

Portrait	Identity		Miscellaneous		100 Points	
	NAME	Ivy	CREATED	Apr 19, 2025, 4:43 AM	<div>-7 OVERSPENT</div> <div>0 ANCESTRY</div> <div>0 ATTRIBUTES</div> <div>66 ADVANTAGES</div> <div>-5 DISADVANTAGES</div> <div>0 QUIRKS</div> <div>46 SKILLS</div> <div>0 SPELLS</div>	
	TITLE	Patrol Leader	MODIFIED	Apr 19, 2025, 4:55 AM		
	ORGANIZATION	The Hollow Knights	PLAYER	Joel		
	DESCRIPTION					
	GENDER	Female	HEIGHT	10 cm	HAIR	Cream
	AGE		WEIGHT	25 g	EYES	
	BIRTHDAY		SIZE	+0	SKIN	
	RELIGION	--	TL	3	HAND	

Primary Attributes	Secondary Attributes	Mouse	Encumbrance, Move & Dodge																																																																																				
<div>[0] 10 STRENGTH (ST)</div> <div>[0] 11 DEXTERITY (DX)</div> <div>[0] 11 INTELLIGENCE (IQ)</div> <div>[0] 10 HEALTH (HT)</div> <div>[0] 11 WILLPOWER (WP)</div> <div>[0] 11 PERCEPTION (PE)</div>	<div><input checked="" type="checkbox"/> Senses</div> <div>[0] 11 VISION</div> <div>[0] 11 HEARING</div> <div>[0] 11 TASTE & SMELL</div> <div>[0] 11 TOUCH</div> <div><input checked="" type="checkbox"/> Movement</div> <div>[0] 5.25 BASIC SPEED</div> <div>[0] 5 BASIC MOVE</div> <div>10 DODGE</div> <div><input checked="" type="checkbox"/> Checks</div> <div>[0] 11 FEAR</div> <div>10 BREAK</div> <div>10 PAIN</div> <div>10 FATIGUE</div> <div>10 DEATH</div>	<table border="1"> <thead> <tr> <th>ROLL</th> <th>LOCATION</th> <th>DR</th> <th></th> </tr> </thead> <tbody> <tr><td>2-3</td><td>HEAD </td><td>-2</td><td>0</td></tr> <tr><td>1-2</td><td>SKULL</td><td>-2</td><td>2</td></tr> <tr><td>3-4</td><td>FACE</td><td>-2</td><td>0</td></tr> <tr><td>5-6</td><td>NECK</td><td>-2</td><td>0</td></tr> <tr><td>4-5</td><td>ARMS </td><td>-1</td><td>0</td></tr> <tr><td>1</td><td>PAW</td><td>-2</td><td>0</td></tr> <tr><td>2-6</td><td>LIMB</td><td>-1</td><td>0</td></tr> <tr><td>6-8</td><td>TORSO </td><td>+0</td><td>0</td></tr> <tr><td>1</td><td>VITALS</td><td>+0</td><td>0</td></tr> <tr><td>2-6</td><td>TORSO</td><td>+0</td><td>0</td></tr> <tr><td>9-10</td><td>LEGS</td><td>-1</td><td>0</td></tr> <tr><td>11-12</td><td>LEGS </td><td>-1</td><td>0</td></tr> <tr><td>1</td><td>PAW</td><td>-2</td><td>0</td></tr> <tr><td>2-6</td><td>LIMB</td><td>-1</td><td>0</td></tr> </tbody> </table>	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	<table border="1"> <thead> <tr> <th>LEVEL</th> <th>MAX LOAD</th> <th>MOVE</th> <th>DODGE</th> </tr> </thead> <tbody> <tr><td>0 NONE</td><td>10,000 g</td><td>5</td><td>10</td></tr> <tr><td>1 LIGHT</td><td>20,000 g</td><td>4</td><td>9</td></tr> <tr><td>2 MEDIUM</td><td>30,000 g</td><td>3</td><td>8</td></tr> <tr><td>3 HEAVY</td><td>60,000 g</td><td>2</td><td>7</td></tr> <tr><td>4 X-HEAVY</td><td>100,000 g</td><td>1</td><td>6</td></tr> </tbody> </table> <div>LIFTING & MOVING THINGS</div> <div>10,000 g BASIC LIFT</div> <div>20,000 g ONE-HANDED LIFT</div> <div>80,000 g TWO-HANDED LIFT</div> <div>120,000 g SHOVE & KNOCK OVER</div> <div>240,000 g RUNNING SHOVE & KNOCK OVER</div> <div>150,000 g CARRY ON BACK</div> <div>500,000 g SHIFT SLIGHTLY</div>	LEVEL	MAX LOAD	MOVE	DODGE	0 NONE	10,000 g	5	10	1 LIGHT	20,000 g	4	9	2 MEDIUM	30,000 g	3	8	3 HEAVY	60,000 g	2	7	4 X-HEAVY	100,000 g	1	6
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<div>POINT POOLS</div> <div>[0] 10 OF 10 FP [RESTED]</div> <div>[0] 10 OF 10 HP [HEALTHY]</div>																																																																																							

