



ABOUT THE GAME

In this game, you will play students at Hogwarts, School of Witchcraft and Wizardry! This game is about:

- Braving forbidden places!
- Fighting evil monsters and dark wizards!
- Surviving awkward crushes!
- Winning Quidditch matches!
- Maybe even doing your schoolwork and passing your exams!

To play, you will need:

- Two six-sided dice!
- A copy of this game!
- Character sheets and pencils to write with!
- At least one friend to play with!

In this game, one person will act as the Game Master (GM) and will create the details of the setting and play the non-player characters (NPCs). The rest of the players will take on the roles of the main characters of the story: students at Hogwarts!

It's the GM's job to present the players with problems, mysteries, and temptations! It's the player's job to keep the story moving with dramatic and exciting choices!

During this game, the players will be called upon to roll dice when a move is triggered by something specific happening in the game, usually when an outcome is uncertain or when there are potential risks or consequences involved!

ABOUT THE SETTING

This game takes place after Harry Potter and the Order of the Phoenix defeated Voldemort and his Death Eaters at the famous Battle of Hogwarts. A few things have changed:

- It is illegal to discriminate against werewolves!
- Goblins are allowed to own wands!
- Creatures of all shapes and sizes are allowed to attend Hogwarts as students!

A few things have changed at Hogwarts, too:

- Sixth and seventh years take Advanced History of Magic, which includes recent history of the wizarding world and current events.
- Muggle Studies is a required core class.
- The Ravenclaw Science Club has an old film projector magicked to show muggle films one night a week!
- Technomagic is still experimental but there are rumours of muggle devices that have been charmed to work at Hogwarts!
- Flitwick is Headmaster!

Most things at Hogwarts, however, are still the same:

- Students start at age eleven on September 1st and must complete seven years of schooling to graduate.
- Students are sorted into one of four houses: Gryffindor, Hufflepuff, Ravenclaw, and Slytherin!
- Hagrid still teaches Care of Magical Creatures and Filch still stalks the castle with his cat Mrs. Norris!

HOW TO PLAY

In this game, only the players roll dice! The GM describes what is happening in the world around the characters, and the players respond with what their characters do in response. Moves are triggered when a character does something that aligns with a basic move or one of their special or house moves.

When a move is triggered, a player rolls 2d6 (two six-sided dice) and adds a +1 for every question in that move that they answer "yes." The final total determines the result:

- 6 or lower: A miss! The move fails and the situation gets worse or more complicated, and you mark experience.
- 7 or higher: A hit! The move succeeds either fully, partially, or with an added complication.
- 7-9: A partial success or a success with a complication.
- 10+: A full success!
- 13+: A full success and you mark experience!

Each move will specify what happens on a 7 or higher, and it's usually up to the player to choose! On a miss, if the move doesn't give the player options to choose from, it's up to the GM to say how the situation gets worse.

When a move says to take +1 forward, that means you add +1 to the next roll you make that meets the conditions of the move. Once you use that +1, it's gone.

CHARACTER CREATION

When you make a character, you will choose one of four different character sheets to fill out. Each character sheet represents a Hogwarts house, which is based on your character's personality and values. Your house will also give you two questions that you can always ask when you roll.

You'll choose several things on your character sheet:

- Props!
- Your two best classes!
- Special moves!
- Relationships!

Your relationship scores determine how easy it is for you to help or hinder other player characters. You start the game with a relationship score of +2 with the player character you feel you know the best, a -1 with the player character you feel you know the least, and a +1 to every other player character. Your relationships with NPCs always start at 0.

A high relationship score could mean:

- You're close friends!
- You hold some kind of sway over them.
- You know how to manipulate them.
- You've been rivals for a long, long time.

A relationship score can never go below -2 or above +3.

CONDITIONS

Conditions can be physical or mental! They are often applied as a consequence of an action that doesn't cause damage but should affect role playing. Conditions might impose a penalty on certain moves or make them altogether impossible.

Conditions include:

Physical:

- Headache
- Exhaustion
- Twisted ankle
- Bad sunburn

Mental:

- Confused
- Frightened
- Angry
- Helpless

Conditions can be erased if a move says you can or if enough time passes that everyone agrees the condition no longer applies. A physical condition can be erased if you get enough rest or healing. A mental condition might be able to be erased if two or more characters spend time talking it out.

EXPERIENCE

Mark experience whenever you roll a miss, roll a 13 or higher, or when a move tells you to. Characters also earn experience for working together, solving mysteries, completing storylines, or starting a new year at school.

When you reach six experience, erase them and level up! If you choose to gain more props, one of the props can be exchanged for a new species, such as if your character becomes a werewolf!

YOUR TIME TO SHINE

Each character has a moment when they can take the main stage and use their strengths and abilities to save the day!

When a player uses their Time to Shine, that player takes over the story and describes exactly what their character does to turn things around and defeat the bad guys! During this time, the player has total narrative control of how the current situation resolves itself.

You can activate Your Time to Shine to:

- Defeat your enemies in a major battle!
- Win the big Quidditch game!
- Get past an obstacle that's standing in your way!
- Convince someone to help you!
- Solve a mystery (the GM can help describe how you figure it out and what it all really means)!

After the GM takes back control over the story, they can conclude the scene however they like, but they should never reverse what was done during a character's Time to Shine!

