

GOALS: turn the Forged in the Dark rule set into a game about cute witches doing cute things in a world of enchantment.

TOUCHSTONES:

- Harry Potter
- Little Witch Academia
- Kiki's Delivery Service
- Hilda
- Magic User's Club
- Sabrina the Teenage Witch (MJH or cartoon incarnation, not the current Netflix show)

MECHANIC CHANGES:

- Wherever possible, rename mechanics rather than writing new rules
- Score:
 - The Score becomes **The Adventure**
 - Plan Types:
 - TODO
 - Heat becomes **Scrutiny**, the attention the adults are paying to your shenanigans
- Downtime:
 - Acquire Assets, Long-Term Projects, Recover, Train - no changes
 - Reduce Heat becomes **Behave**, where you play by the rules and don't cause trouble
 - Indulge Vice becomes **Indulge Insecurity**
- Actions:
 - Insight
 - TODO
 - Prowess
 - TODO
 - Resolve
 - TODO
- Stress and Trauma:
 - Stress remains the same
 - Trauma becomes **Maturity** - as you deal with pain and hardship, you inevitably grow up, and away from the adventures of childhood
 - Maturity conditions:
 - note: these should not be personal failings or flaws, but should be things that take you away from youthful adventure
 - TODO
- Action Roll:
 - Devil's Bargain becomes **Price of Power**, or alternately just the unexpected consequences of running in without thinking about it
 - Positions are **Boring, Risky, and Stupid**
- Other

- Coin becomes **Image** - your reputation with other kids, how adults see you, and also your own self-confidence
- Stash becomes **Fate** - how you see yourself long term, and the type of person you'll become as an adult
 - 0-10: A disreputable or sad witch, or an out-of-luck mundane
 - 11-20: An inferior witch, or an ordinary mundane
 - 21-39: An ordinary witch
 - 40+: An extraordinary witch
- Characters:
 - Vice becomes **Insecurity** - you must indulge in some activity to make you feel better about how things are going
 - Loadout becomes **Grimoire** - the type of magic you're packing on your adventure
 - Wands
 - Brooms
 - Potions
 - Spell types
 - Custom gizmos
 - Personal items
 - Instead of a Crew, you have a **Coven**
 - Forest Witches
 - City Witches
 - School Witches

PLAYBOOKS:

- THE IDIOT
 - You don't know much about the magical world, because you're new to it (you came from a mundane background), or you're just an idiot
 - There's some kind of magic you're bad at
 - You make up for it with pluck, wits, or some special ability
 - Examples: Harry Potter, Akko, Sae Sawanoguchi
- THE NERD
 - You know everything there is to know about magic, naturally
 - You need everyone else to know you know
 - You're awesome at actual magic
 - Your interpersonal skills might be lacking
 - Examples: Hermione Granger, Diana Cavendish, Frida
- THE BUDDY
 - You're mostly just here to have fun
 - Casting spells and doing magic is neat, but you're more interested in supporting your friends
 - Your special thing is that you never give up when the chips are down - if all is lost, everything rides on you

- Examples: Lotte Jansson, Ron Weasley
- THE UNDERDOG
 - You don't wanna be here you don't wanna be here you don't wanna be here...
 - Cowardly, hesitant, or simply cautious
 - Clumsy slapstick
 - Your special thing is reserves of bravery or strength that come out when you're forced to face your fear
 - Examples: Neville Longbottom, David
- THE HOTHEAD
 - You've got a grudge against someone or something, or just a chip on your shoulder
 - Your short temper gets you in trouble, but can also inspire people
 - Your special thing is pushing through obstacles or doing the impossible
 - Examples: Draco Malfoy, Amanda O'Neill
- THE WEIRDO
 - You know or practice a type of magic that's unusual (alchemy and poisons, gadgeteering, fantastical creatures)
 - You're obsessed with it, and/or it occasionally causes trouble for those around you
 - Your special thing is that your unique magic style comes in handy when nothing else works
 - Example: Luna Lovegood, Sucy Manbavaran, Constanze

FACTIONS:

- School Administrators?
- School Staff?
- Fairies - the mysterious creatures of magic that dwell in strange places
- Old Ones - menacing and strange beings from the old time, occasionally still found by nosy witches
- Puritans - people in town who don't approve of magic use
- Skeptics - people in town who don't believe magic is real
- Woodcutters - the weird people of the forest who know their way around, and can tell secrets, but are ominous

THE MENTOR:

- The GM/MC role
- You are the facilitator of the game
- You also have a character in-game, who is the coven's mentor figure
- This can be a parent, teacher, or other adult who the coven characters will listen to, no matter what (due to respect, personality, etc.)
- Examples: Dumbledore, Minerva McGonagall, Ursula Callistis, Hilda's mother

GENERAL ADVICE:

- Don't make the players regret doing the right thing, even if the choice costs them something.
- Offer rewards for doing the wrong thing sometimes, but make them strictly temporary or contingent.
- Magical creatures follow their own rules. They can be friendly, but shouldn't be familiar.