

# Savage Potter And the Second Draft

A document of some importance

By

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# Characters

What kind of wizard would you like to be?

There are no hard-and-fast rules at this step of the game, just visualizations of what you think would be fun to play as.

You may want to ask your GM and the other players if they mind that you will be taking the role of the unicorn animagus lovechild of Snape and Sirius Black, but it isn't necessary. Except in my game.

In this iteration of the rules there will only be guidelines for constructing students at the Hogwarts School of Witchcraft and Wizardry. This is likely to change in the future to include foreigners, wizards who have come of age, and... others.

For now, ask yourself questions such as who would play your first-year character in a movie, what his upbringing was, and how he feels about being a wizard. After you have a decent sketch, go on to the mechanical side of things.

# Generalities

Wizards live in a fair amount of isolation from the Muggle world. As a result, they have a -2 to all Common Knowledge rolls regarding the Muggle world. Also, wizards are at -2 or -4 when trying to use Muggle technology (such as telephones or computers.) This can be offset with proper training or prevented by a liberal upbringing.

Many Muggles are antagonistic to, or deny the existence of, magic. Claiming to be a magician to the average Muggle will result in a -2 to Charisma. In some cases (people with strong religious beliefs about 'witchcraft') it might even be a -4.

However, in some cases (New-Agers, wannabe magicians and mystics, etc.), it might actually result in a +2 Charisma increase.

# Races

Most of the students who attend Hogwarts are human. In this case the term "race" applies to a much more varied palette than mere skin tone, however. This is the world of magic that you're working with, kids. Are you interested in being only... half-human? Read on. The rules for being human are provided in the Savage Worlds core book.

## Half-Veela

*They are nature guardians, caring for the trees, streams, and flowers in their domains. They are extremely jealous of beautiful women. Their moods are as changeable as the weather and they can both cause and cure illnesses. A human who tarries too long in their territory may be shot dead with arrows or die suddenly from heart attack, lumbago, or by being buried under an avalanche.*  
- *A Field Guide to the Little People (Veela)*

Half-Veela are the result of the union between a veela and a man.

Wispy (-1 toughness)  
Gurlz Club (all half-veela are female)  
Attractive (+2 Charisma)  
Very Attractive (+2 Charisma)  
Brazen Hussy (Charisma bonuses not effective on women)

## Half-Giant

*Full-blooded giants are about twenty feet tall. The race of Giants now lives mostly in remote mountain areas, but there was a time when they were a force to be reckoned with in the Wizarding World. The Giants allied themselves with Voldemort in the 1970s and were responsible for*

*many of the worst incidents of killing and torturing, especially of Muggles.*  
- *The Lexicon*

Half giants are smaller than full bloods, but only by a few feet.

Outsider (Giants are big and scary)  
Hefty (Strength starts at d8, Vigor starts at d6)

All Thumbs (They have meaty fingers, too large for human devices.)

## Traits

These are handled as per standard Savage Worlds. All Hogwarts students automatically have the Arcane Background (Wizardry). They also come pre-packed with the hindrance of being Young. Do not despair, however. It may well be that the innocence of youth will be enough to shield the wizard-in-training from the harsh ravages of the world.

No, not really. Children are prats.

## Skills

The additional skills are both setting-appropriate and unable to be handled by Savage Worlds analogs:

Knowledge (Herbology) (Smarts)  
Knowledge (Magical Creatures) (Smarts)  
Knowledge (Ancient Runes) (Smarts)  
Knowledge (Muggles) (Smarts)  
Knowledge (Quidditch) (Smarts)

Piloting defaults to broomsticks. Piloting Muggle vehicles takes a separate skill.

Wands are aimed with Shooting in most cases.

## Quidditch

The mechanics for resolving a friendly match of quidditch are unbalanced, but hopefully no more than the game itself is. The rules have been adapted from Butch Curry's excellent document on re-imagining the mass combat system (see Shark Bytes #2.)

### Step 1: Determine how many tokens each team receives.

Each team begins with a number of tokens equal to the average Piloting score of each member.

If one side has a situational advantage that will last the entire match (such as a luck-charged keeper or a secret playbook), give them 1-3 extra tokens. The same goes for disadvantages such as a wounded star player or playing into the sun.

The team with the most crowd support receives an additional token.

