

Harry Potter
AND THE
THEME
FOR GENESYS

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Many people, many games, many countries - one GamerNation.

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Harry Potter®

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THE SETTING OF HARRY POTTER

The wizarding world of *Harry Potter* is a vibrant cultural touchstone manifested in wildly popular books and films where a young wizard, unaware of his abilities and potential, is thrust into a wider and previously unknown world of magic. Though this setting is instantly recognizable and beloved by gamers of varied stripes, strong decisions are left up to the game master and play

group as to what time-period the game will take place in, and what part of the world. These decisions will influence the threats and struggles that the characters will face in the wizarding world, and we encourage the game master to have a conversation about this setting with all players before the first session – to ensure player expectations and GM expectations align.

TROPES

The setting of *Harry Potter* is one of wizardry, fantastic creatures, and ancient lore which is largely unknown to the “muggle” (non-magic) part of humanity. It exists both within and separate from the normal muggle world, struggling to keep its existence hidden, and constantly battling with its own dark forces and internal problems.

The important thing to remember when designing a game in this setting is that there is often an intense amount of player-knowledge of the game world. That, coupled with heavy knowledge about major characters and a pre-defined plot laid bare in books and film, runs the risk of shackling players and game masters somewhat.

This means that the game master should remember to allow the player characters to be the heroes of their own adventure; whether that be completely separate from the *Harry Potter* stories we know so well, or supporting them in a meaningful way. Regardless, any game in this setting, in any era, should share several core tropes or themes that will impart the appropriate feeling of the setting to that game experience.

A Hidden World

The *Harry Potter* world is presented as one that exists alongside, or “underneath” the normal muggle world. The vast majority of normal people have no clue this world of magic exists, and regard magic as nothing but childish fairy tales. Those few muggles who have a glimpse into the wizarding world typically regard it with bewilderment or terror. Thus, long ago, the authorities of the magical world determined that magic should generally be kept hidden from the muggles; though this rule carries different weight in different cultures.

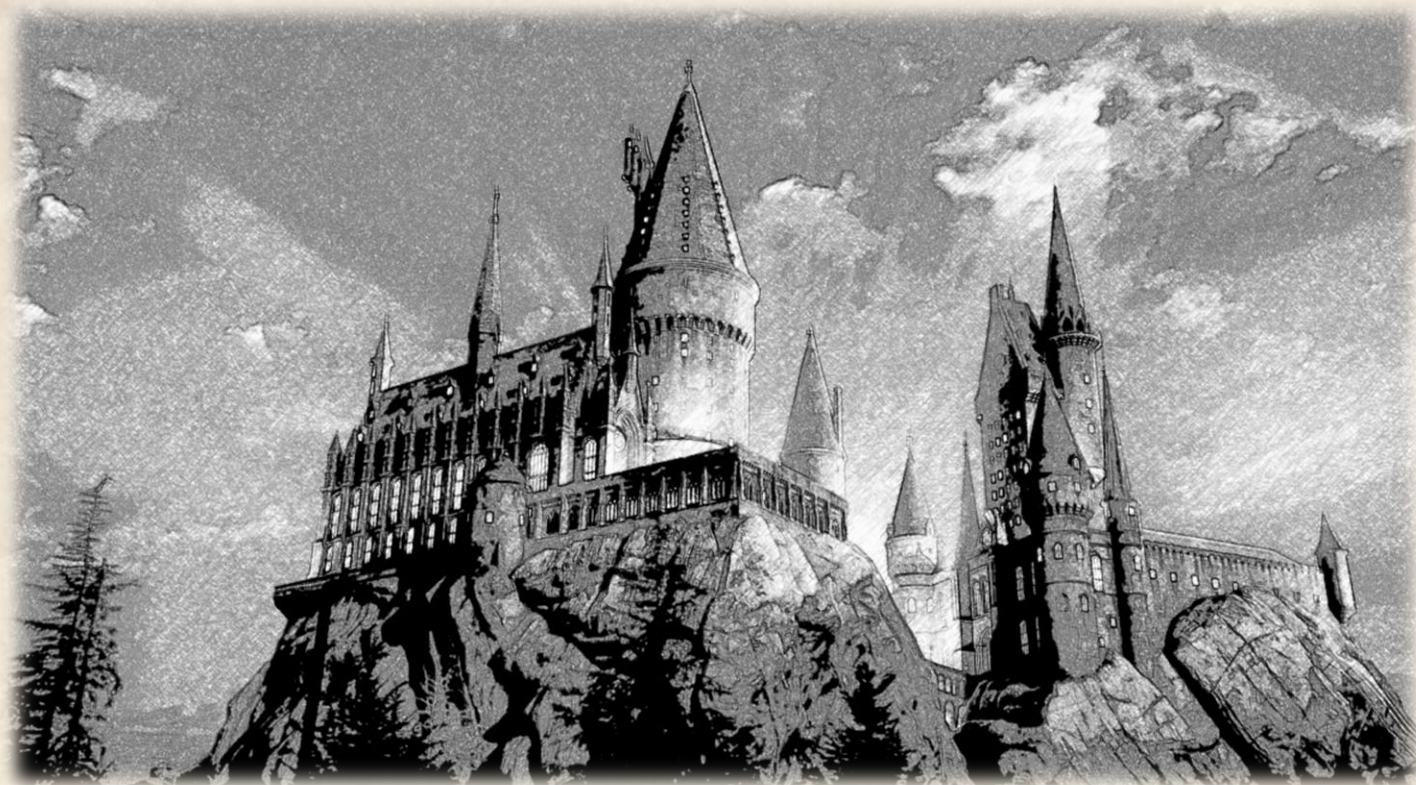
In Great Britain, this rule is bent in cases where muggles marry into magical families or have magical children. The Ministry of Magic also has a formal alliance with the highest levels of muggle British Government. In America, however (with its sad history of witch persecution) this separation is strictly enforced by MACUSA (the Magical Congress of the United States of America), who maintains complete magical secrecy, even from the no-maj (the American term for muggle) government. Mandatory memory wipes for *any* no-maj exposed to the magical world are mandated, and all no-maj/wizard relationships are outlawed.

Though enforcement of these edicts may differ from place to place, the trope should still manifest in the general attitude and mindset of all characters from the wizarding world. The importance of keeping the muggle world at large unaware of the existence of magic, magical creatures, witches, and wizards is a foundational belief of this setting; influencing laws, customs, and traditions.

Witches and Wizards

The primary characters in the setting of *Harry Potter* are all a part of the magical world. They are characters who should typically have magical abilities, relying on magic to accomplish their goals. And if they don't have magical abilities, they should at least be born into the world of magic, aware of its existence.

With few exceptions, player characters in the stories of this setting should have magical ability. Whether they are muggle-born and first discovering this hidden world, or are a 100th-generation witch from a noble blood line, player characters should have a reason to interact within this world at a meaningful level.



A Divided World

The wizarding world is a fractured one in many senses, because it cannot be completely isolated from the muggle world. This is because muggles give birth to those with magical talent, and those children are usually brought into the magical world. This is a good thing to some, and a travesty to others. The dichotomy between those born into the magical world and those who came into it later in life, is what the “A Divided World” trope is about – and is a major part of the *Harry Potter* setting.

Within the magical world, varied attitudes of openness vs. isolation result in some witches and wizards giving “pure bloods” higher value than “mud bloods”, with the most extremist characters even wishing to preserve the magical world exclusively for pure bloods. This conflict is a moral one that affects the personal relationships and motivations of all characters in the setting.

High Magic

It goes without saying that magic is the defining characteristic of the *Harry Potter* setting. Not only is magic very real, but its use and implication in the wizarding world is both deep and broad. Magic is used for the most mundane of tasks by nearly everyone in the magical world, from cleaning a room and doing wash, to transportation and health care. With few exceptions,

such as sentient magical creatures and squibs (humans who have no magical ability, but are born to wizarding parents), every denizen of the magical world uses magic daily to accomplish menial tasks.

But magic can also be harnessed by highly advanced witches and wizards to accomplish feats that are nothing short of miraculous. Bringing inanimate objects to life, summoning a feast from thin air, creating spaces that are larger inside than on the outside, and much more.

Dangerous Boundaries of Magic

Even in a setting with such high magic as *Harry Potter*, magic always has some concrete limits that are considered miraculous *even to those who use magic*. The most notable example is bringing people back from the dead. However, the “limit” of magic is always there to serve the needs of the story. While magic could be used to accomplish anything, it either fundamentally cannot (or the wielder does not have the skill to make it do so) when its use would solve a problem that is key to the story being told.

While magic can sometimes cross these story-driven boundaries, it usually has radically unintended consequences and dangerous side-effects. You might be able to stop a killing curse from affecting your child, but

you will die in the process. You might be able to use a relic to bring the person you loved back from the afterlife, but they will be so altered by the transition that they're unrecognizable. You might be able to utilize a secret and profane ritual to keep yourself from dying, but it will require splitting your soul asunder and taking the pure life from another.

Magic as Technology

Even though muggles develop automobiles, cellular phones, satellites, and the wonders of modern technology in their world – much of this technology is a completely foreign concept to most witches and wizards; inspiring confusion, wonder, or contempt (depending on whom you are speaking to). For those in the wizarding world, magic functions as the focus of invention and advancement. Even seemingly complex clockwork contraptions made by a wizard still have a magical component.

Some witches and wizards are fascinated with “muggle studies”, and this includes muggle invention. Apart from studying it, such witches and wizards may even

appropriate it – modifying it with magic (such as creating a flying car). But such appropriated technology is typically several decades “old,” by muggle standards.

Good and Evil

Good and Evil are very defined, black and white concepts in this setting. The concept of “Dark Magic” is a very real one in *Harry Potter*. It is understood by all witches and wizards that there are dark arts where magic is used for unsavory or deadly means – typically at personal cost. The average denizen of the wizarding world regards the dark arts as improper and socially unacceptable.

But there is no grey. Practitioners of the Dark Arts don't suffer from moral quandaries about whether their magic is actually dark, or simply possess “a different point of view” than others. Witches and wizards who perform dark magic fully understand what they are doing - there is no moral ambiguity over what is good and what is evil. These characters know what they are getting into, but accept that and do it, regardless – for their own gain.



NEW STARTING CHARACTER OPTIONS

Step 1: Determine Background

The wizarding world is unique, and based on the tropes of this setting, a player should consider some very setting-specific concerns to help flesh out the background of their character, and the character's overall personality. The following questions may help define your character's background in the setting of *Harry Potter*.

Where does your character come from? Do you want to play a witch or wizard from a long-standing magical family? Or perhaps you are muggle-born, or a half-blood? Where did you grow up? In the magical world, or the muggle world? In a pastoral suburb, or the heart of London or New York? Where are your character's roots, and what do they think about the place they grew up in?

Who is your character's family? Did your character grow up with a lot of siblings, or were they an only child? Did they have parents? And if so, who are they? If not, then who raised your character? If your character comes from a family of witches and wizards, are they long-standing? Well regarded? Did they support the Dark Lord during his rise? Are they wealthy or struggling to get by? Is your character still on good terms with their family, or not?

What is your character's social standing in the wizarding world? Even if your character is still a student, their history and family may give them average or exceptional social standing. Does your character carry the valor of family who died fighting the Dark Lord? Are you stained with the ignominy of family members rotting in Azkaban Prison? How does your character's heritage impact how the magical world views them – and what does your character think and feel about that?

How old is your character? If a student, your character will be 11 to 18 years of age. How long have they been at Hogwarts or Ilvermorny? Are they a wide-eyed first year, simply learning the ropes of magic? Or are they an experienced sixth or seventh year, close to graduation and a life of wizarding? Or is your character an adult and a full-fledged practicing witch or wizard? Perhaps working for the Ministry of Magic or MACUSA, maybe a professor or a reporter? From a game perspective, your character's age will have no bearing on their abilities,

unless you are playing with Advanced-Level Play (detailed in the "Step 4: Invest Experience Points" section, below).

Step 2: Select an Archetype

When a student first enters the halls of Hogwarts, by tradition, the Sorting Hat is placed upon their head to sort the pupil into one of the four great houses of Hogwarts School of Witchcraft and Wizardry. In North America, the Ilvermorny School of Witchcraft and Wizardry has their own four houses, and the magical Sorting Statues for each house proudly claim each student who stands in the Great Gordian Knot.

Each of the school houses tend to recognize and encourage specific personality traits and areas of expertise in their members. House assignments are not made lightly – or randomly. The pupil's mind and spirit are carefully searched to discover their innate proclivities. In other words, a character's house doesn't

MUGGLES, NO-MAJ'S, AND SQUIBS

With the game master's approval, a player may desire to play a character with no innate magical abilities: either a squib or a simple muggle. Muggles (or "no-majs" in America) are normal people born into the normal world with no magical abilities. Squibs are also born with no magical abilities, but sadly, are the children of witches and wizards and are born into the magical world.

Considering the magical adventures of the *Harry Potter* setting, the player and game master will need to carefully define how a non-magical character will impact the story. But such a character could be a very engaging one; as memorable figures from the *Harry Potter* mythos such as Argus Filch and Jacob Kowalski show us.

A player creating a character without magical abilities can select any human archetype from the *Genesys Core Rulebook*. **But remember, such characters can never take ranks in Magic Skills, or make Magic Skill checks.**

so much determine who they are; who they *are* is what determined the house they were sorted into.

In game terms, this means characters in the *Harry Potter* setting should select one of the house archetypes below for their character, in lieu of one of the archetypes presented in the *Genesys Core Rulebook*. Even characters who may not be a part of a school (or may have been expelled) should select one of these archetypes, as they grant the character magical ability and represent their innate capabilities.

THE ARCHETYPES OF HOGWARTS

Typically speaking, characters from Great Britain who attended (or would have attended) a magical school should select an archetype that corresponds to one of the Great Houses of Hogwarts School of Witchcraft and Wizardry – each established by one of the four original founders of Hogwarts.



Gryffindor

Members of this archetype are characterized by courage, chivalry, and determination. House Gryffindor values bravery in its members, sometimes to the point of recklessness. As a result,

Gryffindors are known for their heroism and dogged pursuits, eager to stand up to perceived injustice and defend friends and the helpless.

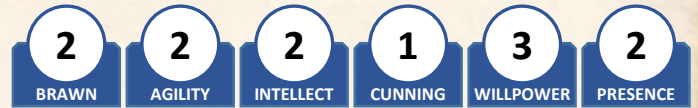
OTHER WIZARDING SCHOOLS

The eight house archetypes presented here correspond to the two wizarding schools prominently written about and featured in the *Harry Potter* books and films.

But other schools around the world exist in the universe of *Harry Potter*: Uagodo in Uganda, Castelobruxo in Brazil, Beauxbatons in France, Mahoutokoro in Japan, Koldovstoretz in Russia, and Durmstrang in Scandinavia.

Until more details are published, game masters are free to exercise their creativity and develop their own school Archetypes for these schools using the rules in the *Genesys Core Rulebook*.

Gryffindor Archetype Abilities



- **Wound Threshold:** 10+Brawn
- **Strain Threshold:** 9+Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Gryffindor starts with 1 free rank in Discipline during character creation. They obtain this rank before spending experience points.
- **Magical Ability:** The character may take ranks in Magic Skills and may attempt Magic Skill checks.
- **Force of Will:** Once per session, a Gryffindor may spend a Story Point as an incidental. If they do so, they immediately recover Strain equal to their Willpower characteristic.



Hufflepuff

Members of this archetype are characterized by their hard work, patience, loyalty, and fair-play. Friendliness is heavily prized by House Hufflepuff, so many of its members tend to be highly inclusive and gregarious. Hufflepuffs rarely have rivalries with others, and are known for their impartiality and honesty.

Hufflepuff Archetype Abilities



- **Wound Threshold:** 8+Brawn
- **Strain Threshold:** 12+Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Hufflepuff starts with 1 free rank in Persuasion during character creation. They obtain this rank before spending experience points.
- **Magical Ability:** The character may take ranks in Magic Skills and may attempt Magic Skill checks.
- **Forceful Personality:** Once per session, a Hufflepuff may spend a Story Point as an incidental. If they do so, during the next skill check they perform that turn they double the Strain they inflict *or* the Strain they heal (they choose before making the check).



Ravenclaw

Members of this archetype are characterized by their wit, learning, and wisdom. As House Ravenclaw prizes intellect, many of its members tend to be academically motivated and very talented students. Often quirky with unusual intellectual interests, Ravenclaws accept and celebrate eccentricities.

Ravenclaw Archetype Abilities



- **Wound Threshold:** 9+Brawn
- **Strain Threshold:** 9+Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Ravenclaw starts with 1 free rank in a Knowledge skill of their choice during character creation. They obtain this rank before spending experience points.
- **Magical Ability:** The character may take ranks in Magic Skills and may attempt Magic Skill checks.
- **I've Read About That!:** Once per session, a Ravenclaw may spend a Story Point as an incidental. If they do so, the next Magic check they perform during that turn is performed as though their ranks in the Magic skill being used are equal to their Intellect.



Slytherin

Members of this archetype are characterized by cunning, resourcefulness, and ambition. Achievement is heavily valued by House Slytherin, often making its members fiercely competitive. Yet, Slytherins are known for their shrewdness, leading them to hesitate before blindly jumping into anything.

Slytherin Archetype Abilities



- **Wound Threshold:** 9+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 100

- **Starting Skills:** A Slytherin starts with 1 free rank in Deception during character creation. They obtain this rank before spending experience points.
- **Magical Ability:** The character may take ranks in Magic Skills and may attempt Magic Skill checks.
- **Cunning Plan:** Once per session, a Slytherin may spend a Story Point as an incidental. If they do so, the next Brawn or Agility based skill check they make during that turn may use Cunning in place of the normal Characteristic.

THE ARCHETYPES OF ILVERMORNY

Generally, American witches and wizards who attended (or would have attended) a magical school should select an archetype that corresponds to one of the four school houses of the Ilvermorny School of Witchcraft and Wizardry. Created by the school's founders, the four Ilvermorny houses are each characterized by a magical creature of Native American lore and are said to represent a spiritual connection to the body and mind of a witch or wizard.



Horned Serpent

Scholars tend to be favored by Horned Serpent House, which is often said to represent the mind of a witch or wizard. Notably, Seraphina Picquery (the president of MACUSA from 1920-1928) was the only Ilvermorny student to ever be offered membership in all four houses by the Sorting Statues. She immediately chose Horned Serpent.

Horned Serpent Archetype Abilities



- **Wound Threshold:** 9+Brawn
- **Strain Threshold:** 9+Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Horned Serpent starts with 1 free rank in a Knowledge skill of their choice during character creation. They obtain this rank before spending experience points.
- **Magical Ability:** The character may take ranks in Magic Skills and may attempt Magic Skill checks.
- **Elementary!:** Once per session, a Horned Serpent may spend a Story Point as an incidental. If they do

so, the next skill check they make uses their Intellect instead of the normally associated characteristic.

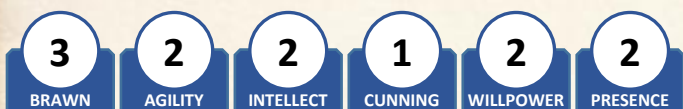


Wampus

Wampus House is often said to represent the body of a witch or wizard, and it is also said that Wampus favors warriors. Founded by the famed Auror-for-hire, Webster Boot, Wampus

aligns with those who are fearless and bold in dangerous physical pursuits.

Wampus Archetype Abilities



- **Wound Threshold:** 11+Brawn
- **Strain Threshold:** 9+Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Wampus starts with 1 free rank in Athletics or Resilience during character creation. They obtain this rank before spending experience points.
- **Magical Ability:** The character may take ranks in Magic Skills and may attempt Magic Skill checks.
- **Warrior's Will:** Once per session, a Wampus may spend a Story Point as an incidental. If they do so, the next Magic Skill check they perform during that turn is performed as though their ranks in the Magic skill being used are equal to their Brawn.

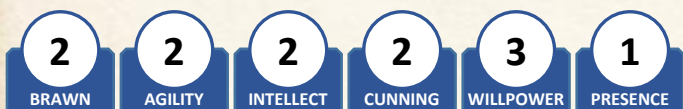


Thunderbird

Thunderbird House is said to favor adventurers, and is sometimes considered to represent the soul of a witch or wizard. Explorers, researchers, and strivers

for the new and exciting often come from the ranks of Thunderbird.

