

Harry Potter:

The Roleplaying Game

Core Rule Book

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Chapter 1: Introduction

Wands, a fantastical game called Quidditch, and a lightning scar are a few of the memorable things that define the world of Harry Potter. The world is once again in danger from one of the greatest Dark Wizard of all time, Lord Voldemort. A place of the imagination so real and fun which millions, both young and old, have read and re-read the books and made the films some of the biggest box office hits of all time. This is the world behind the scenes of our own, created by J. K. Rowling, where even kids can also be movers and shakers of the world. And now you can join them with Harry Potter: The Role-playing Game! Create your own characters and go to class at Hogwarts, play a game of Quidditch, or help save your friends from a Dark Wizard... the possibilities are endless!

What is a Role-playing Game?

A role-playing game (or RPG) is different from card games, board games, video games, and pretty much every other kind of game available. Your objective in a role-playing game isn't to 'win' necessarily, but to have fun with friends and family by telling a story in which the characters you have created accomplish noble and grand deeds.

The Basics for Playing

To play the game, you need a character, a fictional persona you create and develop through play. The rules of the game tell you how to define his basic qualities, what he knows how to do, the special abilities and powers he has, and equipment to help him. That's just part of the process since it's you, not the rules, who defines what the character is like and how he acts during the game.

Characters controlled by a single player are called player characters (PC's). To play the game, there must be at least one more member: the Narrator. His job is to create the storyline in which the game is played, explains situations, and plays the part of the non-player characters (NPC's). Because the game is played as a group, you don't just listen to the Narrator; you get to respond back with what you want your character to do and the rules of the game will guide to the outcome of the character's actions. By rolling dice, you can determine whether you remember a bit of history or how to make a potion. If necessary, the Narrator interprets the rules in how they would apply to a certain situation.

What you need to play Harry Potter: The Role-playing Game is:

- This book,
- Two six-sided (2d6) dice, and
- Other people to play the game with

Chapter 2: Character Creation & Advancement

Creating a Basic Character

The outline listed below details how to create a 0-advancement character whose equivalent shall be a second year student. If you wish to start as a first year student with little to no magic experience at all, forego Phase 4.

Phase 1: Attributes

- I. Generate your character's attributes (*see Chapter 3*). Choose two favoured attributes.
- II. Determine your Secondary Attributes (*see Chapter 3*). Choose one favoured reaction.

Phase 2: Native Skills

Choose your Native Skills with a number of picks equal to your character's Intellect x2. These skills and specialties come from Languages and Knowledge (*see Chapter 6*). When you select a new skill in this phase, the first specialty acquired is free (i.e. no cost in picks).

Phase 3: Heritage

- I. Choose your character's Heritage (*see Chapter 4*).
- II. Choose your Heritage Package or spend 6 picks on any skills and specialties from the list of Heritage Skills (*see Chapter 4*). When you select a new skill in this phase, the first specialty acquired is free (i.e. no cost in picks).
- III. (Optional) Choose one more at the cost of one flaw
- IV. Choose one Ability (*see Chapter 8*).

Phase 4: Wizard House

- I. Choose a Wizard House (*see Chapter 5*).
- II. Choose your Learned Skills, spending 12 picks on any skills and specialties (the first specialty still being free), except weapon specialties other than Spells
- III. Choose one free edge
- IV. (Optional) Choose one more at the cost of one flaw

Phase 5: Free Picks

Purchase selections from Table 2-2: Advancement Picks Table using 5 picks. You can buy any selection in the table, except for:

- **Health** or **Reactions** (they aren't final until after initial character creation),
- **Abilities**, or
- **Removing a flaw**

Advancement

Awarding Experience

Characters in the Harry Potter: The Role-playing Game, like most characters in Rowling's novels, are not static. As they experience things through their adventures, they learn, grow, and become more capable and powerful. For example, Neville Longbottom started off as a bumbling accident just waiting to happen as a first year; by the time he was a fifth year student, he was helping Harry battle a group of Death Eaters in the Ministry of Magic. In game terms, character growth and development is reflected in the award of experience points. The amount given depends upon the judgement of the Narrator; some prefer to be generous while others are less so. Table 2-1 below shows conditions for experience awards and their suggested values in points.

Table 2-1: Experience Awards

<u>Condition</u>	<u>Experience Point (XP) Award</u>
Successful test related to the story	TN of the test
Completion of primary objective	1000 (divided among PC's)
Completion of secondary objective(s)	500 each (divided among PC's)
Completion of scene's purpose	100 (divided among PC's)
Exceptional Role-playing	Special (Narrator determines)

Successful Tests

The most common way of gaining ongoing experience is through the completion of story-related tests. When a character succeeds in a particular test, he gains experience in an amount equal to the TN of the test. His companions gain half this amount of experience. Some Narrators may require their players to keep a record of the tests that they perform so as to justify certain advancement picks. Also, some may impose a limit to one test per type: if a PC makes three Ride tests in one scene, then the Narrator may only limit the gain in experience for one of those tests (normally the test with the highest TN).

Fulfilling Objectives

Characters also gain experience by fulfilling the primary and secondary objectives of the story, as well as scene goals along the way. These may involve solving riddles, interacting with specific NPC's, or thwarting the nefarious plans of an enemy or rival.

Exceptional Role-playing

Depending on the Narrator's personal style and type of game s he runs, good role-playing may be as important as the completion of story objectives. The Narrator doesn't have to give out additional experience for performing well; however, players who truly embrace their characters and setting probably deserve a little something extra. And even sometimes characters will do something so extraordinary that their action screams for some type of award – by all means give experience as award for their performance.

Spending Experience

Table 2-2: Advancement Picks Table

<u>Cost</u>	<u>Advancement Items</u>
1	+1 rank previously acquired skill
1	Specialty
2	New Edge or upgrade existing Edge
2	Remove Flaw (Narrator approval)
2	+1 rank new skill
2	+1 Favoured Reaction
2	+1 Renown
3	+1 Non-favoured Reaction
3	+1 Courage
3	New Ability or upgrade existing Ability (unless otherwise noted)
4	+1 Favoured Attribute
5	+1 Non-favoured Attribute
5	+1 Health

There is only one restriction when spending Advancement Picks: you cannot spend more than 2 picks for any skill per advancement, except Spellcraft where you may only spend 1 pick per advancement.

1000-Point Method

When a character accumulates 1000 experience points (XP), the player may spend the experience to allow his character to undergo advancement. Advancement represents how the character has grown, learned, and improved during the course of his adventures. When a character undergoes advancement, he receives five picks to spend on Table 2-2: Advancement Picks Table. With the picks, you can improve your character's attributes, reactions, learn new skills or improve the ones she has, acquire or improve edges, and so on. If appropriate, the Narrator may allow you to take a flaw with advancement to give you a sixth pick. The only restriction when purchasing items from Table 2-2 is that no more than two picks may be spent to increase the number of ranks a character has in a particular skill. Although a player can theoretically purchase any item from the table, the player should justify the purchase of particular items by having them reflect the events and accomplishments of the chapter or chronicle.

Accumulation Method

This method is based on the 1000-Point Method but allows players to purchase items from the advancement table as she receives experience. One pick is equal to 200 XP and so XP-pick equivalents may be purchased from the table. The experience doesn't have to be spent as soon as the experience is received, but no more than 1000 XP may be saved to spend. This method reflects reality a bit better than the 1000-Point Method in that advancement and relative power of the character increase gradually as opposed to incremental spurts. The only restriction when purchasing items from Table 2-2 is that no more than 400 XP may be spent to increase the number of ranks a character has in a particular skill.

Chapter 3: Attributes

Primary Attributes

These values reflect your characters quantified innate physical and mental abilities. Each starting attribute has a score that ranges from 2 (miserably weak) to 12 (amazing), though the wise and powerful have sometimes have scores still higher.

Strength

The might of Hagrid and powerful thews of trolls are examples of Strength. This attribute represents your ability to exert force and do damage physically.

In the game, Strength affects:

- **Lifting and Carrying Capacity:** You can lift an amount equal to Strength x10. You can carry twice as you can lift Strength x20 in pounds as a heavy burden and thrice that you can carry, Strength x30, as a very heavy load.
- **Damage:** The damage caused by your natural ability regardless of weapon.
- **Skills:** Athletics

Vitality

The stamina of Harry Potter and the hardiness of Hagrid are examples of Vitality. This attribute reflects your vigour, stamina, and health. Strong and sturdy people tend to have high Vitality while the weak and sickly ones have low Vitality.

In the game, Vitality affects:

- **Resistance to injury** by helping determine how many wounds you can withstand.

Nimbleness

The agility of Dobby and swiftness of a Seeker are all examples of Nimbleness. This attribute represents your coordination, dexterousness, and deftness. Great Quidditch players tend to have high Nimbleness while clumsy and slow folk such as Crabbe and Goyle have low Nimbleness scores.

In the game, Nimbleness affects:

- **Accuracy:** Your ability to hit targets while in combat and aiming spells.
- **Initiative:** Acting quickly before your foes (if aware of them).
- **Skills:** Acrobatics, Legerdemain, Melee Combat, Ranged Combat, Ride, Stealth

Perception

The intuition of Albus Dumbledore and wiles of Mr. Filch are examples of Perception. This attribute represents your awareness of your surroundings, including your ability to spot that which is hidden.

In the game, Perception affects:

- **Skills:** Appraise, Divination, Investigate, Observe, Survival

Bearing

The sternness of Professor McGonagall and the overwhelming fear of Voldemort are examples of Bearing. This attribute reflects your character's force of personality, presence, and ability to inspire feelings such as awe, fear, or courage.

You can judge the strength of a person's Bearing based on how he conducts and comports himself. This requires a TN 7 Wisdom check.

Table 3-1: Bearing Assessment Results

<u>Success</u>	<u>Result</u>
Failure	Bearing undetermined or incorrect
Marginal	Bearing within 3 pts
Complete	Bearing within 2 pts
Superior	Bearing within 1 pt
Extraordinary	Exact Bearing score

Your Bearing can also be concealed when traveling in disguise, to pass unnoticed, or to lull your enemies into a false sense of safety. To do this, reduce your Bearing to the desired score and use the modifier of that score. Others may attempt to ascertain your Bearing by making a Search check with a TN equal to your true Bearing score. You may at any time drop your guise and reveal your full, true Bearing and obtaining a bonus to appropriate skill tests for doing so.

In the game, Bearing affects:

- **Skills:** Handle Animal, Inspire, Intimidate, Perform, Persuade

Intellect

The exceptional memory of Hermione and great knowledge of Albus Dumbledore are examples of Intellect. This attribute reflects your character's memory, capacity for clear and reasoned thought, intelligence, and store of basic knowledge.

In the game, Intellect reflects:

- **Native Skills:** Determines how many picks you receive to apply to initial Language and Knowledge skills
- **Skills:** Brew Potion, Conceal, Craft, Disguise, Enterprise, First Aid, Games, Language, Knowledge, Operate Vehicle, Spellcraft, Track, Use Item

Magic

This attribute reflects the ability for a person to cast spells properly. It is an attribute that not everyone has access to, only wizards or those non-magical folk who gain an affinity to the eldritch crafts from long study and exposure through acquiring the Magic Talent edge (see Chapter 7, Edges).

In the game, Magic reflects:

- **Access to Magic:** Your ability to learn and wield magic and determining how powerful your spells' effects are.

Generating Attributes

You can generate your character's primary attributes in one of two ways: randomly using dice or by the pick method. Generally using the pick method creates more balanced characters while the random method can give unusual highs and lows. Regardless of method, you will create a character of a stature greater than the average person, but no attribute may increase past a score of 12.

Random Method

Take two six-sided dice (2d6) and add the values on the two dice together. Do this nine times and keep the six highest scores.

Pick Method

Start with these scores: 10, 9, 7, 7, 5, and 4. Assign eight points to these scores; one point increases a score by 1.

Legendary Attributes

<Use rules as described in LOTR RPG's The Two Towers Sourcebook>

Attribute Modifiers

These values are the bonuses (or penalties) of which represent the character's natural ability regarding a particular skill. They are also important as they form your character's base Reaction scores (see *Secondary Attributes*, below).

Table 3-2: Attribute Modifiers

<u>Success</u>	<u>Result</u>
0	-6
1	-3
2	-2
3	-1
4 - 7	±0
8 - 9	+1
10 - 11	+2
12 - 13	+3
14 - 15	+4
16+	+1 / 2 levels

Secondary Attributes

Reactions

Using your attribute modifiers, determine your character's reactions. These secondary attributes allow her to avoid injury, danger, and other threats. Each reaction is derived from one of two chosen attribute's modifiers denoted in Table 3-3: Generating Reaction Scores. Below are listed the descriptions of each of the reactions and specifically derived tests related to them.

Table 3-3: Generating Reaction Scores

<u>Reactions</u>	<u>Attributes</u>
Stamina	Strength or Vitality
Swiftness	Nimbleness or Perception
Willpower	Bearing or Intellect
Wisdom	Perception or Intellect

Stamina

Stamina represents your toughness, your ability to withstand pain, to throw off the effects of poison or sickness, to resist heat or cold, etc. The higher of your Strength or Vitality modifiers determines it.

Disease

Stamina is used to resist disease and pestilence, both natural and those created by the Dark Arts. There are specific traits that can help your character to be more resilient in fighting off such maladies.

Poison

Stamina is used to resist poisons and toxins, both natural and those created by the Dark Arts. There are specific traits that may augment your character to be more resistant to the ill effects of these terrors.

Temperature

Stamina is used to resist the oppression of the elements, both excessive heat and cold. There are specific traits that may augment your character to be more resistant to the discomfort due to temperature.

Weariness

Stamina is used to resist fatigue from certain conditions such as travel, marching, combat, spell casting, or staying awake too long. The character must make a reaction check to stave off the effects of Weariness (i.e. lose Weariness levels). After becoming too weary, the character must rest to recover the lost levels so he can return to Hale. There are six Weariness levels and, for each level, an associated test penalty which is additional due to any penalties associated with loss of Wound Levels (see Chapter 9, Health and Wound Levels, pg. ##).

Table 3-4: Weariness Level Table

<u>Weariness Level</u>	<u>Penalty</u>
Hale	0
Winded	-1
Tired	-2
Weary	-4
Spent	-8
Exhausted	Character collapses from exhaustion and may take no actions until at least one Weariness Level is regained.

Swiftiness

Swiftiness represents your speed and reflexes: your ability to avoid being hit by a Bludger and like dangers. You use it to make a reaction test to dodge your enemies' attacks, but even without that it makes you harder for a foe to strike. It also helps you keep your footing on an icy path, avert your eyes from a basilisk's gaze in time, or catch the Golden Snitch before the other Seeker. The higher modifier of Nimbleness or Perception determines it.

Dodge

In response to a ranged or close attack, a character may dodge to attempt to avoid injury. The result of this reaction changes the TN to hit the character for the rest of the round, but a dodge attempt cannot lower a character's Defence (see *Defence*, below). A character can attempt to dodge more than once a round to attempt to increase the chance of being missed. There are traits that can increase your bonus when you are rolling for a dodge test. See Chapter 9, Combat Actions, for more information on dodge.

Initiative

Initiative describes the order in which characters act during a round. To determine initiative, make a reaction test; the order of characters to act is from highest to lowest. There are traits that can help your chances of rolling a better initiative. See Chapter 9, Basics, for more information on initiative.

Willpower

Willpower represents your strength of will: your ability to stave off fear and domination and to remain true to yourself and your word, regardless of blandishments or torture. You can also make Willpower tests when engaging in a Contest of Wills with other characters (see Chapter 9, Contest of Wills). The higher modifier of Bearing or Intellect determines it.

Domination

Domination refers to forced attempts to bend another to one's will through intimidation, torture, and interrogation. There are traits that can help your character resist these means of breaking an individual's self-control.

Fear

Fear is a disease that can spread like the wind through rumor and suspicion. Lord Voldemort uses it to great effect in his return to power. There are traits which can strength one's resolve and warm one's heart against the icy touch of fear.

Mind Effects

Mind Effects are spells, illusions, etc. which can affect or alter your perception of reality or even invade your mind and your private thoughts.

Wisdom

Wisdom represents your common sense and insight: your ability to determine which is true, or the best course of action, or what others feel or believe. You use it mainly to resist efforts to fool or trick you, such as illusions. The higher modifier of Perception or Intellect determines it.

Defense

Defense represents your natural ability to avoid blows and weapon fire in combat. Your Defense rating equals 7 plus your Nimbleness modifier.

Health

Health represents your how many wound points per Wound Level that you have. It is equal to your Vitality score plus your Strength modifier. See Chapter 9, Health and Wound Levels, for more information about Health, Wounds points, and Wound Levels.

Courage

PC's in the Harry Potter Role-playing Game typically set the example and are an inspiration to those in the wizarding world and everywhere else they are known. They are the most important characters in the game and, as such, possess qualities of heroism and noble destiny that set them apart from most. In short, they're special and to represent this, they have an attribute called Courage.

Each starting character has 3 points of Courage; some, by virtue of their Wizard House, begin with more. During the course of the game, a character can use his Courage to help him accomplish his objectives and to even achieve the impossible.

Spending Courage

You can spend Courage for your character in two different ways. Regardless of how many points she has, no more than 4 points may be spent per round. First, Courage may be spent to improve test results; a +3 bonus is conferred to the test per point. You do not have to specify in advance whether or not to use the Courage, which means you can roll for a test and then decided to spend a Courage point. The second way, in some circumstances, the Narrator may have you spend a Courage point as a prerequisite to be able to perform an extremely difficult or daunting task and not conferring the bonus.

Recovering Courage

A character eventually regains the Courage he uses during a game – how quickly is up to the Narrator. Some order abilities or traits may also affect the recovery of Courage. If the character uses Courage in

a way that improves the story or help make it fun, the Narrator may decided to return the Courage back at the end of the scene. If the character uses Courage in an unheroic, ignoble, or selfish way, the Narrator may decide that it may take days or weeks to return the Courage.

Courage and Other Characters

Only the most important characters in a story have Courage, which includes NPC's as well besides the PC's. On the other hand, the average NPC may have 1 or no Courage points at all.

Renown

The main characters in the Harry Potter books, like those in your chronicle, are usually larger than life. Their qualities and accomplishments allow the characters to become well known and develop a reputation at Hogwarts and in the wizarding world. Their fame and notoriety is represented in the game as Renown. The higher the character's Renown, the more known and recognizable he is. Other folk, including NPC's he may encounter, may have heard or know something about him. It has two uses in the game: allows a character to see if he knows another and to modify some social skills.

Acquiring Renown

All characters start the game with Renown 0 unless the Narrator rules otherwise; it is developed through gameplay as an award or by spending advancement picks (see *Chapter 2, Spending Experience*). He may have Renown as high as 20 or 30, but even 12 is considered high. The ignoble or exceptional events or actions that would draw unusual notice or acclaim are called 'triggers'. Examples are scoring high marks on your O.W.L.'s, pulling pranks, or exceptional play in a Quidditch match. Awards are generally limited to one or two points at a time, but if some sort of groundbreaking or world-spanning even occurred, five, ten, fifteen or more points could conceivably be awarded. Alternatively, as Renown can be purchased using advancement picks, players may be required to buy their Renown.

Table 3-5: Sample Renown Triggers

<u>Trigger</u>	<u>Award</u>
Saving the life of an important NPC	NPC's Renown/5*
Saving the life of an important NPC during a routine encounter or event	+1
Saving the life of an important NPC during a public event or encounter	+2
Saving the life of an important NPC during a highly publicized event or encounter	+3 - +5 or more
Thwarting the plans of an enemy, spy, or agent	Servant's Renown/5*
Thwarting the plans of an enemy, spy, or agent during a routine encounter or event	+1
Thwarting the plans of an enemy, spy, or agent during a publicized routine encounter or event	+2
Thwarting the plans of an enemy, spy, or agent during a highly publicized routine encounter or event	+3 - +5 or more
Making an arcane or exploratory discovery of importance	+1
Making an arcane or exploratory discovery of major or critical importance	+2
Making an arcane or exploratory discovery of world-spanning importance	+3 - +5 or more
Discovering a new or innovative use for existing magic, lore, or technology	+1 - +3 or more

* - (rounded down, minimum of 1)

Recognition Tests

To allow a character to determine if he has heard of or what he knows about another, he must make a recognition test. The TN for the test depends on what the two characters have in common, as shown in Table 3-6 and 3-7. These tests are usually Wits tests, but the Narrator may deem a Knowledge skill test acceptable. Regardless of the means of the test, the Renown modifier is still the same. If the Recognition test fails, the character hasn't heard of the other person or cannot remember anything he may have learned about him. If the test succeeds, the character does know him and the greater the success, the more the character knows.

Table 3-6: Difficulty Due to Location Familiarity

<u>Base Difficulty</u>	<u>Region/Society</u>
TN 5	Local: within same House, neighborhood
TN 10	Area: within Hogwarts, same village or town
TN 15	Country: England, France
TN 20	Continent: Europe, North America
TN 25	World: on Earth

Table 3-7: Recognition Modifiers

<u>Situation</u>	<u>Recognition Modifier</u>
Same House	±0
Friendly House	-1
Hostile House	-2
Same year	+1
Share classes	+2

Table 3-8: Renown Modifiers

<u>Score</u>	<u>Renown Modifier</u>
1 - 5	±0
6 - 10	±1
11 -15	±2
16 - 20	±3
21 - 25	±4
26 - 30	±5
31+	+1 / 5 levels

Social Skills

The Renown modifiers listed in Table 3-8 can also apply to some uses of social skills and Bearing tests. If the person were known for something the character would consider being positive, beneficial, or admirable, then the Renown modifier is a bonus. If he's known for something negative, wicked, or hurtful, the modifier is a penalty.

Size

A character's size is only pertinent when it concerns physical tests – such as a combat action – where it can cause a penalty or a bonus to the test and in determining the number levels of Health.

Table 3-9: Size and Wound Levels

<u>Size</u>	<u>Measurement*</u>	<u>Wound Levels</u>
Microscopic	Less than ¼"	1 Wound Point
Fine	¼" - ½"	Healthy
Miniscule	½" - 1"	Healthy, Dazed
Tiny	1 - 9"	Healthy, Dazed, Injured
Little	10 - 18"	Healthy, Dazed, Injured, Wounded
Small	19 - 35"	Healthy, Dazed, Injured, Wounded, Incapacitated
Medium	1 - 2.5 yds	Healthy, Dazed, Injured, Wounded, Incapacitated, Near Death
Large	2.6 - 5 yds	Healthy (2), Dazed, Injured, Wounded, Incapacitated, Near Death
Mammoth	6 - 10 yds	Healthy (3), Dazed, Injured, Wounded, Incapacitated, Near Death
Huge	11 - 25 yds	Healthy (4), Dazed, Injured, Wounded, Incapacitated, Near Death
Gigantic	26 - 50 yds	Healthy (5), Dazed, Injured, Wounded, Incapacitated, Near Death
Titanic	51 - 100 yds	Healthy (6), Dazed, Injured, Wounded, Incapacitated, Near Death
Titanic +X	X+1 * 100 yds	Healthy (6+X), Dazed, Injured, Wounded, Incapacitated, Near Death

* - Measurement refers to the creature's largest dimension

Physical tests

It's decidedly harder for larger creatures to physically affect smaller ones and the converse is true, too – it's easier for smaller creatures to physically affect larger creatures. Opponents of the same size don't have any size-related test modifiers while opponents who are of differing size have a +/-2 TN added to their test for each size category apart they are. For example, if a human (Medium) were to attack a troll (Large), the TN (i.e. Defense) to hit it would have a -2 modifier while if the troll returned the favour, he would have a +2 TN modifier to the test. For more concerning physical tests, see Chapter 9, Physical Tests.

Chapter 4: Heritage

Muggle

Your character is not one of the few who has the innate talent of magical. Not being able to actually cast spells, you would still have the ability use magical items, possibly with disastrous effects.

- Example(s): The Dursely's, you
- Heritage Qualities:
- +2 bonus to Use Item: Muggle skill tests
 - -2 penalty to Use Item: Magic skill tests
 - Cannot normally wield magic and don't have access to the Spellcraft skill without Narrator approval

Muggle-born

Your character was born to parents who were both non-magic folk. "Mudblood" (meaning 'dirty blood') is a highly insulting term used towards those who are born of Muggle decent.

- Example(s): Hermione Granger, Colin Creevey
- Heritage Qualities:
- +2 bonus to Knowledge, Culture: (Native Muggle) skill tests
 - -2 penalty to Use Item: Magic skill tests
 - Bonus Edge: Magic Talent

Half-Muggle

One of your character's parents was a wizard and the other was not or in your family's past someone was of non-magic blood.

- Example(s): Seamus Finnigan, Harry Potter
- Heritage Qualities:
- +2 bonus to Use Item: Muggle skill tests AND
 - -2 penalty to Use Item: Magic skill tests
 - - OR -
 - +2 bonus to Use Item: Magic skill tests
 - -2 penalty to Use Item: Muggle skill tests
 - Bonus Edge: Magic Talent

Pureblood

Your character comes from one of the great wizard families, not a drop of Muggle blood in your veins.

- Example(s): Draco Malfoy, Ron Weasley
- Heritage Qualities:
- +2 bonus to Use Item: Magic skill tests
 - -2 penalty to Use Item: Muggle skill tests
 - Bonus Edge: Magic Talent

Non-magical Wizard

Your character is born to wizard parents but you have no magical talent. "Squib" is a term in the wizarding world referring to non-magical wizards. Not having any magical talent, your character would still have the ability use magical items like Muggles, but being around magic all your life, you have a better grasp of how they work and wouldn't be in as much danger as a Muggle.

Example(s): Mr. Filch, Mrs. Figg

Heritage Qualities: • +2 bonus to Use Item: Magic skill tests
• Cannot normally wield magic but does have access to the Spellcraft skill

Heritage Packages

Choose the package that you would like to use for your character's background. If you select an edge from your package, you must also select a flaw.

Academic

Skills: Knowledge +2, Language (not native) +1, Observe +1, Science or Spellcraft +1, Use Item +1

Edges: Concentration, Curious, Meticulous, Studious, Wise

Artistic

Skills: Appraise +1, Craft or Perform +2, Inspire +1, Observe +1, Use Item +1

Edges: Craftsman, Confident, Meticulous, Strong-willed, Tireless

Athletic

Skills: Acrobatics +2, Athletics +2, Games +1, Knowledge, Trivia: Sports +1

Edges: Bold, Competitive, Dead Aim, Dodge, Hardy

Business

Skills: Appraise +1, Craft +2, Enterprise: Business +2, Observe +1

Edges: Craftsman, Friends, Hoard, Meticulous, Wise

Note: Regardless of the edge you selected, you may acquire Hoard either again or for the first time if you sacrifice one rank from the skills above.

Criminal

Skills: Appraise +1, Conceal or Disguise +1, Enterprise: Streetwise +2, Legerdemain or Stealth +1, Observe +1

Edges: Alert, Confident, Friends, Furtive, Hoard

Note: Regardless of the edge you selected, you may acquire Hoard either again or for the first time if you sacrifice one rank from the skills above.

Famous

Skills: Disguise +1, Games +1, Inspire +2, Knowledge: Trivia +1, Persuade +1

Edges: Confident, Fame, Famous Event, Friends, Hoard

Note: Regardless of the edge you selected, you may acquire Hoard either again or for the first time if you sacrifice one rank from the skills above.

Orphan

Skills: Conceal +1, Enterprise: Streetwise +2, Legerdemain +1, Observe +1, Survival (Urban) +1

Edges: Alert, Direction-sense, Furtive, Hardy, Keen-eyed

Political

Skills: Enterprise: Administration +2, Inspire +1, Intimidate +1, Knowledge +1, Persuade +1

Edges: Confident, Eloquent, Friends, Honey-tongued, Stern

Rural

Skills: Craft +1, Enterprise +1, Handle Animal +1, Ride +1, Survival +1, Use Item +1

Edges: Craftsman, Direction-sense, Doughty, Hardy, Nature-savvy

Wealthy

Skills: Appraise +1, Enterprise: Administration or Business +2, Intimidate +1, Knowledge +1, Persuade +1

Edges: Confident, Eloquent, Friends, Hoard, Rank

Note: Regardless of the edge you selected, you may acquire Hoard either again or for the first time if you sacrifice one rank from the skills above.

Well-Traveled

Skills: Enterprise: Streetwise +1, Knowledge +1, Language: (not native) +1, Language (another not native) +1, Observe +1, Survival +1

Edges: Bold, Confident, Direction-sense, Friendly, Tireless

Wizard Relation

Skills: Select one of the other packages and substitute one pick with one of these skills: Knowledge, Culture: Wizards +1, Knowledge: Magical Creatures +1, or Use Item: Magic +1.

Edges: Same as other package.

Restriction: This package is only for those with the Muggle Heritage.

Create Your Own...

Consult your Narrator when creating your own Heritage Package.

Skills: Spend 6 picks for skills

Edges: If you choose an Edge, also select a Flaw.

Chapter 5: Wizard Houses

Over 1000 years ago, the four greatest wizards of the day established the Hogwarts Academy of Wizardry and Witchcraft in wilds of northern Britain; they were Godric Gryffindor, Helga Hufflepuff, Rowena Ravenclaw, and Salazaar Slytherin. For many years they oversaw the small school, teaching its students the ins and outs of magic of the day, until one day when Salazaar Slytherin decided that there were too many students too teach at the academy. So he suggested that the school should establish restrictions be set upon those who entered – only pureblooded wizards. The other three didn't agree with this idea, especially Godric Gryffindor, who thought that any that were so gifted have the right to receive the same education if they sought it. In the end, Salazaar left the school for whereabouts unknown. Not wanting to set a bad precedent, Godric took his hat from his head, laid a peculiar enchantment upon it, and ever since the students of Hogwarts have been separated into four houses representing the ideals of each of the four founders.

Gryffindor

Those who have been chosen to be a part of Gryffindor House have such qualities that Godric, himself, embodied: honor, courage, and forthrightness. If you are of this house, you are expected to be trustworthy and brave, but know when to break the rules when it's necessary to do what is right.

Skill Picks: Inspire +2, Intimidate +1, Knowledge +1, Ranged Combat (Spells) +1, Spellcraft +1, Survival +1
Other Skills: +5 ranks
Edges: Bold, Courageous, Forthright, Valour, Valiant
Bonus: +1 Courage

Hufflepuff

Those who have been chosen to join the Hufflepuff House are renowned for their hardy work ethic and steadfastness. Though maybe appearing simple or naive, a Hufflepuff remains true and loyal to the end.

Skill Picks: Appraise +1, Craft +1, Handle Animal +1, Knowledge +1, Observe +1, Spellcraft +1, Survival +1
Other Skills: +5 ranks
Edges: Doughty, Faithful, Fortitude, Indomitable, Valiant
Bonus: +2 bonus to all nature-related tests

Ravenclaw

Students who are intelligent, studious, and resourceful generally are found in the house of Ravenclaw. A quick wit and the timely spell are the signatures of a member of the Ravenclaw House.

Skill Picks: Brew Potion or Divination or Use Item +1, Games +1, Investigate +1, Knowledge +2, Spellcraft +2
Other Skills: +5 ranks
Edges: Concentration, Curious, Meticulous, Studious, Wise
Bonus: +2 bonus to Brew Potion, Investigate, all Knowledge, Spellcraft, and Use Item tests

Slytherin

The snake isn't the symbol of the Slytherin House just because its founder; it is the embodiment of what those chosen in the house stand for: cunning, guile, and always ready to strike when an opportunity presents itself. Scheming in dark corners and bullying others is just a taste of what makes up a typical Slytherin.