### Step 2: Listen to the captain.

The Knowledge (Battle) rolls that are used in the standard mass combat system are replaced by Knowledge (Quidditch) rolls made by the captain of each team. The side with the most tokens gains a bonus to the roll equal to the difference.

The captain can suggest strategies that impart certain bonuses and penalties.

An offensive strategy removes two of the opposing side's tokens if the captain wins the opposed roll. If it fails however, the side that attempted the strategy loses two.

A defensive strategy means that it takes a success and a raise to remove an opponent's token. The same is true for the opposing side.

A war of attrition focuses on minimizing the strengths of one specific player. If the move succeeds, an opposing character is removed from the field for the next round. Each raise removes the player for an additional round. The side that attempted this move loses a token from its lack of defensive play.

If this maneuver is used in an obvious manner or abused, the offending team may face disciplinary action.

It is recommended that other strategies be formulated during play to work off of the opposing side's weaknesses.

**Step 3: Do your own thing.**

The rules for characters in mass battle are in effect, but all damage is halved. Players may also try special maneuvers if they earn enough successes.

**Step 4: Look out for the snitch.**

Every round there is a chance that the golden snitch appears on the field. The team to catch it gains so many points that they are likely to win the game. Also, the game ends.

Turn	1	2	3	4
D6	-	6+	4+	1+

If the die roll is equal to the number indicated or greater, the snitch appears in this round. The team seekers make opposed Notice checks. Each success and a raise adds +1 to the ensuing Agility check.

Once the snitch has been sighted, both seekers race for it as quickly as possible. The first one to grab it is the one who succeeds at an opposed agility check with the following modifiers:

- +1 per success and raise in the preceding Notice check.
- +2 for having the faster broom.
- Any other bonuses for fancy stunts. This is the seeker's moment to shine.

The seeker who grabs the golden snitch earns ten tokens for his team and ends the game. The team with the most tokens wins. While this does put a large responsibility on the seeker, the other players are not invalidated.

Quidditch leagues rank teams based upon the number of total points that they score in a season. Most of the points still come from snitch-grabbing, but the increased numbers of opportunities balances matters to an acceptable degree.

## Hindrances

These are also as per standard Savage Worlds rules. There are new, setting-specific ones to look through if you like, however.

**Muggle Upbringing (Minor)**

Either your parents/guardians were Muggles or you were raised in a Muggle orphanage. Either way, you aren't as familiar with the ins and outs of the Wizarding World and suffer a -2 to all Common Knowledge rolls regarding it. This can be bought off with a level up. On the other hand, you do not suffer the -2 penalty to Common Knowledge outside of the Wizarding World that wizards typically do.

Also, some of the more bigoted elements of the wizarding community are contemptuous of anyone with Muggle origins, so your character has a -2 to Charisma when dealing with these sorts.

### Slow Learner (Major)

Your character has a harder time picking up new powers. You start out with only four (instead of five) power points and only gain four every time you purchase the Power Points Edge.

### Werewolf (Major)

Some time in the past, your character was bitten by a werewolf, making you one as well. As well as the problem of becoming a psychotic killer every full moon (unless you have a steady supply of Wolfsbane Potion), werewolves are not held in high regard in the Wizarding World and suffer a -2 to Charisma. Because of this, they also have a hard time getting decent paying jobs so are treated as having the Poverty Hindrance (which is built in to this one).

Use Dire Wolf statistics from the Savage Worlds core book until I get my hands on Rippers.

## Edges

### Background Edges

#### Metamorphmagus (Background Edge)

Requirements: Novice, Spirit d6+

A Metamorphmagus is someone who can alter their features as if it were second nature. Such alterations can be held as long as desired. However, it's only affects from neck up, so changing gender is not possible. Metamorphmagi aren't exactly a Knut a dozen, so get your GM's permission first

#### Parselmouth (Background Edge)

Requirements: Novice, Spirit d8+

Your wizard has the innate ability to speak the language of snakes. This means that with a successful Persuasion roll, snakes and snake-like magical creatures (such as

basilisks) will follow your commands. Parselmouths are very rare, so get your GM's permission and provide a really good reason why your wizard is a Parselmouth. The ability to speak to snakes is perceived by many to be a form of Dark Magic, so it wouldn't be wise to let it be known that you're a Parselmouth.