Thunderbird Archetype Abilities



- **Wound Threshold:** 9+Brawn

- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Thunderbird starts with 1 free rank in Survival during character creation. They obtain this rank before spending experience points.
- **Magical Ability:** The character may take ranks in Magic Skills and may attempt Magic Skill checks.
- **Strength of Spirit:** Once per session, a Thunderbird may spend a Story Point as an incidental. If they do so, a character engaged with them immediately recovers Strain equal to your Willpower characteristic.



Pukwudgie

Pukwudgie House is often said to represent the heart of a witch or wizard, and it is also said that the house favors healers. The Pukwudgie which the house is named after is notable for its

fierce independence, yet caring nature – a trait said to be commonly present in the house's members.

Pukwudgie Archetype Abilities



- **Wound Threshold:** 10+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Pukwudgie starts with 1 free rank in Healing during character creation. They obtain this rank before spending experience points.
- **Magical Ability:** The character may take ranks in Magic Skills and may attempt Magic Skill checks.
- **Force of Presence:** Once per session, a Pukwudgie may spend a Story Point as an incidental. If they do so, the next Brawn or Agility skill check they perform during that turn is performed as though their ranks in the skill being used are equal to their Presence.

Step 3: Choose a Career

Every witch or wizard has innate proclivities that go beyond their archetype: a career. As students at Hogwarts or Ilvermorny, this would be an area of study and expertise they are naturally talented in. As graduates or adults, the character's career may well represent an actual career, or simply their natural talents

CAREERS FOR MUGGLES AND SQUIBS

If a player has the game master approval to play a non-magical character, such a character (unable to attend a magical school) should not take any of the setting-based careers noted here. Instead, a muggle or no-maj should feel free to take any of the role-based careers in the *Genesys Core Rulebook*.

Squibs may require a level of additional planning with your game master. It's entirely possible that a squib, who was born into the world of magic, may have familiarity with Potions, Herbology, Magical Creatures, etc. As such, the game master is encouraged to create additional setting-based careers for such characters that may include such skills.

But remember, a non-magical character may never take ranks in a Magic Skill or attempt a Magic Skill check.

and expertise. In game terms, a character in this setting should select one of the setting-based careers listed here, in lieu of one of the careers in the *Genesys Core Rulebook*.

Setting-Based Careers

Not only do these setting-based careers align with notable areas of study and focus at magical schools, but they provide easier access to new skills (such as Magic Skills) available in this setting.

Academic

Some witches and wizards prefer the pure academia of magic. The theory behind spell creation, the history of the wizarding world, and the mastery of esoteric subjects of complex intellectual standing. Characters with the Academic career dedicate themselves to a core understanding of magic and the magical world.

A character with the Academic career counts the following skills as career skills: **Dark Arts, Divination, Herbology, Lore, Magical Creatures, Muggle Studies, Potions, and Transfiguration.** Before spending experience during character creation, the character may

choose four of their career skills and gain one rank in each of them.

Athlete

Athletics are a point of pride for many people, and it is no different in the wizarding world. The most popular sport among witches and wizards is quidditch, and many professional quidditch champions and other magical athletes got their start at magical schools – learning mastery of broomstick flight and honing their physical education and leadership capabilities.

A character with the Athlete career counts the following skills as career skills: **Athletics, Charms, Coordination, Flying, Jinxes & Hexes, Leadership, Melee, and Riding.** Before spending experience during character creation, the character may choose four of their career skills and gain one rank in each of them.

Defender

For aspiring Aurors, a career as a Defender is a must. Very committed to their Defense Against the Dark Arts courses in school, Defenders focusing on protecting themselves and others against dark creatures, the dark arts, and other dark magic – with a focus on rooting out trouble and using both offensive and defensive magic. Defenders are expected to have a shrewd will, strong commitment, and a very practical knowledge of magic.

A character with the Defender career counts the following skills as career skills: **Charms, Coercion, Counter-Spelling, Dark Arts, Discipline, Leadership, Streetwise, and Vigilance.** Before spending experience during character creation, the character may choose four of their career skills and gain one rank in each of them.

Elocutionist

Some people are born with the gift of gab, destined to be influential people in the wizarding world. Whether they be silver-tongued wordsmiths who serve as the rumor-mongers of their school's house, hard-hitting journalists, holders of political office, or simply a good friend to everyone they meet, the Elocutionist is all about communication.

A character with Elocutionist career counts the following skills as career skills: **Brawl, Charms, Cool, Deception, Negotiation, Persuasion, Streetwise, and Transfiguration.** Before spending experience during

character creation, the character may choose four of their career skills and gain one rank in each of them.

Healer

Healers are the witches and wizards with a devotion to healing magic and restoration. This noble passion – and in some cases, vocation – is well regarded among society (if often scoffed at in school). Healers know that the power of magic can help those in need, physically and mentally. And while it might not be a flashy branch of magic, the wizarding world would not survive without it.

A character with the Healer career counts the following skills as career skills: **Cool, Counter-Spelling, Discipline, Healing, Lore, Perception, Potions, and Vigilance.** Before spending experience during character creation, the character may choose four of their career skills and gain one rank in each of them.

Naturalist

Magical plants and fantastic beasts have a storied history in the wizarding world. They can be resources, allies, pests, or outright dangers to witches and wizards. Characters with the Naturalist career develop a keen knowledge of magical plants and a strong bond with the magical beasts of the world. They have devoted themselves to what lies outside the dusty school corridors or alleys of the big city; learning the ways, habitats, and proclivities of the natural magical world.

A character with the Naturalist career counts the following skills as career skills: **Athletics, Healing, Herbology, Magical Creatures, Persuasion, Riding, Survival, and Transfiguration.** Before spending experience during character creation, the character may choose four of their career skills and gain one rank in each of them.

Opportunist

Some people are determined to get by in the magical world by any means necessary – but always involving their wits, their skills, and sometimes pure luck. Whether from the gutters of Knockturn Alley or the mansion halls of a noble house, Opportunists have been called miscreants and connivers, as well as savvy and resourceful. In many cases, all of these labels apply.

A character with Opportunist career counts the following skills as career skills: **Charms, Dark Arts, Deception,**

Jinxes & Hexes, Negotiation, Perception, Skulduggery, and Stealth. Before spending experience during character creation, the character may choose four of their career skills and gain one rank in each of them.

Potioneer

For the Potioneer, the flexibility and versatility of bottling powerful magic has an irresistible allure. With time, preparation, and skill – a witch or wizard can bottle fame, brew glory, and even put a stopper on death. Characters with the Potioneer career have a natural focus on the scientific art of potion making, which has the power to replicate the effects of most spells, and even surpass them. All it takes is time, skill, and a well-brewed potion.

A character with a career of Potioneer counts the following skills as career skills: **Cool, Dark Arts, Discipline, Divination, Herbology, Jinxes & Hexes, Potions, and Resilience.** Before spending experience during character creation, the character may choose four of their career skills and gain one rank in each of them.

Step 4: Invest Experience Points

Investing the experience points (XP) granted to you by your archetype functions as outlined in the *Genesys Core Rulebook*. The only major change to the core rules is that

ADVANCED-LEVEL PLAY

For groups who wish to begin play with characters who are more accomplished, “Advanced-Level Play” is an alternative approach that gets the characters involved in more complicated situations. At this stage, the player characters are significantly more accomplished and likely to immediately assume a larger role in the wizarding world – perhaps as professors, Aurors, or agents of MACUSA or the Ministry of Magic

Such player characters gain an extra 1000 currency and an extra 150 XP at character creation. These experience points cannot be spent on characteristics, as they reflect the character’s training and worldly experiences rather than inherent abilities. Characters may also not train any skills above rank 3 while building their Advanced-Level character.

non-magical characters can never take ranks in Magic Skills or attempt Magic Skill checks. Additionally, with the game master's permission, play groups may decide to play as advanced witches and wizards who have honed their abilities through extensive experience. Such play groups can utilize the Advanced-Level Play option noted in the sidebar, above.

Step 5: Determine Derived Attributes

This step of character creation functions as outlined in the *Genesys Core Rulebook*.

Step 6: Determine Character Motivation

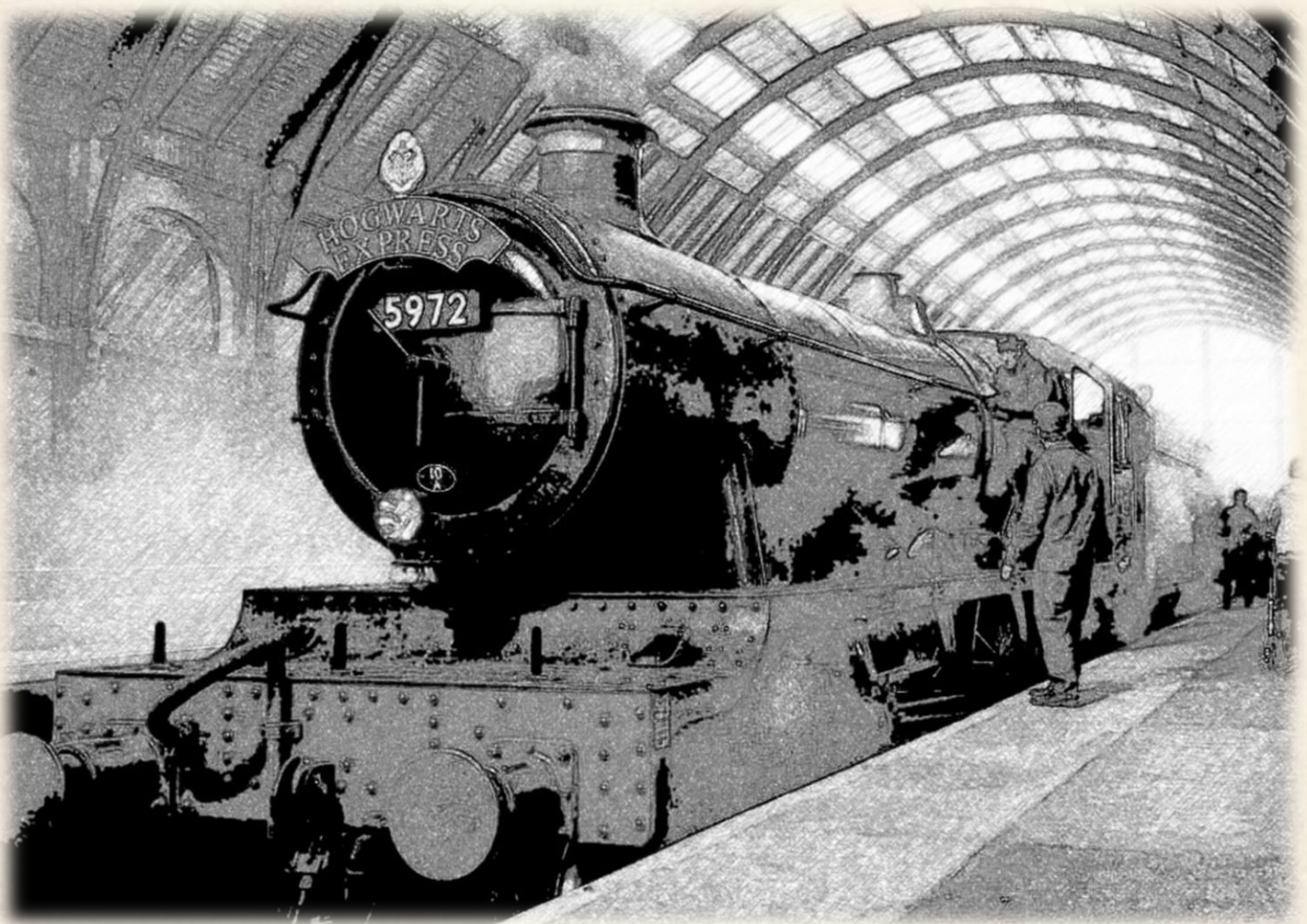
This step of character creation functions as outlined in the *Genesys Core Rulebook*.

Step 7: Choose Gear, Appearance, and Personality

This step of character creation functions as outlined in the *Genesys Core Rulebook*, with the following changes:

The starting gear for a character in the *Harry Potter* setting should be based off the items detailed in the Setting-Specific Gear chapter, detailed later on.

Each character in the magical world should typically begin play with a wand and 300 currency to purchase additional gear. Such items can be found in the Setting-Specific Gear chapter, on pg. 27. (Student characters are encouraged to purchase the School Supplies Kit, which includes many of the materials needed to study and research the art of magic.)



SETTING-SPECIFIC SKILLS

Skills represent the areas of learned expertise that your character has in physical, mental, social, and magical activities; everything from catching the golden snitch in a game of quidditch, casting a challenging charm, convincing the Ministry of Magic to investigate a dark occurrence, or researching a complex piece of wizarding lore in the Hogwarts library. If your character wants to do something, and that something has a reasonable chance of failure – then a skill check is needed.

In the setting of *Harry Potter*, there are a few minor alterations and removals from the skill list in the *Genesys Core Rulebook*, as well as the addition of several new skills that represent the varied disciplines of magical study and use. As *Harry Potter* is a modern setting with fantasy elements, the Complete Skill List for the setting reflects that.

- Any skills in the *Genesys Core Rulebook* that do not apply to the Modern Day and Fantasy settings (as *Harry Potter* is a mixture of both) are not available in the skill list for this setting.
- Additionally, some Modern Day and Fantasy Skills have been removed as they do not fit with the “Magic as Technology” trope of *Harry Potter*. Removed skills either do not have common usage in this setting, or their usage has been subsumed by new skills.
- The magic skills (Arcana, Divine, and Primal) have all been removed and replaced with new Magic Skills that represent the broad magical disciplines in the wizarding world.

Changes to Existing Skills

The following skills in the *Genesys Core Rulebook* have been modified, as noted below, for the *Harry Potter* setting.

Charm

This skill remains and functions as described in the *Genesys Core Rulebook*, but has had its name updated to “Persuasion”. This change is to prevent confusion with the new Magic Skill of Charms.

Medicine

This skill has been altered for the *Harry Potter* setting and has been replaced by the new Magic Skill of Healing, as

Complete Skill List for the Harry Potter Setting

SKILL	CATEGORY	PAGE
Athletics (BR)	General	58, <i>GCRB</i>
Cool (PR)	General	59, <i>GCRB</i>
Coordination (AG)	General	59, <i>GCRB</i>
Discipline (WILL)	General	60, <i>GCRB</i>
Flying (AG)	General	13, <i>HPS</i>
Perception (CUN)	General	62, <i>GCRB</i>
Potions (INT)	General	13, <i>HPS</i>
Resilience (BR)	General	63, <i>GCRB</i>
Riding (AG)	General	63, <i>GCRB</i>
Skulduggery (CUN)	General	64, <i>GCRB</i>
Stealth (AG)	General	64, <i>GCRB</i>
Streetwise (CUN)	General	65, <i>GCRB</i>
Survival (WILL)	General	58, <i>GCRB</i>
Vigilance (WILL)	General	65, <i>GCRB</i>
Coercion (WILL)	Social	55, <i>GCRB</i>
Deception (CUN)	Social	56, <i>GCRB</i>
Leadership (PR)	Social	56, <i>GCRB</i>
Negotiation (PR)	Social	56, <i>GCRB</i>
Persuasion (PR)	Social	54, <i>GCRB</i>
Brawl (BR)	Combat	67, <i>GCRB</i>
Melee (BR)	Combat	67, <i>GCRB</i>
Ranged (AG)	Combat	68, <i>GCRB</i>
Dark Arts (INT)	Knowledge	13, <i>HPS</i>
Herbology (INT)	Knowledge	14, <i>HPS</i>
Lore (INT)	Knowledge	14, <i>HPS</i>
Magical Creatures (INT)	Knowledge	15, <i>HPS</i>
Muggle Studies (INT)	Knowledge	15, <i>HPS</i>
Charms (PR)	Magic	16, <i>HPS</i>
Counter-Spelling (WILL)	Magic	16, <i>HPS</i>
Divination (CUN)	Magic	16, <i>HPS</i>
Healing (PR)	Magic	16, <i>HPS</i>
Jinxes & Hexes (CUN)	Magic	17, <i>HPS</i>
Transfiguration (WILL)	Magic	17, <i>HPS</i>

**GCRB* (*Genesys Core Rulebook*), *HPS* (*Harry Potter Setting Guide*)

detailed below. In the wizarding world, healing is handled through magical or semi-magical means, not mundane means.

Melee

Though this setting has fantasy elements, Melee (Light) and (Heavy) have been ignored in favor of a single skill Melee skill for all melee combat. When combat occurs in the wizarding world, it is typically magical in nature,

and breaking out Melee into multiple sub-skills does not benefit the setting.

Ranged

Though this setting has modern day elements, Ranged (Light) and (Heavy) have been ignored in favor of a single Ranged skill for all ranged combat. When combat occurs in the wizarding world, it is typically magical in nature, and breaking out Ranged into multiple sub-skills does not benefit the setting.

New Skills

The following new skills not available in the *Genesys Core Rulebook* have been added for the *Harry Potter* setting. These new skills represent the areas of knowledge, expertise, and magic that are a common part of the wizarding world.

General Skills

These new skills represent new “general” actions characters in the *Harry Potter* setting may attempt. And while they are certainly magical in nature, it is up to the game master whether they can be attempted (with increased effort, or at all) by a non-magical character.

Flying (Agility)

One of the more exhilarating perks of being a witch or wizard is the capability to ride a broomstick, flying carpet, or similar magical mode of flying transportation. The Flying skill is your character’s ability to operate and maneuver such conveyance. Aside from the obviously useful aspects of gliding through the air, the highly popular sport of wizards, Quidditch, makes a character’s skill on a broom a point of pride and respect in the wizarding world.



SKILLS FOR MUGGLES AND NO-MAJS

Muggles or no-majs are not able to take the setting-based careers or ranks in Magic Skills. As such, the removal of certain non-magical skills like Computers, Driving, or Mechanics may put such a character behind the rest of the party – especially when expertise in the area of operating in the muggle world is likely the greatest strength such a character can bring to the group.

The game master should consider including the modern-day setting skills removed from the *Harry Potter* setting for such characters. The ability to take ranks in such skills could be the most valuable thing a muggle character brings to the table.

Your character should use this skill if...

- Your character wants to bring a broom down for a safe landing after it has been damaged or hexed.
- Your character tries to keep up speed while dodging obstacles, or perform daring flying maneuvers.
- Your character attempts to chase or evade another flying character or creature.

Your character should not use this skill if...

- Your character flies a magical device under normal conditions (and safe speeds) without any immediate danger, which wouldn’t require a check at all.

Potions (Intellect)

Potions is the knowhow, skill, and technique to brew magical potions and elixirs. Although Potions isn’t considered a Magic Skill, the effects of a character’s concoctions can approximate numerous known spells or even be vastly more powerful and versatile. What differentiates potions from most normal spells is a reliance on varied ingredients and (often rare) reagents, potion brewing equipment, and the considerably longer time needed to craft a potion. But once stoppered, many potions can last almost indefinitely, waiting to be consumed. The limits of potions and elixirs are up to your game master, who will assign difficulties to Potions checks appropriate to the potency and rarity of the brew.

Your character should use this skill if...

- Your character tries to identify a potion by look, smell, or a small taste.



- Your character needs to identify the necessary ingredients needed for a certain elixir.
- Your character tries to prepare a potion, elixir, tonic, or similar compound with wondrous magical effects.
- Your character attempts to prepare a remedy for a disease or debilitating hex or curse.

Your character should not use this skill if...

- Your character attempts to enhance an otherwise mundane or muggle liquid.
- Your character attempts to sell or purchase a potion (this would be a social skill check).

Knowledge Skills

These new skills represent several fields of academic and functional knowledge unique to characters in the wizarding world. The general guidelines for the use of the Knowledge skill in the *Genesys Core Rulebook* still apply to each of these skills, but each of the new Knowledge skills focuses on a narrower area of expertise.

