

PLAYER MOVES

BASIC MOVES

- Stand in the face of danger (Bravery)
- Help or hinder someone (Loyalty)
- Hide & sneak (Cunning)
- Get what you seek (Bravery or Cunning)
- Approach a magical creature (Loyalty)
- Gain knowledge (Intellect)
- Roll (Bravery, Cunning, Intellect, Loyalty, or Magic)

MAGIC MOVES

- Cast a spell (Magic)
- Duel (Magic)
- Concoct a potion (Magic)
- Use a magical object (Magic)

NARRATOR PRINCIPLES

Your Narrator Principles are guidelines that help you play as the Narrator. Follow these to keep the story running smoothly. You should always...

- Be a fan of the main characters.
- Speak to the witches & wizards, not the players.
- Ask questions and build on the answers.
- When in doubt, ask the players.
- Bring the world and the people in it to life.
- Make your move, but don't say it out loud.
- Think off-page, too.

HOGWARTS PRINCIPLES

Your Hogwarts Principles are guidelines that help you portray Hogwarts. Follow these to make sure the story feels like a true Hogwarts story. You should always...

- Embrace the whimsical.
- Describe the world with a sense of wonder & danger.
- Make the threats real and the consequences serious.
- Make the adults wise, disbelieving, & useless.
- Use the books & films as a starting point, but follow the story where it goes.

NARRATOR MOVES

Your Narrator Moves are the things you do in the story to portray the world. You can play these at any time. When you make a move, there's no need to name it or say you're making it – just describe what happens in the story.

GENERAL MOVES

- Split them up
- Put them together
- Change someone's attitude towards them
- Put something they care about at risk
- Present them with a difficult decision
- Offer an opportunity, with or without a cost
- Turn their move back on them
- Ask a question
- Ask, "What do you do?"

NARRATOR CHARACTER MOVES

- Award or deduct House Points
- Give them extra work
- Make something off limits to them
- Cast a spell on them

STORY MOVES

- Show signs of an ongoing or future threat
- Introduce a new character, place, or threat

SERIOUS CONSEQUENCES

When someone gets a -6 on a roll, you can play a Serious Consequence. These are special Narrator Moves that make things worse for whoever failed the roll. You don't have to play a Serious Consequence on a failed roll, but you *must* make some kind of Narrator Move.

- Give them a Condition (**Scared, Angry, Stressed, Jealous, Embarrassed, Injured, Hexed, Unconscious**) that matches what's happening in the story
- Discipline them (Deduct points, give detention, revoke privileges, notify parents, suspend, expel)
- Take something away from them
- Hurt someone they care about
- Force them into an impossible situation
- Change someone's attitude towards them, negatively
- Expose their secret
- Let their rival win

HOUSE POINTS

Teachers, staff, and House prefects may award points to students for achievements. They may also deduct points for rulebreaking. You might award or deduct...

5 points for trivial things like...

- [+] Answering a question correctly in class.
- [-] Not paying attention in class.

10 points for minor things like...

- [+] Clever answers on assignments.
- [-] Arriving late to class.

20 points for notable things like...

- [-] Disobeying a teacher.
- [-] Being out of bounds or out of bed after hours.

50 points for major things like...

- [+] Saving another student's life.
- [-] Putting another student in danger.

You don't have to stick to this list! Teachers can award or deduct House points for lots of other reasons.

EXITING THE STORY

There are many ways for a player's witch or wizard to **exit the story**. Not all of them are fatal – or even permanent – but they do remove the witch/wizard from the story for now.

When someone marks their last Condition and fails their roll to **exit the story**, their witch or wizard may be expelled, fall into a coma, have their memory wiped, be driven mad, be sent to Azkaban, be killed outright, or exit another way. What's happening in the story at the time will tell you what makes the most sense.

Remember to have the player make a new witch/wizard and introduce them into the story!

★ Group Agenda ★

- ☞ Portray A Magical Boarding School
- ☞ Fill The Students' Lives With Mystery, Wonder, Darkness, & Hope
- ☞ Play To Find Out What Happens

STAND IN THE FACE OF DANGER

When you **stand in the face of danger**, physical or otherwise, roll +**Bravery**.

On a 10+, pick one:

- You stand firm and nobody gets hurt.
- You aren't hurt, and you hurt the threat right back.

On a 7-9, pick one:

- You hurt the threat, but it hurts you as well.
- You aren't able to act, but the threat backs off.
- You flee, but you don't suffer any Serious Consequences.
- You avoid Serious Consequences, but someone else suffers them instead.

On a 6-, mark a point of Experience. You aren't able to face the danger, and the Narrator may tell you a Serious Consequence that happens as a result.

HELP OR HINDER SOMEONE

When you assist, defend, or otherwise **help someone**, or when you trip up, interfere with, or otherwise **hinder someone**, roll +**Loyalty**. If the person is a Friend or a Rival, you may add +1 to your roll.

FOR OTHER MAIN CHARACTERS

On a 10+, pick one:

- Give them +/-1 to their roll.
- Prevent them from taking a Condition.
- Offer them 1 Experience to stop what they're doing.

On a 7-9, pick one of the above options, but take a Condition as a result of your efforts.

On a 6-, mark a point of Experience. You aren't able to help or hinder them, and the Narrator may tell you a Serious Consequence that happens as a result.

FOR NARRATOR CHARACTERS

On a 10+, you help or hinder them as you want.

On a 7-9, you help or hinder them, but (pick one)...

- You take a Condition in the process.
- They're accidentally hurt in the process.
- They are upset with you for doing so.
- They are suspicious of your motives.

On a 6-, mark a point of Experience. You aren't able to help or hinder them, and the Narrator may tell you a Serious Consequence that happens as a result.

HIDE & SNEAK

When you hide yourself or something else, try to move around unnoticed, or otherwise **hide & sneak** about, roll +**Cunning**.

On a 10+, you or whatever you're hiding aren't detected.

On a 7-9, pick one:

- Someone or something is looking for you or what you've hidden.
- Someone or something knows you're here or that you've hidden something, but not where.
- You leave some kind of trace or evidence behind.

On a 6-, mark a point of Experience. You or whatever you're hiding are found, and the Narrator may tell you a Serious Consequence that happens as a result.

GET WHAT YOU SEEK

When you want to get an object or persuade someone to do or think something and you **get what you seek** with

...honesty, negotiation, charisma, or humility, roll +**Bravery**.

