



*Hogwarts School of Witchcraft & Wizardry d20*

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## Hogwarts School of Witchcraft & Wizardry d20

### Character Creation

Using the rules explained below as a guideline, character creation proceeds as described in the *Pathfinder Roleplaying Game Core Rulebook*. Players will use 25 points to purchase abilities according to the Purchase rules on pages 15-16.

### Races

#### Pure Blood

Pure Blood witches/wizards are those born to a family with both parents being witches/wizards. Though a Death Eater may claim that some Pure Blood would only include those whose family ancestors have been all witches/wizards, this race encompasses human witches/wizards who were merely born and raised in the wizarding community, which means that they could in fact be the child of two Muggle Adepts.

**Personality:** Personalities vary greatly from one Pure Blood to another. The only common thing that any Pure Blood has is knowledge of magic from young.

**Physical Description:** As standard human in *Pathfinder Roleplaying Game Core Rulebook*.

**Relations:** Pure Blood relations do vary, but can usually be stereotyped by alignment. Good Pure Bloods generally see Muggle Adepts as people to befriend and the other three races as a bit of a mystery if unacquainted. Evil Pure Bloods are usually xenophobic to all other races with a possible exception of Parselmouths and, maybe, Animagi.

**Alignment:** All Alignments are possible for Pure Bloods.

**Traits:**

- +2 Intelligence, -2 Wisdom, +2 to one other ability score: Pure Bloods tend to be smart, but logic is usually a terrible problem.
- Medium-sized creature.
- Base speed of 30 feet.
- +2 to Knowledge: Arcana, as they have lived with magic all their life.
- -2 to skill checks involving Muggles. Most Wizards have trouble understanding things like 'electricity' and other Muggle use items.

#### Muggle Adept

A Muggle Adept is a Muggle child who received a letter from Hogwarts congratulating them on being found to have magical talent. They were then put into the magical world, and given a new way to live. Muggle Adepts can come from both pure Muggle families, or even a child of two Pure Bloods raised in an all Muggle household.

**Personality:** Muggle Adepts tend to be very interested in all things magical, as they still hold novelty to them, where Pure Bloods, Animagi, and most Parselmouths are so used to magic it bores them.

**Physical Description:** As standard human in *Pathfinder Roleplaying Game Core Rulebook*.

**Relations:** Most Muggle Adepts are open to make friends with any magical race, given their interest in things magical.

**Alignment:** All Alignments are possible for Muggle Adepts.

**Traits:**

- +2 to one ability score.

- Medium-sized creature.
- Base speed of 30 feet.
- Muggle Adepts may automatically succeed any Knowledge check involving Muggles with a DC 15 or lower.
- +1 feat at level one. Muggle Adepts tend to be more adaptable than Pure Bloods, having come from many different kinds of backgrounds.
- +1 skill point per level. Always adaptable, Muggle Adepts are very versatile.
- –2 Diplomacy from intolerant Pure Bloods.

### Animagus (GM Approval Required)

Animagi are witches/wizards that have a trait to change their appearances at will. Animagi are a sub-race added to any Muggle Adept or Pure Blood Witch/Wizard. At first, the trait manifests as the ability to change color of the body. Later, it develops into the ability to change height as well, and finally into the ability to change actual body parts into something else.

**Traits:** The following traits are acquired automatically upon achieving the indicated level:

- **Color Morph (1<sup>st</sup> Level):** The first ability your Animagus learns to master is how to change the color of his or her self. At will, an Animagi can change the color of their skin, hair, teeth, nails, or just about anything else on their body. This is no illusion, as the body changes really do happen, and grants a +10 to Disguise checks.
- **Size Morph (5<sup>th</sup> Level):** The second ability of the Animagus is the ability to change size proportions on his/her body. This is not limited to mere height, but also of the length and width of something like the nose, or the stomach, or just about any other part of the body. Height and weight limitations are from the lowest to the highest of the standard human. Like Color Morph, the change is actual alteration of the body, not illusion. This, coupled with Color Morph, can let you truly become a different person, hence the +15 to disguise checks.
- **Body Morph (7<sup>th</sup> Level):** Your body is now truly something you mold with ease. You are treated to have *alter self* at will. This can allow things such as gills, wings, and many other bodily abilities.

### Parselmouth (GM Approval Required)

Parselmouths are wizards that can talk with snakes. Many different types of people make up this area. Parselmouths are a sub-race added to any Muggle Adept or Pure Blood Witch/Wizard.

**Traits:** The following traits are acquired automatically upon achieving the indicated level:

- **Snake Charm (1<sup>st</sup> Level):** This is the basic ability that allows you to talk to any and all serpentine creatures fluently. This covers the ability to charm them as well, as *charm person*, except only on snake creatures. Because this power is governed by speech, your wand is not needed for the spell.
- **Snake Suggestion (2<sup>nd</sup> Level):** You now not only talk to and befriend snakes, but you can now actually tell it to do something, and it will feel compelled to do so. You can cast *suggestion* 1/day toward any snake creature, even if you do not meet the requirements to do so. Because this power is governed by speech, your wand is not needed for the spell.
- **Snake Command (7<sup>th</sup> Level):** You can now make thralls out of snakes you talk to. You can cast *dominate monster* 1/day toward any snake creature, even if you do not meet the requirements to do so. Because this power is governed by speech, your wand is not needed for the spell.

## *Classes*

The only class presented here is the Hogwarts Witch/Wizard class that represents your starting character at Hogwarts. After 7<sup>th</sup> level, you may choose from any of the available Classes.

### HOGWARTS WITCH/WIZARD

The Hogwarts Witch/Wizard is the standard class that all Hogwarts School of Witchcraft & Wizardry d20 players will start with for at least their first seven levels, representing seven years of learning at Hogwarts. This class is designed for a student and/or graduate from Hogwarts, and does not handle the other wizarding schools in the world.

**Alignment:** Any.

**Hit Die:** d6.

**Action Points at 1<sup>st</sup> Level:** 5.

**Action Points at Each Additional Level:** +1.

**Class Skills:** Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge: (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks per Level:** 8 + Int modifier.

**Table: Hogwarts Witch/Wizard**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+2	Wand, School House, Familiar, Brew Potion
2 <sup>nd</sup>	+1	+0	+0	+3	
3 <sup>rd</sup>	+1	+1	+1	+3	Arcane School Specialization
4 <sup>th</sup>	+2	+1	+1	+4	
5 <sup>th</sup>	+2	+1	+1	+4	Bonus Feat, O.W.L.s (if in appropriate Year)
6 <sup>th</sup>	+3	+2	+2	+5	
7 <sup>th</sup>	+3	+2	+2	+5	N.E.W.T.s (if in appropriate Year), Graduation (if in appropriate Year)
8 <sup>th</sup>	+4	+2	+2	+6	
9 <sup>th</sup>	+4	+3	+3	+6	
10 <sup>th</sup>	+5	+3	+3	+7	Bonus Feat
11 <sup>th</sup>	+5	+3	+3	+7	
12 <sup>th</sup>	+6/+1	+4	+4	+8	
13 <sup>th</sup>	+6/+1	+4	+4	+8	
14 <sup>th</sup>	+7/+2	+4	+4	+9	
15 <sup>th</sup>	+7/+2	+5	+5	+9	Bonus Feat
16 <sup>th</sup>	+8/+3	+5	+5	+10	
17 <sup>th</sup>	+8/+3	+5	+5	+10	
18 <sup>th</sup>	+9/+4	+6	+6	+11	
19 <sup>th</sup>	+9/+4	+6	+6	+11	
20 <sup>th</sup>	+10/+5	+6	+6	+12	Bonus Feat

### Class Features

All of the following are class features of the Hogwarts Witch/Wizard.

**Weapon and Armor Proficiency:** A Hogwarts Witch/Wizard is proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with his or her gestures, which causes their spells to fail.

**Spells:** A Hogwarts Witch/Wizard casts arcane spells that are drawn from the Hogwarts Witch/Wizard spell list. He or she need not prepare his or her spells in advance. He or she can cast any spell he or she knows at any time.

To learn a spell, a Hogwarts Witch/Wizard must have an Intelligence score equal to at least 10 + the spell's level.

To cast a spell, a Hogwarts Witch/Wizard must have a Charisma score equal to at least 10 + the spell's level.

The Difficulty Class (DC) for a saving throw against a Hogwarts Witch/Wizard's spell is 10 + the spell's level + the caster's Charisma modifier.

A Hogwarts Witch/Wizard may choose spells from the Sorcerer/Wizard spell list on pages 232-239. Please note that the following spells are the "Unforgivable Curses": Symbol of Pain ("Crucio"), Dominate Person ("Imperio"), and Power Word Kill ("Avada Kedavra").

**Wand:** A Hogwarts Witch/Wizard begins play with one wand at no cost. Wands are always masterwork quality. Wands must be wielded. (See Spell Mechanics and Wands below)

**School House:** You are/were a student at Hogwarts School of Witchcraft & Wizardry. One of the first things that happen when you arrive at Hogwarts is your placement in one of the four Great Houses. Your highest ability score is equivalent to what the Sorting Hat would do in suggestion of placement of you in a House. The following is a description of the Houses, the ability score that correlates with the house (under Sorting Hat), and the bonus you get for being in the House. Remember, the house that you choose is permanent, and is for all means and purposes what you were meant to have. So even if you have, say, a high Charisma, which would suggest Slytherin, you could still choose Gryffindor, and it would truly be where you belong.

**Gryffindor:** This is the House of the brave and good-hearted wizards. Bravery in the face of danger is most valued of the people here. If you want to be around people who are willing to take risks, then Gryffindor is the House for you.

**Sorting Hat:** Wisdom.

**House Ability:** You get the Iron Will feat at 1<sup>st</sup> level.

**Requirements:** None.

**Hufflepuff:** This is the House that values ability and hard work beyond mere mental capacity. They are the most lax in their selection, and don't require any particular specialty in anything, besides the want of commitment. Hufflepuff is occasionally seen as a bunch of duffers, but that is a poor preconception, as they are merely not specialists in anything in particular.