Dark Arts (Intellect)

In the setting of *Harry Potter*, dark magic is very real, and generally considered a forbidden field of magic by most witches and wizards. The Dark Arts is a broad appellation that applies to vile spells, curses, dark rituals, evil creatures, and magical threats. Usually, knowledge of the dark arts is taught to witches and wizards for them to learn how to defend against it. But this skill represents the general understanding, research, and identification of dark magic practices – whether that be for defense, investigation, or eventual use – making the dark arts a slippery slope for many in the wizarding world.

Ironically, the dark arts are used by almost every witch and wizard in small ways: jinxes and hexes are technically minor curses, and fall into the dark arts purview. But because they rarely have the lethal or unforgivable effects of most curses, they aren't considered in the same light. Aurors don't hunt down students for causing slugs to spew from a class rival's mouth or speak nothing but gibberish for a day - but using the Cruciatius Curse is another matter entirely.

Your character should use this skill if...

- Your character attempts research a forbidden spell.
- Your character attempts to track down dark arts suppliers or notorious locations – or to avoid them.
- Your character tries to recall knowledge of dark creatures or non-human servants of the Dark Lord.
- Your character wants to recall details about members of the Death Eaters and other dark arts cults and groups, or their traditions and practices.
- Your character attempts to identify a dark curse or hex, or other dark magical effects.

Your character should not use this skill if...

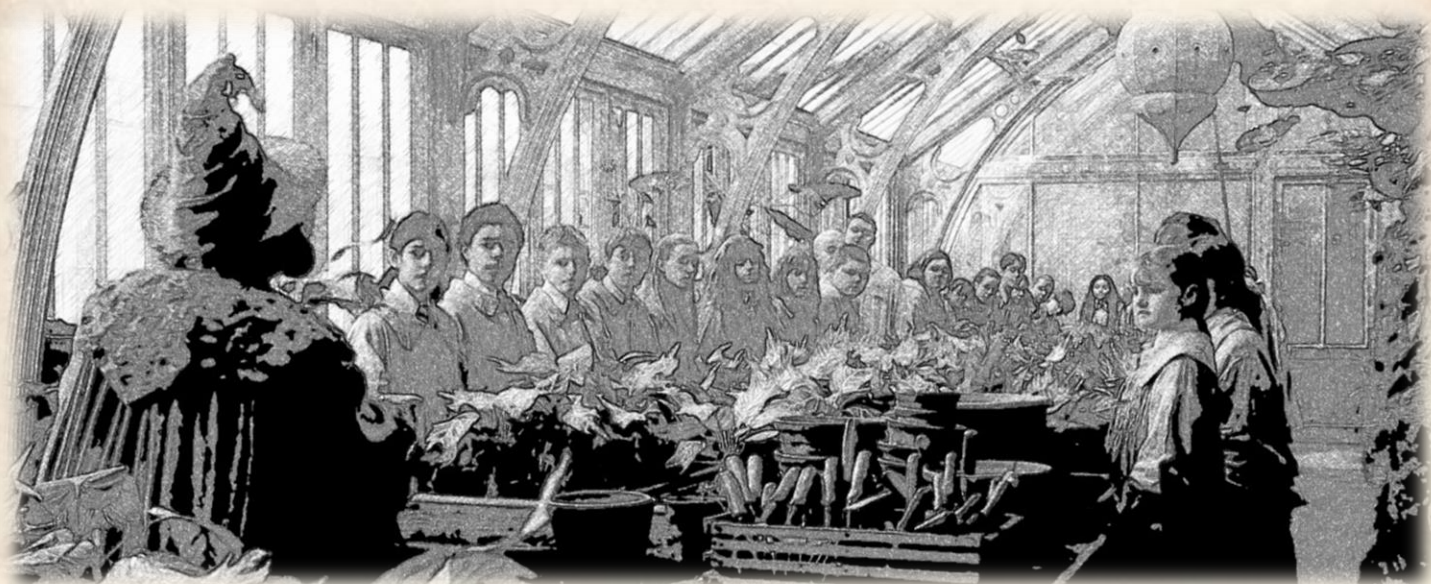
- Your character needs to know information that is simple or trivial.
- Your character attempts to cast a spell that is in area of the dark arts.
- Your character attempts to brew a potion using a dark ritual or with forbidden, dark ingredients. While Dark Arts may be used to identify how the ritual should occur, or where to find the ingredients, the Potions skill is used to make the potion.
- Your character attempts to fend off the effects of dark magic. This would be covered by Counter-Spelling.

Herbology (Intellect)

Magical plants are a large part of the wizarding world, and understanding and tending to these miraculous and sometimes dangerous flora is a set of skills covered by Herbology. From simply identifying magical (and mundane) plants and harvesting them, to growing and maintaining them, Herbology is essential for many potions majors as a way to stock up ingredients at reduced cost, and for any character who desires to have a "green thumb".

Your character should use this skill if...

- Your character attempts to identify a plant (magical or mundane).



- Your character tries to recall knowledge of the magical properties that certain plants will provide (such as knowing that Gilly Weed will grant short-term aquatic characteristics like water-breathing to those who eat it).
- Your character tries to harvest plants or plant-based ingredients.
- Your character attempts to grow, graft, or cross-breed plants.
- Your character attempts to heal a diseased or damaged plant.

Your character should not use this skill if...

- Your character needs to know information that is simple or trivial.
- Your character attempts to brew a potion with plant-based ingredients. Herbology may be used to successfully identify and harvest such ingredients, but Potions is the skill needed to use the ingredients in a brew.
- Your character attempts to find a specific plant. Knowledge of a plant is not the same as being able to spot it in a clutch of similar-looking poisonous weeds, or know where in the Dark Forest such a plant grows. Those would be the domains of the Perception and Survival skills.

Lore (Intellect)

Lore is a broad set of knowledge that relates to the history of the wizarding world, ancient legends and stories, forgotten lore and languages, famous witches and wizards, and the like. Ranks in Lore will let your

character easily recall a detail on the fly, solve an ancient riddle, or perform research quickly.

Your character should use this skill if...

- Your character tries to find out if they know an important fact about magical history or lore.
- Your character tries to do something academic, such as write a thesis or perform complicated research.
- Your character performs critical thinking in this area of study, such as teasing apart an old riddle, or deciphering ancient runes or languages.
- Your character attempts to research or discover hidden meanings in written lore (such as understanding the true history of The Deathly Hallows after a reading of *The Tales of Beedle the Bard*).

Your character should not use this skill if...

- Your character needs to know information that is simple or trivial.
- The answer your character is looking for can be easily found in an accessible, easily-referenced place. (Whether your character can *apply* this information, may be determined by a successful Knowledge check.)

Magical Creatures (Intellect)

Fantastic beasts, near-human entities, spectral forms, and all wild or non-human magical beings and creatures have been intertwined with the adventures of witches and wizards throughout history. Whether they are truly wild animals or sentient (and near-sentient) creatures with their own culture and society – if it is not human, and is a part of the magical world, the Magical Creatures skill is used to know more about it.

Your character should use this skill if...

- Your character wants to research or recall the details of polite custom in centaur society.
- Your character attempts to remember or discover the migration patterns of wild hippogriffs.
- Your character needs to discover what are the means of driving off or weakening an acromantula.
- Your character wishes to identify unusual animal tracks in the Dark Forest (Survival could also be used for this).
- Your character needs to understand the rules of single combat among giants.
- Your character needs to research what the least insulting gift is to be given to mer-folk.

Your character should not use this skill if...

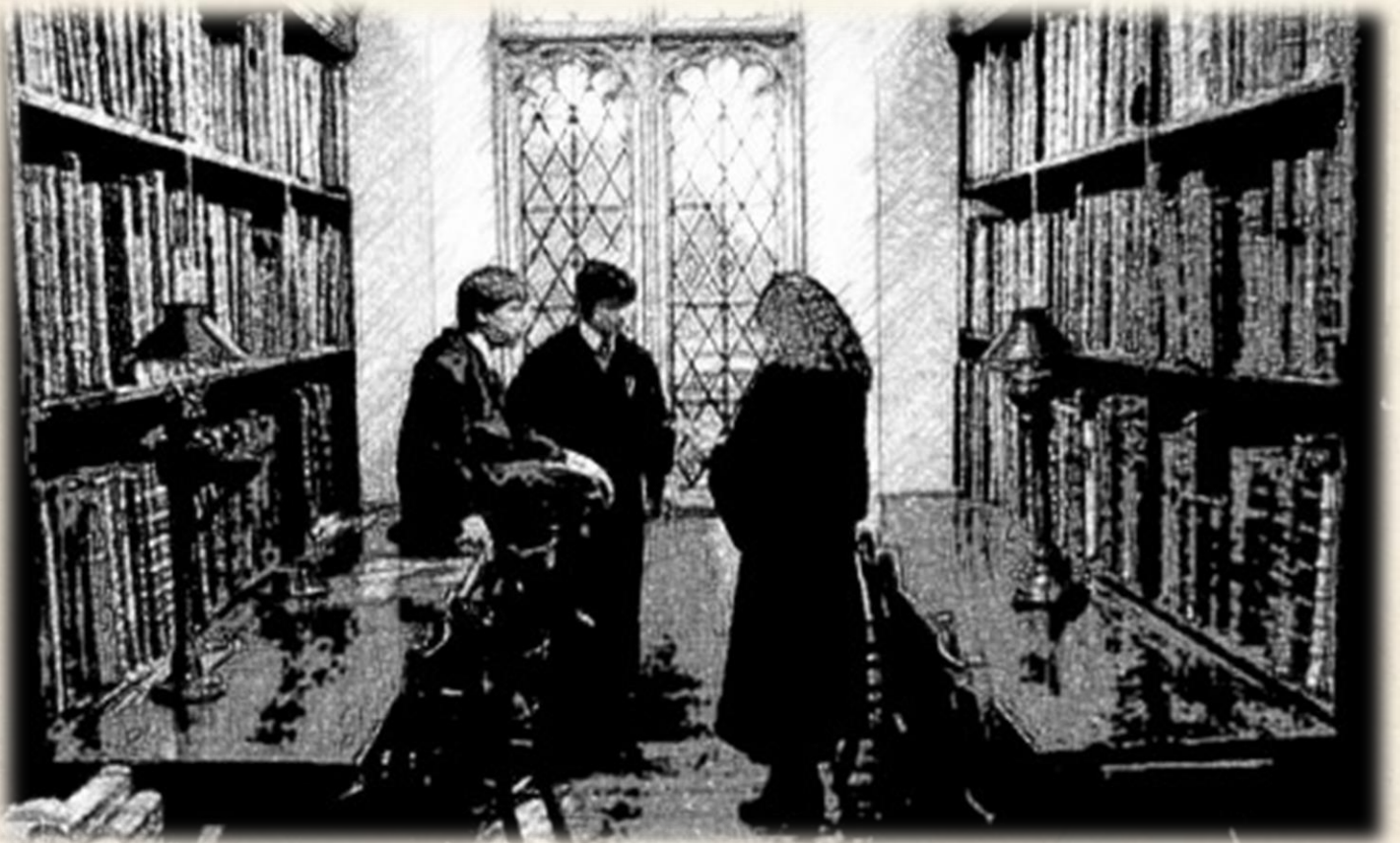
- Your character needs to know information that is simple or trivial.
- Your character attempt to persuade or convince a near-human creature. This would utilize Persuasion or some other social skill.
- Your character attempts to ride or change the disposition of a magical creature. These would be the domains of Riding and Survival.

Muggle Studies (Intellect)

Though it is a controversial topic, Muggle Studies is a serious field of study for many, that represents a witch or wizard's understanding of and capability within the Muggle world. Ranks in Muggle Studies lead to your character's comprehension of and use of Muggle artifacts, the deciphering of the inscrutable Muggle culture, and the ability to move about successfully in the Muggle world without drawing too much attention.

Your character should use this skill if...

- Your character tries to find out the purpose of strange Muggle artifacts (such as digital watch or rubber ducky).
- Your character attempts to operate Muggle machinery or technology, like computers, cell phones, or automobiles.
- Your character needs to understand Muggle slang, cultural idioms, or authority structure.
- Your character performs critical thinking in this area of study, such as knowing areas of travel that will prevent photographs, or which Muggle civil servant to go to for protection or assistance.



Your character should not use this skill if...

- Your character needs to know information that is simple or trivial.
- The answer your character is looking for can be easily found in an accessible, easily-referenced place. Whether your character can apply this information, however, may be determined by a successful Knowledge check.

Magic Skills

These new skills replace the existing magic skills in the *Genesys Core Rulebook*. They represent the common disciplines of spell use and varied types of magic; they are taught in magic school classrooms around the world, each requiring unique training and innate talent.

From a mechanical standpoint, each of the Magic Skills corresponds to different types of spell actions details in the *Genesys Core Rulebook*. The Magic chapter, pg. 38, defines these rules and additional changes from the *Genesys Core Rulebook* in greater detail.

Charms (Presence)

Charms are some of the most spectacular forms of magic used by witches and wizards. Charm spells, in their various forms, all have one underlying focus: Adding or changing certain properties of an object or creature without changing it physically. In other words, Charms focus on altering what something *does* as opposed to what it *is*.

Causing something to flash different colors, levitate, race to your hand from far away, or halt in mid-air. Altering memory or mood, forcing someone to fall asleep, opening the lock on a door, or making a wall erupt with an explosion. Items or creatures that are subjected to a lasting charm effect are often referred to as “bewitched”. Charm magic is extremely versatile, and usually very dramatic.

Your character should use this skill if...

- Your character attempts to cast a spell that moves something from one place to another.
- Your character attempts to cast a spell that changes the state of something, without altering what it is; like melting metal, turning clouds into rain, or amplifying a whispered voice into a deafening roar.
- Your character tries to cast a spell that alters someone’s memory or disposition.

- Your character attempts a spell to ignite fire or produce dazzling light or sound.
- Your character attempt to research or learn a new or difficult Charm spell.

Your character should not use this skill if...

- Your character tries to cast a spell that alters what something *actually is*. This would be Transfiguration.
- Your character attempts to view or experience events in the past or future. This would be Divination.
- Your character attempts to mend wounds or alleviate illness or physical stress. This would be Healing.
- Your character tries to cast a spell that creates a lingering disability or hindrance on someone. This would be Jinxes & Hexes.
- Your character attempts to counter a Charm or other magical effect. This would be Counter-Spelling.

Counter-Spelling (Willpower)

While not the flashiest or most eagerly sought after course of magical study, the witches and wizards who owe their sanity, peace of mind, and their very lives to Counter-Spells will attest to their value. Common to teachers and parents dealing with the effects of jinxes, and to veteran Aurors who must combat deadly curses, the primary effect of any Counter-Spell is to inhibit, remove, or negate the effects of another spell. Masters of Counter-Spelling dabble in all types of magic, learning counter-charms, counter-curses, counter-hexes, untransfigurations, counter-jinxes, and anti-jinxes.

Your character should use this skill if...

- Your character attempts to prevent the effects of a jinx or hex or remove the effects of jinx, hex, or curse.
- Your character attempts to cancel out the effects of a Charm spell, or defend against it.
- Your character tries reverse or prevent a transfiguration.
- Your character attempt to research or learn a new or difficult Counter-Spell.

Your character should not use this skill if...

- Your character is not directly attempting to reverse or counter the effects of a different spell.
- Your character attempts to alter or remove inherent negative properties of a creature or item (such as taking venom out of a spider’s bite or cooling down boiling natural lava). These would be the domains of Transfiguration or Charms.

Divination (Cunning)

Divination magic involves the attempt to foresee the future, and is often considered the most confounding subject for the average witch or wizard. Very few have affinity for it, and it typically requires a trained mind, intensive study, and specialized tools. Gathering and understanding prophecy and detailed visions of what is yet to be is very enticing – but difficult and prone to failure – leading many students to abandon divination early. But what many witches and wizards who fail their divination courses fail to realize is that simple divination spells can sometimes be accomplished on-the-fly, providing brief glimpses into the momentary future, allowing them to react faster and avoid immediate danger.

Your character should use this skill if...

- Your character attempts to cast a spell that gives them advanced warning of danger or a threat.
- Your character attempts to cast a spell or perform a ritual that predicts what will happen in the near or distant future.
- Your character attempt to research or learn a new or difficult Divination spell.

Your character should not use this skill if...

- Your character tries to cast a spell that alters the state of an object or being. This would be Charms.
- Your character tries to cast a spell that alters what something *actually is*. This would be Transfiguration.
- Your character attempts to mend wounds or alleviate illness or physical stress. This would be Healing.
- Your character tries to cast a spell that creates a lingering disability or hindrance on someone. This would be Jinxes & Hexes.

- Your character attempts to counter a Charm or other magical effect. This would be Counter-Spelling.

Healing (Presence)

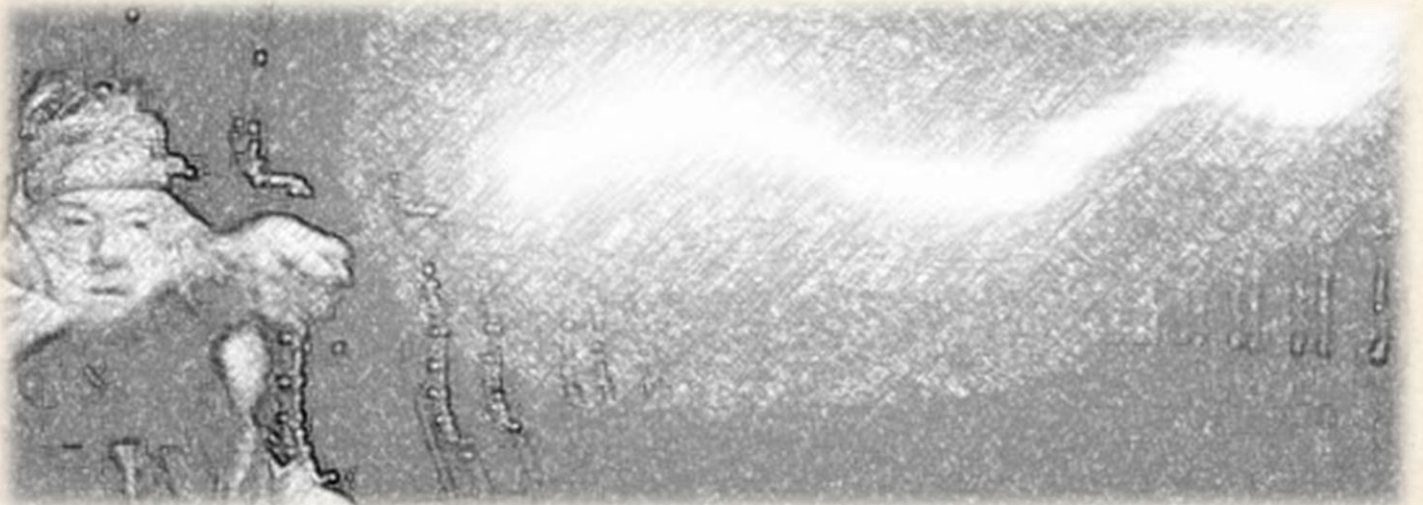
The ancient and noble art of healing magic is devoted to improving the physical and mental condition. There are a variety of spells in this branch of magic that have a variety of effects. Knitting cuts and scrapes, mending broken bones, curing illness and disease (both magical and muggle), removing petrification, even re-growing limbs and organs, or restoring sanity. The noble healers of the wizarding world have mastered a vast group of spells designed to save life, limb, and mind.

Your character should use this skill if...

- Your character attempts to cast a spell that heals Wounds from a target.
- Your character attempts to cast a spell that heals Strain from a target.
- Your character tries to cast a spell that removes disease, illness, or some other malady.
- Your character attempt to research or learn a new or difficult Healing spell.

Your character should not use this skill if...

- Your character tries to cast a spell that enhances someone's strength, sight, or physical abilities. This would be Charms or Transfiguration.
- Your character attempts to counter a hex, jinx, or curse that is afflicting someone. This would be Counter-Spelling. (Healing might alleviate the pain of a dreadful curse, but cannot remove the curse, itself.)
- Your character attempts to brew a powerful healing potion (of which, there are many!). This would be the domain of the Potions skill.



