

# Character: Somhairle the Weaver

Player:

Saga:

Setting:

Current Year: 1220

House:

Age: 34 (34) Size: +2 Confidence: 1 (3)

**Decrepitude: 0**

Effects of Aging:

**Warping: 0 (0)**

Effects of Warping:

## Characteristics

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

## Virtues and Flaws

Craftsman (Free, Social Status)

Gruagach (Minor, Social Status). As per Hedge Magic: Revised Edition, page 56

Give (Major, Supernatural). Gruagach Difficult Art

Giant Blood (Major, General)

Arcane Lore (Minor, General)

Blessing (Minor, Supernatural). Gruagach Difficult Art

Curse (Minor, Supernatural). Gruagach Difficult Art

Restriction (Cannot cast magic while bald) (Major, Hermetic)

Weird Magic (Botches on Stressed Casting: Extra botch die) (Minor, Hermetic)

Vow (Fight Injustice) (Minor, Personality)

Dutybound (Minor, Personality)

Pagan (Major, Supernatural)



Birth Name:

Year Born: 1191

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 274 cm

Weight: 333 kg

Hair: blond

Eyes: Blue

Handedness: Right

Description: He stands nearly seven feet tall and has a pronounced brow and heavy-set features. His hands are similarly large and people marvel that a man so ill-proportioned for the



## Abilities

| Exp. | ABILITY (SPECIALTY)                      | SCORE |
|------|------------------------------------------|-------|
| 30   | Area Lore: Connacht (legends)            | 3     |
| 15   | Bargain (hedge wizards)                  | 2     |
| 15   | Brawl (Bludgeon)                         | 2     |
| 15   | Coill Tri Lore (personalities)           | 2     |
| 5    | Concentration (lab work)                 | 1     |
| 5    | Dominion Lore                            | 1     |
| 30   | English (slang)                          | 3     |
| 30   | Faerie Lore (faerie roads)               | 3     |
| 30   | Gruagach Lore (personalities)            | 3     |
| 30   | Guile (lying about pagan beliefs)        | 3     |
| 15   | Infernal Lore (curses)                   | 2     |
| 0    | Irish (slang)                            | 5     |
| 15   | Leadership (bandits)                     | 2     |
| 50   | Magic Lore (enriching objects of virtue) | 4     |
| 30   | Penetration (Curse)                      | 3     |
| 30   | Pictish Language (inscriptions)          | 3     |
| 15   | Survival (hills and mountains)           | 2     |
| 75   | Weaver (fine cloth)                      | 5     |
|      | Category: Consumables                    |       |

| Personality Traits | SCORE |
|--------------------|-------|
| Generous           | +3    |
| Just               | +2    |
| Secretive          | +1    |
|                    |       |
|                    |       |
|                    |       |
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|                    |       |
|                    |       |

| Reputations            | SCORE |
|------------------------|-------|
| Dedicated (Gruagachan) | 1     |
|                        |       |
|                        |       |
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| Notes                                                                                               |
|-----------------------------------------------------------------------------------------------------|
| Underwent unGifted initiation into the Art of Give, gaining the Restriction Flaw in the process     |
| Underwent unGifted initiation into the Art of Blessing, gaining the Weird Magic Flaw in the process |
| Underwent unGifted initiation into the Art of Curse, gaining the Vow Flaw in the process            |
|                                                                                                     |
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| Fatigue Levels                             |
|--------------------------------------------|
| <input type="checkbox"/> Fresh             |
| <input type="checkbox"/> 0 2 min. Winded   |
| <input type="checkbox"/> -1 10 min. Weary  |
| <input type="checkbox"/> -3 30 min. Tired  |
| <input type="checkbox"/> -5 1 hr. Dazed    |
| <input type="checkbox"/> 2 hr. Unconscious |

| Wounds        | RANGE                                      | NUMBER                                                                                                                                                                                                                                                                             | PENALTY | Notes |
|---------------|--------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|-------|
| Light Wounds  | 1-7                                        | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                                                                            | -1      |       |
| Medium Wounds | 8-14                                       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                          | -3      |       |
| Heavy Wounds  | 15-21                                      | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | -5      |       |
| Incapacitated | 22-28                                      | <input type="checkbox"/>                                                                                                                                                                                                                                                           |         |       |
| Dead          | 29+                                        | <input type="checkbox"/>                                                                                                                                                                                                                                                           |         |       |
| Armor         | Soak: 0 = 0 (Sta) + 0 (prot) + 0 (Virtues) |                                                                                                                                                                                                                                                                                    |         |       |