YOUR REPUTATION

Your reputation is a measure of how famous you are! Harry Potter started at Hogwarts already famous, but your characters will start at zero and have to work their way up as they solve mysteries, defeat enemies, and save people or even the school itself! There are four ranks of reputation. When you reach 6 reputation, you go up to a new level of reputation!

DAMAGE AND DEATH

In this game, no one dies unless everyone decides that they do. If a character's damage track ever fills up all the way, it means they just get taken out of the game for a while, either for the scene or for longer, but they'll be back!

Characters can heal naturally by spending time in a safe place, and heal extra if another character is helping tend to their wounds! Healing with magic requires a roll, but can be done faster! Both of these moves are described in the Basic Moves section.

RUNNING A GAME

A game of Hogwarts: The Next Generation should include:

- A balance of the fantastic and the mundane!
- Mystery, exploration, and maybe even combat!
- Going to classes and finishing schoolwork on time!
- Good triumphing over evil!
- The power of friendship!

Dangers in the wizarding world include:

- Getting cornered by bullies!
- Dangerous magical plants and animals!
- Quidditch accidents!
- Spells going wrong!
- Evil wizards!

For a single one-shot session, don't be afraid to ratchet up the danger right away. For example:

- An ancient vampire has awakened and is targeting oldblood children for a dark experiment!
- A group of rogue dark wizards have escaped from Azkaban and taken over the school!

For a longer adventure, you might want to start small and work your way up! Connect each session into a bigger plotline to make the final session more exciting! For example:

- **Session One:** The characters delve into the Black Lake to deal with hostile grindylows!
- **Session Two:** Deal with a bunch of students who have been acting strange and volatile!
- **Session Three:** Seek out the dark wizard who's been hiding in the Forbidden Forest experimenting with mass mind control!

Consider including in a one-shot, in this order:

- Evocative details to set the scene!
- Social interaction so the characters can get to know each other and important NPCs!
- Evidence of the main threat!
- Exploration or research!
- A short fight or an important discovery about halfway through!
- Discovery of the main threat, maybe with insight on how to defeat it!
- A final return to the mundane: classes, schoolwork, and friends!

ENEMIES

Threats come in four different types!

Type 0:

- Typically does no damage.
- May take between 1 to 5 damage to be defeated.
- Ex: A nosy professor who thinks you're up to no good, a big wall blocking your way, or a tanglevine that will try to restrain you!

Type 1:

- Typically does 1 damage.
- Takes 1 to 2 damage to be defeated.
- Ex: Small creatures, rival students, some magical plants!

Type 2:

- Typically does 2 damage.
- Takes 2 to 3 damage to be defeated.
- Ex: Medium creatures, adult wizards, dangerous magical plants!

Type 3:

- Typically does 3 damage.
- Takes 3 to 6 damage to be defeated.
- Ex: Large or huge creatures, powerful wizards, extremely dangerous magical plants!

CREDITS

Written by Thor and Litza Bronwyn of Baby Squalling Dragons! Inspired by *Monsterhearts 2* by Avery Alder, *Masks* by Brendan Conway, and *Pasión de las Pasiones* by Brandon Leon-Gambetta. Created using the *Powered by the Apocalypse* system by Vincent Baker and based on the *Harry Potter* books.

BASIC MOVES

RESEARCH OR REMEMBER

When you attempt to Research or Remember a piece of knowledge, roll with the questions:

- + Is what you are trying to discover or remember related to one of your best classes?
- + Are you free from distractions?

On a 10+, ask one question and the GM will give you an honest answer that is applicable to your situation. On a 7-9, the GM will give you information that is interesting, but it is up to you to make it useful.

CONVINCE WITH WORDS OR ACTIONS

When you attempt to Convince with Words or Actions, roll with the questions:

- + Are you close to or very familiar with the person you are attempting to convince?
- + Do you have their best interests at heart?

When rolling against a PC, on a 10+, choose two. On a 7-9, choose one.

- They mark experience or gain +1 relationship with you if they do what you want (their choice).
- If they don't do what you want, give them a condition.

When rolling against an NPC, if they are a beast or magical creature of bestial intelligence, roll with a -2 unless one of your best classes is Care of Magical Creatures. On a 10+, they do what you want. On a 7-9, they do it but they will harbor ill will against you or there will be an unintended side effect, GM's choice.

LASH OUT WITH MAGIC OR MIGHT

When you Lash Out with Magic or Might with intent to do damage, roll with the questions:

- + Is Dueling one of your best classes?
- + Have they just wronged you?

On a 10+, you deal them 1 damage or inflict a condition on them. On a 7-9, choose one. On a 10+, choose two. On a miss, they gain +1 relationship with you as they learn something about your true nature.

- You take something from them.
- You avoid their blows (unless they are a player character).
- You inflict a condition on them.
- You deal an additional 1 damage.

TALK IT OUT

When you Talk It Out, spend time talking to at least one other player character about what's going on in your character's head and roll with the questions:

- + Are you being open and vulnerable?
- + Do you care about each other?

On a 7-9, choose one. On a 10+, choose two.

- Clear one mental condition that you talked about.
- Mark experience if at least one other person cleared a condition because of your conversation.
- Choose one other person that was in the conversation. You both gain +1 relationship with each other.

OBSERVE OR INVESTIGATE

When you Observe or Investigate in order to learn information about a person or situation, roll with the questions:

- + Are you close to or very familiar with the person or object you are observing or investigating?
- + Are you free from distractions?

On a 7-9, ask one. On a 10+, ask three.