Skill Picks: Conceal +1, Intimidate +2, Knowledge +1, Spellcraft +1, Stealth +1, Survival +1
Other Skills: +5 ranks
Edges: Bold, Competitive, Confident, Keen-Eared, Keen-Eyed
Bonus: +2 bonus to Conceal, Disguise, Enterprise: Streetwise, Persuade (Fast Talk, Charm), Intimidate, Observe (Hear, Spot), and Stealth (Hide, Move Silently) tests

Create Your Own House

If the packages above don't suit your tastes for your house selection, then you can create your own using these guidelines:

- Spend 12 picks on skills and specialties (1 pick = +1 rank or specialty), but must include Knowledge +1 and Spellcraft +1 unless you have the Muggle Heritage
- You may not select Spellcraft if you are a Muggle without Narrator approval
- Choose one edge for free and one more at the cost of one flaw with Narrator approval
- Designate a unique bonus for your House that e

Chapter 6: Skills

Understanding Skills

Specialties

Specialties are distinct subcategories within skills that provide a +2 bonus when a skill test involves it. They are identified by the surrounding parentheses.

Example: (Find) or (Spot, Hear)

Skills

Skills are individual categories in which tests are made to determine whether a character can perform the action. They may or may not have specialties associated with them.

Example: Conceal +X or Acrobatics (Tumble) +X

Skill Groups

Skill groups are broad topics that include from skills within them. Skills within skill groups may or may not have specialties associated with them. Each skill within a skill group is denoted separately from one another since knowing a skill in a particular group does not give a character the ability to know other skills within the group.

Example: Athletics: Run +X or Appraise: Gems (Diamonds) +X

Skill Descriptions

Table 6-1: Skills List

<u>Skill/Group*</u>	<u>Attribute</u>	<u>Skills/Specialties</u>	<u>Skill/Group*</u>	<u>Attribute</u>	<u>Skills/Specialties</u>
Acrobatics	Nim	Balance, Swing	Legerdemain	Nim	Pick Locks, Forgery
Appraise*	Per	Gems, Metals	Knowledge*	Int	Country, History
Athletics*	Str	Run, Jump, Climb	Melee Combat*	Nim	Specific Weapon
Brew Potion	Int	None	Observe	Per	Spot, Hear, Taste
Conceal	Int	None	Operate Vehicle*	Int	Car, Wagon, Boat
Craft*	Int	Cooking, Sculpture	Perform*	Brg	Mimicry, Sing
Disguise	Int	None	Persuade	Brg	Charm, Bluff
Divination*	Per	Astrology, Tarot	Ranged Combat*	Nim	Specific Weapon
Enterprise*	Int	Business, Streetwise	Ride	Nim	Specific Animal
First Aid	Int	None	Science*	Int	Chemistry, Math
Games*	Int	Gobstones, Chess	Spellcraft	Int	Charms, Curses
Handle Animal	Brg	Specific Animal	Stealth	Nim	Hide, Move Silently
Inspire	Brg	None	Survival	Per	Desert, Jungle
Intimidate	Brg	Power, Fear	Track	Int	Specific Animal
Investigate	Per	Find, Inquire	Use Item*	Int	Magic, Muggle
Language*	Int	English, Mermish			

* - Denotes Skill Groups

Skill/Group Name

<Descriptive Text>

Attribute:	The attribute that normally applies to tests with the skill
Test Category:	Physical, Academic, or Social
Trained:	Yes or No. Refers to whether the skill can be used without having ranks in it or not. If a character has no ranks in a skill, bonuses from traits or abilities that are affiliated to a skill's specialty do not apply until both ranks and the specialty are acquired.
Sample Skills:	For skill groups, two or more skills.
Sample Specialties:	For skills, two or more specialties if it has specialties.
Test:	Common ways in which a character can use the skill, including circumstances that may affect the TN of the test and examples of use in each difficulty category (Routine, Standard, Challenging, Difficult, Virtually Impossible).
Additional Modifiers:	In addition to common test modifiers, some skills are affected by modifiers specific to them.
Affinity:	Any skills that frequently provide affinity bonuses to the skill and the situations in which they apply.
Action Time:	The base time, expressed in actions, rounds, or minutes to perform the skill test. Based on the circumstances, the Narrator may alter these values.
Extended Test:	With some skills, a failure during an extended test (see Chapter 9, Variants) may prevent the character from making further tests to finish the task. "N/A" indicates that characters don't normally use this skill in extended tests. "Yes" means that if a character fails a test during the extended test, he may attempt to continue the test and possibly suffer penalties due to the failure. "No" indicates that if he fails any of extended test, the entire test has failed and cannot continue.

Acrobatics

Lithe and agile, you have little trouble balancing on narrow ledges, swinging across chasms, and performing similar feats.

Attribute:	Nimbleness
Test Category:	Physical
Trained:	No
Sample Specialties:	Balance, Swing, Tumble
Test:	A successful test allows you to complete tasks such as balancing, swinging, tumbling, and squeezing through narrow openings safely. The Narrator determines the TN based on how difficult or dangerous the task.

Routine (TN 5): Balancing on a wide ledge; swinging 5 ft

Standard (TN 10): Balancing on a broad ledge; swinging 6-10 ft

Challenging (TN 15): Balancing on a narrow ledge; swinging 11-20 ft
Difficult (TN 20): Balancing on a very narrow ledge; swinging 21-40 ft
Virtually Impossible (TN 25): Balancing on a rope; swinging 41+ ft

Additional Modifiers: If the character tries to balance on sloped, slippery, or rough surfaces, apply terrain modifiers from Chapter 9, Movement and Travel. Using a slippery rope to swing entails a -2 penalty (or greater) to the test result.
Affinity: Athletics provide affinity bonuses in appropriate circumstances.
Action Time: 1 action
Extended Test: N/A

Appraise

You have a fine eye for the value of objects, judging distance, and evaluating things in general.

Attribute: Perception
Test Category: Academic
Trained: Yes
Sample Skills: Distance, Gems, Art, Precious Metals
Sample Specialties: Paintings, Gold, Diamonds
Test: This skill has two uses: determining value and evaluating quality. A marginal success will give a value within 10% of its actual value. A complete success will give a value within 5% of its actual value. Any greater success will give the exact value. A failure, complete failure, and Disastrous Failure will give a misestimate of 10-20%, 20-50%, and 60-100%, respectively.

Routine (TN 5): Simple, everyday items (ordinary market purchases); distances up to 20 ft
Standard (TN 10): Common objects (gold nuggets, ordinary weapons); distances 21-50 ft
Challenging (TN 15): Uncommon objects (valuable gems, quality smithcraft); distances 51-100 ft
Difficult (TN 20): Rare objects (Invisibility Cloak); distances 100-500 ft
Virtually Impossible (TN 25): Unique objects (Mirror of Erised); distances 501+ ft

Affinity: Appropriate Craft skills and specialties provide affinity bonuses for objects crafted with them.
Action Time: 1 minute
Extended Test: Yes

Athletics

Use this skill to jump over a chasm, climb a sheer rock face, or swim a fast-moving river. While anyone can use these untrained, you have practiced and learned how to maximize your physical prowess to great effect.

Attribute: Strength
Test Category: Physical
Trained: No

Sample Skills:	Climb, Jump, Run, Swim
Test:	With a successful test, you complete the desired task. The effects of a successful test depend on the use of the skill: Climb, Jump, Swim - The distance traveled equals the test result in feet you may move horizontally or on the surface, half that (rounded down) vertically, submerged, or diving. Run - The distance traveled equals the test result in feet x5.
	<i>Routine (TN 5):</i> Climb a slightly sloped surface or one with many handholds
	<i>Standard (TN 10):</i> Climb an average sloped surface or one with a moderate number of handholds (most trees)
	<i>Challenging (TN 15):</i> Climb a steep surface or one with few handholds – a typical cliffside
	<i>Difficult (TN 20):</i> Climb a very steep surface or one with almost no handholds
	<i>Virtually Impossible (TN 25):</i> Climb a perfectly smooth wall.
Additional Modifiers:	For every 5 lbs of weight over Strength x5, add +1 TN. For a running jump, add +2 to the test result. If in combat, suffer a -5 penalty to the test roll. For every 10 degrees of slope up to 70 degrees, suffer an additional -2 penalty when running. For every 1 mph the current runs, suffer an additional -2 penalty when swimming upstream.
Affinity:	Acrobatics may provide an affinity bonus in certain circumstances.
Action Time:	1 action
Extended Test:	No (except for Jump, N/A)

Brew Potion

With this skill you can do things from bottling fame to putting a stopper on death. These concoctions can have fantastic powers from healing, altering your physical body, or protecting you from the elements.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Specialties:	None
Test:	Using carefully gathered and prepared ingredients, your character follows a formula laid out specific to each brew. Each potion will have its own difficulty for creation, as well as gathering and preparing its ingredients if they aren't available at hand. If a character is without the Magic Talent edge, this skill is only useful for creating herbal remedies and the like.
Affinity:	Add ½ Magic Modifier (rounded up, minimum 1) to test result.
Action Time:	Varies, dependent upon the potion.
Extended Test:	No

Conceal

You know how to hide objects such as valuables or weapons so others cannot find them.

Attribute:	Intellect
Test Category:	Physical
Trained:	No
Sample Specialties:	None
Test:	Conceal tests are against opposed Observe (Spot) skill of another trying to find the object on yourself or Search skill if looking to find your hidden treasure or lair. How well something is concealed depends upon the size of what is being hidden and, if applicable, the available hiding places.
Affinity:	Stealth (Hide) provides an affinity bonus for Conceal.
Action Time:	1 minute or more.
Extended Test:	Yes

Craft

You know how to hide objects such as valuables or weapons so others cannot find them.

Attribute:	Intellect
Test Category:	Physical
Trained:	Yes
Sample Skills:	Pottery, Cooking, Painting, Magic Items
Sample Specialties:	Types of dishes, Oils, Chalk, Brooms, Wands
Test:	Most uses of Craft are as extended tests since few tasks of craftwork can be performed with speed and skill.
Affinity:	When crafting magical items, add ½ Magic Modifier (rounded up, minimum 1) to test result.
Action Time:	Varies, most require hours.
Extended Test:	N/A

Disguise

With clever changes to your appearance using clothing and makeup, you can prevent others from noticing your doings as yourself.

Attribute:	Intellect
Test Category:	Academic
Trained:	No
Sample Specialties:	None
Test:	Disguise tests are opposed tests against another's Wisdom or Observe (Spot). If you adopt a false identity for a long period of time, the Narrator may have you make one test for that period and its result would be the TN to see through the disguise.
Affinity:	Mimicry provides an affinity to disguise your voice.

Action Time:	Altering your appearance takes from many minutes to an hour or more. Convincing someone that you are who you are disguised as takes a full round or more.
Extended Test:	No

Divination

You have the ability to read and interpret signs given by certain means, such as tea leaves, the stars, or the palm of a hand.

Attribute:	Perception
Test Category:	Academic
Trained:	Yes
Sample Skills:	Tea Leaves, Palmistry, Rune Stones, Astrology, Tarot Cards, Crystal Balls
Sample Specialties:	None
Test:	By the means indicated by the skill acquired, you attempt to divine what the possible future might bring. Regardless of how good a result is, it is never 100% accurate because Divination isn't an exact science and subject to the character's interpretation. The Narrator will give as much or little information he deems worthy determined by both the question and test result.
Affinity:	Add ½ Magic Modifier (rounded up, minimum 1) to test result.
Action Time:	Varies; depends on the specific skill, between minutes and hours.
Extended Test:	No

Enterprise

You know how to interact and navigate through bureaucracies, run a shop, or where to go to get rid of illegal Dark Arts objects.

Attribute:	Intellect
Test Category:	Social
Trained:	No
Sample Skills:	Administration, Business, Streetwise
Sample Specialties:	Ministry of Magic, Academy, Knockturn Alley
Test:	Make a skill test to answer a question or solve a problem related to your area of expertise.

Routine (TN 5): Call upon a low-level bureaucrat; Operate a small, local business; Locate legal goods

Standard (TN 10): Call upon a mid-level bureaucrat; Operate a large, local business; Locate common contraband

Challenging (TN 15): Call upon a high-level bureaucrat; Operate a complex, local business; Locate rare contraband

Difficult (TN 20): Call upon the Board of Governors; Operate an intercontinental business; Locate extraordinary contraband

Virtually Impossible (TN 25): Call upon the Minister of Magic or head of state of a country;

Operate an intercontinental consortium; Locate unique contraband

Additional Modifiers: The Narrator may alter the TN of the test depending on the location, circumstances, and your reputation.
Affinity: Investigate (Inquire), Persuade, or Knowledge skill may provide an affinity bonus.
Action Time: Varies; from one minute per action to hours or days.
Extended Test: Yes

First Aid

You are able to treat wounds and provide short-term relief for such ailments as setting a broken bone and applying bandages.

Attribute: Intellect
Test Category: Physical
Trained: Yes
Sample Specialties: None
Test: Make a First Aid test to treat and stabilize an injured person. The test depends on the subject's degree of injury. When a character makes successful test, the subject recovers all damage sustained in his current Wound Level, effectively reducing his degree of injury by one Wound Level. Once the subject is stabilized, he may make Stamina tests twice a week to recover additional Wound Points. See section 9.6.x for more on healing.

Routine (TN 5): Provide care for minor cuts and scrapes or someone who is Dazed; stabilize a person in shock

Standard (TN 10): Provide basic medical care for someone who is Injured

Challenging (TN 15): Provide basic medical care for someone who is Wounded

Difficult (TN 20): Provide basic medical care for someone who is Incapacitated

Virtually Impossible (TN 25): Provide basic medical care for someone who is Near Death

Action Time: 1 minute per degree of difficulty.
Extended Test: Yes

Games

You are skilled games, always ready to do battle with Wizard's Chess or singe your eyebrows at Exploding Snap.

Attribute: Intellect
Test Category: Academic
Trained: No
Sample Skills: Wizard's Chess, Exploding Snap, Gobstones, checkers, poker
Sample Specialties: None

Test:	Most Games tests are opposed tests against one or more opponents. For a solitaire-like game, the Narrator sets the TN for the character to beat.
Action Time:	Varies with the game.
Extended Test:	Yes

Handle Animal

You are able to tame and control animals, wild or domesticated, magical or Muggle.

Attribute:	Bearing
Test Category:	Social
Trained:	No
Sample Specialties:	Specific animals (dogs, cats, unicorns, dragons)
Test:	Most Handle Animal tests are opposed tests against the creature's Wisdom. On a marginal success, the creature will act indifferently and won't comply with commands. On a complete success, the creature will perform the action commanded, nothing more. On a superior success or better, the creature will comply with all commands and no further tests for this encounter. On a failure, the creature will act indifferently and won't perform the action commanded. On a complete failure, the animal will run away and won't respond to any commands given by the character for the rest of the encounter. On a Disastrous Failure, the creature will attack the character once, run away, and never comply with any commands given by the character anymore.
Affinity:	Knowledge, Creature: Muggle Creature or Knowledge, Creature: Magical Creature skill pertaining to the type of creature the test is made against as well as Persuade can provide an affinity bonus.
Action Time:	Varies with the game.
Extended Test:	Yes

Inspire

Through nobility of spirit, heroic deeds, or powerful will, you have the ability to inspire others, dispelling their fears and encouraging them to bolder deeds and greater effort.

Attribute:	Bearing
Test Category:	Social
Trained:	No
Sample Specialties:	None
Test:	There are several ways to use Inspire. 1) You can kindle fires of will and courage in those companions near you to help them resist fear and confusion. Make an opposed Inspire test against the Intimidate test that unmanned them. If you succeed, they may make another Willpower test with a +1 bonus for every level of success over marginal that you made. 2) Even if your companions around you haven't felt the bite of fear, you can rouse the heroism within themselves. Make a TN 10 Inspire test and if you

succeed, they are granted a +1 bonus to any appropriate test in the next round. Also, you can either extend the effect for +1 round or increase the bonus by +1 for every level of success above marginal.

3) Once per game session (or more often, at the Narrator's discretion), you can use Inspire to reduce the Weariness felt by you and your comrades. The TN of the test is based on the Weariness Level of the most weary character: TN 5 for Winded, TN 10 for Tired, TN 15 for Weary, TN 20 for Spent, and TN 25 for Exhausted. If you succeed, all who were inspired regain one lost Weariness Level; on an extraordinary success, regain two Weariness Levels.

Most uses of Inspire require you to be able to speak, but in some cases actions alone will suffice. The effects of Inspire last as long as seems appropriate to the Narrator, so in some cases for days or possibly a lifetime. Usually they only last until the source leaves, turns his attention elsewhere, or changes his attitude.

Affinity:	Intimidate (typically Majesty or Power) may provide an affinity bonus in appropriate situations.
Action Time:	1 action
Extended Test:	Yes

Intimidate

So great is your power or presence that you can cow your enemies, causing them to fear your majesty or power or simply feel the dread and terror you inspire.

Attribute:	Bearing
Test Category:	Social
Trained:	No
Sample Specialties:	Fear, Power, Torture
Test:	Intimidate resembles Inspire in some ways, yet it is used as a weapon not an aid for your allies. It requires an opposed test against either your opponents' Willpower or, in some cases, Inspire. After determining the test results, consult the Table 9-#: Fear Effects for the effects of the test. When using the Power specialty, adapt the terms used on the Fear Effects table to make them more appropriate.

This skill need not be used for just instilling fear. Often heroes must persuade others with Intimidate. In such cases, compare the desired result to the Fear Effects table to determine what level is necessary. In combat, a character can use Intimidate to make an opponent hesitate, back down, or falter. If the character succeeds with the test and attains at least the level "Unnerved," select one of the following bonuses: +1 bonus to initiative against target next round, +1 bonus to attack tests against target that or next round, or +1 bonus to dodge and parry tests that or next round. An "Unmanned" result can double one of these bonuses, cause the target to flee, or elicit a reaction the Narrator deems appropriate.

Most uses of Intimidate require you to be able to speak, but in some cases actions alone will suffice. The effects of Intimidate last as long as seems appropriate to the Narrator, so in some cases for days or possibly a lifetime. Usually they only last until the source leaves, turns his attention elsewhere, or changes his attitude.

Only those who are of evil intent, such as the likes of Lord Voldemort and Lucius Malfoy, should take the specialties of Fear and Torture. While the majesty and power of those like Professor Dumbledore may bring fear to the hearts of those who are inclined to the Dark Arts, those of true heroism and nobility do not seek to inspire terror in others.

Additional Modifiers: If the situation warrants it, the Narrator may confer additional bonuses to the effect of the Intimidate test.

Affinity: Depending on the situation, Inspire or Persuade may confer an affinity bonus.

Action Time: 1 action

Extended Test: Yes

Investigate

Use this skill to search for concealed items, hidden passages, or gather information.

Attribute: Perception

Test Category: Academic

Trained: No

Sample Specialties: Find, Research, Inquire, Interrogate

Test: The test difficulty depends on the complexity and scope of the task at hand for Investigate (Research or Inquire or Interrogate) tests. Using Investigate (Find) to discover hidden objects is an opposed test against the Conceal test result to hide the object.

Routine (TN 5): Solve an obvious mystery; Gather and analyze obvious and untainted evidence or information; Research a popular subject

Standard (TN 10): Solve an easy mystery; Gather and analyze indistinct but untainted evidence or information; Research an unusual topic

Challenging (TN 15): Solve a typical mystery; Gather and analyze obvious but tainted evidence or information; Research an esoteric subject

Difficult (TN 20): Solve a complex mystery; Gather and analyze indistinct and tainted evidence or information; Research obscure facts about a secretive person, place, or object

Virtually Impossible (TN 25): Solve a highly complex mystery; Gather and and analyze minute quantities or badly tainted evidence or information; Research carefully guarded facts about restricted or closely guarded people, places, or objects

Affinity: Intimidate may grant an affinity bonus to Investigate (Interrogate) tests.

Action Time:	Full round action per 5 ft square of ground for Find, 10 minutes per action for Research, Inquire, or Interrogate.
Extended Test:	Yes

Knowledge

This skill represents the study of some body of lore such as geography, herbology, history, etc.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Skills:	Geography, History, Nature, Magical Creatures
Sample Specialties:	England, Europe, Hogwarts Headmasters, Herbology, Weather, unicorns
Test:	A Knowledge test must be made to recall facts.

Routine (TN 5): Remember a basic, significant fact

Standard (TN 10): Remember specific facts

Challenging (TN 15): Remember obscure facts

Difficult (TN 20): Remember extremely obscure facts

Virtually Impossible (TN 25): Remember extremely obscure, distantly related facts

Additional Modifiers: You receive a +2 bonus for recalling information about your native country or family.

Action Time: 1 action

Extended Test: Yes

Language

You can speak a language other than your native tongue and write it as well.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Skills:	English, French, Chinese, Troll, Giant
Sample Specialties:	Dialects (British, American, Australian, Mandarin)
Test:	Make a Language test when you try to read, speak, or understand a language other than your native one. The difficulty depends on the complexity of the speech.

Routine (TN 5): Simple phrases or sentences

Standard (TN 10): Simple conversation

Challenging (TN 15): Complex conversation; Understanding obscure idioms or dialects

Difficult (TN 20): Subtle or obscure conversation; Speaking as a native

Virtually Impossible (TN 25): Understanding ancient versions of the language

Additional Modifiers: If you know a language, but not a particular dialect of that language (i.e. conversing in English (British) with someone who is English (American) and you don't know dialect), apply a +2 TN to the test.

Action Time: 1 action

Extended Test: Yes

Legerdemain

Like a juggler or thief, you can manipulate objects and observers with great dexterity.

Attribute: Nimbleness

Test Category: Physical

Trained: No

Sample Specialties: Forgery, Pick Locks, Prestidigitation

Test: Most uses of Legerdemain are opposed tests against the Observe (Spot) skill of the onlooker(s). If he beats your result, he's seen through your trick and may have dangerous consequences.

Additional Modifiers: If you are wearing gloves, you suffer a -1 penalty.

Affinity: You gain a +1 affinity bonus if you know Observe (Spot), since you can judge what others might look for.

Action Time: 1 action

Extended Test: No

Melee Combat

You are skilled in the art of hand-to-hand combat, whether using weapons or not.

Attribute: Nimbleness

Test Category: Physical

Trained: No

Sample Skills: Type of weapons (Sword, Polearm, etc.), Unarmed

Sample Specialties: Short Sword, Spear, Punch, Grab

Test: Make a test with Melee Combat to hit a target in hand-to-hand combat. The base TN is the target's Defense. See section 9.6 for more information about combat actions and situational bonuses and penalties.

Special: At skill ranks 6, 9, and 12, select a maneuver from section 9.6.6.2 to receive a +1 bonus when you use it with any weapon you have a specialty for. You can select the same maneuver repeatedly to be granted a greater bonus.

Action Time: 1 action

Extended Test: N/A

Observe

You are alert and wary, possessing keen senses in noticing unusual or noteworthy things.

Attribute:	Perception
Test Category:	Physical
Trained:	No
Sample Specialties:	Spot, Smell, Taste, Touch, Listen, Sense Power
Test:	In many cases, Observe requires an opposed test against such skills as Conceal, Legerdemain, or Stealth. If no one actively opposes your ability to observe, the difficulty depends on the size, cover, and obviousness of what you are trying to perceive. Sense Power may only be chosen if you have the Sense Power magic ability or can cast the Sense Power spell.

Routine (TN 5): Observing something obvious

Standard (TN 10): Observing something average

Challenging (TN 15): Observing something small

Difficult (TN 20): Observing something tiny

Virtually Impossible (TN 25): Observing something miniscule

Additional Modifiers:	If the object stands out against its environment, apply a -2 TN (or greater). Conversely, trying to perceive something that blends in with the environment naturally confers a +2 TN (or greater).
Affinity:	Observe gains an affinity from Conceal.
Action Time:	1 action
Extended Test:	Yes

Operate Vehicle

You are able to operate or pilot a vehicle.

Attribute:	Intellect
Test Category:	Physical
Trained:	Yes
Sample Skills:	Car, Wagon, Boat
Test:	A single test is usually required to get you where you want to go. If the trip is especially long or difficult, the Narrator may require an extended test. If the vehicle is being used as a weapon, make an Operate Vehicle test against the person or object's Defense.
Action Time:	Varies; depends on vehicle speed and other conditions.
Extended Test:	Yes

Perform

You are a skilled entertainer, able to play music, create songs and poems, or tell amusing stories.

Attribute:	Bearing
Test Category:	Social
Trained:	No
Sample Skills:	Mimicry, Sing, Tell Stories
Sample Specialties:	Type of Animal, People, Type of Music
Test:	The difficulty of a Perform test depends on the nature and complexity of your attempted performance.

Routine (TN 5): Compose a simple verse; Play a simple song

Standard (TN 10): Compose an average verse; Play an average song

Challenging (TN 15): Compose a complicated verse; Play a complicated song

Difficult (TN 20): Compose a complex verse; Play a complex song

Virtually Impossible (TN 25): Flawlessly compose and sing a complex verse on the spot

Additional Modifiers:	A friendly, receptive audience may confer a +1 bonus, while a critical or heckling crowd may confer a -1 penalty (or more).
Affinity:	Observe gains an affinity from Conceal.
Action Time:	Varies; depends on the nature of the performance.
Extended Test:	Yes

Persuade

You possess great personal force and skill with words, and you can use them to convince others to agree with you.

Attribute:	Bearing
Test Category:	Social
Trained:	No
Sample Specialties:	Negotiate, Fast Talk, Charm, Oratory
Test:	Persuade is an opposed test against another person's Wisdom or Persuade. The effects of the test last indefinitely (however long the Narrator dictates). This is not domination for a person can disregard whatever the speaker says, regardless of the result.
Affinity:	Specific knowledge or ability with a skill related to the subject being discussed, including speaking fluently in their native tongue, can provide an affinity bonus.
Action Time:	Full-round action
Extended Test:	Yes

Ranged Combat

You are skill in the art of ranged combat, harming foes from a distance.

Attribute:	Nimbleness
Test Category:	Physical
Trained:	No
Sample Skills:	Types of weapons (Bow, Polearm, etc.), Spells
Sample Specialties:	Longbow, Shortbow, Spear, Javelin
Test:	Make a test with Ranged Combat to hit a target in hand-to-hand combat. The base TN is the target's Defense. See section 9.x for more information about combat actions and situational bonuses and penalties.
Special:	At skill ranks 6, 9, and 12, select a maneuver from section 9.x.x.x to receive a +1 bonus when you use it with any weapon you have a specialty for. You can select the same maneuver repeatedly to be granted a greater bonus.
Action Time:	1 action
Extended Test:	N/A

Ride

You are a skilled rider, able to handle a mount be it magical or animal.

Attribute:	Nimbleness
Test Category:	Physical
Trained:	No
Sample Specialties:	Brooms, carpets, specific animals
Test:	In most situations, riding requires no test. Only when difficulty arises, you try to perform a stunt or playing Quidditch, you must make a test (see section 9.5). A character with Ride knows how to tend his mount.
Additional Modifiers:	If your mount is injured/damaged, you suffer the same penalties for your Ride tests if you were injured. If both you and your mount are injured/damaged, add the penalties together.
Affinity:	Having the Knowledge, Magical Creatures or Knowledge, Muggle Creatures skill in the creature you are riding provides an affinity bonus.
Action Time:	1 action, but sometimes 2 actions or a full round if the mount is unruly or fearful.
Extended Test:	N/A

Science

You studied long and understand the inner workings of the world outside of magic.

Attribute:	Intellect
Test Category:	Academic
Trained:	Yes
Sample Skills:	Astronomy, Alchemy, Biology, Chemistry, Physics, Psychology
Sample Specialties:	Constellations, Anatomy, Organic Chemistry

Test: Perform a test to recall information related to the particular Science skill.

Routine (TN 5): Remember a basic, significant fact; perform a simple experiment

Standard (TN 10): Remember specific facts; perform a basic experiment

Challenging (TN 15): Remember obscure facts; perform a complicated experiment

Difficult (TN 20): Remember extremely obscure facts; perform a complex experiment

Virtually Impossible (TN 25): Remember extremely obscure, distantly related facts; perform a complex, multistage experiment

Affinity: Gain a +1 affinity bonus for Investigate (Research) when conducting an experiment. Brew Potions also may grant an affinity bonus.

Action Time: Free action to remember a fact; 10 minutes to research from books; 1 hour to research by experiment

Extended Test: No (recall), Yes (research)

Spellcraft

You understand the intricacies and nuances of magic so that you may learn and identify spells and their effects.

Attribute: Intellect

Restriction: Must have the Magic Talent edge to gain access to this skill.

Test Category: Academic

Trained: Yes

Sample Specialties: Charms, Conjunction, Curses, Jinx, Mind, Transfiguration

Test: Make a Spellcraft test to cast, learn, identify, or create a spell.

Routine (TN 5): Identify a simple spell as it is being cast

Standard (TN 10): Identify an average spell as it is being cast; Identify a simple spell from its effects after it was cast

Challenging (TN 15): Identify a complex spell as it is being cast; Identify an average spell from its effects after it was cast.

Difficult (TN 20): Identify a highly complex spell as it is being cast; Identify a complex spell from its effects after it was cast

Virtually Impossible (TN 25): Identify a newly created spell; Identify a highly complex spell from its effects after it was cast

Additional Modifiers: If the spell has a duration, reduce the TN by -2. If the character has never encountered the spell, increase the TN by +2.

Action Time: 1 action to identify a spell being cast or a full round or longer to identify a spell by its effects.

Extended Test: No (recall), Yes (research)

Stealth

You know how to hide yourself, shadow others without being seen, and move silently.

Attribute:	Nimbleness
Test Category:	Physical
Trained:	No
Sample Specialties:	Hide, Move Silently, Shadow
Test:	Stealth requires an opposed test against an appropriate Observe test by whomever you are trying to hide from.
Additional Modifiers:	Cover and loud noises often aid Stealth attempts. Trying to move silently across a noisy surface incurs a -2 penalty to the test. Using Stealth while running incurs a -5 penalty to the test.
Affinity:	Observe provides an affinity bonus since you know what others look for. Survival provides an affinity in natural areas.
Action Time:	Full-round action
Extended Test:	No

Survival

You are adept at knowing how to survive in your surrounding environment by being able to build shelters, find edible plants and water, and hunt.

Attribute:	Perception
Test Category:	Physical
Trained:	No
Sample Specialties:	Arctic, Desert, Forest, Jungle, Mountains, Oceans, Plains, Sky, Swamp, Underground, Urban
Test:	Survival is a standard test. The difficulty depends on the environment you're in. You can usually find food and shelter in a forest with ease, but doing the same in the desert is another matter. This skill also allows you to read the weather.

Routine (TN 5): Determining if a plant is edible; Determining what the weather will be in an Hour

Standard (TN 10): Locating food, water, and shelter in the jungle or forest; Starting a fire; Determining what the weather will be later today and tomorrow.

Challenging (TN 15): Locating food, water, and shelter in the mountains; Determining what the weather will be like in 2-3 days

Difficult (TN 20): Locating food, water, and shelter in the desert; Determining what the weather will be like in 4-5 days

Virtually Impossible (TN 25): Locating food, water, and shelter in the arctic; Determining what the weather will be like in 6+ days.

Additional Modifiers: Poor weather – hard rains, high winds, driving snow – causes you to suffer a -4 penalty to Survival tests.

Affinity:	Observe gives an affinity bonus for spotting things. Track gives an affinity bonus when hunting. Knowledge of the country or region gives an affinity bonus when trying to survive there.
Special:	At skill ranks 6, 9, and 12, you may choose a +1 bonus to one of the following environments: forest, mountains, plains, arctic, underground, or urban. If you choose the same environment, the bonuses add up.
Action Time:	Starting a fire takes one minute. Finding food, water, or shelter and hunting takes no less than one hour.
Extended Test:	Yes

Track

You can read the signs left on the ground by those who walk upon it. You can also listen to the ground to hear the movement of groups at a great distance.

Attribute:	Intellect
Test Category:	Physical
Trained:	Yes
Sample Specialties:	Specific race or animal
Test:	Tracking is normally a standard test with difficulty based on the type of terrain. If the person you are tracking has Track himself, he uses it to hide his the signs he leaves, forcing you to make an opposed test instead. You can also use Track to follow the movements of people by listening to the ground. This provides little more information than the size of the group and afoot or mounted, but even that can prove useful.

