

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 (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 FOR HOGWARTS: THE NEXT GENERATION

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

Centaur 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 FOR HOGWARTS: THE NEXT GENERATION

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?