








PORTRAIT		IDENTITY				MISCELLANEOUS				115 POINTS		
	✂	NAME	Ivy Fortune			CREATED	Apr 19, 2025, 4:43 AM			20	UNSPENT	
		TITLE	Patrol Leader			MODIFIED	Apr 21, 2025, 8:07 PM			0	ANCESTRY	
		ORGANIZATION	The Hollow Knights			PLAYER	Joel			0	ATTRIBUTES	
	DESCRIPTION										65	ADVANTAGES
	✂	GENDER	Female		✂	HEIGHT	10 cm		✂	HAIR	Cream	
	✂	AGE	26		✂	WEIGHT	25 g		✂	EYES		
	✂	BIRTHDAY				SIZE	+0		✂	SKIN		
	RELIGION	--			TL	3		✂	HAND			
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		MOUSE				ENCUMBRANCE, MOVE & DODGE				
[0] 10 STRENGTH (ST)		Senses		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[0] 11 DEXTERITY (DX)		[0] 11 VISION		2-3	HEAD	-2	0	0 NONE	10,000 g	5	10	
[0] 11 INTELLIGENCE (IQ)		[0] 11 HEARING		1-2	SKULL	-2	2	1 LIGHT	20,000 g	4	9	
[0] 10 HEALTH (HT)		[0] 11 TASTE & SMELL		3-4	FACE	-2	0	2 MEDIUM	30,000 g	3	8	
[0] 11 WILLPOWER (WP)		[0] 11 TOUCH		5-6	NECK	-2	0	3 HEAVY	60,000 g	2	7	
[0] 11 PERCEPTION (PE)		Movement		4-5	ARMS	-1	0	4 X-HEAVY	100,000 g	1	6	
BASIC DAMAGE		[0] 5.25 BASIC SPEED		1	PAW	-2	0	LIFTING & MOVING THINGS				
1d-2 BASIC THRUST		[0] 5 BASIC MOVE		2-6	LIMB	-1	0	10,000 g BASIC LIFT				
1d BASIC SWING		10 DODGE		6-8	TORSO	+0	0	20,000 g ONE-HANDED LIFT				
POINT POOLS				1	VITALS	+0	0	80,000 g TWO-HANDED LIFT				
[0] 10 OF 10 FP [RESTED]				2-6	TORSO	+0	0	120,000 g SHOVE & KNOCK OVER				
[0] 10 OF 10 HP [HEALTHY]				9-10	LEGS	-1	0	240,000 g RUNNING SHOVE & KNOCK OVER				
5 OF 5 LUCK				11-12	LEGS	-1	0	150,000 g CARRY ON BACK				
				1	PAW	-2	0	500,000 g SHIFT SLIGHTLY				
				2-6	LIMB	-1	0					
± CONDITION												
+4 on any task that utilizes sense of smell												
+1 to Cartography rolls to make maps												
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				Low Kick	11	No	No	1d-3 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		USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST	
Light Cloak, Ochre		Thrown	6	1	Special	2	1	T	-4		5	
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS				
Natural Attacks		0	B271	✓ Innate Skills (Mouse)				8				
➤ Graceful		50		Climbing		11	DX	2	MG20+			
Grácil				Running		10	HT	2	DFA87			
Arachnophobia (Spiders)		-5	B150	Stealth		11	DX	2	DFA89			
CR: 12 (Resist quite often), -2 Action Penalty				Survival (Woodlands)		11	PE	2	DFA90			
Code of Honor (Soldier's)		-10	B127	First Aid		11	IQ	1	DFA76			
An officer should be tough but fair, lead from the front, and look out for his men; an enlisted man should look out for his buddies and take care of his kit. Every soldier should be willing to fight and die for the honor of his unit, service, and country; follow orders; obey the "rules of war"; treat an honorable enemy with respect (a dishonorable enemy deserves a bullet); and wear the uniform with pride.				Diplomacy		10	IQ-1	2	DFA75			
Discriminatory Smell		15	B49+	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			
				Navigation		12	IQ+1	4	DFA84			
				✓ Strategist				8				

Skill / Technique				SL	RSL	PTs		
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  Rugged, foldable, and reliable map of Mouse Territories		100	50 g	100	50 g	DFA114
✓	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.								