

CARTE POSTALE



Success ✨ *cancel* ✖ Failure  
 Advantage ▲ *cancel* ⚠ Threat  
 Triumph ⚡ *cancel* ☹ Despair

### GENERAL SKILLS

GENERAL SKILLS	Career	Ranks	Dice Pool
Athletics (BR)			◆◆
Cool (PR)			◆◆◆
Coordination (AG)			◆
Discipline (WILL)			◆◆◆◆
Flying (AG)			◆
Perception (CUN)			◆◆◆◆
Potions (INT)	•	1	◆◆◆◆
Resilience (BR)			◆◆◆◆
Riding (AG)			◆
Skullduggery (CUN)			◆◆◆◆
Stealth (AG)			◆
Streetwise (CUN)			◆◆◆◆
Survival (CUN)			◆◆◆◆
Vigilance (WILL)			◆◆◆◆
<b>Social</b>			
Coercion (WILL)			◆◆◆◆
Deception (CUN)			◆◆◆◆
Leadership (PR)			◆◆◆◆
Negotiation (PR)			◆◆◆◆
Persuasion (PR)			◆◆◆◆
<b>Magic</b>			
Charms (PR)			◆◆◆◆
Counter-Spelling (WILL)			◆◆◆◆
Divination (CUN)	•	2	◆◆◆◆
Healing (PR)			◆◆◆◆
Jinxes and Hexes (CUN)			◆◆◆◆
Transfiguration (WILL)	•	2	◆◆◆◆



Antoinette Thomas

5th Year  
 Career: Academic



2	0	0	13		12	
SOAK	RANGED DEFENSE	MELEE DEFENSE	WOUND THRESHOLD		STRAIN THRESHOLD	
2	1	3	2	3	2	
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	

### KNOWLEDGE

KNOWLEDGE	Career	Ranks	Dice Pool
Dark Arts (INT)	•	1	◆◆◆◆
Herbology (INT)	•	1	◆◆◆◆
Lore (INT)	•	2	◆◆◆◆
Magical Creatures (INT)	•	1	◆◆◆◆
Muggle Studies (INT)	•	1	◆◆◆◆

### COMBAT

COMBAT	Dice Pool
Brawl (BR)	◆◆◆◆
Melee (BR)	◆◆◆◆
Ranged (AG)	◆

### WAND

Range Short Dmg+2 Crit 3

- Aspen with Veela Hair (9")
- Focused: Once/session, gain ■ to one Transfiguration check you make
- Unyielding: Once/session, turn ✨ into ▲▲ on the results of a single Magic Skill check you have made





## CRITICAL INJURIES

Severity

Result

Total XP: 100 Available XP: 0

## HOUSE ARCHETYPE:

Horned Serpent

**Elementary!:** Once per session, you may spend a Story Point as an incidental. If you do so, the next skill check you make uses your Intellect instead of the normally associated characteristic.



## MOTIVATION

Strength

**Analytical.** With a strongly calculating mind that relies on logic and patience, you are analytical, steady, and measured.

Flaw

**Compulsion.** Despite any misgivings you may have, you cannot turn away from a good mystery or puzzle in need of solving.

Desire

**Knowledge.** You love to uncover new information, especially as it pertains to the No-Maj and their technology..

Fear

**Isolation.** You worry that your intelligence and eccentric nature pushes people away and that will be doomed to live and die alone.

## TALENTS

Tier 1

**Knack for It:** [Lore] You may remove up to ■■ when making a Lore skill check.

**Toughened:** Your Wound Threshold has been permanently increased by +2.

**Second Wind:** Once/encounter as an Incidental, heal 1 Strain.

Tier 2

**Heightened Awareness:** Allies within Short range of you add ■ to their Perception and Vigilance checks. Allies engaged with you add ■■ instead.

## GEAR

Wand (Aspen and Veela Hair, 9")

Potions Kit

Magical Textbooks

Wizarding Robes (Provide +1 Soak)

Travel Trunk

Blank Howler

Money 100