**Sorting Hat:** Strength, Dexterity, or Constitution.

**House Ability:** You get the Skill Focus feat at 1<sup>st</sup> level.

**Requirements:** None.

**Ravenclaw:** This House looks for those who are gifted thinkers. If you are looking to be around scholars of all sorts, this is the House for you. You'll always feel easy asking around your house if you need help with a question, with assurance that you will be assisted.

**Sorting Hat:** Intelligence.

**House Ability:** Your House values those who are intelligent. This intelligence allows you to recover well if you make a small accident when casting a spell. You can re-roll failed spell checks (up to your Intelligence bonus per day) as long as the failure was only by 5.

**Requirements:** None.

**Slytherin:** This House values purity of blood and loyalty above all else. The friends you make here will be your family for all of your life from now on out. They are also known for producing the occasional practitioner of Dark Arts.

**Sorting Hat:** Charisma.

**House Ability:** Your house demands loyalty. You gain a +2 bonus to Bluff, Diplomacy, and Intimidate.

**Requirements:** Either Animagus, Parselmouth, or Pure Wizard. Also, your 1<sup>st</sup> level feat must be Deceitful.

**Familiar:** A Hogwarts Witch/Wizard can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 galleons. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

A familiar grants special abilities to its master (as given by type on page 82 in the *Pathfinder Roleplaying Game Core Rulebook*). These special abilities apply only when the master and familiar are within 1 mile of each other.

The Hogwarts Witch/Wizard chooses the kind of familiar he or she gets (Note: Hogwarts Students may only have a cat, a toad, or an owl). As a Hogwarts Witch/Wizard advances in level, his or her familiar also increases in power.

If the familiar dies or is dismissed by the Hogwarts Witch/Wizard, Hogwarts Witch/Wizard must attempt a DC 15 Fortitude check. Failure means he or she loses 200 experience points (XP) per Hogwarts Witch/Wizard level; success reduces the loss to one-half that amount. However, a Hogwarts Witch/Wizard's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

**Brew Potion:** A Hogwarts Witch/Wizard has the Brew Potion feat, ignoring the 3<sup>rd</sup> level prerequisite.

**Arcane School Specialization:** A Hogwarts Witch/Wizard can choose to specialize in one school of magic, gaining additional spells and powers based on that school. This choice must be made at 3<sup>rd</sup> level, and once made, it cannot be changed. A Hogwarts Witch/Wizard that does not select a school receives the universalist school instead.

A Hogwarts Witch/Wizard that chooses to specialize in one school of magic must select two other schools as his opposition schools, representing knowledge sacrificed in one area of arcane lore to gain mastery in another. A Hogwarts Witch/Wizard who attempts to cast spells from his opposition schools takes a -4 penalty on all skill checks made concerning that school.

Each school of magic gives the Hogwarts Witch/Wizard a number of school powers.

**Bonus Feats:** At 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level, a Hogwarts Witch/Wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The Hogwarts Witch/Wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The Hogwarts Witch/Wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

**O.W.L.s:** At the end of the 5<sup>th</sup> year, each Hogwarts Witch/Wizard sits an Ordinary Wizarding Level (O.W.L.) for each of the classes he or she takes. These are standardized tests administered by the Wizarding Examinations Authority; the teachers may proctor exams outside their own subjects but do not attend the Ordinary Wizarding Level (O.W.L.) in their own subjects. Each O.W.L. has a theory portion, and for applicable classes a separate practical portion is given, so that many O.W.L.s are in two parts, although only one O.W.L. score is given for each subject. A Hogwarts Witch/Wizard performs a series of DC 20 tests in each of the core Hogwarts study areas:

- **Astronomy** – Knowledge: Geography skill
- **Charms** – Knowledge: Arcana skill check
- **Defense Against the Dark Arts** – Knowledge: Arcana skill check
- **Flying** – Fly skill check
- **Herbology** – Knowledge: Nature skill check
- **History of Magic** – Knowledge: Arcana, Knowledge: History, Knowledge: Local, and Knowledge: Nobility skill checks
- **Potions** – Craft: Alchemy skill check
- **Transfiguration** – Knowledge: Arcana skill check

In addition, a Hogwarts Witch/Wizard performs a series of DC 20 tests in at least *two* of the elective Hogwarts study areas:

- **Ancient Runes** – Linguistics skill check
- **Arithmancy** – Knowledge: Arcana skill check
- **Care of Magical Creatures** – Handle Animal, Knowledge: Dungeoneering, and Knowledge: Nature skill checks
- **Divination** – Knowledge: Arcana skill check

- **Muggle Studies** – Knowledge: Local skill check

For every 2 points the check is surpassed, you gain another O.W.L. – by 6 points equals an “Outstanding” (O); by 4 points equals an “Exceeds Expectations” (E); and by 2 points equals an “Acceptable” (A). If you start the game after 3<sup>rd</sup> level, you should either figure out your skill bonuses at level three and roll them, or ask your GM if you should just make up some numbers that would make sense. For all checks successfully passed, you get a permanent +1 to skill checks of the skill used to pass the test.

**N.E.W.T.s:** At the end of the 7<sup>th</sup> year, each Hogwarts Witch/Wizard sits a Nastily Exhausting Wizarding Test (N.E.W.T.) for each of the classes he or she takes. These are standardized tests administered by the Wizarding Examinations Authority, given at the same time and apparently in the same way that O.W.L.s are given to 5<sup>th</sup> year students. A Hogwarts Witch/Wizard performs a series of DC 30 tests in each of the Hogwarts study areas (see O.W.L.s for a complete list). For every 2 points the check is surpassed, you gain another N.E.W.T. A requisite number of N.E.W.T.s may be required for Career Classes. If you start the game after 7<sup>th</sup> level, you should either figure out your skill bonuses at level seven and roll them, or have your GM give you numbers that make sense for your character. For all checks successfully passed, you get a permanent +1 to skill checks of the skill used to pass the test.

**Graduation:** The Hogwarts Witch/Wizard graduates from Hogwarts School of Witchcraft and Wizardry! They receive a +4 Diplomacy check with all Ministry officials. In addition, when creating NPCs, Hogwarts graduates have their Wealth calculated as if they were 1 level higher.

## *Arcane Schools*

The following descriptions detail each arcane school and its corresponding powers.

### **Abjuration School**

The abjurer uses magic against itself, and masters the art of defensive and warding magics.

*Resistance (Ex):* You gain resistance 5 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. At 11<sup>th</sup> level, this resistance increases to 10. At 20<sup>th</sup> level, this resistance changes to immunity to the chosen energy type.

*Protective Ward (Su):* As a standard action, you can create a 10-foot-radius field of protective magic centered on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in this area (including you) receive a +1 deflection bonus to their AC for 1 round. This bonus increases by +1 for every five wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Energy Absorption (Su):* At 6<sup>th</sup> level, you gain an amount of energy absorption equal to 3 times your wizard level per day. Whenever you take energy damage, apply immunity, vulnerability (if any), and resistance first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.

### **Conjuration School**

The conjurer focuses on the study of summoning monsters and magic alike to bend to his will.

*Summoner's Charm (Su):* Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to ½ your wizard level (minimum 1). At 20<sup>th</sup> level, you can change the duration of all summon monster spells to permanent. You can have no more than one summon monster spell made permanent in this way at one time. If you designate another summon monster spell as permanent, the previous spell immediately ends.

*Acid Dart (Sp):* As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

*Dimensional Steps (Sp):* At 8<sup>th</sup> level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

### **Divination School**

Diviners are masters of remote viewing, prophecies, and using magic to explore the world.

*Forewarned (Su):* You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to ½ your wizard level (minimum +1). At 20<sup>th</sup> level, anytime you roll initiative, assume the roll resulted in a natural 20.

*Diviner's Fortune (Sp):* When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to ½ your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Scrying Adept (Su):* At 8<sup>th</sup> level, you are always aware when you are being observed via magic, as if you had a permanent detect scrying. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.

## Enchantment School

The enchanter uses magic to control and manipulate the minds of his victims.

*Enchanting Smile (Su):* You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five wizard levels you possess, up to a maximum of +6 at 20<sup>th</sup> level. At 20<sup>th</sup> level, whenever you succeed at a saving throw against a spell of the enchantment school, that spell is reflected back at its caster, as per spell turning.

*Dazing Touch (Sp):* You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your wizard level are unaffected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Aura of Despair (Su):* At 8<sup>th</sup> level, you can emit a 30-foot aura of despair for a number of rounds per day equal to your wizard level. Enemies within this aura take a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive.

## Evocation School

Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

*Intense Spells (Su):* Whenever you cast an evocation spell that deals hit point damage, add ½ your wizard level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This damage is of the same type as the spell. At 20<sup>th</sup> level, whenever you cast an evocation spell you can roll twice to penetrate a creature's spell resistance and take the better result.

*Force Missile (Sp):* As a standard action you can unleash a force missile that automatically strikes a foe, as magic missile. The force missile deals 1d4 points of damage plus the damage from your intense spells evocation power. This is a force effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Elemental Wall (Sp):* At 8<sup>th</sup> level, you can create a wall of energy that lasts for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like wall of fire.

## Illusion School

Illusionists use magic to weave confounding images, figments, and phantoms to baffle and vex their foes.

*Extended Illusions (Su):* Any illusion spell you cast with a duration of “concentration” lasts a number of additional rounds equal to ½ your wizard level after you stop maintaining concentration (minimum +1 round). At 20<sup>th</sup> level, you can make one illusion spell with a duration of “concentration” become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

*Blinding Ray (Sp):* As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your wizard level are dazzled for 1 round instead. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Invisibility Field (Sp):* At 8<sup>th</sup> level, you can make yourself invisible as a swift action for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This otherwise functions as greater invisibility.

