

Open Setting

Fogent Roleplay

Theme:  dark

Welcome, admin

Logout

Destin Shaffer



<https://github.com/jackDanna/Fallen/blob/>

Attributes and Core Skills:

<b>STR</b>	<input type="text" value="2"/>		<b>RFX</b>	<input type="text" value="0"/>		<b>INT</b>	<input type="text" value="0"/>		<b>CHA</b>	<input type="text" value="0"/>	
Athletics	<input type="text" value="2"/>	<input type="button" value="7d6"/>	Dexterity	<input type="text" value="0"/>	<input type="button" value="3d6"/>	Logic	<input type="text" value="0"/>	<input type="button" value="3d6"/>	Deception	<input type="text" value="0"/>	<input type="button" value="3d6"/>
Endurance	<input type="text" value="1"/>	<input type="button" value="6d6"/>	Perception	<input type="text" value="-1"/>	<input type="button" value="2d6"/>	Knowledge	<input type="text" value="1"/>	<input type="button" value="4d6"/>	Intimidation	<input type="text" value="1"/>	<input type="button" value="4d6"/>
Lift	<input type="text" value="2"/>	<input type="button" value="7d6"/>	Stealth	<input type="text" value="0"/>	<input type="button" value="3d6"/>	Will	<input type="text" value="0"/>	<input type="button" value="3d6"/>	Persuasion	<input type="text" value="1"/>	<input type="button" value="4d6"/>

Vocations and Vocational Skills:

Warrior	<input type="button" value="STR, RFX, INT"/>	<input type="text" value="2"/>	<input type="button" value="7d6"/>	<input type="button" value="-"/>
Close Melee	<input type="button" value="STR, RFX, INT"/>	<input type="text" value="0"/>	<input type="button" value="5d6"/>	<input type="button" value="-"/>
Medium Melee	<input type="button" value="STR, RFX, INT"/>	<input type="text" value="1"/>	<input type="button" value="6d6"/>	<input type="button" value="-"/>
Large Melee	<input type="button" value="STR, RFX, INT"/>	<input type="text" value="1"/>	<input type="button" value="6d6"/>	<input type="button" value="-"/>
Reach Melee	<input type="button" value="STR, RFX, INT"/>	<input type="text" value="2"/>	<input type="button" value="7d6"/>	<input type="button" value="-"/>
<input type="text" value="Add Skill"/>	<input type="button" value="v"/>			

Fellcaster	<input type="button" value="STR, RFX, INT"/>	<input type="text" value="2"/>	<input type="button" value="7d6"/>	<input type="button" value="-"/>
Ferracraft	<input type="button" value="STR, RFX, INT"/>	<input type="text" value="2"/>	<input type="button" value="7d6"/>	<input type="button" value="-"/>
Polycraft	<input type="button" value="STR, RFX, INT"/>	<input type="text" value="-1"/>	<input type="button" value="4d6"/>	<input type="button" value="-"/>
<input type="text" value="Add Skill"/>	<input type="button" value="v"/>			

Smith	<input type="button" value="STR, RFX, INT"/>	<input type="text" value="2"/>	<input type="button" value="7d6"/>	<input type="button" value="-"/>
<input type="text" value="Add Skill"/>	<input type="button" value="v"/>			
<input type="text" value="Add Vocation"/>	<input type="button" value="v"/>			

Containers and Items:

Equipment:

Current Weight: 40.60/Unlimited

Name	#	Effects	LB	Value	
"Youth"	<input type="text" value="1"/>	One-handed Large Pierce Melee +5, One-handed Large Slash Melee +5, Two-handed Large Pierce Melee +5, Two-handed Large Slash Melee +5	3	25 bc	<input type="button" value="-"/>
Dagger	<input type="text" value="1"/>	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	<input type="button" value="-"/>
Waterskin (4/4)	<input type="text" value="1"/>		5	20 cc	<input type="button" value="-"/>
Gambeson Armor	<input type="text" value="1"/>	Gambeson Armor Defense	8	5 bc	<input type="button" value="-"/>
Plate Armor	<input type="text" value="0"/>	Dual-wielded Small Bludgeon Melee +0, One-handed Small Bludgeon Melee +0, Plate Armor Defense	57	1495 bc	<input type="button" value="-"/>
Plate Cuirass and Pauldrons	<input type="text" value="1"/>	Plate Body Defense	23	603.24 bc	<input type="button" value="-"/>
Bronze Coin	<input type="text" value="30"/>		0.02	1 bc	<input type="button" value="-"/>
<input type="text" value="Add Item"/>	<input type="button" value="v"/>				

Off Person Stash:

Current Weight: 0.00/Unlimited

Name	#	Effects	LB	Value	
Chest	1	300 lb container	25	5 bc	-
Satchel	1	12 lb container	2	1 bc	-
Add Item					

