



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

GENERAL SKILLS

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



Barack
Dunham



5th Year
Career: Elocutionist

3

0

0

14

12

SOAK
RANGED DEFENSE
MELEE
WOUND THRESHOLD
STRAIN THRESHOLD

2
2
2
1
2
4

BRAWN
AGILITY
INTELLECT
CUNNING
WILLPOWER
PRESENCE



KNOWLEDGE

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

COMBAT

	Career	Ranks	Dice Pool
Brawl (BR)	•		◆◆◆◆
Melee (BR)			◆◆◆◆
Ranged (AG)			◆◆◆◆

WAND Range Short Dmg+1 Crit 3

Rosewood with Dittany Stalk (10")

- Supportive: Once/session, gain ■ to one Healing check you make
- Pliant: Once/session, remove ⚡⚡ from the results of a single Magic Skill check you have made



CRITICAL INJURIES

Severity

Result

Total XP: 100 Available XP: 0

HOUSE ARCHETYPE:

Pukwudgie

Force of Presence: Once per session, you may spend a Story Point as an incidental. If you do so, the next Brawn or Agility skill check you perform during that turn is performed as though your ranks in the skill being used are equal to your Presence.



MOTIVATION

Strength

Patient. You know the power of remaining calm and waiting for the right opportunity – and acting decisively when ready.

Flaw

Pride. You are accustomed to being the center of attention and dislike not being so.

Desire

Ambition. You have high aspirations for yourself and seek to take every opportunity to advance your goals.

Fear

Obscurity. Nagging at the back of your mind is worry that all of your dreams will come to naught and you will fade into the background of history.

GEAR

Wand (Rosewood with Dittany Stalk, 9")

Potions Kit

Magical Textbooks

Wizarding Robes (Provide +1 Soak)

Travel Trunk

Extendable Ears

Money 100

TALENTS

Tier 1

Knack For It: [Persuasion] You may remove up to ■■ when making a Persuasion skill check.

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

Proper Upbringing: When you make a social skill check in polite company (as determined by your GM), you may suffer 1 Strain to add 1 ▲ to the check results.

Tier 2

Knack For It: [Healing] You may remove up to ■■ when making a Healing skill check.

Counteroffer: Once per session, as an Action, you may choose one non-nemesis adversary within Medium range. Make an opposed Persuasion check vs. the target's Discipline. If successful, the target becomes staggered until the end of their next turn.

At your GM's discretion, you may spend a ☉ on this check to have the adversary become an ally until the end of the encounter. (However, the duration may be shortened or extended depending on whether your GM feels your offer is appealing to the adversary, and whether your character follows through on their offer!)