

Updated Hogwarts School Rules- ie, Game Rules.

Character Creation

There is a lot to be considered when creating a character in this world. To accurately represent the world, we will do traits and abilities (here called “talents” instead) somewhat differently than the Mind’s Eye Theater norm.

Traits

Traits will be handled like this:

There are still three categories- Physical, Mental and Social.

Physical traits will be used for any physical confrontations (there are bullies, after all this is high school) and for Quidditch. It also may be used to avoid some spell or magical trap effects. It will be divided into Dexterity, Stamina and Strength. You will need to bid appropriate traits to accomplish specific tasks.

Mental traits will be used for secretive spellcasting (i.e., catching the other person flatfooted), for getting hints or reminders in game, and sometimes for spell research.

Social will be used for convincing other NPC housemates (essentially a mass diplomacy roll) and can also be used against teachers to charm one’s way out of a situation. If you are attempting an action, you will be given a chance to speak for your character- depending upon how persuasive you are, the STs will assign a benefit or penalty to your attempt.

Every character, regardless of age, will have 15 points to spend on traits, with a maximum of ten traits per trait category (Physical, Mental, or Social). Additionally, you must have a score of at least 1 per Physical trait. (In other words, Stamina will have at least 1, Dex at least 1, and Strength at least 1.) I strongly advise no less than 3 traits per category, but it is up to you.

NO TRAIT DECAY. You’re welcome. However, there may still be ST applied benefits or penalties, as appropriate in certain situations- after all, this is a zany world of magic!

Talents

Where Talents are concerned, consider this- especially as first years. It’s more like an aptitude. Talents can be learned, and should be learned over the course of the school

year, but everyone will have certain things that will be easier for them to learn because they have a natural talent for the subject. You still won't be able to do a spell until you've learned it, or been taught, so feel free to have a "best subject" even now. It will probably get even better over time, but more importantly, you'll be able to learn spells more quickly/easily by having a high level of a talent.

Talents available are:

Defense Against the Dark Arts

Charms

Potions

Transfiguration

Automata

History of Magic

Flight

Herbology

Care of Magical Creatures

Muggle Studies

Apparition

Arithmancy

Research- We will bring a few books in to represent the "library," and we'd just insert pieces of paper into them. If a character wants to do research, they will be allowed -for every 15 minutes they spend IC- to role a d4, and that is how many pages (of material that we write up) that they will be allowed to read. Or, if they are attempting to research a new spell, a length of time (2 weeks, 5 years) will be assigned by an ST based upon the difficulty of the spell and how well the character did at an appropriate challenge. Depending upon the challenge score, the spell may work, work but have side effects, or do something entirely different from what was attempted.

You will have 25 points of Talents at character generation.

Spell Casting and Potion Creation

Spells and potions have to be learned, and thus, on average, older characters will be able to prepare more powerful spells or potions. However, magical *ability* is innate, and thus the number of spellpoints available to a character is not dependent on age. Every character has a base of 25 spellpoints and five spells or potions known. These selected spells can be up to the characters year in difficulty. In addition, Lumos and Nox are known for free. Additional spells or potions may be bought with freebie or experience points at a cost of 1 per spell level (so a 5th year spell costs 5 pts). Points bought with freebie points may be of any level, but must be from the curriculum except with special permission. With ST permission, spells not on the curriculum may be bought with freebie points at a cost of 5 points per spell.

Three types of spells will be possible, *offensive* (anything done *against* someone represented by a person- not pets, etc.- the spell is considered offensive.) *defensive*, (countering an offensive spell, handled the same way as an offensive spell, but only

allowed if you know the unfriendly spell is coming.) and *static* (done *against* an object or *to* a character- PC or NPC- that is willing/relenting. This will be given a difficulty rating by an ST.) Spellpoints will normally be regenerated between games, except in special circumstances.

To do offensive/defensive spells the caster will spend a certain number of spell points (if they really want to, they can spend all of their remaining points.) The spell points spent, plus the number of "talents points" in that area will be what they are bidding. So, let's say Brunhilda has already spent 12 points this session. If she is a beginning character, she has 13 points remaining to draw from.