Routine (TN 5): Following tracks through mud, new snow, or the like; Interpreting high-quality tracks; Listening to movements within 1 mile

Standard (TN 10): Following tracks across packed soil, grass, or the like; Interpreting average-quality tracks; Listening to movements within 2-4 miles

Challenging (TN 15): Following tracks across hard earth, gravel, or the like; Interpreting poor quality tracks; Listening to movements within 5-8 miles

Difficult (TN 20): Following tracks across stone or after rain, snow, or other phenomena obscure them; Interpreting very poor- quality tracks; Listening to movements within 9-16 miles

Virtually Impossible (TN 25): Following tracks across pavement; Listening to movements 17+ miles away.

Additional Modifiers: The difficulties listed above assume one person. For every doubling in the number of people tracked (2, 3-4, 5-8, etc.), you receive a +1 bonus to the result. If your quarry is riding mount on land, the tracks usually can't be hidden and you receive a +1 bonus to hear him/them through the ground.

Affinity:	Observe provides an affinity bonus.
Action Time:	Finding and interpreting tracks takes one minute per level of difficulty. Actually following the trail may take hours or days depending on how far ahead your quarry is.
Extended Test:	Yes

Use Item

With the preponderance of magic and magical items that you have been around, you know how to properly activate and use enchanted objects. Going out into the Muggle world can be dangerous and frightening for those of wizard-kind, but you have studied Muggles and their contraptions or lived in the Muggle world.

Attribute:	Intellect
Test Category:	Physical
Trained:	No
Sample Skills:	Magic, Muggle
Sample Specialties:	Broom, wand, Telephone, Computer, Car
Test:	The difficulty of activating and using an item depends on the item or type of item it is for each has its own TN for use. If an extraordinary success is rolled for a particular item, a Use Item test is not needed for it ever again.
Affinity:	For Use Item: Magic tests, add ½ Magic Modifier (rounded up, minimum 1) to test result.
Action Time:	Varies
Extended Test:	Yes

Chapter 7: Traits

Edges

Table 7-1: Edges List

Edge	Prerequisite	Upgrade?	Edge	Prerequisite	Upgrade?
Alert	Perception 6+	No	Friendly	Bearing 9+	No
Ally	–	Yes	Furtive	Nimbleness 6+	No
Ambidextrous	Nimbleness 6+/9+	Yes	Hardy	Vitality 9+	No
Bold	Bearing 9+	No	Hoard	–	Yes
Command	See text	Yes	Honey-tongued	Bearing 6+	Yes
Commendation	See text	Yes	Indomitable	Bearing 6+	Yes
Competitive	–	No	Keen Sense	Perception 6+	Yes
Concentration	–	Yes	Magic Talent	See text	No
Confident	Bearing 9+	No	Meticulous	Willpower 5+	No
Courageous	See text	No	Nature-savvy	–	Yes
Craftsman	–	Yes	Night-eyed	–	Yes
Curious	Intellect 6+	No	Quick-draw	Nimbleness 6+	Yes
Dead Aim	Nimbleness 6+	Yes	Rank	See text	Yes
Direction-sense	Survival (specialty) 4+	Yes	Stern	Bearing 6+	Yes
Dodge	Nimbleness 9+	No	Strong-willed	–	Yes
Doughty	Strength 9+	No	Studious	Intellect 9+	No
Eloquent	Bearing 6+	Yes	Swift Recovery	Vitality 9+/12+	Yes
Faithful	–	Yes	Tireless	Vitality 6+	Yes
Fame	–	Yes	Valiant	Bearing 9+	No
Famous Event	–	Yes	Valour	–	Yes
Forthright	Perception 6+	Yes	Wakefulness	Vitality 6+	No
Fortitude	Vitality 6+	Yes	Wise	Intellect 9+	Yes
Friends	–	Yes			

Edge

<Descriptive Text>

Prerequisite:	Attributes, Skills ranks, or traits needed before acquiring Edge.
Restriction:	Flaws you may not have in order to get this Edge.
Effect:	What happens when the edge is invoked.
Upgrade:	Yes or No; How many times if limited. The effects of upgrading the Edge.

Alert

Naturally cautious and ready for anything, you can react to peril more swiftly than others.

Prerequisite:	Perception 6+
Restriction:	Indecisive
Effect:	+3 bonus to Swiftness tests for initiative.
Upgrade:	No

Ally

A person great and powerful is know to you and considers you a boon companion or at least worthy of respect. If you seek his aid, he will give it to you if he is able.

Restriction:	Enemy, Hatred, Rival (same person or people)
Effect:	You must speak with your Narrator to determine who your ally is. He could be someone known across the wizarding world or a person of lesser import, but must be able to aid, either with counsel or deeds. When you seek his help by making social tests, he is always friendly (+5 bonus to result) to you. Do no press him too closely or often as he may become unwilling to help you. Because your ally is a person with hopes and fears, you cannot seek his assistance through dice rolls alone; you must talk with him, taking into account his whims and fancies and justifying your requests with kindly and persuasive words. At times, he may seek you out to request a favour in return for past aid.
Upgrade:	Yes. Select another person or people as your Ally.

Ambidextrous

Most folk have one hand they favour over the other, but not you. You can use either hand with equal ease.

Prerequisite:	Nimbleness 6+
Restriction:	None
Effect:	Using your off hand confers only a -4 test result penalty. You still incur multiple action penalties when appropriate.
Upgrade:	Yes; once (Prerequisite: Nimbleness 9+). You suffer no penalty when using your off hand.

Bold

Forthright and determined, you press on when others shrink from the rigors of the task.

Prerequisite:	Bearing 9+
Restriction:	Feeble
Effect:	Additional +2 bonus for each point of Courage spent on a physical test.
Upgrade:	No

Command

You have a captaincy or command over a force of men.

Prerequisite:	Unless by Narrator approval, you must have minimum Rank 1
Restriction:	None
Effect:	You have command of a group of up to 50 men.
Upgrade:	Yes; four times. You are restricted (unless by Narrator approval), to have no more picks in Command than you do for Rank. Command 2: 51-500 men Command 3: 501-5000 men Command 4: 5001-50000 men Command 5: 50001-500000 men

Commendation

You have performed above and beyond the call of duty and that service is worthy of recognition.

Prerequisite:	You must do something during gameplay worthy of acquiring this edge; it requires Narrator approval.
Restriction:	None
Effect:	You receive +1 Renown bonus per level of Commendation to social tests against those who would appreciate the significance of the award. You must spend the number of advancement picks equal to the commendation's level. Commendation 1: Minor award or achievement Commendation 2: Significant award or achievement Commendation 3: Major award or achievement
Upgrade:	Yes

Competitive

You are a natural competitor. Whenever you set your abilities against another, your desire to win rises to the surface, urging you to victory.

Restriction:	None
Effect:	+1 bonus to opposed tests.
Upgrade:	No

Concentration

You are able to tune out distractions, such as noise and pain, to carry through with the task at hand.

Restriction:	Easily Distracted, Easily Winded, Sickly
Effect:	Make a TN 12 Stamina test. Reduce the penalties due to the environment, weariness, and injury by 2 for this round.
Upgrade:	Yes; three times. Every time you pick this edge, reduce the penalties by another 2 (max 8) and increase the TN by 2 (max 18).

Confident

You have a firm belief in your own abilities and fitness for the chosen task, which translates into increase presence.

Prerequisite:	Bearing 9+
Restriction:	Arrogant, Intolerant
Effect:	Additional +2 bonus for each point of Courage spent on social tests.
Upgrade:	No

Courageous

You are no stranger to bravery, often leaping in situations where others would fear to be.

Restriction:	Craven
Effect:	You may use 6 Courage per round instead of the usual 4.
Upgrade:	No

Craftsman

Your hands have marvelous skill in the arts of making, and your mind has an unbounded ability to conceive new things for your hands to create.

Restriction:	Easily Distracted, Unfocused
Effect:	+1 bonus to Brew Potion and Craft skills.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Curious

The unknown and the hidden lure you like a moth to the flame. You must find out what the locked door holds and the shut door conceals. You can't help but investigate every dark corner and forbidden room.

Prerequisite:	Intellect 9+
Restriction:	Dim-witted, Dullard
Effect:	Additional +2 bonus for each point of Courage spent on academic tests.
Upgrade:	No

Dead Aim

Sharp-eyed and sure-handed, your spells hit with great accuracy.

Prerequisite:	Nimbleness 6+
Restriction:	None
Effect:	+1 bonus to Ranged Combat: Spells skill tests.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Direction-sense

You never get lost or lose your sense of direction, even underground.

Prerequisite:	Survival (any specialties) 4+
Restriction:	None
Effect:	Pick one of your Survival specialties. You will always know which way is north when traveling in this environment.
Upgrade:	Yes. Every time you pick this edge, choose a different Survival specialty from those you have acquired.

Dodge

Through hard experience or pain or a desire of self-preservation, you have developed a knack for avoiding peril and moving quickly in face of immediate danger.

Prerequisite:	Nimbleness 9+
Restriction:	Flat-footed
Effect:	+3 bonus to Swiftess tests for dodge actions.
Upgrade:	No

Doughty

You are built for performing great feats of physical prowess.

Prerequisite:	Strength 9+
Restriction:	Clumsy, Feeble
Effect:	+1 bonus to all physical skill tests.
Upgrade:	No

Eloquent

You speak well, with force or sweetness as the occasion demands, winning others to your side with bold speech.

Prerequisite:	Bearing 6+
Restriction:	None
Effect:	+1 bonus to Persuade skill tests.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Faithful

You possess great devotion, loyalty, and/or love for a person, group, or place which inspires you to fight harder and risk great dangers to preserve it and keep it safe.

Restriction:	Enemy, Hatred, Intolerant, Outcast, Rival (same person or people)
Effect:	You select a person, group, or place. When fighting on behalf of that which you hold dear, you receive a +1 to all combat actions when defending it

directly and attacking foes who directly threaten it (the Narrator determines whether the bonus applies in any given situation). You also receive a +1 bonus to Willpower vs. Fear in these situations. However your determination to protect that which you are faithful to may tempt you to do things you wouldn't normally do. When this happens you receive a -1 penalty to Willpower to resist being persuaded against your action.

Upgrade:

Yes. Every time you pick this edge, you receive an additional +1 bonus to Willpower vs. Fear and additional -1 penalty to Willpower to resist being persuaded against your action.

Fame

Your reputation precedes you and most people respect and admire your particular qualities.

Prerequisite: Renown 6+

Restriction: None

Effect: Select an aspect of your character's personality for your Fame. When a person attempts a recognition test, chances are he will recognize you for one of your Fame aspects. Favourable aspects will normally improve a stranger's stance towards you by one interaction stance category (see 9.3.3).

Upgrade: Yes. Each time you pick this edge, you may add another aspect to your Fame.

Famous Event

You played a critical or central role in an extremely important event. Record the event – when you are recognized in the future, people may react to you according to your participation in the event.

Prerequisite: You must do something during gameplay worthy of acquiring this edge; it requires Narrator approval.

Restriction: None

Effect: +1 Renown.

Upgrade: Yes. Every time you pick this edge, you receive an additional +1 Renown.

Forthright

Your honour and honesty let you see into the hearts and minds of others, making it difficult for them to deceive you.

Restriction: Gullible

Effect: +2 bonus to Wisdom tests to prevent others from deceiving you, for example, with Persuade (Fast Talk).

Upgrade: Yes; three times. Every time you pick this edge, you receive an additional +2 bonus (max +8).

Fortitude

You are made of sterner stuff than other folk.

Prerequisite:	Vitality 6+
Restriction:	Sickly
Effect:	+1 bonus to Stamina tests to resist poison and disease.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Friendly

You have a pleasant demeanor and amicable attitude; people find that you're easy to get along with.

Prerequisite:	Bearing 9+
Restriction:	Arrogant, Hatred, Intolerant
Effect:	+1 bonus to all social tests.
Upgrade:	No

Friends

You know many people and can call upon them for information or help in acquiring it.

Restriction:	Enemy, Hatred, Intolerant, Outcast (same person)
Effect:	You must select a place or group where you have friends. When you use Investigate to obtain information there, from the group, or where the group frequents, you receive a +4 bonus. Friends will provide no help beyond this though such as money or equipment or any other way unless you have an Ally there or the Narrator allows it.
Upgrade:	Yes; twice for same friends. Every time you pick this edge, you receive an additional +2 bonus (max +8) with the selected friends or additional place or group where you have friends.

Furtive

Cautious and clever, you know well how to hide yourself and small objects.

Prerequisite:	Nimbleness 9+
Restriction:	Clumsy
Effect:	+1 bonus to Conceal, Disguise, Legerdemain, and Stealth.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +1 bonus to the skills listed.

Hardy

A hard and perilous life has inured you to pain, allowing you to withstand more than other folk.

Prerequisite:	Vitality 9+
Restriction:	Weak
Effect:	Reduce all injury penalties to one level less than normal. For example, Near Death would be a -7 penalty instead of -9.
Upgrade:	No

Hoard

You or your family possesses great stores of gold, silver, and other valuables.

Restriction:	None
Effect:	You have access to personal wealth equal to about 50 Galleons or equivalent. It is not just in coinage, but also in items and goods. You must speak with your Narrator about the nature of your Hoard
Upgrade:	Yes; four times. Hoard 2: 51-500 Galleons or equivalent Hoard 3: 501-5000 Galleons or equivalent Hoard 4: 5001-50000 Galleons or equivalent Hoard 5: 50001-500000 Galleons or equivalent

Honey-tongued

Sweet-tongued and courteous, you can speak with kindness even when angered, winning favour with words.

Prerequisite:	Bearing 6+
Restriction:	None
Effect:	+2 bonus to social tests where kind and courteous speech might have an effect.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +2 bonus (max +8).

Indomitable

You possess great strength of will and can more easily resist attempts to dominate or command you.

Restriction:	Weak-willed
Effect:	You receive a +1 bonus to Willpower to resist interrogation, intimidation, and other similar influences.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Keen Sense

Your sense or senses are more acute than others giving you the ability to notice more than the average person.

Prerequisite:	Perception 6+
Restriction:	Same Dulled Sense
Effect:	+1 bonus to Observe (choose Sense) tests.
Upgrade:	Yes; three times for a particular sense or choose another sense. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Magic Talent

Born of Muggle, wizard, or mixed parents or through much study and exposure to the wizarding world granted you the ability to wield magical powers.

Prerequisite:	Muggle-born, Half-Muggles, or Pure Blood Heritage
Restriction:	Muggle or Non-magical Wizard Heritage may not acquire this edge without prior Narrator approval.
Effect:	Grants access to the Magic attribute with a starting value of $4 + \frac{1}{2} d6$. This attribute also gives access to skills, traits, and abilities based on this attribute and cast spells. It is also a favoured attribute for the purposes of advancement. If you are a Muggle or Non-magical Wizard and you acquire this edge, the attribute starts with a value of 1 and is not a favoured attribute.
Upgrade:	No

Meticulous

You are very exacting and take a methodical approach to any ongoing or extended task.

Prerequisite:	Willpower 5+
Restriction:	Unfocused
Effect:	+1 cumulative bonus per round for extended tests.
Upgrade:	No

Nature-savvy

You possess matchless skill in the wild and can follow tracks or hide where others cannot.

Restriction:	None
Effect:	+1 bonus with all wilderness-based skills like Survival, Track, etc.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Night-Eyed

While darkness blinds others, you retain the ability to see.

Prerequisite:	Perception 9+
Restriction:	Night-Blind
Effect:	Reduce the penalties for seeing in the dark by 2 to -3.
Upgrade:	Yes; once. Penalty for seeing in dark is reduced to 0.

Quick-draw

You have hands faster than others; your reflexes are sharp when reaching for your wand or a weapon.

Prerequisite:	Nimbleness 6+
Restriction:	None
Effect:	You can ready your wand or weapon from your side as a free action. If do so against someone else who has Quick-draw, whomever has the most picks in this edge wins. If you have the same number of picks, make a Swiftess test to determine the winner.
Upgrade:	Yes

Rank

You possess a position of authority, be it prefect of one of the houses at Hogwarts or the Minister of Magic.

Prerequisite:	Some positions require you to be of a certain bloodline or people while others require you to be appointed or elected.
Restriction:	None
Effect:	Rank has no effects on its own, but the story effects such as privileges and deference from NPC's can be significant. Having Rank does not, however, confer any power over forces for combat (Command) or extra wealth (Hoard).
Upgrade:	Yes; four times. Examples are given below: Rank 1: Prefect Rank 2: Head Boy Rank 3: Professor of Hogwarts Rank 4: Position on the Board of Governors; Headmaster of Hogwarts Rank 5: Minister of Magic

Stern

Your severe and exacting demeanor often makes others uneasy and thus the more ready to bow to your will.

Prerequisite:	Bearing 6+
Restriction:	Coward
Effect:	+2 bonus to Intimidate tests in which your sternness may cow others. However, you may have difficulty putting others at ease. The Narrator may impose a -1 penalty to your use of other social skills.
Upgrade:	Yes; three times. Every time you pick this skill, you receive an additional +2 bonus (max +8) and -1 penalty (max -4).

Strong-willed

You have a will of adamant and refuse to give in to blandishments or threats from others.

Prerequisite:	Bearing 6+
Restriction:	Weak-willed
Effect:	+1 bonus to Willpower.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Studious

Always in the library or seen in the common room doing homework, you are known for your bookish ways.

Prerequisite:	Intellect 9+
Restriction:	Dim-witted
Effect:	+1 bonus to academic tests.
Upgrade:	No

Swift Recovery

Through strength of body and will, you heal quickly, shrugging off the effects of injury while others lie nursing their wounds.

Prerequisite:	Vitality 9+
Restriction:	Slow Healing
Effect:	When allowed to heal naturally, you heal twice as fast as others, recovering two Wound Points instead of their one.
Upgrade:	Yes; once (Prerequisite: Vitality 12+). Same as above, but you recover three Wound Points.

Tireless

You possess unflagging determination and can push yourself past the point where others would collapse from exhaustion.

Prerequisite:	Vitality 6+
Restriction:	Sickly
Effect:	+1 bonus to Stamina tests.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Valiant

The fire of true courage and noble determination burn within you. When only heroic action can win through to victory, you can succeed where others fail.

Prerequisite:	Bearing 6+
Restriction:	Coward, Craven
Effect:	Make a TN 10 Bearing test. You may only roll once unless Favour of Fortune is used to re-roll. If you succeed, you receive +2 Courage to spend on any one action in the scene. You may only spend it on a truly heroic action where the victory or defeat hangs in the balance, not simply to look good. The Narrator will determine the appropriateness of its use during the scene. If the extra Courage is not used, it vanishes. This edge may only be used once per game session.
Upgrade:	No

Valour

Stout-hearted and courageous, you are possessed of a nobility and virtue that none, even the worst of fears, may overcome.

Prerequisite:	Bearing 6+
Restriction:	Coward, Craven, Weak-willed
Effect:	+2 bonus to Willpower to resist fear.
Upgrade:	Yes; three times. Every time you pick this edge, you receive an additional +2 bonus (max +8).

Wakefulness

Your strength of body and will allows you to remain awake without ill effects longer than most people.

Prerequisite:	Vitality 6+
Restriction:	Easily Winded, Feeble, Sickly
Effect:	Whereas most sleep some each day, a character with this edge can remain awake a number of nights in a row equal to his Stamina. Though awake, he still can regain Weariness Levels by resting. However, the character

loses one Weariness Level a day that he goes without sleep and may not recover those lost levels until he sleeps.

Upgrade:

No

Wise

You are accounted among the wise, one whose sage counsel others seek.

Prerequisite:

Intellect 9+

Restriction:

Dim-witted, Dullard, Gullible

Effect:

+1 bonus to Wisdom and Knowledge tests.

Upgrade:

Yes; three times. Every time you pick this edge, you receive an additional +1 bonus (max +4).

Flaws

Table 7-2: Flaws List

<u>Flaw</u>	<u>Upgrade?</u>	<u>Flaw</u>	<u>Upgrade?</u>
Allergy	Yes	Hatred	No
Arrogant	No	Indecisive	No
Clumsy	Yes	Infamy	Yes
Coward	Yes	Intolerant	Yes
Craven	No	Night-blind	No
Dark Secret	No	Noncombative	No
Dim-witted	No	Outcast	No
Dullard	No	Oath-bound	No
Dull-eared	Yes	Proud	No
Dull-eyed	Yes	Rival	Yes
Easily Distracted	No	Sickly	Yes
Easily Winded	No	Slow	Yes
Enemy	Yes	Slow Healing	Yes
Feeble	No	Stubborn	No
Fey	No	Unbelievable	Yes
Flat-footed	No	Unfocused	No
Greedy	No	Weak	No
Gullible	Yes	Weak-willed	Yes

Flaw

<Descriptive Text>

Restriction: Edges you may not have in order to get this flaw
Effect: What happens when the flaw is invoked.
Upgrade: Yes or No; How many times if limited. The effects of upgrading the Flaw.

Allergy

Your body reacts badly to being around certain things like pollen or dust, eating certain foods like nuts or fruit, or being bitten or stung by insects.

Restriction: None
Effect: Select the cause of your allergy. If you do something to enflame your allergy, you suffer -2 penalty to physical and academic tests.
Upgrade: Yes, twice or select new thing you are allergic to. Selecting this flaw a second time doubles the penalty and a third time causes you to take 2d6 points of damage per minute until healed with a TN 20 First Aid test or an antidote.

Arrogant

Scornful of those beneath you or peoples other than your own, you have trouble understanding them or speaking kindly with them.

Restriction: Confident, Friendly
Effect: You cannot spend Courage on social tests.
Upgrade: No

Clumsy

You have trouble getting around without bumping into things, tripping over your own feet, or dropping items.

Restriction: Doughty, Furtive
Effect: -1 penalty to physical tests.
Upgrade: Yes; three times. Every time you pick this flaw, you receive an additional -1 penalty (max -4).

Coward

You don't possess the power to confront danger or terror, unmanning you at times when bravery is most needed.

Restriction: Stern, Valiant, Valour
Effect: When confronted with combat or threats (use of Intimidate with a result of 10 or higher), you flee, cower to the will of the other, or some other appropriate effect unless you spend a point of Courage.
Upgrade: Yes; twice. The second time this flaw is picked, reduce the Intimidate result to 7 and increase the Courage cost to 2 points. The third time this flaw is picked, reduce the Intimidate result to 5 and increase the Courage cost to 3 points.

Craven

You don't possess "the heart of a lion." After all bravery and foolishness is two sides of the same coin. You'd rather stand back and consider your options before rushing headlong into a tense situation.

Restriction: Courageous, Valiant, Valour
Effect: You may only spend up to 2 points of Courage per round instead of the usual 4.
Upgrade: No

Dark Secret

Your heart holds some dread secret, one so terrible it would shame you if others were to learn of it.

Restriction:	None
Effect:	Speak with your Narrator to determine something proper. It must be something that would harm you if revealed, but wouldn't be something so bad that it would make your character not actually a hero. When you meet someone who knows of your Dark Secret, you suffer a -10 penalty to all social skills and any others that the Narrator may deem appropriate.
Upgrade:	No

Dim-witted

You're a bit slower off the mark than the average person.

Restriction:	Curious, Studious, Wise
Effect:	-1 penalty to academic tests.
Upgrade:	No

Dullard

Your hearing is poor. Others often must speak loudly to ensure that you hear their words.

Restriction:	Curious, Wise
Effect:	You cannot spend Courage on academic tests.
Upgrade:	No

Dull-Eared

You're a bit slower off the mark than the average person.

Restriction:	Keen-Eared
Effect:	-1 penalty to Observe (Hear) tests.
Upgrade:	Yes; three times. Every time you pick this flaw, you receive an additional -1 penalty (max -4).

Dull-Eyed

Your sight is poor. You have trouble seeing objects others perceive plainly.

Restriction:	Keen-Eyed
Effect:	-1 penalty to Observe (Spot) tests.
Upgrade:	Yes; three times. Every time you pick this flaw, you receive an additional -1 penalty (max -4).

Easily Distracted

You have a difficult time maintaining your focus and concentration, not even able to shake off the slightest distraction.

Restriction:	Concentration, Craftsman
Effect:	Additional -3 penalty to outside distractions.
Upgrade:	No

Easily Winded

Endurance trials aren't your forte; long marches and prolonged physical exertion tire you easily.

Restriction:	Concentration, Wakefulness
Effect:	Additional -3 penalty to Stamina tests vs. Weariness.
Upgrade:	No

Enemy

Your heroic conduct and goals have earned you an enemy who begrudges your achievements and would keep you from further success if he could.

Restriction:	Ally, Faithful, Friends, Rival (same person or people)
Effect:	Speak with your Narrator about choosing your Enemy. They wouldn't work against you in every adventure, but he will always bear you ill will. When a 1 on a d6 is rolled before the adventure, your Enemy becomes part of the story.
Upgrade:	Yes; once. The effect is either your Enemy is someone of great evil or a large group of people/beings, or your Narrator will include your Enemy if a 1 or 2 is rolled on a d6.

Feeble

Your body is not used to hard labour or is quite weak. You have trouble doing much more than normal physical activities.

Restriction:	Bold, Doughty
Effect:	You cannot spend Courage on physical tests.
Upgrade:	No

Fey

Stricken with despair and hopelessness, you desire death or you do not seek to avoid it.

Restriction:	None
Effect:	When you meet with any danger or fearsome foe, you must confront and chance it, unless you spend a point of Courage.
Upgrade:	No

Flat-footed

You are easily caught unawares and react poorly to unexpected changes.

Restriction: Dodge
Effect: -3 penalty to Swiftess tests for dodge actions.
Upgrade: No

Greedy

Avaricious and miserly, you desire riches above all other things.

Restriction: None
Effect: When wealth falls into your path, you must spend a point of Courage to resist its lure; otherwise you must do what you can to obtain it.
Upgrade: No

Gullible

You are easily fooled by those who wish to deceive you.

Restriction: Forthright, Wise
Effect: -2 penalty to Wisdom tests.
Upgrade: Yes; once. When you pick this edge a second time, you suffer an additional -2 penalty for a total of -4 to Wisdom tests.

Hatred

You feel loathing and spite for a person or people and cannot hide your scorn without great effort.

Restriction: Ally, Faithful, Friends
Effect: Select a person, a group, or whole people to hate. The target of your Hatred must be one with which you would normally have cordial or at least neutral relations. When you interact with the object of your hate, you suffer a -10 penalty for all social tests.
Upgrade: No

Indecisive

Your perception of the need to take action is not as sharp as that of others.

Restriction: Alert
Effect: -3 penalty to Swiftess tests for initiative.
Upgrade: No

Infamy

Your reputation precedes you and most people fear or revile you for one or more of your qualities.

Restriction:	None
Effect:	Choose a specific aspect of your personality for your Infamy. When a person attempts a recognition test, chances are he will recognize you for one of your Infamy aspects. Unfavourable aspects will worsen a stranger's stance towards you by one interaction stance category (see section 9.3.3).
Upgrade:	Yes. Each time you pick this edge, you may add another aspect to your Infamy.

Intolerant

You do not like a particular group, large or small. When you speak about them, you have nothing kind to say; they, conversely, cannot contribute anything useful to any discussion.

Restriction:	Enemy, Friends, Hatred
Effect:	The object of your intolerance is a small group. When interacting with the object of your ire, you cannot hide your dislike. You must spend 1 point of Courage to engage in social tests with them.
Upgrade:	Yes; twice. Every time you pick this flaw, you can either increase the size of the group, the frequency of encountering them, or add another group.

Night-Blind

You have more trouble seeing in conditions with little to no light than others normally.

Restriction:	Night-Eyed
Effect:	Double normal penalties due to lighting conditions.
Upgrade:	No

Noncombative

You hate to compete. You have no desire to win or pit your abilities against another.

Restriction:	Competitive
Effect:	-1 penalty to opposed tests.
Upgrade:	No

Outcast

You have been cast out of your home or town. Serious consequences may occur if you are ever return or are encountered by family or people from your town.

Restriction:	None
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Effect: If you encounter another of your race or a race of which you are descended and you are recognized as an outcast, double your renown penalty to all social tests, minimum of -1.

Upgrade: No

Oath-bound

On your honour, you have bound yourself to someone, an ideal, place, or thing.

Restriction: None

Effect: If you are Oath-bound to a person, you must obey what their instructions. Being Oath-bound to an ideal, place, or thing means that you will do whatever you can to defend it either with words or with your wand. Upon failing this commitment, this flaw changes into Infamy (Oath-breaker).

Upgrade: No

Proud

Headstrong and possessed of overwhelming pride, you do not suffer insults or taunts well and rarely accept any counsel but your own.

Restriction: None

Effect: If someone mocks or insults you, you must spend one point of Courage or react in an appropriate manner, either waiting to get back at your tormentor or attacking him outright.

Upgrade: No

Rival

For reasons deserved or undeserved and perhaps even unknown to you, you have earned a rivalry with another person who is your equal.

Restriction: Ally, Enemy, Faithful

Effect: Speak with your Narrator about choosing your Rival. The person must be someone with whom you would normally have cordial or at least neutral relations. They wouldn't work against you in every adventure, but he will always bear you ill will and seek to make you seem inferior to him. When a 1 on a d6 is rolled before the adventure, your Rival becomes part of the story.

Upgrade: Yes; once. The effect is your Narrator will include your Rival if a 1 or 2 is rolled on a d6.

Sickly

You've always been weak and lacked much intestinal fortitude.

Restriction: Concentration, Bold, Doughty, Fortitude, Hardy, Tireless, Swift Recovery, Wakefulness

Effect: -2 penalty to Stamina tests.

Upgrade: Yes; once. When you pick this edge a second time, you suffer an additional -2 penalty for a total of -4 to Stamina tests.

Slow Healing

Sickly, or perhaps simply weak in body or will, you heal slowly when injured or laid low by illness.

Restriction: Swift Recovery
Effect: When allowed to heal naturally, you heal twice as slow as others, recovering one Wound Point instead of their two.
Upgrade: Yes; once. Same as above, but you recover one Wound Point when they recover three.

Stubborn

Stiff-necked and prideful, you refuse to obey others when you find their commands insulting or to change your mind once you have made your decision.

Restriction: None
Effect: Once you make a decision, you resist all attempts to change your mind unless you spend a point of Courage.
Upgrade: No

Unbelievable

Being a wizard who grew up in the Muggle world, you have a hard time understanding or believing in magic regardless of your innate ability to wield it.

Prerequisite: Muggle-born, Half-Muggle, or Pure Blood who either grew up outside wizarding society or had very a strong Muggle influence growing up
Restriction: None
Effect: You have great difficulty with magic, add -5 to all Magic-based tests.
Upgrade: Yes; once. When you pick this edge a second time, you suffer an additional -5 penalty for a total of -10 to Magic-based tests.

Unfocused

You have difficulty being able to maintain direction in what you are doing for long periods of time.

Restriction: Craftsman, Meticulous
Effect: -1 cumulative penalty per round for extended tests.
Upgrade: No

Weak

You have little tolerance for pain and injury.

Restriction:	Hardy
Effect:	Increase all injury penalties by 2. For example, Near Death would have a -11 penalty instead of -9.
Upgrade:	No

Weak-willed

You possess little will and often take offense at the smallest of insults.

Restriction:	Indomitable, Strong-willed, Valour
Effect:	-2 penalty to Willpower tests.
Upgrade:	Yes; once. When you pick this edge a second time, you suffer an additional -2 penalty for a total of -4 to Willpower tests.

