

Success ✨ *cancel* ✖ Failure
 Advantage A *cancel* ⚡ Threat
 Triumph ⚙ *cancel* ⚡ Despair



River
Smith



5th Year
Career: Naturalist

3	0	0	13		15	
SOAK	RANGED DEFENSE	MELEE	WOUND THRESHOLD	STRAIN THRESHOLD		
2	2	2	3	4	1	
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	

GENERAL SKILLS

Career	Ranks	Dice Pool
Athletics (BR)	•	◆◆
Cool (PR)		◆
Coordination (AG)		◆◆
Discipline (WILL)		◆◆◆◆
Flying (AG)		◆◆
Perception (CUN)		◆◆◆
Potions (INT)		◆◆
Resilience (BR)		◆◆
Riding (AG)	•	◆◆
Skullduggery (CUN)		◆
Stealth (AG)		◆◆
Streetwise (CUN)		◆
Survival (CUN)	• 2	◆◆◆
Vigilance (WILL)		◆◆◆◆

Social

Coercion (WILL)		◆◆◆◆
Deception (CUN)		◆
Leadership (PR)		◆◆
Negotiation (PR)		◆◆◆
Persuasion (PR)	•	◆

Magic

Charms (PR)		◆
Counter-Spelling (WILL)		◆◆◆◆
Divination (CUN)	1	◆◆◆
Healing (PR)	•	◆
Jinxes and Hexes (CUN)		◆◆◆
Transfiguration (WILL)	• 2	◆◆◆◆

KNOWLEDGE

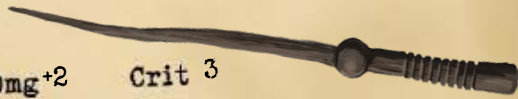
Career	Ranks	Dice Pool
Dark Arts (INT)	• 1	◆◆
Herbology (INT)		◆◆
Lore (INT)		◆◆
Magical Creatures (INT)	• 1	◆◆
Muggle Studies (INT)		◆◆

COMBAT

Brawl (BR)		◆◆
Melee (BR)		◆◆
Ranged (AG)		◆◆

WAND Range Short Dmg+2 Crit 3
 Mahogany with Phoenix Feather (12")

- Focused: Once/session gain ■ to one Transfiguration check you make
- Unyielding: Once/session, may turn ✨ into AA on the results of a single Magic Skill check you have made



CRITICAL INJURIES

Severity

Result

Total XP: 100 Available XP: 0

HOUSE ARCHETYPE:

Thunderbird

Strength of Spirit: Once per session, you may spend a Story Point as an incidental. If you do so, a character engaged with you immediately recovers Strain equal to your Willpower characteristic.



MOTIVATION

Strength

Flaw

Spiritual. You have a firm belief in the eternal truths hidden in nature. This gives you a solid mental bedrock to rely on.

Ignorance. You lack a basic knowledge or understanding of society's norms, especially No-Maj society.

Desire

Fear

Belonging. You seek to be like by others and go out of your way to try to make a good impression. You seek to be accepted by your peers at school.

Expression. You know your beliefs are not well respected by the magical community and are self-conscious about sharing them with others.

TALENTS

Tier 1

One with Nature: When in the wilderness (or suburban area), you may make a Simple Survival check, instead of Discipline or Cool, to recover strain at the end of an encounter (see page 117 in the Genesys Core Rulebook).

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

GEAR

Wand (Mahogany with Phoenix Feather, 12")

Potions Kit

Magical Textbooks

Wizarding Robes (Provide +1 Soak)

Travel Trunk

Dungbombs

Money 100