

Jaxon "Graveyard" Finn



[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	0	3d6
Endurance	1	4d6	Perception	1	4d6	Knowledge	2	7d6	Intimidation	2	5d6
Lift	0	3d6	Stealth	0	3d6	Will	1	6d6	Persuasion	0	3d6

Vocations and Vocational Skills:

Engineer	INT	2	7d6	-
Repair	INT	2	7d6	-
Small Guns	STR, RFX, INT	0	5d6	-

Containers and Items:

Equipment:
Current Weight: 16.08/Unlimited

Name	#	Effects	LB	Value
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	? -
Engineering Suit	1	Engineering Suit Defense, Space Vacuum Life Support	12	10 bc -
Vibro-knife	1	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:

2, Muzzleloading Pistol Cartridge

Muzzleloading Pistol

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

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)

Thrown Small Pierce Melee

Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
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1, Thrown Small Pierce Melee (+0)

Thrown Small Pierce Melee

Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
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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	
	Backstory	Jaxon has a dark sense of humor and an even darker past. He's worked on ships that never came back from their missions, often salvaging what he could from derelict vessels. This earned him the nickname "Graveyard." He's grim, but reliable, treating every job like it could be his last—and it often feels like it might be. His quarters are decorated with mementos from wrecked ships, a habit that freaks out some of the crew. Jaxon's experience with disassembling dead vessels makes him the go-to guy for tricky repairs, but his morbid outlook tends to make his team nervous when things start going wrong.	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: 15, +5.0 Raw Movement Speed per Athletics Dice	Indefinite	Innate	-
	Movement Speed: Swim Reaction	Total: 10, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
	Movement Speed: Swim Total	Total: 25, +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: 10, +2.5 Reaction Movement Speed per Dexterity Dice	Indefinite	Innate	-
	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	-

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