Chapter 8: Abilities

Table 8-1: Abilities

<u>Name</u>	<u>Prerequisite</u>	<u>Name</u>	<u>Prerequisite</u>
Alter Duration	Spell Specialty	Metmorphmagus	Half-Muggle or Pure Blood Heritage
Alter Range	Spell Specialty	Occlumency	Spellcraft 4+; Willpower 4+; Must be trained by someone who has both the Legilimency and Occlumency abilities
Ancient Scripts	4 Languages other than native tongue, Spellcraft 6+; Library ability	Parselmouth	Heir of Salazar Slytherin or Harry Potter
Animagus	Brew Potion 9+; Polymorph Self Spell; Spell Specialty (Transfiguration) ability	Permanence	5th year student or older; Spellcraft 6+
Apparate	Being of proper age and passing the proper tests.	Place of Trade	Hoard 2+, Craft 4+
Eldritch Power	Refuge	Preservation	Place of Trade
Enchantment	Appropriate Craft 9+, Masterwork	Reduce Difficulty	Spell Specialty
Expertise	Knowledge 8+ in subject; Library ability	Refuge	Two other abilities
Foresighted	Heir of a line of seers such as The Oracle of Delphi, Nostradamus, or ? (the great seer of mentioned in the book)	Secretive	6 ranks in 3+ Knowledge skills
Imposing	Willpower 5+; 2 other abilities	Sense Power	4 other abilities
Legilimency	Perception 8+; Spellcraft 8+; Must be trained by someone who has the Legilimency ability	Speedy Work	Place of Trade
Library	None	Spell Focus	None
Masterwork	Sanctum	Spell Specialty	Spellcraft 4+ and skill specialty of spell type
Mastery of Magic	Spellcraft 9+; Spell Specialty	Wizard's Heart	Spellcraft 6+; Refuge Power ability

Ability

<Ability description>

Prerequisite:	Any skills, abilities, spells, etc. needed in advance in order to acquire this ability.
Effect:	A description of the abilities benefits and game mechanics associated with having this ability.
Upgrade:	Yes or No; how many times. The effects and possibly additional cost of upgrading the ability.

Alter Duration

In your studies and practice with certain spells you are able to increase the duration of the spells you cast of a particular type.

Prerequisite:	Spell Specialty
Effect:	You are able to extend the duration of your spells of the specialty denoted by the Spell Specialty ability a length equal to $1/2d6$, minimum 1.
Upgrade:	Yes; three times or choose a new Spell Specialty. For each upgrade for a particular Spell Specialty, increase the factor of the duration by $1/2d6$ (ie $1d6$, $1.5d6$, and $2d6$).

Alter Range

In your studies and practice with certain spells you are able to increase the range of the spells you cast of a particular type.

Prerequisite:	Spell Specialty
Effect:	You are able to extend the range of your spells of the specialty denoted by the Spell Specialty ability a distance equal to $1/2d6$, minimum 1.
Upgrade:	Yes; three times or choose a new Spell Specialty. For each upgrade for a particular Spell Specialty, increase the factor of the range by $1/2d6$ (i.e. $1d6$, $1.5d6$, and $2d6$).

Ancient Scripts

Your in-depth book-learnedness has given you the experience and knowledge of deciphering and understanding ancient scripts and magicks.

Prerequisite:	4 Languages other than native tongue, Spellcraft 6+; Library ability
Effect:	Deciphering an unknown script (one for which the character has no Language skill) is very time consuming from 1 hour to a whole day per paragraph translated and requires uninterrupted effort and study. At the end of that time, the character makes an Intellect test where the TN is based upon the complexity of the texts: 10 for simple texts (tales, histories, etc.), 15 for complex texts (detailed records, alchemist notes, etc.), and 20 for very complex texts (magic lore). He receives a +1 bonus for each language the character knows. If a marginal success is made, he

understands the gist of what has been read but may have missed some pertinent facts. If a complete success is made, he better understands what was read, but may not know the meaning of a few sentences or phrases. If a superior success is made, he understands all but a few words. If an extraordinary success is made, he can read and understand the entire text without mishap.

Animagus

You have imbued your own body with the power to transform at will into a specific animal.

Prerequisite: Brew Potion 9+; Polymorph Self Spell; Spell Specialty (Transfiguration) ability

Effect: You have the ability to change into a Muggle animal. To determine what kind of animal, roll 1d6 for each table below.

<u>Roll</u>	<u>Type of Animal</u>	<u>Roll</u>	<u>Size of Animal (except Insect)</u>
1	Insect/Arachnid	1	Little
2-3	Reptile	2-3	Small
4-5	Mammal	4-5	Medium
6	Bird	6	Large

It costs two actions to change form from human to animal or vice versa. If you do not register yourself with the Ministry of Magic, then you will acquire the Dark Secret (Unregistered Animagus) flaw.

Apparate

You are able to appear and disappear at will wherever you wish.

Prerequisite: Being of proper age and passing the proper tests.

Effect: You passed the tests, similar to getting a driver's license in the Muggle world, and have been granted the ability to Apparate as a means of transportation. You are unable to either take anyone with you or bring more than you are able to carry. It requires a Spellcraft test to appear in the place that you intend. If you intend to apparate to a place in which you have never been before, add +10 TN to the Spellcraft check. This ability is a type of Conjunction and so is affected by bonuses (or penalties) associated with that type of magic.

Simple (TN 5): 100 miles or less

Standard (TN 10): 101-500 miles

Challenging (TN 15): 501-1000 miles

Difficult (TN 20): 1001-5000 miles

Virtually Impossible (TN 25): 5001 miles to the other side of the Earth.

Eldritch Power

When working in your refuge, you have the ability to draw power from your special place to aid you in your task.

Prerequisite:	Refuge
Effect:	Decrease the Spellcraft TN of Tier I spells by 2 or add a +2 bonus to any Craft tests.
Upgrade:	Yes; twice. Each upgrade decreases the Spellcraft TN of Tier II spells or increases the Craft bonus to +4, and decreases Tier III spells or increases the Craft bonus to +6.

Enchantment

You are so skilled in your chosen art or craft that you are able to weave magic into the very items you create.

Prerequisite:	Appropriate Craft 9+, Masterwork
Effect:	When you succeed in creating a masterwork item, you may imbue the item with a magical effect of a spell that you know. The spell should be appropriate to the item that is enchanted, requiring Narrator approval. Roll a Spellcraft check to imbue the item with the spell. If you have the Permanence ability, the item's enchantment will last forever or until dispelled. Without the Permanence ability, the item will have a number of charges or uses of the spell equal to the Spellcraft result. If an item uses up its charges, the enchantment is lost and the item becomes mundane. To disrupt a permanently enchanted item or cease the function of one charge of a limited enchanted item, the caster must roll a Spellcraft check against the Spellcraft result of the spell that has been imbued into the item. To completely disenchant an item, the caster must make a Spellcraft check with a total TN equal the combined total of the Spellcraft result for the spell(s) imbued in the item +5 for each Tier I spell, +10 for each Tier II spell, or +15 for each Tier III spell.

Expertise

Among the many wizards of the world you are known to one of the top in your field of focus.

Prerequisite:	Knowledge 8+ in subject; Library ability
Effect:	Select one general subject. Whenever you make a test the Narrator deems to involve knowledge of the subject, not just Language or Knowledge tests, you receive a +2 bonus to the test.
Upgrade:	Yes; twice or select a new subject. Each time you upgrade a subject, you increase the bonus by +2.

Foresighted

You have been gifted with the rare and powerful gift of foresight, the ability to see the future.

- Prerequisite:** Heir of a line of seers such as The Oracle of Delphi, Nostradamus, or Cassandra Trelawney.
- Restriction:** This ability may only be acquired up through a character's third year in a wizarding academy as the power manifests itself around the age of 13.
- Effect:** Once per narrative a character has the ability to foretell the future through the use of this ability. The player must indicate to the Narrator that she wants to use this ability, but it will be at the Narrator's discretion that the power is invoked and what information shall be imparted. Roll 1d6 to determine if the vision will be announced in the presence of other people. When a 1 is rolled, the vision will be given and orb will appear in the Ministry of Magic without anyone else's knowledge as the seer, as those with the gift are called, goes into a trance and doesn't remember what she has foretold.
- Upgrade:** Yes; twice. Each upgrade will cost a +1 Advancement picks (cumulative) and will increase the frequency of the visions to once per chapter and once per game session. At the point, the ability can be used once per session, the vision occurs on demand of the character.

Imposing

You possess great wisdom, majesty, and power which is shown through your dealings with others.

- Prerequisite:** Willpower 5+; 2 other abilities
- Effect:** For every point of Courage you spend on Intimidate or Inspire tests, you receive an additional +2 bonus from Courage (+5 instead of +3).

Legilimency

You are practiced in the arts of "reading" and interpreting the minds of others.

- Prerequisite:** Perception 8+; Spellcraft 8+; Must be trained by someone who has the Legilimency ability
- Effect:** You have access to the Legilimency spell.
- Upgrade:** Yes: once. Doubles the effect of the Mind specialty and costs an additional +1 Advancement pick.

Library

Through years of careful searching, collecting, or possibly stealing, you have acquired an extensive library of books, scrolls, and other records.

- Effect:** When you have an opportunity to use your library to search for an answer to a question, you receive a +2 bonus to any corresponding Language or Knowledge test.

Upgrade: Yes; two times. Each upgrade increases the bonus by +2.

Masterwork

The quality of work which you produce is a cut above most other practitioners of your craft or art.

Prerequisite: Sanctum

Effect: The value of the item you create is one level of success greater than which is indicated by the skill roll. If an extraordinary success, roll 1d6 and multiply that value with the value as indicated by a superior success; if a 1 is rolled, add a minimum of 10 galleons to its worth (Narrator's discretion). If the item is a weapon, add +1 to its damage. If the item is armour, add +1 to its Armour Rating.

Mastery of Magic

Even among your peers you are advanced and perceptive in the dealings of magic and spells.

Prerequisite: Spellcraft 9+; Spell Specialty

Effect: You are granted a +5 bonus instead of +2 bonus to the effects listed in the selected Spell Specialty ability.

Upgrade: Yes; other spell specialties.

Metamorphmagus

This extraordinary ability allows you to change your physical body at will.

Prerequisite: Half-Muggle or Pure Blood Heritage

Restriction: This ability may only be acquired during character creation.

Effect: Roll 1d6 once; grants you a bonus equal to the roll to Disguise and Perform (Mimicry) tests. If you attempt to alter your appearance to match another person, see below test difficulty. If you only have a picture of the person, you will not be able to alter your voice to theirs; similarly, if you don't know what they look like, but have only a sample of their voice, you can't appear like them. It costs 1 action to alter your appearance. You are also limited to a +/- 10% body size alternation. You also must acquire any one Flaw except one from this list: Dark Secret, Enemy, Hatred, Infamy, Outcast, or Rival.

Simple (TN 5): Attempting to change into person you know very well, such as family member.

Standard (TN 10): Attempting to change into person you know fairly well, such as a friend.

Challenging (TN 15): Attempting to change into person you know somewhat well, such as classmate or co-worker.

Difficult (TN 20): Attempting to change into person you don't well, such as someone you've met only a couple of times.

Virtually Impossible (TN 25): Attempting to change into person you don't know at all.

Upgrade: Yes; twice. Roll 1d6 each time you pick this ability and add it to the bonus you already have to your Disguise and Perform (Mimicry) tests.

Occlumency

You are learned in the arts of shutting your mind to all those who may try to look within.

Prerequisite: Spellcraft 4+; Willpower 4+; Must be trained by someone who has both the Legilimency and Occlumency abilities

Effect: You may add 1/4 of your Spellcraft ranks (rounded down, minimum 1) as a bonus to your Willpower test vs. Mind effects such as the Legilimens spell. If you have the Mind specialty, you may also add the specialty bonus to the Willpower test.

Upgrade: Yes; twice. Each upgrade grants you an additional 1/4 of your Spellcraft ranks as a bonus and costs +1 Advancement pick (cumulative).

Parselmouth

You have the ability to talk to snakes and other serpent-like creatures.

Prerequisite: Heir of Salazar Slytherin or Harry Potter

Restriction: This ability may only be acquired during character creation.

Effect: Grants Language: Parsel-tongue +1 and Command edge over serpent-kind. The requirement of Rank for Command is waived.

Upgrade: Yes, three times. Grants Language: Parsel-tongue +1 and Command +1.

Special: You are able to acquire further ranks in Language: Parsel-tongue as any other skill you have already acquired.

Permanence

You are able to make spells that don't have instant effects to last forever or until dispelled.

Prerequisite: 5th year student or older; Spellcraft 6+

Effect: Gives caster the ability to make spells with a duration (Narrator's discretion) permanent by adding +10 TN to the Spellcraft check and rolling a Complete success or better. The spell will continue to be in effect until it is dispelled with a Dispel Charm that had a Spellcraft check greater than that rolled for the permanent spell.

Upgrade: Yes; twice. For the first upgrade, reduce the TN modifier to +7 for the Spellcraft check and roll a Complete success. For the second upgrade, further reduce the TN modifier to +5 for Spellcraft check and roll a Complete success.

Place of Trade

Not wanting a conventional life such as working for the Ministry of Magic or teaching at the local wizarding academy, you opened your own store or business or you inherited it from your parents.

Prerequisite:	Hoard 2+, Craft 4+
Restriction:	The character must be of age to own a business.
Effect:	For every full month you work there you earn 100 galleons on average, more or less, selling your wares depending on the Narrator's judgement.

Preservation

The items you make are made to last, be it a broom or work of art.

Prerequisite:	Place of Trade
Effect:	Anything you make will survive the ravages of time, but still may become damaged by attacks.

Reduce Difficulty

In your studies and practice with certain spells you are able to cast spells of a type with greater ease.

Prerequisite:	Spell Specialty
Effect:	You are able to reduce the TN of the Spellcraft checks by 1 for Level I spells of the type denoted by Spell Specialty ability. This TN reduction is cumulative with other TN reductions.
Upgrade:	Yes. There are many options for upgrading or choosing this ability again. With no additional Advancement pick cost, you can further reduce the Spellcraft TN for the particular specialty by 3 and then 5 OR you can select another Spell Specialty. At the cost of one additional Advancement pick, you can have Level II spells of the same Spell Specialty reduced by -1, -3, and -5 (each subsequent reduction costs a total of four Advancement picks). At the cost of two additional Advancement picks, you can have Level III spells of the same Spell Specialty reduced by -1, -3, and -5 (each subsequent reduction costs a total of five Advancement picks).

Refuge

You have a special place where you work and practice your craft.

Prerequisite:	Two other abilities
Effect:	Select a place as your Refuge, be it your home or place of business, or a secret laboratory (Narrator's approval).

Secretive

Some wizards, stubborn and proud, scorn to reveal their knowledge to others, even those in dire need of assistance.

Prerequisite: 6 ranks in 3+ Knowledge skills

Effect: You may add your Intellect modifier to all Willpower tests you must make. If attempting to resist efforts to be forced into revealing your knowledge, double your Intellect bonus before adding it to the Willpower test result.

Sense Power

Your senses are attuned to the world around you and all that is magic and powerful.

Prerequisite: 4 other abilities

Effect: Make an Observe (Sense Power) or Perception test. At a radius equal to 5 feet x Willpower bonus, you are able to sense all things magical and with inherently natural power such as enchanted items, magical creatures, or active spells. The table below lists the what things may be sensed and their appropriate TN's.

<u>TN</u>	<u>Source of Power</u>
5	Ancient artifacts (Sorcerer's Stone) and spells, dragons
10	Powerful artifacts (Mirror of Erised), wizards of great power (Lord Voldemort, Dumbledore)
15	Average enchanted items, magical creatures (non-human)
20	Average wizard, power-driven Muggle items
25	Muggles

Speedy Work

You are able to complete magical tasks and produce your wares in a timelier manner than most.

Prerequisite: Place of Trade

Effect: Decrease the time by 25% for creating an item.

Upgrade: Yes; twice. Decrease the time for creating an item by another 25% for each upgrade.

Spell Focus

You have used this spell often and become quite at ease in casting it that your proficiency in it ranks high above average wizards

Effect: Select a particular spell that you know and you can: do +2 damage with it, add +2 units to its duration, or gain a +2 Spellcraft test bonus. You must select one of these effects and it can never change.

Upgrade: Yes. You may not select the same effect more than once for an individual spell.

Spell Specialty

Through time and practice you have become quite adept in casting a selected type of spell.

Prerequisite:	Spellcraft 4+ and skill specialty of spell type
Effect:	You are granted an additional +2 bonus to all dice rolls concerned in casting the spells (Spellcraft, duration, etc.) of the selected type.
Upgrade:	Yes; other specialties.

Wizard's Heart

You are possessed of great endurance and willpower that allows you to cast more spells without great difficulty.

Prerequisite:	Spellcraft 6+; Refuge Power ability
Effect:	You make another action in combat to cast a spell. This is a free action.
Upgrade:	Yes; three times. For each upgrade you receive another free action to cast a spell, but the Spellcraft prerequisite increases to Spellcraft 8+, 10+, and 12.

Chapter 9: System Mechanics

When characters hide from the lurking Mr. Filch, combat a basilisk, or brew a potion, the rules of the game dictate how the Narrator must determine the outcome of the attempt. The rules describe the type of test to use, what dice to roll, and how to interpret the results.

Time

Time plays a crucial role in many game adventures. Within the game, time breaks down into five abstract intervals that are subsequently described: action rounds, scenes, chapters, narratives, and interludes.

Action Round

Action rounds are the smallest intervals of time in the game, representing about 6 seconds of real time – the amount of time needed to avoid an attack, draw your wand, and cast a spell. A lot of the drama in the Harry Potter books revolves around tense and often life-threatening moments of action, so whenever the characters are involved in fast-paced feats one after another, the story moves in sequential rounds. The number of actions a character can make in an action round are defined by her “action allowance.” See *Actions* below for more information.

Scene

Scenes are increments of time of varying length in which a particular goal or purpose are had in mind by the Narrator. Scenes can last several minutes to an hour or more and end when the goal or purpose has been met. The characters will then move on to the next scene. A scene could be a conversation in the dormitories, detention with Professor Snape, or a wizard duel.

Chapter

Chapters in the game, similar to those in a book, represent a number of different scenes and interludes made by the Narrator which can take place over hours, days, or longer in game time.

Narrative

Narratives consist of two or more chapters, a sequence of adventures often ending in a important and often climactic scene. For example, the face-off between the main characters and a villain or obtaining a particularly powerful magical item before it fell into the hands of a Dark Wizard.

Interlude

Narrators use interludes when describing events beyond the first-hand experience of the PC's or to account for ordinary activities that don't warrant detailed narration. Generally, Narrators use these to gloss over unimportant details between scenes and chapters.

Actions

In the *Harry Potter: The Roleplaying Game*, characters accomplish important or time—critical things by attempting or performing actions. An action represents a singular feat such as running down a hall, casting a spell, or climbing a cliff. You can often assume minor or menial tasks automatically succeed without the need for rolling dice. But when situations are meant to challenge PC's, the Narrator will break them down into manageable actions which often occur in a sequential order. Determining what a character can and cannot and letting her decide what she wishes to attempt is one of the things that makes the game so fun and challenging to play.

The rest of this section presents an assortment of actions that characters commonly perform during the game's chapters. These actions fall into one of several categories, including movement actions (running, diving, climbing), combat actions (aiming, casting spells, striking a blow), free actions (dropping an object, issuing a command), and full-round actions (searching for a concealed object, deciphering an unknown script). Within each category, the action descriptions tell you:

- The intended effects
- The type of dice test required (if any), and
- The action cost of performing the deed

Movement Actions

Tests

Academic Tests

- 9.3.2 Physical Tests
- 9.3.3 Social Tests
- 9.3.4 Degrees of Success/Failure
- 9.3.5 Types of Tests
 - 9.3.5.1 Attribute
 - 9.3.5.2 Reaction
 - 9.3.5.3 Skill
- 9.3.6 Variants
 - 9.3.6.1 Opposed Tests
 - 9.3.6.2 Extended Tests
 - 9.3.6.3 Combined Tests

Movement and Travel

Table 9-x: Movement Based on Size

<u>Size</u>	<u>Walk Distance Per Action</u>	<u>Walk Distance Per Hour</u>
Miniscule or smaller	1 inch	100 yards
Tiny	1 foot	250 yards
Little	1 yard	1 mile

Small	3 yards	2 miles
Medium	6 yards	3 miles
Large	12 yards	10 miles
Huge	24 yards	25 miles
Mammoth	48 yards	50 miles
Gigantic	96 yards	100 miles
Titanic	180 yards	200 miles
Titanic +X	$180 + X*180$	$200 + X*200$

Table 9-x: Creature Movement Actions

<u>Action</u>	<u>Action Cost</u>	<u>Speed Multiplier</u>
Walk	1	x1
Jog	1	x2
Run	2	x4
Sprint	Full Round	x8

Note: Speed Multiplier is the factor by which the Walk Distance Per Action speed from Table 9-x is multiplied to determine the distance traveled while moving at that pace.

Combat

- 9.5.1 Basics
- 9.5.2 Melee Combat
- 9.5.3 Ranged Combat
- 9.5.4 Damage
- 9.5.5 Unseen Attacks
 - 9.5.5.1 Fear
 - 9.5.5.2 Contest of Wills
- 9.5.6 Combat Actions
 - 9.5.6.1 Actions
 - 9.5.6.2 Maneuvers

Injury, Weariness and Healing

- 9.6.1 Health and Wound Levels
- 9.6.2 Sources of Damage
- 9.6.3 Healing
- 9.6.4 Weariness

Chapter 10: Magic

With a wave of a wand, the uttering of words of power, a flash of green light, and all that is left is the lifeless body upon the ground. These are the defining features of the most feared spell to be conjured by any wizard and in this section is detailed the workings of magic for the Harry Potter Roleplaying Game.

Magic in the World of Harry Potter

Before any young character of this world can go around flitting curses and jinxes on one another, the player must remember specific rules of the world concerning magic.

First (and most important to starting characters) is the Decree of Underage Wizardry. This is a universal law in the entire wizarding world: student wizards not graduated from an accredited academy may not use magic in the Muggle world, except in dire circumstances where it is to save their life or the life of another. To do so, will incur an immediate warning from the local Ministry of Magic by owl. In game terms, this will confer an immediate flaw of Infamous (Underage Wizardry). If another such infraction occurs, you shall lose your wand and thus barring you from ever practicing magic forever and thus conferring the flaw Infamous (Magic Ban).

If such happenings occur or other incidents of the wizarding world being exposed to Muggles other than the privileged few who have children born with the gift, the wizarding governments have departments for fixing the problem and making sure that the incident impacts the Muggle world as little as possible. Aside from this, there are put in place many anti-Muggle enchantments and such which are designed to keep the Muggle world from discovering wizard locations down to distracting them from becoming suspicious of wizards who happen to be out on the street. So all in all, do your best to keep the wizarding world safe and secure because if the whole of the Muggle world knew about magic, just imagine the chaos that would bring.

Unforgivable Curses

There are three curses which are considered to be the most heinous a person could ever inflict upon another; they are: Cruciatus Curse, Imperius Curse, and Killing Curse. The descriptions of these curses are found below with the other spells. If anyone were to cast an Unforgivable Curse, they automatically receive the Infamy (Unforgivable Curse) flaw. Those with this flaw would probably be hunted by the Ministry of Magic and put on trial for this crime. Those who have been convicted, like many of the Death-Eaters, were given life sentences.

Properties of Magic

- High magical areas disrupt items that are powered or affected by electricity or magnetism giving a +10 TN to their use.
- High electrical or magnetic areas disrupt spells and magic items causing them to be affected as if by the Dispel spell.

Spell Mechanics

Acquiring Spells

Spellcasting is fairly simple affair in terms of game mechanics. Before you can cast a spell, two things must happen first, you must:

- Have a wand (only under special circumstances can spells and innate abilities be cast or invoked without a wand), and
- Learn how to cast the spell

While studying at your wizarding school, you may once per week choose a spell, which you are allowed to attempt by:

- Having the necessary prerequisites for the spell or upon Narrator's approval
- Roll a Spellcraft check with the TN equaling the first value of Spellcraft TN (Learning TN) in the spell's description.

Once you achieve a successful result, it becomes a learned spell and from then on when you attempt to cast the spell, its Spellcraft TN is the second value of Spellcraft TN (Casting TN) in the spell's description.

The spells listed in this book are grouped into three tiers. The spells within each tier are of similar power and difficulty. This important because during character creation you will have a chance to attempt to learn some spells before your character begins her first year at her wizarding school. Upon Narrator's approval, you may attempt to learn a number of Tier I spells equal to your Intellect modifier. This is to allow for those who wanted to study ahead in their texts before the beginning of the school year. To learn these spells, follow the rules outlined above.

Innate Abilities

Certain spells can become innate abilities – spells that can be cast without a Spellcraft check, words of power, or wand gestures. Wizards who attain such familiarity with spells are powerful indeed and a few steps are required to achieve this power.

First, the wand gestures must be eliminated. This costs three Advancement Picks and requires some practice. While attempting to do this, once per week make a Spellcraft check against the spell's Learning TN. Once a complete success or better is achieved, this aspect of the spell is removed.

Second, the words of power must be eliminated, which also costs four Advancement Picks and requiring more extensive practice. While attempting to do this, once per month make a Spellcraft check against the Learning TN. Once a superior success or better is achieved, this aspect of the spell is removed.

Finally, the Spellcraft check must be eliminated at the cost of five Advancement Picks and requiring vastly more practice and study. While attempting to do this, once per a number of weeks equal to the spell's Learning TN make a Spellcraft check against the spell's Learning TN. Once an extraordinary success is achieved, this aspect of the spell is removed.

A wizard can stop at any time during the attempt to make a spell an innate ability, but if Advancement picks are spent, they cannot be regained. Upon completion of these steps, the spell becomes an ability. The spell can then be cast without gestures, words, or Spellcraft check and once per round it can be cast as a free action, but you are still required to have a wand in hand to invoke the ability.

Weariness and Spellcasting

Learning difficult spells and casting spells that require concentration tax the body and mind. When a character attempts to learn a new spell, she must make a Stamina test every period of time equal to her Vitality score in minutes. The TN of the test is based on the Spell's Tier: TN 7 for Tier I spells, TN 10 for Tier II spells, and TN 12 for Tier III spells. Failing the Stamina test makes the character lose a number of Weariness Levels equal to the spell's tier. The number of times a character will make a Spellcraft test when attempting to cast the spell is up to the Narrator. When a spell that requires concentration is cast, a character must make a Stamina test with the same TN's listed above every period of time equal to her Vitality score in increments listed by the spell. Failing the Stamina test causes the character to lose a number of Weariness Levels equal to the spell's tier. The caster must then make another Spellcraft test (applying all appropriate penalties) to keep the spell active; if the new test fails, the spell is lost.

Spell Specialties

Some wizards inherently gravitate towards or devotedly study certain types of spells. By doing so, it makes it easier for them to cast spells of that type. In the game there are six different spell specialties that correspond to the different affinities of magic in this world: Charms, Curses, Conjunction, Jinxes, Mind, and Transfiguration. These specialties are applied as both specialties for the Spellcraft, and the Spell Specialty ability and the abilities that it is a prerequisite.

Charms

Spells of this type are meant to imbue the target of the spell with magical properties.

Curses

Spells of this type are meant to harm or adversely affect the target of the spell.

Conjunction

Spells of this type cause objects to appear or disappear.

Jinxes

Spells of this type disrupt a spell's effects for a period of time or alter the normal operation of the target.

Mind

Spells of this type, being very powerful, can affect a person's perception of reality or attempt to invade or control her mind. The target a spell of this type can attempt to resist it by making a Willpower check against the caster's Spellcraft result; she may add any bonuses for magical resistance, if applicable.

Transfiguration

Spells of this type alter a target's normal physical properties.

Spell Name

Prerequisite:	Spell or spells needed to be able to learn said spell.
Spellcraft TN:	Spells have two TN's: one for learning the spell and another for when the spell is cast. Range, Duration, and/or Effect may dependent upon how successful the spell is cast. If you fail the Spellcraft test to learn the spell then it isn't learned. If you fail the Spellcraft test to cast the spell, see "Failure" below.
Range:	Maximum distance spell is has effect. If a spell is to affect a target of a range farther than Touch, a Ranged Combat: Spells test is required. Spells have the limitation of line of sight unless otherwise noted. 5/20/50/80+20 is the range increment defined for "Standard" used below.
Duration:	Length of time spell's effects will last. "Concentration" requires a Spellcraft check with a +1 TN at every time part denoted by the spell (i.e. once a minute, once an hour, etc.).
Specialty:	The spell specialty the spell belongs to.
Effect:	The mechanics of how the spell works within the game.
Counterspell:	The spell that can cast, besides Disruption or Dispel, to disrupt or dispel a previously cast spell. To counter a spell in response to one just cast, the Spellcraft test must be equal to or greater than the Spellcraft result of the opposing spell. To counter a spell that is already in effect, the TN to disrupt or dispel it is equal to the Spellcraft result +2. Spell effects that have been made permanent gain +2 TN to the Spellcraft test TN for every 50 years in effect.
Failure:	What happens if the Spellcraft test to cast the spell fails. Typically nothing happens if the attempt to cast the spell fails unless a failure is noted. The Narrator may alter this as she sees fit.

Tier I Spells

Table 10-1: Tier I Spells

<u>Name</u>	<u>Specialty</u>	<u>Name</u>	<u>Specialty</u>	<u>Name</u>	<u>Specialty</u>
Amplify	Ch, J	Extinguishing Spell	J	Quiet	Ch, J
Aviary	Co	Fog-raising	Co	Repair	Co
Cleaning Spell	Ch	Four Points Charm	Ch	Resistance Charm	Ch
Color-change	T	Illuminate	Ch	Restoring Jinx	J
Conjurus	Co	Impediment Curse	Cu	Severing Spell	T, J
Create Flame	Co	Jelly-legs Jinx	J	Slippery Spell	Ch, J
Curse of the Bogies	Cu	Levitation	Ch	Sparks	Co
Curse of Boils and Sores	Cu	Locking Spell	Ch, J	Sticking Charm	Ch, J
Curse of the Slugs	Cu	Night Spell	J	Tickling Jinx	J
Disruption	J	Opening Spell	Ch, J	Unbreakable	Co
Drought Charm	Ch	Polymorph Object	T	Bubble	

Ch - Charm Co - Conjuration Cu - Curse J - Jinx M - Mind T - Transfiguration

Amplify

Spellcraft TN: 5 / 5
Range: Standard
Duration: Extraordinary - 1d6 x Magic Modifier weeks
 Superior - 1d6 x Magic Modifier days
 Complete - 1d6 x Magic Modifier hours
 Marginal - 1 hour
Specialty: Charm, Jinx
Effect: With a tap to the throat with your wand, the target's voice is amplified to a volume many times normal.
Counterspell: Quiet

Aviary

Spellcraft TN: 10 / 5
Range: N/A
Duration: Extraordinary - 1d6 x Magic Modifier days
 Superior - 1d6 x Magic Modifier hours
 Complete: - 1d6 x Magic Modifier minutes
 Marginal - 1d6 x Magic Modifier rounds
Specialty: Conjuration
Effect: A loud bang and out flutter birds from the end of the wand. The number of birds that appear is the difference between the test and the Spellcraft TN. There are additional TN modifiers which can affect the spell:

+5 for a specific type of bird

+2 per size category larger than Tiny

Type of Bird(s)

+0 Sparrows, Chickadees, Finches

+2 Birds of Prey (eagles, hawks, etc.)

+5 Magical Birds (Phoenix)

Failure: A loud bang and burnt feathers come from the end of the wand.

Cleaning Spell

Spellcraft TN: 5 / 5

Range: Magic modifier x5 feet

Duration: N/A

Specialty: Charm

Effect: This simple charm arranges books, scours pots, and removes dirt from an area.

Extraordinary - 4x4 yard area

Superior - 2x2 yard area

Complete - 1x1 yard area

Marginal - 1x1 foot area

Failure: On a Disastrous Failure, the area that is intended to be tidied is made to look doubly worse than before (i.e. extra mud or dirt, contents of a cauldron erupt out of it, etc.).

