Non-Player Character

Name: Rubeus Hagrid

Family: Half-Giant

Personality: Caregiver (Hufflepuff)

Archetype: Druid

Experience

Experience Triggers:

- Overcome Obstacle
- Character Growth
-
-

Nourishment

Doing Nourishing activities restores ***Fortitude***

Nourishment Triggers:

- Sleeping (1/day)
- Hot Meal (1/day)
-
-

Current Status

Health

- Sore
- Bruised (-1d)
- Hurt (-2d)
- Injured (-3d)
- Wounded (-4d)
- Mangled (-5d)
- Critical Condition

Fortitude

- Awake
- Weary
- Pushing It
- Tired
- Drained
- Exhausted
- Burned Out

Health

You lose health by taking Harm. Fill in boxes equal to the Level of damage taken. If you have already taken that level of damage, instead place a number of marks into the next available box equal to the harm level. When you have accumulated 5 marks in the box, it is considered full. Health is restored through healing magic, potions, medical attention, or simple rest.

Fortitude

You can expend fortitude to:

- *Gain one automatic success (a roll of 12) on a check*
- *Get an extra action in a round of combat*
- *Cast magic one level higher than your current Affinity.*
- *Ignore all penalties due to injury for a short period of time (1 turn)*
- *Negate a Catastrophic Failure*

Fortitude is restored by completing nourishing actions.

Inventory

Equipment

Galleons

Vault

Magical Spellbook

Aspects

Fitness ◆◆◆◆◆◆◇

Charm ◆◆◆◇◇◇◇

Intelligence ◆◆◇◇◇◇◇

Precision ◆◇◇◇◇◇◇

Deception ◇◇◇◇◇◇◇

Willpower ◆◆◆◇◇◇◇

Vitality ◆◆◆◆◆◆◆

Insight ◆◇◇◇◇◇◇

Perception ◆◆◇◇◇◇◇

Major Abilities

Innate		Practical		Knowledge	
Bravery:	◆◆◆◇◇◇	Brawl:	◆◆◆◆◆◇	FirstAid:	◆◇◇◇◇◇
Intimidation:	◆◆◆◆◆◇	Craft:	◆◆◆◇◇◇	Nature:	◆◆◆◆◇◇
Kindness:	◆◆◆◇◇◇	Imbue:	◆◇◇◇◇◇	Unnature:	◆◇◇◇◇◇
Kinship:	◆◆◆◆◇◇	Marksmanship:	◆◆◆◆◇◇	World:	◆◇◇◇◇◇
Strength:	◆◆◆◆◆◆	Survival:	◆◆◆◆◆◆	Commune:	◆◆◇◇◇◇
Belonging:	◆◆◇◇◇◇	Nurture:	◆◆◆◆◇◇		

Magical Affinities

Alteration:	◆◇◇◇◇◇	Hexes:	◇◇◇◇◇◇
Bewitchment:	◇◇◇◇◇◇	Kinesis:	◆◇◇◇◇◇
Cerebral:	◇◇◇◇◇◇	Occultism:	◇◇◇◇◇◇
Conjuration:	◇◇◇◇◇◇	Psionics:	◇◇◇◇◇◇
Curses:	◇◇◇◇◇◇	Temporal:	◇◇◇◇◇◇
Elemental:	◆◇◇◇◇◇	Warding:	◇◇◇◇◇◇
Hermetics:	◇◇◇◇◇◇	Necromancy:	◇◇◇◇◇◇

Defence

Block:	◆◆◆◆◆◆◇	+3
Dodge:	◆◇◇◇◇◇◇	+0
Endure:	◆◆◆◇◇◇◇	+5

Movement

3m/turn

Reflexes

+2

Feats & Abilities

Full Inventory

Carried Items

Stored Items

Storage Location:

Magic & Spells

Memorised 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).