- What are you really planning?
- Are you telling the truth?
- How could I best get you to _____?
- How do you really feel about me?
- What here is useful to me?
- What is the best way in or past?
- What here is not what it seems?
- What happened here recently?

SEE BEYOND THE VEIL

When you attempt to See Beyond the Veil, roll with the questions:

- + Is Divination or Astronomy one of your best classes?
- + Do you have an object of divination such as a crystal ball or tea dregs, or a clear view of the stars?

State what you are searching for. On a 10+, you have a clear vision and you take +1 forward to acting on the information. On a 7-9, you have a confusing or alarming vision but you get your answer nonetheless.

BASIC MOVES (CONT.)

CREATE OR TRANSFORM WITH MAGIC

When you attempt to Create or Transform with Magic, state what you wish to transform or create and roll with the questions:

- + Is Charms or Transfiguration one of your best classes?
- + Is what you are creating or changing small and simple?

On a miss, it goes wrong. On a 7-9, it is temporary or unstable or there is an unintended side effect.

BREW A POTION

When you attempt to Brew a Potion, name the potion you are attempting to brew and what its effects are. If the GM determines that you have all the tools and ingredients necessary to brew the potion, roll with the following questions:

- + Is Potions one of your best classes?
- + Is what you are brewing quite simple?

On a hit, you succeed. On a miss, the potion fails or goes wrong somehow. On a 7-9, choose one.

- The effects will be unstable or shorter than expected.
- You exhaust yourself trying to make it work. Take 1 damage or mark the "exhausted" condition if you don't already have it.

AVOID OR RESIST DAMAGE

When you try to Avoid or Resist Damage not dealt by a player character, roll with the following questions:

- + Are you prepared?
- + Are you behind cover?
- + Is Dueling one of your best classes?

On a 7-9, you avoid up to 1 point of damage. On a 10+, you avoid up to 2 points of damage and choose one from the list below.

- You spot an opening in your enemy's form; take +1 to your next roll to Lash Out With Magic or Might against that creature.
- You create an opportunity for one of your allies to act.
- You protect one of your allies from harm; they gain +1 to their next roll to Avoid or Resist Damage.
- You get a chance to run away safely.

You can always avoid taking 1 point of damage by instead choosing one of the following:

- You take 2 negative conditions instead, and at least one of them must be physical.
- You Lash Out With Magic or Might at one of the other player characters in the scene, and they can immediately inflict one condition of their choice on you.

HELP OR HINDER

When you want to Help or Hinder a character, say what you're doing and roll + your relationship stat with them. On a 10+, add 1 or subtract 2 from their roll. On a 7-9, the GM will name a cost; if you accept the cost, add 1 or subtract 2 from their roll.

MOVE WITH STRENGTH OR GRACE

When you attempt to Move with Strength or Grace, roll with the questions:

- + Are you healthy and well rested?
- + Are you free of stress and worry?

On a 10+, choose one. On a 7-9, choose two.

- Someone dangerous sees you.
- You leave something important behind.
- You hurt yourself and take 1 damage.
- You take a negative condition of your choice.

HEAL NATURALLY

When you spend time tending to your wounds in a safe place, once per session you can choose one from below. If another player character helps tend your wounds in a tender and caring way, choose two. You can choose the same option twice.

- Clear one physical condition.
- Heal one damage.

HEAL WITH MAGIC

When you try to Heal with Magic, roll with the following questions:

- + Is Potions or Charms one of your best classes?
- + Are you in a safe place?

On a 7-9, choose one. On a 10+, choose two. You can choose the same option more than once. On a miss, the damage is worse than you thought. The GM will describe what is needed before the damage can be healed.

- Clear one physical condition.
- Heal one damage.

SPECIES MOVES

PART-VEELA

Any witch or wizard with a recent veela ancestor is considered part-veela and is typically very beautiful, possessing a natural magnetism. If you are part-veela, add +1 when you *Convince with Words or Actions*.

PART-GIANT

Any witch or wizard with a recent giant ancestor is part-giant and is typically bigger and stronger than normal. They retain the natural resistance to most types of magical attacks from their giant blood, and are more likely to live among humans than giants. If you are part-giant, add +1 when you use your brute strength to *Lash Out with Magic or Might*.

METAMORPHMAGUS

If you are a metamorphmagus, you can change your appearance at will. When pretending to be someone with influence, you gain +1 to *Convince with Words or Actions*.

CENTAUR

Centaurs are typically incredible hunters and archers, with a natural gift for divination. If you are a centaur, you can add +1 when you *See Beyond the Veil*.

WEREWOLF

Werewolves are humans who were either born with lycanthropy passed down from a werewolf parent, or cursed with lycanthropy after being bitten by a werewolf on the full moon.

There is no cure for lycanthropy, but drinking a wolfsbane potion the day before the full moon will cause a werewolf to transform into a normal wolf with its free will intact rather than a savage monster. Wolfsbane potion is provided free of cost at St. Mungo's and in the Hospital Wing at Hogwarts.

Werewolves have perhaps suffered the greatest amount of discrimination and are still greatly feared among wizards for good reason. Most werewolves still keep their identities secret, or at least isolate themselves and their packs from the rest of the wizarding world as much as possible.

If you are a werewolf, you must transform into a werewolf on the night of a full moon. While transformed, unless you previously imbibed a wolfsbane potion, you must *Lash Out with Magic or Might* with a +1 every round, targeting the nearest creature, or attempt to find a creature to attack. When you transform back at dawn, you take 1 damage and take -2 to all *Lash Out with Magic or Might* rolls for the next day.

