly handled, backfire.

Hazel

A sensitive wand, hazel often reflects its owner’s emotional state, and works best for a master who understands and can manage their own feelings. Others should be very careful handling a hazel wand if its owner has recently lost their temper, or suffered a serious disappointment, because the wand will absorb such energy and discharge it unpredictably. The positive aspect of a hazel wand more than makes up for such minor discomforts, however, for it is capable of outstanding magic in the hands of the skillful, and is so devoted to its owner that it often ‘wilts’ (which

is to say, it expels all its magic and refuses to perform, often necessitating the extraction of the core and its insertion into another casing, if the wand is still required) at the end of its master's life (if the core is unicorn hair, however, there is no hope; the wand will almost certainly have 'died'). Hazel wands also have the unique ability to detect water underground, and will emit silvery, tear-shaped puffs of smoke if passing over concealed springs and wells.

Holly

Holly is one of the rarer kinds of wand woods; traditionally considered protective, it works most happily for those who may need help overcoming a tendency to anger and impetuosity. At the same time, holly wands often choose owners who are engaged in some dangerous and often spiritual quest. Holly is one of those woods that varies most dramatically in performance depending on the wand core, and it is a notoriously difficult wood to team with phoenix feather, as the wood's volatility conflicts strangely with the phoenix's detachment. In the unusual event of such a pairing finding its ideal match, however, nothing and nobody should stand in their way.

Hornbeam

My own wand is made of hornbeam, and so it is with all due modesty that I state that hornbeam selects for its life mate the talented witch or wizard with a single, pure passion, which some might call obsession (though I prefer the term 'vision'), which will almost always be realised. Hornbeam wands adapt more quickly than almost any other to their owner's style of magic, and will become so personalised, so quickly, that other people will find them extremely difficult to use even for the most simple of spells. Hornbeam wands likewise absorb their owner's code of honour, whatever that might be, and will refuse to perform acts - whether for good or ill - that do not tally with their master's principles. A particularly fine-tuned and sentient wand.

Larch

Strong, durable and warm in colour, larch has long been valued as an attractive and powerful wand wood. Its reputation for instilling courage and confidence in the user has ensured that demand has always outstripped supply. This much sought-after wand is, however, hard to please in the matter of ideal owners, and trickier to handle than many imagine. I find that it always creates wands of hidden talents and unexpected effects, which likewise describes the master who deserves it. It is often the case that the witch or wizard who belongs to the larch wand may never realise the full extent of their considerable talents until paired with it, but that they will then make an exceptional match.

Laurel

It is said that a laurel wand cannot perform a dishonourable act, although in the quest for glory (a not uncommon goal for those best suited to these wands), I have known laurel wands perform powerful and sometimes lethal magic. Laurel wands are sometimes called fickle, but this is unfair. The laurel wand seems unable to tolerate

laziness in a possessor, and it is in such conditions that it is most easily and willingly won away. Otherwise, it will cleave happily to its first match forever, and indeed has the unusual and engaging attribute of issuing a spontaneous lightning strike if another witch or wizard attempts to steal it.

Maple

I have often found that those chosen by maple wands are by nature travelers and explorers; they are not stay-at-home wands, and prefer ambition in their witch or wizard, otherwise their magic grows heavy and lackluster. Fresh challenges and regular changes of scene cause this wand to literally shine, burnishing itself as it grows, with its partner, in ability and status. This is a beautiful and desirable wood, and wand quality maple has been among the most costly for centuries. Possession of a maple wand has long been a mark of status, because of its reputation as the wand of high achievers.

Pear

This golden-toned wood produces wands of splendid magical powers, which give of their best in the hands of the warm-hearted, the generous and the wise. Possessors of pear wands are, in my experience, usually popular and well-respected. I do not know of a single instance where a pear wand has been discovered in the possession of a Dark witch or wizard. Pear wands are among the most resilient, and I have often observed that they may still present a remarkable Appearance of newness, even after many years of hard use.