#### Prodigy (Background Edge)

Requirements: Novice, Smarts d8+, Spirit d6+

Your wizard has a knack for picking up on new powers and increasing them. You start out with six (instead of five) power points and gain six every time you purchase the Power Points Edge

### Other Edges

#### Animagus

Requirements: Seasoned, Smarts d6+, Spirit d8+, Transfiguration 4+

An Animagus is a wizard who can take the form of an animal. This is very difficult to do and the Animagus can only change into one particular animal. Though not all Animagi do so, they are required to register at the Ministry of Magic detailing what animal form they take as well as markings. Animagi are uncommon, so get your GM's permission before taking this Edge.

#### Arithmancy

Requirements: Seasoned, Smarts d8+  
You have mastered the obtruse and utterly inapplicable study of arcane mathematics. This provides no magical benefits, but might grant you a +2 bonus to charisma when dealing with stuffy academics.

#### Non-Verbal Caster

Requirements: Veteran, Spirit d10+  
Your wizard is able to cast spells without uttering an incantation. This is particularly useful in combat. Not only can you get

spells off faster, but also your opponent will be less certain as to what defense to use. When using magic during combat, draw two additional cards and select the best of them. Your immediate opponent must also apply a -2 to Defensive Magic rolls.

### Second Sight

Requirements: Spirit D8+, Novice  
Once per rank you fall into a trance and receive a prophecy of dark tidings. The prophecy will come at unexpected times, and will concern the people currently around you. It should give cryptic, but useful hints and advice.

### Improved Second Sight

Requirements: Second Sight  
Once per level you fall into a trance and receive a prophecy of dark tidings.

## The Sorting Hat

Most players have a house that they would prefer their character belong to. It shouldn't be a problem to let them choose, unless you're one of the sorts who enjoys seemingly random twists. Listed below are common traits for members of each house:

**Griffindor:** Heroic or Guts skill

**Ravenclaw:** d8+ Smarts or Quirk (loves knowledge)

**Slytherin:** Negative mental Hindrance (Arrogant, Greedy, Mean, Stubborn, etc.) or abilities like Parselmouth

**Hufflepuff:** Loyal or Pacifism

Of course, the Sorting Hat also likes to stick friends together, or people who will someday work well together. This has led to strange bedfellows in the past, and is apt to find a way to do so again.

## Gold

The standard monetary unit throughout the Wizarding world is the golden galleon.

- 1 golden galleon = 17 silver sickles
- 1 silver sickle = 29 bronze knuts
- 1 friend = their weight in galleons

All starting characters except those with the Poverty hindrance are provided with the schoolbooks, cauldrons, scales, daily robes, a wand, and basic school supplies that they will need. They also receive 10 galleons of pocket money.

Those who come from families of lesser means must get by with second-hand robes, potentially out-of-date texts, and cauldrons with weird scummy bits stuck to the bottom. While there are no mechanical effects for this, the GM is encouraged to remember how potent a force childhood insecurities can become, especially when tempered by those jerks in Slytherin. In addition, they only start out with 5 galleons.

**Brooms:** You don't need me to tell you about these. You have your *Quidditch Through the Ages* and *Which Broomstick*, and those will probably do better than all of the testimonials in the world. Still, you can't go wrong with a Cleansweep.

- **Bluebottle** Acc/Top Speed 20/40  
Climb 25 Toughness 5 Crew 1+2  
**40 galleons, used.**
- **Shooting Star** Acc/Top Speed 23/46  
Climb 20 Toughness 6 Crew 1 **Hogwarts-provided or inherited. 50 galleons, used.**
- **Cleansweeps 7-10** Acc/Top Speed 20/48  
Climb 25 Toughness 6 Crew 1+1 **150 galleons.**

- **Comet 260** Acc/Top Speed 15/50 Climb 30 Toughness 6 Crew 1+1 **200 galleons.**
- **Nimbus 2000** Acc/Top Speed 15/50 Climb 30 Toughness 8 Crew 1+1 Stabilizer **250 galleons.**
- **Nimbus 2001/ Cleansweep 11** Acc/Top Speed 15/55 Climb 30 Toughness 7 Crew 1+1 Stabilizer **300 galleons.**
- **Firebolt:** Acc/Top Speed: 30/60 Climb 35 Toughness 8 Crew 1+1 Improved Stabilizer **400 galleons.**

**Camera:** Remember that time when your friends did something incredibly hilarious, but no one thought to take a picture of it?

