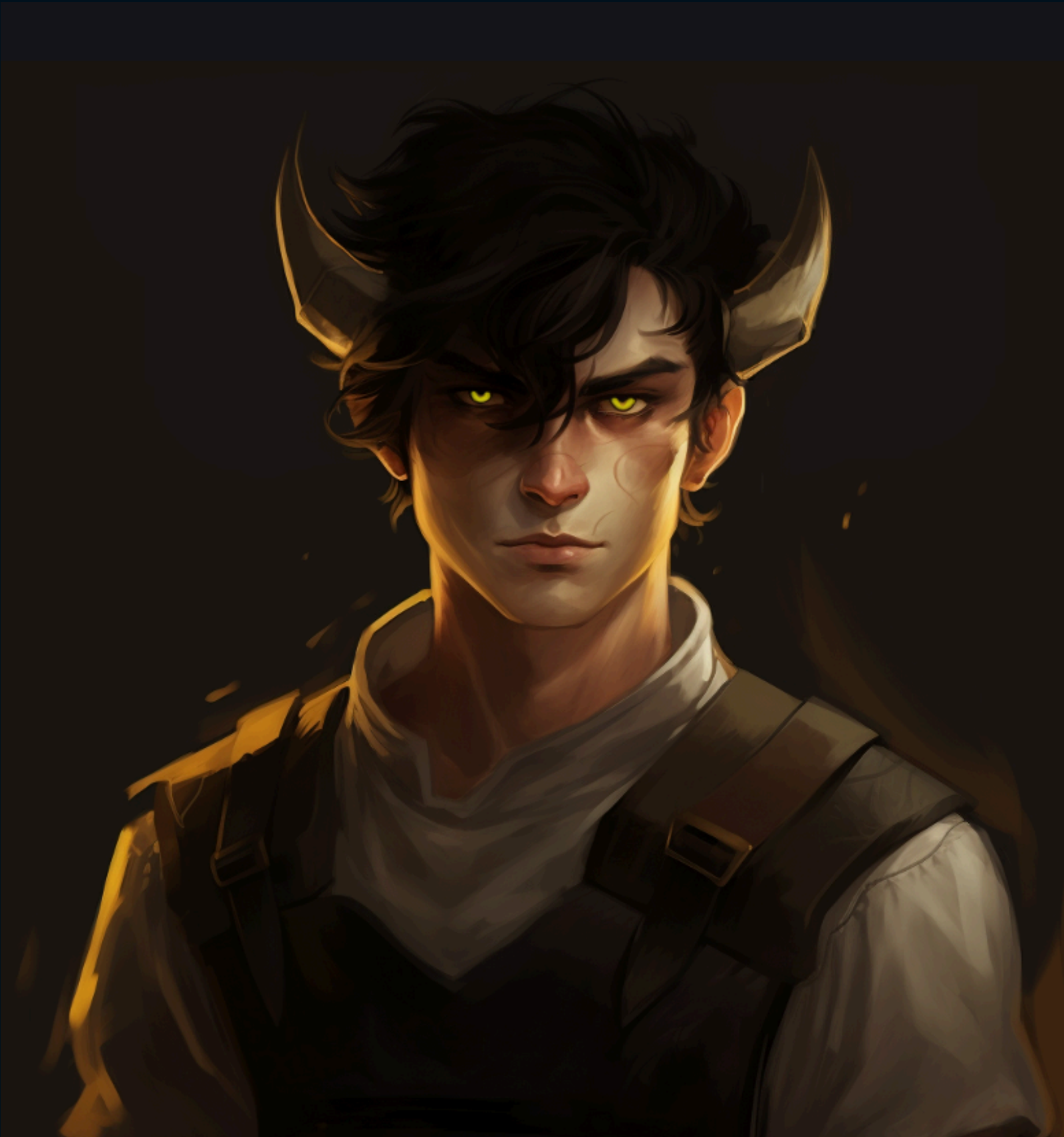


Destin Shaffer



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

Attributes and Core Skills:

STR	3		RFX	0		INT	0		CHA	0	
Athletics	0	6d6	Dexterity	0	3d6	Logic	0	3d6	Deception	-1	2d6
Endurance	1	7d6	Perception	-1	2d6	Knowledge	0	3d6	Intimidation	0	3d6
Lift	2	8d6	Stealth	3	6d6	Will	0	3d6	Persuasion	0	3d6

Vocations and Vocational Skills:

Warrior	STR, RFX, INT	2	8d6	-
Close Melee	STR, RFX, INT	1	7d6	-

Add Skill



Fellcaster	STR, RFX, INT	2	8d6	-
Ferracraft	STR, RFX, INT	2	8d6	-
Polycraft	STR, RFX, INT	-1	5d6	-
Blazecraft	STR, RFX, INT	-1	5d6	-
<div>Add Skill</div>				
<div>Add Vocation</div>				

