

Kamran's Harry Potter XP Quest Manual

How the Magic Works

- **Log every action when you finish it** (Ultimate Rule – no debate).
- XP values & bonuses are unchanged from the Core Grid (Micro +1 XP, Medium +3 XP, Major +5 XP, +1 XP category bonus, see original manual).
- **Negative XP** still applies – daily net can't go below 0; lifetime can't decrease.
- **Goal:** Reach **Tier 10 – Beat Voldemort** in ≤ 12 months, then choose:
 1. **Reset to Tier 1** (start a new school year) **or**
 2. Chase **Bonus Tiers 11-15** for extra bragging rights.
- Record the date you hit each Tier. At year-end, note total months taken.

Core School-Year Tiers (aim to finish in 1 year)

Tier	XP Range*	Title (Harry Potter Theme)	Badge Idea
1	0 – 49	“Cast ‘Lumos’ Without Blowing Up Your Wand”	Glowing wand tip
2	50 – 99	“Made Friends with Ron & Hermione”	Interlocking wands or Butterbeer mug
3	100 – 199	<i>“First Spell Cast”</i>	Wand spark
4	200 – 349	<i>“Passed First-Year Exams”</i>	Stack of books
5	350 – 499	<i>“Gryffindor Wins Quidditch Cup”</i>	Golden Snitch
6	500 – 699	<i>“Patronus Mastered”</i>	Silver stag
7	700 – 849	<i>“Triwizard Champion”</i>	Goblet of Fire
8	850 – 999	<i>“Order of the Phoenix Recruit”</i>	Phoenix emblem
9	1 000 – 1 199	<i>“Horcrux Hunter”</i>	Locket icon
10	1 200+	<i>“Defeated Voldemort”</i>	Lightning-scar Medal

*XP ranges assume ~100–120 XP per month to finish in a year; adjust upward if you earn faster.

Bonus Tiers (optional after Tier 10)

Tier	Extra XP	Title	Badge
11	+150	<i>"Head Auror"</i>	Ministry badge
12	+150	<i>"Headmaster of Hogwarts"</i>	Castle silhouette
13	+200	<i>"Elder Wand Keeper"</i>	Elder Wand
14	+250	<i>"Master of Death"</i>	Deathly Hallows
15	+300	<i>"Wizarding Legend"</i>	Star-filled crest

Journal Pages

Master Ledger

Date | +XP | -XP | Net | Lifetime Total | Tier | Photo # | Notes

Badge Gallery

Draw/print each badge, add date & a selfie celebrating the milestone.

Reward Milestones (guilt-free)

- **Every 100 XP** – snap victory photo, paste in ledger.
- **Each Tier Up** – choose a practical upgrade (better pen, notebook, app).
- **Tier 5** – half-day adventure.
- **Tier 7** – quality-of-life gear.
- **Tier 9** – weekend getaway or skill course.
- **Tier 10** – dream experience (you're the Chosen One!).
- **Bonus Tiers** – design epic rewards that still honour health & finance goals.

Place this manual at the front of your physical journal or import into Notion/Google Docs for printing. One school year, one epic quest—return as many times as you like.