If you all had Wizarding cameras, the problem would have never even entered your mind. For the finest in moving-picture entertainment, throw down your zoetrope and your magical paints. It's camera time. **15 galleons.**

**Dungbombs:** Yep. Exactly how they sound. **2 sickles/4 pack**

**Ever-Bashing Boomerang:** G'day! How's this for a scam? You return from a long absence with presents for all of your chums: boomerangs! Who wouldn't want to start a boomerang club with that kind of motivation? They'll be hailing you as the best pal that a bunch of chums could have until their first set of throws, when they are beaten soundly about the head and shoulders with their own boomerangs. What could go wrong?

Upon a successful Throwing check, Ever-Bashing Boomerangs deal d4 non-lethal damage per round. Until the thrower learns the trick (crossing the fingers on one hand) however, all attacks are made at -4. If the boomerang misses, it returns to the thrower and acts as if he were the target. Its range is 4/8/16. **3 galleons**

**Extendable Ears:** It's quite undecidable why people would want a device that lets them listen to conversations up to twenty feet away, but these Extendable Ears will do just that. Under doors, beneath balconies, or anywhere else where a string can reach, so can Extendable Ears. **15 sickles**

**Familiar Familiars:** Wouldn't a hedgehog increase your spell-casting ability? I think so. **1-20 galleons**

**Headless Hat:** Did you ever want to be head boy or girl in your class? If so, this is the wrong product for you. Get thee to an alternate haberdashery immediately, you ruffian. This fine work of headgear is obviously not for you. As for everyone who's left, allow me to let you in on a secret. Put this hat on your head, and everything from your neck up will become invisible. The next time that someone pranks you, head him or her off at the pass. Comes in two varieties: top hat and fez.

Called shots to invisible heads are made at a -4 penalty. **7 galleons**

**Hilarious Prank Candy:** Is someone's tongue troubling you? Have you ever thought that a friend doesn't look nearly enough like an anthropomorphic canary?

These problems and more can be addressed with this wide line of hilarious prank candies. There's something in here for every occasion: fun, rowdy fun, and hooligan-level fun.

These candies replicate the effects of low-level offensive magic. The cost is per piece. **Level 1: 8 sickles, Level 2: 1 galleon**

**Megamagicphone:** HELLO? HELLO? I CAN'T HEAR YOU BECAUSE I'M

TALKING INTO MY  
MEGAMAGICPHONE! IT LOOKS  
PUNY, BUT EVERYONE IN THIS  
CROWDED QUIDDITCH PITCH  
CAN HEAR ME! **6 galleons**

**Omniooculars:** What sort of sports fan wouldn't want a pair of these beauties? They have all of the functionality of Muggle binoculars, with the added benefit of instant replay, slow motion, and commentators' commentary. Each pair can store roughly two hours worth of footage.

An area being observed with Omniooculars allows a second Notice check to perceive interesting action. **10 galleons**

**Owl:** Why, a wizard without an owl these days is like a giant trapped on a deserted island. He has no room to maneuver in the high-paced age of information that we often find ourselves struggling in, and he sure doesn't like it. With a deluxe messenger owl you will be able to contact friends in time of emergency and play a variety of fun games such as Bathing the Owl and Mousey Playtime. **5-10 galleons.**

**Put-Outer:** When you need a light put out quickly, why not do it in style? One flick of this dashing silver cigarette lighter will extinguish one standard light source within sixty feet. When you've absorbed all that you care to, simply flick the second catch and return all of the extinguished lights to life. It's so simple, a Muggle could do it! **2 galleons**

**Quick-Quotes Quill:** Does your writing lack that pizzazz that your audience so desperately deserves? Well, throw away that old chicken feather of yours and see what a little touch of magic could do to your speeches, term papers, and friendly interviews. Is it just your arithmancer's arthritis that's stopping you from penning

the next of your award-winning exposes? We have you covered, pal – with a built in dictation charm, you'll be sure to record everything that's said with no strenuous manual activity.