Jinxes & Hexes (Cunning)

Dark magic has a strange place in the wizarding world. While it is not taught in schools, and Aurors exist to root out and exterminate its practice – when witches and wizards refer to “dark magic”, they mean *curses*. Curses are spells cast with the intention of causing harm, control, or even death to the victim. Ironically, minor dark magic is practiced by nearly every witch or wizard, usually before their 11th birthday, on unsuspecting siblings or schoolmates: the spells known as jinxes and hexes.

Jinxes are minor spells that are designed hinder, confuse, and confound others; often used mostly for the amusement of observers and the minor discomfort of the victim. Hexes are more complex – darker than jinxes, but nowhere near as dark as curses – designed to cause moderate suffering or greater hindrance over a longer period. Though not taught officially at any magical school, witches and wizards will always end up learning several jinxes and hexes, often for defense.

Simple jinxes might involve making a stack of papers fly in someone’s face, or causing their broom to buck them off. More powerful hexes might petrify your foe, cause temporary blindness, a vomiting of slugs for an hour or two, or bats to fly out of their nostrils. These relatively minor dark effects are focused on causing hindrance to someone.

Your character should use this skill if...

- Your character attempts to cast a spell that temporarily causes someone discomfort or annoyance in some form.
- Your character attempts to cast a spell that hinders someone for a relatively short period of time (a few hours or less).
- Your character tries to cast a proper curse, causing permanent or long-lasting hindrance, pain, control, or death. (Yes, Jinxes & Hexes is used to cast curses; though discovery likely means violation of magical law and a visit from Ministry or MACUSA agents.)

Your character should not use this skill if...

- Your character attempts to hinder someone through transformation into another creature (such as turning a mouthy student into a weasel). This would be Transfiguration.
- Your character attempts to counter a jinx, hex, or curse. This would be Counter-Spelling.

Transfiguration (Willpower)

Magic is often referred to as an art, but practitioners of Transfiguration will be quick to tell you that altering the physical properties of something is not art – it is a precise science. Transfiguration is notoriously difficult to master, leaving no room for error; but its spells, if successful, completely alter the molecular structure of an object, changing its form and appearance. Transfiguration magic is literally altering what something *is* and changing it into something else.

Turning a watch into a whistle, or a bird into a crystal goblet. Transforming yourself or someone else into an animal. Conjuring objects and creatures from “thin air”. These are the difficult, but very powerful and useful effects of Transfiguration.

Your character should use this skill if...

- Your character attempts to cast a spell to transform themselves into an animal (fully or partially).
- Your character attempts to transform the physical properties of someone else, in part or in whole, turning them into an animal or object.
- Your character attempts to change an object into something else.
- Your character attempts to cast a spell that summons an object or an allied creature out of thin air.
- Your character tries to cast a spell that causes an object to vanish completely into nothing.
- Your character attempts to research or learn a new or difficult Transfiguration spell.

Your character should not use this skill if...

- Your character tries to cast a spell that adds or changes the properties of something; change what it *does* instead of what it *is*. This would be Charms.
- Your character attempts to mend wounds or alleviate illness or physical stress. This would be Healing.
- Your character tries to cast a spell that creates a lingering disability or hindrance on someone. This would be Jinxes & Hexes.
- Your character attempts to counter a Transfiguration or other magical effect. This would be Counter-Spelling.
- Your character attempts to brew a transfiguring potion (such as polyjuice potion). This would be done with the Potions skill.

SETTING-SPECIFIC TALENTS

Talents represent the specialized techniques that a character has mastered, often through practice, study, or secret knowledge. Skills are used to perform tasks, but talents modify how a character uses those skills, or enhances other attributes they may possess.

In the setting of *Harry Potter*, there are a few minor alterations and removals from the talent list in the *Genesys Core Rulebook*, as well as the addition of several new talents that represent the setting-specific techniques related to Magic Skills and other features of the setting.

- Any talents in the *Genesys Core Rulebook* that do not apply to the Modern Day and Fantasy settings (as *Harry Potter* is a mixture of both) should not be generally available as a talent option for this setting.
- Additionally, some Modern Day and Fantasy talents have been removed as they do not fit with the “Magic as Technology” trope of *Harry Potter*. Removed talents either enhance skills that have been removed from this setting or do not have common usage in this setting.

Removal of Existing Talents

The following talents in the *Genesys Core Rulebook* have been removed from the *Harry Potter* setting, despite their designation for modern-day or fantasy settings. These talents either rely on skills no longer used in this setting, or run against the tropes of the *Harry Potter* setting.

REMOVED TALENT	TIER	PAGE
Defensive Sysops	1	73
Surgeon	1	74
Daring Aviator	2	75
Defensive Sysops (Improved)	2	76
Fan the Hammer	2	76
Barrel Roll	3	77
Distinctive Style	3	78
Painkiller Specialization	3	79
Rapid Archery	3	79
Defensive Driving	4	80
How Convenient!	4	80
Mad Inventor	4	80

*All removed talents are found in the *Genesys Core Rulebook*

Changes to Existing Talents

The following talents in the *Genesys Core Rulebook* have been modified, as noted below, for the *Harry Potter* setting, in order to ensure the talents apply to the setting-specific skills and gear of this setting.

Tier 1 Talent Changes

Let's Ride (pg. 74)

In addition to vehicles and animals, the effects of the Let's Ride talent also apply to magical beasts, brooms, and similar modes of magical transportation.

Tier 2 Talent Changes

Inventor (pg. 76)

The Inventor talent also applies to magical inventions and creations, not just muggle ones.

Tier 3 Talent Changes

Full Throttle (pg. 78)

The effects of the Full Throttle talent apply to flying mounts, brooms, or similar modes of magical transportation. Instead of Piloting or Driving, the character makes a Flying or Riding check, as appropriate to what they are riding. The difficulties and effects in the listed talent remain the same.

Grenadier (pg. 78)

The Grenadier talent applies to magical attacks with the Blast quality, not just weapons. (In the case of magical attacks, the Blast quality must be added to the attack through increased difficulty, as normal for a spell.)

Tier 4 Talent Changes

Deadeye (pg. 79)

The Deadeye talent applies to magical attacks as well as ranged weapons.

New Talents

The following new talents not available in the *Genesys Core Rulebook* have been added for the for the *Harry Potter* setting. These new talents represent techniques and areas of expertise that relate to the new skills in the setting or to the common usage of magical gear or combat.

Tier 1 Talents

Mediwizard

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a Healing check to help a character heal wounds, the target heals one additional wound per rank of Mediwizard.

Prepared Potion

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Once per session, your character may perform the Prepared Potion Maneuver. Select any potion recipe/effect of Easy (◆) difficulty, and immediately make a Potions skill check at that difficulty. With success, the potion is immediately produced (with any determined ▲, ⊗, ⊕, or ⊗ effects applied normally).

This talent represents your character narratively producing a potion from somewhere on their person that was "prepared previously" - but allows you to determine the potion's effect on the fly. Each rank in this talent allows your character to increase the difficulty of the Prepared Potion recipe by 1 (Rank 2 allows for a ◆◆ potion, Rank 3 allows for a ◆◆◆ potion, etc.), up to a Formidable (◆◆◆◆) difficulty.

Daring Flyer

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a Flying check, they may add a number of ⊕ to the check in order to add an equal number of ✨. The number may not exceed your character's ranks in Willpower.

Patronus Charm

Tier: 3

Activation: Active (Action)

Ranked: No

When your character purchases this talent, work with your game master to select your patronus, an animal that reflects your character's personality and inner traits. Your character can attempt the special Patronus Charm spell – which functions like other spells (Strain cost,



spellcasting penalties, etc.). The Patronus Charm spell uses Counter-Spelling as its magic skill, and has a base difficulty of Hard (◆◆◆). With success, your character can produce a dazzling cloud of shimmering, silver light or an incorporeal manifestation of their patronus animal, either of which will drive away dark creatures (such as Dementors) within Long range until the end of your character's next turn. This special spell can be Concentrated on, extending its effect by one round for the cost of 2 Strain each round.

At the game master's discretion, a ⊗ can extend this range even further or to affect numerous dark entities; or can be used to task your character's patronus animal to perform unusual feats, such as guiding allies at great distance. Manifesting a patronus is notoriously difficult. It requires a pure heart, and the recollection of your character's happiest memory; and the game master may increase or upgrade the difficulty of the check, add ■, or even disallow the check entirely - depending on your character's actions, history, and state of mind.

Practiced Augmenter

Tier: 3

Activation: Passive

Ranked: Yes

When your character takes a rank in this talent, you select one augment additional effect that you may add to any appropriate spell without increasing the spell's difficulty. The effect chosen must be one that, without this talent, only increases difficulty by one. Each rank in this talent allows you to select a new additional effect.

Practiced Conjurer

Tier: 3

Activation: Passive

Ranked: Yes

When your character takes a rank in this talent, you select one conjure additional effect that you may add to any appropriate spell without increasing the spell's difficulty. The effect chosen must be one that, without this talent, only increases difficulty by one. Each rank in this talent allows you to select a new additional effect.

Practiced Defender

Tier: 3

Activation: Passive

Ranked: Yes

When your character takes a rank in this talent, you select one barrier or dispel additional effect that you may add to any appropriate spell without increasing the spell's difficulty. The effect chosen must be one that, without this talent, only increases difficulty by one. Each rank in this talent allows you to select a new additional effect.

Practiced Duelist

Tier: 3

Activation: Passive

Ranked: Yes

When your character takes a rank in this talent, you select one magical attack additional effect that you may add to any appropriate spell without increasing the spell's difficulty. The effect chosen must be one that, without this talent, only increases difficulty by one. Each rank in this talent allows you to select a new additional effect.

Practiced Healer

Tier: 3

Activation: Passive

Ranked: Yes

When your character takes a rank in this talent, you select one heal additional effect that you may add to any appropriate spell without increasing the spell's difficulty. The effect chosen must be one that, without this talent, only increases difficulty by one. Each rank in this talent allows you to select a new additional effect.

Practiced Hexer

Tier: 3

Activation: Passive

Ranked: Yes

When your character takes a rank in this talent, you select one curse additional effect that you may add to any appropriate spell without increasing the spell's difficulty. The effect chosen must be one that, without

this talent, only increases difficulty by one. Each rank in this talent allows you to select a new additional effect.

Rapid Fire

Tier: 3

Activation: Active (Maneuver)

Ranked: No

During your character's turn, if your character is armed with a wand, they may suffer 2 Strain to perform the Rapid Fire Maneuver. During the next magical attack check your character makes this turn, your attack gains the Linked quality with a value equal to your ranks in the Magic Skill being used.

Sloth Grip Roll

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character can only use this talent when flying a magical vehicle (such as a broomstick) of Silhouette 3 or less. When you or your vehicle suffers a hit from a ranged combat check, after damage is calculated but before Soak or Armor is applied, your character may suffer 3 Strain (for attacks targeting the character) or 3 System Strain (for attacks targeting the vehicle) to use this talent. Then, reduce the damage suffered by a number equal to your ranks in Flying.

Tier 4 Talents

Animagus

Tier: 4

Activation: Active (Action)

Ranked: No

When your character purchases this talent, work with your game master to select one animal with a silhouette of 0 or 1 (human-sized or smaller) that reflects your character's personality and inner traits. Your character can attempt the Animagus Action; making a Hard (◆◆◆) Transfiguration check that suffers no penalty for the lack of a wand. With success, your character transforms into the chosen animal until your character ends the effect, is incapacitated, or killed. While transformed, your character's physical characteristics are replaced with those of the animal; including silhouette, Brawn, Agility, Wound Threshold, and special senses or physical capabilities of the beast (such as flight, night vision, scent, natural attacks, etc.). However, your character retains their memories, skill ranks, Intellect, Cunning, Willpower, Presence, Strain Threshold, and normal life span.

While transformed, your character can only communicate as the beast would be able to, and cannot make any Magic skill checks or other checks the GM deems impossible with your character's animal form. Each Animagus bears an identifying mark on their animal form that is caused by something on their human body (this may be a physical trait, like dental structure; or an acquired trait, such as markings in the shape of reading glasses), and the animal form retains any disfigurements (such as missing limbs or fingers) that your character's normal form has. Additionally, at the game master's discretion, long periods of time spent in a transformed state may alter your character's human appearance, mentality, or other traits.

Apparition

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, your character can attempt the special Apparition spell – which functions like other spells (Strain cost, spellcasting penalties, etc.). The Apparition spell uses Charms as its magic skill, and has a base difficulty of Hard (◆◆◆). With success, your character is instantly transported to another location within 500km that they hold firmly in their mind. Your character must be intimately familiar with the destination, likely having been there before and able to remember it with clarity. (Viewing a picture of the destination can also suffice, though the GM may upgrade the difficulty.)

Apparition has no limit on distance, but the distance traveled does upgrade the base difficulty of the Charms check. Destinations within 500km of your character's current location should use the base Hard (◆◆◆) difficulty; but distances beyond that will upgrade the difficulty of your check one or more times, at the GM's discretion (the GM may well upgrade the difficulty 3 or 4 times for intercontinental Apparition). Additionally, your character may choose to take one or more adjacent characters with them when they Apparate (this is often called "Side-long Apparition"). Each character beyond your own upgrades the difficulty of the check by one.

The danger of Apparition is called splinching; which is when certain body parts fail to arrive *with* the character. The GM may spend ☹☹☹ or ☹ on the check result to inflict a Critical Injury of Crippled on one of the characters who has Apparated.

Apparition is illegal in many countries of the wizarding world, without a properly issued Apparition License. Obtaining a license usually requires the witch or wizard to be 17 years of age, and able to demonstrate enough capability with Charms (and enough maturity) to not risk injuring themselves or others.

Cruciatus Curse

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, your character can attempt the special Cruciatus Curse spell – which functions like other spells (Strain cost, spellcasting penalties, etc.). The Cruciatus Curse spell uses Jinxes & Hexes as its magic skill, targets one creature or character within Short range, and is an opposed check (against the target's Counter-Spelling or Discipline). This special spell can be Concentrated on, extending its effect by one round for the cost of 2 Strain each round.

With success, the target is wracked with unbearable, excruciating pain; rendering them immobile and unable to take any Actions or Maneuvers while the curse is maintained. Additionally, the target suffers Strain equal to your character's Cunning rating each round the curse is maintained. Only one Cruciatus Curse can be maintained by your character at a time and ends if the spellcaster moves beyond Short range of the target.

At the game master's discretion, targets who are incapacitated repeatedly with the Cruciatus Curse may suffer mental breakdowns, insanity, or even death. The Cruciatus Curse is one of the 3 Unforgivable Curses, strictly outlawed by magical authorities.

Defensive Flying

Tier: 4

Activation: Passive

Ranked: Yes

This talent adds ■ per rank to combat checks that target your character or your character's vehicle while you are flying.

Tier 5 Talents

Imperius Curse

Tier: 5

Activation: Active (Action)

Ranked: No

Once per encounter, your character can attempt the special Imperius Curse spell – which functions like other spells (Strain cost, spellcasting penalties, etc.). The Imperius Curse spell uses Jinxes & Hexes as its magic skill, targets one creature or character within Short range, and is an opposed check (against the target's Counter-Spelling or Discipline). This special spell can be Concentrated on, extending its effect by one round for the cost of 2 Strain each round.

With success, the target is completely mentally and physically dominated by your character, performing any actions or tasks that your character commands; including espionage, betrayal, murder, or even suicide. Only one Imperius Curse can be maintained by your character at a time, and the curse lasts until your character dismisses it, or dominates another target. Once free of the curse (and while under its effects), the target is aware that they are being dominated.

At the game master's discretion, various factors might break the curse or force your character to make another

check to maintain the curse; including extreme distance, traumatic events, or powerful Counter-Spelling magic. The Imperius Curse is one of the 3 Unforgivable Curses, strictly outlawed by magical authorities.

Killing Curse

Tier: 5

Activation: Active (Action)

Ranked: No

Once per encounter, your character can attempt the special Killing Curse spell – which functions like other spells (Strain cost, spellcasting penalties, etc.). The Killing Curse spell uses Jinxes & Hexes as its magic skill, targets one creature or character within Short range, and is an opposed check (against the target's Counter-Spelling or Discipline). With success, the target is instantly killed.

Often referred to by its incantation, "Avadra Kedavra", the Killing Curse is one of the 3 Unforgivable Curses, the darkest of dark magic, and is strictly outlawed by magical authorities.



SETTING-SPECIFIC GEAR

The following chapter presents the weaponry, armor, and equipment commonly found in the *Harry Potter* setting. While this list is not exhaustive, it does represent very common and well known items for characters in the wizarding world. Special attention is paid to wands, which are perhaps the most important piece of gear a witch or wizard can possess.

Weapons

Combat in the wizarding world rarely involves weaponry. With characters who can petrify each other, hurl killing curses, or blast a foe with a bolt of searing fire, magic is the typically used in combat – with wands as the weapon of choice. Nonetheless, physical weapons exist and present very real threats to witches and wizards.

But the tropes of the *Harry Potter* setting rely on melee and ranged weapons that fall more into the fantasy genre than the modern genre; whether you slash at a giant snake with an ancient House Sword, threaten intruders with a crossbow, or take an underhanded swipe at a quidditch opponent with your beater's bat.

Game masters should feel free to introduce any of the fantasy setting weapons available in the *Genesys Core Rulebook*, as well as the setting-specific weapons presented here.

Beater's Bat

Though not designed to be a weapon, the magically reinforced wood and iron bats used to hit bludgers in the game of quidditch make startlingly effective weapons in a pinch. Enchanted to bat away solid iron bludgers without cracking, beater's bats are remarkably resilient, and are immune to sundering.

Dagger

Often carried secretly by the opportunistic or the sadistic, the dagger has a long, flattened blade that is difficult to detect when sheathed against the wrist or small of the back. When found without your wand, it

MODERN GEAR

Considering the tropes of the *Harry Potter* setting, game masters should be careful to disallow the vast majority of weapons, armor, and equipment from the modern setting. Though such things exist in the muggle/no-maj world; guns, computers, and cell phones are not a part of the wizarding world.

The introduction of modern weaponry can be very unbalancing – but might make for a unique story piece, perhaps in the hands of an NPC. Modern equipment might also be available and usable by muggle or no-maj player characters; but caution and careful planning is advised in order to preserve the tropes of the setting.

may be your only means of defense – or striking a final killing blow.

Those searching an individual carrying a concealed dagger add ■ to their Perception check. Despite being a melee weapon, the dagger can also be thrown using the Ranged skill. It has a range of Short.

Wands

Arguably, the wand is the most defining piece of character gear for the setting of *Harry Potter*. Most every witch or wizard in the magical world wields a wand; and although it is possible to weave a spell without a wand, it is exceptionally difficult. As such, even magical authorities in the wizarding world consider wand confiscation or destruction enough of a hindrance to prevent a disgraced witch or wizard from performing magic at all.

The storied history of wandlore is long and involved. But simply, a wand is a specially constructed implement that allows a witch or wizard to focus their magical power.

New Weapons List for the Harry Potter Setting

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Beater's Bat	Melee	+2	4	Engaged	2	100	2	Disorient 3
Dagger	Melee	+1	2	Engaged	1	150	3	Vicious 1

WAND OWNERSHIP

It is said that the wand chooses the wielder; and whether the game master wishes to handle this narratively or actively is up to them. While it is recommended that the game master allow the player to determine their own wand wood and core, it may make narrative sense for this choice to be “assigned” or random at character creation.

Wands are noted for bonding with their owners strongly, refusing to perform as well for anyone but their bonded owner; though ownership can be “won” from a prior owner, depending on the wand.

A magical character without a wand should be the exception, rather than the rule, as such a character will be at a serious disadvantage – though wands can be confiscated or broken at times when the character has violated magical laws.

Even for normal wand-wielders, rules apply. Doing magic outside of school is forbidden for students at Hogwarts; and students at Ilvermorny must leave their wands at school when they are not there. MACUSA’s restrictive laws also require adult wizards to obtain and regularly renew a wand permit to own and carry a wand in America.

Every wand contains a core usually taken from a magical creature or plant, which is set into wood of varied types. The combinations of wand wood and wand core are numerous, and known to favor and eschew very specific magical capabilities, and even personality traits and moral standards. In game terms, each wand has a wood and a core, both adding an attribute to the wand, which the wielder can leverage when casting spells or performing other skill checks or activities.

