

Name \_\_\_\_\_

House \_\_\_\_\_

Looks \_\_\_\_\_

Year

1	2	3	4	5	6	7
-3	-2	-1	0	+1	+1	+2

Personality \_\_\_\_\_

Motivation \_\_\_\_\_

Disadvantage \_\_\_\_\_

**Gryffindor**

**Hufflepuff**

**Ravenclaw**

**Slytherin**

**Care of Magical  
Creatures**

**Charms**

**Defense Against  
the Dark Arts**

**Divination**

**Herbology**

**History of Magic**

**Potions**

**Transfiguration**

**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, grace, 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 -as -arum -is -us -e -i -um -os -orum -ius -ium -ios -iorum -em -ibus -es -ebus -erum -o -ox