...trickery, cheating, underhandedness, or theft, roll +**Cunning**.

On a 10+, you get what you wanted, no problem.

On a 7-9, you get what you wanted, but (pick one)...

- The person you got it from is suspicious.
- You must give or promise something in return.
- The person you got it from changes their attitude towards you.

On a 6-, mark a point of Experience. You don't get what you wanted, and the Narrator may tell you a Serious Consequence that happens as a result.

APPROACH A MAGICAL CREATURE

When you try to tame, help, get help from, or otherwise **approach a magical creature**, roll +**Loyalty**.

On a 10+, the creature acts as you want.

On a 7-9, pick one:

- The creature acts as you want, but you take a Condition for your efforts.
- The creature acts as you want, but it attracts unwanted attention.
- The creature doesn't act as you want, but it does something else helpful.

On a 6-, mark a point of Experience. The creature goes wild, and the Narrator may tell you a Serious Consequence that happens as a result.

GAIN KNOWLEDGE

When you want to **gain knowledge**

... about a person, object, situation, or place,

... from a conversation, book, newspaper, or other document,

... or from your own memory, roll +**Intellect**.

On a 10+, you gain the knowledge you wanted. You may ask the Narrator a question and they must give a true answer. You might ask:

- What here isn't what it seems to be?
- Where is the thing I'm looking for?
- What's the history of this?
- How do I make this useful?
- Are they telling the truth?
- What do they really want?
- What do I remember about this?

On a 7-9, you get some of the knowledge you wanted. You may ask the Narrator a question. They must give you a true answer, but they don't have to give you a full answer.

On a 6-, mark a point of Experience. You're not sure if you got the knowledge you wanted. You may ask the Narrator a question, but they don't have to give you a full answer, or a true one. The Narrator may also tell you a Serious Consequence that happens as a result.

ROLL

When you do something that has a chance of failing, and there's *absolutely* no move that applies, you can always **roll +one of your traits**. Use the trait that best matches what you're doing.

On a 10+ you do it without a problem. Wicked!

On a 7-9 you do it, but there's a cost.

On a 6- you don't manage it and the Narrator tells you how things get worse, but you get to mark a point of Experience.



CAST A SPELL

When you **cast a spell** you know, first say the incantation and wave a wand, then **roll +Magic**. If you don't know the spell, don't say the incantation, or don't wave a wand, you must **mark a point of Luck**, then **roll +Magic**.

You **don't need to roll** to cast a spell if there's no chance it would fail. In general, you can **always** cast a spell **two or more years** below your current year, unless you're casting it in a stressful situation.

On a 10+, you successfully cast the spell the way you wanted.

On a 7-9, you successfully cast the spell, but (pick one)...

- The effect isn't as powerful as it should be.
- The effect doesn't last as long as it should.
- You attract unwanted attention.

On a 6-, mark a point of Experience. You fail to cast the spell, and the Narrator may tell you a Serious Consequence that happens as a result.

DUEL

When you get into a wizard's **duel**, **roll +Magic** to **cast a spell**, but use these options:

On a 10+, your spell hits the other witch/wizard, and their spell misses!

On a 7-9, pick one:

- Your spells collide in midair!
- Your spell misses, but so does theirs!
- Both spells hit!

On a 6-, mark a point of Experience. Your spell misses, and their spell hits! The Narrator tells you a Serious Consequence that happens to you as a result.

If you're casting a defensive or healing spell, treat a "hit" as a block or a success. The duel ends when a witch/wizard yields or when they can't cast spells anymore.

IF YOU'RE DUELING ANOTHER MAIN CHARACTER...

First, **roll +Bravery**. The witch/wizard with the higher result takes the first turn.

When it's your turn, both witches/wizards wave their wands and say what spell they cast. Then, **roll +Magic** (the other witch/wizard does not roll). Use the options above to figure out the outcome. Then it's the other witch/wizard's turn.

CONCOCT A POTION

When you mix, brew, or otherwise **concoct a potion** you know, **roll +Magic**. You must have the proper ingredients, a way to assemble them, and a wand. When you concoct a potion you don't know, you must **mark a point of Luck**, then **roll +Magic**.

On a 10+, you correctly create the potion you wanted.

On a 7-9, you create the potion, but (pick one)...

- It has some unintended side effect.
- The process goes wonky and you take a Condition.
- You accidentally make a different potion (the Narrator tells you which one).

On a 6-, mark a point of Experience. You don't create the potion successfully, and the Narrator may tell you a Serious Consequence that happens as a result.

USE A MAGICAL OBJECT

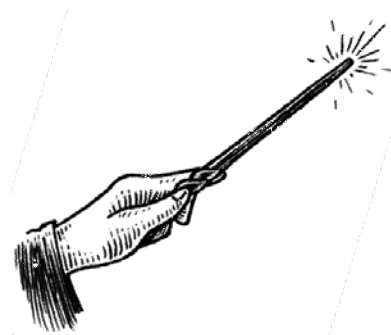
When you **use a magical object**, **roll +Magic**.

On a 10+, the object works exactly as expected and you make full use of it.

On a 7-9, pick one:

- The object does something unexpected but helpful.
- The object's effect isn't as powerful as it should be.
- The object works as expected, but you take a Condition from using it.
- The object works, but it breaks in the process.

On a 6-, mark a point of Experience. The magical object doesn't work correctly, and the Narrator may tell you a Serious Consequence that happens as a result.



**YEAR****MYSTERIES****MAIN CHARACTERS**

Name

House

Year

Name

House

Year

Name

House

Year

Name

House

Year

Name

House

Year

Name

House

Year

**NARRATOR CHARACTERS**

Name

Role

Name

Role

Name

Role

Name

Role

Name

Role

Name

Role



THE RULES



Quidditch is played between two teams of seven witches/wizards, flying in the air on broomsticks.

There are four balls:

- **1 Quaffle**, a large ball which each team attempts to throw into the opposing team's goal to score, awarding 10 points for each goal.
- **2 Bludgers**, small, heavy balls which are enchanted to fly at the Quidditch players.
- **1 Golden Snitch**, a tiny ball with golden wings which is enchanted to fly up and around the field, seemingly at random. Catching the Golden Snitch ends the match and awards the catching team 150 points.

