

## Jeff "Whispers" Lorne



[https://jackdanna.github.io/Firmament/Chapter 10.html](https://jackdanna.github.io/Firmament/Chapter%2010.html)

### Attributes and Core Skills:

STR	0		RFX	0		INT	2		CHA	0	
Athletics	0	3d6	Dexterity	1	4d6	Logic	2	7d6	Deception	2	5d6
Endurance	1	4d6	Perception	2	5d6	Knowledge	2	7d6	Intimidation	0	3d6
Lift	0	3d6	Stealth	0	3d6	Will	0	5d6	Persuasion	0	3d6

### Vocations and Vocational Skills:

	Skills	Proficiency	Equipment	Weight	Cost
Engineer	INT	2	7d6	-	
Repair	INT	2	7d6	-	
Small Guns	STR, RFX, INT	0	5d6	-	
<div> <input type="text"/> </div> <div> Add Skill </div>					
<div> Add Vocation </div>					

## Containers and Items:

Equipment:  
Current Weight: 15.08/Unlimited

Name	#	Effects	LB	Value	
Engineering Suit	1	Engineering Suit Defense, Space Vacuum Life Support	12	10 bc	-
Engineering Multi-tool	1	Muzzleloading Pistol (+0) (Dual-wielded), Muzzleloading Pistol (+0) (One-handed), Muzzleloading Pistol (+0) (Two-handed)	3	?	-
Muzzleloading Pistol Cartridge - Standard	3	Muzzleloading Pistol Cartridges - Standard	0.0275	?	-
Add Item					

### Combat Rolls:



Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
Dual-wielded	8d6	0	25.0/50.0/75.0	Pierce	0.3125	None

1. Muzzleloading Pistol Cartridge

Muzzleloading Pistol

Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
One-handed	7d6	0	25.0/50.0/75.0	Pierce	0.625	None
Two-handed	7d6	0	37.5/75.0/112.5	Pierce	0.625	None

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	
	<div>Backstory</div>	<div>Jeff believes EarthGov is hiding everything—from alien contact to mind control experiments. He spends hours scanning communication frequencies and talking to imaginary informants on his makeshift comms rig. Though his theories are outlandish, he has an uncanny knack for piecing together actual dangers, sometimes before they become apparent to anyone else. His paranoia led him to stash weapons and supplies in obscure parts of the ship, which could come in handy if the crew finds themselves overrun.</div>	<div>Indefinite</div>	<div>The Narrator</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>
	Movement Speed: Swim Raw	Total: 15, +5.0 Raw Movement Speed per Athletics Dice	Indefinite	Innate	<div>-</div>
	Movement Speed: Swim Reaction	Total: 10, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	<div>-</div>
	Movement Speed: Swim Total	Total: 25, +2.5 Reaction Movement Speed per Dexterity Dice, +5.0 Raw Movement Speed per Athletics Dice	Indefinite	Innate	<div>-</div>
	Movement Speed: Terrestrial Raw	Total: 22.5, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	<div>-</div>
	Movement Speed: Terrestrial Reaction	Total: 10, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	<div>-</div>
	Movement Speed: Terrestrial Total	Total: 32.5, +2.5 Reaction Movement Speed per Dexterity Dice, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	<div>-</div>
<div>Add Effect</div>					
<div>Add Effect Group</div>					