

BASIC MOVES FOR HOGWARTS: THE NEXT GENERATION

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 FOR HOGWARTS: THE NEXT GENERATION

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 how you're helping or hindering 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.