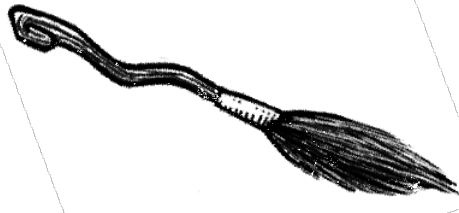
And seven people on a team:

- **3 Chasers**, who attempt to toss the Quaffle into the other team's goal to score for 10 points.
- **1 Keeper**, who guards the goal posts.
- **2 Beaters**, armed with special bats, who keep the Bludgers away from their team and try to hit them at the other team's players.
- **1 Seeker**, who attempts to spot and catch the Golden Snitch, which ends the game and awards the team who gets it 150 points.

A match must be played on a Quidditch pitch, with two sets of three goal posts at each end. The oval-shaped pitch is generally surrounded by stands for spectators.

Each House has its own Quidditch team, with one game against each of the other Houses during the school year. At the end of the school year, the Quidditch Cup is awarded to the House whose team scored the most points during all of their games that year. Winning a Quidditch match also gains a House 50 points towards the House Cup.

Remember, lots of things besides Quidditch happen during a Quidditch match! You might be trying to solve a mystery in the stands, or settle a personal rivalry on the pitch. You can do anything and make any move that you could make elsewhere in the story.



QUIDDITCH MOVES



PLAY A QUIDDITCH MATCH

When you play a Quidditch match, pick one of the following positions: **Beater**, **Chaser**, **Keeper**, **Seeker**, **Announcer**, or **Fan**.

The Narrator will pick someone to start with **control** of the match & hand them this sheet. When you have control, you get to say what happens on the pitch.

Describe the match up until your team is about to make a risky play, then roll...

- +**Bravery** if your team is playing boldly.
- +**Cunning** if your team is playing dirty.
- +**Intellect** if your team is playing tactically.
- +**Loyalty** if your team is playing with great teamwork.

On a 10+, you keep control of the match and your team scores 10 points!

On a 7-9, neither team scores and you pass control of the match & this sheet to your left. Your team doesn't get a goal because (pick one)...

- Someone on your team misses a throw or a catch!
- Someone on your team is hit by a Bludger!
- Your team's play doesn't go as planned!
- The other team pulls a trick play!

On a 6-, mark a point of Experience and pass control & this sheet to the person to your left. Your team doesn't score, and the Narrator describes how the other team scores 10 points. They may also tell you a Serious Consequence that occurs as a result of your attempt.

CATCH THE GOLDEN SNITCH

At some point during the match, the Narrator will announce that someone has spotted the Golden Snitch. If you have control of the match, your team's Seeker can try to **catch the Golden Snitch**.

Work with anyone playing a Seeker to describe the match up until your team's Seeker is about to catch the Golden Snitch, then roll...

- +**Bravery** if your Seeker makes a daring maneuver to catch the Snitch.
- +**Cunning** if your team sabotages the other Seeker to catch the Snitch.
- +**Intellect** if your team outwits the other Seeker to catch the Snitch.
- +**Loyalty** if a teammate helps your Seeker catch the Snitch.

On a 10+, you do it! Your team catches the Golden Snitch and ends the match, giving your team 150 points.

On a 7-9, your team isn't able to catch the Golden Snitch, but neither is the other team. Pass control of the match & this sheet to the person to your left.

On a 6-, mark a point of Experience. Your team fails to catch the Golden Snitch, and the other team gets it for 150 points. The Narrator may also tell you a Serious Consequence that occurs as a result of your attempt.



CURRENT GAME



Team	Score



SEASON



Gryffindor vs Hufflepuff	Slytherin vs Hufflepuff
Gryffindor vs Ravenclaw	Ravenclaw vs Slytherin
Slytherin vs Gryffindor	Hufflepuff vs Ravenclaw

TOTALS

GRYFFINDOR	
HUFFLEPUFF	
RAVENCLAW	
SLYTHERIN	

Last Year's Winner*

*If you started your story this year, roll on the House table for last year's winner.



MAGICAL OBJECTS



- **Auto-Answer Quill** – Writes the correct answer to a question automatically. Used for cheating.
- **Bezoar** – A stone taken from the stomach of a goat. Cures most poisons.
- **Broomstick** – Used for transportation and to play Quidditch. Ride it to fly.
- **Collapsible Cauldron** – A cauldron which folds for portability.
- **Deluminator** – A device shaped like a lighter that puts out lights in an area.
- **Enchanted Map** – A map that changes to reflect the real world area it depicts.
- **Everlasting Candle** – A candle enchanted to burn indefinitely.
- **Exploding Snap Deck** – A deck of wizard cards which spontaneously explode during gameplay.
- **Fireproof Clothing** – An item of clothing (shirt, gloves, etc) that protects the wearer from fire.
- **Foe-Glass** – A mirror that shows shadows of your enemies, which become clearer as they get nearer to you.
- **Hiccough Sweet** – Prank candy that induces hiccoughing.
- **Invisibility Cloak** – A cloak that renders the wearer invisible.
- **Magic Tent** – Charmed to be significantly larger on the inside than on the outside. Can contain several amenities.
- **Omnisculars** – Binoculars that can magically slow down and replay what the viewer sees.
- **Quick-Quotes Quill** – A quill that automatically writes what is spoken in its presence.
- **Remembrall** – A small glass ball that fills with red smoke when you've forgotten something.
- **Self-Stirring Cauldron** – Does what it says on the tin.
- **Sneakoscope** – A glass top that lights up, spins, and whistles if someone nearby is doing something untrustworthy.
- **Spell-Checking Quill** – Automatically corrects the user's spelling.
- **Sticky Trainers** – A pair of shoes with suction cups on the soles. Used to walk up walls and across ceilings.
- **Stink Pellets** – Small pellets that release a foul odor.
- **Time-Turner** – A small hourglass, worn on a chain around the neck, that allows the wearer to travel back one hour in time for each turn, up to five hours.
- **Trick Wand** – Appears normal, but when someone tries to cast a spell with it, it turns into a random, non-wand object.
- **Two-Way Mirror** – A pair of mirrors that allow two people to talk to each other while in different locations.
- **Wizard Chess Set** – A magical chess set where the pieces are enchanted to move themselves. Violent.