Brunhilda wants to engage Reginald from house Slytherin in an offensive spell. First, she must know if he expects it or not. They do a static mental chop to see if she snuck up on him, (ie, she gets a surprise round, where he can only attempt to dodge, and he cannot counterjinx) or if he saw it coming. If she has a spell listed as a silent spell (only 6th formers may be able to do these, so Brunhilda won't be able to) then she will win on ties regardless of whether her mental traits are higher than those of her target, and they will be considered surprised and only able to dodge physically, not counterjinx.

After bidding her trait, Brunhilda must then choose an amount of spell points to spend and cross them off. She does not need to tell her opponent how many points she has spent. She adds this to the number of talents she has in that field- If she is trying to transfigure someone, she would add her transfiguration talent points. The spell points spent on this casting + the number of appropriate talent points she has on her sheet= the "force" she has.

To dodge, Reginald will have to win the chop, or beat her by tying- having more physical traits related to dexterity than total force she has. Ie, if she spends 2 points on her spell, and she has one point in Transfiguration Talents, then she has 3 points of force. If Reginald has 4 points of dex related traits, then he will win on a tie, and Brunhilda's spell will fail.

To counterjinx, Reginald will have to spend spell points (as many as he has available to him may be spent, but he will not know how many points she has spent, though if she had to speak it aloud and it was an unforgivable curse or some such thing, he would know to spend a lot to defend himself.) and decide what he is counterjinxing with **QUICKLY** If people take too long, ST's may decide that he panicked and failed. He will then add those to his talent in the appropriate field (and where applicable, he will also add DADA, since if it is a life or death situation, we want to make it a LITTLE harder to kill people). Like if he were trying to do the bat bogey hex, he could add his charms talent. The chop is thrown. If he wins, Brunhilda fails, and his spell will work on her, if she wins, he fails, and her spell works on him, if there is a tie, they declare forces. The higher of the two wins. NO retests.

A Note on Potions: The difficulty in potion making lies in collecting the ingredients. While it will take a base of one spellpoint to activate those ingredients, the ingredients

themselves grant “effective spellpoints” for casting. While you may want to spend more to make darn sure a potion comes out, mass investment of spellpoints should not be necessary. However, most potions must be ingested to be effective. Additionally, if ingredients are misidentified, or if the recipe or creation is faulty, there may be side effects, or the potion may not even do what it was intended to. Herbology comes in handy when identifying reagents. Also, some potions take up to a month to brew, and will not be available until the next session

Static Spells are the only time anyone will have a shot at a retest: You *can* get two chances at retests and a chance to know the challenge rating.

To do a static spell, someone who is particularly talented at a certain field may first ask an ST if they have enough talent in that field to know how hard the spell is to do. For example- Brunhilda from Ravenclaw wants to Transfigure a mouse into a handbag. She has transfigurations at 3. She figures that she might have enough to ask how hard it would be. She asks an ST. They decide that yes, she does have enough to know- so the ST tells her the challenge rating. It is 6.

Brunhilda’s player now has a choice- she can spend equal to the challenge rating or she can spend under it. Her Transfigurations is at 3, so she will have a minimum of 4 (you must spend at least one spell point to complete a spell). In order to get any kind of retest, you must spend enough spell points to have at least a total force of at least half of the challenge rating.

If she decides to only spend the one spell point and have a force of 4, then if she fails or ties the first chop (since a 4 will lose to a 6) she will have once chance to retest, which she must win. If she spends 3 spell points, to have a total force of 6, which is equal to the challenge rating, then if she wins or ties the first chop, she wins. If she loses, she may retest, and must *win* the second chop, if she loses this chop, she may spend one additional spell point and have a third retest, which she must win.

You may be able to get this retest even if you don’t know the challenge rating when you make your initial bid. But the penalty for attempting this without a very high level of a talent, is that you may overspend your spell points and lose more than you needed, or you may not bid high enough to get a retest.

This system reflects the power of being particularly good at a subject, and means that you’ve got a better chance of succeeding at the spell, as you know the circumstances (like Hermione always seems to).

