

PORTRAIT		IDENTITY		MISCELLANEOUS		100 POINTS					
	NAME	Angus Gorgonzola		CREATED	Apr 18, 2025, 11:08 PM		8 UNSPENT				
	TITLE	Tenderpaw		MODIFIED	Apr 19, 2025, 12:37 AM		0 ANCESTRY				
	ORGANIZATION	The Hollow Knights		PLAYER	Sergi		0 ATTRIBUTES				
	DESCRIPTION						66 ADVANTAGES				
	GENDER	Male	HEIGHT	10 cm	HAIR	Snowy	-20 DISADVANTAGES				
	AGE	24	WEIGHT	25 g	EYES		0 QUIRKS				
	BIRTHDAY		SIZE	+0	SKIN		46 SKILLS				
	RELIGION	--	TL	3	HAND		0 SPELLS				
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		MOUSE		ENCUMBRANCE, MOVE & DODGE					
<div>[0] 10 STRENGTH (ST)</div> <div>[0] 10 DEXTERITY (DX)</div> <div>[0] 12 INTELLIGENCE (IQ)</div> <div>[0] 10 HEALTH (HT)</div> <div>[0] 10 WILLPOWER (WP)</div> <div>[0] 12 PERCEPTION (PE)</div>		<div>✓ Senses</div> <div>[0] 12 VISION</div> <div>[0] 12 HEARING</div> <div>[0] 12 TASTE & SMELL</div> <div>[0] 12 TOUCH</div> <div>✓ Movement</div> <div>[0] 5 BASIC SPEED</div> <div>[0] 5 BASIC MOVE</div> <div>10 DODGE</div> <div>✓ Checks</div> <div>[0] 10 FEAR</div> <div>10 BREAK</div> <div>10 PAIN</div> <div>10 FATIGUE</div> <div>10 DEATH</div>		<div>ROLL LOCATION DR </div> <div>2-3 HEAD -2 0</div> <div>1-2 SKULL -2 2</div> <div>3-4 FACE -2 0</div> <div>5-6 NECK -2 0</div> <div>4-5 ARMS -1 0</div> <div>1 PAW -2 0</div> <div>2-6 LIMB -1 0</div> <div>6-8 TORSO +0 0</div> <div>1 VITALS +0 0</div> <div>2-6 TORSO +0 0</div> <div>9-10 LEGS -1 0</div> <div>11-12 LEGS -1 0</div> <div>1 PAW -2 0</div> <div>2-6 LIMB -1 0</div>		<div>LEVEL MAX LOAD MOVE DODGE</div> <div>0 NONE 10,000 g 5 10</div> <div>1 LIGHT 20,000 g 4 9</div> <div>2 MEDIUM 30,000 g 3 8</div> <div>3 HEAVY 60,000 g 2 7</div> <div>4 X-HEAVY 100,000 g 1 6</div>					
BASIC DAMAGE						LIFTING & MOVING THINGS					
1d-2 BASIC THRUST						10,000 g BASIC LIFT					
1d BASIC SWING						20,000 g ONE-HANDED LIFT					
						80,000 g TWO-HANDED LIFT					
						120,000 g SHOVE & KNOCK OVER					
						240,000 g RUNNING SHOVE & KNOCK OVER					
						150,000 g CARRY ON BACK					
						500,000 g SHIFT SLIGHTLY					
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		
Leaves 2 yard sticky spot for 30 seconds; crossing each hex costs +1 Move											
Glue		Grenade (Direct Hit)	7	0	Special	20			-2		
Roll vs ST to pull items from belts, pouches, quivers, or scabbards, or to drop or throw anything; Mail and Plate armor stiffen up: -2 to DX; Takes 30 minutes to chip off											
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)				9			
Knack (Medicine)		1		Climbing		9	DX-1	1	MG20+		
Usable once per hour. Treat as Luck (B66) for a specific topic the character is naturally "talented" at.				Running		11	HT+1	4	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			
				Armory (Missile Weapons)		11	IQ-1	1	MG8+		
				Sewing		10	DX	1	B219		

TRAIT		PTS	
Cowardice		-10	<u>B129</u>
CR: 12 (Resist quite often) Make a self-control roll any time you are called on to risk physical danger. Roll at -5 if you must risk death.			
✔ Deep Recall		15	
Absolute Direction		10	<u>B34</u>
Eidetic Memory		5	<u>B51</u>

SKILL / TECHNIQUE	SL	RSL	PTS	
✔ Healer			11	
Diagnosis	11	IQ-1	2	<u>DFA75</u>
First Aid	13	IQ+1	3	<u>DFA76</u>
Naturalist	11	IQ-1	2	<u>DFA83</u>
Pharmacy	11	IQ-1	2	<u>DFA85</u>
Surgery	10	IQ-2	2	<u>DFA90</u>
✔ Scientist			20	
Chemistry	12	IQ	4	<u>MG34+</u>
Mathematics	12	IQ	4	<u>B207</u>
Metallurgy	12	IQ	4	<u>B209</u>
Physics	11	IQ-1	4	<u>B213</u>
Engineer (Materials)	12	IQ	4	<u>B190</u>

✓	#	CARRIED EQUIPMENT (5,575 g; \$294)	USES					
✓	1	Regular Bow Rated ST 10		100	1,000 g	100	1,000 g	<u>DFA104</u>
✓	14	Arrow		2	50 g	28	700 g	<u>DFA104</u>
✓	1	✔ Backpack, Small		60	1,500 g	166	3,875 g	<u>DFA111</u>
✓	1	Bandages Basic equipment for First Aid	0	10	500 g	10	500 g	<u>DFA111</u>
✓	1	Candle, Beeswax Lasts 24 hours; Sufficient to read by		5	500 g	5	500 g	<u>DFA111</u>
✓	1	Dagger		20	125 g	20	125 g	<u>DFA100</u>
✓	1	Flint and Steel		5	0 g	5	0 g	<u>HT57</u>
✓	1	Glue		60	500 g	60	500 g	<u>DFA115</u>
✓	1	Rope, 3/8" 10 yards; Supports 300 lb		5	750 g	5	750 g	<u>DFA111</u>
✓	1	Sewing Kit		1	0 g	1	0 g	<u>HT31</u>

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