

Minerva McGonagall NAME:

FAMILY: Half-Blood

Personality: Rebel (Gryffindor)

Auror ARCHETYPE:



Experience Triggers:

- OVERCOME OBSTACLE
- CHARACTER GROWTH

Nourishment

Doing Nourishing activities Nourishment Triggers: restores Fortitude

- SLEEPING (1/DAY)
- HOT MEAL (1/DAY)

attention, or simple rest.

CURRENT STATUS

Gain one automatic success (a roll of 12) on a check
Get an extra action in a round of combat

You can expend fortitude to:

FORTITUDE

Fortitude is restored by completing nourishing actions.

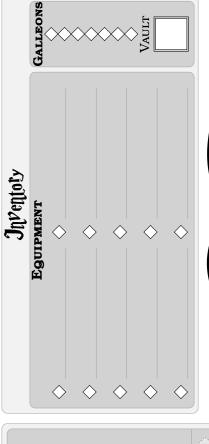
Negate a CATASTROPHIC FAILURE

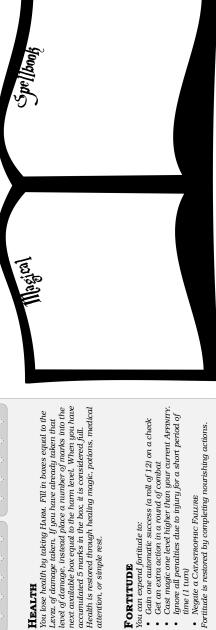
DRAINED WEARY AWAKE TIRED (-1p) (-2D)INJURED (-3D) WOUNDED (-4D) MANGLED (-5D) CONDITION HEALTH BRUISED CRITICAL HURT SORE

You lose health by taking HARM. Fill in boxes equal to the

LEVEL of damage taken. If you have already taken that

FORTITUDE BURNED OUT EXHAUSTED PUSHING IT





ASpects



INTELLIGENCE



DECEPTION

PRECISION

BEWITCHMENT:

CEREBRAL:

ALTERATION:

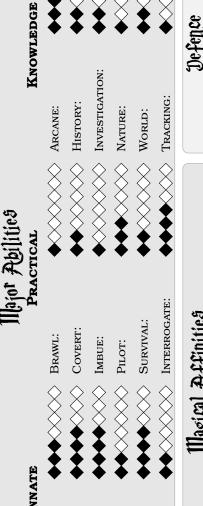
CONJURATION:

CURSES:

PERCEPTION INSIGHT

VITALITY

SURVIVAL: COVERT: SRAWL: Рігот: IMBUE: INNATE INTIMIDATION: CONVICTION: ELOQUENCE: ALERTNESS: INTUITION: BRAVERY:





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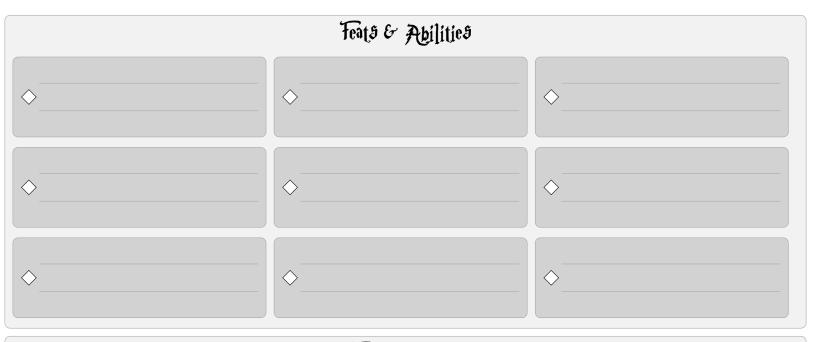
Reflexes ဂ $3 \mathrm{m/turn}$ Movement

NECROMANCY:

HERMETICS: ELEMENTAL:

TEMPORAL: WARDING:

PSIONICS:



Full Inventory

CARRIED ITEMS

STORED ITEMS

STORAGE LOCATION:

MEMORISED SPELLS

Magic & Spells

SPELLCASTING

You can cast any time you have your wand and are able to move and speak. Choose a spell that you have MEMORISED, and describe an effect you wish to manifest using that spell. The GM will determine the 'power level' of the casting (from 0, Nihil to 7, Sumnus). The DV of the casting is **8 + Power Level - Affinity**.

The minimum number of successes required depends on the target of the spell:

Range	Successes
SELF	1
WANDTIP	+1 per target
RANGED	+2 per target
Mass	+4 and up

Every spell has a base power equal to their power level. This is used to the strength of the spell (i.e. the damage dealt). Every additional success after the minimum number can be used to increase this power by 1 (OVERPOWER), increase the DV for resisting the spell (DEFY) by one, or increase the duration of a time-limited spell (EXTEND).