

Fate

Irisviel Von Einzbern, Description

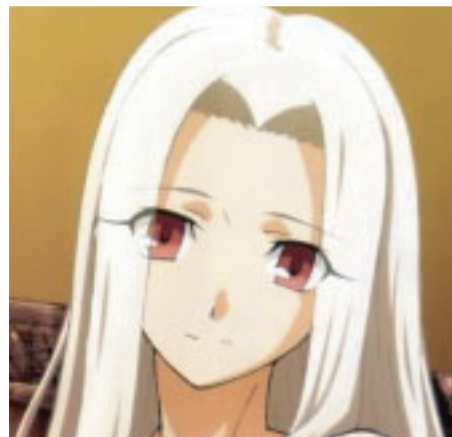
Nature Martyr

Demeanor Squire

STR 2 INT 4

DEX 2 PER 4

CON 4 WILL 5



Derived Statistics

Actions 1 Life Points 34

Mana 72

Movement 6 Initiative 4

Fear Save 12

Characteristic Luck 3

Temporary Luck 5

Perks

Attractiveness 3, Conviction 2, Elemental Affinity (Material Transmutation/Alteration) 2, Extra Energy 2, Extra Lucky 2, Fresh Gear (Enchanted Wire), Homonculus, Magic Circuit 7, Odd Features (Red Eyes, White Hair, Pale Skin), Occult Library 2, Resources 6

Flaws

Adversary (Other Masters), Watched (Einzbern Family)

Spells

Create Artificial Beast [Elemental Affinity] (Severe Effect) (+2), Instantaneous Casting (+2), Very Long (One Day) (+1), Unusual Ingredients (Enchanted Metal Wire) (-1)

Power Level 4, costs her 10 Mana to cast because of Elemental Affinity.

The beast created has a 4 DEX, a STR of 5, and a "CON" of 5. INT/PER/WILL all equal 1. The beast also has a Brawl of 3 and a Dodge of 2. It has natural weapons (Claws) that do 1D6 x STR in Lethal (Slashing) damage, and the Beast can be ordered to reform itself into a snare, trapping the target by tying it to another object (a tree, etc.). It has a Movement score of 7 and can move in the appropriate way for its form (fish will swim, birds will fly, etc.) Once it has been turned into a snare, the only relevant statistics for the magical creation are its Life Points and Armor Points, which are 25 and 10, respectively.

Heal Wounds [Healing Magecraft]

(Noticeable Effect)(Restores WILL x Success Levels in lost Life Points), (+1),

Noticeable Scope (One Being) (+1), No Special Requirements (-0), Quick Cast (+1)

Power Level 3, 9 MP to cast.

Heal Major Damage [Healing Magecraft]

Casting Time (Ritual) (+0), Noticeable Scope (One Being) (+1), Major Effect (Restores 3 x WILL x Success Levels in lost Life Points) (+4) (Effect Spread Out over an Evening (-3), Unusual Ingredients (Rare Herbs) (-1), Limitation: Subject must stay in bed the entire time until the spell is finished (-1) Power Level 1, 3 MP to cast.

Combat Notes

As a Homonculus, Irisviel receives at +1 to all spell research rolls and +1 on any spell resisted by a living subject.

So long as she has a supply of Magical Energy, she does not need food.

Skills

Academics (Foreign Culture) 1, Academics (Medieval Europe) 1, Animal Ken (Horses) 1, Alertness 2, Brawl 1, Dodge 1, Drive (Automobile) 1, Domestic 2, Etiquette (Nobility) 3, Influence 1, Languages (German, Japanese, Latin), Melee 1, Occultism 5, Research 3, Stealth 1, Wild Card (Intuition - Hunches) 2, Wild Card (Unconventional Medicine - Herbal Remedies) 2

Attacks

Punch 3, damage 1D4 x STR

Kick 2, damage 1D4 x STR

Dodge 3, evades attack

Cast Magic 16, damage or attack as per spell

FATE/ZERO

Fate

Background

Before the Fourth Heavens Feel, Jubstacheit Von Einzbern decided to build an independent humanoid Grail vessel that had a consciousness and could defend itself from harm. Using Justeaze Lizrich Von Einzbern as a template, he developed Irisviel as a homonculus. Later, Kiritsugu met her after beginning his association with the Einzbern family. At first, Kiritsugu found her passive and useless for the role that she was designed for, and Jubstacheit, his pride offended by Kiritsugu's slight, cast her into the frozen forests surrounding the castle. Kiritsugu then took her out of the woods and began to personally educate the homonculus.

She began to develop a personality and came to have a sense of self, and Kiritsugu and Irisviel gradually fell in love with one another. Yet Kiritsugu knew she was a Grail vessel - for him to win a Heavens Feel, she would have to die. There was no avoiding this. For Kiritsugu's sake, Irisviel wanted to have a child with Kiritsugu so he would have something to live for after the Heavens Feel was over.

Despite being a homonculus, Irisviel was able to have a child thanks to alteration by Jubstacheit. Although she was an artificial, purpose-built being, Irisviel felt contentment when she had Illya. Irisviel also developed a colorful, eccentric personality because she had a relationship with a human for nine years. She has some knowledge of the modern world because Kiritsugu explained it to her, but she is somewhat awkward when it comes to operation of machines, and has many quirky habits, such as calling a Mercedes-Benz 300SL she received from Kiritsugu a "toy".

Special Notes

As the Heavens Feel continues and more Servants are defeated, Irisviel will find it harder and harder to stay conscious and continue living. During the Heavens Feel, Kiritsugu places Avalon within her to keep her alive and conscious. As the Heavens Feel wore on, Irisviel eventually gave Avalon back to Kiritsugu, trusting that he'd win.

Roleplaying Notes

Although you are sheltered and innocent in many ways, you deeply understand Kiritsugu and the agony he feels, and you have accepted that you will die to help him realize his ideals, but, unbeknownst to him, you are dying for his and Illya's sake, not for the ideals themselves. If you fulfill your duty by ensuring Kiritsugu gains access to the Grail, your part will be over and Illya and Kiritsugu will be safe.

You are coordinating your actions with Saber, who has a very negative image of Kiritsugu. The two of you have an unusual friendship based on mutual respect. Perhaps she sympathizes with you because, like Saber, you have to give up your own desires for a greater purpose?