Equipment:
Current Weight: 46.60/Unlimited

Name	#	Effects	LB	Value	
"Youth"	1	One-handed Pierce Large Melee +1, One-handed Slash Large Melee +1, Two-handed Pierce Large Melee +1, Two-handed Slash Large Melee +1	3	25 bc	-
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	-
Waterskin (4/4)	1		5	20 cc	-
Gambeson Armor	1	Gambeson Armor Defense	8	5 bc	-
Plate Armor	0	Dual-wielded Bludgeon Close Melee, One-handed Bludgeon Close Melee, Plate Armor Defense	57	1495 bc	-
Plate Cuirass and Pauldrons	1	Plate Body Defense	23	603.24 bc	-
<div>Add Item</div>					

Name	#	Effects	LB	Value	
Bronze Coin	30		0.02	1 bc	-
Char	1	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	?	-
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Off Person Stash:
Current Weight: 0.00/Unlimited

Name	#	Effects	LB	Value	
Chest	3	300 lb container	25	5 bc	-
Satchel	1	12 lb container	2	1 bc	-
Add Item					

Chest - 300 lb container:
Current Weight: 16.40/300

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 Pierce Reach Melee, One-handed Slash Reach Melee, Two-handed Pierce Reach Melee, Two-handed Slash Reach Melee	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	?	-
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 Bludgeon Close Melee, Dual-wielded Thrown Bludgeon Close Melee, One-handed Bludgeon Close Melee, One-handed Thrown Bludgeon Close Melee, Resource Pool: Thrown Bludgeon Close Melee	3	1 bc	-
Dice Set	1		0.2	10 cc	-
Spiked Caestus	1	Dual-wielded Pierce Close Melee, One-handed Pierce Close Melee	2	3 bc	-
Club	1	Dual-wielded Bludgeon Close Melee, Dual-wielded Thrown Bludgeon Close Melee, One-handed Bludgeon Close Melee, One-handed Thrown Bludgeon Close Melee, Resource Pool: Thrown Bludgeon Close Melee	2	10 cc	-
Add Item					⌵

Combat Rolls:

"Youth"

None

Pierce Large Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
One-handed	7d6	2	Melee: 0 - 5 ft	Pierce	3.5	
Two-handed	9d6	3	Melee: 0 - 5 ft	Pierce	3.5	

Slash Large Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
One-handed	1d8, 6d6	1	Melee: 0 - 5 ft	Slash	3.5	
Two-handed	1d8, 8d6	2	Melee: 0 - 5 ft	Slash	3.5	

Dagger

None

Pierce Close Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
Dual-wielded	8d6	1	Melee: 0 - 5 ft	Pierce	3.5	
One-handed	7d6	1	Melee: 0 - 5 ft	Pierce	3.5	

Slash Close Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
Dual-wielded	1d8, 7d6	0	Melee: 0 - 5 ft	Slash	3.5	

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
One-handed	1d8, 6d6	0	Melee: 0 - 5 ft	Slash	3.5	

2 Thrown Pierce Close Melee

Thrown Pierce Close Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
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1 Thrown Pierce Close Melee

Thrown Pierce Close Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
One-handed	7d6	1	Short (Normal): 0 - 23.38 ft Short (Disadvantage): 23.38 - 46.76 ft Short (Super Disadvantage): 46.76 - 70.14 ft	Pierce	3.5	

Char

None

Pierce Reach Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
One-handed	7d6	2	Reach: 0 - 10 ft	Pierce	4	
Two-handed	11d6	3	Reach: 0 - 10 ft	Pierce	4	

Slash Reach Melee

Variation	Dice Pool	Penetration	Ranges	Damage Types	Uses Per Round	Area Of Effects
One-handed	1d8, 6d6	1	Reach: 0 - 10 ft	Slash	4	
Two-handed	1d8, 10d6	2	Reach: 0 - 10 ft	Slash	4	

Effects:

Active	Name	Description	Duration	Source
	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
	Movement Speed: Terrestrial	Total Movement Speed: 52.5 ft Dexterity Movement Speed: 7.5 ft (+2.5 ft per Dexterity Dice) Athletics Movement Speed: 45 ft (+7.5 ft per Athletics Dice)	Indefinite	Innate
	Movement Speed: Climb	Total Movement Speed: 37.5 ft Dexterity Movement Speed: 7.5 ft (+2.5 ft per Dexterity Dice) Athletics Movement Speed: 30 ft (+5 ft per Athletics Dice)	Indefinite	Innate
	Movement Speed: Swim	Total Movement Speed: 37.5 ft Dexterity Movement Speed: 7.5 ft (+2.5 ft per Dexterity Dice) Athletics Movement Speed: 30 ft (+5 ft per Athletics Dice)	Indefinite	Innate