Free Spells

There are a few spells that are free to cast, once known. (ie, no chop thrown, no points spent) Lumos, for example, can be activated freely once it is on someone’s sheet. Lumos/Nox, Sonorus/Quietus, Relashio (makes red sparks shoot from wand- as a beacon in a certain range...) and Scourgify- (used to clean out potions cauldrons etc.) will be considered “free” spells. All students will be granted Lumos/ Nox as a bonus spell at

character generation. Sonorus/Quietus, Relashio, and Scourgify will be free to cast, but cost the same as a level one spell to learn.

Getting More Points

There will be ways to refresh spell points, like taking a potion, but there will be repercussions that will be outlined by an ST if you attempt it. You must also get and correctly identify the potions or the supplies to make them, and that may be difficult...

Learning NEW Spells

Again, to reiterate, you can only attempt a spell if you have it on your sheet. You can learn spells "for free" ie, not needing to spend XP on them by learning them in classes (*if* you succeed in class at doing a spell, you will be considered able to do the spell anytime, and you may add it to your sheet.) You may also try to learn a spell from doing research in the library- there WILL be a risk for doing so- after all, no one is teaching you in a safe environment. Learning spells between games will cost xp and require a brief explanation of how you are doing it, and will hinge on ST approval. (ie, you'd need a DAMN good reason to learn Avada Kedavra.) Learning a spell or potion between games will cost a point per level of the spell or potion if a teacher is available. Learning without an instructor (such as when a spell is learned from a library book) will incur additional cost, generally double, depending on what is being attempted and the source being learned from. Spell creation is also possible, but dangerous.... We will try to give ample time/ways in game for people to learn spells.

Quidditch Rules:

1. *Either* your PC or your NPC will be allowed to be on a Quidditch team. PC's wanting to be on a Quidditch team will have to run a quick scene with an ST at the Prelude to "try out." If your PC doesn't make it, we will try to make it possible for your NPC to make a team- no tryouts necessary. Those who try out and make it, make it. Those who try out and don't make it will get their NPC on a team, and get a point of XP. Those who don't try out and give us a good reason that their char doesn't want to be on the team will also get an XP and will have the option of having an NPC Quidditch player. We encourage people to play at least *one* character on a Quidditch team, since that's such an interesting part of the world, and we will have Quidditch games. PC's will be assigned to the positions of Captain, seeker and keeper first, if they so desire. NPCs will get second pick.
2. This will be run live action, but will have a time limit. If everything goes smoothly, we will get in a whole lot of rounds. If not, then the game will end anyhow, and the results will be determined by who catches the snitch. For the purposes of more accurately representing the game, we hope that we can keep disputes to a minimum, and get in enough rounds to make it possible to win by scoring enough goals.

3. The way it will work:
 - a. The two seekers will move first. They can either move 4 steps, or they can move 2 steps and take an action, such as grabbing for the snitch.
 - b. Then the chasers will move. They can take 3 steps or 2 and take an action, such as throwing the quaffle in the rings. They must resolve this action with the keeper with physical chops, unless the keeper for some reason is not within 2 feet of a ring, in which case they may assume that they can score. Note: defending oneself against a bludger is a defensive reflex and is not considered an action (unless you're going to try to throw it back somehow- if you have no bat, that will be your action... ow...) but will be resolved on the same turn as the beaters.
 - c. Keepers will move next. Blocking a goal is not considered an independent action, it will be resolved on the chasers' action. Moving to cover a goal is an action, and because of limited movement of the keeper (and the fact that the rings will be close together in our game), they will be allowed only 2 steps for a move action. They can take an action against a chaser if they are in range within those two steps, however. In other words, Keepers will either take 2 steps total, or take 2 steps and attempt something against the chaser. To do so though might get you in trouble. It depends who it is. 😊
 - d. Beaters move last. They are also allowed 3 steps, or 2 steps and an action, and will be considered to be "exhausted" less quickly. (They get half of their total physical traits rounded down + 2 challenges before they will lose on ties because of exhaustion.) They cannot attempt to score (it will not be counted if they do score).
 - e. We will call out: Seekers, Chasers, Keepers, Beaters. You will move when your position is called. If you wish to act on someone, you will resolve that with them when you are in range. "In range" for a proximity physical assault means if you could touch them with an outstretched arm. In range for a beater means that there is no one in between you and your target after you have moved. In range for scoring a goal means you must be within 3 feet of the ring you are aiming for.
 - f. The game will end when the snitch is caught. At the beginning of the game, several golden items will be placed out. The seekers will not know which is the snitch until they reach and turn over the correct one, which will have wings painted on its back.
4. In Quidditch, Physical traits will be bid. This is the primary reason for separating the traits into the three categories. You may only declare traits in a challenge in the category that directly pertains to what you are doing. If you are trying to bludger someone, you might say that you are dexterous enough to do it, but more likely, you are brawny enough. If that is the case, then you may only bid your strength related traits. To dodge a bludger, you would have to bid a dex trait, to hit it back at someone, you'd have to bid a strength trait (and have a bat to hit it with, cause OW if it hits YOU anywhere!), to take the hit, you'd have to bid a