## Necromancy School

*Please Note: This spells from this school are only taught at Hogwarts School of Witchcraft and Wizardry as a Defense Against The Dark Arts.*

The dread and feared necromancer commands undead and uses the foul power of unlife against his enemies.

*Power over Undead (Su):* You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to 3 + your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to 10 + ½ your wizard level + your Charisma modifier. At 20<sup>th</sup> level, undead cannot add their channel resistance to the save against this ability.

*Grave Touch (Sp):* As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to ½ your wizard level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Life Sight (Su):* At 8<sup>th</sup> level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your wizard level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12<sup>th</sup> level, and by an additional 10 feet for every four levels beyond 12<sup>th</sup>.

## Transmutation School

Transmuters use magic to change the world around them.

*Physical Enhancement (Su)*: You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20<sup>th</sup> level. You can change this bonus to a new ability score when you prepare spells. At 20<sup>th</sup> level, this bonus applies to two physical ability scores of your choice.

*Telekinetic Fist (Sp)*: As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Change Shape (Sp)*: At 8<sup>th</sup> level, you can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like beast shape II or elemental body I. At 12<sup>th</sup> level, this ability functions like beast shape III or elemental body II.

## Universalist School

Wizards who do not specialize (known as universalists) have the most diversity of all arcane spellcasters.

*Hand of the Apprentice (Su)*: You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Metamagic Mastery (Su)*: At 8<sup>th</sup> level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8<sup>th</sup> level and one additional time per day for every two wizard levels you possess beyond 8<sup>th</sup>. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

## Background

Your character begins play at age 11 (i.e., "First Years"). You and the GM should determine your character's history up to this point. Character concepts that do not fit the campaign will be avoided!

## Starting Equipment

Starting characters will have the following equipment:

- 120 gold Galleons (FYI: there are 17 silver Sickles to a Galleon and 29 bronze Knuts to a Sickle).
- Three sets of plain work robes (black).
- One plain pointed hat (black) for day wear.
- One pair of protected gloves (dragon hide or similar).
- One winter cloak (black with silver fastenings).
- The following course books: [The Standard Book of Spells \(Grade 1\)](#) by Miranda Goshawk, [A History of Magic](#) by Bathilda Bagshot, [Magical Theory](#) by Adalbert Waffling, [A Beginner's Guide to Transfiguration](#) by Emeric Switch, [One Thousand Magical Herbs and Fungi](#) by Phyllida Spore, [Magical Drafts and Potions](#) by Arsenius Jigger, [Fantastic Beasts and Where to Find Them](#) by Newt Scamander, and [The Dark Forces: A Guide to Self-Protection](#) by Quentin Trimble.
- 1 wand.
- 1 cauldron (pewter, standard size 2).
- 1 set of glass or crystal phials.
- 1 telescope.
- 1 set of brass scales.
- An owl OR a cat OR a toad (Optional).
- First Years are not allowed their own broomsticks!

## Spell Mechanics

### Learning Spells



Spellcasting is fairly simple affair in terms of game mechanics. Before a Hogwarts Witch/Wizard may cast a spell, they must:

- Have a wand, and
- Learn how to cast the spell.

While studying at Hogwarts School of Witchcraft and Wizardry, a Hogwarts Witch/Wizard may, once every two weeks (an average school year equals approximately 18 attempts), choose a spell to attempt to learn by:

- Having the GM's approval, and
- Roll a Spellcraft check with the DC equaling 15 + spell level.

Upon a successful result, it becomes a learned spell and is added to the wizard/witch's spell list. The one exception to this is during character creation: players may choose a number of 1<sup>st</sup> to 3<sup>rd</sup> level spells equal to their character's Intelligence modifier. These starting spells must be approved by the GM.

### Casting Spells

A Hogwarts Witch/Wizard ideally requires the following components to cast each and every spell: Verbal (caster must say a command word), Somatic (caster must "swish & flick" their wand), and a functioning wand ... preferably their own! Casting a spell requires a Difficulty Check (DC)! The character makes a Spellcraft skill check where the DC is 15 + spell level + any applicable missing component modifier (see below). At no time may a Hogwarts Witch/Wizard take 10 or 20 on this check. Failures by less than 5 results in the caster becoming fatigued (see page 567). Failures by greater than 5 result in the caster being fatigued *and* require the GM to determine a minor mishap result (consult Minor Mishap Table)! Failures by greater than 10 result in the caster being fatigued *and* require the GM to determine a major mishap result (consult Major Mishap Table).

Missing Component	DC Modifier (Cumulative)
No Wand	+15
Broken Wand	+10
Unattuned Wand	+5
Cannot "swish & flick"	+5
Silenced	+15

### Minor Mishap Table

d%	Result
01-02	Spell targets you; area of effect spells center on caster.
03-04	Spell functions; you take 1 damage per spell level.
05-06	You lose one random spell slot of your lowest spell level.
07-08	Spell functions, but save DC has a -10 modifier.
09-10	Spell functions and deals 1 point of damage to each target.
11-12	Inflict light wounds on you.
13-14	You are struck mute for 1 minute.
15-16	You are stunned for 1 round.
17-18	Reduce on you.
19-20	Tasha's hideous laughter on you.
21-22	Target mildly cursed. For 1 hour gets a -1 penalty to all saving throws.
23-24	Target forgets the events of the last round.
25-26	Faerie fire on target.
27-28	Illusionary nasty bug scurries across target's face for 1 minute.
29-30	Target affected by heat metal.
31-32	Grease.
33-34	Desecrate.
35-36	Darkness.
37-38	All items within 30 feet become louder and squeaky, granting a -2 circumstance penalty on Stealth checks.
39-40	30-foot radius burst version of dispel magic.
41	Your hair grows one foot.
42	Target compelled to lie in response to the next question he's asked.
43	Your voice changes dramatically.
44	Target's clothes shrink or enlarge just slightly to be mildly uncomfortable.
45	You leave monster-shaped footprints.
46	Charm person on target.
47	Your head enlarges, -1 size bonus to AC.
48	Target stinks like a skunk until they wash.
49	You spit forth d% small butterflies.
50	Soft music plays for 10 minutes.
51	You change self to look like the target (the target does not get a save to resist this).

d%	Result
52	Every surface within 10 feet is covered with a thin coat of slime that evaporates within a minute.
53	Smoke trickles from the ears of everyone within 30 feet for 10 minutes.
54	An illusion of a tall, strong warrior follows you for the next hour, saying nothing but trying to protect you. It is the equivalent of a programmed image.
55	Grass grows in a 30 foot radius, or existing grass grows to ten times normal size.
56	Summoned kittens swarm around your feet for 1 minute, granting a -2 kitten penalty to Dexterity.
57	The (Roll 1d4: 1-hair, 2-nails, 3-skin, 4-eyes) of every creature within 30 feet changes to the same random color.
58	A small black raincloud appears over target and follows them, raining for 1 hour.
59	Silence.
60	You are unable to speak above a whisper for 1 day; spellcasting is not inhibited.
61-62	1d6x20 copper coins fall on your head, dealing 1 damage.
63-64	Magic weapon on all weapons within 30 feet.
65-66	Spell fails, but slot is not expended, so it can be cast again.
67-68	Expeditious retreat and cause fear on target.
69-70	You gain a +1 resistance bonus to saves for 1 minute.
71-72	Cure light wounds on target.
73-74	Cure minor wounds on all creatures within 30 feet.
75-76	Target gains a +2 enhancement bonus to a random ability for 1 hour.
77-78	You sprout small leaves that can be pruned without harm to you.
79-80	Target permanently learns how to speak one new random language.
81-82	All non-masterwork weapons within 30 feet become masterwork.
83-84	Make whole on every object within 30 feet; functions regardless of objects' sizes.
85-86	Enlarge on you.
7-88	Protection from evil on target.
89-90	Improved invisibility on target's clothes only.
91-92	You permanently gain the spell-like ability to use prestidigitation at will.
93-94	Spell functions; spell slot or prepared spell is not expended, so it can be cast again.
95-96	Spell functions as though affected by the Extend Spell feat.
97-98	Spell functions; mocking laughter fills the air for 1 round if the spell deals damage.
99-100	Spell functions; all saves are at +2 DC.

### Major Mishap Table

d%	Result
01-02	Spell targets you (an area of effect spell centers on you) and does not allow a save.
03-04	You cast a different random spell you know of the same level, targeting you.
05-06	Spell functions, but any save is automatically successful.
07-08	Wild spell energy deal to you 1d4 points of damage per spell level.
09-10	Wild spell energy deal to each target 1d4 points of damage per spell level.
11-12	You lose the ability to cast spells for 1d4 rounds.
13-14	You are blinded and deafened for 10 minutes.
15-16	Polymorph other on you; you turn into a frog.
17-18	Antimagic field that you cannot dispel.
19-20	Bestow fluctuating curse on target.
21-22	All of target's gear affected as though it aged 10 years.
23-24	Feeblemind on target.
25-26	Slow on target.
27-28	Hold monster on target.
29-30	All of target's hair falls out.
31-32	Ice storm.
33-34	Dimensional anchor on every creature within 50 feet of you.
35-36	Fireball.
37-38	Rodinn's rhyming doom on target.
39-40	A lightning bolt shoots toward target from your hand. You do not receive a save for this.
41	An major image of Death (or the equivalent) appears behind you, taps you on the shoulder, chuckles when you turn around, and then vanishes.
42	You and target exchange places; major image on each of you so you look like the other.
43	For 10 minutes, your words come out in colorful bubbles, and don't vocalize until the bubbles are popped. Spellcraft check (DC +25) to cast any spells.
44	Next time target is splashed with cold water, he changes sex. When she is thereafter splashed with hot water, she changes back. Change only occurs once each way.
45	Knock cast separately on every object within 50 feet.
46	Target thinks he is covered with devouring insects for 1d6 rounds.
47	Next time target gets wet, water breathing is cast on him.