LOCATIONS

Hogwarts & Grounds

Astronomy Tower
Boathouse
Caretaker's Office
Dungeons
Grand Staircase
Forbidden Forest
Gamekeeper's Hut
Great Hall
Great Lake
Greenhouses & Gardens
Gryffindor Tower
Headmaster's Office
Hospital Wing
Hufflepuff Basement
Kitchens
Lavatories
Library
Owlery
Prefect's Bathroom
Quidditch Pitch
Ravenclaw Tower
Room of Requirement
Slytherin Dungeon
Staffroom
Teachers' Offices

Hogsmeade

Gladrags Wizardwear
Hog's Head Inn
Hogsmeade Station
Honeydukes
Madam Puddifoot's Tea Shop
The Shrieking Shack
The Three Broomsticks Pub
Zonko's Joke Shop

Diagon Alley, London

Flourish & Blott's Bookshop
Gringotts Bank
Knockturn Alley
Madam Malkin's Robes
Magical Menagerie
Ollivander's Wand Shop
Quality Quidditch Supplies
Slug & Jiggers Apothecary
The Leaky Cauldron Pub
Weasley' Wizard Wheezes

YEARLY EVENTS

The Hogwarts Express
Welcoming Feast
Quidditch Team Trials
Halloween Feast
Quidditch Matches
Christmas Feast
Yule Ball
Christmas & Easter Holidays
Final Exams (+O.W.L.s & N.E.W.T.s)
End-of-Term Feast
Summer Holiday

MAGICAL CREATURES

3-Headed Dog
Basilisk
Blast-Ended Skrewt
Boggart
Bowtruckle
Centaur
Cup
Dementor
Doxy
Dragon
Fire Crab
Ghoul
Giant
Giant Spider
Gnome
Goblin
Hippogriff
House Elf
Kappa
Kelpie
Knarl
Kneazle
Merpeople
Niffler
Phoenix
Pixie
Sphinx
Thestral
Troll
Unicorn
Werewolf
Winged Horse



NAMES



MUGGLE GIVEN NAMES

Ahmad, Arthur, Aurora, Chiwetel, Cormac, Daniel, Dev, Dimitrios, Eleni, Emma, Fatima, Gabriela, Genevieve, James, Jing, Joanne, Lorenzo, Maggie, Nnedi, Pablo, Penelope, Richard, Riya, Rupert, Scarlett, Sean, Susan, Terry, Wei, Zoe

WIZARD GIVEN NAMES

Alecto, Andromeda, Arabella, Argus, Ariana, Arsenius, Augusta, Cuthbert, Dedalus, Eldred, Elphias, Emeric, Emmeline, Filius, Griselda, Helena, Imelda, Ludo, Mafalda, Merope, Newt, Phyllida, Rodolphus, Rolanda, Septima, Silvanus, Sybill, Thorfinn, Wilbert, Wilhelmina

SURNAMES

Adebayo, Ali, Bagshot, Chowdhry, Davies, Diaz, Dubois, Finnigan, Goldstein, Grint, Johnson, Kazinsky, Khan, Leung, Macmillan, Mwangi, Ogden, Okafor, Patel, Quinn, Radcliffe, Santos, Schmidt, Spinnet, Tarkowski, Thomas, Valentini, Warren, Watson, Wong



CLASSES



CORE CLASSES

Charms
Defence Against the Dark Arts
Herbology
History of Magic
Potions
Transfiguration

ELECTIVES

Arithmancy
Astronomy
Care of Magical Creatures
Divination
Muggle Studies
Quidditch



Group Agenda



- Portray A Magical Boarding School
- Fill The Students' Lives With Mystery, Wonder, Darkness, & Hope
- Play To Find Out What Happens

To create your witch or wizard, follow the steps below. You may roll a d6 for each table and take a random option, or pick the option you like best, or do a combination of both.

1 WHAT YEAR ARE YOU?

Your witch/wizard may be a 1st-7th Year student, or a graduate like a teacher or staff member. Players should decide together if everyone is in the same Year or different Years.

2 HOW DO YOU LOOK?

Complexion		
1 Dark	2 Freckled	3 Olive
4 Pale	5 Ruddy	6 Tan
Hair		
1 Black	2 Blonde	3 Brown
4 Covered	5 Dyed	6 Red
Frame		
1 Athletic	2 Big	3 Short
4 Stout	5 Tall	6 Thin

3 WHAT'S YOUR WAND & AMBITION?

Your **ambition** is what you want to get from your time at Hogwarts. Certain wand woods work best for witches/wizards with certain ambitions. You can also choose a look for your wand.

Ambition/Wood	
1 Achievement – Maple	2 Knowledge – Walnut
3 Fun – Spruce	4 Friendship – Cedar
5 Power – Yew	6 Status – Elm
Look	
1 Flexible	2 Long
3 Ornate	
4 Plain	5 Second-hand
6 Short	

4 WHAT'S YOUR HERITAGE?

- 1-2 Muggle-born** (Start with 1 spell and 3 Experience)
3-4 Half-blood (Start with 2 spells and 2 Experience)
5-6 Pure-blood (Start with 3 spells and 1 Experience)

Mark your starting Experience on your Character Sheet.

5 WHAT'S YOUR FAVOURITE SUBJECT?

Pick ONE favourite subject.

If you're starting as a Year 1 or Year 2 student, you can only pick from the Core Classes list:

1-3 Core Classes	
1 Charms	2 Defence Against the Dark Arts
3 Herbology	4 History of Magic
5 Potions	6 Transfiguration

If you're starting at Year 3 or above, you can pick your one favourite subject from either the Core Classes list or the Electives list below. Roll 2d6. The 1st result is Core or Elective, the 2nd is the subject.

4-6 Electives	
1 Arithmancy	2 Astronomy
3 Care of Magical Creatures	4 Divination
5 Muggle Studies	6 Quidditch

6 WHAT SPELLS DO YOU KNOW?

Look over the Spell Sheet on the back of your Character Sheet. From your starting Year, mark 1 spell you know if you're Muggle-born, 2 if you're half-blood, and 3 if you're pure-blood.

You know all spells from every Year you've completed (2nd Years know all 1st Year spells, for example). Graduates know all spells.

7 WHAT ARE YOUR TRAITS?

Assign the following set of numbers to your Bravery, Cunning, Intellect, Loyalty, and Magic:

-1, 0, +1, +1, +2

8 WHAT'S YOUR NAME?

Pick a given name and a surname. If you're stumped, use the options below.

Optional: Take an index card and fold it in half so it stands up. Then, write your witch/wizard's name and pronouns on it so the rest of the group can see. If you're playing online, change your username to your witch/wizard's name.