- stamina related trait and in the event of a tie declare only those traits. Note that here, I say “bid” but what I mean is “how us that you have an appropriate trait.” You are not “risking” it as in most white wolf scenarios.
5. People will be allowed to tamper with the game, but there will be a great cost if you are caught, and there is a good chance of getting caught. Every 3rd round, we will have an Audience Participation round. Anyone within 5 feet of you during this round will have a chance to see you doing what you are doing. They must WIN- not tie, you will win on ties because others are watching the game- a mental chop against you. If they do, then they will see you are up to something. If they have as many (or more) “talents” in a field as you do, then they will be allowed another mental test (here, a tie will be determined by trait number) to tell what you are doing, and can attempt to counterjinx. Counterjinxing will ALSO be considered tampering, (because you should just report it to a teacher) and others will get a chance to see them doing it. The same rules of 5 feet apply. If you see that your spell is not working, then you can try a mental test to see if you can tell who is tampering with your spell. (tie determined by traits) (hey, at least you can get them in trouble TOO if they bust you.)
 6. **Exhaustion Rules-** (this is how we make it so we don’t need trait decay) In Quidditch, after you have engaged in as many physical challenges as HALF of your TOTAL physical traits (ROUNDED DOWN), you are considered fatigued, and will lose on ties, regardless of whether you should have won. If two fatigued characters come into a challenge, there is no penalty to either, as both are tired. They will resolve as normal.
 7. NO RETESTS. The only time in the game where retests will be allowed will be in static spell challenges. Period.

Schedule-

Game 1- Sunday, September 11th 3PM-8PM (check in at 1PM). In the first game, we will have the great feast, and the sorting of the first years. We will print up a booklet with general character descriptions, just for (and containing) the upperclassmen. Think yearbook. The first game will have the sorting, the feast, and Phineas Nigellus’s announcements.

Quidditch tryouts will also be part of our game. Remember, only the captains are known ahead of time- everyone else must retest to be on the team again. The captains get to decide who their team members are, based upon their tryouts. That’s the way it should work for PCs, and then NPCs will be created and assigned to any unfilled slots afterward. The reasons for doing tryouts early are so that people will know how to design their NPC. Ie, if their PC doesn’t make the team, the NPC could be a little more designed for Quidditch. As for picking the captains... the Heads of Houses will select. If you are interested in the position, please let us know ASAP.

System Developed by Sara Jones and Kendra Mealy, 2005

The games will be regular plots for the whole school, and then each interlude will be a mini special event game. The first interlude be a Ravenclaw house game.

Games will be on the Second Sunday of the month, except for the last game, which will be the 1st Sunday. Interludes are planned for the First Friday of the month.

Game Dates: (subject to change)

Friday, Sept. 2nd- Character Creation Session

Sunday, Sept. 11th -Game

Friday, October 7th- Ravenclaw Interlude

Sunday, October 16th- Game

Friday, November 4th- Hogsmeade Visit. (Fifth and Sixth formers only, unless you have a way to sneak out...)

Sunday, November 13th- Game

Friday, Dec. 2nd- Possible Interlude (we may not have one. It depends on time. Event TBA)

Sunday, Dec. 4th- Final Game.