

PORTRAIT		IDENTITY				MISCELLANEOUS				115 POINTS		
	✂	NAME	Ivy Fortune			CREATED	May 12, 2025, 3:51 PM			20	UNSPENT	
		TITLE	Patrol Leader			MODIFIED	May 13, 2025, 11:36 PM			0	ANCESTRY	
		ORGANIZATION	The Hollow Knights			PLAYER	Joel			0	ATTRIBUTES	
	DESCRIPTION									65	ADVANTAGES	
	✂	GENDER	Female	✂	HEIGHT	1.8 m	✂	HAIR	Cream	-15	DISADVANTAGES	
	✂	AGE	26	✂	WEIGHT	25 kg	✂	EYES		0	QUIRKS	
	✂	BIRTHDAY			SIZE	+0	✂	SKIN		45	SKILLS	
		RELIGION	--		TL	3	✂	HAND	Right	0	SPELLS	
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 kg	5	10
[0] 11 INTELLIGENCE (IQ)		[0] 11 HEARING			SKULL	-2	2	1	LIGHT	20 kg	4	9
[0] 10 HEALTH (HT)		[0] 11 TASTE & SMELL			FACE	-2	0	2	MEDIUM	30 kg	3	8
[0] 11 WILLPOWER (WP)		[0] 11 TOUCH			NECK	-2	0	3	HEAVY	60 kg	2	7
[0] 11 PERCEPTION (PE)		☑ Movement			EYES	-3	0	4	X-HEAVY	100 kg	1	6
BASIC DAMAGE		[0] 5.25 BASIC SPEED		4-5	ARMS	-1	0	LIFTING & MOVING THINGS				
1d-2 BASIC THRUST		[0] 5 BASIC MOVE		6-8	F. PAWS	-2	0	10 kg BASIC LIFT				
1d BASIC SWING		10 DODGE			VITALS	+0	0	20 kg ONE-HANDED LIFT				
POINT POOLS					GROIN	-1	0	80 kg TWO-HANDED LIFT				
[0] 10 OF 10 FP [RESTED]				9-12	LEGS	-1	0	120 kg SHOVE & KNOCK OVER				
[0] 5 OF 10 HP [WOUNDED]					H. PAWS	-2	0	240 kg RUNNING SHOVE & KNOCK OVER				
2 OF 3 LUCK					TAIL	-3	0	150 kg CARRY ON BACK				
500 kg SHIFT SLIGHTLY												
± 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	
Dueling Halberd					Swung	9	7U	No	1d+4 cut	1-2*	12+	
Dueling Halberd					Thrust	10	8	No	1d+1 imp	1-2*	11+	
Natural Attacks						11	8	No	1d-3 cr	C		
TRAIT			PTS		SKILL / TECHNIQUE			SL	RSL	PTS		
Natural Attacks			0	B271	Climbing			11	DX	2	MG20+	
🔍 Graceful 📖 Grácil			50		Diplomacy			10	IQ-1	2	DFA75	
Arachnophobia (Spiders) 📖 CR: 12 (Resist quite often), -2 Action Penalty			-5	B150	First Aid			11	IQ	1	DFA76	
Code of Honor (Soldier's) 📖 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.			-10	B127	Polearm			11	DX	2	DFA81	
Discriminatory Smell			15	B49+	Running			10	HT	2	DFA87	
					Stealth			11	DX	2	DFA89	
					Survival (Woodlands) 📖			11	PE	2	DFA90	
					☑ 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		
					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 (6.85 kg; \$335)				USES						
✓	1	Guardian Cape, Ochre				20		0.5 kg	20	0.5 kg		
✓	1	Dueling Halberd				120		5 kg	120	5 kg		DFA101
✓	1	☑ Belt				15		0.25 kg	195	1.35 kg		DFA111
✓	1	Map 📖 Rugged, foldable, and reliable map of Mouse Territories				100		0.05 kg	100	0.05 kg		DFA114
✓	1	Mapping Kit				50		1 kg	50	1 kg		DFA114
✓	10	Tactical Pawns				3		0.005 kg	30	0.05 kg		