

# 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

Reputations	SCORE
Dedicated (Gruagachan)	1

### 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

### 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

House:  
Covenant:  
Wizard's Sigil:

Domus Magna:  
Primus:  
Parens:  
Covenant of Apprenticeship:

Gauntlet Age: 25

<b>Magical Arts</b>												
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								

<b>Laboratory Totals</b>											
Lab Total: Int (3) + Magic Theory (0) + Specialty (0) + Form + Technique + Aura + Lab Bonus + Puissant Art / Deficient Art											
	Animal	Aquam	Auram	Corpus	Herbam	Ignem	Imaginem	Mentem	Terram	Vim	
Creo	3	3	3	3	3	3	3	3	3	3	3
Intellego	3	3	3	3	3	3	3	3	3	3	3
Muto	3	3	3	3	3	3	3	3	3	3	3
Perdo	3	3	3	3	3	3	3	3	3	3	3
Rego	3	3	3	3	3	3	3	3	3	3	3

<b>Base Casting Totals</b>				
Formulaic: Technique + Form + Sta + Aura + Die				
Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + Die				
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die) / 2				
Spontaneous (No Fatigue): (Technique + Form + Sta + Aura) / 5				
Fast Casting Speed (+ stress die)	-1	+	0	= -1
	Qik		Finesse	TOTAL
Determining Effect (+ die, vs. 15-magnitude)	-1	+	0	= -1
	Per	+	Awareness	= TOTAL
Base Targeting (+ die)	-1	+	0	= -1
	Per	+	Finesse	= TOTAL
Concentration (+ die)	0	+	1	= 1
	Sta	+	Concentration	= TOTAL
Magic Resistance (+ Form)			0x5	= 0
			Parmax5	= TOTAL

<b>Longevity Ritual</b>	
Lab Total: 0	Age Roll Modifier: 4
Twilight Scars:	
_____	
_____	
_____	
_____	
_____	

<b>Raw Vis</b>		
Art	Pawns	Physical Form and Location
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

<b>Familiar</b>				<b>POWERS, ABILITIES, ATTACKS</b>	
Name:	_____				
Type:	_____				
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)))