

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

- ★ **Alohomora** – 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
- ★ **Steleus** – 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

- 🍷 **Agamenti** – 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.