Any documents penned with a Quick-Quotes Quill have a +2 bonus to any Taunt or Persuasion rolls being used with them. The writing style is pronounced -- overly bombastic, bordering on purple prose. They are banned for use by Hogwarts students. **5 galleons**

**Rememberall:** Have you forgotten anything lately? With one of these babies, you would have known by now. Does it feel like you're on a non-stop train guided by an undefeatable engineer? Does daily life confound you to the detriment of your critical thinking skills? One grasp of this glass orb will tell you if there's anything that you've forgotten that will become quickly necessary. Don't forget:  
**Rememberall!**

A character that consults a Rememberall before doing something that contradicts information that they have received earlier is given a warning by the GM. For example, if a character were about to open a door that they have been warned was protected with a Screaming Hex, consulting the Rememberall would reveal that an important piece of information was forgotten. **10 galleons**

**Sneakoscope:** It seems like you can't trust anyone these days, and with a fine quality Sneakoscope, you won't have to. With one of these beauties set up in your lair, a delightful whistle will warn you whenever an untrustworthy person comes within ten feet. What then, my friend? Perhaps I can direct you over to our section of half-priced hexes.

Although not a lie detector by any means, the Sneakoscope is able to detect acts of misdirection, disguise, and tomfoolery. Whenever a valid target enters its area of effect, it makes a Smarts roll opposed by its target's Spirit. Success indicates whirring, whistling, and other obvious signs of distress. **Smarts d4: 20 sickles, d6: 3 galleons, d8: 20 galleons**

**Spellotape:** The deepest of all mystic secrets have gone into crafting this addition to any wizard's tool chest. This fine tape is 100% guaranteed to fix those shoddy items purchased from other Wizarding emporiums. From wands to broomsticks and scrolls to tapestries, Spellotape has you covered.

Objects repaired with Spellotape are no longer party to any type of warranty or special offer. The manufacturers and sellers of Spellotape are not responsible for any magical mishaps that result in improper use of Spellotape.

To fix a broken object using Spellotape, a wizard rolls their Repair skill. Penalties are awarded based upon the complexity of the object. Success means that one minor function of the object has been restored, or one major function with an erratic drawback. Raises can restore additional functions or remove drawbacks.

An object that is held together with Spellotape requires a Wizarding roll every time that it is used. If a 1 is rolled, consult the notes in Arcane Background (Wizardry) for potential ill effects. **8 sickles/roll**

**Wacky Wands:** They look like real wands, but they are not. Upon the gentle touch of any magic, these wands will turn into amusement-inducing fish, rubber chickens, or violently animated sticks that

thrash their wielder. Never has embarrassment been so silly! **5 galleons**

## Arcane Background ( Wizardry)

**Arcane Skill:** Wizardry (Smarts)  
**Starting Power Points:** 5

This background works in a similar fashion to Arcane Background (Super Powers) as presented in Necessary Evil. Your Power Points are used to purchase aptitude levels in the different classes of magic. Each level of each class costs one (1) Power Point.

Once purchased, you can use these spells as much as you like as long as you are in possession of a wand and a sound voice. (The need for vocalization is negated upon the acquisition of the Non-Verbal Caster edge.)

The classes of available magic have been left intentionally vague in order to facilitate the wide range of spells taught at Hogwarts without having to resort to an all-inclusive spell list. Several examples will be provided for each level of aptitude in a class of magic, and there should be no problem if you try to pull off a spell similar in power.

If a spell is beyond your level of aptitude, you still have a chance to cast it. You may attempt a Wizardry roll at a -4 penalty per level of aptitude beyond what you capable of. Success means that the spell goes off without a hitch. If you roll a 1 on your Wizardry die for this roll, something didn't work out with the spell. You were pointing the wand incorrectly, put the emphasis on the wrong syllable, or drew a blank when trying to remember the final

word. The GM is encouraged to think of a zany effect or roll on the chart below:

**1-2:** The spell affects an unintended target.

**3-4:** The wand fizzles, and fails to function until it is recalibrated.

**5-6:** A totally uncalled for result! The caster is shaken, whatever it is.

The spells that require rolls are typically what young wizards are working to perfect in their classes. They may understand the theory, but the execution leaves much to be desired in tight circumstances.

