

PORTRAIT		IDENTITY		MISCELLANEOUS		100 POINTS					
	NAME	Finn Gorgonzola		CREATED	Jan 20, 2025, 12:40 AM		13 UNSPENT				
	TITLE	Patrol Guard		MODIFIED	Apr 20, 2025, 4:39 PM		0 ANCESTRY				
	ORGANIZATION	The Hollow Knights		PLAYER	Guido		0 ATTRIBUTES				
	DESCRIPTION						62 ADVANTAGES				
GENDER		Male	HEIGHT	10 cm	HAIR	Gray-ish	-20 DISADVANTAGES				
AGE		25	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					
[0] 11 STRENGTH (ST) [0] 10 DEXTERITY (DX) [0] 11 INTELLIGENCE (IQ) [0] 11 HEALTH (HT) [0] 12 WILLPOWER (WP) [0] 10 PERCEPTION (PE)		Senses [0] 10 VISION [0] 10 HEARING [0] 10 TASTE & SMELL [0] 10 TOUCH Movement [0] 5.25 BASIC SPEED [0] 5 BASIC MOVE 10 DODGE Checks [0] 12 FEAR 11 PAIN 11 FAINTING 11 DEATH		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		LEVEL MAX LOAD MOVE DODGE 0 NONE 12,000 g 5 10 1 LIGHT 24,000 g 4 9 2 MEDIUM 36,000 g 3 8 3 HEAVY 72,000 g 2 7 4 X-HEAVY 120,000 g 1 6 LIFTING & MOVING THINGS 12,000 g BASIC LIFT 24,000 g ONE-HANDED LIFT 96,000 g TWO-HANDED LIFT 144,000 g SHOVE & KNOCK OVER 288,000 g RUNNING SHOVE & KNOCK OVER 180,000 g CARRY ON BACK 600,000 g SHIFT SLIGHTLY					
BASIC DAMAGE											
1d-1 BASIC THRUST											
1d+1 BASIC SWING											
POINT POOLS											
[0] 11 OF 11 FP [RESTED]											
[0] 11 OF 11 HP [HEALTHY]											
CONDITION											
+1 to all HT rolls to stay conscious, avoid death, resist disease, or resist poison											
+5 to your effective HT whenever you roll to recover lost HP or to see if you can get over a crippling injury											
MELEE WEAPON		USAGE		SL	PARRY	BLOCK	DAMAGE	REACH	ST		
Dagger		Main-Gauche		5	5F	No	1d-2 imp	C	5		
Dagger		Thrust		6	5	No	1d-2 imp	C	5		
Light Cloak, Purple		Grapple		5	No	5	-	C,1			
Natural Attacks		Bite		10	No	No	1d-2 cr	C			
Natural Attacks		Kick		8	No	No	1d-1 cr	C,1			
Natural Attacks		Punch		10	8	No	1d-2 cr	C			
Natural Attacks		Slam		10	No	No	1d-3 cr	C			
Spear		Thrust		10	8	No	1d+1 imp	1*	9		
Spear		Thrust		10	8	No	1d+2 imp	1-2*	9+		
RANGED WEAPON		USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Dagger		Thrown	6	0	1d-2 imp	5/11	1	T	-1		5
Light Cloak, Purple		Thrown	5	1	Special	2	1	T	-4		5
Spear		Thrown	6	2	1d+2 imp	11/16	1	T	-6		9
TRAIT		Pts	SKILL / TECHNIQUE		SL	RSL	Pts				
Natural Attacks		0	Innate Skills (Mouse)				8				
Knack (Bees)		2	Climbing		10	DX	2	MG20+			
Usable once per hour. Treat as Luck (B66) for a specific topic the character is naturally "talented" at.			Running		11	HT	2	DFA87			
Hardy		50	Stealth		10	DX	2	DFA89			
Duro			Survival (Woodlands)		10	PE	2	DFA90			
Dyslexia		-10	Streetwise		11	IQ	2	DFA90			
You have a written comprehension level of "None" for all languages, which cannot be improved			Spear		10	DX	2	DFA81			
Klutz		-5	Lockhaven				2				
Curious		-5	Armory (Melee Weapons)		10	IQ-1	1	MG8+			
CR: 12 (Resist quite often)			Sewing		10	DX	1	B219			
Make a self-control roll when presented with an interesting item or situation			Beekeeper				11				
Athletic		10	Animal Handling (Insects)		11	IQ	2	MG37+			

TRAIT				Pts	
Fit				5	<u>B55</u>
Recover FP at twice the normal rate					
Rapid Healing				5	<u>B79</u>

SKILL / TECHNIQUE		SL	RSL	Pts	
Diagnosis		10	IQ-1	2	<u>DFA75</u>
First Aid		12	IQ+1	3	<u>DFA76</u>
Physiology (Arthropods)		10	IQ-1	2	<u>DFA85</u>
Professional Skill (Beekeeper)		11	IQ	2	<u>B215</u>
City Watch				20	
Observation		11	PE+1	4	<u>DFA84</u>
Search		11	PE+1	4	<u>DFA88</u>
Stealth		11	DX+1	4	<u>DFA89</u>
Tactics		11	IQ	4	<u>DFA91</u>
Tracking		11	PE+1	4	<u>DFA92</u>

	#	CARRIED EQUIPMENT (4,625 g; \$125)		USES					
	1	Light Cloak, Purple			20	500 g	20	500 g	<u>DFA107</u>
	1	Spear			40	2,000 g	40	2,000 g	<u>DFA102</u>
	1	Belt			15	250 g	65	2,125 g	<u>DFA111</u>
	1	Anti-Toxin			20	250 g	20	250 g	<u>DFA115</u>
		Completely halts effects of Bee poison after 1d minutes							
	1	Bandages		0	10	500 g	10	500 g	<u>DFA111</u>
		Basic equipment for First Aid							
	1	Dagger			20	125 g	20	125 g	<u>DFA100</u>
	1	Water			0	1,000 g	0	1,000 g	<u>DFA111</u>
		1 Quart							

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