

1961	Born	Aged 00
1972	Started School	Aged 11
1974	Third year	Aged 13
1976	OWL year	Aged 15
1979	NEWT year	Aged 18
1981	Finished trade	Aged 20
1981	Started Enchanting Mastery	Aged 20
1986	Finished Enchanting Mastery	Aged 25
1987	Started own business	Aged 26
1994	Moved to England	Aged 33

ATTRIBUTES

Bearing:	11	+2
Nimbleness:	15	+4
Perception:	9	+1
Strength:	9	+1
Vitality:	11	+2
+Intellect:	20	+6
+Magic:	20	+6

REACTIONS

Stamina	11	+2
Swiftiness:	15	+4
Willpower:	11	+2
Wisdom:	20	+6

Been a mechanic for 13 years
Had own Auto Service & Repair Business for 7 years
Been an Enchanting Master for 8 years

SUBJECTS**FIRST YEAR**

1. Magical History
2. Charms
3. Defence and the Dark Arts
4. Astronomy
5. Herbology
6. Potions
7. Transfiguration

THIRD YEAR

- + Muggle Trade - Auto Mechanic
- + Runes
- + Arithmancy

SIXTH YEAR

- Dropped - Magical History
- Dropped - Astronomy
- Dropped - Herbology

SPECIALITIES

Charms	20
Transfiguration	15
Conjurations	10
Curses	10
Jinxes	12
Mind	8

SKILLS

Spellcraft	+25
Craft	+25
Enterprise	+20
Use Magic Item	+20
Use Muggle Item	+20
Operate Vehicle (Car)	+18
Appraise	+16
Persuade	+16
Ranged Combat	+16
Brew Potion	+15
Investigate	+15
Knowledge	+15

SUBJECT GRADINGS**FIFTH YEAR****OWLS**

Troll	Magical History
Poor	Astronomy
Acceptable	Herbology
Acceptable	Potions
Exceeds Expectations	Arithmancy
Exceeds Expectations	Transfiguration
Exceeds Expectations	Defence and the Dark Arts
Outstanding	Charms
Outstanding	Runes
Competent	Muggle Trade - Auto Mechanic

EIGHTH YEAR**NEWTs**

Exceeds Expectations	Defence and the Dark Arts
Exceeds Expectations	Potions
Exceeds Expectations	Runes
Outstanding	Arithmancy
Outstanding	Charms
Outstanding	Transfiguration
Competent	Muggle Trade - Auto Mechanic

WAND: Jarrah, and dragon heartstring. 34cm

EDGE

Dodge	= +3 to Swiftiness for Nimbleness
Quick Draw	= Drawing wand is free action
Craftsman	= +1 to Brew Potion, and Craft
Friendly	= +1 to all social tests

FLAWS

Allergy	Shellfish
If you enflame allergy, you suffer -2 penalty to physical and academic tests	
Intolerant	Cannot stand blood purists
When interacting with Blood Purists, you cannot hide dislike. Spend courage points to engage in social tests with them	
Dark Secret	Stole money to start business
When I meet someone who knows my D.S. I suffer -10 penalty to social skills	
Dark Secret	Unregistered Animagus
When I meet someone who knows my D.S. I suffer -10 penalty to social skills	
Dark Secret	Murdered two blood purists
When I meet someone who knows my D.S. I suffer -10 penalty to social skills	

ABILITIES

Animagus	<i>Lesser Sooty Owl</i>
Apparate	<i>Upgrade 2x</i>
Eldritch Power	
Enchantment	
Library	
Masterwork	
Mastery of Magic	Charms
Permanence	
Place of Trade	
Refuge	
Side-Along Apparition	
Speedy Work	
Spell Focus	
Spell Speciality	Charms
Spell Speciality	Transfiguration
Wizards Heart	

ABILITIES**Eldritch Power**

When working in your refuge, you have the ability to draw power from your special place to aid you in your task. Makes crafting easier in workplace.

Enchantment

You are so skilled in your chosen art or craft that you are able to weave magic into the very items you create. When you succeed in creating a master work item, you may imbue the item with a magical effect of a spell that you know.

Master work

When you score an Extraordinary Success while creating an item, it may imbue +1 damage, +1 of protection, or +100% of its standard value for every 5 the test result is above the successes' threshold.

Permanence - Upgraded twice

You are able to make spells that don't have instant effects, to last forever, or until dispelled, by adding +10 TN to the Spellcraft check and rolling a Complete Success or better. The spell will continue to be in effect until it is dispelled with a Dispel Charm that had a Spellcraft check greater than that rolled for the permanent spell.
Upgraded: The TN increase is +7 TN and +5 TN, respectively.

Place of Trade

Not wanting a conventional life such as working for the Ministry of Magic, or teaching at the local wizarding academy, you opened your own store or business, or you inherited it from your parents.

Refuge

You have a special place where you work and practice your craft. You gain a +2 bonus to Brew Potion, Craft, and Spellcraft tests while in your refuge.

Animagus

Can turn into a *Lesser Sooty Owl*

Apparate - Upgraded twice

-6 to required TN. Spellcraft (TN +25)
+10 TN to any destination not yet travelled to.

Simple (TN 5):	100 miles or less
Standard (TN 10):	101-500 miles
Challenging (TN 15):	501-1000 miles
Difficult (TN 20):	1001-5000 miles
Almost Impossible (TN 25):	5001 miles to the other side of the Earth.

Side-Along Apparition

Allows you to Apparate with one companion. Increase TN of Apparition by 5.

Spell Speciality - Charms,**Transfiguration**

Through time and practice you have become quite adept in casting a selected type of spell. +2 to speciality.

Mastery of Magic - Charms

Even among your peers you are advanced and perceptive in the dealings of magic and spells. You are granted a +5 bonus instead of a +2 bonus to the effects listed in the selected spell speciality ability.

Wizards Heart

You are possessed of great endurance and willpower that allows you to cast more spells without great difficulty. You make another action in combat to cast 3 spells as a free action.

Spell Focus - Reparo

TN 5/5 - The size of the object will affect the effectiveness of the spell so add +2 TN for every size category larger than Tiny that the object is. Your experience in the use of this power allows you to augment activation TN. Reduce TN by -2.

Tiny	2.5 – 25cm
Little	26 – 50cm
Small	51 – 99cm
Medium	1 – 2.5 m
Large	2.6 – 5 m
Mammoth	6 – 10 m
Huge	11 – 25 m
Gigantic	26 – 50 m
Titanic	51 – 100 m
Titanic +X	X+1 * 100 m