Boarsdraft

Playtest Version 5.1
By J.B. Mann

At its very core Boarsdraft is a roleplaying game about young witches and wizards learning magic and growing up at a school of magic. The only thing that is certain at Boarsdraft is that there is always someone willing to put the students in danger to get what they want. Are you willing to risk your friends and free time to keep evil at bay? I hope you are because at Boarsdraft, evil may be your newest teacher, your best friend, or some deep magic long hidden in the depths of the school.

You are a student, a young mage coming into your first year at Boarsdraft. No one pays much attention to first year students which is probably why you start to see signs of danger when no one else does. Or maybe they are all just too wrapped up in taking and grading tests to care. Whatever the reason it will be down to you to save the school.

One player will take on the role of the Head Master, or HM. This is the player that will play the parts of all of the other characters in the game fiction, decide the difficulties of tasks the players' characters attempt, and decide what is being risked for failure and partial success. The Head Master will also be the one who works out, as each book of play goes on, who or what is threatening the school and helps lead the other players to stop it.

Basics of the Game

This game uses regular six sided dice. Beside each Attribute and Skill is a number which tells you how many dice to roll when using that skill. If you have no number listed beside a Skill then you roll the number of dice listed beside the Attribute it belongs to.

When you do something that has a chance of failure you will roll the dice to see what happens. The HM will tell you what the Dif-

ficulty will be.
If you roll any ones when you roll, re-roll those dice until they roll something other than a one. Once all of your dice show a number greater than one total them up, this is your Result.

After you roll, tell the HM your Result and she will tell you if you failed, had a partial success, a regular success, or an over success.

How to Make a Character
1: Choose a Lineage.

At Boarsdraft, like in most of the mage world, people judge you based on the purity of your lineage. To some people, who your parents are matters more that what sort of person you are. You will have to decide how much your parentage matters to you and how much you let what others feel effect you. It is also up to you how much stock you put in the purity of others. Choose one lineage from the list below and make a note of the Attribute it effects.

Pureborn - Pureborn Mages are those who have parents whom are both wizards or witches. Most Full Wizards grew up learning about the histories of their families and their accomplishments and dreaming of their own deeds. You recieve a bonus point to Ambition and your Ambition may be a 5.

Half-mortal - Half-mortals are those who have one mage parent and one Mortal or Mortalborn parent. Often picked on in youth Half Mortals tend to feel a need to stand up to bullies. You recieve a bonus point to Courage and your Courage may be a 5.

Mortalborn - Mortalborn students likely had very little clue that they had magic inside of them until they got the letter from Boarsdraft informing them that they were a mage. Having come from living among mortals,

Mortalborn students tend to be a bit more logical and better at debate. You recieve a bonus point to your Wit and you may have a Wit of 5.

Half-mage - Witches and Wizards have an alarming tendency to fall in love with some of the more human like magical creatures that inhabit our world. These relationships are seen as odd but not terribly uncommon. Most Half-Mage students have a parent who is from one of the magical races but most Full Wizards tend to also place werewolves, vampires, and their children into this category as well. You recieve a bonus point to your Resourcefulness andyou may have a Resourcefulness of 5.

2: Choose your Attributes

Distribute twelve points between your four Attributes. No Attribute may have less than one nor more than four points assigned to it unless your Lineage says otherwise.

3: Choose a Founder

Boarsdraft was founded over five hundred years ago by four of the greatest wizards and witches of the day. These founders each had characteristics which the prized most in the students they taught. Each of the founders's had their own house where they taught only the students they felt had the qualities they were seeking. Down through the years the houses have kept their names and the faculty often tries and sort students into houses that seem to fit their temperament. Each student has a founder whom they favor, choose the one you want and add the points to the Skills it indicates.

Madris - Founder Madris was the one who brought the other three together. Her goal was to bring the wizards together through education. You get one point in both Persuasion and Magical Theory.

Dracon - Founder Dracon was the last of the founders to join. He was finally convinced to come along when the other founders called on his ambition to mold young minds. You get one point in both History and Potioneering.

Uzra - Founder Uzra taught the other three founders everything they know. No one knows what happened to him, His disappearance is still highly debated. You get one point in both Search and Divination.

Risara - Founder Risara was the most controversial founder, having more of her students die in strange accidents than any other. House Risara is still said to be cursed. You get one point in both Boxing and Flying.

4: Choose Your Skills and Perks.

Distribute six points to skills and perks. No skill may have more
than two dice assigned to it at character creation not counting the points from your Founder.

You may spend up to three points on Perks rather than Skills. Each Perk has a cost listed beside it for the number of points it costs.

5: Select Complications.