You always have +1 to rolls to *Observe or Investigate* when using smell.

VAMPIRE

Vampires don't age and can only be killed by beheading, fire, a stake through the heart, or powerful magic such as the killing curse. Vampires are severely allergic to sunlight, and thus must be entirely covered with no skin showing if they attempt to go outside during the day.

The sucking of another student's blood, even consensually, is forbidden at Hogwarts, and blood is provided to any vampire student in the Hospital Wing.

If you are a vampire, add +2 when you *Move with Strength or Grace*. If you enter direct sunlight with skin exposed or start your turn in direct sunlight with skin exposed, you take 1 damage. When you *Lash Out with Might or Magic* with intent to bite a creature and suck its blood, on a hit you add the following option:

- You heal 1 damage.

DHAMPIR

Dhampirs are the product of a vampire and a human mating, and are born without a sun allergy. They grow and age normally until maturity, and can die from old age, but live longer than humans, drink blood, and are faster and stronger than humans.

If you are a dhampir, add +1 when you *Move with Strength or Grace*. When you *Lash Out with Might or Magic* with intent to bite a creature and suck its blood, on a hit you add the following option:

- You heal 1 damage.

SPECIES MOVES (CONT.)

GHOST

Magical beings who have died and refused to travel on to the afterlife, ghosts are incorporeal and frozen as they were in the moment of their death. If you are a ghost, you can fly and pass through solid objects, but are unable to interact with solid objects, making some actions impossible for you.

GOBLIN

Highly intelligent and cunning, rebel goblins fought for and won the right to bear wands in recent years. If you are a goblin, you take +1 when you *Research* or *Remember* or *Observe* or *Investigate*. You have their own type of magic that you can perform without a wand, and you retain the ability to *Create* or *Transform with Magic* without a wand.

MERFOLK

Sentient humanoids that live primarily underwater, merfolk who attend Hogwarts are given an amulet of levitation that allows them to move about through the air as though they were in the water. If you are a merfolk, you can swim very quickly in the water and breathe underwater without magic.

HOUSE ELF

House elves are, perhaps, the most common and yet the most overlooked of all creatures in the wizarding world. Typically bound to a particular witch or wizard, wizarding family, or institution such as Hogwarts, most house elves consider it a mark of success to do their work without ever being noticed or acknowledged.

There are exceptions, however, and free house elves have become more common, especially among those who have been mistreated by their masters.

If you are a house elf, you are either free or have a master. If you have a master, choose who they are, PC or NPC. When they call you, you can immediately appear at their location. If you even disobey their orders or speak bad about them, you must immediately roll to *Avoid* or *Resist Damage* (1 damage) as you are compelled to punish yourself. Both free and not free house elves gain a +1 to all rolls to *Create* or *Transform with Magic*. You have your own special type of magic, and you do not require a wand to do magic.



ARTIFACT MOVES

TIME-TURNER

If you are in possession of a time-turner, you can use this move. Roll with the following questions:

- + Are you or you and only one other person the only ones going back in time?
- + Are you going back in time only 5 hours or less?

On a 10+, you arrive exactly when you need to be and the GM will warn you about any potential dangers or paradoxes in plenty of time for you to avoid them. On a 7-9, you arrive when you need to be, but the GM won't give you any extra help. On a miss, you will definitely cause a paradox, though you might still be able to change things before that happens. A paradox is anything you do in the past that would cause your future to be impossible.

If you cause a paradox, everyone using the time-turner must roll to *Avoid or Resist Damage* (3 damage) and immediately be transported back to the present. No one in the past remembers the paradox occurring.



LOVE POTION

Love potions, such as Amortentia, are strictly forbidden at Hogwarts, with extremely harsh penalties resulting in their use or possession. A person under the effects of a love potion is unable to consent to any act, and if they are coerced into any action, the person coercing them will be punished accordingly.

A love potion is considered "completed" when the person possessing it dissolves a piece of themselves in it, such as a strand of hair or a fingernail. If a love potion has not been completed, it is less powerful but can still cause the drinker to fall in love with the first person they see.

If you drink or imbibe a love potion, roll with the following questions:

- + Do you already have strong feelings about the person who completed this potion, positive or negative?
- + Is the potion incomplete? (Add +2 rather than +1 if the answer is yes.)

On a 10+, you resist the worst effects of the potion, though you feel incredibly ill after taking it. On a 7-9, choose one. On a miss, both apply to you.

- You become madly obsessed with the person who completed the potion, or the first person you lay your eyes on if it is incomplete. You frequently speak in poetic, romantic language about that person and keep trying to turn any conversation back to them
- You are dangerously unstable toward others.

This potion wears off after 24 hours or if the charmed individual is otherwise cured with magic.

THE RESURRECTION STONE

If you are in possession of the resurrection stone, you can use this move. Summon the spirit of one dead person and roll with the following questions:

- + Did you know them well?
- + Do you intend to let them depart in peace after your questions are asked?

On a 10+, ask up to two questions and the spirit will answer honestly to the best of their knowledge, perhaps even using the knowledge of other spirits. On a 7-9, ask one question and the spirit will answer honestly to the best of their knowledge, but in a way that may be cryptic or confusing.

On a miss, the spirit is a dark shadow of its former self, unable to answer your questions or help you, and you take an appropriate mental condition as a result of seeing it in that state.

