

Open Setting

Fogent Roleplay

Theme:  dark

Welcome, admin

Logout

Helena Montolie



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

Attributes and Core Skills:

STR	<div>0</div>		RFX	<div>0</div>		INT	<div>2</div>		CHA	<div>0</div>	
Athletics	<div>0</div>	<div>3d6</div>	Dexterity	<div>2</div>	<div>5d6</div>	Logic	<div>1</div>	<div>6d6</div>	Deception	<div>-1</div>	<div>2d6</div>
Endurance	<div>1</div>	<div>4d6</div>	Perception	<div>2</div>	<div>5d6</div>	Knowledge	<div>2</div>	<div>7d6</div>	Intimidation	<div>1</div>	<div>4d6</div>
Lift	<div>0</div>	<div>3d6</div>	Stealth	<div>1</div>	<div>4d6</div>	Will	<div>0</div>	<div>5d6</div>	Persuasion	<div>0</div>	<div>3d6</div>

Vocations and Vocational Skills:

Felcaster	<div>STR, RFX, INT</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Hemacraft	<div>STR, RFX, INT</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Soulcraft	<div>STR, RFX, INT</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
<div>Add Skill</div>				
Scholar	<div>INT, CHA</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Performance	<div>RFX, INT, CHA</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Homesteading	<div>RFX, INT</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Drawing	<div>RFX, INT</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
<div>Add Skill</div>				
<div>Add Vocation</div>				

Containers and Items:

Equipment:

Current Weight: 28.00/Unlimited

Name	#	Effects	LB	Value	
Satchel	<div>1</div>	12 lb container	2	1 bc	<div>-</div>
Char	<div>1</div>	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	?	<div>-</div>
Leather Armor	<div>1</div>	Leather Armor Defense	12	10 bc	<div>-</div>
Infernal Leather	<div>0</div>		1	800 bc	<div>-</div>
Clothes, Common	<div>0</div>		3	50 cc	<div>-</div>
<div>Add Item</div>					

Satchel - 12 lb container:

Current Weight: 8.00/12

Name	#	Effects	LB	Value	
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>
Rare Book, Hard Bound	<div>1</div>		1	5 bc	<div>-</div>
<div>Add Item</div>					

Name	#	Effects	LB	Value	
Cartographer's Tools	1		6	15 bc	-
▼					

Off Person Stash:
Current Weight: 0.00/Unlimited

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

Chest - 300 lb container:
Current Weight: 15.00/300

Name	#	Effects	LB	Value	
Cloak, Leather, Lined	1		5	4 bc	-
Rations (1 day)	5		2	50 cc	-
Add Item ▼					

Combat Rolls:

- Char
- Hemacraft
- Soulcraft

Effects:

Active	Name	Description	Duration	Source	
<input checked="" type="checkbox"/>	Totaled Defense	Acid 2, Ballistic 2, Bleed 0, Bludgeon 2, Cold 0, Electric 2, Fatigue 0, Fire 2, Hew 2, Necrotic 0, Pierce 2, Poison 0, Psychic 0, Radiant 2, Shockwave 2, Silver 0, Slash 2, Spiritual 0	Defense Dependant	All Defenses	
<input checked="" type="checkbox"/>	Movement Speed: Climb Raw	Total: 15, +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: 27.5, +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: 15, +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: 27.5, +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: 22.5, +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: 35, +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	3 /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 Silver	+1 to the level of injury received from Silver.	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Appearance	Age: 17 Race: Dhampir Height: 5' 6" Weight: 132 lb	Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Beliefs and Morality		Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Disposition	Over-emotional (depression)	Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Goals and Aspirations	Become an academic scholar Start a farm Find ways to cope with her depression.	Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Language: Babelish	Can speak and write Babelish.	Indefinite	Culture	-
<input checked="" type="checkbox"/>	Level	11	Indefinite	Player Character	-
<input checked="" type="checkbox"/>	Size: Medium	5x5 ft on battle map.	Indefinite	Innate	-
Add Effect ▼					
Add Effect Group ▼					

Active	Name	Description	Duration	Source	
<input checked="" type="checkbox"/>	Backstory	Helena Montolie grew up in a loving family in southern Reddland in the region known as Emerald Falls. Her mother, Aurora Montolie was an esteemed astronomer and member of Byrgenwerth University. She would regularly travel back and forth, always bringing home tales of astonishing celestial bodies. Her father, Derick Montolie, worked on the lumber yards. While his wife pursued her academic career, Derick	Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Humanoid Carry Weight	28/150 = 18.666666666666668%, Weight Class: Light (% of Max Carry Weight <= 25%), -0d to STR, RFX	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Fellblood Pool	9 /16	Indefinite	Innate	-
<input checked="" type="checkbox"/>	Notes	white rabbit in my possession	Indefinite	The Narrator	-
<input checked="" type="checkbox"/>	Hemacraft - Dual-wielded Medium Melee +0	Arming Sword, Sidesword, broadsword, falchion, messer, katana, scimitar, large creature claws, ect...	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - Dual-wielded Medium Spear +0	Javelin, short spear, large creature horns, ect...	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - Two-handed Reach Melee +0	Greatsword, zweihänder, naginata, ect... Disadvantage while in confined spaces.	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - Two-handed Large Melee +0	Longsword, Ōdachi, ect...	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - Two-handed Reach Spear +0	Pike, lance, ect... Disadvantage while in confined spaces.	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - Two-handed Large Spear +0	Two-handed spear, ect...	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - Dual-wielded Hand Crossbow +0	Small crossbows designed to be held in one hand.	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - Two-handed Hand Crossbow +0	Small crossbows designed to be held in one hand.	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - One-handed Hand Crossbow +0	Small crossbows designed to be held in one hand.	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - Two-handed Heavy Bow +0	Bows favoring power over easier drawing. Requires a minimum of 1 STR to draw.	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - One-handed Large Spear +0	Two-handed spear, ect...	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Hemacraft - One-handed Thrown Large Spear +0	Thrown two-handed spears.	Indefinite	Hemacraft	-
<input checked="" type="checkbox"/>	Soulcraft - Two-handed Heavy Crossbow +0	Crossbows designed for maximum power disregarding reload time.	Indefinite	Soulcraft	-
<input checked="" type="checkbox"/>	Soulcraft - Two-handed Heavy Bow +0	Bows favoring power over easier drawing. Requires a minimum of 1 STR to draw.	Indefinite	Soulcraft	-
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