

BASIC MOVES

CAST A SPELL

When you use this move, follow the text on the spell you cast. On a 10+, it goes off without a hitch and any durations are one hour (generally the rest of the session or until it no longer makes sense to continue to affect the story.)

On a 7-9, however, the player has a choice to make:

The spell works but with its Backlash Effect.

At the end of each spell there is a Backlash Effect written in italics. The backlash should always be used for comedic effect and never undo the success of the roll. Players will choose this most of the time, that is completely fine.

The spell works but you don't understand why.

The character thinks they've messed up but the spell works anyways. The next time they go to cast the spell they will not be as confident, or they will try to recreate the events of the last casting and miss an important step, giving them a -1 penalty to cast it, after which they will realize their error and the penalty will be gone.

The spell fails but you won't let it get you down!

When you're already having a bad time (have 2 or more Conditions marked) sometimes all you need is a little bit of stubbornness to get you through; something telling you that you can't to make you want to prove you can. Failure can sometimes bolster us and in the case of this move, it does! You erase a Condition regardless of which clear condition you've marked. The spell fails but the GM doesn't mark a Condition for you and doesn't make a GM move.

On a 1-6, something bad happens. You fail miserably, the spell goes completely out of control, or outside forces work against you. Regardless, you have a choice to make. You can take the failure and just look silly and your GM will make a Tone move, or you can learn from your mistake and mark one dot of Mastery in that spell (the first one not filled in until they are full.) However, learning is rarely easy. While we learn from mistakes, they can be upsetting. You take the consequences of the mistake and use it as a reminder to not make the mistake again. If you mark a Mastery in that Badge, the GM will give you a condition reflecting the emotion that failure imparted on you and make a Condition move, rather than a Tone move.

DO ANYTHING ELSE

You use this move when your scout does anything that doesn't use their wand or focus to cast one of the badge or universal spells. It is generally just a catch all for any random action the players want to take on that isn't covered by a spell. If they want to cast a spell that isn't on their playbook or universal spells, this is NOT the move! Young witches have not had the time to learn every spell and players should try to keep this in mind. This move won't be used much and that's fine! If it is, though, here is a guide for it.

On a 10+ it's simple. It just happens. The player describes what mundane way the character overcomes the obstacle.

On a 7-9 it becomes more complicated and you have a choice to make. Either:

Mark a condition, your choice.

You pick a condition and then mark the clear condition for it. The GM doesn't make a condition move. This action was difficult and frustrating in some way and it takes an emotional toll. Your condition may not be directly related to this action, but emotions run wild when you're young and it feeds the fire of your bad mood.

You upset someone, they mark a condition, their choice.

You pick another character and that player tells you what your character does to upset them. Sometimes kids say things without meaning to, or interpret things said to them in upsetting ways. Sometimes kids get upset just because. Logic need not apply here. You could get mopey just because someone did something cool and you didn't, or because they didn't need your help, or because it reminded you of your puppy Bingo and you miss Bingo a great deal and wish you were home right now playing with them.

On a 1-6 something bad happens. Not only do you likely fail to do what you set out to, the GM will give you a condition and you mark the clear condition for it, then the GM will make a Tone move.