Regardless of what you roll, the spirit will urge you to join it in death.

FOE-GLASS

If you are within sight of a foe-glass, you can use this move. Roll with the following questions:

- + Are you looking directly into the foe-glass?
- + Are you free from distractions?

On a hit, you see nearby enemies as sharp images and far away enemies as blurred images. On a miss, you cannot make out who you are seeing, or the foe-glass is being tricked in some way. On a 10+, take +1 forward to acting on what you see.

ARTIFACT MOVES (CONT.)

POLYJUICE POTION

A potion that allows the imbiber to transform into another person for an hour or more, polyjuice potion requires several rare ingredients and a skilled hand to brew. To finish the potion, a piece of the person being impersonated must be added; a piece of hair is most commonly used.

When you drink a polyjuice potion, roll with the following questions:

- + Was the person who brewed this potion very skilled in potion making (if a PC, is Potions one of their best classes)?
- + Are you very familiar with the person you are impersonating?

On a 10+, the transformation is perfect and will last at least one hour. You will not be suspected by anyone who doesn't know the person you are impersonating very well. On a 7-9, choose one.

- The potion will wear off suddenly sometime within the hour.
- The transformation is imperfect and will draw suspicion.

On a miss, the transformation fails or the hair added to your potion was from someone else or, worse, an animal, GM's choice.

HEALING POTION

When you drink a basic healing potion, choose one:

- Clear one physical condition.
- Heal one damage.

FELIX FELICIS

If you drink Felix Felicis, or split one potion between two or more people, you suddenly feel incredibly good and incredibly lucky. Divide four hours evenly among everyone who drank the potion. For the duration of that time, starting immediately, treat any miss as a 7-9 and any 7-9 as a 10+.

PEPPER-UP POTION

This potion relieves the symptoms of the common cold and has a slightly peppery taste. If you drink a pepper-up potion, you can immediately erase the condition "cold" (regardless of whether this refers to the illness or a low body temperature) and gain the condition "steam coming from your ears" for the next few hours.



END OF SESSION MOVES

At the end of each session, complete the following moves:

RELATIONSHIPS

At the end of each session, each player can adjust their relationship score with one or two player characters up or down by 1. Explain how your character grew closer to or away from those characters this session.

EXPERIENCE

At the end of each session, a character marks one experience for each of the following questions they answer yes:

- + Did all the characters work together as a team?
- + Did you finish a school year or will be starting a new school year next session?

After these questions are answered, if a character hasn't marked any experience this session, they mark one experience.

REPUTATION

At the end of each session, a character gains one reputation for each of the following questions they answer yes:

- + Did we solve a major mystery?
- + Did we defeat a major foe?
- + Did we save someone important or famous?

You are a **GRYFFINDOR**, brave and loyal!

Known for their boldness and fearlessness, students of Gryffindor house have a reputation for brash recklessness and a need for daring, heroic adventure!

WHO YOU ARE

YOUR NAME: _____

CIRCLE YOUR BLOOD STATUS:

Pureblood, Halfblood, Muggleborn

CIRCLE YOUR SPECIES:

Human, Part-Veela, Part-Giant, Merfolk, Centaur, Werewolf,
Vampire, Dhampir, Ghost, Goblin, House Elf,
Metamorphmagus

CIRCLE YOUR TWO BEST CLASSES:

Astronomy, Care of Magical Creatures, Charms, Defense
Against the Dark Arts, Deuling, Divination, Herbology, History
of Magic, Muggle Studies, Potions, Transfiguration

CIRCLE YOUR GOAL:

Pull off an awesome stunt, save someone, keep being awesome!

YOU HAVE:

School robes with a Gryffindor crest, a wand, a bag full of school
books, a quill and a pot of ink, a cauldron, and spare parchment

CIRCLE THREE EXTRA PROPS (OR TWO IF YOU'RE NOT HUMAN):

- A racing broomstick
- A rat, a cat, a toad, or an owl
- Cool muggle sunglasses
- Exploding snap
- A subscription to the Daily Prophet or Witch Weekly
- Muggle clothing
- A partial map of Hogwarts and the grounds
- A snitch, quaffle, bludger, or beater's bat
- A box of Bertie Bott's Every Flavor Beans



YOUR QUESTIONS 🍀

Whenever you roll, add +1 for each question you answer yes:

- + Are you protecting a friend?
- + Are you acting with bravery?

DAMAGE TRACK ○○○○○○

- At 1 damage, take -2 to *Move with Strength or Grace* and *Convince with Words or Actions*
- At 2 damage, take +1 to *Lash Out with Magic or Might*
- At 3 damage, take -2 to *Research or Remember, Create or Transform with Magic*, and *Brew a Potion*
- At 4 damage, take -2 to *Observe or Investigate* and *Heal with Magic*
- At 5 damage, take +1 to *See Beyond the Veil*
- At 6 damage, you get taken out for at least this scene; clear 2 damage when you come back

EXPERIENCE ○○○○○○

When six experience are marked, erase them all and choose one from below.

- Take a new move from your house
- Take a new move from your house
- Take a move from a different house
- Take a move from a different house
- Choose 3 more props

REPUTATION ○○○○○○

When six reputation are marked, circle the lowest rank of reputation that isn't yet circled, then erase all reputation. When you gain a rank of reputation, you can use Your Time to Shine once at any time. You must gain another rank of reputation before you can use Your Time to Shine again.

