### Character Creation

#### Basic Mechanic:
Roll 2d6. Add modifiers. Failure = Two 1s or -6. Partial = Two 3s or 7-9. Success = Two 6s or 10+.

#### Character Creation:
Set attributes to +2, +1, 0, -1. Choose disadvantage. Choose +1 advantage to skill. Others to 0.

#### Disadvantage:
-1 under appropriate circumstances

- **Gryffindor:** (fire, bravery, daring, nerve, and chivalry)
- **Hufflepuff:** (earth, hard work, dedication, patience, loyalty, and fair play)
- **Ravenclaw:** (air, intelligence, knowledge, grave, and wit)
- **Slytherin:** (water, ambition, cunning, and resourcefulness)

#### XP:
+1 XP on Failure, fulfilling Motivation, acting on Personality, discovery, overcoming, and acquisition.

#### Status:
- Five by Five (OK)
- Hurt (Recovered by action, Twice = Taken Out)
- Cursed (-1 on rolls)
- Impeded (Partial Curse)
- Hexed (Plot curse)
- Taken Out (Hospital)

#### Spells:
- a - am - ae - arum - is - us - e - i - um - os - orum - ius - ium - ios - iorum - em - ibus - es - ebus - erum - o - ox