Pine

The straight-grained pine wand always chooses an independent, individual master who may be perceived as a loner, intriguing and perhaps mysterious. Pine wands enjoy being used creatively, and unlike some others, will adapt unprotestingly to new methods and spells. Many wandmakers insist that pine wands are able to detect, and perform best for, owners who are destined for long lives, and I can confirm this in as much as I have never personally known the master of a pine wand to die young. The pine wand is one of those that is most sensitive to non-verbal magic.

Poplar

“If you seek integrity, search first among the poplars,” was a great maxim of my grandfather, Gerbold Ollivander, and my own experience of poplar wands and their owners tallies exactly with his. Here is a wand to rely upon, of consistency, strength and uniform power, always happiest when working with a witch or wizard of clear moral vision. There is a tired old joke among lesser wandmakers that no poplar wand has ever chosen a politician, but here they show their lamentable ignorance: two of the Ministry’s most accomplished Ministers for Magic, Eldritch Diggory and Evangeline Orpington, were the possessors of fine, Ollivander-made poplar wands.

Red Oak

You will often hear the ignorant say that red oak is an infallible sign of its owner's hot temper. In fact, the true match for a red oak wand is possessed of unusually fast reactions, making it a perfect dueling wand. Less common than English oak, I have found that its ideal master is light of touch, quick-witted and adaptable, often the creator of distinctive, trademark spells, and a good man or woman to have beside one in a fight. Red oak wands are, in my opinion, among the most handsome.

Redwood

Wand-quality redwood is in short supply, yet constant demand, due to its reputation for bringing good fortune to its owner. As is usually the case with wandlore, the general populace have the truth back to front: redwood wands are not themselves lucky, but are strongly attracted to witches and wizards who already possess the admirable ability to fall on their feet, to make the right choice, to snatch advantage from catastrophe. The combination of such a witch or wizard with a redwood wand is always intriguing, and I generally expect to hear of exciting exploits when I send this special pairing out from my workshop.

Rowan

Rowan wood has always been much-favoured for wands, because it is reputed to be more protective than any other, and in my experience renders all manner of defensive charms especially strong and difficult to break. It is commonly stated that no dark witch or wizard ever owned a rowan wand, and I cannot recall a single instance where one of my own rowan wands has gone on to do evil in the world. Rowan is most happily placed with the clear-headed and the pure-hearted, but this reputation for virtue ought not to fool anyone - these wands are the equal of any, often the better, and frequently out-perform others in duels.

Silver lime

This unusual and highly attractive wand wood was greatly in vogue in the nineteenth century. Demand outstripped supply, and unscrupulous wandmakers dyed substandard woods in an effort to fool purchasers into believing that they had purchased silver lime. The reasons for these wands' desirability lay not only in their unusually handsome Appearance, but also because they had a reputation for performing best for Seers and those skilled in Legilimency, mysterious arts both, which consequently gave the possessor of a silver lime wand considerable status. When demand was at its height, wandmaker Arturo Cephalopos claimed that the association between silver lime and clairvoyance was 'a falsehood circulated by merchants like Gerbold Ollivander (my own grandfather), who have overstocked their workshops with silver lime and hope to shift their surplus'. But Cephalopos was a slipshod wandmaker and an ignoramus, and nobody, Seer or not, was surprised when he went out of business.

Spruce

Unskilled wandmakers call spruce a difficult wood, but in doing so they reveal their own ineptitude. It is quite true that it requires particular deftness to work with spruce, which produces wands that are ill-matched with cautious or

nervous natures, and become positively dangerous in fumbling fingers. The spruce wand requires a firm hand, because it often appears to have its own ideas about what magic it ought to be called upon to produce. However, when a spruce wand meets its match - which, in my experience, is a bold spell-caster with a good sense of humour - it becomes a superb helper, intensely loyal to their owners and capable of producing particularly flamboyant and dramatic effects.