Chest - 300 lb container:  
Current Weight: 22.40/300

Name	#	Effects	LB	Value	
Clothes, Common	1		3	50 cc	-
Whetstone	1		1	1 cc	-
Dice Set	1		0.2	10 cc	-
Char	0	Fire Repair and Enhancement, One-handed Reach Pierce Melee +0, One-handed Reach Slash Melee +0, Two-handed Reach Pierce Melee +0, Two-handed Reach Slash Melee +0	6	?	-
Smith's Tools	1		8	20 bc	-
Book, Scripture	1		0.5	25 bc	-
Incense (1 block)	1		0.1	1 cc	-
Blanket	1		3	50 cc	-
Candle	1		0.1	1 cc	-
Crude Dragon Mask	1		0.5	?	-
Clothes, Fine	1		6	15 bc	-
Add Item					

Satchel - 12 lb container:  
Current Weight: 8.60/12

Name	#	Effects	LB	Value	
Whetstone	1		1	1 cc	-
Copper Coin	20		0.02	1 cc	-
Hammer	1	Dual-wielded Small Bludgeon Melee +0, Dual-wielded Thrown Small Bludgeon Melee +0, One-handed Small Bludgeon Melee +0, One-handed Thrown Small Bludgeon Melee +0, Resource Pool: Thrown Small Bludgeon Melee +0	3	1 bc	-
Dice Set	1		0.2	10 cc	-
Spiked Caestus	1	Dual-wielded Small Pierce Melee +0, One-handed Small Pierce Melee +0	2	3 bc	-
Club	1	Dual-wielded Small Bludgeon Melee +0, Dual-wielded Thrown Small Bludgeon Melee +0, One-handed Small Bludgeon Melee +0, One-handed Thrown Small Bludgeon Melee +0, Resource Pool: Thrown Small Bludgeon Melee +0	2	10 cc	-
Add Item					

Combat Rolls:

"Youth"	▼
Dagger	▼

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: 35, +5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Climb Reaction	Total: 7.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Climb Total	Total: 42.5, +2.5 Reaction Movement Speed per Dexterity Dice, +5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Climb Raw	Total: 35, +5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Climb Reaction	Total: 7.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Climb Total	Total: 42.5, +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: 35, +5.0 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Swim Reaction	Total: 7.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Movement Speed: Swim Total	Total: 42.5, +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: 52.5, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
Add Effect					
Add Effect Group					

Active	Name	Description	Duration	Source	
<input checked="" type="checkbox"/>	Movement Speed: Terrestrial Reaction	Total: 7.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	<div>-</div>
<input checked="" type="checkbox"/>	Movement Speed: Terrestrial Total	Total: 60, +2.5 Reaction Movement Speed per Dexterity Dice, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	<div>-</div>
<input checked="" type="checkbox"/>	Appearance	Age: 18 Race: Steel Dragonkin Height: 6'4" Weight: 225 lb	Indefinite	The Narrator	<div>-</div>
<input checked="" type="checkbox"/>	Beliefs and Morality	Do to others what you'd like them to do for you. Deeps down, knows the difference between right and wrong. Stands up for the little guy.	Indefinite	The Narrator	<div>-</div>
<input checked="" type="checkbox"/>	Disposition	Adventurous Bold Jaded	Indefinite	The Narrator	<div>-</div>
<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	<div>-</div>
<input checked="" type="checkbox"/>	Goals and Aspirations	Find out where he came from and who his biological parents are. To have a piece of every type of metal, hoarding instinct. Learn regional smithing techniques.	Indefinite	The Narrator	<div>-</div>
<input checked="" type="checkbox"/>	Language: Babelish	Can speak and write Babelish.	Indefinite	Culture	<div>-</div>
<input checked="" type="checkbox"/>	Level	10	Indefinite	Player Character	<div>-</div>
<input checked="" type="checkbox"/>	Notes	Ferracraft blood into Bloodsteel Magnetic shield for incoming weapon attacks Bloodforge Char with Bloodsteel to reforge it	Indefinite	The Narrator	<div>-</div>
<input checked="" type="checkbox"/>	Size: Medium	5x5 ft on battle map.	Indefinite	Innate	<div>-</div>
<input checked="" type="checkbox"/>	Destiny Point Pool	<div>2</div> /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	<div>-</div>
<input checked="" type="checkbox"/>	Destiny Resistance	"Post Roll Destiny Points" cannot be spent against this character.	Indefinite	Given by The Narrator	<div>-</div>
<input checked="" type="checkbox"/>	Backstory	Destin grew up in a small town outside of Reddwall called Irongrove, a small village on the outskirts of the Oldgrowth Forest, one of the last Ironwood forests on Terra. There, his mother Lilly and father Destin, both mudbloods, carved out their humble life providing blacksmithing services for the local lumber trade.	Indefinite	The Narrator	<div>-</div>
<input checked="" type="checkbox"/>	Off Person Stash	A stash of items. For practical purposes, unlimited weight capacity and volume.	Indefinite	Storage Location: ?	<div>-</div>
<input checked="" type="checkbox"/>	Fellblood Pool	<div>17</div> /17	Indefinite	Innate	<div>-</div>
					<div>⌵</div> <div>⌵</div>