



## Quick Reference Sheet

### Types of Magic Actions:

**Note:** After performing a Magic Action in a structured encounter (ex. combat), your character suffers two strain (whether or not it was successful).

**Attack** - directly or indirectly deal damage to an enemy. (pg 40)

**Augment** - magically enhance characters or objects. (pg 40-41)

**Barrier** - protective spells to reduce damage or protect against adverse conditions. (pg 41-42)

**Conjure** - animate objects, summon allies, create items out of thin air. (pg 42-43)

**Curse** - afflicting a character with a negative effect that hinders them. (pg 43-44)

**Dispel** - remove an active magical effect affecting a target or area. (pg 44-45)

**Heal** - remove damage, cure diseases, regrow limbs, etc. (pg 45)

**Utility** - any potential spell that cannot be accomplished using the above types. (pg 45-46)

## What can I do with my magic skill?

Magic Skill	Magic Actions*
Charms (Pres)	Attack, Augment, Barrier
Counter-Spelling (Will)	Barrier, Dispel
Divination (Cun)	Barrier
Healing (Pres)	Heal
Jinxes & Hexes (Cun)	Curse
Potions** (Int)	Augment, Barrier, Curse, Heal
Transfiguration (Will)	Augment, Conjure

\*All Magic Skills can do the utility magic action

\*\* Potions require significant time to create (you cannot perform in a structured encounter). Any potential effect is subject to GM approval. See pgs 46-49 for more details.

## I want to...

Magic Action	Magic Skills
Attack	Charms
Augment	Charms, Potions, Transfiguration,
Barrier	Charms, Counter-Spelling, Divination, Potions
Conjure	Transfiguration
Curse	Jinxes & Hexes, Potions
Dispel	Counter-Spelling
Heal	Healing, Potions
Utility	All



### Spell Examples

**Note:** The difficulty of these spells assume the target is an unimportant NPC. In addition, spells marked with a \* can be maintained with a Concentration Maneuver.

### **Charms**

*Clupeum\** - A spell that protects the user from harm  
Make an Easy check choosing a target in short range. If successful, until the end of your next turn, reduce the damage the target suffers by 1, and further reduce it by 1 for every two uncanceled successes beyond the first.

*Stupefy* - A useful spell used to knockout an opponent  
Make an Average check against a target in short range. If successful, deal strain damage equal to your Presence + wand modifier + uncanceled successes.

*Wingardium Leviosa\** - Causes an object to levitate.  
Make an Average check against a target in short range. If successful, the target affected by the spell ignores the effects of difficult terrain and cannot be immobilized until the end of your next turn.

### **Counter-Spelling**

*Expelliarmus* - Used to disarm another wizard  
Make a Hard check against a target in short range. If successful, the target has their wand forcibly ripped from their hands and thrown in a random direction within short range.

*Protego\** - A shield charm that can fend off spells  
Make an Average check choosing a target in short range. If successful, until the end of your next turn, reduce the damage from spells the target suffers by 1, and further reduce it by 1 for every two uncanceled successes beyond the first. Any Jinxes & Hexes checks made against the target automatically have their difficulties upgraded once.

### **Jinxes & Hexes**

*Bat Bogey Hex\** - This spell makes the victim's boogers turn into bats that frantically try to fly away  
Make an Average check against a target in short range. If successful, until the end of your next turn, the target decreases the ability of any skill checks they make by one.

*Petrificus Totalus\** - Also known as *The Full Body-Bind*, this spell paralyses the victim  
Make a Difficult check against a target in short range. If successful, the target is staggered until the end of your next turn.

*Confundo\** - A spell that causes confusion in a person or a sentient object  
Make a Hard check against a target in short range. If successful, until the end of your next turn, the target decreases the ability of any skill checks they make by one. After they make a check, you may change a black or purple die to a face showing failure.

### **Transfiguration**

*Serpensortia\** - A spell that conjures a snake from the tip of the wand  
Make an Average check. If successful, you summon a silhouette 0 snake within short range. It behaves in the best approximation of its natural instincts (as determined by the GM). It takes its turn immediately after you and remains until the end of your next turn.

*Vera Verto\** - A spell used to transform an animal into a water goblet.  
Make a Hard check against a silhouette 0 target in short range. If successful, you transform them into a water goblet until the end of your next turn.

*Curetea\** - Gives a person bestial reflexes and strength, as well as, turns their hands into claws.  
Make a Hard check against a target in short range. If successful, until the end of your next turn, the target increases the ability of any skill check they make by one. The target adds damage equal to the character's ranks in Knowledge (lore) to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.