Color-change

Spellcraft TN: 5 / 5

Range: Touch

Duration: 1d6 x Magic Modifier hours

Specialty: Transfiguration

Effect: Alters the color of the target to the desired color of the caster.

Extraordinary - Huge object or smaller

Superior - Large object or smaller

Complete - Medium object or smaller

Marginal - Small object or smaller

Conjurus Spell

Spellcraft TN: 5 / 5

Range: Standard

Duration: Equal to Magic Modifier in hours, minimum one

Specialty: Conjunction

Effect: This spell causes a number of objects, of which the casters determines, to appear. The numbers and size of objects of which you want to be conjured depend on the success of the Spellcraft check.

Extraordinary - 1 Huge object, 3 Large objects, 5 Medium objects, 10 Small or up to 100 lesser category objects

Superior	- 1 Large object, 3 Medium objects, 5 Small objects, 10 Tiny or up to 100 lesser category objects
Complete	- 1 Medium object, 3 Small objects, 5 Tiny or up to 10 lesser category objects
Marginal	- 1 Small object, 3 Tiny or up to 5 lesser category objects

If the object the character attempts to conjure is living, +2 TN is added to the test.

Create Flame

Spellcraft TN:	5 / 5
Range:	N/A
Duration:	Until put out
Specialty:	Conjuration
Effect:	A small fire shoots out from the end of the wand to no more than 5 feet. It is enough to start a campfire or light a torch.
Counterspell:	Extinguishing Spell
Failure:	A loud snap, a spark, and a whiff of sulfur are all you get if you fail this spell.

Curse of the Bogies

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	Extraordinary - 1d6 hours Superior - 1d6 x Magic Modifier minutes Complete: - 1d6 minutes Marginal - 1d6 rounds
Specialty:	Curse
Effect:	Typically this spell causes the target's nose to inflate a bit and run perpetually. This will cause a -2 penalty to tasks that require concentration and casting spells. There are additional TN modifiers which can affect the spell:

<u>TN</u>	<u>Effect</u>
+0	A random type of Miniscule creature to emerge from the target's nose
+2	A random type of Tiny creature to emerge from the target's nose
+4	A random type of Little creature to emerge from the target's nose
+2	For a specific type of creature

Curse of Boils and Sores

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	Extraordinary - 1d6 hours Superior - 1d6 x Magic Modifier minutes Complete: - 1d6 x Magic Modifier rounds Marginal - 1d6 rounds
Specialty:	Curse
Effect:	Boils and sores break out all over the target's body. The target can attempt to shrug off the effects of this spell with Stamina test with a TN equal to the Spellcraft check. The pain from this curse causes the target to suffer a -2 penalty per level of success to all Perception attribute and skill tests.

Curse of the Slugs

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	Extraordinary - 1d6 hours Superior - 1d6 x Magic Modifier minutes Complete: - 1d6 x Magic Modifier rounds Marginal - 1d6 rounds
Specialty:	Curse
Effect:	This curse causes the target to regurgitate slugs uncontrollably. It also causes the target to become distracted and incurs a -2 penalty to physical tests per level of success.
Failure:	On a Disastrous Failure, the spell affects the caster as if spell were cast with an Extraordinary Success.

Disruption

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	Concentration, rounds
Specialty:	Jinx
Effect:	This spell disrupts the normal function of a spell or ability that has a duration (not permanent effects), but does not break or dispel the spell. To have any effect against the spell, the caster's Spellcraft result must be greater than the Spellcraft result of the spell she is attempting to disrupt.

Drought Charm

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	N/A
Specialty:	Charm
Effect:	Dries up a volume of water dependent upon the success of the Spellcraft test.

Extraordinary	- 3d6 + (Magic Modifier x3) cubic yards
Superior	- 2d6 + (Magic Modifier x2) cubic yards
Complete	- 1d6 + Magic Modifier cubic yards
Marginal	- 1 cubic foot

Extinguishing Spell

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	N/A
Specialty:	Jinx
Effect:	This spell puts out fires. The area of fire put out by the spell is equal to the difference between the result and TN in square feet.

Fog-raising

Spellcraft TN:	10 / 5								
Range:	Standard								
Duration:	<table> <tr> <td>Extraordinary</td><td>- (1d6 + Magic Modifier) x5 hours</td></tr> <tr> <td>Superior</td><td>- 1d6 + Magic Modifier hours</td></tr> <tr> <td>Complete:</td><td>- (1d6 + Magic Modifier) x5 minutes</td></tr> <tr> <td>Marginal</td><td>- 1d6 + Magic Modifier minutes</td></tr> </table>	Extraordinary	- (1d6 + Magic Modifier) x5 hours	Superior	- 1d6 + Magic Modifier hours	Complete:	- (1d6 + Magic Modifier) x5 minutes	Marginal	- 1d6 + Magic Modifier minutes
Extraordinary	- (1d6 + Magic Modifier) x5 hours								
Superior	- 1d6 + Magic Modifier hours								
Complete:	- (1d6 + Magic Modifier) x5 minutes								
Marginal	- 1d6 + Magic Modifier minutes								
Specialty:	Conjuration								
Effect:	A cloud of fog with a radius in feet equal to the caster's Magic attribute appears.								

Fountain Spell

Spellcraft TN:	10 / 5								
Range:	N/A								
Duration:	N/A								
Specialty:	Conjuration								
Effect:	A stream of potable liquid, type determined by the caster, squirts from the end of her wand. The amount of drink conjured depends on the success of the spell.								
	<table> <tr> <td>Extraordinary</td><td>- 1 barrel</td></tr> <tr> <td>Superior</td><td>- 1 gallon</td></tr> <tr> <td>Complete:</td><td>- 1 quart</td></tr> <tr> <td>Marginal</td><td>- 1 cup</td></tr> </table>	Extraordinary	- 1 barrel	Superior	- 1 gallon	Complete:	- 1 quart	Marginal	- 1 cup
Extraordinary	- 1 barrel								
Superior	- 1 gallon								
Complete:	- 1 quart								
Marginal	- 1 cup								

Four Points Charm

Spellcraft TN:	5 / 5
Range:	N/A
Duration:	Concentration (rounds)
Specialty:	Charm
Effect:	This simple charm turns the caster's wand into a compass where it will float into the air above her hand and point in the direction of north.

Failure: On a Disastrous Failure, the wand will float and spin, stopping periodically in different directions.

Illuminate

Spellcraft TN: 5 / 5
Range: N/A
Duration: Extraordinary - Hours equal to Magic Modifier
Superior - Minutes equal to Magic Modifier x10
Complete: - Minutes equal to Magic Modifier
Marginal - Rounds equal to Magic Modifier
Specialty: Charm
Effect: A small light glows from the end of the caster's wand. The radius of the light is equal to your Magic Modifier x5 in feet. This light may emanate from a different object if the end of the caster's wand is touching it while the spell is cast. If this option is used, the light's duration will be halved.
Counterspell: Night Spell
Failure: A few sputtering sparks shoot out from the end of the wand.

Impediment Curse

Spellcraft TN: 10 / 5
Range: Standard
Duration: N/A
Specialty: Curse
Effect: Otherwise known as the "Trip Curse," this spell causes the target to lose her footing and fall to the ground prone.

Jelly-legs Jinx

Spellcraft TN: 10 / 5
Range: Standard
Duration: Extraordinary - 1d6 x Magic Modifier hours
Superior - 1d6 x Magic Modifier minutes
Complete: - 1d6 x Magic Modifier rounds
Marginal - Rounds equal to Magic Modifier
Specialty: Jinx
Effect: Causes the target's legs to wobble uncontrollably giving her a -2 to physical tests.

Levitation

Spellcraft TN: 5 / 5
Range: Standard
Duration: Concentration, rounds
Specialty: Charm
Effect: Allows the caster to levitate an object into the air, but the size of the object affects the difficulty of the Spellcraft test, so add +2 TN for every size

category greater than Tiny the object is. The only action the caster may make the object do is move up and down. The height at which the caster can levitate a target is feet equal to her Magic attribute x10.

Note: Any spell or effect that can negate or suppress the Levitation spell also suppresses the Fly ability of creatures that do so without wings. The Spellcraft TN to overcome this ability is equal to the creature's TN.

Locking Spell

Spellcraft TN: 10 / 5
Range: Standard
Duration: Extraordinary - 1d6 years
Superior - 1d6 weeks
Complete: - 1d6 days
Marginal - 1d6 hours
Specialty: Charm, Jinx
Effect: A portal such as a door or gate is sealed magically, making it physically unable to be opened with a key or lockpicking.
Counterspell: Opening Spell, Imperturbable Charm
Failure: On a Disastrous Failure, if the portal has a locking mechanism, it is broken.

Night Spell

Spellcraft TN: 5 / 5
Range: Standard
Duration: N/A
Specialty: Jinx
Effect: This spell puts out small individual lights like lamps, candles, flashlights, etc.
Counterspell: Illuminate

Opening Spell

Spellcraft TN: 10 / 5
Range: Standard
Duration: N/A
Specialty: Jinx
Effect: A portal such as a locked door or gate is opened. Using this spell on Muggle doors and locks opens them instantly on a successful Spellcraft check.
Counterspell: Locking Spell
Failure: On a Disastrous Failure, if the portal has a locking mechanism, it is broken adding an extra +10 TN to open the physically or with magic.

Polymorph Object

Spellcraft TN:	5 / 5																
Range:	Touch																
Duration:	Extraordinary - 2d6 weeks Superior - 2d6 days Complete - 2d6 hours Marginal - 2d6 minutes																
Specialty:	Transfiguration																
Effect:	The caster transforms an inanimate object into whatever the caster desires. If the caster changes its size, apply a +2 TN modifier to the Spellcraft check for every size category larger or smaller. If the caster selects the new form to be a living creature, add the appropriate modifier(s), below, to the Spellcraft test and its physical properties are also altered accordingly to Table 3-9. <table><tr><th><u>TN</u></th><th><u>Form</u></th></tr><tr><td>+1</td><td>Plant or invertebrate</td></tr><tr><td>+2</td><td>Fish</td></tr><tr><td>+3</td><td>Amphibian/Bird</td></tr><tr><td>+4</td><td>Reptile</td></tr><tr><td>+5</td><td>Mammal</td></tr><tr><td>+10</td><td>Dragon (minimum size Mammoth)</td></tr><tr><td>+2</td><td>If creature is magical (excluding dragons)</td></tr></table>	<u>TN</u>	<u>Form</u>	+1	Plant or invertebrate	+2	Fish	+3	Amphibian/Bird	+4	Reptile	+5	Mammal	+10	Dragon (minimum size Mammoth)	+2	If creature is magical (excluding dragons)
<u>TN</u>	<u>Form</u>																
+1	Plant or invertebrate																
+2	Fish																
+3	Amphibian/Bird																
+4	Reptile																
+5	Mammal																
+10	Dragon (minimum size Mammoth)																
+2	If creature is magical (excluding dragons)																
Failure:	On a Disastrous Failure, the object is incompletely transfigured. If changing into an animal, it would be dead.																

Quiet

Spellcraft TN:	5 / 5
Range:	Standard
Duration:	Extraordinary - 1d6 x Magic Modifier weeks Superior - 1d6 x Magic Modifier days Complete - 1d6 x Magic Modifier hours Marginal - Magic Modifier minutes
Specialty:	Charm, Jinx
Effect:	With a tap to the throat with your wand, the target's voice is reduced in volume many times of normal.
Counterspell:	Amplify

Repair

Spellcraft TN:	5 / 5
Range:	Standard
Duration:	N/A
Specialty:	Transfiguration, Jinx

Effect: This spell repairs broken objects such as glasses, jars, tables, etc. Any parts broken off instantly disappear or apparently reattached by the spell. The size of the object will affect the effectiveness of the spell so add +2 TN for every size category larger than Tiny that the object is.

Resistance Charm

Spellcraft TN: 10 / 5
Range: Standard
Duration: 1d6 x Magic Modifier hours
Specialty: Charm
Effect: Shields target from liquid. The total area the spell will cover is dependent upon the success of the Spellcraft test:

Extraordinary	- 32 sq. feet
Superior	- 16 sq. feet
Complete	- 4 sq. feet
Marginal	- 1 sq. foot

Restoring Jinx

Spellcraft TN: 10 / 5
Range: Standard
Duration: N/A
Specialty: Jinx
Effect: With a loud zap and crackle, this spell causes a shapechanger target to revert to its natural form or other effects particular to the target.
Failure: If this spell fails, the creature either retains its form or, if a Boggart, changes into another form that the character is afraid of.

Severing Spell

Spellcraft TN: 5 / 5
Range: Standard
Duration: N/A
Specialty: Transfiguration, Curse
Effect: Causes things to be damaged as though they were cut by something. The type of things affected by this spell depends upon success of the Spellcraft test. If cast to injure a person or living thing, it is considered a Curse concerning bonuses, penalties, and other effects; it will cause no more than 1 point of damage.

Extraordinary	- Very hard substances (rock, brick, metal)
Superior	- Harder substances (wood, plastics)
Complete	- Normal fabrics (clothing, drapes)
Marginal	- Fragile items (paper, string)

Counterspell: Repair

Slippery Spell

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	Extraordinary - 1d6 hours Superior - 1d6 x Magic Modifier minutes Complete: - 1d6 x Magic Modifier rounds Marginal - 1d6 rounds
Specialty:	Charm, Jinx
Effect:	This spell causes a surface with an area equal to $(5 + \text{Magic Modifier})^2$ feet to become very slippery. A TN 10 Acrobatics (Balance) test is required to keep your footing.
Counterspell:	Sticking Charm
Failure:	A bit of oil dribbles out the end of the caster's wand.

Sparks

Spellcraft TN:	5 / 5
Range:	10 ft
Duration:	N/A
Specialty:	Conjuration
Effect:	A small jet of waterproof sparks of a color determined by the caster is emitted from the end of her wand. If used as a weapon, this spell deals 1d6 points of damage and ignites things that are very flammable.
Counterspell:	Extinguishing spell
Failure:	On a Disastrous Failure, a few small, sputtering embers feebly fall from the end of the caster's wand.

Sticking Charm

Spellcraft TN:	10 / 5
Range:	Touch
Duration:	Extraordinary - 1d6 hours Superior - 1d6 x Magic Modifier minutes Complete: - 1d6 x Magic Modifier rounds Marginal - 1d6 rounds
Specialty:	Charm, Jinx
Effect:	Causes the target to become very sticking. It takes a Strength check equal to the successful Spellcraft result -5 to remove the object from another.
Counterspell:	Slippery Charm
Failure:	A bit of glue dribbles out the end of the caster's wand.

Tickling Charm

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	Extraordinary - 1d6 hours Superior - 1d6 x Magic Modifier minutes Complete: - 1d6 x Magic Modifier rounds Marginal - 1d6 rounds
Specialty:	Charm
Effect:	Causes a person to laugh uncontrollably. The target has a -2 penalty per level of success to all physical tests and casting spells.

Unbreakable Bubble

Spellcraft TN:	5 / 5
Range:	Standard
Duration:	Extraordinary - 1d6 x Magic Modifier weeks Superior - 1d6 x Magic Modifier day Complete: - 1d6 x Magic Modifier hours Marginal - 1 hour
Specialty:	Conjuration
Effect:	A bubble up to 3 feet in diameter is emitted from the end of your wand. The bubble cannot break under any circumstances unless hit with a spell that damage is for 5 points of damage or more or is dispelled.

Tier II Spells

Table 10-2: Tier II Spells

<u>Name</u>	<u>Specialty</u>	<u>Name</u>	<u>Specialty</u>	<u>Name</u>	<u>Specialty</u>
Appearing Spell	J	Entrancing Spell	M	Shield	J
Banishing Charm	Co, J	House Guardian	Co	Shrinking Spell	T, J
Binding Spell	Co	Immobilization Curse	Cu	Stinging Hex	Cu
Bluebell Fire	Co	Leg-Locker Curse	Cu	Stunning Spell	Ch
Bubble-head Charm	Ch	Moving Charm	Ch	Summon Dark Mark	Co
Daylight Spell	Ch	Pepper Breath	Co	Summoning	Co
Dancing Curse	Cu	Polymorph Animal	T	Sunburst	Co
Disappearing Spell	T	Prior Spell Charm	Ch	Switching Spell	T
Disarming Jinx	J	Reductor Curse	Cu	Unbreakable Charm	Ch, J
Engorgement Spell	T, J	Reviving Spell	J	Wand Writing	Co

Ch – Charm Co – Conjuratation Cu – Curse J – Jinx M – Mind T – Transfiguration

Appearing Spell

Spellcraft TN:	10 / Spellcraft test result
Range:	Touch
Duration:	Extraordinary - 1d6 x Magic Modifier days Superior - 1d6 x Magic Modifier hours Complete: - 1d6 x Magic Modifier minutes Marginal - 1d6 x Magic Modifier rounds
Specialty:	Jinx
Effect:	Reverses or disrupts either the effects of the Disappearing Charm or Disappearing Ink.
Counterspell:	Disappearing Charm

Banishing Charm

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	N/A
Specialty:	Conjuratation, Jinx
Effect:	This spell repels a target away from you. A Strength test is used to determine how far the object is pushed away. Extraordinary - Strength 25 (+9) Superior - Strength 20 (+7) Complete - Strength 15 (+4) Marginal - Strength 10 (+2)
Counterspell:	Summoning Charm

Binding Charm

Prerequisite:	Conjurus Spell								
Spellcraft TN:	10 / 5								
Range:	Standard								
Duration:	Concentration, rounds								
Specialty:	Conjuration								
Effect:	Thick ropes spring forth from the end of the wand and wrap themselves about the target, severing restricting its movement. If attempting to cast a spell while affected by this charm, apply a -10 penalty to the Spellcraft test; reduce this to -5 with a successful TN 10 Legerdemain or Nimbleness test. These magical bindings can be broken with an opposed Strength check. The success of the Spellcraft test affects the Strength check required to break the bonds: <table><tr><td>Extraordinary</td><td>- Strength 20 (+7)</td></tr><tr><td>Superior</td><td>- Strength 15 (+4)</td></tr><tr><td>Complete</td><td>- Strength 10 (+2)</td></tr><tr><td>Marginal</td><td>- Strength 5 (+0)</td></tr></table>	Extraordinary	- Strength 20 (+7)	Superior	- Strength 15 (+4)	Complete	- Strength 10 (+2)	Marginal	- Strength 5 (+0)
Extraordinary	- Strength 20 (+7)								
Superior	- Strength 15 (+4)								
Complete	- Strength 10 (+2)								
Marginal	- Strength 5 (+0)								
Failure:	The ropes limply spit out the end of the wand to the ground.								

Bluebell Fire

Spellcraft TN:	10 / 5
Range:	Standard
Duration:	Extraordinary - Days equal to Magic Modifier Superior - Hours equal to Magic Modifier Complete: - Minutes equal to Magic Modifier Marginal - Rounds equal to Magic Modifier
Specialty:	Conjuration
Effect:	A small quantity of blue flame appears wherever the caster wills. They may also be carried in around in a nonflammable container. The blue flames themselves cannot be extinguished by water, but the fires they start can.
Counterspell:	Extinguishing Spell
Failure:	On a Disastrous Failure, a harmless blue flash and the pungent odor of sulfur is emitted from the end of the caster's wand.

Bubble-head Charm

Prerequisite:	Cleaning Spell, Unbreakable Bubble
Spellcraft TN:	15 / 5
Range:	Touch
Duration:	Extraordinary - 1d6 x Magic Modifier hours Superior - (1d6 + Magic Modifier) x10 minutes Complete: - 1d6 x Magic Modifier rounds Marginal - Rounds equal to Magic modifier
Specialty:	Charm

Effect: A bubble of purified air encapsulates the target's head. It allows the target to breathe normally in the midst of noxious gases and underwater. Magical effects and items such as Garroting Gas can penetrate the bubble only if the result of casting the spell or of creating the item is greater than the Spellcraft roll to cast this charm.

Dancing Curse

Prerequisite: Jelly-legs Jinx
Spellcraft TN: 10 / 5
Range: Standard
Duration: Extraordinary - 1d6 x Magic Modifier minutes
 Superior - 1d6 minutes
 Complete: - 1d6 x Magic Modifier rounds
 Marginal - 1d6 rounds
Specialty: Curse
Effect: The target's legs begin to dance uncontrollably in a random fashion (waltz, tap, etc.). The target also gains a -5 to all physical tests. For each success greater than Complete, the caster can decide whether to use the success's stated duration or use a duration of one success less and increase the penalty by 2 (-7 for a Superior Success or -9 for an Extraordinary Success).

Daylight Spell

Prerequisite: Illuminate
Spellcraft TN: 10 / 5
Range: Standard
Duration: Extraordinary - 1d6 minutes
 Superior - 2d6 + Magic Modifier rounds
 Complete: - 1d6 rounds
 Marginal - 1 round
Specialty: Charm
Effect: An area equal to the caster's Magic Modifier² is illuminated by actual sunlight.
Counterspell: Night Spell (Superior Success or better with a result greater than Spellcraft result for this spell)

Disappearing Spell

Spellcraft TN: 10 / 5
Range: Standard
Duration: Extraordinary - 1d6 hours
 Superior - 1d6 x Magic Modifier minutes
 Complete: - 1d6 x Magic Modifier rounds
 Marginal - 1d6 rounds
Specialty: Transfiguration
Effect: Causes writing on a surface to disappear.
Counterspell: Appearing Spell

Disarming Jinx

Spellcraft TN:	10 / 5								
Range:	Standard								
Duration:	N/A								
Specialty:	Jinx								
Effect:	This spell causes the target, at the minimum, to drop whatever she is holding; typically this is used in a duel to make the other wizard drop his wand. <table><tr><td>Extraordinary</td><td>- Stun target for rounds equal caster's Magic Modifier</td></tr><tr><td>Superior</td><td>- Knock target down, drop item</td></tr><tr><td>Complete</td><td>- Cause target to stumble, drop item</td></tr><tr><td>Marginal</td><td>- Drop item held</td></tr></table>	Extraordinary	- Stun target for rounds equal caster's Magic Modifier	Superior	- Knock target down, drop item	Complete	- Cause target to stumble, drop item	Marginal	- Drop item held
Extraordinary	- Stun target for rounds equal caster's Magic Modifier								
Superior	- Knock target down, drop item								
Complete	- Cause target to stumble, drop item								
Marginal	- Drop item held								

The target always has a chance retain a grip on to whatever she is holding if she makes a Stamina test equal to the caster's Spellcraft result. If the target is surprised, then she may make the Stamina test, but with a -10 penalty.

Engorgement Spell

Spellcraft TN:	10 / 5 + 2 per Size Category difference
Range:	Standard
Duration:	Extraordinary - 1d6 x 10 weeks Superior - 1d6 x 10 days Complete - 1d6 x 10 hrs Marginal - 1d6 x 10 minutes
Specialty:	Transfiguration, Jinx
Effect:	The target's size is proportionally increased to the desired size category (see Table 3-9: Size and Wound Levels), +2 TN for every size larger than its own. If the target is living, add the appropriate modifier(s), below, to the Spellcraft test and its physical properties are also altered accordingly.

<u>TN</u>	<u>Form</u>
+1	Plant or invertebrate
+2	Fish
+3	Amphibian/Bird
+4	Reptile
+5	Mammal
+6	Human
+10	Dragon

Counterspell:	There is an additional +2 TN for magical creature, not including wizards.
Failure:	Shrinking Spell On a Disastrous Failure the target is increased 1d6 size categories and this effect lasts 1d6 months. The Spellcraft TN to reverse the effects of this spell equals the difference between the caster's Spellcraft test result and the TN.

Entrancing Spell

Spellcraft TN:	10 / 5
Range:	Touch
Duration:	Extraordinary - 1d6 hours Superior - 1d6 x Magic Modifier minutes Complete: - 1d6 x Magic Modifier rounds Marginal - 1d6 rounds
Specialty:	Mind
Effect:	The target must make a TN 10 Willpower test versus mind effects otherwise she is overcome by an emotion as determined by the caster (happy, sad, angry, etc.). The effect is a distraction to the target causing a -2 penalty per success level to all Perception attribute and skill tests.

House Guardian

Spellcraft TN:	15 / 10
Range:	N/A
Duration:	Extraordinary - 1d6 x Magic Modifier minutes Superior - Magic Modifier minutes Complete: - 1d6 x Magic Modifier rounds Marginal - Magic Modifier rounds
Specialty:	Conjuration
Effect:	The guardian of the House in which the character is a part of springs forth from the end of the caster's wand: a Large lion for Gryffindor, a Medium badger for Hufflepuff, a Small raven for Ravenclaw, or Medium cobra for Slytherin. The animal has all the characteristics of a normal-sized version of the animal but has adjusted attributes for size if bigger than normal and +1 to all primary attributes and +2 to all reactions.

Immobilization Curse

Prerequisite:	Leg-Locker Curse
Spellcraft TN:	15 / 10
Range:	Standard
Duration:	Extraordinary - 1d6 days Superior - 1d6 hours Complete - 1d6 minutes Marginal - 1d6 rounds
Specialty:	Curse
Effect:	Causes the target to become completely immobile except for breathing.

Leg-Locker Curse

Prerequisite:	Impediment Curse
Spellcraft TN:	10 / 10
Range:	Standard
Duration:	Extraordinary - 1d6 x Magic Modifier hours

	Superior	- 1d6 x Magic Modifier minutes
	Complete:	- 1d6 x Magic Modifier rounds
	Marginal	- rounds equal to Magic Modifier
Specialty:	Curse	
Effect:	This curse causes the target to fall to the ground and lose the function of her legs, making her unable to walk.	

Moving Charm

Prerequisite:	Levitation
Spellcraft TN:	10 / 5
Range:	Standard
Duration:	Concentration, rounds
Specialty:	Charm
Effect:	Allows the caster to make an object hover above the ground and move in any lateral direction along the ground, but the size of the object affects the difficulty of the Spellcraft test, so add +2 TN for every size category greater than Tiny the object is.

Pepper Breath

Prerequisite:	Create Flame
Spellcraft TN:	10 / 10
Range:	N/A
Duration:	N/A
Specialty:	Conjuration
Effect:	The caster's breath turns fiery hot. Being used as a weapon, it deals damage equal to 1d6 + Magic Modifier per success level. The area that is affected due to her breath is a width of 5 feet and length equal to her Magic attribute.
Counterspell:	Extinguishing Spell (Superior Success or better with a result greater than Spellcraft result for this spell)
Failure:	On a Disastrous Failure, the caster burps loudly with large puffs of smoke coming from her mouth.

Polymorph Animal

Prerequisite:	Polymorph Object	
Spellcraft TN:	10 / 10	
Range:	Touch	
Duration:	Extraordinary	- 1d6 months
	Superior	- 1d6 weeks
	Complete	- 1d6 days
	Marginal	- 1d6 hours
Specialty:	Transfiguration	
Effect:	The caster transforms an animal into whatever inanimate object the caster desires. If the caster changes its size, apply a +2 TN modifier to the Spellcraft check for every size category larger or smaller than original size.	

If the caster selects the new form to be a living creature, apply both the modifier due to size and the additional modifier equal to the difference between the values given for the animals below:

- 1 Plant or invertebrate
- 2 Fish
- 3 Amphibian/Bird
- 4 Reptile
- 5 Mammal (not humans)

For example, changing a mammal to a reptile (5-4=1) would have a +1 TN modifier or changing a fish to a reptile (4=2) would have a +2 TN modifier. On a Disastrous Failure, the animal is incompletely transfigured. If changing into an inanimate object, the animal would be in the form of the object and still alive. If changing into another type of animal, the creature would be mixture of the two animals.

Failure:

Prior Spell Charm

Spellcraft TN: 10 / 5
Range: Touch
Duration: Until the command, “Deletrius,” used.
Specialty: Charm
Effect: Causes the selected wand (not the caster’s) to produce a wispy image representing the last spell cast by the wand. Speaking “Deletrius” erases the spell from the queue of prior spells the wand has cast and ends this spell.

Reductor Curse

Prerequisite: Stinging Hex
Spellcraft TN: 10 / 10
Range: Standard
Duration: N/A
Specialty: Curse
Effect: This spell causes the target 1d6 + Magic Modifier damage per level of success and pushes it back a number of feet equal to half your Magic attribute. If this spell does enough damage to destroy the target, it is reduced to a pile of ash.

Reviving Spell

Spellcraft TN: 15 / 5
Range: Standard
Duration: N/A
Specialty: Jinx
Effect: Awakens a sleeping target from normal or magical sleep. The target must make a Stamina test to resist waking up if sleeping normally or the caster's

Spellcraft check must be greater than the Spellcraft result of the caster of the sleeping charm or potion.

Shield

Spellcraft TN: 10 / 5
Range: N/A
Duration: N/A
Specialty: Jinx
Effect: Reflects an incoming spell away from the caster, but only if the caster's Spellcraft check succeeds and if it is greater than the opposing Spellcraft result of the incoming spell. If the caster has the skill Melee Combat: Shield, then she may attempt to parry the spell back in the direction of its caster using a Ranged Combat: Spell check with a -3 penalty to the result. This spell cannot block the Killing Curse.
Failure: The incoming spell hits the caster as normal.

Shrinking Spell

Spellcraft TN: 10 / 5 + 2 per Size Category decrease
Range: Standard
Duration: Extraordinary - 1d6 x 10 weeks
Superior - 1d6 x 10 days
Complete - 1d6 x 10 hrs
Marginal - 1d6 x 10 minutes
Specialty: Transfiguration, Jinx
Effect: The target's size is proportionally increased to the desired size category (see Table 3-9: Size and Wound Levels), +2 TN for every size smaller than its own. If the target is living, add the appropriate modifier(s), below, to the Spellcraft test and its physical properties are also altered accordingly.

<u>TN</u>	<u>Form</u>
+1	Plant or invertebrate
+2	Fish
+3	Amphibian/Bird
+4	Reptile
+5	Mammal
+6	Human
+10	Dragon
+2	If creature is magical

Counterspell: Engorgement Spell
Failure: On a Disastrous Failure the target is decreased 1d6 size categories and this effect lasts 1d6 months. The Spellcraft TN to reverse the effects of this spell equals the difference between the caster's Spellcraft test result and the TN.

Stinging Hex

Spellcraft TN:	10 / 5								
Range:	Standard								
Duration:	N/A								
Specialty:	Curse								
Effect:	Does damage to the target depending on the success of the Spellcraft test. <table><tr><td>Extraordinary</td><td>- 1d6 x Magic Modifier</td></tr><tr><td>Superior</td><td>- 1d6 + Magic Modifier</td></tr><tr><td>Complete</td><td>- Magic Modifier</td></tr><tr><td>Marginal</td><td>- 1</td></tr></table>	Extraordinary	- 1d6 x Magic Modifier	Superior	- 1d6 + Magic Modifier	Complete	- Magic Modifier	Marginal	- 1
Extraordinary	- 1d6 x Magic Modifier								
Superior	- 1d6 + Magic Modifier								
Complete	- Magic Modifier								
Marginal	- 1								

Stunning Spell

Spellcraft TN:	15 / 10								
Range:	Standard								
Duration:	<table><tr><td>Extraordinary</td><td>- 1d6 x Magic Modifier days</td></tr><tr><td>Superior</td><td>- 1d6 x Magic Modifier hours</td></tr><tr><td>Complete:</td><td>- 1d6 x Magic Modifier minutes</td></tr><tr><td>Marginal</td><td>- 1d6 x Magic Modifier rounds</td></tr></table>	Extraordinary	- 1d6 x Magic Modifier days	Superior	- 1d6 x Magic Modifier hours	Complete:	- 1d6 x Magic Modifier minutes	Marginal	- 1d6 x Magic Modifier rounds
Extraordinary	- 1d6 x Magic Modifier days								
Superior	- 1d6 x Magic Modifier hours								
Complete:	- 1d6 x Magic Modifier minutes								
Marginal	- 1d6 x Magic Modifier rounds								
Specialty:	Charm								
Effect:	Knocks the target unconscious. The target may half this amount of time with a successful TN 12 Stamina test.								