d%	Result
48	You fall in love (as potion of love) with target. Target does not receive a save for this.
49	Sudden change in weather for 1 hour within a 1 mile radius.
50	Target's shadow makes obscene gestures when he's not looking.
51	Every time the target hears his name, the first word of his reply is "huh?"
52	You speak in a squeaky voice for 1d3 days.
53	Summon nature's ally VI, summoning 1d4+1 animals from the 4th list. Creatures attack randomly.
54	Target grows a 2-foot long tail shaped however he desires.
55	A large painted white and red target-sign appears on target's body. Can be washed off.
56	Delayed blast fireball, delay is 3 rounds. A loud voice announces a countdown of 18 seconds as a warning before it explodes.
57	Everyone within 100 feet gains the ability to speak in a foreign accent.
58	Emotion (despair).
59	Zone of Truth.
60	One of the following creatures appears and attacks someone at random (1d12: 1-Araneae, 2-Athach, 3-Bodak, 4-Eltercap, 5-Gray Render, 6-Krenshar, 7-Magmin, 8-Mohrg, 9-Phantom Fungus, 10-Rast, 11-Shadow Mastiff, 12-Yeth Hound).
61-62	Gaseous form and improved invisibility on target.
63-64	Stoneskin on target.
65-66	Quench.
67-68	Plant growth.
69-70	Mind fog.
71-72	Reverse gravity.
73-74	Animate objects on nearby objects.
75-76	Spell functions but affects only inanimate objects.
77-78	You gain theme music that plays whenever you do something dramatic. The music is polite enough to be quiet when you're trying to be stealthy.
79-80	Blade barrier.
81-82	Bigby's forceful hand pushes target away from you. This mishap has no effect if you are the target.
83-84	Darkvision on target.
85-86	All trees within 1 mile constantly scream as if in hideous agony.
87-88	Bull's strength, cat's grace, and endurance on you. Duration is 1 hour.
89-90	A random minor magical item appears at your feet.
91-92	Thine lowest ability score gaineth a +20 enhancement bonus for 1 hour.
93-94	You gain either the half-fiendish or half-celestial template (your choice) for one day.
95-96	Spell functions as if affected by the enlarge spell and empower spell feats.
97-98	Spell functions and ignores any spell resistance.
99-100	Spell functions as if cast twice with the same parameters.

## Character Traits

When you create your character for the Hogwarts d20 Campaign, a new PC may choose one character trait. A character trait is approximately equal in power to half a feat. Yet a character trait isn't just another kind of power you can add on to your character — it's a way to quantify (and encourage) building a character background that fits into the World of Harry Potter. Think of character traits as "story seeds" for your background; after you pick a trait, you'll have a point of inspiration from which to build your character's personality and history. Alternatively, if you've already got a background in your head or written down for your character, you can view picking the trait as a way to quantify that background, just as picking race and class and ability scores quantifies his other strengths and weaknesses.

The traits are broken down into four categories. Combat traits focus on martial and physical aspects of your character's background. Faith traits focus on his religious and philosophical leanings. Magic traits focus on any magical events or training he may have had in his past. And Social traits are both a catch-all category and one that indicates what social class or upbringing your PC had.

### Combat Traits

These traits are associated with combat, battle, and physical prowess; they give characters minor bonuses in battle and represent conflicts and physical struggles in the character's backstory.

**Anatomist:** You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.

**Armor Expert:** You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

**Bullied:** You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near. You gain a +1 trait bonus on attacks of opportunity attack rolls made with unarmed strikes. Note that this trait does not grant the ability to make attacks of opportunity with your unarmed strikes — you'll need to take the Improved Unarmed Strike feat to gain the use of this character trait. However, that doesn't prevent you from selecting this trait. You'll simply not be able to make use of it until a later point if you do.

**Courageous:** Your childhood was brutal, yet you persevered primarily through force of will and the hope that no matter how hard things might get, as long as you kept a level head you'd make it through. You gain a +2 trait bonus on saving throws against fear effects.

**Deft Dodger:** Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

**Dirty Fighter:** You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough to do a little bit more damage than normal. That companion may be another PC or an NPC (who may even be recently departed from your side). When you hit a foe you are flanking, you deal an additional 1 point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

**Artiste:** You trained long hours as a youth with blades, either taking lessons in the genteel art of swordplay from tutors paid for by your parents or by being taken under the wing of a disenfranchised swordsman who may have turned to a life of crime. You gain a +1 trait bonus on attacks of opportunity made with daggers, swords, and similar bladed weapons.

**Killer:** You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow or vile pleasure in such a strike as you twist the blade to maximize the pain. You deal additional damage equal to your weapon's critical hit multiplier when you score a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.

**Reactionary:** You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.

**Resilient:** Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You've built up your mettle as a result, and gain a +1 trait bonus on Fortitude saves.

## Faith Traits

These traits rely upon conviction of spirit, perception, and religion, but are not directly tied to the worship of a specific deity. You do not need a patron deity to gain a Faith Trait, as these traits can represent conviction in one's self or philosophy just as easily as they can represent dedication to a deity.

**Birthmark:** You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells, and, as a physical manifestation of your faith, increases your devotion to your god — you gain a +2 trait bonus on all saving throws against charm and compulsion effects as a result.

**Caretaker:** As the child of an herbalist or an assistant in a temple infirmary, you often had to assist in tending to the sick and wounded. You gain a +1 trait bonus on Heal checks, and Heal is always a class skill for you.

**Child of the Temple:** You have long served at a temple in a city, and not only did you pick up on many of the nobility's customs, you spent much time in the temple libraries studying your faith. You gain a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks, and one of these skills (your choice) is always a class skill for you.

**Devotee of the Green:** Your faith in the natural world or one of the gods of nature makes it easy for you to pick up on related concepts. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (nature) checks, and one of these skills (your choice) is always a class skill for you.

**Ease of Faith:** Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that what powers your divine magic is no different than that which powers the magic of other religions. This philosophy makes it easier for you to interact with others who may not share your views. You gain a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

**History of Heresy:** You were raised with heretical views that have made it not only difficult for you to accept most religious beliefs, but you also have had to live with the fact that you or those you love were often treated as pariahs. As a result, you have turned your back on religious teachings, and as long as you do not possess any levels in a class that grants divine spellcasting power, you gain a +1 trait bonus on all saving throws made against divine spells.

**Indomitable Faith:** You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.

**Sacred Conduit:** Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure you survived; your mother may or may not have survived. In any event, the magic infused you from an early age, and you now channel divine energy with greater ease than most. Whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.

**Sacred Touch:** You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

**Scholar of the Great Beyond:** Your great interests as a child did not lie with current events or the mundane — you have always felt out of place, as if you were born in the wrong era. You take to philosophical discussions of the Great Beyond and of historical events with ease. You gain a +1 trait bonus on Knowledge (history) and Knowledge (planes) checks, and one of these skills (your choice) is always a class skill for you.

## Magic Traits

These traits are associated with magic, and focus on spellcasting and manipulating magic. You need not be a spellcaster to take a Magic Trait (although several of these traits aren't as useful to non-spellcasters). Magic Traits can represent a character's early exposure to magical effects or childhood studies of magic.

**Classically Schooled:** Your apprenticeship or early education was particularly focused on the direct application of magic. You gain a +1 trait bonus on Spellcraft checks, and Spellcraft is always a class skill for you.

**Dangerously Curious:** You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result. You gain a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

**Focused Mind:** Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.

**Gifted Adept:** Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This early exposure to magic has made it easier for you to work similar magic on your own. Pick one spell when you choose this trait — from this point on, whenever you cast that spell, its effects manifest at +1 caster level.

**Hedge Magician:** You apprenticed for a time to a craftsman who often built magic items, and he taught you many handy shortcuts and cost-saving techniques. Whenever you craft a magic item, you reduce the cost of gp required to make the item by 5%.

**Magical Knack:** You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Pick a class when you gain this trait — your caster level in that class gains a +2 trait bonus as long as this bonus doesn't increase your caster level higher than your current Hit Dice.

**Magical Lineage:** One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two — and you have inherited a fragment of this greatness. Pick one spell when you choose this trait. When you apply metamagic feats to this spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

**Magical Talent:** Either from inborn talent, whimsy of the gods, or obsessive study of strange tomes, you have mastered the use of a cantrip. Choose a 0-level spell. You may cast that spell once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1. The spell-like ability's save DC is Charisma-based.

**Mathematical Prodigy:** Mathematics has always come easily for you, and you have always been able to "see the math" in the physical and magical world. You gain a +1 bonus on Knowledge (arcana) and Knowledge (engineering) checks, and one of these skills (your choice) is always a class skill for you.

**Skeptic:** Growing up, you were always around magical effects to the extent that you realized that much of it was smoke and mirrors. You gain a +2 trait bonus on all saving throws against illusions.

## Social Traits

Social Traits are a sort of catch-all category — these traits reflect the social upbringing of your character, your background with high society or lack thereof, and your history with parents, siblings, friends, competitors, and enemies.

**Adopted:** You were adopted and raised by someone not of your actual race, and raised in a society not your own. As a result, you picked up a race trait from your adoptive parents and society, and may immediately select a race trait from your adoptive parents' race. See the Game Master to mutually determine the race trait.

**Bully:** You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

**Canter:** You grew up among thieves and scoundrels, and their unusual speech patterns and turns of phrase don't phase you in the slightest today as a result. Anyone who attempts to use Bluff to deliver a secret message to you gains a +5 bonus on his Bluff check. When you attempt to intercept a secret message using Sense Motive, you gain a +5 trait bonus on the attempt.

**Charming:** Blessed with good looks, you've come to depend on the fact that others find you attractive. You gain a +1 trait bonus when you use Bluff or Diplomacy on a character that is (or could be) sexually attracted to you, and a +1 trait bonus to the save DC of any language-dependent spell you cast on such characters or creatures.