Aside from the attribute they provide to a wand, wand woods vary in cost, price, and base damage for a magical attack. During character creation, the player should select a wand wood attribute and wand core attribute to comprise their first bonded wand. If a wand is lost or broken, a new wand can be purchased from an appropriate wand maker or magical institution (the cost of wand cores rarely vary, and are included in the listed price of the wand wood - regardless of the core).

Wand Woods

WOOD	DAM	ENCUM	PRICE	RARITY
Adventurous	+3	0	300	3
Dark	+2	0	350	5
Defensive	+2	0	400	6
Focused	+2	0	300	4
Independent	+3	0	350	4
Motivating	+2	0	300	4
Social	+2	0	500	6
Supportive	+1	0	400	5

Wand Wood Attributes

Adventurous

Adventurous wand woods represent a class of wands that cleave to wielders who are risk-takers. Whether they have an affinity for the natural world, exploration, or dangerous tasks; such wielders are typically firm in their actions, somewhat fearless, and experience wonder with new things.

Effect: When the wand bonds with a wielder, the wielder selects one of these skills: Athletics, Flying, Perception, Resilience, or Survival. Once per encounter, this wand grants the wielder ■ to a skill check of their chosen skill. Once chosen, this skill cannot be changed until the wand bonds with a new wielder.

Common Woods: Chestnut, Dogwood, English Oak, Maple, Spruce, Sycamore, Vine.

Dark

Dark wand woods are not evil. Despite their affinity for curses and dark magic, you will find such wands in equal use among both Aurors and Death Eaters. These wands find wielders among those who walk darker paths, whether they explore them - or defend against them.

Effect: Once per session, this wand grants the wielder ■ to one Jinxes & Hexes skill check they make.

Common Woods: Blackthorn, Cypress, Hawthorn, Walnut, Yew.

Defensive

Defensive wand woods are uncommon, but are often found in the hands of Aurors, as they have an affinity for defensive spells. These wand wielders often find themselves in dangerous situations or charged with protecting others.

Effect: Once per session, this wand grants the wielder ■ to any Counter-Spelling skill checks they make.

Common Woods: Blackthorn, Holly, Red Oak, Rowan.

Focused

Focused wand woods have an affinity for flashy, striking, and powerful magic; and they are often found among noted duelists. Certain woods of the Focused type are noted for their abundant usefulness in Charms – while others for their assistance in Transfiguration spells.

Effect: When the wand bonds with a wielder, the wielder selects either Charms or Transfiguration. Once per session, this wand grants the wielder ■ to the chosen skill. Once chosen, this skill cannot be changed until the wand bonds with a new wielder.

Common Woods: Aspen, Beech, Cherry, Ebony, Elm, Mahogany.

Independent

The Independent wand woods share fierce loyalty and devotion to their wielder. Once bonded with a wielder, they will often fail to perform for others who pick them up.

Effect: This wand imposes +■■ on any Magic Skill checks made with it, unless the wielder is bonded to the wand (this is in addition to the normal +■ penalty).

Common Woods: Acacia, Ash, Hornbeam, Pine, Larch.

Motivating

Motivating wand woods are highly tuned goals of their wielders. They seek to advance their wielders' greatest desires and can perform spectacular feats of magic when their wielder calls upon their strongest personality traits.

Effect: Once per session, this wand grants the wielder ■ to any one skill check they make, so long as the check furthers the wielder's Desire or Strength (at your GM's discretion).

Common Woods: Apple, Black Walnut, Fir, Laurel, Poplar, Redwood.

Social

Social wand woods are beautiful and very emotional, constantly responding to their wielder's state of mind. They are noted for bonding with wielders who are friendly and outgoing, or warm-hearted and generous; witches and wizards typically well-liked by their peers.

Effect: When the wand bonds with a wielder, the wielder selects one of these skills: Deception, Leadership, Negotiation, or Persuasion. Once per encounter, this wand grants the wielder ■ to a skill check of their chosen skill. Once chosen, this skill cannot be changed until the wand bonds with a new wielder.

Common Woods: Alder, Cedar, Hazel, Pear, Reed, Silver Lime.

Supportive

The few Supportive wand woods are frequently found in the hands of those with a passion for Healing magic, but also those with internal conflict or hidden insecurities. Sometimes quite dualistic, these wands always seek to help.

Effect: Once per session, this wand grants the wielder ■ to any one Healing skill check they make.

Common Woods: Hawthorn, Rosewood, Willow.

Wand Core Attributes

Pliant

Known for their consistent magic, Pliant cores are noted to be highly reliable and forgiving to their wielder, reducing the side-effects of difficult spells. It has also been said that Pliant cores bond very strongly to their first wielder.

Effect: Once per session, the wielder may remove ⚡⚡ from the results of a single Magic Skill check they have made.

Common Cores: Unicorn Tail Hair, Bone, Coral, Dittany Stalk, Kneazle Whisker, Rougarou Hair.

Springy

Springy cores are known to be extremely powerful (sometimes dangerously so) in inexperienced hands, and are often very accident-prone. It has been said that they bond easily with new wielders.

Effect: Once per session, the wielder may turn ✖✖ into ⚡⚡ on the results of a single Magic Skill check they have made.

Common Cores: Dragon Heartstring, Kelpie Hair, Snallygaster Heartstring, Thestral Tail Feather, Troll Whisker, Wampus Cat Hair, White River Monster Spine.

Unyielding

Though often said to be temperamental (and perhaps unforgiving), Unyielding cores are known for their extremely strong versatility. It has been said that they are rare cores, due to their extreme selectivity in wielders.

Effect: Once per session, the wielder may turn ⚡⚡ into ⚡⚡ on the results of a single Magic Skill check they have made.

Common Cores: Phoenix Feather, Basilisk Horn, Horned Serpent Horn, Jackalope Antler, Thunderbird Tail Feather, Veela Hair.

New Armor List for the Harry Potter Setting

TYPE	DEFENSE	SOAK	ENCUMBRANCE	PRICE	RARITY
Protective Amulet	1	+0	0	400	4
Quidditch Pads	0	+2	2	150	3
Wizarding Robes	0	+1	1	50	2

Armor

As the setting of *Harry Potter* is an unusual mixture of fantasy and modern themes, those few characters who wear what would commonly be considered “armor” should defer to the fantasy-setting armors located in the *Genesys Core Rulebook*. However, you are highly unlikely to find a character running around the wizarding world in chainmail or boiled leather. The clothing aesthetic of *Harry Potter* is decidedly modern, with a few elements of fantasy clothing thrown in; such as wizarding robes and hats, or highly unusual fabrics and patterns that would make a muggle or no-maj puzzled if they saw them out in the world.

Game masters should feel free to make fantasy-setting armors available to characters, but their rarity should be heavily increased from that shown in the *Genesys Core Rulebook*. However, there are some easily found protective pieces of raiment that are common in the wizarding world, and game masters should freely make

available the setting-based armor options presented here.

Protective Amulet

Fairly common in the magical world, amulets of protection have been in use for centuries. Varying widely in design and size, protective amulets can appear as necklaces, medallions, and chokers - or even modern-looking neckties, scarves, or ascots. Regardless of their appearance, each has been enchanted to repel any attacks on their wearer.

Quidditch Pads

The game of quidditch is a rough sport. Standard play mandates protective gear for each player, specially designed and magically reinforced to help safeguard players from falls or well-beaten bludgers. Though some players may have specialized gear, depending on their positions, the standard set of regulation quidditch pads includes a helmet, gloves, goggles, shin, knee, and arm guards.



Wizarding Robes

These long robes are thick, hooded, and magically reinforced to provide for the safety of the wearer. As standard part of most magical school uniforms, students will commonly wear robes emblazoned with their house crests or colors. Adult witches and wizards who are professors, official functionaries, or high-ranking members of the magical community can also frequently be seen wearing wizarding robes – some quite garish or personalized. Optionally, wizarding robes can include a hat.

Gear

Much of the gear found in the fantasy and modern-setting in the *Genesys Core Rulebook* can be brought into the *Harry Potter* setting. However, the game master should generally disallow technology or “modern medical” items, to ensure the setting is true to its tropes. Additionally, there is some setting-specific gear presented here that is commonly available to denizens of the wizarding world.

JOKE EQUIPMENT

Some of the more memorable pieces of equipment in the setting of *Harry Potter* are the varied gag products offered by suppliers such as *Zonko’s Joke Shop* and *Weasley’s Wizard Wheezes*, which are enjoyed by children, students, and light-hearted adults around the wizarding world. These products are generally produced for mischief, though the clever may discern some more practical uses.

Extendable ears, dungbombs, nose-biting teacups, instant darkness powder, decoy detonators, and varied sweets and sundries that have “unfortunate side effects”; all can add fun and memorable moments to your games, but are far too numerous to stat out.

Game masters are encouraged to create such items for their games, if they wish. Single use items typically replicate the effect of an Easy (◆) Jinx or Hex, while more permanent joke items can provide their users limited “extension” of their senses similar to an Easy (◆) Charm or Transfiguration effect.

New Equipment List for the Harry Potter Setting

ITEM	ENCUM	PRICE	RARITY
Dress Robes	1	200	3
Familiar Animal	1	100	2
Magical Library	*	**	8
Magical Textbooks	1	100	3
Potions Kit	2	100	3
Potions Lab	*	10,000	6
School Supplies Kit	3	200	3

*These items are so large that they cannot be carried.

**Magical libraries are priceless, requiring lifetimes to collect, curate, and index.

Dress Robes

Formal and special occasions occur within the wizarding world, and most witches and wizards know to dress appropriately. For wizards, dress robes are typically pressed well and made of dark and luxurious fabric, with a white shirt and cummerbund (similar to the muggle tuxedo). Modern witches’ dress robes have evolved to include formal gowns. Usually only worn for formal events, a character wearing dress robes gains a ■ on social skill checks when in the appropriate environment.

Familiar Animal

Familiar animals are small animals that serve as pets or companions to witches and wizards. Those with the skills may even manifest an enchanted bond with their beloved pet, or use their animal (safely) to assist with magical study and research. Others simply enjoy the companionship and consistency their pets provide. Familiar animals are common creatures (not magical beasts) that are no bigger than a barn owl or large cat (owls, toads, cats, rats, and snakes are very common).

Magical Library

Usually only found in magical schools or major institutions, a magical library is a rare and valuable location. Filled with copious tomes on every magical subject imaginable there is more forgotten lore in a magical library that a witch or wizard could likely ever read. A character with access to a magical library is considered as having the right tools for the job, and gains a ■ on any Knowledge checks made to perform research.

Magical Textbooks

Students learning the art and history of magic, or other academic pursuits, will typically need textbooks; and most adult witches and wizards still have their old school textbooks stowed away, for reference. Though not as comprehensive as a true magical library, a set of magical textbooks does count as having the right tools for the job when researching any topic with a Knowledge skill check (meaning the character will not suffer any ■ due to the lack of appropriate tools or equipment).

Potions Kit

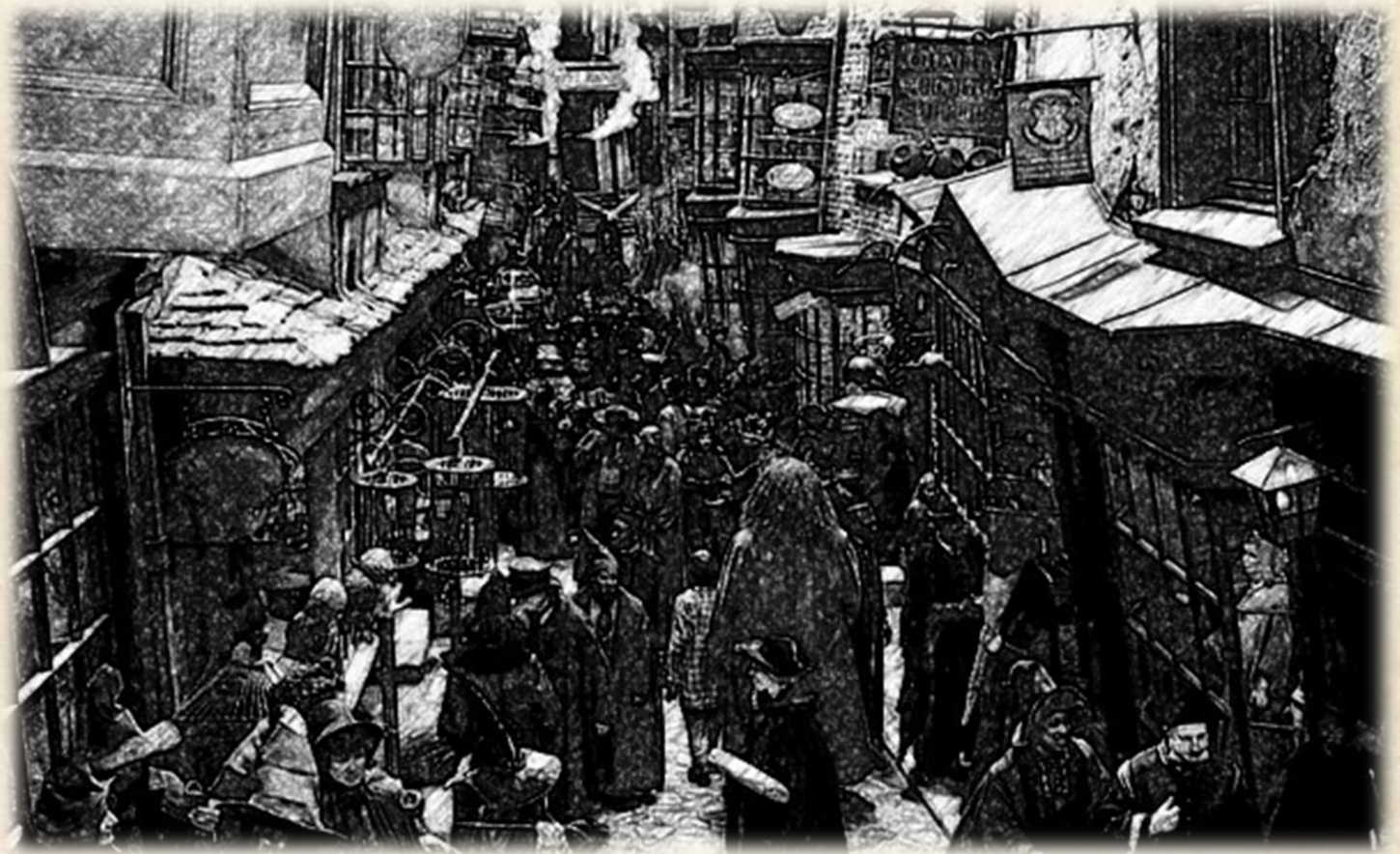
The brewing of powerful potions requires the right tools to do so. The potions kit is designed for students or amateurs, and includes basic implements such as a cauldron, scales, mortar & pestle, various phials, protective gloves, and a sampling of inexpensive and common potion ingredients. A potions kit counts as having the right tools for the job when brewing a potion (meaning the character will not suffer any ■ due to the lack of appropriate tools or equipment).

Potions Lab

For potion masters, a proper potions lab is a must. Usually filling one or more large rooms, a potions lab contains numerous cauldrons and brewing stations, with room for multiple witches and wizards to work at once, esoteric equipment, a comprehensive reference library of potion recipes, and scores of gathered ingredients – some rare and unusual. Potions labs are usually only found in schools, institutions, or the homes of potion masters. A character with access to a potions lab is considered as having the right tools for the job, and gains a ■ on any checks made to craft potions.

School Supplies Kit

For students eager to quickly get what they need for their term, many magical suppliers have taken to assembling school supply kits for the ease of their customers, and at a reduced price. School supply kits include a potions kit, magical textbooks, a set of wizarding robes, and a travel trunk.



SETTING-SPECIFIC VEHICLES

The following chapter presents the manned “vehicles” and modes of vehicular transport commonly found in the *Harry Potter* setting. While this list is far from complete, it does advise many common and well known modes of personal transport for witches and wizards.

“Vehicles”

The term “vehicle” is a generic term utilized here, but is a bit of a misnomer in the setting of *Harry Potter*, as the most common “vehicle” for a witch or wizard to use is a broomstick. Nonetheless, the rules outlined in the *Genesys Core Rulebook* for Vehicles still function normally, even for brooms and flying carpets; though you will find that some of the Vehicle rules simply don’t apply, as the vehicles in this setting rarely meet the silhouette or speed requirements.

In addition to broomsticks, enterprising witches and wizards have developed similar means of personal transport that are present throughout the wizarding world, from magical cars and motorcycles to flying carpets. But what you will not find here are vehicles that are beyond personal scale. The reason for this is that the *Harry Potter* setting has a decidedly personal-scale feel – and even epic encounters always involve smaller, personal-scale vehicles; not magical sailing ships or triple-decker buses. For this same reason, vehicle-mounted weapons should be virtually absent from this setting

Broomsticks

Used exclusively by witches and wizards for transport since the middle-ages, the modern era has seen broomsticks move into major magical manufacture, boosted by the extreme popularity of sports such as quidditch, quodpot, and old-fashioned broom racing. Sporting aside, broomsticks are a reliable and common form of personal transport for witches and wizards. Not only are they simply fun, but are sometimes the only option available when one is unable to use magic to *directly* transport themselves somewhere.

There are several world-renowned manufacturers who craft various models of broomstick, from simple, cheap, and sturdy to luxurious, blindingly fast, and lavishly expensive. Broomsticks may seem slight, but they are

SYSTEM STRAIN AND MAGIC

While the concept of Hull Trauma is sensible for flying motorcycles and broomsticks, some game masters and players may struggle with how to apply the concept of System Strain.

In the setting of *Harry Potter*, game masters are encouraged to utilize System Strain to represent the fundamental magical architecture and underpinning “energy” infused into the device. That magical energy can be damaged or degraded.

For example, a magical broomstick with no Hull Trauma but enough System Strain to pass its threshold isn’t “broken” as a broom – it can still sweep the floor – but it’s not flying anyone anywhere without some serious charmwork repair.

magically created and reinforced to withstand the rigors of intense flight and rough Quidditch play (meaning they are tougher than they look). The broomsticks presented here provide some common options available to students and adult witches and wizards.

Cleansweep Eleven

When it was introduced in 1995, the Cleansweep Eleven was the Cleansweep Broom Company's best model ever produced – and a high-end choice for the average consumer, without being exclusive to the wealthy (or pro-quidditch players). Made of Spanish oak, with an anti-jinx varnish and built-in vibration control feature, it was faster than most other broomsticks in its price range.

Cleansweep Eleven

1	3	+1	DEFENSE 0	ARMOR 1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 4	SS THRESHOLD 4

Control Skill: Flying.

Complement: 1 flyer.

Passenger Capacity: 0.

Consumables: None.

Encumbrance Capacity: 5.

Price/Rarity: 1500/4.

Weapons: None.

QUIDDITCH

The game of quidditch is the most popular and well-known sport in the wizarding world, equivalent to the muggle passion for football. Teams of seven broomstick-riding players compete on the pitch to score points and catch the golden snitch (which earns a tremendous amount of points and ends the game). Quidditch is staple of the *Harry Potter* setting, and many players and GMs will want to represent it in their games.

Though play groups may accomplish this through various means, we recommend using a series of competitive checks, as outlined in the *Genesys Core Rulebook*. The GM can establish a base difficulty of the opposing team for several core skills used in a quidditch match. Obvious opposing skills include Flying, Athletics, Coordination, Resilience, Vigilance – and even Melee and Ranged (for tossing quaffles and beating bludgers).

For example, the opposing team's Flying skill might be , leading to an opposed difficulty of . Athletics might be , Ranged might be , etc. Weather and environmental conditions should also add one or more to checks, as appropriate.

Each round, the GM can call for specific checks from player characters (perhaps even based on their position on the team: chaser, beater, seeker, or keeper) or the let the characters suggest checks. Each check represents minutes of game-time on the pitch, and the GM can tally the total uncanceled and generated on each check. When 15 total accumulated have been earned, the game ends with a player character victory! But if 15 are accumulated first, the game ends with a loss.

and can be spent as in any structured encounter, providing or on future checks, or other narrative effects; while or can be spent similarly – or representing a major scoring boost (such as the addition of an extra 5 or to the accumulated totals).

