



Isabelle Beaulieu | School Teacher



Pips
10

Recoup
2

Skills

		Skills													
		2	4	6	8	10	12	14							
Fightin' Skills	Archery	Grip	Verity	2	4	6	8	10	12	14	16	18	20	22	24
	Handguns	Grip	Verity	3	6	9	12	15	18	21	24	27	30	33	36
	Melee	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Pugilism	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Quick Draw	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Rifles	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Shotguns	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Thrown	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Animals	Grip	Verity	2	4	6	8	10	12	14	16	18	20	22	24
	Art	Grip	Verity	3	6	9	12	15	18	21	24	27	30	33	36
Workin' Skills	Driving	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Education	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Gambling	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Handicraft	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Medicine	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Military	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Occult	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Performing	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Search	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Science	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Thievery	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12
	Wild Living	Grip	Verity	1	2	3	4	5	6	7	8	9	10	11	12

Weapon

Sharps Shotgun*

[O] Ammo: ○○○○○○○○

Dam	RoF	Cap	Step	WR	Wt.
7	1	1	20'	1	6

Gear

Hat	Fine Clothes	Cloak & Shawl
Gloves	Matches	Medical Kit
Bible	Journal	Pen & Ink
Mirror	Clutch	Map
Sewing Kit	Tea	Enamel Cup
\$225	Charm of Divination	

Magic

Principal Suit:
Path:

Trick	Actions	Power	SP	Recall Penalty	Spent
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Recall Check

Card + **Weird** + Bet ≥ Trick Power + Station Penalty + Recall Penalty

Sleight of Hand Check (Illusion)

Card + **Weird** + Bet ≥ Trick Power + Station Penalty

Notes

Quote: "While some chase gold, I'll settle for the treasure of a good book."

Languages (4): English, French, Dutch, Michif Trade Language (Cree & French - Norther Plains)

Description: You are a determined and intelligent woman with a passion for education and scholarship. As a schoolmarm, you dedicate herself to bringing knowledge and structure to frontier communities. You are possessed of a sharp wit and a strong sense of independence, using your education to not only enrich the lives of others but to navigate the challenges of a world that often underestimates you. Your only family, Jean-Luc, is a much older brother of whom you are fiercely protective.

Notes:

◆◆◆ You **Blind-Turn 2 cards** for Handicraft, Medicine, Military, and Science Tests.

◆◆◆ You **Play From Hand** for Education Tests.

Charm of Divination: You gain insight into the disposition of an object or creature within 25'. It glows dimly white or red to denote benevolence or malice, respectively. Using the charm consumes 2 Actions. Only one target per Turn may be divined in this way. The charm is destroyed after 3 uses: ○○○.

* When using Shot, each Range Step past the first adds +1 to your attack, -1 damage, and reduces its Wound Rating (WR) by one step.

Replacements



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