

(This is a character design portfolio sample inspired in the universe of Harry Potter. It is not material from an existing game/property.)

**NAME:**  
**Antonia De León**

**GENDER:** Female

**SPECIES:** Human

**AGE:** 180 years old (appears 25.)

**HEIGHT:** 5'8

**SKILLS:** Immortal / Herbology / Poison Crafter / Defensive Magic

**ALIGNMENT:** Lawful Neutral

**WAND:** Elder pine and Thestral hair, 9½ inches

**HOGWARTS HOUSE:** n.a.

**OVERVIEW:** A famous witch and explorer who travelled to America during the early 19<sup>th</sup> century. She's the third known witch/wizard to have achieved immortality through magic. She's a potions master and the creator of the infamous Polyjuice Potion. Also... no one has seen her in over 50 years, that is, until our PC finds her.

**APPEARANCE:**

- **Braided long Brunette hair, big brown eyes, thick eyebrows, and bold features.** There's equal parts European and Moorish blood in Antonia.
- An assertive and husky voice and a **thick Spanish accent** she refuses to let go of.
- She's **5'8, athletic, tomboyish,** and has a **proud demeanor.**
- She wears a **silver cross** (family heirloom) around her neck that she **NEVER** takes off.<sup>1</sup>
- She wears a **long brown leather coat** with multiple leather straps to which she attaches a series of **mysterious silver vials and blades.** Leather boots and hiking pants.



**GAMEPLAY :**

Recurrent NPC. Antonia will mentor the PC on exotic ingredients, obscure potions (like the Polyjuice Potion), and old legends that will help the PC in both the Main Quest and Side Quests. These **SKILLS** will be added to the PC's skill log and can be used to level up potion recipes.

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<sup>1</sup> This is how we identify her when she uses the Polyjuice Potion to change her appearance in the game.

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## **BACKSTORY :**

Antonia was born in the Spanish city of Granada to a family of scholars. Her parents, renowned herbologists, studied and taught at the Caledrata Institute of High Magic. She grew up in the library and hallways of the institute, so she spent her childhood years sneaking into forbidden classes, experimenting with dangerous roots, and learning all the rules only so she could learn how to break them.

She lost both her parents at thirteen and dropped out of school at sixteen, only to return as Head herbologist at Caledrata when she was twenty-two. She quit when she was twenty-three.

She joined a muggle expedition to the Amazon rainforest when she was twenty-five and disappeared from the face of the earth alongside ten other expedition members. Everyone thought the jungle had killed her and the magic world mourned her death. But forty years later, she made it back to Caledrata. Not only was she alive, but she also had the face of a 25-year-old witch. Antonia was claiming to have found the fountain of youth.

Antonia believed the fountain was dangerous, and instead of granting her a blessing, it cursed her. She refused to share the location of the fountain with the rest of the world and spent years trying to find a cure for her "sickness." But other wizards and witches chastised her for it! Why should she decide who lives forever and who should fall prey to Death? They wanted immortality, and they were willing to do anything to achieve it. Caledrata became a target for practitioners of the Dark Arts. Fearing they might destroy the one place she and her parents once called home, Antonia decided to disappear once more, never to be seen again. Until of course our PC finds her hiding in the Dark Forest, just outside Hogwarts.

## **RELATED SIDE QUEST/GOAL :**

PC will help her track down a scroll that claims to have an incantation that can summon Death itself. PC will be the witch/wizard that helps Antonia break her curse, and finally die.