Summon Dark Mark

Prerequisite:	Sparks								
Spellcraft TN:	10 / 5								
Range:	Standard								
Duration:	<table><tr><td>Extraordinary</td><td>- 1d6 hours</td></tr><tr><td>Superior</td><td>- 1d6 x Magic Modifier minutes</td></tr><tr><td>Complete:</td><td>- 1d6 x Magic Modifier rounds</td></tr><tr><td>Marginal</td><td>- 1d6 rounds</td></tr></table>	Extraordinary	- 1d6 hours	Superior	- 1d6 x Magic Modifier minutes	Complete:	- 1d6 x Magic Modifier rounds	Marginal	- 1d6 rounds
Extraordinary	- 1d6 hours								
Superior	- 1d6 x Magic Modifier minutes								
Complete:	- 1d6 x Magic Modifier rounds								
Marginal	- 1d6 rounds								
Specialty:	Conjuration								
Effect:	An immense glowing skull with a snake coming of the mouth appears in the sky comprised of green sparks. Death Eaters would use this spell to signify when they killed someone.								
Counterspell:	Extinguishing Spell (Superior Success or better with a result greater than Spellcraft result for this spell)								
Failure:	A few small sparks sputter out the end of the caster's wand.								

Summoning Spell

Spellcraft TN:	10 / 10	
Range:	Extraordinary	- Magic Modifier x 5000 feet
	Superior	- Magic Modifier x 500 feet
	Complete:	- Magic Modifier x 50 feet
	Marginal	- Magic Modifier x 5 feet
Duration:	N/A	
Specialty:	Conjuration	
Effect:	The object that either the caster points at with her wand (must make a Ranged Combat or Nimbleness test to "hit") or calls for and concentrates on magically flies to the caster. The object flies at a movement rate of 24. If the caster is distracted for any reason, she must make a Willpower test equal to the combined TN of the distraction(s) otherwise the object will drop to the ground immediately suffering normal damage due to the fall (if applicable).	
Counterspell:	Banishing Spell	
Failure:	The object sits where it is and twitched a little.	

Switching Spell

Prerequisite:	Polymorph Object	
Spellcraft TN:	10 / 5	
Range:	Standard	
Duration:	Extraordinary	- 2d6 + Magic Modifier minutes
	Superior	- 1d6 minutes
	Complete	- 2d6 + Magic Modifier rounds
	Marginal	- 1d6 rounds
Specialty:	Transfiguration	
Effect:	Causes a part of a target or a target as a whole to be changed into something else of the caster's desire. If the target is a living creature, add the appropriate modifier(s):	

<u>TN</u>	<u>Target</u>
+1	Plant or invertebrate
+2	Fish
+3	Amphibian/Bird
+4	Reptile
+5	Mammal
+6	Human
+10	Dragon
+2	If creature is magical

Unbreakable Charm

Spellcraft TN:	10 / 10
Range:	Touch
Duration:	Extraordinary - 1d6 months Superior - 1d6 weeks Complete - 1d6 days Marginal - 1d6 hours
Specialty:	Charm, Jinx
Effect:	This spells effect causes the object touched by the caster's wand to become unbreakable, except through extraordinary strength or magic. The Strength check needed to break the object is 15 + (2 x Magic Modifier).
Counterspell:	Shatter

Unplottable Charm

Prerequisite:	Charm of Confusion, Permanence Ability
Spellcraft TN:	15 / 15
Range:	Touch
Duration:	Permanent
Specialty:	Charm
Effect:	This spell makes the target unable to be seen and doesn't exist to anyone unless told by the caster or someone who knows.

Wand Writing

Prerequisite:	Sparks
Spellcraft TN:	10 / 5
Range:	N/A
Duration:	Extraordinary - 1d6 hours Superior - 1d6 x Magic Modifier minutes Complete: - 1d6 x Magic Modifier rounds Marginal - 1d6 rounds
Specialty:	Conjuration
Effect:	Allows the caster to write in the air in thin fiery lines.
Failure:	A few small sparks sputter out the end of the caster's wand.

Tier III Spells

Table 10-3: Tier III Spells

<u>Name</u>	<u>Specialty</u>	<u>Name</u>	<u>Specialty</u>	<u>Name</u>	<u>Specialty</u>
Anti-Gravity Mist	Co	Imperius Curse	Cu	Polymorph Self	T
Babbling Curse	Cu	Imperturbable Charm	Ch	Port Key Charm	Ch
Blood-bond Charm	Ch	Insect Spell	T	Protean Spell	T
Chameleon Charm	Ch	Killing Curse	Cu	Shatter	T, J
Cold Flame Charm	J	Legilimens Spell	M	Unplottable	Ch
Confusion	M	Modify Memory	M	Charm	
Cruciatus Curse	Cu	More Space Spell	T	Vanishing Spell	Co
Dispel	J	Patronus Spell	Co	Ward of	Ch
Eviscerating Curse	Cu	Polymorph Other	T	Requirement	

Ch – Charm Co – Conjuratation Cu – Curse J – Jinx M – Mind T – Transfiguration

Anti-Gravity Mist

Prerequisite: Levitation, Fog-raising
Spellcraft TN: 15 / 10
Range: Standard
Duration: Extraordinary - 1d6 x Magic Modifier weeks
 Superior - 1d6 x Magic Modifier days
 Complete: - 1d6 x Magic Modifier hours
 Marginal - 1d6 x Magic Modifier minutes
Specialty: Conjuratation
Effect: A mist with a radius in feet equal to half the caster's Magic modifier appears where the caster wills it. When something enters the mist, it immediately turns upside down and begins to float in the air at a height of 10 feet.

Babbling Curse

Spellcraft TN: 15 / 10
Range: Standard
Duration: Extraordinary - 1d6 x Magic Modifier weeks
 Superior - 1d6 x Magic Modifier days
 Complete: - 1d6 x Magic Modifier hours
 Marginal - 1d6 x Magic Modifier minutes
Specialty: Curse
Effect: The target of this curse is unable to speak intelligibly for the duration of the spell. This makes it impossible for the person to cast any spells that require them to speak.

Blood-Bond Charm

Prerequisite:	Permanence Ability
Spellcraft TN:	20 / 20
Range:	N/A
Duration:	Permanent
Specialty:	Charm
Effect:	If the caster is killed by someone while protecting the life of the target, the target gains a number of special abilities and traits: • The target cannot be harmed physically or magically by the killer of the person who cast this charm; all spells cast at the target by the killer are immediately reflected upon her. • Target gains Enemy 2 (killer of charmer). This is very ancient magic which very few but the most adept and/or studious of wizards and cannot be dispelled.
Failure:	On a Disastrous Failure, the target dies at the same time as the caster.

Chameleon Charm

Spellcraft TN:	15 / 10								
Range:	Touch								
Duration:	<table><tr><td>Extraordinary</td><td>- (1d6 + Magic Modifier) x 10 days</td></tr><tr><td>Superior</td><td>- (1d6 + Magic Modifier) x 10 hours</td></tr><tr><td>Complete:</td><td>- (1d6 + Magic Modifier) x 10 minutes</td></tr><tr><td>Marginal</td><td>- (1d6 + Magic Modifier) x 10 rounds</td></tr></table>	Extraordinary	- (1d6 + Magic Modifier) x 10 days	Superior	- (1d6 + Magic Modifier) x 10 hours	Complete:	- (1d6 + Magic Modifier) x 10 minutes	Marginal	- (1d6 + Magic Modifier) x 10 rounds
Extraordinary	- (1d6 + Magic Modifier) x 10 days								
Superior	- (1d6 + Magic Modifier) x 10 hours								
Complete:	- (1d6 + Magic Modifier) x 10 minutes								
Marginal	- (1d6 + Magic Modifier) x 10 rounds								
Specialty:	Charm								
Effect:	With a tap of a wand upon the target and a feeling of coolness spreading across the target's body from the point of contact, the target "disappears." No one can see the target as whatever is behind the target, depending on the angle, is seen through the target. This cloaking effect lasts until the duration is up or the caster taps the target with her wand. When its time for the target to once again becomes visible, a warm feeling spreads across the target's body from where the wand touched the target.								

Cold Flame Charm

Spellcraft TN:	15 / 10								
Range:	Standard								
Duration:	<table><tr><td>Extraordinary</td><td>- (1d6 + Magic Modifier) x5 hours</td></tr><tr><td>Superior</td><td>- 1d6 + Magic Modifier hours</td></tr><tr><td>Complete:</td><td>- (1d6 + Magic Modifier) x10 minutes</td></tr><tr><td>Marginal</td><td>- 1d6 + Magic Modifier minutes</td></tr></table>	Extraordinary	- (1d6 + Magic Modifier) x5 hours	Superior	- 1d6 + Magic Modifier hours	Complete:	- (1d6 + Magic Modifier) x10 minutes	Marginal	- 1d6 + Magic Modifier minutes
Extraordinary	- (1d6 + Magic Modifier) x5 hours								
Superior	- 1d6 + Magic Modifier hours								
Complete:	- (1d6 + Magic Modifier) x10 minutes								
Marginal	- 1d6 + Magic Modifier minutes								
Specialty:	Transfiguration								
Effect:	Alters the properties of fire around the target; instead of the flames burning the target, it feels as though they were but a warm breeze.								

Confusion

Prerequisite:	Entrancing Charm
Spellcraft TN:	15 / 10
Range:	Standard
Duration:	Extraordinary - 1d6 x Magic Modifier days Superior - 1d6 x Magic Modifier hours Complete: - 1d6 x Magic Modifier minutes Marginal - 1d6 x Magic Modifier rounds
Specialty:	Mind
Effect:	This charm allows the caster to affect the perceptions or thoughts of her target(s). She may instill into or alter the mind(s) or her target(s) one fact in which they will believe to be true regardless of the actual truth and act accordingly until the spell ceases. For each additional person the caster attempts to affect, add a +2 to the Spellcraft TN.
Failure:	The target(s) will realize the caster's attempt to "change" her/their mind(s).

Cruciatu s Curse

Spellcraft TN:	20 / 15
Range:	Standard
Duration:	Concentration (rounds)
Specialty:	Curse
Effect:	The target of this curse can only be a living creature. The target is unable to do anything but halt all action and writhe in immense pain. If the target is a magical creature or able to wield magic, she may shrug off the effects of the curse with Willpower test equal to the Spellcraft test. If the target is non-magical, it cannot resist. The target can only stay conscious if it makes a TN 20 Stamina test every round past a number of rounds equal to its Stamina modifier. *** This is one of the Unforgivable Curses ***
Failure:	On a Complete Failure, a Stinging Curse is cast upon the caster for an amount of damage equal to the difference of the TN and roll; she also drops her wand. On a Disastrous Failure, the caster has a Stinging Curse cast upon herself for an amount of damage equal to her Magic Modifier x the difference between the TN and the roll; she also drops her wand. These effects cannot be blocked.

Dispel

Prerequisite:	Disruption
Spellcraft TN:	15 / 10
Range:	Standard
Duration:	N/A
Specialty:	Jinx
Effect:	Dispels EITHER: all spells which affect the environment that have a duration within the sound of the caster's voice OR a specific spell which is affecting a single target, including the Shapeshift ability of a shapechanger

like Boggarts. The caster's Spellcraft test must be greater than the opposing Spellcraft result.

Eviscerating Curse

Spellcraft TN: 20 / 10
Range: Standard
Duration: N/A
Specialty: Curse
Effect: This horrible curse causes target's insides burst forth from her stomach. The worst thing about this curse is that the target remains alive while her entrails are outside her body.

Imperius Curse

Prerequisite: Charm of Confusion
Spellcraft TN: 20 / 20
Range: Standard
Duration: Concentration, minutes
Specialty: Curse, Mind
Effect: The target unconsciously follows the bidding of the caster to best of her ability.
***** This is one of the Unforgivable Curses *****
Failure: The target will realize the caster's attempt to control her mind.

Imperturbable Charm

Prerequisite: Locking Spell
Spellcraft TN: 15 / 10
Range: Standard
Duration: Concentration, hours OR hours equal to Magic Modifier
Specialty: Charm, Jinx
Effect: This charm effectively seals off a portal, allowing no one to enter except those who are allowed through from the other side. It also does not allow the ability for any to eavesdrop on what is happening on the other side of the portal, thus negating all but the most powerful magical detection devices.
Counterspell: Opening Spell (Extraordinary Success or better with a result greater than Spellcraft result for this spell)
Failure: On a Disastrous Failure, the wrong side of the portal is sealed.

Insect Jinx

Prerequisite: Jelly-legs Jinx, Polymorph Animal
Spellcraft TN: 15 / 10
Range: Standard
Duration: Extraordinary - 1d6 + Magic Modifier x5 minutes
Superior - 1d6 + Magic Modifier minutes

Specialty:	Complete: - 1d6 + Magic Modifier x5 rounds
Effect:	Marginal - 1d6 + Magic Modifier rounds
	Jinx
	This spell causes an incomplete transfiguration of the target so she sprouts feelers and unable to talk while having to scuttle along the ground like a bug.

Killing Curse

Spellcraft TN:	25 / 20
Range:	Standard
Duration:	N/A
Specialty:	Curse
Effect:	As the target cannot resist the spell unless protected by the Blood-Bond Charm, she is instantly killed.

***** This is one of the Unforgivable Curses *****

Legilimens Spell

Prerequisite:	Legilimency ability
Spellcraft TN:	15 / 5
Range:	Touch
Duration:	Concentration, rounds
Specialty:	Mind
Effect:	You enter into a Contest of Wills with the target of this spell. You are granted a bonus to the test that is dependent on how deep you intend to "dig" into the mind of the target:

Level 1:	+3 to read surface thoughts
Level 2:	+2 to read the day's memories and thoughts (<1 day)
Level 3:	+1 to read recent memories and thoughts (1 day > 1 year)
Level 4:	+0 to read old memories and thoughts (>1 year)
Level 5:	-5 to lay bare the target's mind.

Since the penetration of one's mind and reliving of memories is quite exhausting and painful, the target must make:

Level 1:	TN 5 Weariness test or lose 1 Weariness level
Level 2:	TN 10 Weariness test or lose 2 Weariness levels
Level 3:	TN 15 Weariness test or lose 3 Weariness levels and suffer an amount of damage equal to 2 x difference between the caster's and target's rolls
Level 4:	TN 20 test Weariness test or lose 4 Weariness levels and lose 1 Wound Level for 2 points of the difference between the caster's and target's rolls
Level 5:	TN 25 Weariness test or lose 1 Wound Level for every point of difference between the caster's and target's rolls

To go from a higher level to a lower level, add a -1 penalty for every level more than one you want to attempt. There is no additional penalty or bonus to go from a lower level to a higher one. If you have the Mind specialty, then add half its bonus to the Contest of Wills roll.

Failure: If Spellcraft test result is a Disastrous Failure, then the target knows of the caster's intent to invade her mind.

Modify Memory

Prerequisite: Charm of Confusion, Permanence Ability

Spellcraft TN: 15 / 15

Range: Standard

Duration:

Extraordinary	- Permanent
Superior	- 1d6 x Magic Modifier hours
Complete	- 1d6 hours
Marginal	- 1d6 x Magic Modifier minutes

Specialty: Mind

Effect: The target makes a Willpower test with a TN equal to the caster's successful Spellcraft check; how much memory the caster has access to depends on how badly the target fails her Willpower test.

Failure - last week

Complete Failure - last month

Disastrous Failure - last year

Once the test is successful, the caster can then alter the intended memory or memories of the target. If the caster makes an extraordinary success for her Spellcraft test and the target has a Disastrous Failure, the target has total amnesia. To be cured of this amnesia, a person must make monthly cumulative Medicine: Magic test against TN equal to the difference between the caster's Spellcraft and the target's Willpower results times the caster's Magic attribute. If the caster somehow casts the spell on herself, she is affected by total amnesia as she can't modify her own memories.

Failure: The target knows of the caster's intent to alter her memories.

More Space Spell

Prerequisite: Permanence Ability

Spellcraft TN: 10 / 10

Range: Touch

Duration: Permanent

Specialty: Transfiguration

Effect: This spell causes the capacity of an object to increase in size up to an additional area in square feet equal to the caster's Magic attribute.

Patronus Charm

Spellcraft TN:	15 / 15
Range:	Standard
Duration:	Concentration, rounds
Specialty:	Charm
Effect:	A silvery, ghost-like apparition (commonly called the Patronus) springs from the end of the caster's wand in the shape of Muggle animal distinct to the caster. This spell's main use is to defend against dementors as the caster mentally commands the apparition to attack them physically. It may also cause others to run in fear as well. On a Marginal success, a silvery mist appears somewhat in the form of the corporeal Patronus, but has diminished effect with a -5 penalty to tests the caster commands and Intimidate (Power).

To determine your Patronus, roll 2d6. The first 1d6 determines the size of the creature of your Patronus.

- 1 - Tiny
- 2 - Little
- 3,4 - Small
- 5 - Medium
- 6 - Large

The other 1d6 determines the type of creature of your Patronus.

- 1 - Fish
- 2 - Bird
- 3 - Amphibian
- 4 - Reptile
- 5,6 - Mammal

Adjustments to the Patronus:

Tiny and Little creatures get adjustments to their attributes as if they were both of the Small category and Small and Medium creatures get adjustments to their attributes as if they were both of the Large category.

The Patronus also has the skill Intimidate (Power) +8; all other abilities, skills, etc. are normal to the real creature. If the creature already has Intimidate (Power) then it has, at minimum, 8 ranks in the skill.

Failure:	A weak, silvery mist issues from the end of the caster's wand.
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Polymorph Other

Prerequisite:	Polymorph Self
Spellcraft TN:	15 / 15
Range:	N/A
Duration:	Extraordinary - 2d6 weeks Superior - 2d6 days Complete: - 2d6 hours Marginal - 2d6 x10 minutes
Specialty:	Transfiguration
Effect:	The caster morphs, partially or completely, a target person into a form of her desire or back from an unnatural form. If the caster has a Marginal success for her Spellcraft check, her target is only partially transformed. While in animal form, she or her target gains the skills and abilities that a normal version of the animal has while keeping hers from human form. If the form doesn't allow certain skill checks to be made, including casting spells with a wand, then she cannot access them. If the animal form's skill(s) exceed her own in human form, she uses the skill at the level the animal has, otherwise skills are used at the level she has while in human form.
Failure:	On a Disastrous Failure, the caster or target has an incomplete transformation and is unable to return to normal form on her own.

Polymorph Self

Prerequisite:	Polymorph Animal
Spellcraft TN:	15 / 15
Range:	N/A
Duration:	Extraordinary - 2d6 weeks Superior - 2d6 days Complete: - 2d6 hours Marginal - 2d6 x10 minutes
Specialty:	Transfiguration
Effect:	The caster is morphed, partially or completely, into herself or into a form of her choice. If the caster has a Marginal success for her Spellcraft check, she is only partially transformed. While in an animal form, she or her target gains the skills and abilities that a normal version of the animal has while keeping hers from human form. If the form doesn't allow certain skill checks to be made, including casting spells with a wand, then she cannot access them. If the animal form's skill(s) exceed her own in human form, she uses the skill at the level the animal has, otherwise skills are used at the level she has while in human form.
Failure:	On a Disastrous Failure, the caster or target has an incomplete transformation and is unable to return to normal form on her own.

Port Key Spell

Prerequisite:	Summoning
Spellcraft TN:	15 / 15
Range:	Touch
Duration:	N/A
Specialty:	Charm
Effect:	Turns whichever object the caster touches with her wand into a Port-key to wherever the caster wills. It is highly illegal to do this, as Port-keys are regulated magical items by the Ministry of Magic.
Failure:	The Ministry of Magic is alerted to your intent in creating an illegal Port-key.

Protean Spell

Prerequisite:	Polymorph Object, Permanence Ability
Spellcraft TN:	15 / 15
Range:	Touch
Duration:	Permanent
Specialty:	Transfiguration
Effect:	This spell causes objects linked to a primary object to become altered whenever something about the primary object is changed.

Sanctuary

Prerequisite:	Unplottable Charm, Permanence Ability
Spellcraft TN:	20 / 20
Range:	Standard
Duration:	Permanent
Specialty:	Charm
Effect:	This complex and powerful charm hides a person or persons completely; their location is known only to their designated "Secret Keeper" and others she may tell.

Shatter

Prerequisite:	Reductor Curse
Spellcraft TN:	15 / 10
Range:	Standard
Duration:	N/A
Specialty:	Transfiguration, Jinx
Effect:	Causes a non-living target to break into little pieces. The difficulty of the spell is also dependent upon the size of the target so apply +2 TN per size category greater than Tiny.
Counterspell:	Unbreakable Charm (Superior Success or better with a result greater than Spellcraft result for this spell)

Vanishing Spell

Spellcraft TN:	15 / 15
Range:	Standard
Duration:	N/A
Specialty:	Conjuration
Effect:	Makes the target cease to exist. Size and type of target affects the difficulty of the spell. Add +2 TN per size category if the target is larger than Tiny. If the target is a living creature, add the appropriate modifier(s):

<u>TN</u>	<u>Form</u>
+1	Plant or invertebrate
+2	Fish
+3	Amphibian/Bird
+4	Reptile
+5	Mammal
+6	Human
+10	Dragon
+2 TN	If creature is magical

Ward of Requirement

Prerequisite:	Resistance Spell
Spellcraft TN:	15 / 15
Range:	See Text
Duration:	Extraordinary - Years equal to Magic Modifier Superior - Weeks equal to Magic Modifier Complete: - Days equal to Magic Modifier Marginal - Hours equal to Magic Modifier
Specialty:	Charm
Effect:	Depending upon the requirement determined by the caster, the any that do not meet the requirement suffer an awkward and potentially hazardous fate. For example, the Age Ward which Dumbledore put in place around the Goblet of Fire caused the Weasley twins to be repelled forcibly from the ward and to sprout beards rivaling Dumbledore himself. A line is drawn with the caster's wand to denote the boundary of the ward.

Familiars

Almost as iconic as the pointed hat or the broomstick, the familiar is practically a necessity for any witch or wizard.

Available Animals

The difference between these animals and the average animal of the same species is they have a greater intelligence and possess unique abilities besides their natural ones. For information concerning the creation of these animals' stats, see the *Compendia Creatura*. This book will only list information about their familiar-specific powers. Here is a list of common animals for use as familiars: bats, cats, dogs, lizards, owls, rats, ravens, snakes, spiders, toads, and weasels.

Familiar Characteristics

Familiars all gain these bonuses for being familiars in addition to their natural animal abilities and traits:

- +2 Bearing or Perception
- +1 Bearing or Perception (not same as above)
- +2 Intellect
- +1 Willpower
- +1 Wisdom
- Locate Person ability

Locate Person

The creature is able to travel to and locate people or places as directed by its owner or anyone who its owner trusts, as designated by the Ally edge.

Effect: The creature must perform a Survival test against a TN based on the distance between where it is now to where the person it is looking for. Add -3 TN if given a specific location and -2 TN if the familiar has been there before.

Simple (TN 5): 100 miles or less taking 2-3 days

Standard (TN 10): 101-500 miles taking 3 days to 1 week

Challenging (TN 15): 501-1000 miles taking 1-2 weeks

Difficult (TN 20): 1001-5000 miles taking 2-3 weeks

Virtually Impossible (TN 25): 5001 miles to the other side of the Earth taking a minimum of 1 month

Chapter 11: Goods & Services

Galleons, Knuts, and Sickles, oh my! What in the world could any of us do without money and the things it can buy? From brooms that can fly almost faster than the eye can see to wondrous "telly-phones", there are needs which can only be met by purchasing them, be you Muggle or wizard. The prices given for wizard items are based in wizard currency values and then the equivalence is given in US Dollars. The prices given for Muggle items are given in US Dollars and the equivalence is given in wizard currency. If a wizard item was found (and known to be magical) and sold by Muggles or vice versa, it could easily fetch a price 10 times its actual value or more.

Table 11-1: Currency Exchange Rate

<u>US\$ - Wizard</u>		<u>Wizard Currency Equivalence</u>	
\$0.01	1 Knut	25 Knuts	1 Sickle
\$0.25	1 Sickle	20 Sickles	1 Galleon
\$5.00	1 Galleon		

Note: This exchange rate is based on, but not accurate to, unofficial conversion charts and programs as found on both news and fan websites. US Dollar values have been rounded in a fashion to facilitate easy calculation.

Gear

Item

Price: Wizard Currency / US Dollars
 Type: Wizard or Muggle
 Size: Tiny to Large
 Structure: Armour Rating, Hardness Rating, or Resistance Rating, the ratings aren't interchangeable as items may have any combination of these ratings as attributes of their structure; Amount of damage object/item able to suffer before becoming useless and/or destroyed; If an item doesn't designate that it has a particular rating, it is considered to be 0 or N/A
 Armour Rating, Hardness Rating, or Resistance Rating: The ratings aren't interchangeable as items may have any combination of these ratings as attributes of their structure; Amount of damage object/item able to suffer before becoming useless and/or destroyed
 Description: What the item is and does in game terms

Batteries

Price: 12 Sickles - 2 Galleons / \$3.00 - \$10.00
 Type: Muggle
 Size: Miniscule - Tiny
 Structure: 2 HR; 1 damage
 Description: These objects contain electric energy to power many different objects, such as calculators and flashlights. The problem is that there are many different types of batteries like watch batteries, 9-volt, AAA, AAA, C and D cell and the items which

use them take very specific types and sizes. If you aren't a Muggle or Muggle-born, make a TN 5 Use Item: Muggle test to determine what size of battery the item uses; each item will have it listed in its description.

Some batteries are rechargeable while others are not. When purchasing batteries, rechargeable batteries cost more than standard batteries. NiCad or nickel-cadmium batteries cost 1.5 times normal while more sophisticated or specialized batteries cost from 2-5 times more. Depending on the type and where you purchase them, batteries can come in packages of 1, 2, 4, or 8. There are larger packages, but are difficult to find.

Brooms

They operate with these spells imbued within them:

- Moving Charm: allows the broom to float above the ground and move in the direction the rider chooses, which includes breaking (Spellcraft TN 20)
- Levitation: allows the broom to fly to different elevations (Spellcraft TN 15)
- Sticking Charm: keeps the rider on the broom through most disturbances that would normally knock a rider off, gives +5 bonus to Ride (Broom) when attempting to stay mounted on the broom (Spellcraft TN 15)

Cleansweep

Price: 10 - 40 Galleons / \$50.00 - \$200.00
Type: Wizard
Size: Small - Medium
Structure: 2 HR; 3 damage
Description: This broomstick is a fairly plain-looking and average. It has fairly limited abilities with its +2 bonus to Ride (Broom).

Comet

Price: 15 - 50 Galleons / \$75.00 - \$250.00
Type: Wizard
Size: Small - Medium
Structure: 2 HR; 4 damage
Description: This broom is better than the Cleansweep, polished in a dark orange finish with black bristles and the trademark comet design on the head of the handle. Not much better than the Cleansweep, it has a +3 bonus to Ride (Broom).

Firebolt

Price: 500 Galleons / \$2500.00
Type: Wizard
Size: Small - Medium
Structure: 3 HR; 7 damage
Description: The fastest brooms made; their design belies the top in broom aerodynamics. Due to their powerful capabilities, they are very expensive, usually only seen ridden by professional Quidditch players or the extremely wealthy, giving a +7 bonus to Ride (Broom).

Nimbus

Type: Wizard
Size: Small - Medium

2000

Price: 75 Galleons / \$375.00
Structure: 2 HR; 5 damage
Description: This broom has a deep mahogany finish and orangish red bristles trimmed for aerodynamics, conferring a +4 bonus to Ride (Broom).

2001

Price: 100 Galleons / \$500.00
Structure: 2 HR; 6 damage
Description: This broom has a sleek, black finish to the handle and ebony bristles trimmed for aerodynamics. This newer model is slightly better than its predecessor with a +5 bonus to Ride (Broom).

Calculators

Simple

Price: 8 Sickles - 1 Galleon / \$2.00 - \$5.00
Type: Muggle
Size: Tiny
Structure: 1 HR; 1 damage
Description: A hand-held device for performing simple mathematics such as multiplication and division; watch, 2 AAA, or 2 AA batteries or solar power powers them. It provides a +1 bonus to Science skills involving mathematics (Physics, Chemistry, etc.). If you aren't a Muggle or Muggle-born, you must make a TN 5 Use Item: Muggle test to use a simple calculator.

Complex (Graphical)

Price: 4 - 15 Galleons / \$20.00 - \$75.00
Type: Muggle
Size: Tiny
Structure: 2 HR; 3 damage
Description: A hand-held device for performing complex mathematical computations; 4 AA batteries power them. It can be programmed to store and run specific formulae and display a graph of various mathematical equations. It provides a +3 bonus to Science skills involving mathematics (Physics, Chemistry, etc.). If you aren't a Muggle or Muggle-born, you must make a TN 10 Use Item: Muggle test to use a complex calculator.

Cell phones

Price: 10 - 30 Galleons / \$50.00 - \$150.00
Type: Muggle
Size: Tiny
Structure: 2 HR; 2 damage

Description: A hand-held device used for communication between people. It can be used in most Muggle-populated areas and can transmit to other cell phones, telephones, and pay phones; specialized batteries power them. If you aren't a Muggle or Muggle-born, you must make a TN 10 Use Item: Muggle test to use a cell phone.

Clothing

Boots

Price: 10 Sickles - 3 Galleons / \$2.50 - \$15.00
Type: Wizard
Size: Tiny - Little
Structure: 0 AR; 2 damage
Description: Not as typical as shoes, but more rugged wear.

Cloak or cape

Price: 12 Sickles - 1 Galleon / \$3.00 - \$5.00
Type: Wizard or Muggle
Size: Small
Structure: 0 AR; 2 damage
Description: A garment worn over clothing to keep them clean. They use straps tie them about the wearer's neck or clasps to fasten them to the wearer's clothing.

Cloak, winter

Price: 3 Galleons / \$15.00
Type: Wizard or Muggle
Size: Small - Medium
Structure: 0 AR; 3 damage
Description: This is a heavier version of the cloak already listed with the same function.

Hat, pointed

Price: 12 Sickles - 2 Galleons / \$3.00 - \$10.00
Type: Wizard
Size: Small
Structure: 0 AR; 1 damage
Description: This style of hat is a typical hat worn by most wizards. It is a required part of a student's uniform at a wizarding school.

Robes

Size: Small - Medium
Structure: 0 AR; 3 damage
Description: Robes are the typical clothing worn by wizards in the wizarding world.

Table 11-2: Price of Robes

<u>Type</u>	<u>Price</u>
Plain	2 - 5 Galleons / \$10.00 - \$25.00
Formal	3 - 10 Galleons / \$15.00 - \$50.00
Fancy	6 - 20 Galleons / \$30.00 - \$100.00

Shoes

Price: 5 Sickles - 2 Galleons (Wizard) / \$10.00 - \$100.00 (Muggle)
Type: Both
Size: Tiny - Little
Structure: 0 AR; 1 damage
Description: Typical footwear by anyone.

Compass

Price: 1 - 4 Galleons / \$5.00 - \$20.00
Type: Muggle
Size: Tiny
Structure: 1 HR; 1 damage
Description: A hand-held device used for determining the direction of north by magnetism. Used in conjunction with a Muggle map, it can help determine your near-exact location. If you aren't a Muggle or Muggle-born, you must make a TN 5 Use Item: Muggle test to understand which direction is north and TN 10 test to confer a +3 bonus from Science: Mathematics to a Survival test to determine your position when using a map.