- **Rank 1:** Everyone at Hogwarts hears about what you did.
- **Rank 2:** Everyone at Hogwarts knows your face and name.
- **Rank 3:** Some people outside of Hogwarts have heard about you.
- **Rank 4:** You get your name in the Daily Prophet; almost everyone in the Wizarding World knows who you are.

YOUR RELATIONSHIPS

Fill in at least two with another player character.

- You got caught breaking the rules with:
- You keep trying to impress:
- You feel compelled to protect:
- They snuck into the Forbidden Forest with you because you convinced them to:

YOUR RELATIONSHIP SCORES

YOUR CONDITIONS

YOUR TIME TO SHINE

This is your moment to be a hero, to be the center of attention, and have everyone remember your name. Nothing can stop you or stand in your way. You blast through every barrier, defy all odds, stand courageous and valiant, and emerge victorious. You stop every enemy and save everyone, and you look awesome doing it!

GRYFFINDOR MOVES

Choose two to start with:

- **Reckless:** When you *Lash Out With Might or Magic*, take the condition "reckless" if you don't already have it and add +1 to your roll, but you always take damage or cause collateral damage, even on a 10+.
- **Fearless:** You cannot gain the condition "frightened." When you roll against a PC to *Convince with Words or Actions*, you add the following to your list of choices:
 - If they do what you want, they mark experience and erase the condition "frightened."
- **Rally the Troops!** When you roll to *Convince with Words or Actions*, you can target any number of PCs or NPCs that you are close to or very familiar with. On a hit, they take +1 forward to doing what you want.
- **White Knight:** When you roll to *Convince with Words or Actions* or *Lash Out With Might or Magic*, add the following question to your roll:
 - + Is there an audience?
- **Valiant:** When you stand strong in the face of incredible odds or a formidable foe, add the following question to your roll:
 - + Are you willing to sacrifice everything?
- **Quidditch Champion:** When you roll to *Move with Strength or Grace*, add the following question to your roll:
 - + Are you on a broomstick?

You are a **RAVENCLAW**, inventive and clever!

Known for their intelligence and wit, students of Ravenclaw house have a reputation for creative genius and a need to learn and discover new things!

WHO YOU ARE

YOUR NAME: _____

CIRCLE YOUR BLOOD STATUS:

Pureblood, Halfblood, Muggleborn

CIRCLE YOUR SPECIES:

Human, Part-Veela, Part-Giant, Merfolk, Centaur, Werewolf,
Vampire, Dhampir, Ghost, Goblin, House Elf,
Metamorphmagus

CIRCLE YOUR TWO BEST CLASSES:

Astronomy, Care of Magical Creatures, Charms, Defense
Against the Dark Arts, Deuling, Divination, Herbology, History
of Magic, Muggle Studies, Potions, Transfiguration

CIRCLE YOUR GOAL:

Invent something new, discover a new place, don't get in trouble!

YOU HAVE:

School robes with a Ravenclaw crest, a wand, a bag full of school
books, a quill and a pot of ink, a cauldron, and spare parchment

CIRCLE THREE EXTRA PROPS (OR TWO IF YOU'RE NOT HUMAN):

- A racing broomstick
- A rat, a cat, a toad, or an owl
- A small mechanical device of your own invention
- An odd piece of jewelry
- An old record player with a few albums
- A wizard's chess set
- A musical instrument
- A muggle device you've rigged to work at Hogwarts
- A bag stuffed full of notes from your studies



YOUR QUESTIONS ♣

Whenever you roll, add +1 for each question you answer yes:

- + Are you using reason and logic?
- + Are you discovering or creating something new?

DAMAGE TRACK ○○○○○○

- At 1 damage, take -2 to *Move with Strength or Grace* and *Convince with Words or Actions*
- At 2 damage, take +1 to *Lash Out with Magic or Might*
- At 3 damage, take -2 to *Research or Remember*, *Create or Transform with Magic*, and *Brew a Potion*
- At 4 damage, take -2 to *Observe or Investigate* and *Heal with Magic*
- At 5 damage, take +1 to *See Beyond the Veil*
- At 6 damage, you get taken out for at least this scene; clear 2 damage when you come back

EXPERIENCE ○○○○○○

When six experience are marked, erase them all and choose one from below.

- Take a new move from your house
- Take a new move from your house
- Take a move from a different house
- Take a move from a different house
- Choose 3 more props

REPUTATION ○○○○○○

When six reputation are marked, circle the lowest rank of reputation that isn't yet circled, then erase all reputation. When you gain a rank of reputation, you can use Your Time to Shine once at any time. You must gain another rank of reputation before you can use Your Time to Shine again.

- **Rank 1:** Everyone at Hogwarts hears about what you did.
- **Rank 2:** Everyone at Hogwarts knows your face and name.
- **Rank 3:** Some people outside of Hogwarts have heard about you.
- **Rank 4:** You get your name in the Daily Prophet; almost everyone in the Wizarding World knows who you are.

YOUR RELATIONSHIPS

Fill in at least two with another player character.

- Your study buddy is:
- You convinced them to sneak into the restricted section of the library with you:
- They once caught you cheating but didn't turn you in:
- They helped you with one of your inventions when you were stuck:

YOUR RELATIONSHIP SCORES

YOUR CONDITIONS

YOUR TIME TO SHINE

You finally reveal the true extent of your genius—a spell, invention, or piece of knowledge that gives you exactly what you need to save the day. You take control, defeating even impossible odds with your wit and skill. Everyone sees exactly what you're capable of, and even your enemies are impressed.

