

Portrait	Identity			Miscellaneous			100 Points		
	NAME	Angus Gorgonzola		CREATED	Apr 18, 2025, 11:08 PM		8 UNSPENT		
	TITLE	Tenderpaw		MODIFIED	Apr 20, 2025, 4:39 PM		0 ANCESTRY		
	ORGANIZATION	The Hollow Knights		PLAYER	Sergi		0 ATTRIBUTES		
	DESCRIPTION						67 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			
[0] 10 STRENGTH (ST)		Senses		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE
[0] 10 DEXTERITY (DX)		[0] 12 VISION		2-3	HEAD	-2	0	0 NONE	10,000 g	5	10
[0] 12 INTELLIGENCE (IQ)		[0] 12 HEARING		1-2	SKULL	-2	2	1 LIGHT	20,000 g	4	9
[0] 10 HEALTH (HT)		[0] 12 TASTE & SMELL		3-4	FACE	-2	0	2 MEDIUM	30,000 g	3	8
[0] 10 WILLPOWER (WP)		[0] 12 TOUCH		5-6	NECK	-2	0	3 HEAVY	60,000 g	2	7
[0] 12 PERCEPTION (PE)		Movement		4-5	ARMS	-1	0	4 X-HEAVY	100,000 g	1	6
BASIC DAMAGE		[0] 5 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			
		Checks		1	VITALS	+0	0	80,000 g TWO-HANDED LIFT			
		[0] 10 FEAR		2-6	TORSO	+0	0	120,000 g SHOVE & KNOCK OVER			
		10 PAIN		9-10	LEGS	-1	0	240,000 g RUNNING SHOVE & KNOCK OVER			
		10 FAINTING		11-12	LEGS	-1	0	150,000 g CARRY ON BACK			
		10 DEATH		1	PAW	-2	0	500,000 g SHIFT SLIGHTLY			
		10 LIMB		2-6	LIMB	-1	0				
POINT POOLS											
[0] 10 OF 10 FP [RESTED]											
[0] 10 OF 10 HP [HEALTHY]											

MELEE WEAPON		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Dagger		Main-Gauche	5	5F	No	1d-3 imp	C	5
Dagger		Thrust	6	5	No	1d-3 imp	C	5
Natural Attacks		Bite	10	No	No	1d-3 cr	C	
Natural Attacks		Kick	8	No	No	1d-2 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	B271	Innate Skills (Mouse)				8	
Knack (Medicine)		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		10	HT	2	DFA87
Sharp		50		Stealth		10	DX	2	DFA89
Astuto				Survival (Woodlands)		12	PE	2	DFA90
Entomophobia (Insects)		-10	B150	Diplomacy		11	IQ-1	2	DFA75
CR: 12 (Resist quite often), -2 Action Penalty				Bow		10	DX	2	MG5+
You are afraid of all "bugs." Large or poisonous ones give -3 to self-control rolls. Very large ones, or large numbers, give -6.				Lockhaven				2	
Cowardice		-10	B129	Armory (Missile Weapons)		11	IQ-1	1	MG8+
CR: 12 (Resist quite often)				Sewing		10	DX	1	B219
Make a self-control roll any time you are called on to risk physical danger. Roll at -5 if you must risk death.				Healer				11	
Deep Recall		15		Diagnosis		11	IQ-1	2	DFA75
Absolute Direction		10	B34	First Aid		13	IQ+1	3	DFA76
Eidetic Memory		5	B51	Naturalist		11	IQ-1	2	DFA83
				Pharmacy		11	IQ-1	2	DFA85
				Surgery		10	IQ-2	2	DFA90
				Scientist				20	
				Chemistry		12	IQ	4	MG34+

Skill / Technique			SL	RSL	PTS	
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	Regular Bow		100	1,000 g	100	1,000 g	DFA104
		Rated ST 10						
✓	14	Arrow		2	50 g	28	700 g	DFA104
✓	1	Backpack, Small		60	1,500 g	166	3,875 g	DFA111
✓	1	Bandages	0	10	500 g	10	500 g	DFA111
		Basic equipment for First Aid						
✓	1	Candle, Beeswax		5	500 g	5	500 g	DFA111
		Lasts 24 hours; Sufficient to read by						
✓	1	Dagger		20	125 g	20	125 g	DFA100
✓	1	Flint and Steel		5	0 g	5	0 g	HT57
✓	1	Glue		60	500 g	60	500 g	DFA115
✓	1	Rope, 3/8"		5	750 g	5	750 g	DFA111
		10 yards; Supports 300 lb						
✓	1	Sewing Kit		1	0 g	1	0 g	HT31

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