





**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 Ristead'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.