MUGGLE GIVEN NAMES
Ahmad, Arthur, Aurora, Chiwetel, Cormac, Daniel, Dev, Dimitrios, Eleni, Emma, Fatima, Gabriela, Genevieve, James, Jing, Joanne, Lorenzo, Maggie, Nnedi, Pablo, Penelope, Richard, Riya, Rupert, Scarlett, Sean, Susan, Terry, Wei, Zoe

WIZARD GIVEN NAMES
Alecto, Andromeda, Arabella, Argus, Ariana, Arsenius, Augusta, Cuthbert, Dedalus, Eldred, Elphias, Emeric, Emmeline, Filius, Griselda, Helena, Imelda, Ludo, Mafalda, Merope, Newt, Phyllida, Rodolphus, Rolanda, Septima, Silvanus, Sybill, Thorfinn, Wilbert, Wilhelmina

SURNAMES
Adebayo, Ali, Bagshot, Chowdhry, Davies, Diaz, Dubois, Finnigan, Goldstein, Grint, Johnson, Kazinsky, Khan, Leung, Macmillan, Mwangi, Ogden, Okafor, Patel, Quinn, Radcliffe, Santos, Schmidt, Spinnet, Tarkowski, Thomas, Valentini, Warren, Watson, Wong

9 DO YOU HAVE A PET? (OPTIONAL)

- 1-2 Owl** (Can send and receive mail)
3-4 Rat (Cannot send or receive mail)
5-6 Cat (Will not send or receive mail)

10 WHAT HOUSE ARE YOU IN?

If you're playing a 1st Year student and you're starting the story before the 1st day of school, STOP. Wait until the Sorting Ceremony, then make your roll & choice in that scene.

Otherwise, to find your House, roll a d6. If you get a 5 or a 6, re-roll until you get a 1-4.

You may choose between the House you rolled and the House associated with your best trait. If Magic is your best trait, roll 2d6 and pick between the two results.

- | | |
|-------------------------------|------------------------------|
| 1 Gryffindor (+1 to Bravery) | 2 Hufflepuff (+1 to Loyalty) |
| 3 Ravenclaw (+1 to Intellect) | 4 Slytherin (+1 to Cunning) |
| 5 [Re-roll] | 6 [Re-roll] |

After you have your House, give yourself +1 to that House's trait.

11 WHO ARE YOUR FRIENDS?

If you don't have a House yet, skip this part. Otherwise, roll 2d6 to pick 2 questions from your House's list. If everyone is in the same House, you can pick your 2 questions from any House's list. When you have your questions, go around the group 3 times:

- **The 1st time**, introduce your witch or wizard to the group.
- **The 2nd time**, ask the group one of the questions you picked. Write the name of the witch/wizard who answers in the Friends & Rivals section on your Character Sheet.
- **The 3rd time**, ask the group the other question you picked. Again, write down the name of the witch/wizard who answers.

You should end with one blank Friend or Rival slot. You can fill in the blank slot at the end of the 1st session.

Gryffindor

- Which one of you did I stand up for when some older students were picking on you? (Friend)
- Which one of you had detention with me after we spoke out against an unfair teacher? (Friend)
- Which one of you is my best mate on the Quidditch team? (Friend)
- Which one of you is my go-to person when I need to find something in the library? (Friend)
- Which one of you plays the same position as me on another House's Quidditch team? (Rival)
- Which one of you did I challenge to a duel for insulting a friend? (Rival)

Ravenclaw

- Which one of you stayed up past midnight with me to study for a big History of Magic exam? (Friend)
- Which one of you do I always let copy my Charms assignments? (Friend)
- Which one of you shares my weird obsession with a rare magical creature? (Friend)
- Which one of you do I go to when I need to know something I can't look up in the library? (Friend)
- Which one of you do I resent for getting better marks than me in my favourite class? (Rival)
- Which one of you am I upset with for cheating on an assignment? (Rival)

Hufflepuff

- Which one of you did I once help to find your missing pet? (Friend)
- Which one of you snuck into the kitchens with me before the Halloween feast? (Friend)
- Which one of you likes to spend weekend afternoons in the greenhouses with me? (Friend)
- Which one of you sat with me on our first trip on the Hogwarts Express? (Friend)
- Which one of you did I get into a row with after you insulted my pet? (Rival)
- Which one of you do I dislike for spending too much time with my best friend? (Rival)

Slytherin

- Which one of you found an undiscovered room in the castle with me? (Friend)
- Which one of you owes me for not telling on you when you snuck out after curfew? (Friend)
- Which one of you always sits with me at meals? (Friend)
- Which one of your families has been close to my family for generations? (Friend)
- Which one of you do I think is a big show-off? (Rival)
- Which one of you publicly doubts my academic or athletic skills? (Rival)

12 WHAT'S YOUR PATRONUS?

To find your patronus, roll 2d6. The 1st result is the kind of animal, the 2nd result is your witch/wizard's patronus.

You may pick your patronus at the start of the story, but you can only cast the patronus charm when you learn the spell, usually in Year 5. Otherwise, wait until you learn the patronus charm to pick your patronus.

1 BIRDS OF PREY

- | | | |
|-------------|---------|----------|
| 1 Albatross | 2 Eagle | 3 Falcon |
| 4 Hawk | 5 Heron | 6 Osprey |

2 OTHER BIRDS

- | | | |
|-------------|---------|---------------|
| 1 Blackbird | 2 Crow | 3 Hummingbird |
| 4 Pheasant | 5 Robin | 6 Sparrow |

3 CARNIVORES

- | | | |
|----------|---------|--------|
| 1 Badger | 2 Bear | 3 Boar |
| 4 Lion | 5 Snake | 6 Wolf |

4 HERBIVORES

- | | | |
|------------|----------|------------|
| 1 Aardvark | 2 Deer | 3 Hedgehog |
| 4 Mouse | 5 Salmon | 6 Squirrel |

5 TAME ANIMALS

- | | | |
|----------|-------|---------|
| 1 Cat | 2 Dog | 3 Horse |
| 4 Rabbit | 5 Rat | 6 Swan |

6 RARE ANIMALS

- | | | |
|-----------|--------------|----------------|
| 1 Dragon | 2 Hippogriff | 3 Owl |
| 4 Phoenix | 5 Unicorn | 6 Winged Horse |

YOU'RE READY!