The Comet Trading company has been manufacturing broomsticks since 1929, and have always been the reliable choice for the cost-conscious buyer (though perhaps not for the most “discerning” buyer). The Comet 290 launched in 1993, and is still regarded as an economical choice, without being cheaply made. Many students of modest means enjoy the flexibility of a Comet broomstick.

Comet 290

1	2	+1	DEFENSE 0	ARMOR 1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 3	SS THRESHOLD 4

Control Skill: Flying.

Complement: 1 flyer.

Passenger Capacity: 0.

Consumables: None.

Encumbrance Capacity: 5.

Price/Rarity: 500/3.

Weapons: None.

Fambus Station Wagon

The unusual Fambus Station Wagon was introduced by Nimbus in 1996 as a "family broom", after decades of frustration over the Ministry of Magic's outlawing of flying carpets. With an extra-long broomstick capable of seating an entire family of six, it was available in five different colors, and was marketed as the perfect broom for a family get away day. It offers several notch points and hooks for picnic baskets and baggage, and is still in modest production.

Fambus Station Wagon

2	2	-2	DEFENSE 0	ARMOR 1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 6	SS THRESHOLD 6

Control Skill: Flying.

Complement: 1 flyer.

Passenger Capacity: 5.

Consumables: None.

Encumbrance Capacity: 20.

Price/Rarity: 1000/4.

Weapons: None.



Firebolt

A world-class broomstick introduced in 1993 and designed by Randolph Spudmore (the son of the infamous Abel Spudmore, designer of the quirky Tinderblast), the Firebolt was the fastest broom in the world at the time of its production, used by several national Quidditch Teams. Due to its patented Goblin ironwork, and the Goblin tendency for strikes and walkouts at the slightest provocation, the Firebolt continues to be made in relatively small quantities.

Firebolt					
1	4	+2	DEFENSE	ARMOR	
SILHOUETTE	MAX SPEED	HANDLING	0	1	
			HT THRESHOLD	SS THRESHOLD	
			3	5	

Control Skill: Flying.
Complement: 1 flyer.
Passenger Capacity: 0.
Consumables: None.
Encumbrance Capacity: 5.
Price/Rarity: 4500/7.
Weapons: None.

Nimbus 1700

The Nimbus Racing Broom Company has been considered by many to be the leader in broomstick manufacture since the release of the Nimbus 1000 in 1967. The Nimbus 1700, released in the early 1980s, was the company's standard for nearly a decade, before being eclipsed by the Nimbus 2000. But the 1700 remains in the hands of many Quidditch players as a solid and extremely fast broom.

Nimbus 1700					
1	4	+2	DEFENSE	ARMOR	
SILHOUETTE	MAX SPEED	HANDLING	0	1	
			HT THRESHOLD	SS THRESHOLD	
			4	4	

Control Skill: Flying.
Complement: 1 flyer.
Passenger Capacity: 0.
Consumables: None.
Encumbrance Capacity: 5.
Price/Rarity: 3500/5.
Weapons: None.

Nimbus 2000

A real eye-catcher crafted of beautiful mahogany, at the time of its release in 1991, the Nimbus 2000 was the fastest broomstick in production. Pricy, but considered well-worth it, the Nimbus 2000 is a premier racing broom often used by Seekers who need an extra kick.

Nimbus 2000					
1	4	+3	DEFENSE	ARMOR	
SILHOUETTE	MAX SPEED	HANDLING	0	1	
			HT THRESHOLD	SS THRESHOLD	
			4	4	

Control Skill: Flying.
Complement: 1 flyer.
Passenger Capacity: 0.
Consumables: None.
Encumbrance Capacity: 5.
Price/Rarity: 5000/5.
Weapons: None.

Shooting Star

At the time of its release in 1955, the Shooting Star was the cheapest broom on the market, and did well for its manufacturer, Universal Brooms Ltd. But after initial popularity, it was found to lose height and speed as it aged. Considering Universal's method of continually producing the same model year after year - it became impossible to tell if you were buying a new, decent broom, or an aged dud. The company eventually went under in 1978, but many cost-concerned witches and wizards still possess a Shooting Star. Hogwarts School of Witchcraft and Wizardry maintains a large supply of them for flying lessons - much to students' complaints.

Shooting Star			DEFENSE	ARMOR
1	2	-1	0	1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
Control Skill: Flying. Complement: 1 flyer. Passenger Capacity: 0. Consumables: None. Encumbrance Capacity: 5. Price/Rarity: 200/3. Weapons: None.			3	3

Thunderbolt VII

This newer broom was introduced by Thunderbolt in 2014 as an economical but still quite fast racing broom. Notably, it was flown by the Nigerian National Quidditch Team in the 2014 Quidditch World Cup; but when the Nigerian Seeker's Thunderbolt VII was hit by a bludger and its tail smashed clean off, it led to an inquiry of the stability of Thunderbolt's latest creation.

Thunderbolt VII			DEFENSE	ARMOR
1	3	+2	0	0
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
Control Skill: Flying. Complement: 1 flyer. Passenger Capacity: 0. Consumables: None. Encumbrance Capacity: 5. Price/Rarity: 2000/4. Weapons: None.			2	3

Tinderblast

The first broomstick produced by Ellerby and Spudmore in 1940, the Tinderblast was noted as being much slower than its competitors - but remarkably resilient. Though it hasn't been produced in decades, some witches and wizards still cling to their old Tinderblasts due to their highly abnormal durability. Tinderblasts have survived falls and accidents that would shatter expensive broomsticks.

Tinderblast			DEFENSE	ARMOR
1	2	+0	0	2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
Control Skill: Flying. Complement: 1 flyer. Passenger Capacity: 0. Consumables: None. Encumbrance Capacity: 5. Price/Rarity: 600/6. Weapons: None.			5	5

Twigger 90

Flyte and Barker formed with the intent to replace Nimbus as the market leader, which led to the release of the Twigger 90 in 1990. It was expensive and fast, but was also noted to have a tendency to warp at high speeds. It included several new gimmicks, including an inbuilt Warning Whistle and Self-Straightening Brush. It gained a reputation for being flown by those with more money than sense.

Twigger 90			DEFENSE	ARMOR
1	3	+2	0	1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
Control Skill: Flying. Complement: 1 flyer. Passenger Capacity: 0. Consumables: None. Encumbrance Capacity: 5. Price/Rarity: 3000/5. Weapons: None.			3	3

Other Flying Vehicles

While broomsticks remain the most common mode of magical flight, there are other interesting vehicles in the wizarding world.

Flying Carpet

The flying carpet (also known as a magic carpet) is more popularly used than a broomstick in some nations of the wizarding world; particularly in Asia and the Middle East. The Ministry of Magic in Great Britain has unfortunately put a ban on all flying carpets because they are classified as Muggle Artefacts by the Registry of Proscribed Charmable Objects. It is therefore now against wizarding law to charm carpets or fly them, although they are still legal outside of Great Britain. The obvious advantage of the carpet over a broomstick is that they can seat several people, and are no doubt more comfortable to ride.

Flying Motorbike

A muggle motorbike with attached sidecar, flying motorbikes are not manufactured, but are the crafted transport of very dedicated (and quirky) witches and wizards, making them exceptionally rare. Typically flown by iconoclasts, flying motorbikes are loud, prominent, and able to keep pace with an average broomstick; while having the advantage of better durability and passenger capacity – not to mention the ability to drive normally on muggle roads without raising suspicion.

The most famous flying motorbike was originally crafted by Sirius Black and James Potter. It later passed to their friend, Rubeus Hagrid, following James' death and Sirius' wrongful imprisonment. But the fad for flying motorbikes had begun, and they are seeing more use in the wizarding world, particularly among young and rebellious wizards.

Flying Carpet

2	2	+1	DEFENSE 0	ARMOR 0
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 4	SS THRESHOLD 5

Control Skill: Flying.

Complement: 1 flyer.

Passenger Capacity: 3 (sitting very close and very carefully).

Consumables: None.

Encumbrance Capacity: 10.

Price/Rarity: 1000/8. (This rarity is heavily reduced outside of Great Britain and America.)

Weapons: None.

Flying Motorbike

2	2	+0	DEFENSE 0	ARMOR 1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 6	SS THRESHOLD 3

Control Skill: Flying.

Complement: 1 flyer.

Passenger Capacity: 1.

Consumables: None.

Encumbrance Capacity: 15.

Price/Rarity: 3500/8.

Weapons: None.



MAGIC

Magic is the most fundamental aspect of the *Harry Potter* setting. The rules for magic found in the *Genesys Core Rulebook* form the foundation for the magic rules in this setting, with a few minor adjustments. The following chapter presents the deviations and updates to the magic rules to with the new skills of the *Harry Potter* setting, and the various tropes of the wizarding world. Unless noted otherwise, here, magic functions as outlined in the *Genesys Core Rulebook*.

Magic Skills and Spells

As covered in the Setting-Specific Skills chapter of this supplement (pg. 14), the magic skills found in the *Genesys Core Rulebook* have been replaced by six new Magic Skills unique to the world of *Harry Potter* – each representing a broad “school” of magical spells.

The wizarding world is filled with thousands of unique spells that are learned by characters individually. But in game terms, this is narrative exercise, and training in the six Magic Skills represents learning scores of unique spells of that type. To maintain the narrative and player-driven creativity of magic in the *Genesys* system, characters don’t have a “spell list”. Rather, they narratively define a spell “as they go”, treating it as a previously learned and practiced spell. (Though there

WANDS

In most cases, a wand is required to perform magic. Though it is *possible* to overcome the penalties of wandless spellcasting, such a feat is usually only attempted by the most powerful of spellcasters; and in the books and films, we only see it done with what would be (in game terms) simple (-) magical effects, such as lighting a candle or stirring a spoon.

Most of the time, wandless casting should be disallowed by the GM, unless it fits the needs of the story, or is noted in *Harry Potter* lore for a particular magic effect. A notable example of this is Divination, which is often practiced without a wand. But even in such cases, the spellcaster almost always makes use of another implement (such as a crystal ball, tarot cards, or a tea cup).

Penalties When Casting Spells

CONDITON	PENALTY
The character is over-encumbered, or wearing something heavy, or restrictive (such as +2 Soak armor).	+■
The character is casting with a wand that is not bonded to them.	+■
The character is gagged, silenced, unable, or unwilling to speak.	+■
The character is casting with a damaged wand.	*Various +■ (depending on how many steps the wand is damaged).
The character is casting without the use of a wand in a free hand.	+■■■■
The character is in circumstances that interfere with their ability to concentrate, such as trying to cast while swimming, hanging from a rope, or being buffeted by environmental effects.	Upgrade the difficulty once (or more at your GM’s discretion).

are a few exceptions to this, in terms of very powerful, iconic spells that exist in this setting as Talents.)

Increasing a spell’s difficulty by tacking on Additional Effects prior to casting can represent a more powerful version of a simple spell, or a wholly new and different spell. It’s all narrative. A basic attack spell might produce a bolt of lightning energy from your wand targeted at one foe; but adding the Blast effect to the same spell might narratively represent a giant snake made of fire erupting to engulf a room. Both are the same spell in *game* terms; but can be completely different spells in *narrative* terms.

Mechanically, what matters is that the core spell types (Attack, Augment, Barrier, etc.) of *Genesys* remain, and the new Magic Skills in the *Harry Potter* setting are used to cast these spells. How they are described is up to the player and game master. In fact, much is incumbent on the player and game master to provide description to these spells and bring them from a generic mechanic into a unique spell of the *Harry Potter* world. For example, when facing a locked door, instead of saying “I cast a Utility spell using Charms,” the player might say, “Good thing I know the unlocking Charm! ALOHAMORA!!”

Spellcasters

Unlike what is called out in the *Genesys Core Rulebook*, a spellcaster in the *Harry Potter* setting does not need to have any ranks in a Magic Skill. (In fact, untrained children often manifest magical effects accidentally.) Spellcasters in this setting are those with Magical Ability as a part of their Archetype. The eight Archetypes presented in this supplement all gain Magical Ability.

A spellcaster can always attempt a Magic Skill, even if they have no ranks in it – they simply use the appropriate characteristic and zero skill rank to create their dice pool. However, varied conditions make spellcasting harder, as noted in the table on the previous page (which modifies and expands on the penalties detailed in the *Genesys Core Rulebook*). These penalties are cumulative, and it's possible that multiple penalties could apply in given scenarios.

Using Magic in Narrative Encounters

The rules and advice presented in the *Genesys Core Rulebook* still apply, but due to the High Magic trope of this setting, the cost of 2 Strain to cast a spell should only be enforced during structured encounters. Characters

who are casting spells through roleplaying scenes, or when not under duress, shouldn't be penalized with the Strain cost of spellcasting.

However, magic can be very taxing – and the game master should incur the 2 Strain penalty when appropriate (in a structured encounter or a highly stressful situation). This also means that Strain management in the *Harry Potter* setting is more important than in other settings. The game master should reinforce that before the game even begins, and stress the importance of Strain recovery through talents or generated Δ . (Spellcasters in this setting have very strong choices to make about spending Δ .)

Types of Spells

The eight types of spell presented in the *Genesys Core Rulebook* remain in this setting, but each spell type's usage and effect has been slightly adjusted to mesh with the setting-specific skills and notably available magical effects of the *Harry Potter* world. This section of the chapter outlines changes to the "Types of Spells" and "Magic in Structured Encounters" sections of the *Genesys Core Rulebook*.



Attack

Concentration: No

Skills: Charms

Attack spells are varied, but include any kind of spell that directly or indirectly deals damage (Wounds or Strain) to an enemy. Bolts of lightning or fireballs thrown from a wand, blasts of magical force, or knocking foes about the battlefield – all are attack spells, and all have one goal: dealing damage. Magical attacks are considered ranged combat attacks, and have a base Crit rating of 3.

When making a magic attack, the character must select one target within Short range (but not Engaged), and the default difficulty of the check is Easy (◆). The attack deals damage equal to the Characteristic linked to the skill being used (this would typically be Presence, since Charms is used for attack spells) plus 1 damage per uncancelled ✨. Wands also provide additional damage bonuses.

Before making a magic attack check, choose any number of additional effects listed in the Magic Attack Additional Effects table, presented in this chapter. These effects increase the difficulty of, and are added to the attack.

Augment

Concentration: Yes

Skills: Charms, Transfiguration

Augment spells magically enhance characters or objects, using Charm or a Transfiguration – but the skill will obviously determine the narrative effect and result. Charms can grant a character enhanced strength or speed, even turn them invisible – but the character or object remains “what is it”, just with new qualities. Transfiguration augments involve physically changing what the target is, such as granting a character the ability to breath underwater by *literally giving them the head of a shark*, or strengthening a door by turning it to stone.

Magic Attack Additional Effects

EFFECTS	DIFFICULTY MOD
Blast: The attack gains the Blast quality with a rating equal to your character’s ranks in Charms.	+◆
Close Combat: May select a target engaged with the character.	+◆
Deadly: The attack reduces it’s Critical rating by 1 (to a minimum of 2) and also gains the Vicious quality with a rating equal to your character’s ranks in Charms.	+◆
Fire: The attack gains the Burn quality with a rating equal to your character’s ranks in Charms.	+◆
Ice: The attack gains the Ensnare quality with a rating equal to your character’s ranks in Charms.	+◆
Impact: The attack gains the Knockdown quality. It also gains the Disorient quality with a rating equal to your character’s ranks in Charms.	+◆
Lightning: The attack gains the Stun quality with a rating equal to your character’s ranks in Charms. The attack also gains the Auto-fire quality (you must still increase the difficulty by 1 to use the Auto-fire quality, as normal).	+◆
Manipulative: If the attack hits, you may spend AA to move the target up to one range band in any direction.	+◆
Non-Lethal: The attack gains the Stun Damage quality.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Destructive: The attack gains the Sunder quality. The attack also gains the Sunder quality with a rating equal to your character’s ranks in Charms.	+◆◆
Empowered: The attack deals damage equal to twice the Characteristic linked to the skill (instead of dealing damage equal to the Characteristic). If the attack also has the Blast quality, it affects all characters in Short range, instead of Engaged.	+◆◆

Augment Additional Effects

EFFECTS	DIFFICULTY MOD
Fury (Transfiguration Only): The target adds damage equal to the character's ranks in Transfiguration to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.	+◆
Haste: Targets affected by this spell can always perform a second maneuver during their turn without spending Strain (they may still only perform two maneuvers per turn).	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Swift: Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.	+◆
Additional Target (Charms Only): The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend △ to affect one additional target within range of the spell (and may trigger this multiple times, spending △ each time).	+◆◆
Lucky (Charms Only): Targets affected by this spell automatically add △△ to any skill check they make.	+◆◆◆

To determine the effect and difficulty of an augment spell out of a structured encounter, refer to the rules outlined below. Notice, however, that some types of augmentation aren't mentioned (such as turning a character invisible or granting them flight). For such awesome effects, the difficulty should at least be Hard (◆◆◆) or Formidable (◆◆◆◆).

In a structured encounter, Augment is used to enhance people. The character selects one target they are engaged with (which can be themselves) and makes a Charms or Transfiguration check (depending on the narrative effect they wish to achieve). The default difficulty of the check is Average (◆◆). If successful, until the end of your character's next turn, the target increases the ability of any skill check they make by one (in effect, they add ◆ to their checks). A character may not be affected by more than one Augment spell at the same time (so no stacking effects).

Before making an Augment check, choose any number of additional effects listed in the Augment Additional Effects table, presented in this chapter. These effects increase the difficulty of the check.

Barrier

Concentration: Yes

Skills: Charms, Counter-Spelling, Divination

Barrier spells are protective spells that, in structured encounters, reduce incoming damage for your character or your allies. But they have narrative applications as well, such as protecting yourself or others from adverse conditions; maybe creating a bubble for underwater travel or a shield to deflect an oncoming avalanche.

When using Barrier spells in narrative situations, first define what you want the barrier to do, then use the base difficulty for the check as outlined below and follow the additional effects rules if the character wants to affect other targets. Charms, Counter-spells, and Divinations can be used for Barrier spells, but Barriers made with the Counter-spells skill *only* provide defensive protection



Barrier Additional Effects

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Δ to affect one additional target within range of the spell (and may trigger this multiple times, spending Δ each time).	+ \blacklozenge
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ \blacklozenge
Add Defense: Each target gains Melee and Ranged Defense equal to your ranks in Divination.	+ $\blacklozenge\blacklozenge$
Empowered: The barrier reduces damage equal to the number of uncanceled \star , instead of the normal effect.	+ $\blacklozenge\blacklozenge$
React (Divination Only): If an opponent makes an attack against an affected target and generates \textcircled{A} or \textcircled{X} on the check, after the check is resolved, the target may take an immediate out-of-turn Maneuver (even if this exceeds the two-maneuver-per-turn limit).	+ $\blacklozenge\blacklozenge$
Reflect (Counter-Spelling Only): If an opponent makes a magic attack against an affected target and generates \textcircled{A} or \textcircled{X} on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+ $\blacklozenge\blacklozenge$
Repel (Charms Only): If an opponent makes an attack against an affected target and generates \textcircled{A} or \textcircled{X} on the check, after the check is resolved, they automatically disengage from the target, and may not engage them for the duration of the spell.	+ $\blacklozenge\blacklozenge$
Counter (Counter-Spelling Only): The character chooses to add + \blacklozenge to + $\blacklozenge\blacklozenge\blacklozenge\blacklozenge$ to their check. Any Jinxes & Hexes checks made against the target automatically have their difficulties upgraded a number of times equal to the \blacklozenge the character added.	+Variable

from magical attacks, effects, and spells – they have no effect against physical or natural dangers. Divinations don't create a magical field of force or other physical effect; instead, Divination spells represent momentary and advanced forewarning that allows the target to turn hits into glancing blows or misses.

In a structured encounter, the character picks one target they are engaged with (which can be themselves), then makes a Charms, Counter-Spelling, or Divination check (depending on the desired and narrated effect). The default difficulty of the check is Easy (\blacklozenge). If successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by 1, and further reduce it by 1 for every uncanceled $\star\star$ beyond the first. *(Again - if a Counter-Spelling check was made, only damage from magical attacks and effects is reduced.)*

Before making a Barrier check, choose any number of additional effects listed in the Barrier Additional Effects

table, presented in this chapter. These effects increase the difficulty of the check.

