

PORTRAIT		IDENTITY		MISCELLANEOUS		110 POINTS					
	NAME	Angus Gorgonzola		CREATED	Apr 18, 2025, 11:08 PM		20 UNSPENT				
	TITLE	Tenderpaw		MODIFIED	Apr 21, 2025, 8:08 PM		0 ANCESTRY				
	ORGANIZATION	The Hollow Knights		PLAYER	Sergi		0 ATTRIBUTES				
	DESCRIPTION						65 ADVANTAGES				
	GENDER	Male	HEIGHT	10 cm	HAIR	Snowy	-20 DISADVANTAGES				
	AGE	24	WEIGHT	25 g	EYES		0 QUIRKS				
	BIRTHDAY		SIZE	+0	SKIN		45 SKILLS				
	RELIGION	--	TL	3	HAND		0 SPELLS				
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		MOUSE		ENCUMBRANCE, MOVE & DODGE					
<div>[0] 10 STRENGTH (ST)</div> <div>[0] 10 DEXTERITY (DX)</div> <div>[0] 12 INTELLIGENCE (IQ)</div> <div>[0] 10 HEALTH (HT)</div> <div>[0] 10 WILLPOWER (WP)</div> <div>[0] 12 PERCEPTION (PE)</div>		<div><input checked="" type="checkbox"/> Senses</div> <div>[0] 12 VISION</div> <div>[0] 12 HEARING</div> <div>[0] 12 TASTE &amp; SMELL</div> <div>[0] 12 TOUCH</div> <div><input checked="" type="checkbox"/> Movement</div> <div>[0] 5 BASIC SPEED</div> <div>[0] 5 BASIC MOVE</div> <div>10 DODGE</div>		<div>ROLL LOCATION DR </div> <div>2-3 HEAD <input checked="" type="checkbox"/> -2 0</div> <div>1-2 SKULL -2 2</div> <div>3-4 FACE -2 0</div> <div>5-6 NECK -2 0</div> <div>4-5 ARMS <input checked="" type="checkbox"/> -1 0</div> <div>1 PAW -2 0</div> <div>2-6 LIMB -1 0</div> <div>6-8 TORSO <input checked="" type="checkbox"/> +0 0</div> <div>1 VITALS +0 0</div> <div>2-6 TORSO +0 0</div> <div>9-10 LEGS -1 0</div> <div>11-12 LEGS <input checked="" type="checkbox"/> -1 0</div> <div>1 PAW -2 0</div> <div>2-6 LIMB -1 0</div>		<div>LEVEL MAX LOAD MOVE DODGE</div> <div>0 NONE 10,000 g 5 10</div> <div>1 LIGHT 20,000 g 4 9</div> <div>2 MEDIUM 30,000 g 3 8</div> <div>3 HEAVY 60,000 g 2 7</div> <div>4 X-HEAVY 100,000 g 1 6</div>					
BASIC DAMAGE						LIFTING & MOVING THINGS					
1d-2 BASIC THRUST						10,000 g BASIC LIFT					
1d BASIC SWING						20,000 g ONE-HANDED LIFT					
						80,000 g TWO-HANDED LIFT					
						120,000 g SHOVE & KNOCK OVER					
						240,000 g RUNNING SHOVE & KNOCK OVER					
						150,000 g CARRY ON BACK					
						500,000 g SHIFT SLIGHTLY					
POINT POOLS											
[0] 10 OF 10 FP [RESTED]											
[0] 10 OF 10 HP [HEALTHY]											
5 OF 5 LUCK											
MELEE WEAPON				USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST	
Dagger				Thrust	6	5	No	1d-3 imp	C	5	
Natural Attacks				Bite	10	No	No	1d-3 cr	C		
Natural Attacks				Low Kick	10	No	No	1d-3 cr	C,1		
Natural Attacks				Punch	10	8	No	1d-3 cr	C		
Natural Attacks				Slam	10	No	No	1d-4 cr	C		
RANGED WEAPON		USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Dagger		Thrown	6	0	1d-3 imp	5/10	1	T	-1		5
Glue		Grenade (Area)	7	0	Special	20			-2		
Glue		Grenade (Direct Hit)	7	0	Special	20			-2		
Regular Bow		Shoot	10	2	1d-1 imp	150/200	1	1(2)	-7		10+
TRAIT		PTS	SKILL / TECHNIQUE		SL	RSL	PTS				
Natural Attacks		0	Innate Skills (Mouse)				8				
<input checked="" type="checkbox"/> Sharp		50	Climbing		10	DX	2	MG20+			
Astuto			Running		10	HT	2	DFA87			
Entomophobia (Insects)		-10	Stealth		10	DX	2	DFA89			
CR: 12 (Resist quite often), -2 Action Penalty			Survival (Woodlands)		12	PE	2	DFA90			
You are afraid of all "bugs." Large or poisonous ones give -3 to self-control rolls. Very large ones, or large numbers, give -6.			Diplomacy		11	IQ-1	2	DFA75			
Cowardice		-10	Bow		10	DX	2	MG5+			
CR: 12 (Resist quite often)			<input checked="" type="checkbox"/> Lockhaven				2				
Make a self-control roll any time you are called on to risk physical danger. Roll at -5 if you must risk death.			Armory (Missile Weapons)		11	IQ-1	1	MG8+			
<input checked="" type="checkbox"/> Deep Recall		15	Sewing		10	DX	1	B219			
Absolute Direction		10	<input checked="" type="checkbox"/> Healer				11				
Eidetic Memory		5	Diagnosis		11	IQ-1	2	DFA75			
			First Aid		13	IQ+1	3	DFA76			
			Naturalist		11	IQ-1	2	DFA83			
			Pharmacy		11	IQ-1	2	DFA85			
			Surgery		10	IQ-2	2	DFA90			
			<input checked="" type="checkbox"/> Scientist				20				
			Chemistry		12	IQ	4	MG34+			
			Mathematics		12	IQ	4	B207			
			Metallurgy		12	IQ	4	B209			
			Physics		11	IQ-1	4	B213			
			Engineer (Materials)		12	IQ	4	B190			

✓	#	CARRIED EQUIPMENT (5,575 g; \$294)	USES					
✓	1	<b>Regular Bow</b> Rated ST 10		100	1,000 g	100	1,000 g	<u>DFA104</u>
✓	14	<b>Arrow</b>		2	50 g	28	700 g	<u>DFA104</u>
✓	1	☑ <b>Backpack, Small</b>		60	1,500 g	166	3,875 g	<u>DFA111</u>
✓	1	<b>Bandages</b> Basic equipment for First Aid	0	10	500 g	10	500 g	<u>DFA111</u>
✓	1	<b>Candle, Beeswax</b> Lasts 24 hours; Sufficient to read by		5	500 g	5	500 g	<u>DFA111</u>
✓	1	<b>Dagger</b>		20	125 g	20	125 g	<u>DFA100</u>
✓	1	<b>Flint and Steel</b>		5	0 g	5	0 g	<u>HT57</u>
✓	1	<b>Glue</b>		60	500 g	60	500 g	<u>DFA115</u>
✓	1	<b>Rope, 3/8"</b> 10 yards; Supports 300 lb		5	750 g	5	750 g	<u>DFA111</u>
✓	1	<b>Sewing Kit</b>		1	0 g	1	0 g	<u>HT31</u>
NOTE								
Divide BL and all item weights by 1000 to use grams.								