Hand this sheet back to the Narrator and get ready to begin your new Hogwarts story!

Name

Look

Wand

Complexion

Hair

Frame

Look

Wood

House

Year

Heritage

Ambition

Patronus



TRAITS



CONDITIONS



LUCK



EXPERIENCE

BRAVERY

Stand in the Face of Danger
Get What You Seek

CUNNING

Hide & Sneak
Get What You Seek

INTELLECT

Gain Knowledge

LOYALTY

Help or Hinder Someone
Approach a Magical Creature

MAGIC

Cast a Spell / Duel
Concoct a Potion
Use a Magical Object

Scared (-2 to Bravery until you avoid something difficult.)

Angry (-2 to Cunning until you hurt someone or break something.)

Stressed (-2 to Intellect until you say something hurtful to someone.)

Jealous (-2 to Loyalty until you betray a friend.)

Embarrassed (-2 to Magic until you take a comment the wrong way.)

Injured (-1 to all traits until healed with medicine or magic.)

Hexed (-1 to 1 trait of the Narrator's choice until cured.)

Unconscious (Unable to act until revived, can avoid by taking a different Condition.)

You can also clear someone else's Scared, Angry, Stressed, Jealous, or Embarrassed Condition by comforting or supporting them.

The Injured, Hexed, or Unconscious Conditions can always be cleared in the hospital wing.

When all 8 Conditions are marked, roll +your highest trait to see if you exit the story.

On a 10+, you come back with all Conditions cleared.

On a 7-9, you come back with only Unconscious cleared.

On a 6-, you exit the story. Create a new witch/wizard.

If you come back, you now have a physical or mental scar. Write it here:

Scars



FAVOURITE SUBJECT(S)



You may add +1 to any roll related to a Favourite Subject.



When you want to do something you normally couldn't, or change a roll to a 10+, you may mark a point of Luck to do it.

You regain all your marked Luck when you complete a school year.



When you fail a roll, mark 1 point of Experience.

When you get to 4 Experience, you may take an Advancement! Then, clear your marked Experience.



ADVANCEMENT



When you've marked 4 Experience or when you complete a school year, take one of the following Advancements:

Upgrade a trait by +1. You may do this twice. No trait can ever be more than +3.

Gain a second Favourite Subject. You may do this once.

Learn a new spell from your Year. You may do this as many times as you'd like.

Acquire a magical object. You may do this as many times as you'd like.

Regain 1 marked point of Luck. You may do this as many times as you'd like.



MAGICAL OBJECTS



Friend

Friend

Rival

When someone is your Friend or Rival, you may add +1 to a roll to help or hinder them. You can be Friends or Rivals with other players or with Narrator characters. You may only add or remove a Friend or Rival at the end of a session. You can have up to 2 Friends and 1 Rival at a time.

PET

Kind

Name

When you spend time with your pet, you can shift one marked Condition to another one.

YEAR 1

- ★ **Alohamora** – Unlocking Charm
- ⚡ **Calvario** – Hair Loss Curse
- ★ **Colovaria** – Color Change Charm
- ★ **Diminuendo** – Shrinking Charm
- 🛡️ **Finite Incantatem** – Counter-Spell
- ⚡ **Locomotor Mortis** – Leg-Locker Curse
- ★ **Lumos** – Wand-Lighting Charm
- ★ **Periculum** – Red Sparks Charm
- ⚡ **Petrificus Totalus** – Full Body-Bind Curse
- ⚡ **Slugulus Eructo** – Slug-Vomiting Curse
- ★ **Spongify** – Softening Charm
- ★ **Tergeo** – Cleaning Charm
- ★ **Ventus** – Wind Hex
- ★ **Wingardium Leviosa** – Levitation Charm
- 🍷 **Babbling Beverage** (Potion)
- 🍷 **Calming Draught** (Potion)
- 🍷 **Cough Potion**
- 🍷 **Shrinking Solution** (Potion)

YEAR 2

- 🛡️ **Epoximise** – Bonding Spell
- ★ **Expelliarmus** – Disarming Charm
- 🛡️ **Flagrate** – Fire-Writing Spell
- 🛡️ **Fumos** – Smoke-Conjuring Spell
- 🛡️ **Incendio** – Fire-Conjuring Spell
- ⚡ **Mucus ad Nauseam** – Head Cold Curse
- ★ **Obscuro** – Blindfolding Charm
- 🛡️ **Protego** – Shield Person Spell

★ **Reparo** – Repairing Charm

- ★ **Rictusempra** – Laughing Hex
- 🍷 **Serpensortia** – Snake-Conjuring Spell
- ★ **Stealeus** – Sneezing Hex
- ★ **Titillando** – Tickling Hex
- 🍷 **Ageing Potion**
- 🍷 **Beautification Potion**
- 🍷 **Hiccoughing Solution** (Potion)
- 🍷 **Mandrake Draught** – Anti-Curse Potion
- 🍷 **Murtlap Essence** – Pain-soothing Potion

YEAR 3

- ★ **Anteoculatia** – Antler-Growing Hex
- ★ **Colloshoo** – Stickfast Hex
- ★ **Engorgio** – Swelling Hex
- 🍷 **Ferula** – Splinting/Bandaging Spell
- ★ **Herbivicus** – Plant Growth Charm
- ★ **Illegibilus** – Text-Scrambling Charm
- ★ **Impervius** – Waterproofing Charm
- ⚡ **Mimble Wimble** – Tongue-Tying Curse
- 🍷 **Orchideous** – Flower-Conjuring Spell
- ★ **Prior Incantato** – Recent Spell Charm
- 🍷 **Reparifarge** – Undo Transfiguration Spell
- 🍷 **Riddikulus** – Boggart Defence Spell
- ★ **Tarantallegra** – Dancing Hex
- 🍷 **Deflating Draught** (Potion)
- 🍷 **Pepperup Potion** – Cold-Curing Potion
- 🍷 **Unctuous Unction** – Friendship Potion
- 🍷 **Sleeping Draught** (Potion)
- 🍷 **Swelling Solution** (Potion)

