

Helena Montolie



<https://github.com/JackDanna/Fallen/blob/m>

Attributes and Core Skills:

STR	0	
Athletics	1	1d6
RFX	1	
Dexterity	1	2d6
INT	2	
Logic	1	4d6
CHA	-1	
Deception	-1	0d6

STR			RFX			INT			CHA		
Endurance	1	1d6	Perception	2	3d6	Knowledge	2	5d6	Intimidation	0	0d6
Lift	0	0d6	Stealth	1	2d6	Will	0	3d6	Persuasion	0	0d6

Vocations and Vocational Skills:

Fellcaster	STR, RFX, INT	2	5d6	-
Hemacraft	STR, RFX, INT	1	4d6	-
Soulcraft	STR, RFX, INT	2	5d6	-
<div>Add Skill</div>				

Scholar	INT, CHA	2	4d6	-
Performance	RFX, INT, CHA	2	4d6	-
Homesteading	RFX, INT	2	5d6	-
Drawing	RFX, INT	2	5d6	-
<div>Add Skill</div>				
<div>Add Vocation</div>				

Containers and Items:

Equipment: Current Weight: 18.00/Unlimited				
Name	#	Effects	LB	Value
Satchel	1	12 lb container	2	1 bc -
Char	0	Fire Repair and Enhancement, One-handed Pierce Reach Melee, One-handed Slash Reach Melee, Two-handed Pierce Reach Melee, Two-handed Slash Reach Melee	6	? -
Werewolf Leather Armor	1	Leather Armor Defense	8	30 bc -
Clothes, Common	1		3	50 cc -
Dagger	1	Dual-wielded Pierce Close Melee, Dual-wielded Slash Close Melee, Dual-wielded Thrown Pierce Close Melee, One-handed Pierce Close Melee, One-handed Slash Close Melee, One-handed Thrown Pierce Close Melee, Resource Pool: Thrown Pierce Close Melee	1	2 bc -
<div>Add Item</div>				

Satchel - 12 lb container:
Current Weight: 4.00/12

Name	#	Effects	LB	Value	
Rare Book, Hard Bound	1		1	5 bc	-
Painter's Supplies	1		3	10 bc	-
White Rabbit Stuffed Animal	0		0.25	1 bc	-

Add Item

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:

Dagger

None

Pierce Close Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
Dual-wielded	4d6	1	Melee: 0 - 5 ft	Pierce	1.5	
One-handed	3d6	1	Melee: 0 - 5 ft	Pierce	1.5	

Slash Close Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
Dual-wielded	1d8, 3d6	0	Melee: 0 - 5 ft	Slash	1.5	
One-handed	1d8, 2d6	0	Melee: 0 - 5 ft	Slash	1.5	

2 Thrown Pierce Close Melee

Thrown Pierce Close Melee

Variation

Dice Pool

Penetration

Ranges

Damage Types

Uses Per Round

Area Of Effects

1 Thrown Pierce Close Melee

Thrown Pierce Close Melee

Variation

Dice Pool

Penetration

Ranges

Damage Types

Uses Per Round

Area Of Effects

One-handed

3d6

1

Short (Normal): 0 - 10.02 ft
Short (Disadvantage): 10.02 - 20.04 ft
Short (Super Disadvantage): 20.04 - 30.06 ft

Pierce

1.5

Effects:

Active	Name	Description	Duration	Source	
	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	
	Movement Speed: Terrestrial	Total Movement Speed: 12.5 ft Dexterity Movement Speed: 5 ft (+2.5 ft per Dexterity Dice) Athletics Movement Speed: 7.5 ft (+7.5 ft per Athletics Dice)	Indefinite	Innate	
	Movement Speed: Climb	Total Movement Speed: 10 ft Dexterity Movement Speed: 5 ft (+2.5 ft per Dexterity Dice) Athletics Movement Speed: 5 ft (+5 ft per Athletics Dice)	Indefinite	Innate	
	Movement Speed: Swim	Total Movement Speed: 10 ft Dexterity Movement Speed: 5 ft (+2.5 ft per Dexterity Dice) Athletics Movement Speed: 5 ft (+5 ft per Athletics Dice)	Indefinite	Innate	
	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	
	Destiny Resistance	"Post Roll Destiny Points" cannot be spent against this character.	Indefinite	The Narrator	
	Fellblood Pool	0 /10Resource Pool for Fellcraft.	Indefinite	Innate	
	Humanoid Carry Weight	18/50 = 36%, Weight Class: Medium (25% < % of Max Carry Weight <= 50%), -1d to STR, RFX	Indefinite	Innate	
	Weakness: Minor Silver	+1 to the level of injury received from Silver.	Indefinite	Innate	
Add Effect					
Add Effect Group					