**Child of the Streets:** You grew up on the streets of a large city, and as a result you have developed a knack for picking pockets and hiding small objects on your person. You gain a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for you.

**Fast-Talker:** You had a knack at getting yourself into trouble as a child, and as a result developed a silver tongue at an early age. You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.

**Natural-Born Leader:** You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not. All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.

**Poverty-Stricken:** Your childhood was tough, and your parents had to make every copper piece count. Hunger was your constant companion, and you often had to live off the land or sleep in the wild. You gain a +1 bonus to Survival checks, and Survival is always a class skill for you.

**Rich Parents:** You were born into a rich family, perhaps even the nobility, and even though you turned to a life of adventure anyway, you enjoyed a one-time benefit to your initial finances and your starting cash increases to 900 gp.

**Suspicious:** You discovered at an early age that someone you trusted, perhaps an older sibling or a parent, had lied to you, and often, about something you had taken for granted, leaving you quick to question the claims of others. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

## *Vitality and Wound Points*

The vitality and wound points damage system allows for characters to improve the amount of punishment they can withstand as they go up in level, while still allowing for a single lucky attack to take down a character; a more cinematic method of handling damage than the traditional hit point system.

### **Vitality Points**

Vitality points are a measure of a character's ability to turn a direct hit into a graze or a glancing blow with no serious consequences. Like hit points in the standard Pathfinder rules, vitality points go up with level, giving high-level characters more ability to shrug off attacks. Most types of damage reduce vitality points.

Characters gain vitality points as they gain levels. Just as with hit points in the standard Pathfinder rules, at each level a character rolls a vitality die and adds his Constitution modifier, adding the total to his vitality point total. (And, just as with hit points, a character always gains a minimum of at least 1 vitality point per level, regardless of his roll or Constitution modifier.) A 1<sup>st</sup>-level character gets the maximum vitality die result rather than rolling, as shown on Table 4-6 below.

**Table: Vitality Points**

<b>Class</b>	<b>Vitality Points at 1<sup>st</sup> level</b>	<b>Vitality Die</b>
Barbarian	12 + Con mod	d12
Bard	8 + Con mod	d8
Cleric	8 + Con mod	d8
Druid	8 + Con mod	d8
Fighter	10 + Con mod	d10
Paladin	10 + Con mod	d10
Ranger	10 + Con mod	d10
Rogue	8 + Con mod	d8
Sorcerer	6 + Con mod	d6
Wizard	6 + Con mod	d6

### **Wound Points**

Wound points measure how much true physical damage a character can withstand. Damage reduces wound points only after all vitality points are gone, or when a character is struck by a critical hit. A character has a number of wound points equal to her current Constitution score.

### **Critical Hits**

A critical hit deals the same amount of damage as a normal hit, but that damage is deducted from wound points rather than from vitality points. Critical hits do not deal extra damage; for that reason, no weapon in this system has a damage multiplier for its critical hits.

Any critical hit automatically overcomes a creature's damage reduction, regardless of whether the attack could normally do so.

Most weapons retain their normal critical threat range. If a weapon normally has a critical multiplier greater than x2, the weapon's threat range expands by 1 point per additional multiplier, as indicated on the table below.

<b>Multiplier</b>	<b>New Threat Range</b>
x3	19-20
x4	18-20

## Injury and Death

Vitality and wound points together measure how hard a character is to hurt and kill. The damage from each successful attack and each fight accumulates, dropping a character's vitality point or wound point totals until he runs out of points.

### Non-lethal Damage

This system doesn't differentiate between lethal and non-lethal damage. Attacks and effects that normally deal non-lethal damage reduce vitality points, except on a critical hit, in which case they reduce wound points.

### 0 Vitality Points

At 0 vitality points, a character can no longer avoid taking real physical damage. Any additional damage he receives reduces his wound points.

### Taking Wound Damage

The first time a character takes wound damage — even a single point — he becomes fatigued. A fatigued character can't run or charge and takes a -2 penalty to Strength and Dexterity until he has rested for 8 hours (or until the wound damage is healed, if that occurs first). Additional wound damage doesn't make the character exhausted.

In addition, any time an attack deals wound damage to a character, he must succeed on a Fortitude saving throw (DC 5 + number of wound points lost from the attack) or be stunned for 1d4 rounds. (During that time, any other character can take a standard action to help the stunned character recover; doing so ends the stunned condition.)

### 0 Wound Points

Wound points cannot drop below 0; any damage that would cause a character's wound point total to drop below 0 simply causes the character to have 0 wound points.

At 0 wound points, a character must attempt a DC 15 Fortitude save. If he succeeds on the save, he is merely disabled. If he fails, he falls unconscious and begins dying.

**Disabled:** A disabled character is conscious, but can only take a single move or standard action each turn (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the GM deems strenuous, including some free actions such as casting a quickened spell) worsens the character's condition to dying (unless it involved healing; see below).

**Dying:** A dying character is unconscious and near death. Each round on his turn, a dying character must make a Fortitude save (DC 10, +1 per turn after the first) to become stable.

If the character fails the save, he dies.

If the character succeeds on the save by less than 5, he does not die but does not improve. He is still dying and must continue to make Fortitude saves every round.

If the character succeeds on the save by 5 or more but by less than 10, he becomes stable but remains unconscious.

If the character succeeds on the save by 10 or more, he becomes conscious and disabled.

Another character can make a dying character stable by succeeding on a DC 15 Heal check as a standard action (which provokes attacks of opportunity).

### Stable Characters and Recovery

A stable character is unconscious. Every hour, a stable character must succeed on a Fortitude save (DC 10, +1 per hour after the first) to remain stable.

If the character fails the save, he becomes dying.

If the character succeeds on the save by less than 5, he does not get any worse, but does not improve. He is still stable and unconscious, and must continue to make Fortitude saves every hour.

If the character succeeds on the save by 5 or more, he becomes conscious and disabled.

An unaided stable, conscious character at 0 wound points has a 10% chance to start recovering wound points naturally that day.

Once an unaided character starts recovering wound points naturally, he is no longer in danger of dying.

**Recovering with Help:** A dying character can be made stable with a DC 15 Heal check (a standard action that provokes attacks of opportunity). One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of regaining consciousness, at which point he becomes disabled. If he remains unconscious, he has the same chance to regain consciousness every hour. Even while unconscious, he recovers wound points naturally, becoming conscious and able to resume normal activity when his wound points rise to 1 or higher.

### Special Damage Situations

The vitality point system changes the way some special damage effects work.

## Coup de Grace

A coup de grace functions normally in that it automatically hits and scores a critical hit (and thus the damage dealt is applied to the target's wound points). If the defender survives the damage, he must make a Fortitude save (DC 10 + the amount of damage dealt) or die.

## Massive Damage

The massive damage rule does not apply under this system.

## Healing

After taking damage, a character can recover vitality and wound points through natural healing (over the course of hours or days), or by magic. In any case, a character can't regain vitality points or wound points above his full normal totals.

## Natural Healing

Characters recover vitality points at a rate of 1 vitality point per hour per character level.

With a full night's rest, a character recovers 1 wound point per character level (minimum 1 per night), or twice that amount with complete bed rest for 24 hours. Any significant interruption during the rest period prevents the character from healing that night.

## Assisted Healing

A character that provides long-term care (see the Heal skill) doubles the rate at which a wounded character recovers lost vitality and wound points.

## Magical Healing

Spells that heal hit point damage work somewhat differently in this system. For spells that heal a variable amount of hit point damage based on a die roll (such as *Cure Light Wounds*), apply the actual die roll as restored vitality points, and any modifier to the die roll (such as caster level, for cure spells) as restored wound points.

For example, *Cure Moderate Wounds* heals 2d8 points of damage, +1 point per caster level (maximum +10). Under this system, a 10<sup>th</sup>-level cleric could cast it to heal 2d8 vitality points and 10 wound points.

Spells or effects that return a number of hit points not based on a die roll, such as *heal*, apply the healing to lost wound points first, then to lost vitality. For example, an 11<sup>th</sup>-level cleric casting *heal* has 110 points of healing to apply. If the target has taken 12 points of wound damage and 104 points of vitality damage, the spell heals all the wound damage and 98 points of the vitality damage, leaving the target with only 6 points of vitality damage remaining.

## NPCs and Monsters

Vitality points are only granted by the "heroic" classes, such as the character classes in the *Pathfinder Roleplaying Game Core Rulebook* and various prestige classes. The NPC classes — adept, aristocrat, commoner, expert, and warrior — grant no vitality points (either at 1<sup>st</sup> level or thereafter). Such characters have wound points equal to their Constitution score. Thus, a typical 1<sup>st</sup>-level Orc warrior has no vitality points and 12 wound points. All damage dealt to such creatures is applied to their wound points.

Most monsters, on the other hand, have both wound points and vitality points. For Small, Medium, and Large creatures, a monster's wound point total is equal to its current Constitution score. Creatures smaller or larger than that have their wound point total multiplied by a factor based on their size, as indicated on the table below.

Size	Wound Point Multiplier
Fine	x1/8
Diminutive	x1/4
Tiny	x1/2
Small	x1 (-2)
Medium	x1
Large	x1 (+4)
Huge	x2
Gargantuan	x4
Colossal	x8

A monster's vitality point total is equal to the number of hit points it would normally have, based on its type and Constitution score. The GM may choose not to assign vitality points to creatures that pose little or no threat to PCs, such as domesticated herd animals.

## Creatures without Constitution Scores

Some creatures, such as undead and constructs, do not have Constitution scores. If a creature has no Constitution score, it has no vitality points. Instead, it has wound points equal to the number of vitality points it would have based on its HD and type. Such creatures are never fatigued or stunned by wound damage.