Add Effect

Add Effect Group

Active	Name	Description	Duration	Source	
<div><div></div></div>	Destiny Point Pool	<div>1</div> <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.</div>	Given by The Narrator	Indefinite	<div>-</div>
<div><div></div></div>	Destiny Resistance	"Post Roll Destiny Points" cannot be spent against this character.	Indefinite	The Narrator	<div>-</div>
<div><div></div></div>	Fellblood Pool	<div>12</div> <div>/19Resource Pool for Fellcraft.</div>	Indefinite	Innate	<div>-</div>
<div><div></div></div>	Humanoid Carry Weight	46.6/400 = 11.65%, Weight Class: Light (% of Max Carry Weight <= 25%), -0d to STR, RFX	Indefinite	Innate	<div>-</div>
<div><div></div></div>	Weakness: Minor Silver	+1 to the level of injury received from Silver.	Indefinite	Innate	<div>-</div>
<div><div></div></div>	Appearance	<div>Age: 18</div> <div>Race: Steel Dragonkin</div> <div>Height: 6'4"</div> <div>Weight: 235 lb</div> <div>Body Type: Strong</div> <div>Additional Details: Has small pointed bone-like horns protruding from above his hairline.</div>	Indefinite	Innate	<div>-</div>
<div><div></div></div>	Beliefs and Morality	<div>Do to others what you'd like them to do for you.</div> <div>Deepes down, knows the difference between right and wrong.</div> <div>Stands up for the little guy.</div> <div>Doesn't respect traditional authority, but sees the value of service.</div>	Indefinite	Innate	<div>-</div>
<div><div></div></div>	Disposition	<div><div><div>- Adventurous</div><div>- Bold</div><div>- Jaded</div><div>- Insubordinate</div><div>- Principled</div><div>- Tired</div></div></div>	Indefinite	Innate	<div>-</div>
<div><div></div></div>	Goals and Aspirations	<div><div><div>- Find out where he came from and who his biological parents are.</div><div>- To have a piece of every type of metal, hoarding instinct.</div><div>- Learn regional smithing techniques.</div></div></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>

Active	Name	Description	Duration	Source	
<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>	<div>Backstory</div>	<div><p>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. Destin's father handled the forge and his mother handled the books.</p><p>Destin was raised to be an apprentice blacksmith. Destin enjoyed learning about smithing, but in truth Destin wanted to be a warrior like his father was in his youth. Always big and strong for his age, Destin took to smithing quickly, almost like the metal wanted to obey him. His father trained him well, not only in Smiting but how to defend himself as he was an officer in the Redd Legion before taking up his humble trade, which Destin loved.</p><p>As Destin grew older, he began to realize he wasn't like any of the other kids in the small mudblood community. He was bigger and stronger, and had yellow eyes and small nub horns beneath his hair. He was picked on by the other kids in their small town for being different, but Destin refused to be physically bullied, sometimes taking on multiple bullies at the same time and always winning. During one of these fights, as he was prone to losing his temper, Destin, not knowing his own strength broke a bullies arm. Afterward, Destin's parents sat him down for a serious talk, explaining that he wasn't like the other kids because he was a Dragonkin, and that only his mother was his biological parent. They told him he needed to show restraint when dealing with those weaker than him, even if they were in the in wrong. When Destin pressed for more information, they told him that when he was ready they would explain everything to him, but now wasn't the right time.</p><p>His parent's refusal planted the seed of resentment in Destin's heart. When he turned 16 he demanded his parents tell him everything, as he was now a full man. Still believing he was not ready, they denied him again. Enrage and feeling betrayed, that same night Destin ran away from his family home. Deciding he was grown up enough, he took the rusty, charred, and broken greatsword his father had said would be his when he was all grown.</p><p>Travelling northward to try and find out more about his past, Destin came across a family and their children on the road being attacked by a shambling Spore infected corpse. A chiding voice in his head told him to intervene instantly, but his own trepedation and fear held him back. Only when the infected lunged towards the child did the voice kick him hard enough to try and help. Because of his hesitation he had to block the lunging creature with his arm, earning him a bite. Quickly dispatching the creature afterwards, he quickly changed course towards Reddwall- now desperately hoping to get in to cure his recently caught infection on Spore.</p><p>Getting on a ship that was heading towards Reddwall, Destin was placed alongside other refugees inflicted with the spore, and along the way he met a mudblood named Uhtred Storm and a wraithkin named Trina. Both Uhtred and Destin were inflicted by night terrors, for various reasons, and Trina offered them the substance Mirage to sooth their sleeps. Every so often since then on the boat, Destin has been using the drug, unaware of it's addictive properties.</p></div>	Indefinite	Innate	<div>-</div>
<div><div></div></div>	<div>Size: Medium</div>	5x5 ft on battle map.	Indefinite	Innate	<div>-</div>
<div><div></div></div>	<div>Notes</div>	<div><p>Ferracraft blood into Bloodsteel</p><p>Magnetic shield for incoming weapon attacks</p><p>Bloodforge Char with Bloodsteel to reforge it</p><p>Magnetic bullets</p></div>	Indefinite	The Narrator	<div>-</div>
<div><div></div></div>	<div>Language: Pirish</div>	Can speak and write Pirish.	Indefinite	Culture	<div>-</div>
<div><div></div></div>	<div>Disabling: Loose Cannon</div>	Overwhelming predisposition towards rage/anger.	Indefinite	Backstory	<div>-</div>
<div><div></div></div>	Humanoid Carry Weight	46.6/400 = 11.65%, Weight Class: Light (% of Max Carry Weight <= 25%), -0d to STR, RFX	Indefinite	Innate	<div>-</div>
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