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
Halberd	Swung	8	7U	No	1d+5 cut	2-3*	13‡
Halberd	Swung Hook	8	7U	No	1d+4 imp	2-3*	13‡
Halberd	Thrust	9	7U	No	1d+1 imp	1-3*	12‡
Light Cloak, Ochre	Grapple	6	No	6	-	C,1	
Natural Attacks	Bite	11	No	No	1d-3 cr	C	
Natural Attacks	Kick	9	No	No	1d-2 cr	C,1	
Natural Attacks	Punch	11	8	No	1d-3 cr	C	
Natural Attacks	Slam	11	No	No	1d-4 cr	C	

RANGED WEAPON	USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Light Cloak, Ochre	Thrown	6	1	Special	2	1	T	-4		5

TRAIT	PTS		SKILL / TECHNIQUE	SL	RSL	PTS	
Natural Attacks	0	B271	<input checked="" type="checkbox"/> Innate Skills (Mouse)			10	
Knack (Tall grass)	1		Climbing	10	DX-1	1	MG20+
Usable once per hour. Treat as Luck (B66) for a specific topic the character is naturally "talented" at.			First Aid	11	IQ	1	DFA76
Graceful	50		Running	11	HT+1	4	DFA87
Grácil			Stealth	11	DX	2	DFA89
Arachnophobia (Spiders)	-5	B150	Survival (Woodlands)	11	PE	2	DFA90
CR: 12 (Resist quite often), -2 Action Penalty			Diplomacy	10	IQ-1	2	DFA75
Discriminatory Smell	15	B49+	Polearm	11	DX	2	DFA81
			<input checked="" type="checkbox"/> Copperwood			2	
			Merchant	10	IQ-1	1	DFA82
			Smith (Lead & Tin)	10	IQ-1	1	B221
			<input checked="" type="checkbox"/> Cartographer			22	
			Cartography	12	IQ+1	6	MG12+
			Geography	11	IQ	4	B198
			Mathematics	11	IQ	4	B207

Skill / Technique					SL	RSL	PTs		
		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 (7,850 g; \$365)		USES					
✔	1	Light Cloak, Ochre			20	500 g	20	500 g	DFA107
✔	1	Halberd			150	6,000 g	150	6,000 g	DFA101
✔	1	✔ Belt			15	250 g	195	1,350 g	DFA111
✔	1	Map			100	50 g	100	50 g	DFA114
		Rugged, foldable, and reliable map of Mouse Territories							
✔	1	Mapping Kit			50	1,000 g	50	1,000 g	DFA114
✔	10	Tactical Pawns			3	5 g	30	50 g	
NOTE									
Divide BL and all item weights by 1000 to use grams.									