Sycamore

The sycamore makes a questing wand, eager for new experience and losing brilliance if engaged in mundane activities. It is a quirk of these handsome wands that they may combust if allowed to become 'bored,' and many witches and wizards, settling down into middle age, are disconcerted to find their trusty wand bursting into flame in their hand as they ask it, one more time, to fetch their slippers. As may be deduced, the sycamore's ideal owner is curious, vital and adventurous, and when paired with such an owner, it demonstrates a capacity to learn and adapt that earns it a rightful place among the world's most highly-prized wand woods.

Vine

The druids considered anything with a woody stem as a tree, and vine makes wands of such a special nature that I have been happy to continue their ancient tradition. Vine wands are among the less common types, and I have been intrigued to notice that their owners are nearly always those witches or wizards who seek a greater purpose, who have a vision beyond the ordinary and who frequently astound those who think they know them best. Vine wands seem strongly attracted by personalities with hidden depths, and I have found them more sensitive than any other when it comes to instantly detecting a prospective match. Reliable sources claim that these wands can emit magical effects upon the mere entrance into their room of a suitable owner, and I have twice observed the phenomenon in my own shop.

Walnut

Highly intelligent witches and wizards ought to be offered a walnut wand for trial first, because in nine cases out of ten, the two will find in each other their ideal mate. Walnut wands are often found in the hands of magical innovators and inventors; this is a handsome wood possessed of unusual versatility and adaptability. A note of caution, however: while some woods are difficult to dominate, and may resist the performance of spells that are foreign to their natures, the walnut wand will, once subjugated, perform any task its owner desires, provided that the user is of sufficient brilliance. This makes for a truly lethal weapon in the hands of a witch or wizard of no conscience, for the wand and the wizard may feed from each other in a particularly unhealthy manner.

Willow

Willow is an uncommon wand wood with healing power, and I have noted that the ideal owner for a Willow wand often has some (usually unwarranted) insecurity, however well they may try and hide it. While many confident

customers insist on trying a Willow wand (attracted by their handsome Appearance and well-founded reputation for enabling advanced, non-verbal magic) my Willow wands have consistently selected those of greatest potential, rather than those who feel they have little to learn. It has always been a proverb in my family that he who has furthest to travel will go fastest with Willow.

Yew

Yew wands are among the rarer kinds, and their ideal matches are likewise unusual, and occasionally notorious. The wand of yew is reputed to endow its possessor with the power of life and death, which might, of course, be said of all wands; and yet yew retains a particularly dark and fearsome reputation in the spheres of duelling and all curses. However, it is untrue to say (as those unlearned in wandlore often do) that those who use yew wands are more likely to be attracted to the Dark Arts than another. The witch or wizard best suited to a yew wand might equally prove a fierce protector of others. Wands hewn from these most long-lived trees have been found in the possession of heroes quite as often as of villains. Where wizards have been buried with wands of yew, the wand generally sprouts into a tree guarding the dead owner's grave. What is certain, in my experience, is that the yew wand never chooses either a mediocre or a timid owner.

ANNEX 5: Known Spells List

The list of known spells can be found on wizworldrpg.com and can be inserted on the next page. Those spells are the most canon ones (with their most canon effects), the ones that should be usually known by the common wizards and witches. As such, they do not include the spells created by Severus Snape, for example, like Muffliato or Sectum Sempra. This list is by no means complete, especially in the wake of the many games and movie franchises, but the Game Masters can feel free to add spells that they will consider “canon”. You can print out a copy for each player and one for the Game Master. Empty slots are available at the end of the list so you’ll be able to add your own created spells.

The level of the spells indicates the school year in which they are taught at Hogwarts. The characters usually learn all the spells at the start of the school year indicated, but like everything else, the Game Master can choose otherwise. The spells marked with an asterisk (*) are spells that aren’t usually taught at school. The characters will have to learn these spells elsewhere. Of course, the Game Master, as they sit fit, can also choose that certain spells will be taught to the players during class.