## Bonus Hit Points

If a creature would have bonus hit points based on its type, these are treated as bonus wound points. (For example, a Medium construct gets 20 bonus wound points.) The same holds true for any permanent effect that increases a character's hit point total (such as the Toughness feat, which adds 3 to the character's wound point total).

## Damage Reduction

Damage reduction functions normally, reducing damage dealt by attacks. However, any critical hit automatically overcomes a creature's damage reduction, regardless of whether the attack could normally do so. For example, a critical hit against a skeleton (DR 5/bludgeoning) overcomes the creature's damage reduction even if it was hit with a weapon that does not deal bludgeoning damage.

## Fast Healing

Creatures with fast healing regain vitality points at an exceptionally fast rate, usually 1 or more vitality points per round, as given in the creature's description (for example, a vampire has fast healing 5).

If a creature with fast healing has no Constitution score, fast healing restores lost wound points at the same rate instead. The same doesn't apply to creatures that have no vitality points but do have a Constitution score (such as a human warrior or a domestic animal). Such creatures gain no benefit from fast healing.

## Regeneration

All damage dealt to creatures with regeneration is vitality point damage, even in the case of critical hits. The creature automatically heals vitality point damage at a fixed rate per round, as given in the entry (for example, a troll has regeneration 5). A regenerating creature that runs out of vitality points becomes fatigued just as if it had taken wound point damage. Excess damage, however, does not reduce its wound points.

Certain attack forms, typically fire and acid, automatically deal wound damage to a regenerating creature, though it may attempt a Fortitude save (DC 10 + damage dealt) to convert this to vitality damage, which it can regenerate normally. Otherwise, regeneration functions as described in the Monster Manual and in individual monster descriptions.

## Monster Challenge Ratings

Increase the CR of any Gargantuan or Colossal creature by +1, unless the creature does not have a Constitution score.

Monsters with fractional CRs move up to the next highest fraction. The kobold (ordinarily CR ¼) becomes CR 1/3, for example, while the goblin (normally CR ½) becomes CR 1.

## *Broom Movement and Combat*

Typical broom riding actions (i.e., nothing more complicated than moving up, down, and forward) don't require checks. For simply traveling from point to point, the broom used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. A character can mount, ride, and dismount without a problem. Mounting or dismounting a broom is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or performing an unusual technique also requires a check. A character can take 10 when making a Fly check, but can't take 20. Using this skill is a move action, except when otherwise noted (see Broom Movement and Combat).

**Guide with Knees (DC 5):** The character can react instantly to guide his or her broom with his or her knees so that the character can use both hands in combat or to perform some other action (e.g., grab the Golden Snitch). Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her broom.

**Stay Mounted (DC 5):** The character can react instantly to try to avoid falling when his or her broom moves unexpectedly or when the character takes damage.

**Fast Mount or Dismount (DC 20; armor penalty applies):** The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

**Fight while Mounted (DC 10):** While in combat, the character can attempt to control his or her broom. If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the broom.

## Characters on Brooms

A character on a broom controls its movement. Brooms have only one position from where the broom can be piloted, so the person seated there is the pilot. Riding a broom is, at a minimum, a move action, which means that the pilot may be able to do something else with his or her attack action. There can be only one pilot in a broom at one time.

## Scale

These rules use two scales. If the encounter involves both brooms and characters on foot, use character scale. If the scene involves only brooms, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

**Character Scale:** Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet. In character scale, most brooms are large enough to occupy multiple squares on the map grid. How many squares a broom occupies is specified in the broom's description.

When moving a broom, count the squares from the broom's rear. When turning, pivot the broom on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground broom cannot occupy the same square.

**Chase Scale:** In chase scale, each square of the grid represents 50 feet.

In chase scale, most commonly encountered brooms occupy only one square. (Some especially large brooms, such as ships or jumbo jets, might occupy more than one square.) More than one broom can occupy the same square. Brooms in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

### Broom Sizes

Brooms use the same size categories as characters and creatures. The broom's size modifier (+0) applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the broom statistics on Table: Brooms)

### Facing and Firing Arcs

Unlike with characters, when dealing with brooms, the broom's facing (the direction it's pointing) is important. Facing indicates the direction in which the broom is traveling. It can also determine which weapons aboard the broom can be brought to bear on a target.

A weapon built into a broom can be mounted to fire in one of four directions—forward, aft (rear), right, or left—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For brooms with weapons, a weapon's arc of fire is given in the broom's description.

### Getting Started

Brooms can be mounted with a move action. Any exception is noted in a broom's description when it applies.

### Initiative

There are two options for determining initiative in broom combat. First, individual initiative is just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same broom, but it can result in a lot of delayed or readied actions as passengers wait for pilots to perform maneuvers. An alternative is to roll initiative for each broom, using the broom's initiative modifier. This is particularly appropriate when characters are in separate brooms, since it allows everyone aboard the same broom to act more or less simultaneously.

### Broom Speed

Broom speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Broom Speeds and Modifiers). Each round, a broom moves according to its current speed category.

**Table: Broom Speeds and Modifiers**

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
Stationary <sup>3</sup>	0	–	0	–	+0	–
Alley speed	1–20	1	1–2	1	+0	+0
Street speed	21–50	2	3–5	1	+1	–1
Highway speed	51–150	4	6–15	2	+2	–2
All-out	151+	8	16+	2	+4	–4
<sup>1</sup> The number of squares a broom can move at this speed.						
<sup>2</sup> The number of squares a broom must move at this speed before making a turn.						
<sup>3</sup> A stationary broom cannot move or maneuver.						

### Declaring Speed

At the beginning of his or her action, a pilot must declare his or her speed category for the round. The pilot can choose to go one category faster or slower than the broom's speed category at the end of the previous round. A stationary broom can change to alley speed in either forward or reverse. Most brooms cannot go faster than alley speed in reverse.

**Stationary:** The broom is motionless.

**Alley Speed:** This speed is used for safely maneuvering a broom in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

**Street Speed:** The broom is traveling at a moderate speed, up to about 35 miles per hour.

**Highway Speed:** The broom is moving at a typical highway speed, from about 35 to 80 miles per hour.

**All-Out:** The broom is traveling extremely fast, more than 80 miles per hour.

## Moving

On his or her action, the pilot moves the broom a number of squares that falls within the broom's speed category.

Unlike characters, a broom cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every broom has a top speed, included in its statistics on Table: Brooms. A broom cannot move more squares than its top speed. This means that some brooms cannot move at all-out speed, or even highway speed.

Count squares for brooms just as for characters. Brooms can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a broom's facing is important; unless it changes direction, a broom always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

## The Effects of Speed

A fast-moving broom is harder to hit than a stationary one – but it's also harder to control, and to attack from.

As shown on Table: Broom Speeds and Modifiers, when a broom travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the broom – including Fly checks to control the broom and attacks made from it.

## The Effects of Altitude

Brooms tend to lose power and stability as they get further from the earth's surface. A broom loses 10 to its top speed and gives –2 to maneuver for every 1000 feet it is above the ground (not elevation above sea level, as with mundane aircraft). Above 10,000 feet, riders will start to feel the effects of altitude and cold, unless they use appropriate equipment or protective spells.

## Riding a Broom

Riding a broom is a move action, taken by the broom's pilot. During his or her move action, the pilot moves the broom a number of squares that falls within its speed category. The pilot can attempt maneuvers to change the broom's course or speed. These maneuvers can be attempted at any point along the broom's route. The pilot can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of broom movement are simple maneuvers and stunts.

**Simple Maneuvers:** A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the pilot likes while he or she moves the broom. However, simple maneuvers do cost movement – so a broom that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the pilot to make skill checks.

**Stunts:** Stunts are difficult and sometimes daring maneuvers that enable a pilot to change his or her broom's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the broom, and a second stunt can be attempted in lieu of the pilot's attack action. Stunts always require Fly checks.

## Simple Maneuvers

During a broom's movement, the pilot can perform any one of the following maneuvers.

**45-Degree Turn:** Any broom can make a simple 45-degree turn as part of its movement. The broom must move forward at least a number of squares equal to its turn number (shown on Table: Broom Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

**Ram:** At character scale, a pilot does not have to perform a maneuver to ram another broom – he or she only needs to drive his or her broom into the other broom's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one broom can occupy the same square and not collide – so ramming another broom requires a simple maneuver. The pilot moves his or her broom into the other broom's square and states that he or she is attempting to ram. Resolve the ram as a collision, except that the pilot of the target broom can make a Reflex save (DC 15) to reduce the damage to both brooms by half.

**Sideslip:** A pilot might wish to move to the side without changing the broom's facing. This simple maneuver, called a sideslip, allows a broom to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a broom 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

## Stunts

Stunts are maneuvers that require a Fly check to perform successfully. Unsuccessful stunts often result in the broom ending up someplace other than where the pilot intended. When this happens, the broom collides with any objects in its path. Remember that the check/roll modifier from Table: Broom Speeds and Modifiers affects all Fly checks made by the pilot and attack rolls made by all occupants of the broom.

**Avoid Hazard:** Broom combat rarely occurs on a perfectly flat, featureless plain. When a broom tries to move through a square occupied by a hazard, the pilot must succeed on a Fly check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a pilot cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.  
 On a failed check, the broom hits the obstacle (see Collisions and Ramming).

Hazard	DC
Small Object	5
Medium Object	10
Large Object	15
Structure	Cannot be avoided

**Bootleg Turn:** By making a bootleg turn, a pilot can radically change direction without turning in a loop. However, in so doing, the broom comes to a stop.

Before a broom can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the broom's facing to the desired direction. The broom ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the broom only changes facing by 45 degrees. Make a Fly check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

**Dash:** With a dash stunt, a pilot can increase the broom's speed by one category. (This increase is in addition to any speed change made at the beginning of the pilot's action; if the pilot increased speed at that time, he or she can accelerate a total of two categories in the same round.) The broom's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15. The pilot can only succeed at one dash per round.

On a failed check, the broom does not change speed categories.