Computers

Price: 100 - 600 Galleons / \$500.00 - \$3000.00
Type: Muggle
Size: Small
Structure: 2 HR; 3 damage (Laptops)
3 HR; 5 damage (Desktops)
Description: These devices come in essentially two forms in the Muggle world: one that looks like a large book called a "laptop" and another that consists usually of two separate boxes ("tower" and "monitor") that sit on a table or desk called a "desktop". They can store information, perform the same functions as a complex calculator, have the ability to send messages and information (using a thing similar to a telly-phone inside it called a "modem") to other computers and even cell phones, and oddly enough play games as well; specialized batteries power them. If you are not a Muggle or Muggle-born, you must make a TN 10 Use Item: Muggle test to use a computer.

Familiars

See section 10.4 Familiars for more information about them. Familiars range in price from a few Sickles to many Galleons depending on the kind of animal (Narrator's discretion).

Flashlights

Price: 8 Sickles - 3 Galleons / \$2.00 - \$15.00
Type: Muggle
Size: Tiny - Little
Structure: 1 HR - 10 HR; 2 damage - 5 damage

Description: A hand-held device used for providing light in the dark. Depending on the size of the flashlight, it can illuminate a conic area of 15 feet long and a 5 feet in diameter to 30 feet long and 10 feet in diameter. Depending on its size, it can be powered with 2 AA or 2-4 C batteries. If you aren't a Muggle or Muggle-born, make a TN 5 Use Item: Muggle test to operate.

Matches

Price: Free - 4 Sickles / Free - \$1.00
Type: Muggle
Size: Tiny
Structure: 0 HR; 1 damage
Description: These objects are small sticks of wood with an alchemical powder pressed on one end. By rubbing or "striking" the end with the powder upon a rough surface, it will ignite into flame. The flame can be used to ignite flammable things for the purpose of starting a fire, lighting a torch, etc. The flame by itself can cause 1 point of damage, but then it is put out. Matches can come in little flaps of paper called "books" or may be purchased in boxes of 200. If you aren't a Muggle or Muggle-born, make a TN 5 Use Item: Muggle test to ignite the match; a failed test breaks the match. Waterproof matches provide a +2 bonus to Survival tests to start a fire while it is raining, snowing, etc.

Gloves

Asbestos-lined

Price: 10 Galleons / \$50.00
Type: Muggle
Size: Little
Structure: 5 RR vs. fire/heat; 2 damage
Description: These gloves are made with a peculiar Muggle alchemical substance called "az-best-ose." The can withstand very high temperatures, protecting the wearer's hands, but as they are not made by wizards, they cannot protect against anything magical.

Basilisk scale

Price: 100 Galleons / \$500.00
Type: Wizard
Size: Little
Structure: Full RR vs. Touch poisons; 4 damage
Description: These gloves are made from the skin of a young basilisk. They are very supple and will stretch or shrink to fit the hands of wearers size Small to Large. Their value is based off the rare skin used and the fact that they confer upon the wearer increased fortitude of +8 Stamina bonus vs. serpent poisons and full protection against all poisons that are the Touch type when handled using the gloves. This item can only be found in Knockturn Alley or other such places dealing in Dark Arts items.

Dragon hide

Price: 20 Galleons / \$100.00
Type: Wizard
Size: Little
Structure: 10 RR vs. fire/heat, 4 RR vs. acid; 4 damage
Description: These gloves are made from the hide of dragons. They are very supple and will stretch or shrink to fit the hands of wearers size Small to Large. Regardless of the type of dragon, they protect the wearer's hands from extreme heat and fire, offering a fire/heat resistance of 10. They also have a resistance of 4 vs. all types of acid.

Leather

Price: 5 Galleons / \$20.00
Type: Muggle
Size: Little
Structure: 1 RR vs. fire/heat and cold; 1 damage
Description: These gloves are made from either cowhide or sheep's hide. They offer little protection against heat or cold. In the case of incidental contact with acid, they are destroyed and the wearer must remove them the next round or suffer damage. The gloves will also protect the wearer against Muggle poisons of the Touch type, but not against anything magical.

Salamander leather

Price: 10 Galleons / \$50.00
Type: Wizard
Size: Little
Structure: 5 RR vs. fire/heat, 2 RR vs. acid; 2 damage
Description: These gloves are made from the skin of a young salamander. They are very supple and will stretch or shrink to fit the hands of wearers size Small to Large. They protect the wearer's hands from extreme heat and fire, offering a fire/heat resistance of 5. They also have an acid resistance of 2 vs. all types of acids.

Note: To remove gloves because of the risk of sustaining damage from poison or acid, the character must make a TN 7 Nimbleness test; there is no way to remove the gloves in time to not take damage from a source of fire or heat.

Potions equipment

Cauldrons

Price: 1 - 5 galleons / \$5.00 - \$25.00
Type: Wizard
Size: Little - Small
Structure: 5-7 HR, 5-7 RR vs. acids and fire/heat; 4-6 damage
Description: These are large pots that are used for brewing all sorts of magical concoctions. They are made from many different metals and alloys, from cast iron to pewter. Similar to flasks and phials, they also have charms imbued in them to protect them from damage due to magical acid and fire/heat. The Spellcraft TN of the charm is TN 10.

Flasks

Type: Wizard
Size: Little
Description: These are used for holding and mixing potions for experiments. They have a very minor charm placed upon them to be able to hold the magical concoctions. It also comes with a stopper with a similar enchantment. They can hold up to 12 ounces of fluid. The charm upon this item has is Spellcraft TN 7.

Ceramic

Price: 8 Sickles / \$2.00
Structure: 2 HR; 3 damage

Crystal

Price: 2 Galleons / \$10.00
Structure: 4 HR; 5 damage

Ingredients

Price: Dependent upon item needed, Narrator discretion
Type: Wizard
Size: Tiny - Little
Description: These bits and bobs range from moonstones to unicorn hair to skinned Abyssinian shrivelfig; used in potions for restoring someone from being petrified to artificially aging yourself. A sample list of potion ingredients is in the table below.

Table 11-3: Sample Potion Ingredients

Abyssinian shrivelfig	Caterpillars, sliced	Mandrake root
Aconite	Doxie eggs	Moonstone
Armadillo bile	Dragon parts	Porcupine quills
Ashwinder eggs, frozen	Frog brains	Puffer-fish eyes
Asphodel, root of	Ginger roots, cut	Rat spleen
Belladonna, essence of	Jobberknoll feathers	Scarab beetles
Bezoar	Knotgrass	Snake fangs
Bicorn horn, powdered	Lacewing flies	Tubeworms
Billywig stings, dried	Leeches	Unicorn hair
Black beetle eyes	Lionfish, spine of	Wormwood

Student's Ingredient Kit

Price: 2 Galleons / \$10.00
Type: Wizard
Size: Little
Description: This is a basic set of potions ingredients used by students for their classes. Monitored closely, the portions given should last a couple years. See section 11.4 concerning potions (how they are made, descriptions, etc.).

Phials

Type: Wizard
Size: Little
Description: These are used for holding and mixing potions for experiments and for holding Potions homework for review by the professor. They have a very minor charm placed upon them to be able to hold the magical concoctions. It also comes with a stopper with a similar enchantment. They can hold up to 4 ounces of fluid. The charm upon this item has is Spellcraft TN 5.

Glass

Price: 3 Sickles / \$0.75
Structure: 1 HR; 1 damage

Crystal

Price: 15 Sickles / \$3.75
Structure: 3 HR; 2 damage

Scales, brass

Price: 1 Galleon / \$5.00
Type: Wizard or Muggle
Size: Little
Structure: 2 HR; 2 damage
Description: This basic set of scales is used for measuring and weighing potion ingredients. It comes with a small scale that can weigh items to 1/8 oz. - 4 oz., scoops for measuring small amounts to 1/3 tsp. - 1 tbsp., and a pair of tweezers.

Quills, typical or rare

Size: Little
Structure: 0 HR; 1 damage (Muggle) or 3 damage (magical)
Description: These are feathers specifically used for writing or for creating wands.

Table 11-4: Quill Prices

<u>Type</u>	<u>Bird</u>	<u>Cost</u>
Muggle	Eagle	8 Sickles / \$2.00
	Owl	1 Sickle / \$0.25
	Peacock	3 Sickles / \$0.75
	Raven	15 Knuts / \$0.15
Wizard	Cockatrice	2 Galleons / \$10.00
	Hippogriff	1 Galleon / \$5.00
	Phoenix	5 Galleons / \$25.00

Quick-Quotes Quill

Price: 3 Galleons / \$15.00
Type: Wizard
Size: Tiny

Structure: 0 HR; 3 damage
 Description: This quill looks like a normal owl quill but upon command by the owner, it will begin dictating whatever the owner and whomever the owner designates says until commanded to stop. These enchanted quills in a variety of types depending on the nature of the dictation the writer wishes convey such as verbose, exaggeration, or accurate dictation. The charm upon this item has is Spellcraft TN 10.

Paper

Price: 3 Sickles / \$0.75
 Type: Both
 Size: Small
 Structure: 0 HR; 1 damage
 Description: Paper comes in rolls 20 feet long in the wizarding world or in tablets and notebooks in the Muggle world.

Ink

Price: 4 Sickles / \$1.00
 Type: Wizard
 Size: Tiny
 Structure: 1 HR; 1 damage
 Description: For use with quills for writing. The ink comes in a phial with the same properties as those used for potion-craft.

Telephones

Price: Free - 4 Sickles / Free - \$1.00
 Type: Muggle
 Size: Tiny
 Structure: 1 HR; 3 damage
 Description: The "telly-phone" is a Muggle device used for communication between people. It can be used in most Muggle-populated areas and can transmit to cell phones, other telephones, and pay phones. Some require power from specialized batteries while others just need to be connected to a special plug in the wall of a Muggle building or home. If you aren't a Muggle or Muggle-born, you must make a TN 5
 Use Item: Muggle test to use a cell phone.

Tents

Standard

Price: 4 - 30 Galleons / \$20.00 - \$150.00
 Type: Muggle
 Size: Medium - Huge
 Structure: 1 AR; 3 - 8 damage (depending on size)
 Description: This is a temporary shelter that can be erected for use in the outdoors. Muggles use them when they go camping or backpacking in the wilderness.

Wizard

Price: 5 - 20 Galleons / \$25.00 - \$100.00
Type: Wizard
Size: Medium - Huge
Structure: 2 AR; 5 - 10 damage (depending on size)
Description: Similar to the Muggle version but has a More Space Charm and Levitation Charm imbued into it so as to incorporate a house full of amenities within and to make it light enough to carry by a person without trouble. The charms upon this item are Spellcraft TN 15.

Textbooks

Price: 16 Sickles - 5 galleons / \$4.00 - \$25.00
Type: Wizard
Size: Tiny - Little
Structure: 1 AR; 2 damage (Hardback books)
0 AR; 1 damage (Paperback books)

Table 11-5: Sample Textbook Titles

The Standard Book of Spells (Grade 1) by Miranda Goshawk
A History of Magic by Bathilda Bagshot
Magical Theory by Adalbert Waffling
A Beginner's Guide to Transfiguration by Emeric Switch
One Thousand Magical Herbs and Fungi by Phyllida Spore
Magical Drafts and Potions by Arsenius Jigger
Fantastic Beasts and Where to Find Them by Newt Scamander
The Dark Forces: A Guide to Self-Preservation by Quentin Trimble

Weapons & Armour

Item

Price: Wizard Currency / US Dollars
Size: Small - Large
Structure: Armour Rating, Hardness Rating, or Resistance Rating, the ratings aren't interchangeable as items may have any combination of these ratings as attributes of their structure; Amount of damage object/item able to suffer before becoming useless and/or destroyed; If an item doesn't designate that it has a particular rating, it is considered to be 0 or N/A
Damage/Parry or AR: Damage dealt/Parry bonus by weapon or Armour Rating of armour; When giving these weapons in proportional size to creatures larger than Medium, add 1d6 to damage for every size larger the weapon is; A person may wield weapons up to one size increment greater than she is and only with two hands, two size increments greater than she is with a 12+ Strength and -3 penalty

Range:	Range increments in yards if weapon has the ability to be used at a distance; Point Blank/Short/Medium/Long/+ Extended increment, Bonus or Penalty added to result due to range, respectively, +2, +0, -2, -4, and -2 for each additional increment added to penalty for Long
Description:	What the item is and does in game terms

Melee Weapons

Axes

Battle Axe

Price:	5 Galleons / \$25.00
Size:	Medium
Structure:	3 HR; 4 damage
Damage:	2d6+4 / +1
Description:	This is weapon with a sturdy handle and a crescent-shaped blade at one end. A favourite of the dwarves, especially those from lower Scandinavia.

Great Axe

Price:	10 Galleons / \$50.00
Size:	Large
Structure:	4 HR; 6 damage
Damage:	3d6+2 / +1
Description:	This is weapon with a long, hefty handle and often with two large crescent-shaped blades at one end. Giants and large men employed these to great effect in the old wars against one another.

Hand or Throwing Axe

Price:	2 Galleons / \$10.00
Size:	Small
Structure:	2 HR; 3 damage
Damage:	1d6+2 / +0
Range:	5/10/20/30/+5
Description:	This is weapon with a short, wooden handle with a small, curved blade at one end. It is light enough to use in one hand or throw with accuracy.

Blades

Dagger

Price:	12 Sickles / \$3.00
Size:	Small
Structure:	1 HR; 1 damage
Damage:	1d6+2 / -2
Range:	5/10/20/30/+5
Description:	Fairly common in use, it is a short double-edged blade of metal, typically steel. When all spells fail, a good blade at your side can be of great benefit.

Great Sword

Price:	10 Galleons / \$50.00
Size:	Large
Structure:	4 HR; 5 damage

Damage: 3d6+2 / +1
Description: Used by giants and large men, this sword is a symbol of strength and power.

Longsword

Price: 7 Galleons / \$35.00
Size: Medium
Structure: 3 HR; 4 damage
Damage: 2d6+5 / +1
Description: Typical weapon in medieval times by soldiers and noblemen. Even wizards of ancient times wore these at their side for both to keep up appearances about Muggles and as added protection.

Scimitar

Price: 6 Galleons / \$30.00
Size: Medium
Structure: 3 HR; 3 damage
Damage: 2d6+4 / +1
Description: A sword mostly seen in the Middle East; a long, single- edged sword of various sizes and shapes.

Short Sword

Price: 3 Galleons / \$15.00
Size: Small
Structure: 2 HR; 2 damage
Damage: 2d6+1 / +0
Description: This weapon has a blade about twice the size of a dagger, but with a noticeably broad base at the handle. Goblins, in their early days, fashioned and used these with ease and cunning.

Clubs

Club

Price: Free / Free
Size: Medium
Structure: 2 HR; 2 damage
Damage: 1d6+1 / +1
Description: This simple weapon is usually a large stick of wood found almost anywhere; typical weapon of hill trolls.

Flail

Price: 4 Galleons / \$20.00
Size: Medium
Structure: 2 HR; 3 damage
Damage: 2d6+3 / -2
Description: Akin to the mace and morningstar, this weapon has a wooden or metal handle attached to a heavy ball of stone or metal (spiked or not) by a chain or rope. Characters receive a +2 bonus if attempting to disarm an opponent.

Hammer

Price: 3 Galleons / \$15.00
Size: Medium
Structure: 3 HR; 3 damage
Damage: 2d6+1 / +0

Description: This is a weapon made of shaped metal at the end of a wooden shaft or handle. This is another favoured weapon of dwarves, usually by those of the cult of Thor.

Mace

Price: 3 Galleons / \$15.00

Size: Medium

Structure: 2 HR; 3 damage

Damage: 2d6+1 / +0

Description: Stronger than a club, a mace uses a heavy end, usually consisting of metal, to smash an opponent with.

Morningstar

Price: 3 Galleons, 10 Sickles / \$17.50

Size: Medium

Structure: 2 HR; 3 damage

Damage: 2d6+2 / +0

Description: Typically the same as a mace, but uses spikes or sharp barbs sticking out of the head to inflict more damage.

Staff

Price: Free / Free

Size: Medium

Structure: 2 HR; 4 damage

Damage: 1d6+2 / +2

Description: This simple weapon is a stick of wood, longer than a club and found almost anywhere. Mind this warning: beware the elderly man who asks to keep his walking stick at his side.

Polearms

Mattock

Price: 5 Galleons, 10 Sickles / \$27.50

Size: Medium

Structure: 3 HR; 4 damage

Damage: 2d6+4 / +1

Description: Originally used for mining, this weapon is devastating against all, including those in armour. A lesser-used weapon and again by dwarves, mostly by those of mountainous regions of the Alps, the Urals, and Rocky Mountains in North America.

Pikestaff

Price: 4 Galleons, 10 Sickles / \$22.50

Size: Large

Structure: 3 HR; 3 damage

Damage: 2d6+1 / +1

Description: A weapon with a thick staff with a blade at the end similar to a spear.

Spear

Price: 5 Galleons / \$25.00

Size: Large

Structure: 2 HR; 4 damage

Damage: 2d6+3 / +1

Range: 5/10/20/40/+5

Description: A weapon with a long staff usually made of oak or ash, with a long dagger-like point at the end. A weapon used by many, including wizards and centaurs, in the Dark Ages.

Ranged Weapons

Bows

Arrows

Price: 1 Galleon / \$5.00
Size: Small
Structure: 0 HR; 1 damage
Description: A quiver of 20 arrows (for a longbow or shortbow), projectiles made of long dowels of wood with a metal, stone, or sharpened head and feathers (called fletchings) to help guide the arrow. When spent, roll 1d6; if the result is 1 or 2, the arrow cannot be salvaged.

Longbow

Price: 8 Galleons / \$40.00
Size: Medium
Structure: 2 HR; 3 damage
Damage: 2d6
Range: 5/30/60/150/+30
Description: A long, flexible piece of wood connected at the ends with a taught piece of string, hair, cord, or sinew to shoot arrows at targets; a common weapon of all cultures.

Longbow, compound

Price: 15 Galleons / \$75.00
Size: Large
Structure: 2 HR; 4 damage
Damage: 2d6 + Strength Modifier
Range: 5/35/75/175/+35
Description: A long, flexible piece of wood connected at the ends with a taught piece of string, hair, cord, or sinew to shoot arrows at targets; a common weapon of all cultures. Its advantage is extra damage by means of extra strength needed to draw the bow from the recurve.

Shortbow

Price: 6 Galleons, 10 Sickles / \$32.50
Size: Small
Structure: 2 HR; 2 damage
Damage: 2d6
Range: 5/20/50/120/+20
Description: Smaller than the longbow, but near as deadly, this weapon is used by mostly the smaller races, especially woodland humanoids.

Shortbow, compound

Price: 13 Galleons / \$65.00
Size: Medium
Structure: 2 HR; 3 damage
Damage: 2d6 + Strength Modifier

Range: 5/25/55/135/+25

Description: As the shortbow is to the longbow, its compound version is the same way.

Crossbows

Bolts

Price: 1 Galleon / \$5.00

Size: Little

Structure: 1 HR; 2 damage

Description: A quiver of 20 bolts (for a small or large crossbow), projectiles shorter and thicker than arrows.

Small Crossbow

Price: 7 Galleons / \$35.00

Size: Medium

Structure: 2 HR; 3 damage

Damage: 2d6

Range: 10/30/60/90/+15

Description: An expansion of the bow, this weapon fires bolts similar arrows, but sturdier. It's most effective at close ranges and can really pack a punch when up close; add +2 damage at Point Blank and Short ranges.

Large Crossbow

Price: 12 Galleons / \$60.00

Size: Large

Structure: 3 HR; 4 damage

Damage: 2d6

Range: 10/35/70/100/+20

Description: The same as the small crossbow, but bigger and more powerful and add +3 damage at Point Blank and Short ranges. You can find one of these hanging in Hagrid's hut.

Polearms

Javelin

Price: 1 Galleon / \$5.00

Size: Medium

Structure: 2 HR; 3 damage

Damage: 2d6+3

Range: 5/15/45/90/+15

Description: Smaller than a spear, this weapon has the advantage of being fairly easy to make as well as having many on hand for use due to its lighter design. Its only downside is that it is designed only for ranged combat. They found extensive use around the Mediterranean by the Greeks and such.

Shot

Sling

Price: 4 Sickles / \$1.00

Size: Tiny

Structure: 0 HR; 1 damage

Damage: 2d6 or 2d6+2

Range: 5/15/45/90/+10

Description: This weapon is nothing but a small leather pouch with long leather or cord straps on either side to hold on to. With some training, this simple weapon can be quite effective such as the incident with David and Goliath. The first damage listed is for when using rocks while the second is for when metal shot is used.

Stone, thrown

Price: Free / Free
Size: Tiny
Structure: 1 HR; 2 damage
Damage: 1d6
Range: 5/10/20/30/+5
Description: When all you have left is the rocks on the ground, let your enemies beware for even these chunks of stone can wound or kill an enemy if keenly aimed.

Armour

When it comes to armour, the amount of damage let through to the wearer is subtracted from the amount of damage it is allowed to take. If the armour has taken sufficient damage to reduce its Structure Damage to 0 or less, the armour is completely useless and can no longer provide any protection. An armoursmith may repair the armour if it has more than 0 Structure Damage left, costing 5 Sickles x Armour Rating x (total Structure Damage - remaining Structure Damage) and taking an amount of time in hours for the repair equal to Armour Rating + (total Structure Damage - remaining Structure Damage).

The prices listed are for corsets, except for plate armour. A hauberk of said armour has +1 AR and costs 125% of the corset price. A character wearing a hauberk of said armour, except plate, has a -1 penalty to Nimbleness.

Leather

Price: 7 Galleons / \$35.00
Structure: 2 RR vs. fire/heat and cold / 20 damage
AR: 2
Description: This simple jerkin of leather and some padding offers the simplest of protection from a stray rusty dagger in the night but not much more.

Chain

Price: 15 Galleons / \$75.00
Structure: 1 RR vs. fire/heat and cold / 35 damage
AR: 4
Description: More sturdy than the scale armour, this armour, made of interlocking rings of metal, protects the wearer from more damage and is harder to penetrate with hand weapons. There is a -2 AR penalty when calculating damage from a bow, spear, or javelin attack with an extraordinary success.

Chain with Plate

Price: 17 Galleons / \$85.00
Structure: 2 RR vs. fire/heat and cold / 40 damage
AR: 5

Description: Same as the standard chain armour, but has more protection to vital areas from plates of metal. There is a -1 AR penalty when calculating damage from a bow, spear, or javelin attack with an extraordinary success.

Plate

Price: 25 Galleons / \$125.00

Structure: 2 RR vs. fire/heat and cold / 50 damage

AR: 7

Description: The most impressive of all the armours, this armour is made from carefully articulated plates of metal, allowing the wearer to most of his normal range of movement. Because this armour is so large and cumbersome, the wearer suffers a -2 Nimbleness penalty and can only be bought as a suit (hauberk). There is a -2 AR penalty when calculating damage from a spear or javelin attack with an extraordinary success. There are a number of enchanted suits of this armour around Hogwarts.

Scale

Price: 10 Galleons / \$50.00

Structure: 1 RR vs. fire/heat and cold / 30 damage

AR: 3

Description: Made of layers of beaten metal scales, this armour resembles the hide of dragons, but is far less effective. There is a -2 AR penalty when calculating damage from a spear or javelin attack with an extraordinary success.

Shields

To use the Parry Bonus of a shield, make a Melee Combat roll plus the bonus from the shield and weapon together. To parry only with a shield, use Melee Combat: Clubs plus the parry bonus; Shield Bash as a specialty would also apply.

Shield, small

Size: Small

Description: Small disks of metal or wood with straps and/or handles to hold to a bearer's arm to help provide protection from attack and can even be used as a weapon. If the shield has spikes, add +2 to damage. It also provides a penalty to a ranged attack test against the bearer equal to its Parry Bonus if the shield hasn't been used as a weapon in this round.

Metal

Price: 3 Galleons / \$15.00

Structure: 5 HR / 30 damage

Parry Bonus: +3

Damage: 1d6+1

Wood

Price: 2 Galleons / \$10.00

Structure: 3 HR / 20 damage

Parry Bonus: +2

Damage: 1d6

Shield, large

Size: Medium

Description: Larger than small shields, but have the same function.

Metal

Price: 5 Galleons / \$25.00

Structure: 6 HR / 35 damage

Parry Bonus: +3

Damage: 1d6+3

Wood

Price: 4 Galleons / \$20.00

Structure: 4 HR / 25 damage

Parry Bonus: +2

Damage: 1d6+2

Shield, tower

Size: Large

Description: These shields are about twice the size of large shields, but are not wieldy in combat as a weapon nor provide a parry bonus like the smaller shields by creatures smaller than size Large. It provides solely the penalty to ranged attacks against the bearer.

Metal

Price: 7 Galleons / \$35.00

Structure: 8 HR / 45 damage

RC Penalty: -5

Wood

Price: 6 Galleons / \$30.00

Structure: 6 HR / 35 damage

RC Penalty: -5

Wands

Creating a Wand

Wands are one of the most iconic items to wizards and witches and in the world of Harry Potter they are no less so. The simple ability to own and carry a wand means that you are allowed the privilege of wielding magic in all its forms while having it broken is one of the worst disgraces a wizard or witch could face. The wand is also the conduit by which a wizard's magical power is focused and directed; without it, they are unable to cast any spells or invoke any of their special abilities.

Their creation is done only by a very select few such as the wizened Ollivander in Diagon Alley. It takes a peculiar temperament and a keen understanding of the forces within magic to create wands from hand-selected pieces of wood and feathers or hair. And due to their creation and the materials they are made from, wands may have certain tendencies to be more powerful than others or favour different types of spells. Oddly enough, when you purchase a wand at Ollivander's or any other wandmaker, they cost only 7 Galleons, regardless of their power or destiny.

In terms of the game, wands only have one attribute and that is the spell bonus table. The spell bonus table is a list of bonuses or penalties that are applied to all tests concerned with casting the different types of spells. The order in which the spell bonuses are listed is Charms, Curses, Conjunction, Jinxes, Mind, and Transfiguration. A wand that has the spell bonus table +1/+0/-2/+1/+0/+0 would have +1 bonus to all Charm and Jinx spells she cast and a -2 penalty to all Conjunction spells.

There are two guidelines to creating a wand:

- You have a maximum total bonus of +3, which can be broken down as a Narrator sees fit. To determine the maximum bonus roll 1d6: +1 on 1-3, +2 on 4-5, and +3 on 6.
- The spell bonus table must be zero-sum. This means that all the bonuses and penalties must add up to zero. Using the previous wand example to illustrate this: $1 + 0 + -2 + 1 + 0 + 0 = 0$.

With these concepts in mind, most wands used in the game are created in the manner listed above.

Wand Use and Broken Wands

It is important to note that at any one time, only one wand will function with its full capability (no penalties) with a user. This is due to the wand choosing its user and not the other way around, even if the wand is destined to be destroyed. As with any rule, there are exceptions; with this one, there are two:

- If a wand has a twin, then either selected users may use either wand to its full effect
- A wandmaker can use any wand that he creates to cast up to Tier II spells without ill effects and any wand he doesn't create only Tier I spells without ill effects. All spells cast with these wands are at the most minimum effect possible. Wandmakers cannot make their chosen wand.

Now, let's say a character must use a wand that isn't hers, she may do so but with consequences. When casting a spell, roll 1d6; the result would be a penalty to be applied to the Spellcraft test result; roll the die each time a spell is cast. If an ability is attempted to be invoked by a caster using another's wand, roll 1d6 and on 1, the attempt fails.

If the unfortunate happens and a character breaks her wand, she may continue to use it with the great potential for dire consequences. When she casts a spell, roll 1d6 and add the result as a penalty to the Spellcraft test result. If the broken wand isn't hers, roll 2d6 for the Spellcraft penalty. On the chance that the casting attempt was successful, the best the character can do the minimum effect of the spell. Any failure is considered a disastrous failure, so roll 2d6 and consult the table below; the failure attribute of the spell is ignored and replaced by the effect in the table and double the effects listed except for a roll of 12 if the broken wand isn't hers.

Table 11-6: Broken Wand Effects

<u>Roll</u>	<u>Consequence</u>
2	The spell is reflected back upon the caster with maximum effect
3 - 10	The wand is reflected back upon the caster with standard effect
11 - 12	The wand sparks and fizzles and does nothing

Elixirs, Potions, Drafts, Draughts, and Magical Substances

Creating Your Concoctions

It can be quite difficult, if not hazardous, to create potions and such without the proper instruction, technique, and equipment. To do so, a character must have the proper ingredients, a cauldron, and scales. Protective hand- and eyewear are always recommended; required if you are a student. A basic set of alchemical ingredients can be purchased for a reasonable price, but sometimes a particularly difficult, powerful, or obscure creation needs rare and possibly illegal substances.

When a character is going to create a potion or whatever, she must have all the proper equipment and meet all requirements first. Then she must acquire the ingredients, either from her own stores or roll to gather them herself; the need of special ingredients can be an adventure in and of itself. Finally, the character must go through the motions of creating the potion or substance (i.e. adding things to her cauldron, stirring properly – following the recipe), that is simulated by the Brew Potion test for creation. The time required for finding the ingredients and creating the potion or substance is up to the judgement of the Narrator if it isn't specified.

Sample List of Alchemical Items

Item

Spells:	List of spells the character is required to know in order to create the item.
Ingredients:	The Brew Potion TN for finding and preparing the ingredients if they are not readily available. For every level of success greater than marginal, reduce the amount of time taken for this phase by 25%.
Creation:	The Brew Potion TN for creating the actual potion or substance.
Effects:	Description of the effects of the item

Bone Regeneration Draught

Spells:	Engorgement, Repair
Ingredients:	5
Creation:	15
Effects:	This solution (commonly bottled under the name of “Skele-Gro”) will reliably, but painfully, mend and regrow bones if they have been broken or lost. How long it takes depends on what bones need mending and the quality of the draught.

Small bones: 1d6 hours (fingers, toes)
Medium bones: 2d6 hours (arms, ribs)
Large bones: ½ 1d6 days, minimum 1 day (legs)

Superior Success: ½ time required
Extraordinary Success: ¼ time required

Flame-freezing Potion

Spell(s): Cold Flame Charm
Ingredients: 10
Creation: 15 / Roll a Spellcraft check as if you were casting the spell; the effects last the maximum duration of one success level less than if the spell were cast (minimum: the max duration of a Marginal Success). If you roll a failure on your Spellcraft check, the potion fizzles and is ineffective.
Effects: Same as the spell

Floo Powder

Spell(s): Create Flame, Cold Flame Charm, Apparate/Disapparate Ability
Ingredients: 15
Creation: 15
Effects: When used in a fireplace connected to the Floo Network, you are transported to where you want to go. To use: take a handful of powder, step into the fireplace, speak (clearly) your destination, and toss down the powder. In a ball of flame you are whisked away at a very high speed and shortly deposited in a fireplace in or near where you intended.

Potion of Passion

Spell(s): Entrancing Charm OR Confusion OR Modify Memory
Ingredients: 5
Creation: 10 (Entrancing Charm) / 15 (other two) / Roll a Spellcraft check as if you were casting the spell; the effects last the maximum duration of one success level less than if the spell were cast (minimum: the max duration of a Marginal Success). If you roll a failure on your Spellcraft check, the potion fizzles and is ineffective. For an added +10 TN to the Creation of the potion, if you have the Permanence Ability, the effects can be permanent, but stipulations for Permanence still apply to the spell you intend cast.
Effects: If the Entrancing Charm is used, the target suffers the effects of the spell: the fuzzy feeling of a mild attraction or crush. If Confusion is used, the target suffers the effects of the spell: the giddy feeling of enamored desire. If Modify Memory is used, the target suffers the effects of the spell: the complete bewitchment of passion and lust.

Polyjuice Potion

Spell(s): Polymorph Other
Ingredients: 15
Creation: 20
Effects: The character is physically transformed into the person of whom she removed a bit of hair, nail clippings, or whatever. It takes a month to brew this concoction. The effects last 1 hour for a Marginal Success for Creation, 1d6 hours for Complete Success, 2d6 hours for Superior Success, and 4d6 hours for an Extraordinary Success.