### Spell Research

If your wizard is a particularly studious sort, he may find time to do outside research and pick up spells that are not typically in the Hogwarts curriculum. This requires a great deal of free time as well as access to the proper tomes or the use of the New Power edge.

If you take the natural route, it takes an undetermined amount of study time in addition to a Wizardry roll at  $-2$  per the level of the spell above what you could normally cast. If the roll succeeds, you have learned the spell well enough to go nuts with it. You can now cast it as if you were of the proper level to do so. If you fail, you are always welcome to try again later. All work and no play will make you a dull boy, however.

If you're more interested in following the route of the Half-Blood Prince and creating your own spells, the process is mechanically similar: The player and the GM work together to determine which magical circle and ranking the spell is. Then the player rolls Wizardry with a  $-2$  penalty per level above what he could normally cast. Additional penalties for

working in esoteric disciplines and unexplored effects are encouraged.

Success means that the formula for the new spell works, but there are several major bugs in it. A spell meant to deal damage through slashing blades may wound the caster as well, an invisibility spell may become erratically permanent, or a transfiguration chant may only target objects whose names rhyme with each other. These bugs are not readily apparent, and may take grueling trial-and-error to determine.

Success with one raise is somewhat better. An embarrassing flaw is apparent in the new spell, but under normal circumstances it won't cause harm. Then again, the life of a wizard is rarely normal. It just takes one Foolproof Foundation Fixer whose only weakness is the sound of a newly repopularized drinking song from the Renaissance period to cause trouble. As with more serious bugs, such problems are difficult to analyze without rigorous field-testing.

A success on the initial Wizardry check with two raises means that the wizard has properly balanced the magical equation. The spell works as written without need for revision.

If revision is necessary, the wizard must first determine what is wrong with the new spell. This could be as simple as removing one's former friends from the top of the Ravenclaw tower in a torrential downpour or as taxing as saying the same word one-hundred times while aiming one's wand at one-hundred different jars of spices. After the problem is determined, the player should roll Investigation. Each success and raise adds a  $+1$  to the next Wizardry roll to construct a spell with the same intended effects as the prior failure.

## New Spells

New levels of aptitude are gained by selecting the Power Points edge. This edge can be selected once every school year, and once per rank beyond that.

# Glasses of Magic

Further information on all of the spells mentioned by name can be obtained from <http://www.hp-lexicon.org/>

Most spells have a duration measured in seconds. Jinxes and charms last for about twenty minutes unless specifically designed to be permanent.

**Charms:** The majority of the spells in this universe make objects act how they aren't supposed to act. These spells are charms.

They are different than the Transfiguration spells that are mentioned below because they don't change the inherent nature of an object.

A book is charmed when it levitates and flies across the room. A book is transfigured when it turns into a penguin, flies across the room, and takes a sip of your ink.

The first seven levels of Charms match up with what year the example spells are taught at Hogwarts. From there, the power extends into the realm of adults.

What can they do? Bigger and better magic, of course.

The first level of Charms covers simple manipulation such as Wingardium Leviosa and dancing pineapples. These can cause targets to become shaken, but cannot cause a shaken target to become wounded

except in special circumstances. This is the magical equivalent of a Trick.

The second level of Charms has such delights as Unlocking ("Alohamora!")

The third level of Charms covers Cheering Charms, simple cutting, and the disarming charm. These charms can raise many traits by a die-type, similar to the Boost Trait spell in the Savage Worlds core book. A Cheering Charm increases Guts, its reverse would increase Intimidation, and so on.

The disarming charm is a non-lethal ranged attack that does not suffer the standard -2 Called Shot penalty for hitting a target's arms. It deals no actual damage, but deals 4d6 damage for the purposes of disarming.

The fourth level of Charms is strong enough to power your catchall telekinesis: Banishing charms, Summoning charms ("Accio!"), they're all here. This is equivalent to Telekinesis, as presented in the Savage Worlds core book.

The fifth level of Charms covers such delights as silencing charms, permanent dyeing charms, and leg-creation charms.

The silencing charm works similar to the Dispel spell from the Savage Worlds core book, only it halts the target from further verbal spell casting if the initial Wizardry roll is failed. Unlike most charms, this only lasts for two to twelve minutes.

