

Luke O'Callaghan: A Character Guide

Species: Halfblood Human

Archetype: Hufflepuff (3)

Physical Description: ?

Personality: ?

Background: ?

Inventory

Books

Cures, Cantrips and Coughs

Acquired: Taken from Hogwarts Library

Cost: 0

Amount: 1

A book containing the Beginner-level healing spells

Clothing

Gloves of Muromets

Acquired: Awarded for compleing 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.

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.

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.

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.

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 -1 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.