




PORTRAIT		IDENTITY				MISCELLANEOUS				105 POINTS			
	NAME		Finn Gorgonzola		CREATED		Jan 20, 2025, 12:40 AM		20 UNSPENT				
	TITLE		Patrol Guard		MODIFIED		Apr 21, 2025, 8:07 PM		0 ANCESTRY				
	ORGANIZATION		The Hollow Knights		PLAYER		Guido		0 ATTRIBUTES				
	DESCRIPTION								60 ADVANTAGES				
	GENDER		Male		HEIGHT		10 cm		HAIR		Gray-ish		
AGE		25		WEIGHT		25 g		EYES					
BIRTHDAY				SIZE		+0		SKIN					
RELIGION		--		TL		3		HAND					
RELIGION										-20 DISADVANTAGES			
										0 QUIRKS			
										45 SKILLS			
										0 SPELLS			
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		MOUSE				ENCUMBRANCE, MOVE & DODGE					
[0] 11 STRENGTH (ST)		Senses		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[0] 10 DEXTERITY (DX)		[0] 10 VISION		2-3	HEAD	-2	0	0 NONE	12,000 g	5	10		
[0] 11 INTELLIGENCE (IQ)		[0] 10 HEARING		1-2	SKULL	-2	2	1 LIGHT	24,000 g	4	9		
[0] 11 HEALTH (HT)		[0] 10 TASTE & SMELL		3-4	FACE	-2	0	2 MEDIUM	36,000 g	3	8		
[0] 12 WILLPOWER (WP)		[0] 10 TOUCH		5-6	NECK	-2	0	3 HEAVY	72,000 g	2	7		
[0] 10 PERCEPTION (PE)		Movement		4-5	ARMS	-1	0	4 X-HEAVY	120,000 g	1	6		
BASIC DAMAGE		[0] 5.25 BASIC SPEED		1	PAW	-2	0	LIFTING & MOVING THINGS					
1d-1 BASIC THRUST		[0] 5 BASIC MOVE		2-6	LIMB	-1	0	12,000 g BASIC LIFT					
1d+1 BASIC SWING		10 DODGE		6-8	TORSO	+0	0	24,000 g ONE-HANDED LIFT					
POINT POOLS				1	VITALS	+0	0	96,000 g TWO-HANDED LIFT					
[0] 11 OF 11 FP [RESTED]				2-6	TORSO	+0	0	144,000 g SHOVE & KNOCK OVER					
[0] 11 OF 11 HP [HEALTHY]				9-10	LEGS	-1	0	288,000 g RUNNING SHOVE & KNOCK OVER					
5 OF 5 LUCK				11-12	LEGS	-1	0	180,000 g CARRY ON BACK					
				1	PAW	-2	0	600,000 g SHIFT SLIGHTLY					
				2-6	LIMB	-1	0						
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				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				Low Kick	10	No	No	1d-2 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				
Hardy			50	Climbing			10	DX	2	MG20+			
Duro				Running			11	HT	2	DFA87			
Dyslexia			-10	Stealth			10	DX	2	DFA89			
You have a written comprehension level of "None" for all languages, which cannot be improved				Survival (Woodlands)			10	PE	2	DFA90			
Klutz			-5	Streetwise			11	IQ	2	DFA90			
Curious			-5	Spear			10	DX	2	DFA81			
CR: 12 (Resist quite often)				Lockhaven					2				
Make a self-control roll when presented with an interesting item or situation				Armory (Melee Weapons)			10	IQ-1	1	MG8+			
Athletic			10	Sewing			10	DX	1	B219			
Fit			5	Beekeeper					11				
Recover FP at twice the normal rate				Animal Handling (Insects)			11	IQ	2	MG37+			
Rapid Healing			5	Diagnosis			10	IQ-1	2	DFA75			
				First Aid			12	IQ+1	3	DFA76			
				Physiology (Arthropods)			10	IQ-1	2	DFA85			

Skill / Technique				SL	RSL	PTS	
Professional Skill (Beekeeper)				11	IQ	2	<b>B215</b>
☑ City Watch						20	
Observation				11	PE+1	4	<b>DFA84</b>
Search				11	PE+1	4	<b>DFA88</b>
Stealth				11	DX+1	4	<b>DFA89</b>
Tactics				11	IQ	4	<b>DFA91</b>
Tracking				11	PE+1	4	<b>DFA92</b>
✓	#	CARRIED EQUIPMENT (4,625 g; \$125)	USES				
✓	1	Light Cloak, Purple		20	500 g	20	500 g <b>DFA107</b>
✓	1	Spear		40	2,000 g	40	2,000 g <b>DFA102</b>
✓	1	☑ Belt		15	250 g	65	2,125 g <b>DFA111</b>
✓	1	Anti-Toxin  Completely halts effects of Bee poison after 1d minutes		20	250 g	20	250 g <b>DFA115</b>
✓	1	Bandages  Basic equipment for First Aid	0	10	500 g	10	500 g <b>DFA111</b>
✓	1	Dagger		20	125 g	20	125 g <b>DFA100</b>
✓	1	Water  1 Quart		0	1,000 g	0	1,000 g <b>DFA111</b>
NOTE							
Divide BL and all item weights by 1000 to use grams.							