RAVENCLAW MOVES

Choose two to start with:

- **Studious:** Choose two additional best classes. You can take this move more than once, choosing different classes each time.
- **Bookworm:** When you roll to *Research or Remember*, treat a miss as a 7-9.
- **Inventive:** When you roll to *Create or Transform with Magic*, add the following questions to your roll:
 - + Do you have outlines, blueprints, or excessive notes that you've spent a long time working on?
 - + Have you created or transformed successfully in game in the same way before?
- **Hyperfixated:** Whenever you roll with one of your best classes, add an additional +1 to the roll.
- **Sharp-Eyed:** When you roll to *Observe or Investigate*, you can ask an additional question, even on a miss.
- **Exceptional Talent:** Choose one from below. If you take this move again, choose a different option.
 - **Apparition:** When you roll to *Move with Strength or Grace*, on a hit, you can choose to immediately exit or enter a scene. You can take up to one other person with you. On a miss, you still apparate, but you or someone you are transporting is splinched and takes 3 damage.
 - **Legilimency:** When you roll to *Observe or Investigate*, on a hit, you can add the question "What are you thinking?" to the list of questions you can choose to ask.

You are a **HUFFLEPUFF**, loyal and fair!

Known for their strong work ethics and hospitality, students of Hufflepuff house have a reputation for open-mindedness and a need for fairness and justice!

WHO YOU ARE

YOUR NAME: _____

CIRCLE YOUR BLOOD STATUS:

Pureblood, Halfblood, Muggleborn

CIRCLE YOUR SPECIES:

Human, Part-Veela, Part-Giant, Merfolk, Centaur, Werewolf,
Vampire, Dhampir, Ghost, Goblin, House Elf,
Metamorphmagus

CIRCLE YOUR TWO BEST CLASSES:

Astronomy, Care of Magical Creatures, Charms, Defense
Against the Dark Arts, Deuling, Divination, Herbology, History
of Magic, Muggle Studies, Potions, Transfiguration

CIRCLE YOUR GOAL:

Comfort someone, make a new friend, prove that being good is
its own reward!

YOU HAVE:

School robes with a Hufflepuff crest, a wand, a bag full of school
books, a quill and a pot of ink, a cauldron, and spare parchment

CIRCLE THREE EXTRA PROPS (OR TWO IF YOU'RE NOT HUMAN):

- A racing broomstick
- A rat, a cat, a toad, or an owl
- A large box of chocolates
- A small herb garden under your bed
- A pouch of medicinal herbs
- A potted plant
- A box charm that projects a beautiful scene around you
- A muggle item that non-muggles might find fascinating



YOUR QUESTIONS ♡

Whenever you roll, add +1 for each question you answer yes:

- + Have you put in the work?
- + Are you taking what you believe is the most just and fair course of action?

DAMAGE TRACK ○○○○○○

- At 1 damage, take -2 to *Move with Strength or Grace* and *Convince with Words or Actions*
- At 2 damage, take +1 to *Lash Out with Magic or Might*
- At 3 damage, take -2 to *Research or Remember, Create or Transform with Magic*, and *Brew a Potion*
- At 4 damage, take -2 to *Observe or Investigate* and *Heal with Magic*
- At 5 damage, take +1 to *See Beyond the Veil*
- At 6 damage, you get taken out for at least this scene; clear 2 damage when you come back

EXPERIENCE ○○○○○○

When six experience are marked, erase them all and choose one from below.

- Take a new move from your house
- Take a new move from your house
- Take a move from a different house
- Take a move from a different house
- Choose 3 more props

REPUTATION ○○○○○○

When six reputation are marked, circle the lowest rank of reputation that isn't yet circled, then erase all reputation. When you gain a rank of reputation, you can use Your Time to Shine once at any time. You must gain another rank of reputation before you can use Your Time to Shine again.

- **Rank 1:** Everyone at Hogwarts hears about what you did.
- **Rank 2:** Everyone at Hogwarts knows your face and name.
- **Rank 3:** Some people outside of Hogwarts have heard about you.
- **Rank 4:** You get your name in the Daily Prophet; almost everyone in the Wizarding World knows who you are.

YOUR RELATIONSHIPS

Fill in at least two with another player character.

- You have a huge crush on:
- You never would have passed your classes if it wasn't for:
- They caught you smoking gillyweed but didn't tell:
- You always share your sweets with each other:

YOUR RELATIONSHIP SCORES

YOUR CONDITIONS

YOUR TIME TO SHINE

This is the moment where all your hard work and dedication pays off. You may be frequently overlooked and undervalued, but not right now. You're the one making the calls, because you're the one who believes in justice and fairness and you won't stand by and let the bad guys win. You do what it takes to save the day, and you do it your way, the right way.

