

# Non-Player Character

**NAME:** Janet Su

**FAMILY:** Half-Blood

**PERSONALITY:** Educator (Ravenclaw)

**ARCHETYPE:** Scholar

## 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	FORTITUDE
	AWAKE
SORE	WEARY
BRUISED (-1d)	PUSHING IT
HURT (-2d)	TIRED
INJURED (-3d)	DRAINED
WOUNDED (-4d)	EXHAUSTED
MANGLED (-5d)	BURNED OUT
CRITICAL CONDITION	

## 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

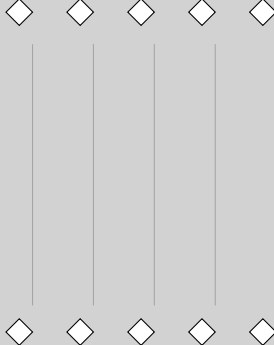
You can expend fortitude to:

- 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

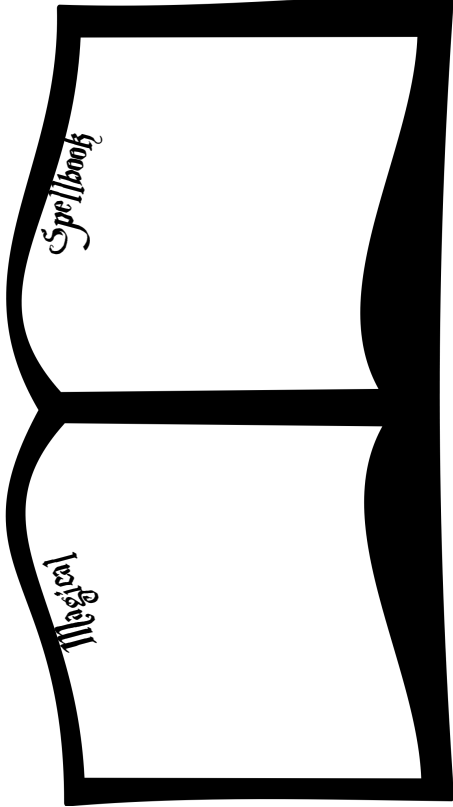
### EQUIPMENT



### GALLEONS

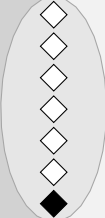


### VAULT

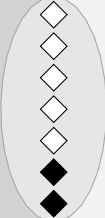


## Aspects

### FITNESS



### CHARM



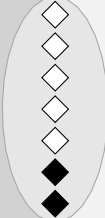
### INTELLIGENCE



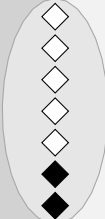
### PRECISION



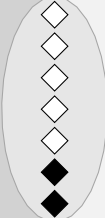
### DECEPTION



### WILLPOWER



### VITALITY



### INSIGHT



### PERCEPTION



## Major Abilities

### PRACTICAL

ALERTNESS:



ACROBATICS:



INTIMIDATION:



COVERT:



KINDNESS:



IMBUE:



LOGIC:



COLLABORATION:



SPEED:



WORLD:



STUBBORNNESS:



SPECULATION:



### KNOWLEDGE

ARCANE:



HISTORY:



INVESTIGATION:



UNNATURE:



## Magical Affinities

ALTERATION:



HEXES:



BEWITCHMENT:



KINESIS:



CEREBRAL:



OCCULTISM:



CONJURATION:



PSIONICS:



CURSES:



TEMPORAL:



ELEMENTAL:



WARDING:



HERMETICS:



NECROMANCY:



## Defence

**BLOCK:**



+1

**DODGE:**



+1

**ENDURE:**



+3

## Movement

4m/turn

## Reflexes

+8

## 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
<b>SELF</b>	1
<b>WANDTIP</b>	+1 per target
<b>RANGED</b>	+2 per target
<b>MASS</b>	+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).