

Open Setting

Fogent Roleplay

Theme:  dark

Welcome, admin

Logout

Uhtred Storm



<https://media.discordapp.net/attachments>

Attributes and Core Skills:

STR	<div>0</div>		RFX	<div>1</div>		INT	<div>1</div>		CHA	<div>0</div>	
Athletics	<div>1</div>	<div>4d6</div>	Dexterity	<div>1</div>	<div>5d6</div>	Logic	<div>2</div>	<div>6d6</div>	Deception	<div>0</div>	<div>3d6</div>
Endurance	<div>1</div>	<div>5d6</div>	Perception	<div>2</div>	<div>6d6</div>	Knowledge	<div>1</div>	<div>5d6</div>	Intimidation	<div>0</div>	<div>3d6</div>
Lift	<div>0</div>	<div>3d6</div>	Stealth	<div>1</div>	<div>5d6</div>	Will	<div>2</div>	<div>6d6</div>	Persuasion	<div>1</div>	<div>4d6</div>

Vocations and Vocational Skills:

Rogue	<div>RFX, INT</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Infiltration Knowledge	<div>INT</div>	<div>2</div>	<div>6d6</div>	<div>-</div>
Close Melee	<div>STR, RFX, INT</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Medium Melee	<div>STR, RFX, INT</div>	<div>1</div>	<div>6d6</div>	<div>-</div>
<div>Add Skill</div>				
Brightkin	<div>STR, RFX, INT, CHA</div>	<div>1</div>	<div>6d6</div>	<div>-</div>
Blessing	<div>STR, RFX, INT, CHA</div>	<div>0</div>	<div>5d6</div>	<div>-</div>
Radiance	<div>STR, RFX, INT, CHA</div>	<div>1</div>	<div>6d6</div>	<div>-</div>
<div>Add Skill</div>				
<div>Add Vocation</div>				

Containers and Items:

Equipment:

Current Weight: 31.72/Unlimited

Name	#	Effects	LB	Value
Mother's Necklace	<div>1</div>		0.1	? <div>-</div>
Dagger	<div>1</div>	Dual-wielded Small Pierce Melee +0, Dual-wielded Small Slash Melee +0, Dual-wielded Thrown Small Pierce Melee +0, One-handed Small Pierce Melee +0, One-handed Small Slash Melee +0, One-handed Thrown Small Pierce Melee +0, Resource Pool: Thrown Small Pierce Melee +0	1	2 bc <div>-</div>
Viridian Medallion Talisman	<div>1</div>	Minorly Enhanced Endurance	0.2	? <div>-</div>
Clothes, Fine	<div>1</div>		6	15 bc <div>-</div>
Gambeson Armor	<div>1</div>	Gambeson Armor Defense	8	5 bc <div>-</div>
Leather Armor	<div>1</div>	Leather Armor Defense	12	10 bc <div>-</div>
Sirius's Sword	<div>1</div>	Dual-wielded Medium Pierce Melee +2, Dual-wielded Medium Slash Melee +2, One-handed Medium Pierce Melee +2, One-handed Medium Slash Melee +2	2	? <div>-</div>
Satchel	<div>1</div>	12 lb container	2	1 bc <div>-</div>
<div>Add Item</div>				

Satchel - 12 lb container:
Current Weight: 0.42/12

Name	#	Effects	LB	Value	
Bronze Coin	21		0.02	1 bc	-
Add Item					

Off Person Stash:
Current Weight: 0.00/Unlimited

Name	#	Effects	LB	Value	
Sharp Cap	1	Dual-wielded Small Slash Melee -1, One-handed Small Slash Melee -1	0.5	2 bc	-
Clothes, Common	1		3	50 cc	-
Sling	1	Two-handed Sling +0	0.5	10 cc	-
Thieves' Tools	1		1	25 bc	-
Waterskin (4/4)	1		5	20 cc	-
Add Item					

Combat Rolls:

Dagger	▼
Sirius's Sword	▼
Sharp Cap	▼
Sling	▼
Radiance	▼

Effects:

Active	Name	Description	Duration	Source	
<input checked="" type="checkbox"/>	Totaled Defense	Acid 3, Ballistic 3, Bleed 0, Bludgeon 3, Cold 0, Electric 3, Fatigue 0, Fire 3, Hew 3, Necrotic 0, Pierce 3, Poison 0, Psychic 0, Radiant 3, Shockwave 3, Silver 0, Slash 3, Spiritual 0	Defense Dependant	All Defenses	
<input checked="" type="checkbox"/>	Movement Speed: Climb Raw	Total: 20, +5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Climb Reaction	Total: 12.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Climb Total	Total: 32.5, +2.5 Reaction Movement Speed per Dexterity Dice, +5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Swim Raw	Total: 20, +5.0 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Swim Reaction	Total: 12.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Swim Total	Total: 32.5, +2.5 Reaction Movement Speed per Dexterity Dice, +5.0 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Terrestrial Raw	Total: 30, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Terrestrial Reaction	Total: 12.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Terrestrial Total	Total: 42.5, +2.5 Reaction Movement Speed per Dexterity Dice, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Equipment	Represent items a character has on their person in an easy-to-reach placement or that are being worn. This generally covers things needed in combat such as weapons, armor, quivers/arrows, potions, etc...	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Off Person Stash	A stash of items. For practical purposes, unlimited weight capacity and volume.	Indefinite	Storage Location: ?	-
<input checked="" type="checkbox"/>	Destiny Point Pool	2 /3A character can hold a max of 3 Destiny Points. Spending a "Preemptive Destiny Point" before rolling a dice pool gives Advantage on the resulting roll. Spending "Post Roll Destiny Points" adds additional Wins for each point spent, with the total Wins never exceeding the size of the dice pool. Destiny points are awarded when players perform actions that the narrator wants to encourage. Examples include showing up to the game on time, exceptional roleplay, accomplishing a narrative milestone, and doing something in line with their character's personality even if at the detriment of wealth or progress.	Given by The Narrator	Indefinite	-
<input checked="" type="checkbox"/>	Destiny Resistance	"Post Roll Destiny Points" cannot be spent against this character.	Indefinite	Given by The Narrator	-
<input checked="" type="checkbox"/>	Weakness: Minor Necrotic	+1 to the level of injury received from Necrotic.	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Size: Medium	5x5 ft on battle map.	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Appearance	Age: 16 Race: Mudblood Height: 5' 8"	Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Beliefs and Morality		Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Disposition	Guarded Blunt Always thinks people have an angle to work (he always is working an angle on others)	Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Goals and Aspirations	Will do anything for those he considers family. Believes that you have to take what is yours or life will leave you empty handed. Thinks authority is only out for those in its inner circle and not for the common man.	Indefinite	The Narrator	-
Add Effect					
Add Effect Group					

Active	Name	Description	Duration	Source	
<input checked="" type="checkbox"/>	Language: Babelish	Can speak and write Babelish.	Indefinite	Culture	-
<input checked="" type="checkbox"/>	Level	10n	Indefinite	Player Character	-
<input checked="" type="checkbox"/>	Notes		Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Size: Medium	5x5 ft on battle map.	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Backstory	Uhtred Storm is from Crossroads. He was born as a mudblood. Uhtred was not always called Storm. His birth name was Uhtred Becker. He was born in the lower rungs of Crossroads. His family were humble merchant people peddling goods in their small corner store. He lived a very modest and happy life.	Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Disabling: Government Paranoia	Extreme belief that the ruling class is run by an evil cult.	Indefinite	Backstory	-
<input checked="" type="checkbox"/>	Disabling: Brightlords Will	The will and ambition that dominated this world resides within this character. Character feels more confident in themselves and their position in the world.	Indefinite	Backstory	-
<input checked="" type="checkbox"/>	Ichor Pool	7 /12	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Humanoid Carry Weight	31.72/150 = 21.14666666666665%, Weight Class: Light (% of Max Carry Weight <= 25%), -0d to STR, RFX	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Radiance - Dual-wielded Hand Crossbow +0	Small crossbows designed to be held in one hand.	Indefinite	Radiance	-
<input checked="" type="checkbox"/>	Radiance - One-handed Hand Crossbow +0	Small crossbows designed to be held in one hand.	Indefinite	Radiance	-
<input checked="" type="checkbox"/>	Movement Speed: Flight Raw	Total: 40, +10 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Flight Reaction	Total: 25, +5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Flight Total	Total: 65, +5 Reaction Movement Speed per Dexterity Dice, +10 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
					⌵
					⌵