

Current Year: 1220



House:

Age: 31 (31) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:

Year Born: 1189

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 168 cm

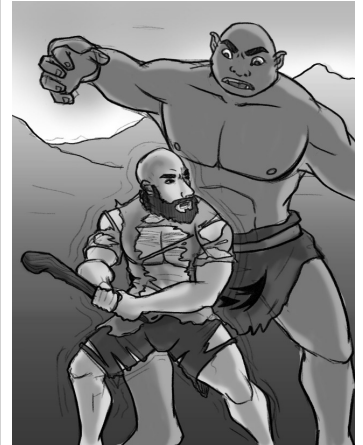
Weight: 72 kg

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



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)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
15	Animal Handling (cattle)	2
15	Area Lore: Carrick (geography)	2
30	Area Lore: Connacht (geography)	3
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)	2
30	Music (sing)	3
30	Survival (marshlands)	3
5	Swim (narrow waterways)	1

Personality Traits	SCORE	Reputations	SCORE
Quick-Tempered	+3	Ferocious Beast of a Man (Rumormongers of Carrick)	1
Honest	+2		
Friendly	+1		

Notes

Fatigue Levels				Wounds				RANGE	NUMBER	PENALTY	Notes
☐			Fresh	Light Wounds	1-5	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-1				
☐	0	2 min.	Winded	Medium Wounds	6-10	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-3				
☐	-1	10 min.	Weary	Heavy Wounds	11-15	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-5				
☐	-3	30 min.	Tired	Incapacitated	16-20	☐					
☐	-5	1 hr.	Dazed	Dead	21+	☐					
☐		2 hr.	Unconscious								

Armor

Soak: +4 = +2 (Sta) + 2 (prot) + 0 (Virtues)

Heavy Leather Armor*: protection: 2, load: 3

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 4 + 0 = +4	--	--	Touch
Fist	0 + 0 + 0 = +0	1 + 5 + 0 = +6	0 + 5 + 0 = +5	3 + 0 = +3	--	Touch
Kick	0 - 1 + 0 = -1	1 + 4 + 0 = +5	0 + 4 - 1 = +3	3 + 3 = +6	--	Touch
Bludgeon	0 + 0 + 0 = +0	1 + 4 + 2 = +7	0 + 4 + 0 = +4	3 + 2 = +5	1	Touch
Knife	0 + 0 + 0 = +0	1 + 4 + 1 = +6	0 + 4 + 0 = +4	3 + 2 = +5	--	Touch
Cudgel	0 + 1 + 0 = +1	1 + 7 + 4 = +12	0 + 7 + 1 = +8	3 + 7 = +10	2	

Equipment

Peasant Clothes	
Workman's Clothes	

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.