Active	Name	Description	Duration	Source
<div><div>✓</div></div>	Appearance	<div>Age: 17</div> <div>Race: Dhampir</div> <div>Height: 5' 6"</div> <div>Weight: ~ 110 lb</div> <div>Body Type: Slender</div> <div>Hair Color: White</div> <div>Eye Color: Red</div> <div>Additional Details:</div>	Indefinite	Innate <div>-</div>
<div><div>✓</div></div>	Beliefs and Morality		Indefinite	Innate <div>-</div>
<div><div>✓</div></div>	Disposition	Over-emotional (depression)	Indefinite	Innate <div>-</div>
<div><div>✓</div></div>	Goals and Aspirations	<div>Become an academic scholar</div> <div>Start a farm</div> <div>Find ways to cope with her depression.</div>	Indefinite	Innate <div>-</div>
<div><div>✓</div></div>	Language: Babelish	Can speak and write Babelish.	Indefinite	Culture <div>-</div>
<div><div>✓</div></div>	Level	17	Indefinite	The Narrator <div>-</div>
<div><div>✓</div></div>	Size: Medium	5x5 ft on battle map.	Indefinite	Innate <div>-</div>



Active	Name	Description	Duration	Source	
<div><div><div></div></div></div>	Backstory	<p>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 was the perfect stay at home father.</p> <p>During the height of the spore epidemic, Aurora Montolie returned to the family farm infected. After attacking and infecting Helena, Derick tried to protect his daughter. Unable to kill his wife, the infected Aurora tore his neck out. Helena managed to flee the farm. Later the infected Aurora was put down and the local farm was burned by the Inquisition. Since that day, Helena has never been the same, a cloud of sadness and tear never more than a thought away. She was sent to Reddwall to receive medical treatment to cure the spore.</p> <p>Helena's memories of her parents:</p> <p>My parents, Aurora Montolie and Derick Montolie, are the world to me. Mama used to read me a bedtime story every night, even when I became "too old" for stories. She had this wavy blonde hair, and her looked at me as if she was in awe of a planet she discovered. Papa was this big burly man, but his eyes told something else. It showed he'd been through so much, but he's my Papa, and Papa was the strongest man I knew. Papa was the most intimidating person on the block, but once you met him you could tell that he was just a big teddy bear. Maybe not a teddy bear, because if anything threatened me or my mom, he would protect us no matter what. I wish I could've done the same for him.</p> <p>Mama was returning from a business trip in a neighboring district, so Papa and I decided to make her a "Welcome Back Home" cake. Mama was fascinated with the night sky, so we made the cake star themed. It took an hour to make the cake, and an extra thirty minutes to bake the cake, but we hadn't put on the frosting yet when Mama started knocking on the door. But the knocking was different. It felt aggressive, and sporadic. I started squealing and hopping in place. "Papa, we haven't finished the cake yet, what are we going to do?"</p> <p>"Calm down Lena. Plans sometimes don't go the way you want them too, and sometimes you need to adapt to the situation. So how about I stay and apply the frosting to the cake, and you answer the door and distract your Mama. Is that a plan?" Unlike Mama, Papa always knew what to say and when to say it. His tone was calm and composed. I imagine Papa's voice is like rain falling in a forest, hitting the leaves and on it's way down to the dirt ground.</p> <p>"You got it Papa!" I started heading towards the door. The sporadic knocking turned into banging. I thought to myself, "She probably had a bad day at work, I bet being at home will cheer her up." I unlocked the door, and as I opened it her body came tumbling inward, crashing into the ground beneath her. She lifted her head, and looked at me. Her skin was grey, her eyes burnt out and turned dull, and she had a gash in her neck with no blood squirting out. In rapid succession, Mama grabbed my hand and sunk her teeth into my wrist. Blood rushed out of my wound, and decorated her face.</p> <p>"PAPA! HELP!" Papa, knife in hand, rushed out of the kitchen to witness the love of his life gnawing on the arm of his child. Papa turned into a deer in headlights, he didn't know what to do. This was the first and last time I witnessed fear engulf him. Papa ran towards Mama and tackled her onto the ground. "Aura, what is wrong with you!" Papa stared into her eyes, and found nothing but a vast void. She wriggled out of Papa's grasp, and sunk her teeth into Papa's neck. Papa couldn't stab the woman he loved, so he let it happen. It was first the neck, then the face, then she tore open his stomach. I stared at the mangled body of Papa in front of me. I couldn't move, I couldn't help Papa, and I couldn't help Mama.</p>	Indefinite	Innate	-
<div><div><div></div></div></div>	Notes		Indefinite	The Narrator	-
<div><div><div></div></div></div>	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><div></div></div></div>	Off Person Stash	A stash of items. For practical purposes, unlimited weight capacity and volume.	Indefinite	Storage Location: ?	-
<div><div><div></div></div></div>	Negative Charisma Point (Level -1)	<div>1</div> /1For each level below 0 in CHA, the narrator can give a character disadvantageous per day on a social skill check that has CHA as one of it's governing attributes.	Indefinite	Innate	-
<div><div><div></div></div></div>	<div>Disabling: Missing bodily</div>	STR and RFX dice penalties when performing tasks requiring 2 hands.	Indefinite	Backstory	-
<div><div><div></div></div></div>	Medium Injury	-2d to STR/RFX/INT/CHA governed Dice Pools. The injury must be treated relatively soon otherwise further penalties may apply such as infection.	Weeks if untreated	Source of Injury	-

