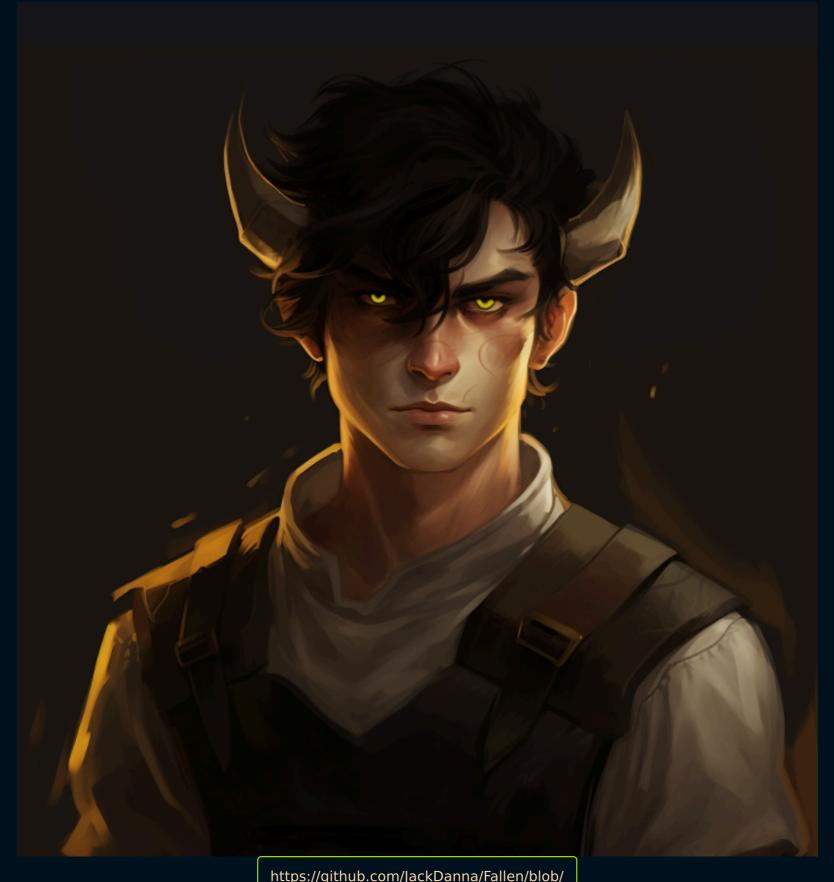
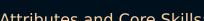
6/2/25, 11:36 AM Fogent Roleplay