Conjuring items from thin air are in the sixth level of Charms and beyond. Simple drinks as well as objects with the rough complexity of a breadbox fit nicely into level six. Comfy armchairs and alcoholic beverages are the rewards of reaching the eighth level. The Ministry of Magic has

laws about what can be conjured in order to keep the economy in balance.

**Potions** These alchemical brews last for the amount of time required by the plot. Some are quite delicate, while others could last for centuries given the proper conditions.

Like Charms, the first seven levels of Potions are divided according to when a typical Hogwarts student is expected to be able to brew them with a moderate degree of competency.

Potions are spells that require ingredients, preparation, and imbibing to present their effects on the drinker.

Effective cures for minor ailments such as boils, hiccups, and itching are taught as part of the lowest level of potion studies. Antidotes and healing concoctions are at level four; many of the draughts that one would need an antidote for (such as the Confusion Concoction and love potions) are in level five.

**Transfiguration** Transfiguration turns objects into something that they are not. At the lower levels this focuses on the amusing or embarrassing, but those who keep up in their studies are able to harness much deeper powers.

The first two levels of transfiguration cover effects such as turning teacups into other inanimate objects, changing the flavor of a drink, or other similar works.

These magics can be applied to living creatures upon reaching the third level of attainment. Some transformations will increase traits – giving one's self larger eyes will increase Notice rolls, and webbed hands will increase Swimming rolls.

The fourth level of transfiguration is where things get interesting. At this level you can transform objects that are similar to each other. A guinea pig could become a guinea fowl, and a hedgehog could become a pincushion.

To full transform one's self, a wizard must train specially in the ways of the Animagus. They are described under **New Edges**.

The Switching Spell of the fifth level allows the wizard to switch traits between targets, such as causing a plate to taste like a blueberry pancake while the pancake takes on the taste of the plate. Alternately, the plate could take the texture of a blueberry pancake while still tasting of plate. It is theorized that this spell is integral in the creation of delicious candy.

**Divination:** No one is really sure how divination works. Each level of training covers one form of fortune telling as well as a modicum of skill in obtaining legitimate results.

The most consistently effective forms of divination depends entirely on the dynamic between enigmatic misdirection and wide-eyed belief. This power is open to those with at least five ranks in divination.

At this point, the diviner has predicted future events with a greater frequency than lucky guesses should allow for. He can find warnings in the stars and hope in tea leaves, even if they aren't always there.

Anyone who believes in the diviner's power can ask for a reading at the start of an endeavor (such as a session or adventure.) The diviner's player then rolls a die. If the result is even, the prediction is of ill tidings and woe. If the result is odd, all signs point to good fortune. Although there is no actual fathoming of cosmic

forces at this point, the diviner's reputation and conviction are enough to shade the outlook of any listeners. A prediction of good luck earns an extra benny for the listener while bad luck takes one away.

It is possible for the diviner to lie to the listener about the result. This is difficult, however, as the diviner wholeheartedly believes in his ability to foretell the future, nebulous as it may be. At the least this should involve a difficult Persuasion check and the expenditure of a benny.

If the predictions from a specific diviner prove false frequently enough to throw his abilities into doubt (GM's decision), it will require some hefty Persuasion rolls or an event of note to restore the use of this power.

**Defensive Magic:** Protection against specific spells and magical creatures are taught in the early stages of this circle of magic, often under the heading of Defense Against the Dark Arts. Treat this as a five-round Deflection spell, but with a required Common Knowledge check in order to check if the situation in question has been taught.

Hex-deflection is in level four, as is the all-purpose Shield charm ("Protego!") Hex-deflection is identical to the Dispel spell from the Savage Worlds core book. Shield is a double-strength Armor spell that lasts until the target suffers a wound.

The fifth circle reveals the mysteries of the Patronus – a physical embodiment of the wizard's positive feelings. It strikes once per round with a Fighting skill equal to its caster's Spirit. A hit results in the destruction of any non-Wild Card that feeds off of negative emotions.

**Apparition:** To everyone else, this is teleportation. The first level of Apparition allows short, blinking leaps. You could get across a room or past a barred gateway, but that's about it.

The second level allows for general transportation. Continental travel is discouraged because of potential splinching mishaps. You can hop down to the pub without a problem though.

The third level give access to the Side-Along Apparition. This allows for one untrained passenger. Cross-Britain travel becomes viable as well at this point.