Complications are ways for you to earn extra Character Points during play but they are also ways for the HM to make your character's life more interesting.

Attributes

Each character has four Attributes which measure basic physical and mental abilities that are common to every student at Boarsdraft. Characters distribute twelve points among the four Attributes.

Ambition - represents your willingness to push yourself ahead.
Courage - represents your willingness to put yourself in harm's way.
Resourcefulness - represents your ability to find a way through situations.
Wit - represents your mental creativity and intelligence.

Skills

Characters are further defined by Skills. Players may allocate up to seven points to Skills. Each Skill defaults to the level of the related Attribute. For example, a character who has an Ambition of 3 has 3 in all Skills under Ambition before allocating any points. If two points are added to Command it is recorded as 5.

Ambition

• Rumors - used to both spread and discover rumors.
• History - used to research historical events, people, and things.
• Command - used to impose your will over groups.
• Diplomacy - used to improve your political situation.
• Enchantment - used to cast enchantment spells.
• Potioneering - used to create magical potions.

Courage

• Boxing - used to attack physically face-to-face.
• Stealth - used to avoid detection.
• Throwing - used to attack physically at range.
• Magical Beasts - used to research and deal with non-dark magical creatures.
• Evocation - used to cast evocation spells.
• Flying - used to fly on a carpet, broomstick, or other enchanted object.

Resourcefulness

• Stamina - used to endure strains.
• Athletics - used to perform physical feats such as sports.
• Search - used to find clues.
• Tracking - used to find creatures and people.
• Conjuration - used to cast conjuration spells.
• Divination - used to see far away and into the future.

Wit

• Persuasion - used to impose your will on individuals.
• Dark Arts - used to investigate dark creatures and mages.
• Psychic Reading - used to learn about a person, place, or object's history.
• Healing - used to make people better and remove curses.
• Abjuration - used to cast abjuration spells.
• Magical Theory - used to investigate magical artifacts and create new spells.

Perks

Attractive (1): Others find the character pleasing to look at. This can help reduce suspicions or distract others depending on the given situation. Once per session the character can double one roll for any action related to their appearance. Examples include gaining attention, a subtle bluff or simply distracting a teacher.

Destiny (2): Characters with Destiny feel they are fated to some grand purpose. Once per game session a character may declare a failed roll is not part of their Destiny and immediately reroll to get a different result.

Favors (1): People owe you. Once per session you can call in one of those debts. This can take the form of information, a temporary use of equipment, a place to hide someone or something for a brief time, or any similar event.

Lucky (2): Once per session you can declare you are feeling lucky. Double the result of your next roll.

Perceptive (2): The HM may reveal small clues to you that others would miss. Once per session a character may announce they are studying an object or situation and the HM may reveal something that would be impossible for a normal character to determine. If nothing is revealed this perk may be used again.

Recall (1): Any time the character chooses to recall anything he has experienced, the HM must tell him the truth in as much detail as the character would have been aware.

Sidekick (3): You have a boon companion willing to join in your adventures. This character only gets 10 points to spend on attributes and 4 points to spend on starting skills. Any CP they earn during the session go to you and you must spend CP to improve their Attributes and Skills.

Complications

During character creation only, players may select up to two complications. These grant no additional skill dice during character creation; however, if one comes up in play the character earns one CP. Characters may not earn more than one CP per complication per session regardless of how often it comes up. During play your HM may add Complications to you if she wishes.

Daredevil: The HM may bribe you with a CP to put yourself into harm's way.
Enemies: Someone doesn't like you a at all and they are a credible threat. Maybe they have more friends than you, maybe they're just bigger and meaner; either way you have your own personal bully. You earn the bonus CP when they complicate your life.

Personal Code: You live by a creed and you will not cross that line. Maybe you won't fight an unarmed opponent and always make sure they know its coming or maybe you never tell a lie. No matter how you define it, your code has to mean something. Earn one CP whenever your code complicates you or friends' success.

Unlucky in Love: Things just don't work out for some guys. Your love interest is always getting hurt, being kidnapped, betraying you, or even worse dumping you. You earn bonus CP when your love life falls apart in a meaningful way.

Unlucky in Gold: You have a hard time holding onto gold. You earn the bonus CP when you lose a significant amount of gold through your own foolishness or bad luck and have nothing to show for it.

Challenges:
Characters roll the appropriate attribute plus skill against a the Difficulty as set by the HM.

If the player rolls under the range for the set Difficulty the character has failed, they do not do what they were trying to do and the HM makes a Hard Move against them.

If they roll within the range for the set Difficulty the character has had a partial success, they do what they were trying to do and the HM makes a Hard Move against them.