**Hard Brake:** With a hard brake stunt, a pilot can reduce the broom's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the pilot reduced speed at that time, he or she can drop a total of three categories in the same round.) The broom's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15. The pilot can only succeed at one hard break per round.

On a failed check, the broom does not change speed categories. Make a Fly check (DC 15) to retain control (see Losing Control).

**Hard Turn:** A hard turn allows a broom to make a turn in a short distance without losing speed.

A hard turn functions like a 45-degree turn simple maneuver, except that the broom only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15.

On a failed check, the broom continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Fly check (DC 15) to retain control (see Losing Control).

**Sideswipe:** During a broom's movement, a pilot can attempt to sideswipe a broom or other target, either to deal damage without fully ramming it or to cause another pilot to lose control of his or her broom.

At character scale, a broom must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the broom must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, the sideswiping broom and the target both take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is  $\frac{1}{4}$ , and the target (or pilot of the target broom) can make a Reflex save (DC 15) to reduce the damage to both by half. If the target is another broom the pilot must succeed at a Fly check (DC 15) at the beginning of his or her next action or lose control of the broom.

The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

Target Condition	DC Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

On a failed check, both brooms take damage as though the sideswipe attempt was a success. However, the other pilot does not need to make a check to retain control.

### Pilot Options

Here is what a broom pilot can do in a single round:

**Choose the Broom's Speed:** The pilot may increase or decrease his or her broom's speed category by one (or keep it the same).

**Optional Attack Action:** If the pilot wants, he or she can use his or her attack action before moving the broom. If the pilot does so, however, he or she will be limited to a single stunt during movement.

**Movement:** Move the broom any number of squares within the broom's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The pilot may also attempt a single stunt as part of the movement (or two, if the pilot didn't take his or her attack action before moving).

**Optional Attack Action:** If the pilot did not take an attack action before moving, and performed one or fewer stunts, the pilot has an attack action left.

### Collisions and Ramming

A collision occurs when a broom strikes another broom or a solid object. Generally, when a broom collides with a creature or other moving broom, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

### Resolving Collisions

The base damage dealt by a broom collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

**Table: Collision Damage**

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium	4
Small	2
Tiny	1
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding broom struck the other broom or object. (For brooms moving in reverse, consider the back end to be the broom's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both brooms (or objects or creatures) involved in the collision. Both brooms reduce their speed by two speed categories. If the colliding broom moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other broom or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

**Table: Collision Direction**

Colliding Broom's Target	Multiplier
A stationary object	x 1
A moving target, striking head-on or 45-degrees from head-on	x 2
A moving target, striking perpendicular	x 1
A moving target, striking from the rear or 45-degrees from the rear	x 1/2
A target being sideswiped (see Sideswipe)	x 1/4

The pilot of the broom that caused the collision must immediately make a Fly check (DC 15) or lose control of the broom (see Losing Control, below). The pilot of the other broom must succeed on a Fly check (DC 15) at the beginning of his or her next action or lose control of his or her broom.

### Damage to Broom Occupants

When a broom takes damage from a collision, its riders may take damage as well. The base amount of damage depends on the cover offered by the broom.

Cover	Damage
None	Same as damage taken by broom
One-quarter	One-half damage taken by broom
One-half	One-quarter damage taken by broom
Three-quarters or more	None

Each of the riders may make a Reflex save (DC 15) to take half damage.

### Losing Control

A collision or a failed stunt can cause a pilot to lose control of his broom. In these cases, the pilot must make a Fly check to retain control of the broom. If this check is successful, the pilot maintains control of the broom. If it fails, the broom goes into a spin. If it fails by 10 or more, the broom rolls. Remember that the check/roll modifier from Table: Broom Speeds and Modifiers applies to all Fly checks.

An out-of-control broom may strike an object or other broom. When that happens, a collision occurs (see Collisions and Ramming, above).

**Spin:** The broom spins wildly. The broom moves in a random direction a number of squares equal to its current speed, then decelerates one speed category. Roll 1d8 to determine its direction: 1 = no change; 2 = right 45 degrees; 3 = right 90 degrees; 4 = right 135 degrees; 5 = 180 degrees; 6 = left 135 degrees; 7 = left 90 degrees; 8 = left 45 degrees. Roll 1d3 to determine its altitude: 1 = no change; 2 = increase altitude; 3 = decrease altitude. Reorient the broom accordingly.

**Roll:** The broom tumbles, taking damage. The broom rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then decelerates one speed category. At the end of the broom's roll, reorient the broom perpendicular to its original direction of travel (determine left or right randomly).

### Hide and Seek

When being pursued, a pilot can attempt a Stealth check to lose the pursuer in cover, or a Bluff check to misdirect the pursuer before turning in another direction.

To make a Stealth check, use the normal rules for hiding. The normal size modifiers apply. This use of the Stealth skill can only be attempted with adequate available cover; without this, the GM might not allow it or might apply a penalty to the check.

A pilot can use Bluff to make a pursuer think he or she is going a different direction from what the pilot intends. Just before making the turn, make a Bluff check opposed by the pursuer's Sense Motive check. If the pilot is successful, the pursuer takes a -5 penalty on any Fly check needed to make the turn to follow the pilot. If the other pilot can make the turn using only simple maneuvers and does not have to make a Fly check, the Bluff attempt has no effect.

### Fighting from Brooms

The following rules provide a further framework for combat involving brooms.

#### Broom Combat Actions

Actions during broom combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

**Free Actions:** Communicating orders is a free action. Characters can perform as many free actions as the GM permits in a single round.

**Move Actions:** Changing position on a broom is a full-round action.

**Attack Actions:** Anyone on a broom can make an attack with a personal weapon, and pilots and gunners can make attacks with any broom-mounted weapons controlled from their positions.

**Full-Round Actions:** Since the pilot must use a move action to control the broom, he or she can't take a full-round action unless he or she starts it in one round and completes it on his or her next turn.

#### Attack Options

Firing a broom's weapon requires an attack action and uses the pilot's or gunner's ranged attack modifier.

A pilot with 5 or more ranks in the Fly skill gains a +2 synergy bonus when firing broom-mounted weapons while driving.

**Driving Defensively:** Just as in melee combat, one can fight defensively while driving a broom, which grants a +2 dodge bonus to the broom's Defense and applies a -4 penalty on attack rolls made by occupants of the broom.

**Total Defense:** A pilot can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the pilot to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the pilot's next round of actions.

**Full Attack Action:** A pilot cannot normally make a full attack, since controlling the broom requires a move action.

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the broom). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

### Targeting Occupants

An attack made against a broom uses the broom's Defense, modified by its speed category. Attackers can choose instead to target specific broom occupants.

An attack against a broom occupant is made like any other attack. Remember, however, that a character in a broom gains bonuses to Defense from both the broom's speed and any cover it provides.

### Cover

When a character fires from a broom, objects or other brooms in the way can provide cover for the target.

### Damaging Brooms

All brooms have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, brooms also have hardness. Whenever a broom takes damage, subtract the broom's hardness from the damage dealt.

When a broom is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A broom that is disabled while moving drops one speed category each round until it comes to a stop. The pilot cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, brooms don't "die" when they reach -10 hit points. Instead, a broom is destroyed when it loses hit points equal to twice its full normal total. A destroyed broom cannot be repaired.

**Energy Attacks:** Brooms are treated as objects when subjected to energy attacks.

### Repairing Damage

Repairing damage to a broom takes a full hour of work, a tool kit, and access to the suitable spells. (Without the tool kit, a character takes a -4 penalty on his or her Craft: Broom check. Without the appropriate spells, a character takes a -20 penalty on his or her Craft: Broom check.) At the end of the hour, make a Craft: Broom check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the broom's hit points.

### Falling from a Broom

The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6. The die type changes to a d8 if the fall occurred while at highway speed; a d12 if the fall occurred while at all-out speed.

A DC 15 Jump check or DC 15 Tumble check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage.

Falls onto yielding surfaces (soft ground, mud) also convert the first die of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

## Action Points

Action points provide characters with the means to affect game play in significant ways. A character always has a limited amount of action points, and while the character replenishes this supply with every new level he or she attains, the character must use them wisely. A character can spend 1 action point to alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.

When a character spends 1 action point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the target number. A character can declare the use of 1 action point to alter a d20 roll after the roll is made. A character can't use an action point on a skill check or ability check when he or she is taking 10 or taking 20.

A character can only spend 1 action point in a round!

Depending on the hero's character level (see the table below), he or she may be able to roll more than one d6 when spending 1 action point. If the character does so, apply the highest result and disregard the other rolls.

Character Level	Action Point Dice Rolled
1 <sup>st</sup> – 7 <sup>th</sup>	1d6
8 <sup>th</sup> – 14 <sup>th</sup>	2d6
15 <sup>th</sup> – 20 <sup>th</sup>	3d6

## Brooms

(Substantial amounts of the following information taken from *Quidditch Through The Ages* by Kennilworthy Whisp)

A flying broom is not simply a “normal” broom pressed into service as a mode of transportation. The flying broom is a magical item with built-in charms that protect the rider from the inertia, wind and other things that would normally tend to tip someone off of a narrow stick of wood. In essence, a flying broom shares its flight spell with the rider so long as he or she maintains contact with the broom. Brooms are guided by the mental commands of the rider as well as subtle movements of the rider’s body – the better the broom, the more sensitive it is to the command and the more agile its movement. Too, riding a broom doesn’t involve actually sitting on the handle. Illustrations in the books show the rider floating a little ways above the handle. The spell that creates this effect is called the Cushioning Charm, invented by Elliot Smethwyk in 1820.

When a rider is knocked off of his or her broom, the broom doesn’t fall to earth. Instead, it continues to glide along at approximately the same speed and course as it was on when it still had a rider, unless it is stopped by some obstacle. Under most circumstances, this means that the broom will land 3d6 times 300 feet away.