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

| Equipment            |
|----------------------|
| Workman's Clothes    |
| Peasant Clothes      |
| Good quality clothes |
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Gauntlet Age: 25

|           |       |      |   |      |       |      |       |    |      |       |      |       |    |
|-----------|-------|------|---|------|-------|------|-------|----|------|-------|------|-------|----|
| Technique | Score | Exp. |   | Form | Score | Exp. | Bonus | MR | Form | Score | Exp. | Bonus | MR |
| Give      | 2     | 10   |   |      |       |      |       |    |      |       |      |       |    |
| Blessing  | 9     | 45   | 2 | 9    |       |      |       |    |      |       |      |       |    |
| Curse     | 9     | 45   | 2 | 9    |       |      |       |    |      |       |      |       |    |

[illegible]

|                                                 |     |   |               |   |       |
|-------------------------------------------------|-----|---|---------------|---|-------|
| Fast Casting Speed<br>(+ stress die)            | -1  | + | 0             | = | -1    |
|                                                 | Qik |   | Finesse       |   | TOTAL |
| Determining Effect<br>(+ die, vs. 15-magnitude) | -1  | + | 0             | = | -1    |
|                                                 | Per | + | Awareness     | = | TOTAL |
| Base Targeting<br>(+ die)                       | -1  | + | 0             | = | -1    |
|                                                 | Per | + | Finesse       | = | TOTAL |
| Concentration<br>(+ die)                        | 0   | + | 1             | = | 1     |
|                                                 | Sta | + | Concentration | = | TOTAL |
| Magic Resistance<br>(+ Form)                    |     |   | 0x5           | = | 0     |
|                                                 |     |   | Parma x5      | = | TOTAL |

|       |   |              |         |
|-------|---|--------------|---------|
| Int   | 0 | Tech         | Creo    |
| Per   | 0 | Form         | Animal  |
| Str   | 0 | Lab          | Total 0 |
| Sta   | 0 | Bond         | Lev 25  |
| Pre   | 0 | <b>Cords</b> |         |
| Com   | 0 | Gold         | 0       |
| Dex   | 0 | Silver       | 0       |
| Qik   | 0 | Bronze       | 0       |
| Size  | 0 | Total        | 0       |
| Might | 0 |              |         |
| Soak  | 0 |              |         |

As with other Gruagachan, his knowledge of his Arts gives him a degree of magical defense:

**Magical Fortitude:** Defense against Corpus effects

**Confounding Magics:** Defense against Corpus or Mentem effects

**Immovable Object:** Defense against Mentem or Corpus effects

These are described in *Hedge Magic: Revised Edition*, page 10. In effect, Somhairle gains a +1 Soak bonus against spells and effects that cause physical damage. Concentration duration effects that include Somhairle in their target have the Ease Factor of the Concentration Check increased by 2. Finally, Somhairle has a chance of resisting effects that control or compel Somhairle in some way. Each round that he is under magical compulsion, he makes a (Strength +2 - the magnitude of the effect) simple roll against Ease Factor 9.

As his Arts improve, so do his magical defenses.

Somhairle venerates Brighid, one of the Tuatha Dé Danann, wife of Bres, and the triple manifestation of Ireland.

### Spells:

Somhairle's spells are described below:

#### The Craftsman's Gift

GvBl 15

R: Conversation, D: Limit

This spell grants a +1 bonus to the target's craft Ability.

*Example.* Knowing how hard his neighbour works, Somhairle casts a spell that improves his craft ability until he charges more for a product than would be proper.

(Base 5, +2 Limit (general))

#### The Mighty Sail Éille

GvBl 10

R: Conversation, D: Diameter, T: Individual

This spell grants a +1 bonus to the target's Great Weapon Ability for Diameter duration.

(Base 5, +1 Diameter)

#### Geas upon the Wayward Steward

GvCu 15

R: Conversation, D: Geas, T: Ind

This spell inflicts Palsied Hands, as per the Minor Flaw in **ArM5**, page 57.

*Example.* To punish a bully for an act of violence, Somhairle casts a geas that commands him to act kindly towards his victims instead. The curse makes the target's hands shake uncontrollably until the bully makes a heartfelt apology to his victims. The nature of the curse is perfectly suited to redress the ill so the target gets a -6 penalty to their Stamina roll to resist the geas.

(Base 5, +2 Geas (specific, Limit (general)))