If they roll over the range for the set Difficulty the character has had a complete success, they do what they were trying to do.

If they roll 6 or more higher than the range for the set Difficulty the player may make a Soft Move.

Very Easy(1-5; 11): Nearly everyone can do it.
Easy(5-10; 16): Characters will seldom have trouble with these tasks, but an untrained individual may find them challenging.
Moderate(10-15; 21): Average character have a reasonable chance of failing at this level. Consistent success often requires training in the skill or a high level of natural ability.
Difficult(14-20; 26): Tasks at this level are truly challenging. To succeed a character needs to be well skilled or very lucky.
Very Difficult(19-25; 31): Challenges of this level fall into the domain of masters in the skill being used; few others will succeed at them. Heroic(23-30; 36): These challenges are almost impossible. Only the very lucky or true masters can consistently succeed at them.
Epic(29-35; 41): Once in a generation there may be a person capable of such a task.
Legendary(32-40; 46): Once in hundreds of years has such a task been tried and succeeded.
Before they make a roll make sure to inform them of the possible consequences of failing that action. This allows players to make informed decisions about what they are going to do. Use the list of hard moves to inform the consequences you tell them.

If they do nothing in the face of danger, you may make a hard move as well. Make sure to tell them, if they decide not to act, that something bad will happen if they do nothing. Always ask, "what do you do?"

Experience
At the end of each session the HM awards each character a number of Character Points and Hero Points by answering these questions:
•Where you involved in a dramatic scene where things changed for your character?

(One CP for a dramatic scene, one HP if things changed)

•Was your character put into danger and get hurt because of it? (One CP for going into danger, one HP if they were hurt)

•Did your character learn something new about the castle, it's inhabitants, or a threat to the school? (One CP for each discovery)

•Did I do anything that got in the way of your fun? How could I avoid doing that again? (One HP for a useful suggestion)

Spending Character Points (CP)

Any skill may be increased one point by spending a number of CPs equal to twice its current number of points. No skill may be increased more than one point per session. Character points are also used to improve attributes. This costs ten times the number of dice a character has in the attribute to raise it one point. All skills under this attribute also improve by one pip. For example, if a character had a Wit of 3 and wanted to improve it to 4 it would cost 50 CP.

Hero Points

Characters start with one Hero Point and may spend it before any roll. Hero Points provide a variety of options, but once spent the point is lost:

• Gaining a +6 to any single roll (up to 3 points may be used at one time when using this effect).

• Just missed. Once per session the player may announce that some consequence, a spell or hard move, does not happen.

• Make a small change to their location (locating an unlocked window, finding a hidden passage that lets them get away, etc.)

• "Buy" a clue. Sometimes players are at a lost or think they might have missed something. This gives them the option to find that detail that they would have otherwise missed.

Narrative Damage

Spells that do real damage are either going to put you in the hospital or the grave which is why there is no damage listed with any spells. All damage is narrative damage which means that it constrains what you are able to narrate in response. If you have a Levisetto spell cast on you, you are now floating in mid-air. Whatever you do next you must remember that you are floating until you find a way to fix it or the caster leaves you alone.

Casting a Spell

If you are casting a spell at an inanimate object with no opposition then your Difficulty is just what is written with the spell. If you are being opposed or you are attacking with a spell then you must beat both the spell's difficulty and the skill that opposes you (most likely dodge).

Learning Spells:

Unlearned spells are one category more difficult to cast.

Spells that player's practiced during the session (made a roll for) cost 1 CP/3 Difficulty to learn.

Spells that the player did not practice during the session cost 1 CP/Difficulty to learn.

Wordless Casting:

Spells may be cast without using words by raising the Difficulty of the spell by one category. This also means that the mage may cast spells without the use of their mouth.

Wandless Casting:

Spells may be cast without using wands by raising the Difficulty of the of the spell by one category. This also means that the mage may cast spells without their wand present.

Abjuration:

Disario (Easy)– Removes the wand from your opponent's hand. Highly useful as a wizard without a wand cannot cast spells.

Nurigi (Easy)– A spell to heal minor cuts and scrapes. Nurgi is a nice spell to have on hand after a boxing match.

Nemister (Easy)– Stuns the caster's opponent keeping them from acting against the caster.

Fusable (Easy)– Causes the person you are casting the spell on to take on the appearance of whatever is directly behind them from the viewer's perspective rendering them almost invisible.

Felinder (Moderate)– Fills the target of the spell with a feeling of contentment and cheer.

Nervinte (Moderate)– Quickly revives a stunned or unconscious person

Levisona (Moderate)– Lifts a person and holds them aloft however the caster desires.