YEAR 4

- ★ **Accio** – Summoning Charm
- 🍷 **Avis** – Bird-Conjuring Spell
- ★ **Densaugeo** – Teeth-Elongating Hex
- ★ **Depulsio** – Banishing Charm
- ★ **Diffindo** – Cutting Charm
- 🍷 **Episkey** – Minor Healing Spell
- ★ **Furnunculus** – Pimple/Boil Hex
- ★ **Impedimenta** – Slowing Hex
- 🍷 **Incaercerous** – Chain-Conjuring Spell
- ★ **Locomotor Wibbly** – Jelly-Legs Hex
- ★ **Quietus** – Quieting Charm
- ⚡ **Reducto** – Smashing Curse
- ★ **Sonorus** – Amplifying Charm
- ★ **Stupefy** – Stunning Charm
- 🍷 **Blemish Blitzter** – Acne Treatment Potion
- 🍷 **Fire Protection Potion**
- 🍷 **Laxative Potion**
- 🍷 **Invigoration Draught** (Potion)

YEAR 5

- 🍷 **Anapneo** – Reverse Choking Spell
- ★ **Aperio** – Opening Charm
- ★ **Cantis** – Singing Hex
- ★ **Colloportus** – Locking Charm
- 🍷 **Evanescio** – Vanishing Spell
- ★ **Expecto Patronum** – Patronus Charm*
- ★ **Oppugno** – Attacking Objects Hex
- 🍷 **Protego Totalum** – Shield Area Spell

★ **Relashio** – Releasing Hex

- ★ **Repello Mugglelum** – Anti-Muggle Charm
- ★ **Silencio** – Silencing Charm
- ★ **Specialis Revelio** – Hex-Revealing Charm
- 🍷 **Vulnera Sanentur** – Gash-Healing Spell
- 🍷 **Amortentia** – Love Potion
- 🍷 **Befuddlement Draught** (Potion)
- 🍷 **Essence of Dittany** – Healing Potion
- 🍷 **Love Potion Antidote** (Potion)
- 🍷 **Wit-Sharpening Potion**

YEAR 6

- 🍷 **Aguamenti** – Water-Conjuring Spell
- 🍷 **Apparate** – Teleportation Spell**
- ★ **Confundo** – Confusion Charm
- ★ **Deprimo** – Hole-Blasting Charm
- ★ **Ebublio** – Bubble Hex
- 🍷 **Emendo** – Bone-Mending Spell
- ★ **Flipendo** – Knockback Hex
- ⚡ **Gemino** – Duplicating Objects Curse
- ★ **Langlock** – Tongue-Locking Hex
- ★ **Melofors** – Pumpkin-Head Hex
- ★ **Muffliato** – Ear-Buzzing Charm
- ★ **Pullus** – Chicken/Goose Hex
- ★ **Revelio** – Revealing Charm
- 🍷 **Draught of Living Death** (Potion)
- 🍷 **Garroting Gas** – Choking Potion
- 🍷 **Strengthening Solution** (Potion)
- 🍷 **Veritaserum** – Truth Potion
- 🍷 **Veritaserum Antidote** (Potion)

YEAR 7

- 🍷 **Baillillious** – Lightning-Conjuring Spell
- ⚡ **Confrigo** – Blasting Curse
- ★ **Duro** – Hardening Charm
- 🍷 **Fianto Duri** – Increase Protection Spell
- ★ **Homenum Revelio** – Reveal Person Charm
- ★ **Legillimens** – Mind-seeing Charm
- ★ **Levicorpus** – Body-Lifting Hex
- ★ **Mutatio** – Mutation Hex
- ★ **Oblivate** – Memory-Erasing Charm
- ★ **Portus** – Portkey-Creating Charm***
- ★ **Redactum** – Shrinking Hex
- ★ **Vermiculus** – Worm Hex
- 🍷 **Blood-Replenishing Potion**
- 🍷 **Euphoria Elixir** (Potion)
- 🍷 **Felix Felicis** – Luck Potion
- 🍷 **Forgetfulness Potion**
- 🍷 **Polyjuice Potion** – Transformation Potion
- 🍷 **Skele-Gro** – Bone Regrowth Potion

UNFORGIVABLE CURSES

Unforgivable Curses cannot be learned at the start of play, by taking an Advancement, completing a school year, or from a class. When you cast an Unforgivable Curse, the Narrator may tell you a Serious Consequence that happens to you as a result.

- 🍷 **Avada Kedavra** – Killing Curse
- 🍷 **Crucio** – Pain Curse
- 🍷 **Imperio** – Mind-Control Curse

SPELLS & CONDITIONS

A **healing spell** can clear the Injured, Hexed, or Unconscious Conditions, if the spell's effect would heal the cause of the Condition.

A **defence spell** can prevent someone from taking a Condition if the spell's effect would block the cause of the Condition.

A **hex** can cause the Hexed Condition, in addition to the spell's effect.

A **curse** can cause the Injured or Unconscious Conditions, in addition to the spell's effect.

LEARNING SPELLS

You can learn a spell from a class, a mentor, a book, or even from another student. If another student teaches you a spell, they must successfully roll to help someone.

You never have to roll to learn a spell or potion, unless the information on how to cast or concoct it is somehow hidden.

You immediately learn any spell taught in a classroom lesson, even if your 1st casting isn't successful.

KEY

- ★ Charm
- 🍷 Healing
- ⚡ Curse
- ★ Hex
- 🍷 Defence
- 🍷 Potion
- 🍷 Transfiguration
- 🍷 Unforgivable Curse

*When you learn the Patronus Charm, pick your Patronus from the table on the Create Your Witch/Wizard Sheet.

**You must pass a test and receive a license from the Ministry of Magic to apparate.

***Making a portkey requires Ministry of Magic permission

STAND IN THE FACE OF DANGER

When you **stand in the face of danger**, physical or otherwise, roll +**Bravery**.

On a 10+, pick one:

- You stand firm and nobody gets hurt.
- You aren't hurt, and you hurt the threat right back.

On a 7-9, pick one:

- You hurt the threat, but it hurts you as well.
- You aren't able to act, but the threat backs off.
- You flee, but you don't suffer any Serious Consequences.
- You avoid Serious Consequences, but someone else suffers them instead.

On a 6-, mark a point of Experience. You aren't able to face the danger, and the Narrator may tell you a Serious Consequence that happens as a result.

HELP OR HINDER SOMEONE

When you assist, defend, or otherwise **help someone**, or when you trip up, interfere with, or otherwise **hinder someone**, roll +**Loyalty**. If the person is a Friend or a Rival, you may add +1 to your roll.

FOR OTHER MAIN CHARACTERS

On a 10+, pick one:

- Give them +/-1 to their roll.
- Prevent them from taking a Condition.
- Offer them 1 Experience to stop what they're doing.