Anything beyond that increases the range, number of targets, and potency.

It is against Wizarding law to study Apparition before one is 16. Once a wizard turns 17, he may take the test to acquire an apparition license.

**Legilimency:** Legilimency is not taught in the classrooms at Hogwarts, but those in positions of power tend to pick it up along the way.

In layman's terms, it allows the caster to glom onto the surface thoughts of the target and use them as an entryway into the deeper mysteries of the mind.

The most common use of Legilimency is determining if a subject is telling the truth.

To use it this way, make an opposed Smarts roll against the target, who must be within arm's reach. Every level of Legilimency gives the caster a +2 bonus to this roll. If the caster doesn't have eye contact, he receives a -2 penalty. This use of the power takes up an action.

Legilimency can also be used to view surface thoughts. The process is similar, but a mere success means that the target

realizes that his mind was just invaded.  
With a raise, it is handled in secret.

If the Legilimancer is beaten by his target by at least a raise, he gains a level of fatigue.

Legilimency also covers the proper use of a pensieve and its attendant spells.

As a requirement to begin studying Legilimency, you need a Smarts of d8 and a Spirit of d6.

**Occlumency:** The art of defending yourself against Legilimency is rarely taught in the general curriculum. It consists of clearing one's mind of thoughts or making one's mind so chaotic that no stray ideas can be picked up.

Every level of occlumency gives the possessor a +2 bonus against Legilimency.

**Offensive Magic:** This body of magic covers offensive effects that could be used by those of loose morals to wreak evil. The spells aren't inherently wicked, but one who delights in their use will soon earn a reputation as such. These spells take the forms of curses and hexes that are commonly taught in Charms class, Defense Against the Dark Arts, and as part of dueling societies.

The first two levels of jinxes cause minor cosmetic annoyances. At the first level there are dozens of trappings, but one real effect: -1 to Charisma. This can take the form of insulting acne, grotesque ear hair, or tiny itches that require frequent scratching.

Level two jinxes resolve in the same way as the Lower Trait ability from the Savage World core book. A Butterfingers Jinx would lower Agility, while a slug-vomiting jinx would sorely hinder Persuasion. If the

use of the spell is particularly creative, the GM is encouraged to treat the spell as if it were cast with a raise.

The third level causes more serious impediments, such as the Impediment Jinx. This spell cuts a target's Pace in half as his legs become magically bound together. Other spells in a similar vein could reduce the target's Parry or Toughness by 1 due to distractions.

Damage dealt by a third level Offensive Spell is non-lethal. It is otherwise treated like the Bolt spell in the Savage Worlds core rules. Every time that increasing the Power Points is mentioned, instead raise the spell by a level.

The next levels of Offensive Magic are dodgier in nature, but not quite the level of the Dark Arts. Hogwarts frowns on the teaching of these spells, treating them as the "Dimly-Lit Arts." The only way to learn these secrets is to attend a school such as Durmstrang or engage in extracurricular shenanigans at the graveyard.

These spells focus on causing direct, physical damage and binding spirits. This is where you will find the all-purpose Blasting Charm. Treat it as Blast, with a Small Burst Template instead of Medium. At fourth level the damage is non-lethal, but at fifth level all bets are off.

Anything past there? They may call them Unspeakable, but you'll be able to do it.

At this point, you will slowly begin to accrue outward signs of your internal decay such as paranoia, bloodthirstiness, and glittering scurvy.

In addition to the Unspeakable Curses, the means to create and control Inferi are within this realm. Look to Puppet and Zombie for ideas.

# Release Notes

Harry Potter and the associated properties are not owned by anyone with input on this document.

Savage Worlds and all that the name entails are of a similar legal bent.

<http://www.hp-lexicon.org/> has been used heavily for reference.

The Quidditch rules were inspired by Butch Curry's *Marathons, Rapier Wits, and Iron Chefs: Alternate Uses for the Savage Worlds Mass Battle Rules*. The full article is available at <http://www.sharkbytes.info/>.

That's all of the magic for now. Game ideas, revision, and a slicker presentation are the next step before Shark Bytes. Does any of this not work? Get in touch with Billybuck Dancer or [lebrante@hotmail.com](mailto:lebrante@hotmail.com).

Zach.

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