Granair (Difficult)– Heals all but mortal wounds and those left by very strong magic.

Conente (Difficult)– Confuses the caster's target leaving them dazed.

Oscina (Difficult)– Causes a person to grow weak and tired.

Scuriondere (Very Difficult)– Temporarily blinds the spells target.

Corpetra (Very Difficult)– Totally Immobilizes the target of the spell.

Stamparate (Very Difficult)– Causes the person it is cast upon to drop whatever they are holding.

Rivano (Very Difficult)– Reveals to the caster the presence of any humans nearby.

Paraporto (Heroic)– Teleports the caster to any location they have been before or have seen.

Legellante (Heroic)– Allows the caster to read the mind of the target.
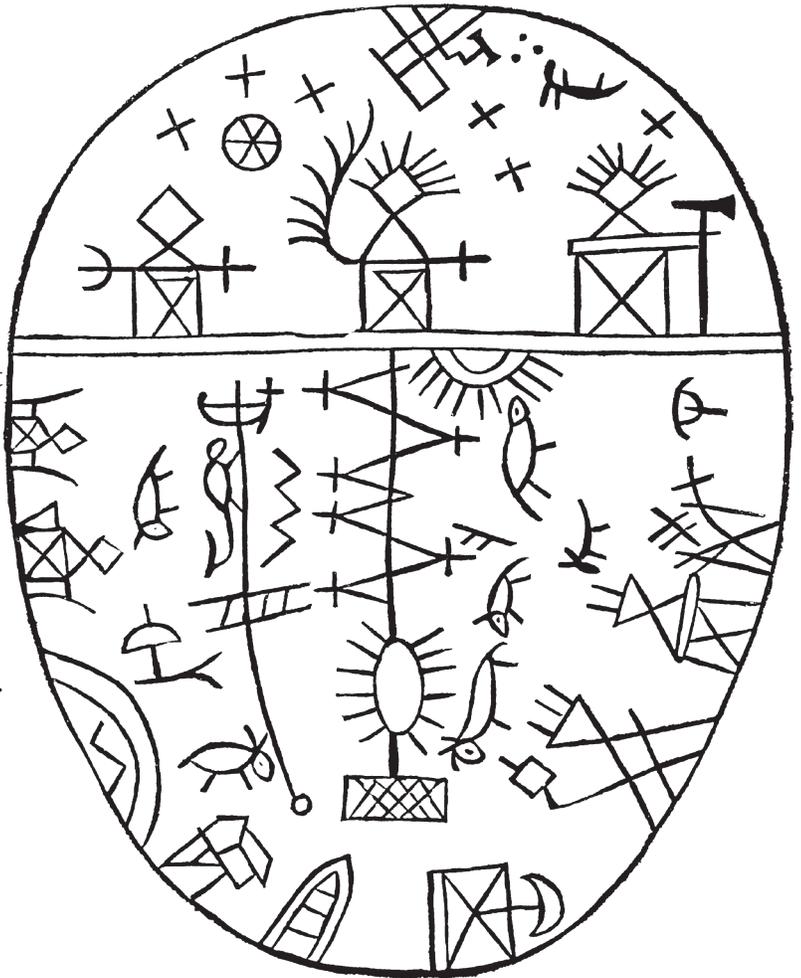
Enchantment:

Levisetto (Easy)– Causes an object to float in the air at the caster's direction. This spell is often used by students near the end of the day to carry their heavy backpacks.

Cresarsi (Easy)– Makes the object it is cast upon grow in size.

Ripovare (Easy)– Quickly repairs a broken object to its original state. Not very useful on magical items.

Rendicille (Easy)– Hardens the object it is cast upon to the point it is nearly unbreakable.

Buviar (Moderate)– Makes an object fly quickly away from the caster.

Strofire (Moderate)– Cleans dust, soot, ink and most any other stain or mark from an object.

Convachino (Moderate)– Calls an object quickly to the caster's hand from almost any distance.

Ripoverso (Difficult)– Shrinks an object.
Blocusa (Difficult)– Unlocks any lock that is not magical in nature.
Vedible (Difficult)– Reveals hidden words even those hidden by magic.
Taglirima (Difficult)– Tears or breaks an object.
Scolpella (Very Difficult)– Digs a hole in the ground as the caster directs.
Farive (Very Difficult)– Causes an object to vanish.
Postnere (Very Difficult)– Permanently adheres two objects together.
Dupletto (Very Difficult)– Makes an exact replica of an object. Magical properties of an object are not passed from one object to the other. Any changes made to the original object after duplication will appear on all copies.
Causatta (Heroic)– Causes objects in the caster's general area to move and attack as the caster commands.

