PORTRAIT

IDENTITY

⤬	NAME	Ivy Fortune
	TITLE	Patrol Leader
	ORGANIZATION	The Hollow Knights

MISCELLANEOUS

	CREATED	Apr 19, 2025, 4:43 AM
	MODIFIED	Apr 20, 2025, 4:40 PM
	PLAYER	Joel

100 POINTS ✎

-7	OVERSPENT
0	ANCESTRY
0	ATTRIBUTES
67	ADVANTAGES
-5	DISADVANTAGES
0	QUIRKS
45	SKILLS
0	SPELLS

DESCRIPTION

⤬	GENDER	Female	⤬	HEIGHT	10 cm	⤬	HAIR	Cream
⤬	AGE	26	⤬	WEIGHT	25 g	⤬	EYES	
⤬	BIRTHDAY			SIZE	+0	⤬	SKIN	
	RELIGION	--		TL	3	⤬	HAND	

PRIMARY ATTRIBUTES

[0]	10	STRENGTH (ST)
[0]	11	DEXTERITY (DX)
[0]	11	INTELLIGENCE (IQ)
[0]	10	HEALTH (HT)
[0]	11	WILLPOWER (WP)
[0]	11	PERCEPTION (PE)

BASIC DAMAGE

1d-2	BASIC THRUST
1d	BASIC SWING

POINT POOLS

[0]	10	OF	10	FP	[RESTED]
[0]	10	OF	10	HP	[HEALTHY]

SECONDARY ATTRIBUTES

⌄		Senses	
[0]	11	VISION	
[0]	11	HEARING	
[0]	11	TASTE & SMELL	
[0]	11	TOUCH	
⌄		Movement	
[0]	5.25	BASIC SPEED	
[0]	5	BASIC MOVE	
	10	DODGE	
⌄		Checks	
[0]	11	FEAR	
	10	PAIN	
	10	FAINTING	
	10	DEATH	

MOUSE

ROLL	LOCATION	DR	🔒
2-3	HEAD ⊘	-2	0
1-2	SKULL	-2	2
3-4	FACE	-2	0
5-6	NECK	-2	0
4-5	ARMS ⊘	-1	0
1	PAW	-2	0
2-6	LIMB	-1	0
6-8	TORSO ⊘	+0	0
1	VITALS	+0	0
2-6	TORSO	+0	0
9-10	LEGS	-1	0
11-12	LEGS ⊘	-1	0
1	PAW	-2	0
2-6	LIMB	-1	0

ENCUMBRANCE, MOVE & DODGE

	LEVEL	MAX LOAD	MOVE	DODGE
🛇 0	NONE	10,000 g	5	10
1	LIGHT	20,000 g	4	9
2	MEDIUM	30,000 g	3	8
3	HEAVY	60,000 g	2	7
4	X-HEAVY	100,000 g	1	6

LIFTING & MOVING THINGS

10,000 g	BASIC LIFT
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

CONDITION

±	
+4	on any task that utilizes sense of smell
+1	to Cartography rolls to make maps

MELEE WEAPON

MELEE WEAPON	USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Halberd	Swung	8	7U	No	1d+5 cut	2-3*	13‡
Halberd 🔖	Swung Hook	8	7U	No	1d+4 imp	2-3*	13‡
May get stuck							
Halberd	Thrust	9	7U	No	1d+1 imp	1-3*	12†
Light Cloak, Ochre	Grapple	6	No	6	-	C,1	
Natural Attacks	Bite	11	No	No	1d-3 cr	C	
Natural Attacks	Kick	9	No	No	1d-2 cr	C,1	
Natural Attacks	Punch	11	8	No	1d-3 cr	C	
Natural Attacks	Slam	11	No	No	1d-4 cr	C	

RANGED WEAPON

RANGED WEAPON	USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Light Cloak, Ochre	Thrown	6	1	Special	2	1	T	-4		5

TRAIT

TRAIT	PTS	🔖
Natural Attacks	0	B271
Knack (Tall grass) 🔖	2	
Usable once per hour. Treat as Luck (B66) for a specific topic the character is naturally "talented" at.		
⊘ Graceful 🔖	50	
Grácil		
Arachnophobia (Spiders) 🔖	-5	B150
CR: 12 (Resist quite often), -2 Action Penalty		
Discriminatory Smell	15	B49+

SKILL / TECHNIQUE

SKILL / TECHNIQUE	SL	RSL	PTS	🔖
⌄ Innate Skills (Mouse)			8	
Climbing	11	DX	2	MG20+
Running	10	HT	2	DFA87
Stealth	11	DX	2	DFA89
Survival (Woodlands) 🔖	11	PE	2	DFA90
First Aid	11	IQ	1	DFA76
Diplomacy	10	IQ-1	2	DFA75
Polearm	11	DX	2	DFA81
⌄ Copperwood			2	
Merchant	10	IQ-1	1	DFA82
Smith (Lead & Tin)	10	IQ-1	1	B221
⌄ Cartographer			22	
Cartography 🔖	12	IQ+1	6	MG12+
Geography	11	IQ	4	B198
Mathematics	11	IQ	4	B207
Naturalist	11	IQ	4	DFA83

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Ivy Fortune
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Modified Apr 20, 2025, 4:40 PM
Page 1 of 2

Skill / Technique	SL	RSL	Pts	
Navigation 🗗	12	IQ+1	4	**DFA84**
⊙ Strategist			8	
Leadership	11	IQ	2	**DFA80**
Savoir-Faire	12	IQ+1	2	**DFA87**
Strategy	10	IQ-1	2	**DFA90**
Tactics	10	IQ-1	2	**DFA91**

✓	#	Carried Equipment (7,850 g; $365)	Uses	🪙	⚖	🪙🪙	⚖	
✓	1	**Light Cloak, Ochre**		20	500 g	20	500 g	**DFA107**
✓	1	**Halberd**		150	6,000 g	150	6,000 g	**DFA101**
✓	1	⊙ **Belt**		15	250 g	195	1,350 g	**DFA111**
✓	1	**Map** 🗗		100	50 g	100	50 g	**DFA114**
		Rugged, foldable, and reliable map of Mouse Territories						
✓	1	**Mapping Kit**		50	1,000 g	50	1,000 g	**DFA114**
✓	10	**Tactical Pawns**		3	5 g	30	50 g	

Note	
Divide BL and all item weights by 1000 to use grams.	