Conjure

Concentration: Yes

Skills: Transfiguration

Conjuration spells allow a character to animate objects or summon allies and create items out of thin air. Conjure's structured encounter rules provide good guidance for using Conjure in narrative encounters – but Conjure spells are intentionally loosely defined, mostly because of the sheer number of items or creatures that could be summoned or animated.

In a narrative encounter, you and the game master need to determine the size and complexity of the Conjuration, which should be a matter of common sense. Summoning a snake from the tip of your wand and having it attack an opponent in a duel seems reasonable, but summoning a

Conjure Additional Effects

EFFECTS	DIFFICULTY MOD
Additional Summon: The spell summons one additional item, weapon, or creature. In addition, after casting the spell, you may spend $\Delta\Delta$ to affect one additional item, weapon, or creature (and may trigger this multiple times, spending $\Delta\Delta$ each time).	+ \blacklozenge
Medium Summon: The character may summon a more complex item with moving parts, a two-handed melee weapon, or a rival no larger than silhouette 1.	+ \blacklozenge
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ \blacklozenge
Summon Ally: The creature the character summons is friendly to them and obeys their commands. The character may spend a maneuver to direct the creature, allowing them to determine its action and maneuver. (If the character summons multiple creatures, one maneuver can direct all creatures.)	+ $\blacklozenge\blacklozenge$
Grand Summon: The character may summon a rival no larger than silhouette 3.	+ $\blacklozenge\blacklozenge$

dragon does not. Likewise, summoning a ladder to climb a 3-meter wall is within the scope of a Conjure spell, but summoning a steel suspension bridge across a 100-meter chasm is not.

In a structured encounter, the character makes a Transfiguration check. The default difficulty of the check is Average ($\blacklozenge\blacklozenge$). If successful, the character summons a simple tool with no moving parts (such as a shovel or mallet), a one-handed melee weapon (such as a dagger or sword), or a minion no bigger than silhouette 1 (such as an animal, magical creature, or spirit). These appear engaged with the character, and remain present until the end of the character's next turn.

If the character summons a creature, it behaves in the best approximation of its natural instincts (as determined by the GM). Even animated objects behave

like creatures with a minor intelligence of their own. Such creatures are not controlled by the character, and may even be hostile to the character. In a structured encounter, a summoned creature takes its turn immediately after the character who summoned it.

Before making a Conjure check, choose any number of additional effects listed in the Conjure Additional Effects table, presented in this chapter. These effects increase the difficulty of the check.

Curse

Concentration: Yes

Skills: Jinxes & Hexes

A Curse spell type is not necessarily a "Curse" as defined in the setting of *Harry Potter*. Curse spells can be Jinxes, Hexes, or – indeed – actual Curses. In this context, a Curse spell is any sort of affliction that applies a negative effect to a character, whether it be a wasting disease, the inability to stop sneezing, petrification, or bats flying from a foe's nose. Mechanically, the effect of Curse spells is the same: giving a target a penalty to their checks or hindering them in some other measurable way, without directly dealing damage (that would be a magical Attack).

Outside of structured encounters, Curse spells can take many forms. Some could be annoying, such as sneezing uncontrollably or having a slug pop out of your mouth every few minutes; others can be downright debilitating,



Curse Additional Effects

EFFECTS	DIFFICULTY MOD
Enervate: If the target suffers Strain for any reason, they suffer 1 additional Strain.	+◆
Misfortune: After the target makes a check, you may change one ■ or ◆ to a face displaying ✕.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ▲ to affect one additional target within range of the spell (and may trigger this multiple times, spending ▲ each time).	+◆◆
Doom: After the target makes a check, you may change any one die in the pool not displaying a ⑥ or ⑩ to a different face.	+◆◆
Despair: The target's Strain and Wound Thresholds are reduced by an amount equal to the character's ranks in Jinxes & Hexes. This effect may not be combined with the additional target effect.	+◆◆◆
Paralyzed: The target is staggered for the duration of the spell. This effect may not be combined with the additional target effect.	+◆◆◆

such as being frozen like a statue for an hour or being forced to speak nothing but gibberish when you open your mouth. Mechanically, these effects can be represented by adding a ■ or two to the target's checks (for minor jinxes or hexes). Checks to inflict such minor ailments should either be opposed or Easy (◆) if the target is a minor character. However, major hexes or full-on curses are more dangerous and the difficulty of the spell should be higher; if not an opposed check, it should be at least Average (◆◆) and possibly Hard (◆◆◆). Truly terrible afflictions should be opposed by the target's Discipline or Resilience (depending on whether the effect targets the mind or body). The rules for structured encounter Curse spells can provide additional effects, and so can the *Fear* and *Sanity* rules in the *Genesys Core Rulebook*.

In a structured encounter, the character should select one target within Short range, then make a Jinxes & Hexes skill check. The default difficulty of the check is Average (◆◆). If successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, they remove one ◆ from their checks). Before making a Jinxes & Hexes check, choose any number of additional effects listed in the Curse Additional Effects table, presented in this chapter. These effects increase the difficulty of the check.

Dispelling

Concentration: No

Skills: Counter-Spelling

The ability to nullify magic is a potent ability for most witches and wizards, and a staple for Aurors and others who defend against dark magic. Dispel does not protect against magic being directed at a target (that would be Barrier spells); instead, Dispel removes an active magical effect affecting a target or an area. Typically, these would be Augment, Barrier, Conjure, or Curse spells. Forcing a summoned snake to vanish back into the ether, dismissing a plague of bats flying from a friend's nostrils, or revealing invisible text on a parchment – these dispels come in varying types: counter-curses, counter-jinxes, counter-hexes, counter-charms, and untransfigurations. Regardless, they all remove an active magical effect.

Dispelling should work the same in structured encounters and narrative encounters. The character selects one target within Short range that is under the effects of a spell, then makes a Counter-Spelling skill check. The default difficulty for the check is Hard (◆◆◆). If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected). Before making a Counter-Spelling check, you may choose any number of additional effects listed in the Dispel Additional Effects table, presented in this chapter.

Dispel Additional Effects

EFFECTS	DIFFICULTY MOD
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+◆◆

Heal

Concentration: No

Skills: Healing

At its most basic, healing magic can remove damage or Strain from a character. The most powerful Healing spells can even cure deadly diseases or regrow limbs. Mechanically, Healing spells work very much like the Medicine skill in the *Genesys Core Rulebook* (though that skill is removed from this setting, to give way to the Healing Magic Skill). Unlike Medicine, though, Healing spells can heal from afar, affect multiple targets at once, and affect a target multiple times an encounter.

For most narrative encounters, the structured encounter Healing rules work fine. But for other effects – such as a spell to double the rate of natural healing for a target, or cure a disease or affliction – the GM sets the difficulty.

As a baseline for such effects, Average (◆◆) works for any acceleration of natural healing or the curing of simple sickness or disease, while re-growing lost limbs or curing deadly illness should be Hard (◆◆◆) or even

Formidable (◆◆◆◆). Players should note that no spell can bring the dead back to life.

In structured encounters, the character selects one target they are engaged with who is not incapacitated, and make a Healing check. The default difficulty of the check is Easy (◆). With success, the target heals 1 Wound per uncanceled ✨, and 1 Strain per uncanceled ⚡. Before making a Healing check, choose any number of additional effects listed in the Heal Additional Effects table, presented in this chapter. These effects increase the difficulty of the check.

Utility

Concentration: No

Skills: Charms, Counter-Spelling, Divination, Healing, Jinxes & Hexes, Transfiguration

Utility magic covers all the things we see in the *Harry Potter* books and films that cannot be accomplished with the effects of the spell types described above. Levitating a feather (or a student), making one's voice as loud as

Heal Additional Effects

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Restoration: Select one non-magical ongoing status effect the target is suffering from. This status effect immediately ends.	+◆
Heal Critical: Select one Critical Injury the target is suffering. If the spell is successful, the Critical Injury is also healed.	+◆◆
Revive Incapacitated: The character may select targets who are incapacitated.	+◆◆

thunder, summoning a light from the tip of your wand. While these effects may well have use in structured encounters – they are mostly narrative in nature.

A check to cast a Utility spell requires a Magic Skill check of the appropriate type for the spell effect, and the difficulty can range from Easy (◆), to Formidable (◆◆◆◆◆), depending on the complexity and magnitude of the effect. Levitating a feather might be Easy (◆), while levitating a half-giant might be Hard (◆◆◆). Freezing a bucket of water into ice might be Average (◆◆), while transforming a castle wall into a pile of mud might be Daunting (◆◆◆◆◆).

It is up to the player to be creative with their Utility spells (which is half the fun of casting spells!) and narrate them appropriately. It is up to the game master to assign the relevant Magic Skill and difficulty.

Actions and Maneuvers

The magical Actions and Maneuvers detailed in the *Genesys Core Rulebook* remain largely unchanged, save for the adjustments noted here and in the “Types of Spells” section above.

Counterspell

With the updates to the Barrier spell type, this Maneuver is removed from the game for the *Harry Potter* setting. The ability for a single character to hinder multiple spellcasters with no check and a mere Maneuver doesn’t fit with the pervasiveness of spellcasting in this setting.

Magic Implements

This section of the *Genesys Core Rulebook* is removed from the game for the *Harry Potter* setting. In this setting, there is no storied usage of implements outside of wands (aside from their use as narrative tokens or implements), and wand capabilities are defined in the Setting-Specific Gear chapter of this supplement.

Potions

Magic potions are a storied and vibrant part of the *Harry Potter* setting. A well-brewed potion can replicate (or even surpass) the effects of varied spells, and make them much longer-lasting. Potions can stay stoppered for weeks or months before going bad, and can be administered easily even in trying circumstances. Potion-making can also be dangerous, if executed poorly.

This section details the basic rules for crafting potions, but the game master is encouraged to modify and expand these basic rules as they see fit.

Before we get into the mechanics of potion brewing, there are a few foundational rules the players and GM should remember:

- **Potions can only replicate Augment, Barrier, Curse, Heal, and Utility spells cast using Charms, Healing, Jinxes & Hexes, or Transfiguration skill checks. (And some effects still may not be allowed, per GM discretion.)**
- **The effects of a potion can only ever target one character (the character drinking the potion).**
- **The GM has the authority to adjust the difficulty of the potion recipe, based on the circumstances.**

Preparing the Recipe

Step one of brewing a potion is deciding what effect your potion will achieve. Your character can select any Augment, Barrier, Curse, Heal, and Utility spell cast using Charms, Healing, Jinxes & Hexes, or Transfiguration. Your character can also apply any Additional Effects to the spell (obviously, effects such as Range or Additional Target that break the rule of a potion only affecting the drinker are not allowed). The base difficulty of the spell plus any Additional Effects are added determine the difficulty of the recipe.

Common potions have common recipes that are available in text books and recipes usually included in a standard Potions Kit. Unusual or highly complex (in other words, more difficult) potion recipes may be available in a proper Potions Lab (if your character has access to one), but may also require some dedicated time and research in a library, with a professor, or even a unique adventure - as determined by your game master.

Potion Recipes

DIFFICULTY	INGREDIENTS PRICE/RARITY	TIME
◆	10/3	2 hours
◆◆	25/4	8 hours
◆◆◆	60/5	1 day (24 hours)
◆◆◆◆	200/6	1 week
◆◆◆◆◆	500/7	2 weeks

POTION BREWING TIME

The base time listed for potion recipes is *continuous* time. This means that “24 hours” means 24 actual hours of time the character needs to spend tending to their brew. Some characters might stretch this out to several hours a day over a week’s worth of time. Others might lock themselves in the Potions Lab without food, rest, or sleep for a full day, not emerging until the potion is fully complete (and they are properly exhausted).

The GM must consider how to allocate time during session for potion brewing. Generally speaking, few groups want to sit around while the GM and one player narrate the subtleties of the recipe and brew for an hour. There are a few ways the GM can handle this without slowing down play for everyone else.

Whenever the group takes “downtime” during the story, the GM can offer players interested in brewing potions a number of brewing hours appropriate to the time available. The GM can walk through each step of potion creation with each character, keeping them engaged.

Alternatively, the GM could ask the player interested in potion making to arrive early to the session (or stay a bit late) to take care of the mechanical side of brewing a potion, so that everyone else at the table doesn’t have to wait around while that player agonizes over the perfect effects to add to their recipe. The best option is one that works best for the particular group in question.

Preparing the Brew

Step two of brewing a potion is gathering the appropriate ingredients and setting up your workspace. Characters need a stable and quiet place to craft their brew, as well as the right equipment. Obtaining the right ingredients for a potion may well be harder than locating a recipe, as some ingredients are quite rare and valuable. The game master is the ultimate arbiter of whether your character has the ingredients they need for a particular brew, or if any special ingredients are needed.

Generally speaking, a character with a Potions Kit is assumed to have access to the ingredients for any potion recipe with a rarity of 3 or less, without having to track them down and purchase them. Access to a Potions Lab provides the same benefit, but for potion recipes with a rarity of 5 or less. Otherwise, the character must locate and purchase the necessary ingredients, as detailed in the Ingredients Price/Rarity section of the Potion Recipes table (pg. 46). Some potions - again, per the game master’s discretion - may require unique ingredients that cannot be purchased, and must be obtained through story means. (Polyjuice Potion is a classic example of this, as it requires a hair from the person you are transforming into.)

Making the Brew

Once your character is ready (they have a workspace, recipe, and ingredients), they make a Potions check with a difficulty equal to the difficulty of the recipe. However, your character may also elect to *upgrade* the difficulty of the recipe to increase the longevity of the potion’s effect. If the replicated spell has the capability for the spellcaster to Concentrate, then the potion’s effects typically last one hour - but this time can be extended by upgrading the recipe difficulty by 1 for each hour of added effect time. (Replicated spells such a Heal, that have “instant” effects and don’t allow for Concentration cannot benefit from this. Their effects instantly happen when the potion is drunk, and do not linger.)

Your character’s Potions check will cover the hours or days needed to fully brew the potion. Brewing time is determined by the base difficulty of the recipe, as noted in the Time section of the Potion Recipes table. (This time may be extended by the GM for powerful or unusual potions.)

With success, the potion is created, providing the effects to the character who drinks it. However, depending on the Δ , \oplus , \ominus , or \otimes generated on the successful check, unintended benefits or hindrances are included in the potions effects. The game master is free to narratively determine these benefits and hindrances; but some examples of mechanical effects are noted in the “Spending Δ , \oplus , \ominus , and \otimes on Potions” table on pg. 49 (though this is by no means a complete list). When it comes to \ominus and \otimes results, the GM may well hold off on revealing the side-effects until the potion is taken!



Potion Brewing Examples

To illustrate the potion-making rules, let's review some example potions and how they are made.

Example 1 – Potion of Feline Feats

Phil's character wants to make a potion that grants the enhanced reflexes of a cat. Looking at the spell types, he decides that this is an Augment spell using Charms. Additionally, he adds the Haste effect to the spell, making the base difficulty for the potion Average (◆◆). As a good potions student, Phil's character has also earned 2 hours of access to his school's Potions Lab – which is a good thing, because it means he won't have to locate and buy the Rarity 4 ingredients. As Phil's character prepares to brew, he decides that he also wants to extend the effects of the potion by an hour, upgrading the difficulty to ◆◆◆.

After a Potions check, Phil's character's uncanceled results are ✨✨▲▲. He has succeeded in crafting the potion, and has ▲▲ to improve it! Phil decides to spend the ▲▲ to increase the duration of the potion by *another* hour. Now, he has a Potion of Feline Feats. The potion increases the target's ability (adds ◆) on all checks, the target gains a free Maneuver each turn, and these effects last for *three* hours.

Example 2 – Polyjuice Potion

Ian's character wants to infiltrate a school rival's dormitories, and needs to make a potion that changes his appearance to look like another member of the rival's House. Looking at the spell types, he decides that this is a Utility spell using Transfiguration. The GM informs him that this spell is notoriously difficult, and will be a Daunting (◆◆◆◆) recipe.

To keep from being found out, he finds a broom closet to brew his potion in (using his Potions kit). He'll need to procure the Rarity 6 ingredients – AND – the GM informs him he'll need a hair from the House member he wants to emulate. Once he has these ingredients, he's ready to brew. Ian knows his character will need at least 3 hours of infiltration, so he adds 2 hours to the potion's longevity, upgrading the difficulty to ◆◆◆◆◆◆.

After a Potions check, Ian's character's uncanceled results are ✨⚡⚡. He has succeeded (barely) in crafting the potion, but it has some unintended side-effects. Ian's GM declares that there are some unknown

HEALING POTIONS

Potions that replicate Heal spells are an unusual case. As the base effect of a Heal spell varies depending on the ✨ and ▲ generated on the Healing check, the same applies to the Potions check to brew a healing potion. ✨ on the Potions check determines the Wounds the potion will heal, and ▲ determines the Strain the potion will heal. However, at the GM's discretion, a character may forego Strain healing to apply generated ▲ to additional benefits (pg. 49).

consequences. Later, when Ian’s character drinks the potion, he transforms into his rival student – but immediately suffers 1 Strain, and cannot take free maneuvers for the duration of the potion effect, as his character is struggling with the awkwardness of his “new body” and the transformation.

Example 3 – Healing Potion

Darren’s character wants to make a potion that grants healing to whoever drinks it. He decides that this is a Heal spell. He adds no additional effects, as the base difficulty of Easy (◆) gives him a chance for more ✨ (a

potion with a stronger healing effect). His Potions Kit gives him access to the needed Rarity 3 ingredients – so he starts his brew.

After 2 hours and a Potions check, his uncanceled results are ✨✨✨△△. He has succeeded in crafting the potion, which will heal 4 Wounds on the target who drinks it. He could also spend the △△ to have the potion also heal 2 Strain, but instead (after confirming with his GM) decides to have the potion upgrade the target’s first check after they drink it. He names his new potion the “Peppy Pick Me Up!”

Spending △, ✨, ⚙, and ⊗ on Potions

SYMBOLS	EFFECT
△ or ✨	<ul style="list-style-type: none"> The target gains ■ on the first check they make after drinking the potion. The target immediately heals 1 Strain after drinking the potion.
△△ or ✨	<ul style="list-style-type: none"> The duration of the potion effect is increased by 1 hour. The target increases their Melee or Ranged Defense by +1 for the duration of the potion effect. The target upgrades the first check they make after drinking the potion.
△△△ or ✨	<ul style="list-style-type: none"> The target gains ■ on any skill checks they make for the duration of the potion effect. The target immediately heals all Strain damage after drinking the potion.
△△△△ or ✨	<ul style="list-style-type: none"> The target increases the ability of any skill check they make for the duration of the potion effect (in other words, they add ◆ to their checks). The target increases both their Wound and Strain Thresholds by 2 for the duration of the potion effect.
⊗ ⊗	<ul style="list-style-type: none"> The potion brew was doubly effective, and your character brewed an extra dose of the same potion for the same cost, effort, and time. Your character has learned a secret technique while brewing this potion. Any checks made to brew this particular recipe in the future reduce their difficulty by 1, to a minimum of Easy (◆)
⚙ or ⊗	<ul style="list-style-type: none"> The target suffers ■ on the first check they make after drinking the potion. The target immediately suffers 1 Strain after drinking the potion.
⚙⚙ or ⊗	<ul style="list-style-type: none"> The duration of the potion effect is decreased by half. The target upgrades the difficulty of the first check they make after drinking the potion.
⚙⚙⚙ or ⊗	<ul style="list-style-type: none"> The target suffers ■ on any skill checks they make for the duration of the potion effect. The target immediately suffers 5 Strain after drinking the potion.
⚙⚙⚙⚙ or ⊗	<ul style="list-style-type: none"> The target reduces both their Wound and Strain Thresholds by 1 for the duration of the potion effect. The target cannot take a free Maneuver on their turn for the duration of the potion effect.
⊗ ⊗	<ul style="list-style-type: none"> The target upgrades the difficulty of any skill checks they make for the duration of the potion effect. The target immediately suffers a Critical Injury after drinking the potion.