Services

Inns

Typical places for weary travelers to stay at while on vacation, business, or other. They are found throughout the world, be it Muggle or wizard, and really no different from one another other than the patronage. A room consists of a bed, bathroom, maybe a TV or cooking area (depending on how much you want to spend). Prices for rooms can go for say a 1 up to 10 Galleons or more per night in a wizarding inn or \$40 up to \$200 or more in a Muggle inn.

Knight Bus

The Knight Bus is a triple-decker, violently purple bus which has The Knight Bus written over its windshield in gold letters. The Knight Bus provides emergency transport for the stranded witch or wizard; all they need to do is hold out their wand hand. It is also possible to book a seat (bed rather) on the Knight Bus for trips around Britain. The current conductor of the Knight Bus is Stan Shunpike, who is 18 years old, and the driver is Ernie Prang, an elderly wizard wearing very thick glasses.

While the driver and conductor sit in the front of the bus in armchairs, there are no other seats onboard; the Knight Bus provides a half a dozen brass bedsteads per level. Lighting comes from candles in brackets on the walls. A small wooden staircase leads to the upper floors. The ride is somewhat bumpy, as the bus seems to jump erratically from one place to another. The fare is 1 Sickle/10 kilometers or 5 miles. For an extra 2 Sickles you get hot chocolate and another 2 Sickles more you get a hot water bottle and a toothbrush to boot. The Knight Bus can travel anywhere you want to go, as long as it's on land.

Owl Post

Owls are the primary means of personal communication in the wizarding world. Messages are tied to the leg of the owl or the bird carries the item in its claws or beak. Owls also carry parcels, sometimes several owls together if the package is large. With their Locate Person ability, these owls can always find the recipient, although the trip is not always an easy one. It is unlikely that an owl can be traced or intercepted, but it is not impossible. Occasionally other birds have been used to carry letters as they are probably from Owl Posts of other countries. It costs 1 Sickle per trip for the delivery of regular publications and more for large objects or for messages sent very long distances.

Pay phones

Like the telephone or cell phone, these are used for communication in the Muggle world. The only difference is that you must have Muggle money on hand to use them or a collect call must be made. Payphones require a TN 10 Use Item: Muggle test normally and TN 15 Use Item: Muggle test to call collect; if you are a Muggle or Muggle-born, no test is required. The cost to make a call is usually about \$0.75 (3 Sickles).

Transportation

Taxis, busses, trains, etc. are used by Muggles for getting around in densely populated areas, such as cities.

Taxis

Taxis, usually cars, are where a person pays a fare of so much per minute or mile; tips aren't required, but very welcome. They can be requested by calling a taxi service or

hailed down streetside in a city. On average the service costs about \$0.75 (3 Sickles) per minute, not including the tip.

Buses

Buses, similar to the Knight Bus but without the beds and hot cocoa, can take a person anywhere on their prescribed route for a small, flat fee. Sometimes they can be very crowded, which can be quite a nuisance. They can be found picking up and dropping off people at certain designated spots along the streets of a city. On average the service costs about \$0.75 (3 Sickles) per ride, no tip needed.

Trains

Often useful transportation for long distances over land, they are very popular in Europe for getting around from the suburbs to the city as well as underground trains which run in very large cities, quickly moving people from one side to the other and many stops in between. Underground trains, similar to buses, charge a small, flat fee of about \$1.00 (4 Sickles) for their use while aboveground trains cost a bit more depending on the distance to your destination, costing from \$10 (2 Galleons) up to hundreds of dollars (10's of Galleons).

Food

Restaurants

In the Muggle and wizarding world restaurants are very much the same though the food can be a bit different. Prices for meals typically range from \$5.00 in the Muggle world or 10 Sickles to \$25.00 (or more) or 2 Galleons (or more) per person.

Wizard Markets

There is Muggle food and then there is wizard food and some of the best and most interesting of those foods are their sweets. Here is a list of some wizard treats you are likely to find in Diagon Alley or other wizard markets.

Table 11-7: Wizard Treats

<u>Food</u>	<u>Price</u>
Bertie Bott's Every Flavour Beans	2 Sickles, 5 Knuts (\$0.55)
Butterbeer	5 Sickles (\$1.25)
Cauldron Cakes	1 Sickle, 5 Knuts (\$0.30)
Chocolate Frogs	1 Sickle (\$0.25)
Drooble's Best Blowing Gum	5 Knuts (\$0.05) per piece
Fizzing Whizbees	1 Sickle (\$0.25)
Licorice Wands	1 Sickle (\$0.25)
Pumpkin Juice	3 Sickles (\$0.75)
Pumpkin Pasties	1 Sickle, 5 Knuts (\$0.30)

Chapter 12: Quidditch

The Game

In the glorious tradition of wizards going back hundreds of years, Quidditch remains a focal point in wizarding society, the schools and academies notwithstanding. What is Quidditch you might ask? The game stems way back into the Middle Ages where a group of wizards, who lived near Queerditch March in England, made up a game where they throw inflated animal bladders into knolls of trees while riding their primitive broomsticks. It has now blossomed into a wizarding worldwide phenomenon with the World Quidditch Cup occurring every four years in remote England.

The game has two teams of broom-flying players: three Chasers, two Beaters, a Seeker, and a Keeper. They play with three different types of balls: the Quaffle, two Bludgers, and the Golden Snitch. To start the game, the referee releases the Bludgers and Snitch then does a toss up of the Quaffle. The Chasers carry and pass the Quaffle about in an attempt to throw it through one of three goal hoops defended by the Keeper. On a successful scoring attempt, the team earns 10 points. The Beaters fly around protecting their teammates from the Bludgers using a club to deflect them, sometimes attacking members of the other team with them. The Seeker watches for a tiny golden flying ball about the size of a walnut, called the Golden Snitch, and attempts to catch it before the other team's Seeker does. Catching the Snitch earns the team 150 points (usually giving them the win) and ends the game; this is the only way to end a game of Quidditch.

Equipment

Quaffle

Size: Little
Structure: 2 HR; 3 damage
Description: Large, irregularly shaped ball to facilitate handling. A player can throw the Quaffle a distance, in feet, equal to 1d6 x Strength.

Bludgers

Attributes: Strength 14 (+4), Vitality -, Nimbleness 10 (+2), Perception -, Bearing -, Intellect -, Magic 8 (+1)
Reactions: Stamina -, Swiftiness +2, Willpower -, Wisdom -
Skills: Ranged Combat: Bludger +6
Size: Little
Structure: 4 HR; 5 damage
Damage: 2d6+4
Description: Bludgers are magically enchanted balls made of iron that indiscriminately seeks out the Quidditch players to hit. They cannot be destroyed except by magic. If a Bludger hits a player and she fails to avoid it, then the Bludger does damage. On a Disastrous Failure, she must make a Ride (Broom) test TN 10 + damage to keep from falling off her broom. If the Bludger catches someone by surprise, it deals double damage, knocks them off their broom. If the Bludger strike is a surprise

and it makes an extraordinary success to strike the player, she is knocked unconscious for 1d6 days.

Golden Snitch

Attributes: Strength 1 (-3), Vitality -, Nimbleness 15 (+4), Perception -, Bearing -, Intellect -, Magic 8 (+1)
Reactions: Stamina -, Swiftiness +7, Willpower -, Wisdom -
Edges: Dodge
Size: Tiny
Structure: 2 HR; 1 damage
Description: The Golden Snitch is a magically enchanted ball made of gold that has tiny wings. It mimics the movements of the Snidget, an endangered bird once used in the game for the same purpose, but was usually killed in the process now owing to its endangered status. For someone to spot the Golden Snitch, they need to make a TN 20 Observe (Spot) test. The Golden Snitch can perform these listed maneuvers using 2d6 + Swiftiness to perform them: Full Stop, High Speed Turn, Open, The Snitch, and Woollongong Shimmy.

Quidditch Robes

Size: As needed
Structure: 1 RR vs. fire/heat and cold / 10 damage
AR: 2
Description: Special robes of the team colors. They do not give a penalty to Ride (Broom) tests nor do they offer protection for the head from Bludgers.

Beater's Club

Size: Little
Structure: 3 HR; 4 damage
Damage: 1d6+3 / +1
Description: A small bat-like cudgel reinforced by iron. They cannot be destroyed except by magic.

Action Sequence per Round

1. Roll Initiative

Initiative between the two lead Chasers will determine which team grabs the Quaffle first. All subsequent actions and rounds will act in the order of individual initiative until a team scores with the Quaffle and the process starts over or the Snitch is caught, ending the game.

2. Chose Quidditch Maneuver(s)

If a character select the Maneuver(s) to perform, then make the appropriate test against the Maneuver's TN. A character may perform up to two maneuvers per round in Quidditch unless otherwise stipulated.

3. Other Action(s)

A character also has the choice of performing other tests or doing other things within the scope of a round just as if it were a round of combat.

Quick-play Rules

If your characters aren't Quidditch players for the House team or you want to randomly simulate a Quidditch game between two other Houses, here is a fast and easy way to run a game of Quidditch.

1. Catch the Snitch

The Narrator will roll 2d6 until two ones ('snake eyes') are rolled; the total of the combined rolls plus 5 is the number of minutes the game takes before the Snitch is caught. When double sixes are rolled, roll an additional 1d6 until 6 isn't rolled, they are counted as a part of that one roll. It is important to keep track of the dice totals along with the number of times the dice are rolled. The team that rolled the fewest number of minutes to catch the Snitch is the team that will get the 150 points in the end.

2. How many times did each team score with the Quaffle?

Now for each time the Narrator rolled the previous 2d6 for the fastest time to catch the Snitch, she will roll 1d6. On a 4 or 5, the team scores once. On a 6, the Narrator rolls until a 6 isn't rolled; the team gets an additional score for each 'exploded' 6 and if the last roll is a 4 or 5. When one of the rolls is a 6 that is rolled more than once, that is counted as only one roll.

Quick-play Example

For team 1, the Narrator rolls 2d6 7 times for a total time of 29 minutes. For team 2, the Narrator rolls 2d6 9 times for a total time of 28 minutes. Team 2 will be the team who ends the game and will be awarded 150 points. Since it was team 2 that caught the snitch, the Narrator will now roll 1d6 9 times for each team to determine the game's final score. For team 1, the Narrator rolls 5, 3, 6 (6, 4), 1, 5, 1, 1, 2, and 1; therefore, the team score 50 points. Now for team 2, the Narrator rolls 4, 2, 5, 3, 1, 3, 3, 5, and 5; therefore the team scores a total of 190 points. The final score is team 1 50 and team 2 190.

Range

Range is important as it lets you know how close you are to a player who has the Quaffle, the ground, or the Golden Snitch. Range increments are listed in table below.

Table 12-1: Range

<u>Range</u>	<u>Increment</u>
Point Blank	0 ft/Right next to target
Short	10 ft
Medium	20 ft
Long	30 ft
Extended	50 ft
Extended +X	+20ft * X

Maneuvers

Table 12-2: Quidditch Maneuvers by Tier

<u>Tier I</u>	<u>Tier II</u>	<u>Tier III</u>
Attempt to Score	Bludger Backbeat	Double Eight Loop
Bludger Bash	Broombash Defence	Hawkshead Attacking Formation
Body Block	Dopplebeater Defence	Parkin's Pincer
Catch Ball	High Speed Turn	Plumpton Pass
Close	Match Speed	Porskoff Ploy
Come About	Reverse Pass	Starfish and Stick
Forward Pass	Sloth Grip Roll	The Snitch
Full Stop	Torbald's Switch	Transylvania Tackle
Open		Wronski Feint
Woolongong Shimmy		

Name

<Description>

Type: Chaser, Beater, Seeker, Keeper, Any (but...)
 Prerequisite: Conditions to be met to perform maneuver
 Test/TN: Skill test / Test TN (modifiers include added difficulty and size)
 Effect: What happens when maneuver is performed

Attempt to Score

This is the basic maneuver a Chaser uses when attempting to throw the Quaffle through one of the goal hoops.

Type: Chaser
 Prerequisite: Extended range or less
 Test/TN: Ranged Combat: Quaffle / 5
 Effect: The Chaser who has the Quaffle attempts to throw the Quaffle through one of the opposing team's goal hoops. The TN for the maneuver is also modified due to distance or other effects. The opposing Keeper will have a chance to block the shot.

Bludger Backbeat

A move by which the Beater strikes the Bludger with a backhanded club swing, sending it behind her rather in front. Difficult to bring off with precision, but excellent for confusing opponents.

Type: Beater
 Test/TN: Melee Combat: Club - 5 / 15

Effect: The Bludger is struck by the Beater's club, sending it behind him. If the Beater is attempting to strike another player with the Bludger, add a -5 penalty, aside from other penalties, to the test due to the difficulty of the shot.

Bludger Bash

This is the basic maneuver for deflecting a Bludger out of harm's way of your team members.

Type: Beater
Prerequisite: None
Test/TN: Melee Combat: Club / 11
Effect: The Bludger is deflected off in a safe direction away from everyone on the pitch, including the crowd. To attempt to hit a opposing player with the Bludger, add a -2 penalty to the Melee Combat test.

Body Block

A player rams himself and broom alongside another opposing player with the intent to knock her off her broom.

Type: Any but Keeper
Prerequisite: Point Blank range
Test/TN: Melee Combat: Unarmed / Player's Defence
Effect: On a successful test, the opposing player must make a Ride (Broom) test against the Melee Combat test result. If she fails, she falls off her broom. Just be wary when using this maneuver, you have a good chance of drawing a penalty if you aren't going for the Quaffle or Snitch.

Broombash Defence

With a quick swish of the head of the broom, the Keeper deflects the Quaffle from passing through a goal hoop.

Type: Keeper
Prerequisite: Attempt to Score by opposing team's Chaser
Test/TN: Melee Combat: Club / Chaser's Ranged Combat test result + 4
Effect: If the Keeper's Melee Combat test equals or exceeds the Chaser's Ranged Combat test, the Quaffle is deflected.

Catch Ball

With a keen eye, deft hand, and excellent broom control, a Quidditch player is able to catch either the Quaffle or Snitch with ease.

Type: Any but Beater
Prerequisite: Point Blank range to Snitch
Test/TN: Melee: Unarmed (Grab) / Teammate's Ranged Combat test -2 per degree of success greater than Marginal OR
Opposing Chaser's Ranged Combat test +4 OR

11 to catch the Quaffle OR

13 to catch the Snitch

Effect: Allows the Chaser to catch the Quaffle from a teammate's pass, to intercept an opposing team's pass, or catch a loose Quaffle. It also allows the Seeker to catch the Snitch once in range.

Close

Putting your will and proficiency into flying your broom, you attempt to shorten the distance between you and your target.

Type: Any but Keeper

Prerequisite: None

Test/TN: Ride (Broom) / Opposed Ride (Broom) OR 20 (for Snitch)

Effect: Decreases range by 1 increment for a marginal or complete success, 2 for a Superior Success, and 3 for an Extraordinary Success. You may choose to decrease the increment indicated by the test result.

Come About

The character makes a quick turn to shake off pursuit by the opposition.

Type: Any but Keeper

Prerequisite: None

Test/TN: Ride (Broom) / 10

Effect: Choose a direction: up, down, left, or right. The character flies off in their specified direction, breaking off the pursuit of the tailing opposition, gaining +1 range increment between her and one pursuer (+2 increments for an Extraordinary Success).

Dopplebeater Defence

Both Beaters hit a Bludger at the same time for extra power, resulting in a Bludger attack of greater severity. Otherwise known as the "Double D."

Type: Beater

Prerequisite: Two Beaters

Test/TN: Melee Combat: Club / 15

Effect: If both Beaters make successful tests, the Bludger is sent off in a direction of their choosing, typically at a member of the opposing team. For a target to avoid the incoming Bludger, she must make a Dodge test with a TN equal to the lower of the two test results + 3. If Full Stop is not previously performed, then add +5 TN.

Double Eight Loop

A Keeper Defence usually employed against penalty takers, whereby the Keeper swerves around all three goal hoops at high speed to block the Quaffle.

Type: Keeper
Prerequisite: Cannot be after Starfish and Stick maneuver performed
Test/TN: Ride (Broom) / Chaser's Ranged Combat test result + 8
Effect: On a successful test, the Keeper is able to defend all three goal hoops from the opposing Chaser's attempt.

Forward Pass

A Chaser throws the Quaffle to a teammate next to or slightly in front of her.

Type: Chaser or Keeper
Prerequisite: None
Test/TN: Ranged Combat: Quaffle / Teammate's Defence
Effect: On a successful result, the Quaffle is thrown to a teammate, but it doesn't guarantee that it will be caught.

Full Stop

A player comes to a complete stop mid-air.

Type: Any
Prerequisite: None
Test/TN: -
Effect: The player stops all motion in any direction, hovering idly until she decides to move again. It removes the penalties due to moving for Observe (Spot) tests when searching for the Golden Snitch, but makes you an easy target for Bludger (and other) attacks.

Hawkshead Attacking Formation

Chasers form an arrowhead pattern and fly together towards the goalposts. It is highly intimidating to opposing teams and effective in forcing other players aside.

Type: Chaser
Prerequisite: All 3 Chasers; Match Speed for the flanking Chasers
Test/TN: Ride (Broom) / 15
Effect: All three Chasers are aligned in an arrow formation; the flanking Chasers follow the lead of the head Chaser (the maneuver is in effect) until either flanking Chaser breaks out of the formation. If the formation flies towards a group of players of the opposing team, each of the players in that group must make a TN 10 (+1 for each marginal success or +2 for each Extraordinary Success of the Ride test result) Willpower test v. Fear. If the player succeeds, she manages to duck out of the way of the oncoming fliers. If the player fails, she flees her current position to a

distance of 1 range increment per level of failure. The direction she goes is determined by rolling 1d6: 1 = up, 2 = down, 3 = left, 4 = right, 5 = forward, and 6 = backward. This maneuver is in effect until either flanking Chaser breaks out of the formation.

High Speed Turn

Similar to Come About, but player pulls a U-turn either to the right or left.

Type: Any but Keeper
Prerequisite: None
Test/TN: Ride (Broom) / 15
Effect: The character flies off in their specified direction, breaking off the pursuit of the tailing opposition, gaining +2 range increments between her and one pursuer (+3 increments for an extraordinary success).

Match Speed

A flier matches his speed to another.

Type: Any but Keeper
Prerequisite: None
Test/TN: Ride (Broom) / 10
Effect: Allows a player to follow another at a relative distance. The player follows her target until the target performs a maneuver so as to break off her pursuit.

Open

Putting your will and proficiency into flying your broom, you attempt to lengthen the distance between you and pursuer.

Type: Any but Keeper
Prerequisite: None
Test/TN: Ride (Broom) / Opposed Ride (Broom)
Effect: Increases range by 1 increment for a marginal or complete success, 2 for a Superior Success, and 3 for an Extraordinary Success.

Parkin's Pincer

So named for the original members of the Wigtown Wanderers, who are reputed to have invented this move. Two Chasers close in on an opposing Chaser on either side, while the third flies headlong towards her.

Type: Chaser
Prerequisite: Two Chasers: Point Blank range to target player, Match Speed;
One Chaser: Open to a minimum of 3 range increments on target player, High Speed Turn
Test/TN: Ride (Broom) / 15

Effect: Two Chasers are lined up alongside the target player with the other Chaser barreling in directly at the player. She must make a Willpower test v. Fear, TN 10 (+1 for each Superior Success and +2 for each Extraordinary Success). If she rolls a Failure, then she breaks out of formation, up or down. If she rolls a Complete Failure, then she drops the Quaffle. If she rolls a Disastrous Failure, she breaks formation, drops the Quaffle, and falls off her broom.

Plumpton Pass

A seemingly careless swerve that scoops the Snitch up one's sleeve. Named after Roderick Plumpton, Tutshill Tornado Seeker, who employed this move in his famous record-breaking Snitch catch of 1921. Although some critics have alleged that this was an accident, Plumpton maintained until his death that he had meant to do it.

Type: Seeker
Prerequisite: Point Blank range
Test/TN: Nimbleness / 13
Effect: Through sheer deftness or incredible luck (most likely the latter), the Seeker snags the Snitch by the sleeve of her robe.

Porskoff Ploy

The Chaser carrying the Quaffle flies upwards, leading opposing Chasers to believe he or she is trying to escape them to score, but then throws the Quaffle downwards to a fellow Chaser waiting to catch it. Pinpoint timing is of the essence. Named after the Russian Chaser Petrova Porskoff.

Type: Chaser
Prerequisite: Two Chasers; second Chaser must Match Speed of first
Test/TN: Ride (Broom) / 15
Effect: On a successful test, all opposing Chasers must make a TN 10 Wisdom test (+1 TN for each Superior Success and +2 for each Extraordinary Success). If they succeed, they may attempt to intercept the pass; otherwise the following Chaser gets a free Catch Ball maneuver as if the Quaffle were loose (Quaffle's Defence +4).

Reverse Pass

A Chaser throws the Quaffle over one shoulder to a team member. Accuracy is difficult.

Type: Chaser
Prerequisite: None
Test/TN: Ranged Combat: Quaffle - 5 / Teammate's Defence
Effect: On a successful result, the Quaffle is thrown to a teammate, but it doesn't guarantee that it will be caught.

Sloth Grip Roll

Hanging upside down off the broom, gripping tightly with hands and feet to avoid a Bludger.

Type: Any
Prerequisite: None
Test/TN: Ride (Broom) / 10 OR Melee Combat: Club test
Effect: A player spins her body around the broomstick to avoid the incoming Bludger. If she is not at a Full Stop, then add a -3 penalty to the test.

Starfish and Stick

The Keeper holds the broom horizontally with one hand and one foot curled around the handle, while keeping all limbs outstretched. The Starfish Without Stick should never be attempted.

Type: Keeper
Prerequisite: Full Stop and Point Blank Range to one goal hoop
Test/TN: Ride (Broom) OR Acrobatics (Balance) / 15
Effect: A successful test increases the TN to an Attempt to Score maneuver against a particular goal hoop to: +10 TN, Point Blank range; +8 TN, Short Range; +6 TN Medium Range; +4 TN, Long Range; and +2 TN, Extended range. It takes a full round for a Keeper to get back up on her broom.

The Snitch

Type: Chaser or Seeker
Prerequisite: None
Test/TN: Ride (Broom) / 20
Effect: One of the most difficult maneuvers, the player chooses three directions (not the same one twice in a row): up, down, left, or right. The character flies off in the first specified direction then sharply turning in the second direction, breaking off the pursuit of the tailing opposition, gaining a free Open maneuver +1 range increment.

Torbold's Switch

In reponse to the avid use of the Doppbeater Defence, Charles "Torrid" Torbold devised a maneuver in response to it. If the "Double D" was used against a player, that player would immediately swoop off to a nearby member of the opposing team in an attempt to fool the Bludger into hitting that person. Use of this maneuver caught on so well that it is used as much as possible when fleeing a Bludger.

Type: Any
Prerequisite: Point Blank range to opposing player(s)
Test/TN: Ride (Broom) / 15
Effect: Players must make a Swifttest of TN 11 or equal to the Melee Combat test result; the Bludger hits any who fail the test.

Transylvania Tackle

First seen at the World Cup of 1473, this maneuver is a fake punch aimed at the nose of another on the opposing team. As long as contact is not made, the move is not illegal, though it is difficult to pull off when both parties are on speeding broomsticks.

Type: Any
Prerequisite: High Speed Turn
Test/TN: Ride (Broom) / 20
Effect: On a successful test, the target player must make a TN 15 (+1 for Superior Success or +2 for an Extraordinary Success) Willpower test v. Fear. If she fails, she must make a Ride (Broom) test TN 10 + (Willpower TN - result) to stay on her broom.

Woollongong Shimmy

Perfected by the Australian Woollongong Warriors, this is a high-speed zigzagging movement intended to throw off opposing Chasers.

Type: Any but Keeper
Prerequisite: None
Test/TN: Ride (Broom) / 10
Effect: Allows a player to avoid pursuit by opposing player. If an opposing player(s) attempts to Match Speed, add +2 TN to his/their test (+3 for an Extraordinary Success). The effect of this maneuver lasts until you perform another maneuver.

Wronski Feint

The Seeker hurtles towards the ground pretending to have seen the Snitch far below, but pulls out of the dive just before hitting the pitch. Intended to make the opposing Seeker copy him and crash. Named after the Polish Seeker Josef Wronski.

Type: Seeker
Prerequisite: None
Test/TN: Ride (Broom) / 20
Effect: On a successful test, the opposing Seeker must make a TN 10 Wisdom test (+2 for a Superior Success or +4 for an Extraordinary Success). If the opposing Seeker fails, then she crashes into the ground.

Chapter 13: Appendices

Appendix A: Glossary

The following terms commonly appear throughout The Harry Potter Roleplaying Game; if you have trouble remembering what a particular term means, you can look it up here.

- A -

Ability

A special talent or power a character derives from experience.

Academic Test

A test involving a character's knowledge, such as what are the twelve uses for dragon's blood, how to subdue a Cornish pixie, or the properties of mandrake root. Academic modifiers may affect these tests.

Action

When your character does something, that's an action. Every character can make a minimum of two actions per round.

Advancement

Characters develop and improve over time as they learn from their experiences – both good and bad. When a character earns a certain amount of experience points, he advances, gaining the opportunity to improve attributes and skills or acquire new skills and abilities.

Armour Rating (AR)

Armour or similar items' ability to withstand damage. To cause damage to a person wearing the item, the amount of damage done must exceed the Armour Rating.

Attribute

One of the six innate character qualities: Strength (Str), Vitality (Vit), Nimbleness (Nim), Perception (Per), Bearing (Brg), and Intellect (Int).

Attribute Test

A test made when your character's innate qualities play an important role, such as lifting a heavy object or jumping across slippery rocks. Only your attribute modifier applies to these tests.

- B -

Bonus

A positive modifier to a dice roll.

- C -

Casting TN

The Spellcraft TN that a character must achieve to cast a learned spell.

Chapter

One complete adventure, much like a chapter in a book. It may require several gaming sessions to complete.

CODA System

The set of rules described in this book and used to play The Harry Potter Roleplaying Game.

Courage

This represents your character's bravery, heroic qualities, and ingenuity. A player uses Courage to improve test results by gaining a +3 bonus per Courage point used.

- D -

Dark Magic

Evil magic, rarely used or even learned by PC's because of their restricted status in wizarding society.

Dice Roll

A roll of the dice, made whenever there is a chance your character could fail at an action.

Difficulty

The level of the challenge associated with a test, established by a Target Number (TN). This ranges from 5 (easy) to 25 or more (nearly impossible).

- E -

Edge

A trait that gives your character an advantage.

Experience Points

A numerical measure of your character's achievement. You receive experience points at the end of each chapter based on your PC's actions and success.

Extended Action

An action requiring all of a character's attention for a lengthy period of time, such as walking on a rope bridge, brewing a potion, or researching a bit of lore.

- F -

Flaw

A trait that hinders your character.

Free Action

An action that requires little to no time or effort, such as calling for help, or dropping an item. It does not cost any actions to perform.

Full-Round Action

An action requiring a character's attention, such as healing an injured friend.

- G -

- H -

Hardness Rating (HR)

An item or structure's ability to withstand damage. Similar to Armour Rating, damage must exceed the Hardness Rating to do any damage to the item or structure.

Health

A measure of a character's health and fitness. A character's Health equals his Vitality plus his Strength modifier. This determines how many Wound Points he can sustain per Wound Level.

Heritage

Your character's ancestral lineage: Muggle, Muggle-born, Half-Muggle, Pure-Blood, and Non-Magical.

Heritage Restriction

Limitations placed on a character due to his heritage.

Heritage Quality

Special properties affecting a character associated to his heritage.

House

The group of students in which you share most of your personal qualities. The Sorting Hat decides which house to which you are assigned.

- I -

Improvement

Characters can improve some traits and abilities by spending advancement picks to acquire them more than once. Unless the description of a trait or ability specifically says it can be improved, your character may only acquire it once.

Initiative Test

A Swiftness reaction test that determines the order in which characters act in a combat encounter.

- J -

- K -

- L -

Learned Spell

A spell in which a character has trained and studied and finally achieved a successful Spellcraft test against the Learned TN of the spell.

Learned TN

The Spellcraft TN that a character must achieve to learn a new spell. It also has implications for innate abilities.

- M -

Modifier

A bonus or penalty applied to a test result.

Move Action

This action allows you to move a certain distance, depending on whether you run, walk, crawl, climb, or swim, etc.

- N -

Narrative

A relative collection of chapters (stories) featuring the same characters as protagonists.

Narrator

The player who portrays the NPC's, makes up the chapter for the game, and serves as referee.

Non-Player Character (NPC)

Any character portrayed by the Narrator.

- O -

- P -

Penalty

A negative modifier to a dice roll.

Physical Test

A test involving a physical action, such as climbing a rope, playing Quidditch, or looking for secret passages. Physical modifiers apply to these tests.

Player Character (PC)

A character that a player controls, usually one of the main protagonists of the chapter or narrative.

- Q -

- R -

Reaction

One of the four qualities used for reaction tests: Stamina (St), Swiftiness (Sw), Willpower (Wp), and Wisdom (Ws).

Reaction Test

A test made in reaction to something, such as to avoid Bludgers, block a spell, or resist poison. The appropriate reaction modifiers applies to these tests.

Renown

A measure of a character's fame or infamy. Used to determine whether or not other people recognize the character, Renown also can modify certain social tests.

Resistance Rating (RR)

An object's ability to withstand damage by a source other than weapons such as acid, fire/heat, cold, etc. To cause damage to the object or a person wearing an item with resistance, the amount of damage must exceed the Resistance Rating.

Round

A six-second measure of time during combat or other encounters in which timing is critical.

- S -

Scene

A single encounter between characters, or a single event. This is similar to a scene in a book or television show.

Skill

A character's learned abilities, aptitudes, and areas of knowledge.

Skill Test

A test influenced by a character's training. Attribute modifiers, test type modifiers, specialty modifiers, traits, and skill ranks affect skill tests.

Social Test

A test involving interaction between two characters, such as lying, bluffing, or impersonating someone. Social modifiers apply to these tests.

Specialty

A character's field of expertise within a skill, the aspect of the skill at which he is most trained or accomplished. Characters add a +2 bonus to skill test results when using their specialties.

Stamina

The reaction that represents your toughness and hardiness. Used to resist some forms of injury and to determine your ability to heal damage.

Structure

An object's toughness or resilience which includes either an Armour Rating, Resistance Rating, or Hardness Rating, and how much damage it can take before becoming useless and/or destroyed.

Swiftiness

The reaction that represents your reflexes. Used to determine initiative, to dodge attacks, and to avoid surprise.

- T -

Target Number (TN)

The number a player must meet or exceed to succeed in a test.

Test

A dice roll used to determine the results of an action for which the outcome is uncertain. Most tests involve rolling two six-sided dice and adding the numbers together, then applying any appropriate modifiers.

Test Result

The sum total of the dice result after you apply all modifiers.

Trait

An aspect of your character not measured by attributes, reactions, skills, or abilities, such as keen sight, greediness, or increased fortitude.

- U -

Untrained

A skill that a character has 0 ranks. When using a skill untrained, a -2 penalty plus any other modifiers modify the dice roll.

- V -

- W -

Weariness

A measure of how rested or tired a character is. There are six Weariness Levels: Hale, Winded, Tired, Weary, Spent, and Exhausted.

Willpower

The reaction that represents your mental fortitude. Used to resist mind control, torture, and some kinds of social tests.

Wisdom

The reaction that represents your common sense and shrewdness. Used to resist attempts to persuade or bluff you.

Wound Level

A measure of how wounded a character is. There are six Wound Levels: Healthy, Dazed, Injured, Wounded, Incapacitated, and Near Death. Within each level, a character can withstand an amount of damage equal to his Health.

Wound Points

These measure how much physical damage your character can withstand before dropping to the next lowest Wound Level. A character's Wound Points in each Wound Level are equal to his Health.

- X -

- Y -

- Z -

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