

## Lina "Needles" Taro



<https://github.com/JackDanna/Firmament/>

### Attributes and Core Skills:

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

### Vocations and Vocational Skills:

Medic	RFX, INT	2	7d6	-
Healing	RFX, INT	2	7d6	-
Medium Melee	STR, RFX, INT	1	6d6	-
Small Melee	STR, RFX, INT	1	6d6	-

## Containers and Items:

Equipment:  
Current Weight: 18.00/Unlimited

Name	#	Effects	LB	Value	
Engineering Suit	1	Engineering Suit Defense, Space Vacuum Life Support	12	10 bc	-
Medpack	2		1	?	-
Vibro-sword	1	Medium Pierce Melee (+3) (Dual-wielded), Medium Pierce Melee (+3) (One-handed), Medium Slash Melee (+3) (Dual-wielded), Medium Slash Melee (+3) (One-handed)	2	10 bc	-
Vibro-knife	2	Small Pierce Melee (+3) (Dual-wielded), Small Pierce Melee (+3) (One-handed), Small Slash Melee (+3) (Dual-wielded), Small Slash Melee (+3) (One-handed), Thrown Small Pierce Melee (+3) (Dual-wielded), Thrown Small Pierce Melee (+3) (One-handed)	1	2 bc	-

## Combat Rolls



Vibro-sword

None

Medium Pierce Melee

Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
Dual-wielded	3d8, 5d6	1	5.0/None/None	Pierce	3	None
One-handed	3d8, 4d6	1	5.0/None/None	Pierce	3	None

Medium Slash Melee

Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
Dual-wielded	3d8, 5d6	1	5.0/None/None	Slash	3	None
One-handed	3d8, 4d6	1	5.0/None/None	Slash	3	None

Vibro-knife

None

Small Pierce Melee

Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
Dual-wielded	3d8, 1d6	0	5.0/None/None	Pierce	1.5	None
One-handed	3d8	0	5.0/None/None	Pierce	1.5	None

Small Slash Melee

Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
Dual-wielded	3d8, 1d6	0	5.0/None/None	Slash	1.5	None
One-handed	3d8	0	5.0/None/None	Slash	1.5	None

2, Thrown Small Pierce Melee (+0)

1, Thrown Small Pierce Melee (+0)

Effects:

Active	Name	Description	Duration	Source	
	Totaled Defense	Acid 3, Ballistic 3, Bleed 0, Bludgeon 3, Cold 3, 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	
	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	-
	Backstory	Lina is the ship's medtech, but her true passion lies in an unexpected hobby: knitting. Whenever she's not patching up crew members or administering meds, she's knitting tiny, intricate plush creatures that she hides around the ship for others to find. Her calm demeanor under pressure is legendary, as she once calmly knitted through an emergency decompression event. However, don't mistake her love of yarn for softness—when things go wrong, Lina's the one stabilizing critical injuries while quoting terrifying survival statistics in a deadpan voice. She's prepared for anything, and her bag of knitting supplies doubles as a first-aid kit.	Indefinite	The Narrator	-
	Movement Speed: Swim Raw	Total: 15, +5.0 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
	Movement Speed: Swim Reaction	Total: 12.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
	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	-
	Movement Speed: Terrestrial Raw	Total: 22.5, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
	Movement Speed: Terrestrial Reaction	Total: 12.5, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
	Movement Speed: Terrestrial Total	Total: 35, +2.5 Reaction Movement Speed per Dexterity Dice, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-

Active	Name	Description	Duration	Source
	Add Effect			▼
	Add Effect Group			▼