

Aurors

The Ministry of Magic

Your Ministry needs you. You have talents and abilities that can help us combat the darkness out there. Dark Witches and Wizards are moving to thwart the Ministry's influence on the general wizarding population and we need your help to defeat them.

As Aurors, you are the last line of defense. You will face the darkest of magics, the foulest of creatures, the most unspeakable acts and you will bring them to justice, whatever the cost.

The Wizarding World

The Wizarding World is a separate community that exists within the framework of the greater human society. Wizards are magical beings who can affect the material and metaphysical world with great knowledge and power, but choose to keep their existence secret for the most part. This is enforced by various efforts on the part of the magical governments of the world.

Muggles

Muggles and the greater world have little to no awareness of the existence of witches and wizards. With some notable exceptions (the British government), most of muggle society and culture has progressed without the influence of magic. Great steps are taken to keep it that way, though mistakes do happen

The Aurors

Aurors are the keepers of peace. They defend against the actions and the influence of dark witches and wizards in the world. Common amongst all Wizarding governments, Aurors from different locales often work together.

There are three levels of Aurors and those levels determine the dice pool available for various types of actions in the game. The chart below gives you a breakdown.

After choosing a level, come up with a narrative specialization to describe the type of Auror your character is. Specialization describes what you do within the Department of Aurors.

Levels & Dice Pools

Level	Mental	Physical	Magical
Apprentice	2	3	1
Experienced	3	2	2
Veteran	2	2	3

Legal

Wizarding Heritage

A character's heritage is incredibly important. Whether Pure-Blood, Half-Blood, Muggle Born, Squibs or Half Breeds, your heritage can have a huge effect on your affluence and your social status.

When attending a magical school, you are placed in a house based upon qualities that are deemed worthy. That choice also has an effect on your action rolls. The table below explains type of actions and benefits.

The Houses of Hogwarts

Griffendore	+1 Die to Actions of Bravery
Hufflepuff	+1 Die to Actions of Presence
Ravenclaw	+1 Die to Actions of Knowledge
Slytherian	+1 Die to Actions of Cunning

Magical Abilities

Many witches and wizards have innate or acquired abilities that grant them magical powers. Others suffer from curses or maladies that make normal existence even in the Wizarding world difficult.

A character may choose to an ability or a curse to add to their character. By doing so, in certain circumstances it can convey a benefit or penalty given the circumstances.

Example abilities include: Animagi, Metamorphmagi, Parseltongue, Seers, Legilimency and Occlumency, Apparition and Disapparition, Veela charm and Magical resistance

Wands and Magical Items

Wands are a Witch's focus for magic. For most of the time, a witch without her wand suffers a -1 to any dice rolls involving magic. Veterans are the exception. They do not suffer from this penalty because they more attuned to their magical abilities.

Various magical items exist in the world and enable characters very particular abilities. Unless the circumstances dictate that there is a real uncertainty of the outcome, a dice roll is not required to use its power.

Example items include: The Marauder's Map, Brooms, Remembrals, Time-Turners, Enchanted coins, Howler, Deluminator, Cloak of Invisibility, Foe-glass.

The Dark Arts

In the much of the published material, they focus on the clear definition of right & wrong. A focus of the narrative in the game should be exploring mature themes. More adult themes portray the hard choices that characters make for the greater good.

When building a session, adventure or campaign, gauge your players. Write a story that focus on the their particular interests in settings.

The wizarding world is a fantastic setting, limited only by your imagination.

Adversaries

Dark Wizards - From great wizards like Grindelwald and Voldemort to minor inconveniences like death eaters, there are plenty of choices for antagonists.

Magical Creatures - Any magical creature found in the published work Fantastic Beasts and Where to Find Them.

Muggles - Occasionally, muggles do get into the way.

Resolution Mechanic

The mechanics of action resolution are based on the Blades in the Dark SRD and are very simple. If you take any action where the outcome is uncertain, use your dice pool and modifiers and check the resulting roll against the skill checks table below.

Skill Checks

1-3	Failure
4-5	Success, but with Complication
6	Unencumbered Success

Health Mechanic

The health mechanic is simple: you have the capacity for 3 points of strain. For each action roll that ends negatively, the player & GM identify whether the action was negative enough for the character to gain a strain point. When a character reaches 3 strain, they drop out of the scene. A character recovers all strain when the scene is over.

If a character hits the strain threshold three times in a session, the character is going to be permanently out of the game. Before they go out though, they make a "Last Stand" and do something fantastic. This heroic (or villainous) act can change the story

Aurors

Creating a Character

You're playing an Auror who works for the magical government institutions.

To create character, do the following:

1. Come up with a character idea.
2. Pick a level.
3. Choose a narrative specialization.
4. Pick a Heritage.
5. Pick a house.
6. Choose one Magical Ability or Curse.
7. Optional: Choose a Magical Item.

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Blades in the Dark

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Harry Potter

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