the Mutthet		200
Current Year: 1220	Solve Siller Sill	Led,
o Confidence: 1 (3)	Birth Name: Year Born: 1189	<b>~</b>
Carping: 0 (0) Effects of Warping:	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	
CODE SCORE	and a thick brown beard. His clothes are inevitably stained	
-1	Exp. ABILITY (SPECIALTY)  15 Animal Handling (cattle)  15 Area Lore: Carrick (geography)  30 Area Lore: Connacht (geography)  30 Athletics (running)  30 Awareness (bodyguarding)  50 Brawl (Fist)  75 Butcher (cattle)  Category: Provisions  50 Carouse (power drinking)  15 English (slang)  15 Folk Ken (peasants)  50 Great Weapon (Cudgel)  30 Hunt (tracking)  0 Irish (slang)	SCORE  2 2 3 3 3 4 5 4 2 2 4+2 3 5
ajor, Story) ty) neral)	15 Leadership (intimidation) 30 Music (sing) 30 Survival (marshlands) 5 Swim (narrow waterways)	2 3 3 1
	Current Year: 1220  Confidence: 1 (3)  Carping: 0 (0)  Effects of Warping:  CRIPTION  SCORE  -1 -1 0 -1 +3 +2 +1 0  as per The Contested Isle: The  eneral)  ajor, Story)	Current Year: 1220  Confidence: 1 (5)  Carping: 0 (0)  Effects of Warping:  CRIPTION  CRIPTION  CRIPTION  CORE  -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1

Character: Risteard the Butcher Player:

Personality Trait, Quick-Tempered Honest Friendly	SCOR +3 +2 +1		Reputatío Ferocious Beas		Rumormongers of Carricl	x)		SCORE 1
Notes								
0 2 min. -1 10 min. -3 30 min. -5 1 hr.	-	Light Medit Heavy	Wounds um Wounds y Wounds acitated  Nor Soak: + Heavy	RANGE 1-5 6-10 11-15 16-20 21+ 4 = +2 (Sta) Leather Armo	NUMBER    O O O O O O O O O O O O O O O O O O	PENALTY Notes -1 -3 -5		
<b>C</b> eapons			NIT Dex+Abil+V	Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge Fist		0 = +0 0 = +0	1 + 5 +	 - () = +6	0 + 4 + 0 = +4 $0 + 5 + 0 = +5$	3 + 0 = +3		Touch Touch
Kick	0 - 1 +	-0 = -1	1 + 4 +	- 0 = +5	0 + 4 - 1 = +3	3 + 3 = +6		Touch
Bludgeon		0 = +0		- 2 = +7	0 + 4 + 0 = +4	3 + 2 = +5	1	Touch
Knife Cudgel		0 = +0 0 = +1		- 1 = +6 4 = +12	0 + 4 + 0 = +4 $0 + 7 + 1 = +8$	3 + 2 = +5 3 + 7 = +10	2	Touch
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:

- $\bullet$  +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.