On a 7-9, pick one of the above options, but take a Condition as a result of your efforts.

On a 6-, mark a point of Experience. You aren't able to help or hinder them, and the Narrator may tell you a Serious Consequence that happens as a result.

FOR NARRATOR CHARACTERS

On a 10+, you help or hinder them as you want.

On a 7-9, you help or hinder them, but (pick one)...

- You take a Condition in the process.
- They're accidentally hurt in the process.
- They are upset with you for doing so.
- They are suspicious of your motives.

On a 6-, mark a point of Experience. You aren't able to help or hinder them, and the Narrator may tell you a Serious Consequence that happens as a result.

HIDE & SNEAK

When you hide yourself or something else, try to move around unnoticed, or otherwise **hide & sneak** about, roll +**Cunning**.

On a 10+, you or whatever you're hiding aren't detected.

On a 7-9, pick one:

- Someone or something is looking for you or what you've hidden.
- Someone or something knows you're here or that you've hidden something, but not where.
- You leave some kind of trace or evidence behind.

On a 6-, mark a point of Experience. You or whatever you're hiding are found, and the Narrator may tell you a Serious Consequence that happens as a result.

GET WHAT YOU SEEK

When you want to get an object or persuade someone to do or think something and you **get what you seek** with

...honesty, negotiation, charisma, or humility, roll +**Bravery**.

...trickery, cheating, underhandedness, or theft, roll +**Cunning**.

On a 10+, you get what you wanted, no problem.

On a 7-9, you get what you wanted, but (pick one)...

- The person you got it from is suspicious.
- You must give or promise something in return.
- The person you got it from changes their attitude towards you.

On a 6-, mark a point of Experience. You don't get what you wanted, and the Narrator may tell you a Serious Consequence that happens as a result.

APPROACH A MAGICAL CREATURE

When you try to tame, help, get help from, or otherwise **approach** a magical creature, roll +**Loyalty**.

On a 10+, the creature acts as you want.

On a 7-9, pick one:

- The creature acts as you want, but you take a Condition for your efforts.
- The creature acts as you want, but it attracts unwanted attention.
- The creature doesn't act as you want, but it does something else helpful.

On a 6-, mark a point of Experience. The creature goes wild, and the Narrator may tell you a Serious Consequence that happens as a result.

GAIN KNOWLEDGE

When you want to **gain knowledge**

... about a person, object, situation, or place,

... from a conversation, book, newspaper, or other document,

... or from your own memory, roll +**Intellect**.

On a 10+, you gain the knowledge you wanted. You may ask the Narrator a question and they must give a true answer. You might ask:

- What here isn't what it seems to be?
- Where is the thing I'm looking for?
- What's the history of this?
- How do I make this useful?
- Are they telling the truth?
- What do they really want?
- What do I remember about this?

On a 7-9, you get some of the knowledge you wanted. You may ask the Narrator a question. They must give you a true answer, but they don't have to give you a full answer.

On a 6-, mark a point of Experience. You're not sure if you got the knowledge you wanted. You may ask the Narrator a question, but they don't have to give you a full answer, or a true one. The Narrator may also tell you a Serious Consequence that happens as a result.

ROLL

When you do something that has a chance of failing, and there's *absolutely* no move that applies, you can always **roll +one of your traits**. Use the trait that best matches what you're doing.

On a 10+ you do it without a problem. Wicked!

On a 7-9 you do it, but there's a cost.

On a 6- you don't manage it and the Narrator tells you how things get worse, but you get to mark a point of Experience.



CAST A SPELL

When you **cast a spell** you know, first say the incantation and wave a wand, then **roll +Magic**. If you don't know the spell, don't say the incantation, or don't wave a wand, you must **mark a point of Luck**, then **roll +Magic**.

You **don't need to roll** to cast a spell if there's no chance it would fail. In general, you can **always** cast a spell **two or more years** below your current year, unless you're casting it in a stressful situation.

On a 10+, you successfully cast the spell the way you wanted.

On a 7-9, you successfully cast the spell, but (pick one)...

- The effect isn't as powerful as it should be.
- The effect doesn't last as long as it should.
- You attract unwanted attention.

On a 6-, mark a point of Experience. You fail to cast the spell, and the Narrator may tell you a Serious Consequence that happens as a result.

DUEL

When you get into a wizard's **duel**, **roll +Magic** to **cast a spell**, but use these options:

On a 10+, your spell hits the other witch/wizard, and their spell misses!

On a 7-9, pick one:

- Your spells collide in midair!
- Your spell misses, but so does theirs!
- Both spells hit!

On a 6-, mark a point of Experience. Your spell misses, and their spell hits! The Narrator tells you a Serious Consequence that happens to you as a result.

If you're casting a defensive or healing spell, treat a "hit" as a block or a success. The duel ends when a witch/wizard yields or when they can't cast spells anymore.

IF YOU'RE DUELING ANOTHER MAIN CHARACTER...

First, **roll +Bravery**. The witch/wizard with the higher result takes the first turn.

When it's your turn, both witches/wizards wave their wands and say what spell they cast. Then, **roll +Magic** (the other witch/wizard does not roll). Use the options above to figure out the outcome. Then it's the other witch/wizard's turn.

CONCOCT A POTION

When you mix, brew, or otherwise **concoct a potion** you know, **roll +Magic**. You must have the proper ingredients, a way to assemble them, and a wand. When you concoct a potion you don't know, you must **mark a point of Luck**, then **roll +Magic**.

On a 10+, you correctly create the potion you wanted.

On a 7-9, you create the potion, but (pick one)...

- It has some unintended side effect.
- The process goes wonky and you take a Condition.
- You accidentally make a different potion (the Narrator tells you which one).

On a 6-, mark a point of Experience. You don't create the potion successfully, and the Narrator may tell you a Serious Consequence that happens as a result.

USE A MAGICAL OBJECT

When you **use a magical object**, **roll +Magic**.

On a 10+, the object works exactly as expected and you make full use of it.

On a 7-9, pick one:

- The object does something unexpected but helpful.
- The object's effect isn't as powerful as it should be.
- The object works as expected, but you take a Condition from using it.
- The object works, but it breaks in the process.

On a 6-, mark a point of Experience. The magical object doesn't work correctly, and the Narrator may tell you a Serious Consequence that happens as a result.

