



Attributes and Core Skills:

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

Vocations and Vocational Skills:

Security	STR, RFX	2	7d6	-
Small Guns	STR, RFX, INT	1	6d6	-
Medium Guns	STR, RFX, INT	1	6d6	-
<div><div></div><div>Add Skill</div></div>				
<div>Add Vocation</div>				

Containers and Items:

Equipment:
Current Weight: 19.80/Unlimited

Name	#	Effects	LB	Value	
Remington 870	1	12 Gauge Pump-action Shotgun (+0) (One-handed), 12 Gauge Pump-action Shotgun (+0) (Two-handed)	7.5	?	-
12 Gauge Shell - Buckshot	6	12 Gauge Shells - Buckshot	0.05	?	-
Security Suit	1	Security Suit Defense, Space Vacuum Life Support	12	10 bc	-

Add Item

Combat Rolls:

Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
One-handed	7d6	2	60.0/120.0/180.0	Pierce	3	None
Two-handed	9d6	2	60.0/120.0/180.0	Pierce	3	None

Effects:

Active	Name	Description	Duration	Source
	Totaled Defense	Acid 4, Ballistic 4, Bleed 0, Bludgeon 4, Cold 4, Electric 4, Fatigue 0, Fire 4, Hew 4, Necrotic 0, Pierce 4, Poison 0, Psychic 0, Radiant 4, Shockwave 4, Silver 0, Slash 4, Spiritual 0	Defense Dependant	All Defenses
	Backstory	Mason is the ship's security officer and a die-hard believer in luck. He never steps aboard without his lucky coin, avoids stepping on cracks, and has a ritual for everything—from opening airlocks to repairing equipment. His constant search for good omens gets on the nerves of his crewmates, but his strange rituals seem to keep him alive in the worst situations. Whenever something goes right in the midst of chaos, he swears it's all due to his pre-mission "lucky dance."	Indefinite	The Narrator
	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
	Movement Speed: Swim Raw	Total: 30, +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: 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: 45, +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: 57.5, +2.5 Reaction Movement Speed per Dexterity Dice, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate
Add Effect				
Add Effect Group				