SETTING-SPECIFIC ADVERSARIES

We have included a few classic foes from the setting of *Harry Potter* to pit against the PCs in your campaign. Of course, this list is by no means comprehensive, and should be considered as a starting point. You will surely want to invent additional creatures and foes as threats for your game. Many setting-specific adversaries from other settings in the *Genesys core Rulebook* can be included by simply changing their equipment and ignoring/altering any skills or talents that don't apply.

Fantastic Beasts

Pixie (Minion)

Considered a minor, but annoying nuisance on their own, Pixies have an unfortunate habit of traveling in packs, where they can work together (usually in groups of 5 or 6) to cause real damage; breaking things, making messes, and generally causing mayhem for hapless people.



Pixie (Minion)

1	1	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 1		WOUND THRESHOLD 2		M/R DEFENSE 0/0	

Skills (group only): Athletics, Brawl, Skulduggery
Talents: None.
Abilities: Flyer (can fly).
Equipment: Bite (Brawl; Damage 1, Critical - ; Range [Engaged]).

MAGIC WIHOUT A STRAIN THRESHOLD

In the *Genesys Core Rulebook*, the adversary types of minions and rivals do not possess Strain Thresholds and – per the core rules – cannot voluntarily suffer Strain or recover it. So how can minions and rivals with Magical Ability cast spells (which have an inherent 2 Strain cost)? In the setting if *Harry Potter*, this rule needs to be relaxed for minions and rivals with Magical Ability.

If a minion or rival has the ability to cast spells, and will do so as a primary form of attack or defense, then the GM should continue to enforce the 2 Strain cost for casting in combat – but this will add Wounds to the adversary, instead of Strain.

Minions still cannot recover Strain, however, which is why they act best as magical threats in large groups. (This means minion groups with Magical Ability will have members “drop” from time to time, just from casting spells! Narratively, this represents ongoing combat fatigue and magical backlash.)

Additionally, when creating minion adversaries with Magical Ability, we recommend that you add 4 to their normal Wound Threshold. You may notice the minions with Magical Ability in this chapter have higher-than-expected Wound Thresholds! In essence, this allows a minion group to get “two spells worth” of aggressive or defensive magical actions. But in such cases, the GM should ensure that the minions are *actually* casting spells that will make use of their higher Wound Threshold.

Unlike minions, rivals with Magical Ability should not need higher Wound Thresholds. However, we recommend that the GM seriously consider relaxing the core rules and allowing rivals to “recover Strain” (in this case, Wounds) through generated Δ , especially if the rival is a “boss” or “leader” in a larger group of threats.

Centaur (Minion)

These intelligent creatures have the body of a horse and a humanoid torso, arms, and head. As a race, they are deeply ingrained in the wild and natural places of the magical world – so much so that they petitioned the Ministry of Magic to actually be classified as “magical beasts,” not wishing to be a part of the problems and politics of the sentient magical world.

Despite their isolationist attitudes, they are staunch protectors of the forest and defenders against dark creatures – and good-hearted witches and wizards will find them to be ready allies. They are well known for their skills in divination (wherein they rely on astronomy) and healing; and for responding with deadly efficiency when their homes are threatened.



Boggart (Rival)

Shape-shifting creatures that take on the form of their viewer’s worst fear, boggarts are technically classified as “non-beings” as they are not truly alive and cannot die. Though they can conceivably cause harm, it is limited, as they possess extremely muted physical and magical abilities of the forms they take – despite replicating their appearance perfectly.

Boggarts are sustained by fear, and typically prefer confined and dark spaces. The only defense against a boggart is magic (such as the Riddikulus Charm) that turns their frightening appearance into something laughable, banishing fear – which will drive the boggart away or back into hiding.



Centaur (Minion)

3	2	2	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		WOUND 7		M/R DEFENSE 0/0	

Skills (group only): Divination, Healing Ranged, Survival.

Talents: None.

Abilities: Magical Ability (this creature can make Magic Skill checks).

Equipment: Hooves (Brawl; Damage 3, Critical 5; Range [Engaged]; Disorient 1, Knockdown), Centaur’s Bow (Ranged; Damage 5, Critical 3; Range [Medium]; Pierce 1).

Boggart (Rival)

1	1	1	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE *		WOUND THRESHOLD *		M/R DEFENSE *	

Skills: Coercion 2, Stealth 2.

Talents: None.

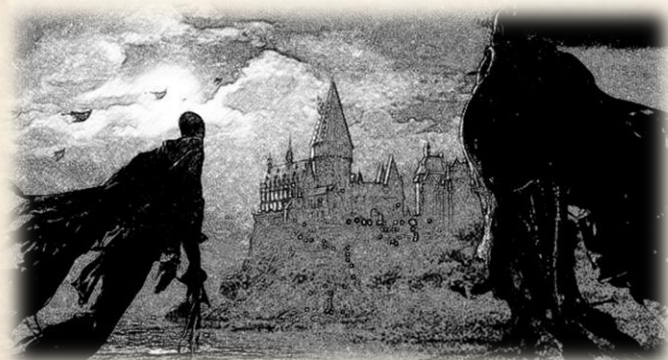
Abilities: Amortal (this creature is immune to all damage and cannot be killed), Dark Creature (this creature can be driven off by spells or magic effects designed to ward off dark beings and the dark arts, such as the Patronus Charm), Shapeshift (this creature can alter its appearance to completely resemble another character, creature, or object)

Equipment: None.

Dementor (Rival)

A wraith-like dark creature widely considered to be one of the foulest to inhabit the world, dementors feed on human happiness and generate feelings of depression and despair in any person near them. Sapping the emotion and life energy from what's around them, they even reduce the very temperature of the air that surrounds them to an icy cold.

Feared by nearly everyone in the wizarding world, dementors are often used as sentries and watchdogs by the magical authorities (they are notorious for their tenure as guards at the infamous Azkaban Prison). Their naturally terrifying nature is enhanced by the looming threat of what a dementor can do when it targets a human for too long: consume its very soul and leave nothing but a husk behind.



Hippogriff (Rival)

The noble hippogriff has the front legs, wings, and head of a giant eagle – while its body, hind legs, and tail resemble a horse. As storied magical mounts, the breeding of hippogriffs is an established wizarding career, with many witches and wizards being drawn to the beauty and nobility of this elegant beast.

Despite their sometimes fearsome demeanor (and incredibly sharp talons and beak), hippogriffs are also known for their shocking adherence to human-like etiquette; responding rather unfavorably to arrogance and rude behavior. Many witches and wizards who are fans of the beast point to this inherent trait as proof of hippogriff nobility and their proper place as the mount for civilized riders.



Dementor (Rival)					
1	3	2	3	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND		M/R DEFENSE	
10		12		0/0	
<p>Skills: Brawl 3, Perception 3, Stealth 2, Survival 3, Vigilance 3.</p> <p>Talents: None.</p> <p>Abilities: Flyer (can fly), Dark Creature (this creature can be driven off by spells or magic effects designed to ward off dark beings and the dark arts, such as the Patronus Charm), Wraith (immune to all damage unless from a magical attack or magical effect)</p> <p>Equipment: The Dementor's Kiss (Brawl; Damage 8, Critical - ; Range [Engaged]; Disorient 3, Stun Damage).</p>					

Hippogriff (Rival)					
3	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		14		0/0	
<p>Skills: Brawl 1, Perception 3.</p> <p>Talents: None.</p> <p>Abilities: Flyer (can fly)</p> <p>Equipment: Beak, Claws (Brawl; Damage 5, Critical 3; Pierce 2).</p>					

Giant Spiders (Rival) and Acromantulas (Nemesis)

Horrifying creatures who usually keep to the darkness of magical forests and caves, giant spiders feed on whatever they can ensnare. "Smaller" specimens (still the size of large hounds or small horses) are the cross-bred children of acromantulas and other spider-kin, without the intelligence of their larger parents. True acromantulas are rare and terrifying beasts the size of a large car, known to be very wise - and very deadly those who wander carelessly into their hunting grounds.



Giant Spider (Rival)



Skills: Brawl 2, Cool 1, Coordination 1, Stealth 2, Vigilance 1.

Talents: None.

Abilities: Skitter (can move across walls, ceilings, and giant spider webs without penalty), Poison (any living creature who suffers wounds from the creature's bite must immediately make an Average [◆◆] Resilience check or suffer Wounds and Strain equal to the creature's ranks in Cunning)

Equipment: Venomous fangs (Brawl; Damage 5, Critical 3; Range [Engaged]; Pierce 3, Poisonous).

Acromantula (Nemesis)



Skills: Brawl 2, Cool 2, Coordination 2, Lore 3, Stealth 2, Vigilance 3.

Talents: Adversary 1.

Abilities: Skitter (can move across walls, ceilings, and giant spider webs without penalty), Poison (any living creature who suffers wounds from the creature's bite must immediately make a Hard [◆◆◆] Resilience check or suffer Wounds and Strain equal to the creature's ranks in Cunning)

Equipment: Venomous fangs (Brawl; Damage 6, Critical 3; Range [Engaged]; Pierce 3, Poisonous).

Goblin (Rival)

A highly intelligent race of small humanoids, goblins have had a fraught relationship with wizards for centuries. Adept at metallurgy and magic, with a mind for craftsmanship and money, goblins have handled the most astute institutions of wizarding manufacture and finance for centuries. Goblins are for their shrewdness and pride (especially in matters of business and deal-making). Craftsmanship of the goblins is regarded as peerless in the wizarding world, something the goblins take no small amount of satisfaction in.



Goblin (Rival)



Skills: Charms 2, Herbology 2, Jinxes & Hexes 1, Lore 3, Magical Creatures 1, Negotiation 3, Transfiguration 2.

Talents: None.

Abilities: Magical Ability (this creature can make Magic Skill checks), Wandless (this creature suffers no penalties to Magic Skill checks for lack of a wand).

Equipment: Dagger (Melee; Damage 2, Critical 2; Vicious 1).

House-elf (Rival)

Sometimes referred to as just “elves,” house-elves are small magical creatures bound through ancient pacts to serve the witches and wizards they designate as “master.” Sadly, many wizarding families old enough to have house-elves in their service treat them as little more than slaves. The poor creatures are denied even clothing (as the gift of clothing from the master denotes freedom for the house-elf).

Capable of astonishing, near-miraculous feats of magic, house-elves act as servants, errand-runners, protectors, butlers, and spies. Though most resent their servitude, house-elves are nonetheless absolutely loyal to their masters and their houses – though clever house-elves can find ways to “circumvent” their orders and act in competing interests.



Werewolf (Rival)

Werewolves are the unfortunate human beings infected with the lycanthropy disease (usually from the bite of another werewolf). Upon the complete rising of the full moon, they become a fearsome and deadly near-wolf. Victims often beg for death before their first transformation, as a werewolf cannot choose whether to transform; and in their transformed state, retain no memory of who they are, savagely attacking even their best friends. Tragically, werewolves can recall everything they have experienced throughout their transformation upon returning to human form. Shunned in most communities, they often lead sad and lonely lives in constant fear of what they might do or who they might hurt.



House-elf (Rival)

1	2	2	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND		M/R DEFENSE	
1		9		0/0	

Skills: Charms 3, Perception 1, Stealth 2, Transfiguration 2.

Talents: None.

Abilities: Deus ex Magica (at the GM’s discretion, this creature can attempt magical feats of wonder impossible for normal characters), Magical Ability (this creature can make Magic Skill checks), Master’s Service (this creature is bound to serve the will of its Master, and gains +■ on any checks it makes to do so), Wandless (this creature suffers no penalties to Magic Skill checks for lack of a wand).

Equipment: None.

Werewolf (Rival)

4	3	1	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND		M/R DEFENSE	
5		14		0/0	

Skills: Brawl 2, Stealth 1, Survival 2.

Talents: None.

Abilities: Loping (this creature may always take a second maneuver in a round without spending Strain, as long as the maneuver is spent to move), Lycanthropy (any human bitten by this creature must make an immediate Hard [◆◆◆] Resilience check or become infected with lycanthropy), Scent (this creature may remove any ■ due to darkness or concealment on skill checks to locate targets).

Equipment: Bite (Brawl; Damage 5, Critical 3; Range [Engaged]; Pierce 1, Vicious 1).

Dragon (Nemesis)

Giant, winged, fire-breathing reptilian creatures, dragons are widely regarded as both awe inspiring and quite terrifying – found all over the world in varied breeds and sub-species. Their violent and dramatic nature has left such an impression on the world that they still occupy a strong place in muggle mythology and legend. Officially, they are classified by the Ministry of Magic as “XXXXX,” meaning they are known wizard killers, reputed to be impossible to train or domesticate. Continuing to keep dragons a secret from the muggle world is a near-constant struggle.



Dragon (Nemesis)					
5	3	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
8	30	14	1/1		
<p>Skills: Brawl 3, Perception 2, Resilience 1, Survival 1. Talents: Adversary 2, Enduring 1. Abilities: Flyer (can fly), Sweep Attack (may spend ⚔ on a successful Brawl combat check to inflict one hit dealing the weapon’s base damage on everyone [except the creature!] engaged with the target). Equipment: Bite, Claws & Tail (Brawl; Damage 8, Critical 3; Range [Engaged]; Pierce 2, Vicious 1), Fire Breath (Ranged; Damage 6, Critical 3; Range [Short]; Burn 6, Vicious 2), Dragon Hide (+2 Soak, +1 Defense).</p>					

Troll (Nemesis)

Large and stupid, but notoriously dangerous and hard to handle – trolls typically keep to the wilds unless provoked. Their curiosity, hot tempers, and imbecilic minds usually leads to bad situations when they are encountered. As such, the wizarding world works to keep them at a distance and isolated in “safe” parts of the world where they should have little accidental contact with human beings. They have an uncanny ability to regenerate damage taken very quickly, making them desirable pawns for dark forces.



Troll (Nemesis)					
4	2	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
5	20	12	0/0		
<p>Skills: Athletics 2, Melee 3, Perception 1, Survival 1. Talents: Adversary 1. Abilities: Regeneration (at the beginning of its turn, this creature automatically heals 3 Wounds), Sweep Attack (may spend ⚔ on a successful melee combat check to inflict one hit dealing the weapon’s base damage on everyone [except the creature!] engaged with the target). Equipment: Cudgel (Melee; Damage 9, Critical 4; Range [Engaged]; Disorient 2, Knockdown), Leathery Hide (+2 Soak).</p>					

Witches and Wizards

Student (Minion)

Students are young witches and wizards, still learning the art of magic. Whether they are academic rivals or part of a mob of rowdy classmates convinced you've summoned an ancient evil, your fellow students can be some of the most common threats you will face.



Student (Minion)

1	2	2	1	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 2		WOUND THRESHOLD 7		M/R DEFENSE 0/0	

Skills (group only): Charms.

Talents: None.

Abilities: Magical Ability (can make Magic Skill checks).

Equipment: Wand (Damage +2, Critical 3; Range [Short]), Wizarding Robes (+1 Soak).

Death Eater (Rival) and (Nemesis)

These servants of he-who-must-not-be-named are devoted to the principles of the dark arts, and the ideal of a "pure" society of witches and wizards, free of any muggle blood or influence. While many were imprisoned after the Dark Lord's first uprising, others escaped justice by remaining out of notice, or by hiding plain sight. Unlike common dark wizards, true Death Eaters typically occupy positions of power and authority in the magical world as nobles, members of government, or even teachers. Their skill as accomplished spellcasters and secret and slavish devotion to the Dark Lord has made them the perfect agents to enforce his will – both publicly and privately.



Death Eater (Rival)

2	2	2	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		WOUND THRESHOLD 13		M/R DEFENSE 1/1	

Skills: Charms 2, Deception 2, Jinxes & Hexes 2, Transfiguration 2, Vigilance 1.

Talents: Adversary 1, Apparition, Cruciatu s Curse, Practiced Hexer.

Abilities: Death Eater's Mark (grants ■ on any Jinxes & Hexes check and provides other narrative magical abilities), Magical Ability (can make Magic Skill checks).

Equipment: Wand (Damage +2, Critical 3; Range [Short]), Wizarding Robes (+1 Soak), Protective Amulet (+1 Defense).

Death Eater (Nemesis)

2	2	2	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		WOUND THRESHOLD 14		STRAIN THRESHOLD 18	
M/R DEFENSE 1/1					

Skills: Charms 2, Dark Arts 3, Deception 3, Jinxes & Hexes 3, Transfiguration 2, Vigilance 1.

Talents: Adversary 2, Apparition, Cruciatu s Curse, Imperiu s Curse, Killing Curse, Practiced Duelist, Practiced Hexer.

Abilities: Death Eater's Mark (grants ■ on any Jinxes & Hexes check and provides other narrative magical abilities), Magical Ability (can make Magic Skill checks).

Equipment: Wand (Damage +2, Critical 3; Range [Short]; Dark, Unyielding), Wizarding Robes (+1 Soak), Protective Amulet (+1 Defense).

Dark Wizard (Minion)

Witches or wizards who have committed themselves to the dark arts often serve as the foot soldiers for Death Eaters or other dark powers of greater note. Found running dark arts shops, or serving as snatchers and “enforcers” of the dark powers (legitimate or otherwise), dark wizards live in the shadows of the wizarding world.

But even in open action, their nature is more cowardly than committed, and those who depend on them will usually find them to be far more opportunistic than they’d hoped – cutting and running at the first sign of being outmatched. They are kept in line and motivated by fear (as are most devoted to the dark arts).



Auror (Nemesis)

Agents of the magical authorities of the world, Aurors are talented witches and wizards charged with defending the wizarding world against the dark arts and rooting out dark witches and wizards. They are highly trained in investigation, defensive magic, and combat magic; serving as the “police force” of the magical world.

On a personal level, Aurors are devoted to the principles of justice. They are the saviors of the innocent and deadly foes to those devoted to the dark arts – but their work often forces them to walk a thin line with the magic they employ and research. As is often said of Aurors, “Those who fight the darkness must walk in the shadows.”



Dark Wizard (Minion)					
2	1	2	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND		M/R DEFENSE	
3		9		0/0	
<p>Skills (group only): Charms, Jinxes & Hexes, Skulduggery.</p> <p>Talents: None.</p> <p>Abilities: Magical Ability (can make Magic Skill checks).</p> <p>Equipment: Wand (Damage +2, Critical 3; Range [Short]), Wizarding Robes (+1 Soak).</p>					

Auror (Nemesis)					
3	2	2	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
4		14		18	
<p>Skills: Charms 2, Counter-Spelling 3, Dark Arts 3, Healing 1, Lore 1, Perception 3, Streetwise 2, Transfiguration 1, Vigilance 2</p> <p>Talents: Adversary 2, Apparition, Patronus Charm, Practiced Defender, Practiced Duelist, Prepared Potion 2.</p> <p>Abilities: Auror’s Office (removes ■ on any skill checks made to root out dark magic practitioners or information on the dark arts), Magical Ability (can make Magic Skill checks).</p> <p>Equipment: Wand (Damage +2, Critical 3; Range [Short]; Focused, Unyielding), Wizarding Robes (+1 Soak), Protective Amulet (+1 Defense).</p>					

Professor (Nemesis)

The varied magical schools around the world require the most skilled witches and wizards to educate and protect aspiring students of magic. Usually well respected and highly regarded in one or more fields of magical study, a professor is there to teach and mold young minds.

Experts in varied fields of spellcasting and magical research, professors want to guide their charges properly; but they also serve as the first line of comfort (and in some cases, defense) for students far away from their families.

(The game master is highly encouraged to modify skills and talents for specific Professors, who usually have a focus area of education and expertise.)

Professor (Nemesis)

2	2	3	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
3	14	15	1/1		

Skills: Charms 3, Cool 2, Counter-Spelling 1, Dark Arts 1, Healing 1, Herbology 1, Lore 3, Magical Creatures 2, Perception 2, Potions 2, Transfiguration 3.

Talents: Adversary 2, Apparition, Patronus Charm, Practiced Conjurer, Practiced Healer.

Abilities: Academic Respect (grants ■ on any social skill checks made within the magical world), Magical Ability (can make Magic Skill checks).

Equipment: Wand (Damage +2, Critical 3; Range [Short]; Focused, Pliant), Wizarding Robes (+1 Soak), Protective Amulet (+1 Defense).

