

Open Setting

Fognet Roleplay

Theme: abyss

Welcome, admin

Logout

Destin Shaffer



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

Attributes and Core Skills:

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

Vocations and Vocational Skills:

Fighter	<div>STR, RFX</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Large Melee	<div>STR, RFX, INT</div>	<div>1</div>	<div>6d6</div>	<div>-</div>
Close Melee	<div>STR, RFX, INT</div>	<div>0</div>	<div>5d6</div>	<div>-</div>
Reach Melee	<div>STR, RFX, INT</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Medium Melee	<div>STR, RFX, INT</div>	<div>1</div>	<div>6d6</div>	<div>-</div>
<div>Add Skill</div>				

Felcaster	<div>STR, RFX, INT</div>	<div>2</div>	<div>7d6</div>	<div>-</div>
Ferracraft	<div>STR, RFX, INT</div>	<div>1</div>	<div>6d6</div>	<div>-</div>
Polycraft	<div>STR, RFX, INT</div>	<div>-1</div>	<div>4d6</div>	<div>-</div>
<div>Add Skill</div>				

Smith	<div>STR, 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: 89.62/Unlimited

Name	#	Effects	LB	Value	
Spiked Caestus	<div>1</div>	Dual-wielded Small Pierce Melee +0, One-handed Small Pierce Melee +0	2	3 bc	<div>-</div>
Club	<div>1</div>	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	<div>-</div>
"Youth"	<div>1</div>	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	<div>-</div>
Waterskin (4/4)	<div>1</div>		5	20 cc	<div>-</div>
Clothes, Fine	<div>1</div>		6	15 bc	<div>-</div>
Gambeson Armor	<div>1</div>	Gambeson Armor Defense	8	5 bc	<div>-</div>
Plate Armor	<div>1</div>	Dual-wielded Small Bludgeon Melee +0, One-handed Small Bludgeon Melee +0, Plate Armor Defense	57	1495 bc	<div>-</div>
Satchel	<div>1</div>	12 lb container	2	1 bc	<div>-</div>
<div>Add Item</div>					

Satchel - 12 lb container:
Current Weight: 4.62/12

Name	#	Effects	LB	Value	
Copper Coin	1		0.02	1 cc	-
Bronze Coin	20		0.02	1 bc	-
Whetstone	1		1	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	-
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: 21.10/300

Name	#	Effects	LB	Value	
Clothes, Common	1		3	50 cc	-
Char	1	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	-
Crude Dragon Mask	1		0.5	?	-
Add Item					

Combat Rolls:

Spiked Caestus	▼
Club	▼
"Youth"	▼
Plate Armor	▼

Effects:

Active	Name	Description	Duration	Source	
✔	Totaled Defense	Acid 6, Ballistic 6, Bleed 0, Bludgeon 6, Cold 0, Electric 6, Fatigue 0, Fire 6, Hew 6, Necrotic 0, Pierce 6, Poison 0, Psychic 0, Radiant 6, Shockwave 6, Silver 0, Slash 6, Spiritual 0	Defense Dependant	All Defenses	
✔	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	-
✔	Off Person Stash	A stash of items. For practical purposes, unlimited weight capacity and volume.	Indefinite	Storage Location: ?	-
✔	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	-
✔	Destiny Resistance	"Post Roll Destiny Points" cannot be spent against this character.	Indefinite	Given by The Narrat	-
✔	Movement Speed: Climb Raw	Total: 35, +5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
✔	Movement Speed: Climb Reaction	Total: 7.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
✔	Movement Speed: Climb Total	Total: 42.5, +2.5 Reaction Movement Speed per Dexterity Dice, +5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
✔	Movement Speed: Swim Raw	Total: 35, +5.0 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
✔	Movement Speed: Swim Reaction	Total: 7.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
✔	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	-
✔	Movement Speed: Terrestrial Raw	Total: 52.5, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
✔	Movement Speed: Terrestrial Reaction	Total: 7.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
✔	Movement Speed: Terrestrial Total	Total: 60, +2.5 Reaction Movement Speed per Dexterity Dice, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
Add Effect					
Add Effect Group					

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