

B.U.L.K.



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

Attributes and Core Skills:

| | | | | | | | | | | | |
|-----------|---|-----|------------|----|-----|-----------|---|-----|--------------|---|-----|
| STR | 3 | | RFX | -1 | | INT | 0 | | CHA | 0 | |
| Athletics | 0 | 6d6 | Dexterity | 0 | 2d6 | Logic | 0 | 3d6 | Deception | 0 | 3d6 |
| Endurance | 3 | 9d6 | Perception | 0 | 2d6 | Knowledge | 0 | 3d6 | Intimidation | 0 | 3d6 |
| Lift | 3 | 9d6 | Stealth | 0 | 2d6 | Will | 0 | 3d6 | Persuasion | 0 | 3d6 |

Vocations and Vocational Skills:

| | | | | |
|------------------------|---------------|---|-----|---|
| Industrial Mech | STR, RFX | 2 | 7d6 | - |
| Reach Melee | STR, RFX, INT | 2 | 7d6 | - |
| Box Stacking Knowledge | INT | 2 | 5d6 | - |

Combat Rolls:

| Innate | | | | | | |
|----------------------|-----------|-------------|---------------------------------|-------------|----------------|------|
| None | | | | | | |
| Reach Bludgeon Melee | | | | | | |
| Handed Variation | Dice Pool | Penetration | Effective/Ineffective/Max Range | Damage Type | Uses Per Round | AOE |
| Two-handed | 10d6 | 3 | 10.0/None/None | Bludgeon | 3.5 | None |

Effects:

| Active | Name | Description | Duration | Source |
|--------------|--|--|-----------------------|--------------------------------------|
| <div>✔</div> | <div>Backstory</div> | <div>"Bulk" is a towering, industrial-grade cargo mech designed for heavy-lifting and material transport aboard the station orbiting Titan. Originally a non-sentient machine, Bulk gained semi-sentience after an experimental AI core was installed to enhance efficiency. With a dry, sarcastic sense of humor (which no one expected from a mech), Bulk often complains about "back pain" or "union breaks" while effortlessly hauling tons of cargo.</div> <div>Despite its grumbling, Bulk is fiercely protective of the crew and the station, almost seeing itself as part of the team. The crew treats it like one of their own, often jokingly referring to it as "the strongest member of the team." Bulk has been known to make impromptu adjustments to its own systems, improving its performance or adding quirky features like a voice module that plays old Earth radio tunes as it works.</div> <div>In emergencies, Bulk's impressive strength and durability make it a frontline defense, able to shield human workers from danger or even crush threats with its massive hydraulic arms. Though it's still just a machine at its core, Bulk's unique personality and loyalty make it more than just another piece of equipment on the station.</div> | <div>Indefinite</div> | <div>The Narrator</div> <div>-</div> |
| <div>✔</div> | Security Suit Defense | Works as Head Armor, Body Armor, Arm Armor, and Leg Armor. | Indefinite | Innate <div>-</div> |
| <div>✔</div> | Movement Speed: Swim Raw | Total: 30, +5.0 Raw Movement Speed per Athletics Dice | Indefinite | Innate <div>-</div> |
| <div>✔</div> | Movement Speed: Swim Reaction | Total: 5, +2.5 Reaction Movement Speed per Dexterity Dice | Indefinite | Innate <div>-</div> |
| <div>✔</div> | Movement Speed: Swim Total | Total: 35, +2.5 Reaction Movement Speed per Dexterity Dice, +5.0 Raw Movement Speed per Athletics Dice | Indefinite | Innate <div>-</div> |
| <div>✔</div> | Movement Speed: Terrestrial Raw | Total: 45, +7.5 Raw Movement Speed per Athletics Dice | Indefinite | Innate <div>-</div> |
| <div>✔</div> | Movement Speed: Terrestrial Reaction | Total: 5, +2.5 Reaction Movement Speed per Dexterity Dice | Indefinite | Innate <div>-</div> |
| <div>✔</div> | Movement Speed: Terrestrial Total | Total: 50, +2.5 Reaction Movement Speed per Dexterity Dice, +7.5 Raw Movement Speed per Athletics Dice | Indefinite | Innate <div>-</div> |
| <div>✔</div> | Reach Bludgeon Melee (+0) (Two-handed) | Poleaxe hammer, ect... Disadvantage while in confined spaces. | Indefinite | Innate <div>-</div> |
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