Evocation:
Luceare (Easy)– Makes the tip of the caster's wand light up providing light.
Neutragin (Easy)– Ends the effects of a spell as long as the original caster is not there to keep the spell going. There are ways to keep a spell from being undone by Neutragin but they are uniformly difficult spells.
Scudente (Easy)– Casts a protective shield around the caster which will absorb the first spell that is cast at it.
Avercosto (Easy)– Sets an alarm over an area so that the next time someone enters it the caster is alerted.
Raffento (Moderate)– Causes a blast of air to flow from the tip of the caster's wand.
Altanoce (Moderate)– Increases the volume of the target's voice.
I
nconchio (Moderate)– Leaves a glowing mark of the caster's design wherever the caster desires, including mid-air.

Cambere (Difficult)– Changes the color of anything as the caster desires.
Evestrato (Difficult)– Reveals any sort of magic that exists in an area.
Silenorso (Difficult)– Silences any noise in an area.
Toglicino (Very Difficult)– Hides any evidence of a spell that has been cast.
Espluro (Very Difficult)– Blasts a hole in whatever it is cast upon.
Fuocare (Very Difficult)– Causes a jet of fire to spring from the caster's wand tip.

Discordere (Very Difficult)– Hides the conversation being held from any not included by the caster.
Provere (Heroic)– Hides any physical evidence of human contact in an area.
Fereporto (Heroic)– Blocks any teleportation into or out of an area.

Conjuration:
Conjuration is the changing of one thing into another thing or creation of a thing from nothing. The difficulty is set by the larger and more complex thing.

Simple object - Easy
Complex object - Moderate
Invertebrate - Difficult
Vertebrate - Very Difficult

Hand size or smaller - No increase
Cat size - One category increase
Dog size - Two category increases
Man size - Three category increases
Horse size - Four category increases (no vertebrates)
Giant size - Five category increases (no invertebrates)
Dragon size - Six category increases (no complex objects)

Hard Moves

When a player rolls a skill they have the chance of failure. It may be a full or partial failure but the important thing to keep in mind is that it should be a thematic failure. To help you keep within the theme of Boarsdraft here are some hard moves that you may employ.

• Put someone in a spot - Make them answer for why they have done something to someone who is likely to be disappointed by their action.

• Trade spell for spell - When wands come out their target is likely to respond.

• Announce off-screen badness - Just because the characters are the heroes does not mean they are the only people around. Use this move to show that Boarsdraft is a living place.

• Announce future badness - Things have not gone bad yet but they will soon if the characters do not intervene.

• Inflict harm (as established) - Sometimes the characters will do dangerous things and it just makes sense that they would get hurt. Remember that this is narrative damage but it may increase the Difficulty of certain tasks.

• Take away their stuff - Students at Boarsdraft have few personal items with them, taking them away can hurt badly.

• Offer an opportunity, with a cost - Sometimes success comes at a cost. Make sure to tell them the potential cost.

• Turn their action back on them - What they did has been done to them, a spell ricocheted or they picked a fight only to have their target's friends show up.

• Expose what they are doing to an enemy - there are always eyes watching at Boarsdraft and wise students turn everything to their advantage.

• Have an authority figure blame them - right or wrong the teachers blame them for what happened. This might mean loosing house points or even detention.

• Give them a Complication - Complications are ways for the players to gain experience but they also make their lives more difficult narratively.

Soft Moves

When a player rolls a skill they have the chance of having a great success. If they roll over their Difficulty by 6 they may make a Soft Move, the important thing about these moves is that they flow from the fiction. To help you keep within the theme of Boarsdraft here are some Soft Moves that you may employ.

• This explains - Someone who has been disappointed with how the character has been acting now sees the good in what they are doing.

• A call for truce - their opponent wishes to end a conflict and make concessions.

• Announce off-screen goodness - A letter from home, a team that won a game, two friends reconciling. You don't see it happen but you hear about it.

• Announce future goodness - You have something to look forward to, an event that promises much.

• Healing - The overworked school healer finally has time to heal your wounds and curses and by the next scene you will be whole again.

• Given a gift - Someone has given you a small treasure, a new broomstick, a cloak of invisibility, a magical map of the school, something you can make use of.

• Offer an opportunity, without a cost - Some obstacle moves out of your way, your HM will tell you how.

• Take a new Favor - You gain a new Favor at cost.

• Loose a Complication - You loose a Complication for it's cost.

• Have an authority figure praise them - Right or wrong the teachers praise you for what happened. You may earn house points or a special privilege.

Lineage: Micro Six, Apocalypse World, The Harry Potter Series