

# Luke O'Callaghan: A Character Guide

**Species:** Halfblood Human

**Archetype:** Hufflepuff (3)

**Physical Description:** ?

**Personality:** ?

## Inventory Summary

Item	Quantity
<i>Currency</i>	
Sickles	10
Knuts	8
<i>Books</i>	
Cures, Cantrips and Coughs	1
<i>Clothing</i>	
Gloves of Muromets	1
Heavy Shield	1
Hogwarts Robes	1
Padded Gear	1
Shield Hat	1
<i>Items</i>	
Crystal Ball	1
Food Supplies	1
School Satchel	1
<i>Potions</i>	
Wiggenweld Potion	3
<i>Tools</i>	
Alchemy Gear	1
<i>Weapons</i>	
Apple and Unicorn Tail Hair Wand	1
Blunted Silver Greatsword	1
Dagger	1
Stone Battleaxe	1

**Background:** ?

## Detailed Inventory

### Currency

#### Sickles

**Amount:** 10

The most common denomination of wizarding currency. Worth 29 Knuts.

#### Knuts

**Amount:** 8

The smallest denomination of wizarding currency.

### Books

#### Cures, Cantrips and Coughs

**Acquired:** Taken from Hogwarts Library

**Cost:** 0

**Amount:** 1

A book containing Trivial and Beginner level healing spells

### Clothing

#### Gloves of Muromets

**Acquired:** Awarded for completing the Hogwarts Hunt

**Cost:** Reward

**Amount:** 1

A pair of iridescent black gloves, seemingly constructed out of a kind of pearlescent leather you have never seen before. These gloves belonged to the Russian hero-wizard Ilya Muromets, who fashioned them from the hide of a vicious monster he slew in single combat.

Passed down through generations of his family, they were eventually offered as a prize for students to win if they succeeded in the *Hogwarts Hunt*, which was run by Muromet's great-great-great-great-great-great granddaughter, Anna Bogoliubov.

When you place these gloves on your hands, they magically resize themselves to fit snugly and infuse you with a magical energy.

These gloves give you advantage on all grappling checks as well as a +2 bonus on accuracy checks when using ranged weapons.

## Heavy Shield

---

**Acquired:** Simon's Simple Shields

**Cost:** £10

**Amount:** 1

A very large, very heavy steel shield.

This enormous shield provides you with a +3 value to block, -1 to dodge and prevents you from using two-handed weapons.

## Hogwarts Robes

---

**Acquired:** Purchased prior to arriving at Hogwarts

**Cost:** £10

**Amount:** 1

A simple set of black wizards robes with a colourful lining reflecting the Hogwarts House that you belong to. These robes are generally regarded as old fashioned and a bit odd to wear outside of school environs, but not totally unusual.

These robes give you a +1 to all casting checks whilst you are wearing them.

## Padded Gear

---

**Acquired:** Simon's Simple Shields

**Cost:** £0.5

**Amount:** 1

A set of thick, padded clothes which protect you from both the environment, and from your foes.

Fortifies your Block value by +2, reduces Dodge by -1

## Shield Hat

---

**Acquired:** Purchased from Weasley's Wizarding Wheezes

**Cost:** £0.5

**Amount:** 1

First developed by the Weasley twins as a prank item prior to the Second Wizarding War, the Ministry took a great interest in the Shield Hat as a defensive item. As a result, an entirely new line of (mostly) serious products were introduced.

Outwardly, the shield hat appears to be a normal pointed wizard's hat, though a peek inside the brim reveals some

glowing enchanted runes. Once per day, the wearer can mentally trigger a the hat to produce a shield which projects outwards for a few moments, before quickly fading.

This shield is equivalent to the *Force Field* spell cast at a third level. During the turn cycle in which the field is activated, an ethereal shield blooms into existence around the wearer.

Whenever an attack is performed against you whilst the shield is active, roll 2d4+2 and add this value to your Resist check or your Block value, as appropriate. If a successful Resist would limit the amount of damage taken, negate it entirely instead.

If you fail to Resist, or the Accuracy exceeds your augmented Block value, the shield crumples and the spell is ended. The spell which broke the shield is then applied to you at half damage, with any other effects unmodified. Any other spells which hit you this round act as normal.

## Items

---

### Crystal Ball

---

**Acquired:** Stolen from the Divination Tower

**Cost:** Stolen

**Amount:** 1

A large ball of crystal which appears clouded at times, and perfectly clear at other times. With the appropriate training and magical spells, you can use this to peer into the past, present or future.

### Food Supplies

---

**Acquired:** Flibberdegibits & Watchemecallems

**Cost:** £3

**Amount:** 1

Enough food and supplies to keep you going for a few days

### School Satchel

---

**Acquired:** Purchased prior to arriving at Hogwarts

**Cost:** £5

**Amount:** 1

A small over-the-shoulder bag used by Hogwarts Students. Enough room to contain up to two large textbooks and a number of small items.

# Potions

---

## Wiggenweld Potion

---

**Cost:** N/A  
**Amount:** 3

A potion which heals 5 hit points when consumed.

# Tools

---

## Alchemy Gear

---

**Acquired:** Purchased prior to arriving at Hogwarts  
**Cost:** £10  
**Amount:** 1

A set of alchemy tools necessary for mixing potions, including a collapsible cauldron. Proficiency allows you to add your expertise modifier to potion mixing checks.

# Weapons

---

## Apple and Unicorn Tail Hair Wand

---

**Acquired:** Purchased prior to arriving at Hogwarts  
**Cost:** £5  
**Amount:** 1

A golden orange wand, 10 inches long and very supple. Requires proficiency with Wands in order to use.

This wand gives +1 to casting and accuracy checks for both Healing and Warding spells, and reduces the FP cost of spells from the Temporal and Telepathy disciplines by 1.

## Blunted Silver Greatsword

---

**Acquired:** Found in the Junk Shop  
**Cost:** x5  
**Amount:** 1

An enormous silver weapon, approximately 6 feet (2 metres) in length. This is an old and poorly kept blade, and silver is a very soft metal - rendering it in less than perfect condition.

This weapon does 2d6 -2 slashing damage in its current condition.

Whenever you perform a strike with this weapon, roll a d10. On a 1, this weapon becomes dented and damaged, taking an additional 1-point penalty to its damage. This penalty remains until the sword is repaired.

## Dagger

---

**Cost:** Found  
**Amount:** 1

A small knife with a wicked edge. Deals 1d4 piercing damage.

## Stone Battleaxe

---

**Acquired:** Taken from a stone statue at Hogwarts  
**Cost:** Found  
**Amount:** 1

A stone facimile of a two-handed battleaxe, which you prised from the hands of one of the many statues found around the Hogwarts castle. Though only a replica, it functions perfectly well as a weapon, though maybe a little on the heavy side.

This weapon deals 1d12 slashing damage.

However, as a stone weapon, it is particularly vulnerable to shattering. Every time a strike is made with this weapon, roll a d20. On a natural 1, this weapon shatters and becomes unusable.