

Captain Rhea "Shortcut" Voss



EARN HER NINKNIME FORS DARIING, OINCIRVERINATIOAL ROUTES.

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

Attributes and Core Skills:

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

Vocations and Vocational Skills:

Character Sheet				
Captain	CHA	2	6d6	-
Small Guns	STR, RFX, INT	2	6d6	-
<div> <input type="text"/> </div> <div> Add Skill </div>				

Pilot	RFX, INT	2	6d6	-
Piloting	RFX, INT	2	6d6	-
<div><div></div><div>Add Skill</div></div>				

Containers and Items:

Equipment:

Current Weight: 14.16/Unlimited

Name	#	Effects	LB	Value	
Engineering Suit	1	Engineering Suit Defense, Space Vacuum Life Support	12	10 bc	-
Glock 17	1	9mm Semi-automatic Pistol (+0) (Dual-wielded), 9mm Semi-automatic Pistol (+0) (One-handed), 9mm Semi-automatic Pistol (+0) (Two-handed)	2	?	-
9mm Round - FMJ	10	9mm Rounds - FMJ	0.016	?	-

Combat Rolls:

Glock 17

2, 9mm Round

9mm Semi-automatic Pistol

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

1, 9mm Round

9mm Semi-automatic Pistol

Handed Variation	Dice Pool	Penetration	Effective/Ineffective/Max Range	Damage Type	Uses Per Round	AOE
One-handed	8d6	2	60.0/120.0/180.0	Pierce	3	None
Two-handed	8d6	2	90.0/180.0/270.0	Pierce	3	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	
	Backstory	<div>Captain Voss earned her nickname for her love of daring, unconventional routes. A former ace pilot turned captain, she's known for cutting through asteroid fields and skirting the edges of black holes to shave time off repair missions. Her reckless piloting has saved the crew from countless tight spots—but also landed them in trouble more times than they'd like to admit. She's cool under pressure and relies on her gut more than her instruments, often flying by instinct. Despite her daredevil tendencies, she has an unshakable loyalty to her crew, and her ability to make split-second decisions might be their best hope of survival when things inevitably go wrong.</div> <div>The crew knows better than to question her methods, but they do wish she'd leave the heroics to the movies.</div>	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: 20, +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: 32.5, +2.5 Reaction Movement Speed per Dexterity Dice, +5.0 Raw Movement Speed per Athletics Dice	Indefinite	Innate	
	Movement Speed: Terrestrial Raw	Total: 30, +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: 42.5, +2.5 Reaction Movement Speed per Dexterity Dice, +7.5 Raw Movement Speed per Athletics Dice	Indefinite	Innate	
Add Effect					
Add Effect Group					