HUFFLEPUFF MOVES

Choose two to start with:

- **Dedicated:** When you roll a miss, describe how you try again harder and immediately roll again with a +1. If you roll another miss, you can't try again.
- **A Helping Hand:** When you roll to *Help or Hinder* and choose to help, you can add an additional +1 to your roll and the roll of the person you're helping.
- **Friend to All:** You add an additional +1 to all rolls to *Talk It Out* and *Convince with Words or Actions* when you speak with kindness or compassion.
- **Tireless:** At any time you can name a specific goal, like "keep watch," "finish this essay," or "find my lost friend." You can only have one such goal at a time. You take +1 forward in pursuit of that goal and will not become exhausted or fall asleep against your will for at least 24 hours while acting on it.
- **Good Cook:** When you share your food (whether you made it or not, so long as you share it with love) with someone who is healing naturally, this counts as you tending to their wounds and they can heal an additional 1 damage or clear an additional physical condition.
- **Here When You Need Me:** When a character that you have at least a +1 relationship with is in trouble, and you aren't in the scene, roll with the following questions:
 - + Are they close by?
 - + Do you know where they are?On a hit, you immediately show up in the scene. On a 10+, you also take +1 forward to helping them. On a miss, you can't get to them or something stands in your way.

You are a **SLYTHERIN**, cunning and resourceful!

Known for their ambition and determination, students of Slytherin house have a reputation for tradition and fraternity and a need for power and control!

WHO YOU ARE

YOUR NAME: _____

CIRCLE YOUR BLOOD STATUS:

Pureblood, Halfblood, Muggleborn

CIRCLE YOUR SPECIES:

Human, Part-Veela, Part-Giant, Merfolk, Centaur, Werewolf,
Vampire, Dhampir, Ghost, Goblin, House Elf,
Metamorphmagus

CIRCLE YOUR TWO BEST CLASSES:

Astronomy, Care of Magical Creatures, Charms, Defense
Against the Dark Arts, Deuling, Divination, Herbology, History
of Magic, Muggle Studies, Potions, Transfiguration

CIRCLE YOUR GOAL:

Make a new contact, gain something of worth, increase your
reputation!

YOU HAVE:

School robes with a Slytherin crest, a wand, a bag full of school
books, a quill and a pot of ink, a cauldron, and spare parchment

CIRCLE THREE EXTRA PROPS (OR TWO IF YOU'RE NOT HUMAN):

- A racing broomstick
- A rat, a cat, a toad, or an owl
- A signet ring from your family
- Charmed parchment that translates any language you can hear
- A book of dark magic
- Sleekeazy's Hair Potion
- Fine wizarding robes
- A useful contact



YOUR QUESTIONS ♠♠

Whenever you roll, add +1 for each question you answer yes:

- + Are you working toward a personal goal?
- + Have you weighed all potential outcomes and picked the one most beneficial to you?

DAMAGE TRACK ○○○○○○

- At 1 damage, take -2 to *Move with Strength or Grace* and *Convince with Words or Actions*
- At 2 damage, take +1 to *Lash Out with Magic or Might*
- At 3 damage, take -2 to *Research or Remember, Create or Transform with Magic*, and *Brew a Potion*
- At 4 damage, take -2 to *Observe or Investigate* and *Heal with Magic*
- At 5 damage, take +1 to *See Beyond the Veil*
- At 6 damage, you get taken out for at least this scene; clear 2 damage when you come back

EXPERIENCE ○○○○○○

When six experience are marked, erase them all and choose one from below.

- Take a new move from your house
- Take a new move from your house
- Take a move from a different house
- Take a move from a different house
- Choose 3 more props

REPUTATION ○○○○○○

When six reputation are marked, circle the lowest rank of reputation that isn't yet circled, then erase all reputation. When you gain a rank of reputation, you can use *Your Time to Shine* once at any time. You must gain another rank of reputation before you can use *Your Time to Shine* again.

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- **Rank 3:** Some people outside of Hogwarts have heard about you.
- **Rank 4:** You get your name in the Daily Prophet; almost everyone in the Wizarding World knows who you are.

YOUR RELATIONSHIPS

Fill in at least two with another player character.

- Your deepest, darkest secret is known by:
- You once badly insulted them but they gave you a second chance:
- You once lost something valuable but they returned it to you:
- They once comforted you in a moment of extreme vulnerability:

YOUR RELATIONSHIP SCORES

YOUR CONDITIONS

YOUR TIME TO SHINE

This is the moment when all your plans come to fruition—or everything falls apart and you're forced to act with all the desperation and willpower you have. Are you calm and in control or raw and laid bare for all to see? Either way, the situation bends to your will, exactly how you want it.

SLYTHERIN MOVES

You start with:

- **Dark Reputation:** Your house has a reputation for evil wizards and dark magic. Add the following questions to all of your rolls:
 - + Are you using dark magic?
 - + Are you causing unnecessary pain or damage?On a hit, you gain a point of reputation and the condition "dark wizard." NPCs who encounter you will treat you accordingly, usually with mistrust or hostility.
- **Pureblood Legacy:** Your family name is well known throughout the wizarding world. When you bring up your family name to who isn't a muggle, roll with the questions:
 - + Was your family involved with the Death Eaters?
 - + Was your family known for being blood prejudiced?On a 10+, they know about your family and respond as favorably as is reasonable based on your family's reputation. On a 7-9, they know your family name and respond according to what they've heard, for better or worse, GM's choice. On a miss, they don't know your family or don't care.
- **Old Money:** Your family has a lot of money. Describe how your family made its money and take 3 extra props.
- **Honeyed Tongue:** Add +1 when you lie while attempting to *Convince with Words or Actions*.
- **Help Me Help You:** When you roll to *Help* or *Hinder* and choose to help, you do not put yourself in harm's way.
- **Resourceful:** When you roll a miss, describe how you try again with a different tactic or resource and immediately roll again with a +1. If you roll another miss, you can't try again.