Character: Risteard the Butcher

Player:

Saga: Setting:

Current Year: 1220

house: Age: 31 (31)

Decrepitude: o

Effects of Aging:

Size: 0 Confidence: 1 (3)

Carping: 0 (0)

| | Effects of Warping: |
|--|---------------------|
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Characteristics

| | | DESCRIPTION | SCORE |
|---------------|-----|-------------|-------|
| Intelligence | Int | | -1 |
| Perception | Per | | -1 |
| Presence | Pre | | 0 |
| Communication | Com | | -1 |
| Strength | Str | | +3 |
| Stamina | Sta | | +2 |
| Dexterity | Dex | | +1 |
| Quickness | Qik | | 0 |

Virtues and Flaws

| Craftsman (Free, Social Status) |
|---|
| Warrior (50/50) (Minor, General) |
| Riastradh (Major, Supernatural). As per The Contested Isle: The |
| Hibernian Tribunal, page 120. |
| Puissant Great Weapon (Minor, General) |
| |
| Enemies (Keogh the Fir Bolg) (Major, Story) |
| Simple-Minded (Minor, Personality) |
| Ability Block (Logic) (Minor, General) |
| |
| |
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| Birth Name: |
|--------------------------------|
| Year Born: 1189 |
| Gender: Male |
| Race/Nationality: |
| Birth Place: |
| Religion: |
| Title: |
| Height: 168 cm |
| Weight: 72 kg |
| Hair: Bald with black beard |
| Eyes: Brown |
| Handedness: Right |
| Description: A strong man with |
| well-defined forearms and |
| heavy-set shoulders. He shaves |
| his head but has heavy brows |
| and a thick brown beard. His |
| clothes are inevitably stained |



Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|------|---------------------------------|---------------|
| 15 | Animal Handling (cattle) | 2 |
| 15 | Area Lore: Carrick (geography) | |
| 30 | Area Lore: Connacht (geography) | |
| 30 | Athletics (running) | 3 |
| 30 | Awareness (bodyguarding) | 3 |
| 50 | Brawl (Fist) | 4 |
| 75 | Butcher (cattle) | 5 |
| | Category: Provisions | |
| 50 | Carouse (power drinking) | 4 |
| 15 | English (slang) | 2 |
| 15 | Folk Ken (peasants) | 2 |
| 50 | Great Weapon (Cudgel) | 4+2 |
| 30 | Hunt (tracking) | 3 |
| 0 | Irish (slang) | 5 |
| 15 | Leadership (intimidation) | $\frac{2}{2}$ |
| 30 | Music (sing) | 3 |
| 30 | Survival (marshlands) | 3 |
| 5 | Swim (narrow waterways) | 1 |
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| | | Ferocious Beast | | Rumormongers of Carricl | x) | | SCORE 1 |
|---|--|---|--------------------------------|---|---|----------------------------|---|
| | | | | | | | |
| 0 2 min. W -1 10 min. W -3 30 min. T -5 1 hr. E | Fresh L Winded M Veary H Fired D Dazed - | | | NUMBER | PENALTY Notes -1 -3 -5 -5 -5 -3 -3 -3 | | |
| Clapons Dodge Fist Kick Bludgeon Knife Cudgel | Qik+Weap-En0+0+00+0+00-1+00+0+00+0+00+1+0 | $\begin{array}{rrrr} = +0 & 1+5+\\ = -1 & 1+4+\\ = +0 & 1+4+\\ = +0 & 1+4+\\ \end{array}$ | 0 = +6 0 = +5 2 = +7 1 = +6 | Qik+Abil+Weap = DFN 0 + 4 + 0 = +4 0 + 5 + 0 = +5 0 + 4 - 1 = +3 0 + 4 + 0 = +4 0 + 4 + 0 = +4 0 + 7 + 1 = +8 | Str+Weap = DAM 3 + 0 = +3 3 + 3 = +6 3 + 2 = +5 3 + 2 = +5 3 + 7 = +10 | Load 1 2 | Range Touch Touch Touch Touch |
| Equipment Peasant Clothes Workman's Clothes | | | | | | | |

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Combat (Transformed):

Dodge: Init -3, Attack n/a, Defense -2, Damage n/a *Fist*: Init -3, Attack +6, Defense -1, Damage +9 *Bludgeon*: Init -3, Attack +7, Defense -2, Damage +11 *Knife*: Init -3, Attack +6, Defense -2, Damage +11 *Sail éille (Cudgel)*: Init +1, Attack +12, Defense +2, Damage +16

Soak (Transformed): +10

Fatigue Levels (Transformed): OK, 0, -1, -1, -3, -3, -5, -5, Unconscious

Wound Penalties (Transformed): -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (24-32), Dead (33+)

Appearance (**Transformed**): The bones down Risteard's back burst through his skin in a line of boney spikes. His muscles bulge and swell and the veins engorge with blood, flushing him with a bright red color. Here and there, the pressure inside him bursts, exposing those veins. His frame grows large and broad and he takes on a hunched stance, as though the sheer weight of his body is pulling him down. His jaws grow deep and wide and filled with blocky and broad teeth.

As a result of his Riastradh Virtue, he has the following Fomóir Qualities and Inferiorities:

- Huge
- Large
- Improved Soak x2
- Reduced Defense

This provides the following bonuses and penalties:

- +3 to size
- +6 to Strength
- -3 to Quickness
- +6 to Soak
- -3 to Defense

These have been factored into his statistics above. It is important to note that the -3 to Defense is in addition to the -3 to Quickness. This means that his transformed combat statistics show a -6 penalty to Defense totals.