Brooms need to be maintained. Unless the broom is very new and very high quality, it must be polished and the brush must be trimmed for optimum performance. Routine maintenance takes 15 minutes per week, more if the broom saw heavy use or was abused. An old, poorly maintained broom will only give 50-75% of its listed performance.

**Crew:** The standard number of crew. Only one person is needed to pilot the broom.

**Passengers:** The number of passengers (in addition to the crew) the broom is designed to carry. Brooms that carry passengers can use that space to carry additional cargo when passengers aren’t present. Each unused passenger slot allows the broom to carry an additional 100 pounds of cargo.

**Cargo:** The amount of cargo the broom is designed to carry. Brooms have the ability to carry a significant load in addition to their rider, although with some decrease in top speed and maneuverability. If properly equipped with a sling, a single broom can carry 50 to 150 lbs. If a sling is suspended between two or more brooms, greater weights can be lifted, although all riders involved in the lift must make a Fly check (DC 15) to take off and land in sequence. Failure means that the load is lifted or landed roughly or even dropped! A broom loses 10 from its top speed and gives a –1 to maneuver for every 50 lbs. it carries.

**Initiative:** The modifier added to the rider’s initiative check when operating the broom.

**Maneuver:** The modifier added to any Fly checks attempted with the broom.

**Top Speed:** The maximum number of squares the broom can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the broom can move.

**Defense:** The broom’s Defense.

**Hardness:** The broom’s hardness. Subtract this number from any damage dealt to the broom.

**Hit Points:** The broom’s full normal hit points.

**Size:** Broom size categories are defined differently from the size categories for weapons and other objects.

**Cost:** The cost to buy a new broom (in galleons) of this type, ignoring collector’s value for antiques.

**Table: Brooms**

Name	Crew	Passengers	Cargo	Initiative	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Cost
Oakshaft 79	1	0	150 lb.	+0	+0	96 (9)	12	6	18	M	68
Moontrimmer	1	0	150 lb.	+0	+0	96 (9)	12	6	12	M	54
Silver Arrow	1	0	150 lb.	+0	+1	116 (11)	12	6	15	M	75
Cleansweep One	1	0	150 lb.	+0	+1	128 (12)	12	6	15	M	68
Comet 140	1	0	150 lb.	+0	+2	128 (12)	12	6	15	M	116
Cleansweep Two	1	0	150 lb.	+0	+1	128 (12)	12	6	18	M	82
Cleansweep Three	1	0	150 lb.	+0	+1	140 (14)	12	8	18	M	88
Comet 180	1	0	150 lb.	+0	+2	140 (14)	12	8	18	M	88

### Oakshaft 79

Crafted by the broom-maker Elias Grimstone of Portsmouth, the Oakshaft 79 (so named because the first example was created in 1879) is a handsome broom with a very thick oaken handle, designed for endurance flying and to withstand high winds. The Oakshaft is now a highly prized vintage broom, but attempts to use it for Quidditch were never successful. Too cumbersome to turn at high speed, the Oakshaft never gained much popularity with those who prized agility over safety, though it will always be remembered as the broom used in the first Atlantic broom crossing, by Jocunda Sykes in 1935.

An Oakshaft 79 gives a +2 on Stay Mounted stunts and a –2 on Hard Turn stunts.

### Moontrimmer

The Moontrimmer, which was first created Gladys Boothby in 1901, represented a leap forward in broom construction, and for a period of time these slender, ash-handled brooms were in great demand as Quidditch brooms. The Moontrimmer’s principal advantage over other brooms was its ability to achieve greater heights than ever before (and still remain controllable at such altitudes). Gladys Boothby was unable to produce Moontrimmers in the quantities Quidditch players clamored for.



### Silver Arrow

The Silver Arrow was the true forerunner of the racing broom, achieving much higher speeds than the Moontrimmer or Oakshaft (up to 70 mph with a tailwind), but like these it was the work of a single wizard (Leonard Jewkes), and demand far outstripped supply.

### Cleansweep

Founded in 1926 by the brother Bob, Bill, and Barnaby Ollerton, the Cleansweep Broom Company produced their first model, the Cleansweep One, in numbers never before seen. The broom was built and marketed as a racing broom, specifically designed for sporting use. The Cleansweep was an instant, runaway success, cornering as no broom before it, and within a year, every Quidditch team in the country was mounted on Cleansweeps.

The intense Cleansweep-Comet competition resulted in the release of the improved Cleansweeps Two and Three in 1934 and 1937 respectively.

Every Cleansweep grants +2 on Hard Turn and Avoid Hazard stunts.

### Comet

The Comet Trading Company was founded by Randolph Keitch and Basil Horton (both players for the Falmouth Falcons) in 1929. Their first broom was the Comet 140, this being the number of models that Keitch and Horton tested prior to its release. The patented Horton-Keitch braking charm meant that Quidditch players were much less likely to overshoot goals or fly offside, and the Comet became the preference for many British and Irish teams in consequence.

The intense Cleansweep-Comet competition resulted in the release of the improved Comet 180 in 1938.

Every Comet grants +2 on Hard Brake stunts.

## Wands

Wands play an intricate part in spell casting in the wizarding world. It is possible to cast spells without using a wand, but for most wizards results are unfocused. A custom-made wand that is properly attuned to the character costs 7 galleons. Second-hand wands are not attuned, but only cost half as much. In Britain, the most well-known wand maker is Mr. Ollivander. His shop, Ollivander's (Makers of Fine Wands since 382 B.C.) is located in Diagon Alley. Another European wand maker is Gregorovich.

Wands are created from wood with a powerful magical substance at its core. Wands are classified by means of four characteristics: length, type of wood, quality of motion when waved, and type of magical ingredient. To determine the materials from which your wand may be created, consult the chart below, rolling a d12 for each column. [Note: this does not affect the game; it merely provides some "flavor" to the campaign.]

D12 Result	Wood	Beasts	Body Part	Metal	Gem	Color
1	Oak	Sheep	Brain	Iron	Ruby	Green
2	Yew	Dogs	Hips	Copper	Jade	Red
3	Poplar	Birds, Bats	Arms, Hands	Tin	Cornelian	Grey
4	Elm	Horses	Legs	Tin	Opal	Transparent
5	Fir	Scorpion, Snakes	Stomach	Iron	Aquamarine	Orange
6	Hornbeam	Cattle	Head	Copper	Sapphire	Black
7	Pine	Unicorn, Rodents	Sex Organs	Mercury	Diamond	White
8	Thorn	Shellfish, Insects	Guts	Silver	Emerald	Pink
9	Ash	Goats	Lungs	Lead	Garnet	Brown
10	Beech	Fish, Frogs, etc.	Feet	Bronze	Pearl	Blue
11	Willow	Deer	Chest	Mercury	Onyx	Violet
12	Mistletoe	Cats	Heart	Gold	Topaz	Yellow

Wands may also grant boons to the wizard/witch to whom it is attuned. Player's may opt to take a +4 bonus to any one school of magic to which a spell belongs (see pp. 209-212) at a cost of a -2 penalty to another school, or take a +2 bonus to two schools at a cost of a -1 penalty to two other schools.

When a wand is damaged or broken, its effects can be unpredictable. Spell checks made with a wand in this condition get a +10 DC modifier. Too, if you pick up someone else's wand, don't expect it to work like your wand does for you. Not only do you not get the bonus the wand grants the owner; you get a +5 DC modifier to all Spellcraft checks made with the wand.

## Gazetteer




The campaign starts on Wednesday, August 30, 1939 A.D. Characters will be "First Years," about to begin their education in magic at Hogwarts School of Witchcraft & Wizardry.



## *Hogwarts School of Witchcraft & Wizardry*

Hogwarts School of Witchcraft & Wizardry was founded over one-thousand years ago -- the precise date is uncertain -- by the four greatest Witches and Wizards of the age. The four school Houses are named after them: Godric Gryffindor, Helga Hufflepuff, Rowena Ravenclaw, and Salazar Slytherin. They built the Hogwarts Castle together, far from prying Muggle (i.e., those without magical ability) eyes, for it was an age when magic was feared by common people, and Witches and Wizards suffered much persecution.

### *The School Houses*

	<p><b>Founder:</b> Godric Gryffindor  <b>Head of House:</b> Professor Dumbledore  <b>Animal:</b> Lion  <b>Qualities:</b> Courageous, brave, clever, strong-minded, friendly, passionate and kind.  <b>Colors:</b> Scarlet and Gold  <b>Entrance to Common Room:</b> Portrait of the Fat Lady.  <b>House Ghost:</b> Nearly Headless Nick (Sir Nicholas De Mimsy-Porpington)</p>
	<p><b>Founder:</b> Helga Hufflepuff  <b>Head of House:</b> Professor Moffet  <b>Animal:</b> Badger  <b>Colors:</b> Yellow and Black  <b>Qualities:</b> Loyal, modest, honest, friendliness, kindness, hard working and pleasant.  <b>Entrance to Common Room:</b> By the Hogwarts kitchen, in the basement.  <b>House Ghost:</b> Fat Friar</p>
	<p><b>Founder:</b> Rowena Ravenclaw  <b>Head of House:</b> Professor Monteith  <b>Animal:</b> Eagle  <b>Colors:</b> Blue and Bronze  <b>Qualities:</b> Down to earth, fair, clever, wise, friendly, hard working and noble.  <b>Entrance to Common Room:</b> A tower on the west side of the castle.  <b>House Ghost:</b> The Grey Lady</p>



**Founder:** Salazar Slytherin

**Head of House:** Professor Blake

**Animal:** Serpent

**Colors:** Green and Silver

**Qualities:** Sly, crafty, cunning, clever, funny, ambitious and quick-witted.

**Entrance to Common Room:** Trap door in a wall by the Dungeons.

**House Ghost:** The Bloody Baron

**Notes:** This house has turned out more Dark Witches and Wizards than any other.