Fognet Roleplay **Open Setting** Welcome, admin Logout Theme: abyss

Destin Shaffer



https://github.com/JackDanna/Fallen/blob/

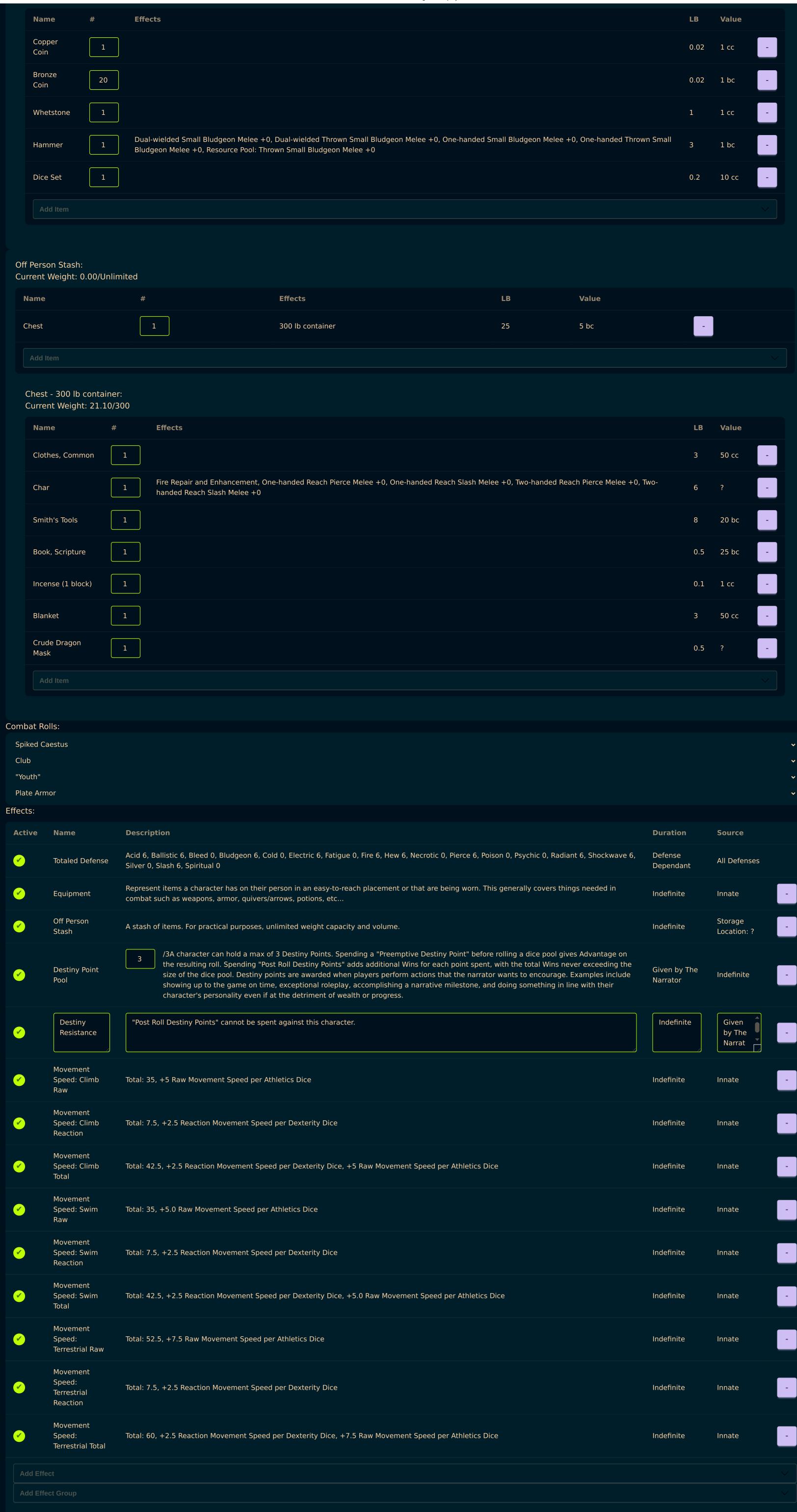




Containers and Items:

Equipment: Current Weight: 8 Name	39.62/Unlim #	ited Effects	LB	Value	
Name	#		LD	value	
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	-
"Youth"	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	-
Waterskin (4/4)	1		5	20 cc	-
Clothes, Fine	1		6	15 bc	-
Gambeson Armor	1	Gambeson Armor Defense	8	5 bc	-
Plate Armor	1	Dual-wielded Small Bludgeon Melee +0, One-handed Small Bludgeon Melee +0, Plate Armor Defense	57	1495 bc	-
Satchel	1	12 lb container	2	1 bc	-
Add Item					
Satchel - 12 lb Current Weigh					

6/2/25, 11:36 AM



6/2/25, 11:36 AM Fogent Roleplay Description Name Duration Source Active Can speak and write Babelish. Language: Indefinite Culture -Babelish Language: Can speak and write Pirish. Indefinite Culture -**V** Pirish Overwhelming predisposition towards rage/anger. Disabling: Backstor Indefinite **(** -Loose Cannon Mind constantly preoccupied on families safety. Disabling: Backstor Indefinite **Famlies** Safety Disabling: Character has suffered severe damage theirs nerves. The Perception Skill is locked at level -1. Backstor Indefinite **(** Nerve Damage Weakness +1 to the level of injury received from Silver. Indefinite Innate **(** : Minor Silver Size: 5x5 ft on battle map. Indefinite Innate **V** Medium

localhost:8080