

Savage Wizarding World



School for Witches

and Wizards



v3.1

Attending a School for Witches and Wizards

Upon entering a school, the character gets sorted into their House. The House they are a part of impacts the cost of Casting Skills which are associated with specific houses.

If the character has the “**Destined for House...**” edge, they select the house they wish to be sorted into. Otherwise the character selects their first preference and makes a straight trait test (TN 4) with the house trait. Should they fail their test, pick their next preference. If they fail their first three selections, they are automatically sorted into the last.

If they roll a Critical Failure (1 on both dice), the GM rolls a d4 and randomly assigns their house.

Optionally if the group prefers, they may be allowed to simply select their house—keep in mind there is a lot of Role Play potential getting sorted into a house you didn’t expect / want!

Upon being sorted into a House, the character gets the indicated skill advancement.

Hogwarts’s School for Witches and Wizards

House Sorting Chart			
1	Gryffindor	Spirit	+1 Level Custodiomancy
2	Hufflepuff	Spirit	+1 Level Mutomancy
3	Ravenclaw	Smarts	+1 Level Occulomancy
4	Slytherin	Smarts	+1 Level Impugnatiomancy

School in the Wizarding world consists of seven years worth of study with a common core curriculum. In Savage Wizarding World, each year is represented by a chart with three sections:

- The **Automatic** section lists benefits automatically acquired by the student.
- The **Select One** sections list available options for the

student to select from.

- The **Potential** section refers to an event or opportunity and rolls to be a part of the event or successful at the event and any benefits gained from being a part of them.

Each player receives two bennies that may be applied to Trait rolls during their tenure at school. One may only be spent on a re-roll per standard bennie rules, the other may only be spent on an **Extra Effort** roll (see the Setting Guide).

Year One	
Automatic	+1 Level of Broomsmanship +2 Novice Spells
Select One	+1 Level Custodiomancy +1 Level Impugnatiomancy +1 Level Knowledge (Herbology) +1 Level Knowledge (Common—Wizarding) +1 Level Mutomancy +1 Level Occulomancy +1 Level Potiomancy
Potential	Roll d10 above your Level in your House Attribute and raise it one dice type

Year Two	
Automatic	+1 Level Knowledge (Herbology) +1 Level Potiomancy +1 Novice Spell +1 Level to an Attribute
Select One	+1 Level Adflectomancy +1 Level Broomsmanship +1 Level Custodiomancy +1 Level Impugnatiomancy +1 Level Incantomancy +1 Level Knowledge (Common—Wizarding) +1 Level Mutomancy +1 Level Occulomancy +1 Novice Spell
Select One	+1 Level Mundane Skill
Potential	Join Your House Quidditch Team— Broomsmanship (TN6) to join the House Quidditch Team Success = Chaser Raise = Beater 2 x Raises = Keeper 3 x Raises = Seeker

Year Three

Automatic	+1 Edge you are qualified for +1 Novice Spell
Select One	+1 Level Broomsmanship +1 Level Custodiomanacy +1 Level Impugnationancy +1 Level Incantomanacy +1 Level Knowledge (Herbology) +1 Level Knowledge (Common— Wizarding) +1 Level Occulomanacy +1 Level Potiomancy +1 Seasoned Spell
Potential	Join the Dueling Club— Impugnationancy (TN6) to be admitted. Success = +1 Level Knowledge (Magical Duel Etiquette) , +1 Level Custodiomanacy, +1 Level Impugna- tionancy Raise = ALSO Gain +1 Seasoned Spell

Year Four

Automatic	+1 Edge you are qualified for +1 Level Adflectomanacy +1 Level Incantomanacy
Select One	+1 Level Broomsmanship +1 Level Impugnationancy +1 Level Knowledge (Common—Muggle) +1 Level Knowledge (Common— Wizarding) +1 Level Potiomancy +1 Level Sanomanacy +1 Seasoned Spell
Potential	Find the Room of Requirements and Join Dumbledore's Army! - Custodiomanacy (TN 6) Success = Gain +2 Charisma, +2 Impug- nationancy Spells (Novice / Sea- soned), +2 Custodiomanacy Spells (Novice / Seasoned),

Year Five

Automatic	+1 Level Sanomanacy +1 Level Occulomanacy
Select One	+1 Level Adflectomanacy +1 Level Dark Arts +1 Level Incantomanacy +1 Level Knowledge (Common— Wizarding) +1 Level Knowledge (Care and Feeding of Magical Animals) +1 Level Sanomanacy +1 Level of Broomsmanship
Potential	Selection by The Goblet of Fire Success with any three different spell skills (TN10) to be selected for the Tri- Wizard Tournament Success = Selected (Charisma +1) Raise on 2 Skills = Second Place (Charisma +2) Raises on All 3 Skill Rolls = Tri-Wizard Champion (Charisma +4)

Year Six

Automatic	Select an Edge you are qualified for +1 Level Custodiomanacy +1 Level Impugnationancy +1 Level to an Attribute
Select One	+1 Level Dark Arts +1 Level Sanomanacy +1 Level Mutomanacy +1 Level Incantomanacy +1 Level Knowledge (Common—Wizarding) +1 Level Knowledge (Care and Feeding of Magical Creatures) +1 Level Adflectomanacy +1 Level Broomsmanship
Potential	OWL Exams Custodiomanacy (TN 4) Incantomanacy (TN 4) Occulomanacy (TN 4) Potiomancy (TN 4) Successes on three rolls Allows the char- acter to select one Veteran Level Spell for free.

Year Seven

Automatic	Select an Edge you are qualified for +1 Level Mutomancy +1 Level Knowledge (Care and Feeding of Magical Creatures)
Select One	+1 Level Adflectomancy +1 Level Custodiomancy +1 Level Dark Arts +1 Level Sanomancy +1 Level Mutomancy +1 Level Occulomancy +1 Level Knowledge (Common—Wizarding) +1 Level Knowledge (Herbology) +1 Level Potiomancy +1 Level of Broomsmanship +1 Level Wandsmanship
Potential	NEWTS They receive the Edge Auror , and coming out of school they are hired by the Ministry of Magic to the Auror Division.

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