宁静 角色扮演

角色大名 CHARACTER NAME: Harry Reel
綽號 NICKNAME: Cap'n / Harry
玩家名稱 PLAYER NAME:
家界 HOME WORLD:
角色概念 CONCEPT: Captain

命分 LIFE POINTS

特質 ATTRIBUTES

STRENGTH	d10
AGILITY	d8
VITALITY	d10
ALERTNESS	d6
INTELLIGENCE	d6
WILLPOWER	d6

轉特徵 DERIVED TRAITS

LIFE POINTS	16
INITIATIVE	d10 + d8
ENDURANCE	d10 + d6
RESISTANCE	d10 + d10

規則援助 RULE HELPER

MOVEMENT (feet):

ACTIONS 0 = 15 • ACTIONS 1 = 30
ACTIONS 2 = 30 + (Agl+Athletics/Running)

ACTION DIFFICULTY

Action	Diff	Extraordinary
EASY	3	10
AVERAGE	7	14
HARD	11	18
FORMIDABLE	15	22
HEROIC	19	26
INCREDIBLE	23	30
RIDICULOUS	27	34
IMPOSSIBLE	31	38

SKILL COMPETENCY

D2	INCOMPETENT
D4	NOVICE
D6	COMPETENT
D8	EXPERT
D10	PROFESSIONAL
D12	MASTER
D12+	SUPREME

提進 ADVANCEMENT

PLOT POINTS 6
CHAR GEN PT.
UNUSED ADV PT.
TOTAL ADV PT.

技能 SKILLS AND SPECIALTIES

ANIMAL HANDLING	d4	MEDICAL EXPERTISE	
ARTISTRY		MELEE WEAPON CMBT.	
ATHLETICS	d6	PERCEPTION	d6
Dodge	d10	Empathy	d10
COVERT	d4	PERFORMANCE	
CRAFT		PILOT*	d4
DISCIPLINE	d6	PLANETARY VEHICLES	d4
Leadership	d8		
GUNS	d6	RANGED WEAPONS	
HEAVY WEAPONS	d4	SCIENTIFIC EXPERTISE*	
INFLUENCE	d4	SURVIVAL	
KNOWLEDGE		TECHNICAL ENG.*	
MECHANICAL ENG.*		UNARMED COMBAT	d6
		Boxing	d10
LINGUIST*			

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SERENITY ROLE PLAYING GAME

装備 EQUIPMENT

麻煩 COMPLICATIONS

Cortex Spectre
☐ MINOR ☐ MAJOR
No details can be found about Harry on Most systems. He is a technical ghost. Plus, you know, a mite of bewilderment.

Credo
☐ MINOR ☐ MAJOR
Personal Code of Honour.

Deadly Enemy
☐ MINOR ☐ MAJOR
You have been hunted, but you are not sure who is hunting you or why.

Hooked - Alcohol
☐ MINOR ☐ MAJOR
Hard drinker. You drink to keep the dreams at bay.

Loyal
☐ MINOR ☐ MAJOR
Your shipmates can count on you.

Things don't go Smooth
☐ MINOR ☐ MAJOR
Twice per game the GM can force you to re-roll a success and accept the second result.

Traumatic Flashes
☐ MINOR ☐ MAJOR
Once per game the GM can describe for you a traumatic flashback, and you can take no actions for d2 rounds then suffer a -2 penalty to all actions for 10 mins.

☐ MINOR ☐ MAJOR

長處 ASSETS

Fight'n Type
☐ MINOR ☐ MAJOR
You get a free non-combat action per turn (Move, Grab, Activate etc)

Leadership
☐ MINOR ☐ MAJOR
Once per game you can get a +2 step bonus to any leadership test.
You can spend plot points on the actions of others.

Lightning Reflexes
☐ MINOR ☐ MAJOR
+2 step initiative bonus (factored in on other page)

Mean Left Hook
☐ MINOR ☐ MAJOR
Hand to hand attacks deal half wound and half stun

Reader
☐ MINOR ☐ MAJOR
+4 step empathy on all sense rolls
Once per game can spend a plot point to discover information about any question.

☐ MINOR ☐ MAJOR

☐ MINOR ☐ MAJOR

☐ MINOR ☐ MAJOR

盔甲 ARMOR

TYPE	Ballistic Mesh
AR	1
COVERS	Arms, Legs, Torso
PENALTY	Nil

武器 WEAPONRY

TYPE	Pistol		
DMG	1d6 W	RANGE	100
ROF	3	AMMO	8

TYPE			
DMG		RANGE	
ROF		AMMO	

TYPE			
DMG		RANGE	
ROF		AMMO	

劇分 DICE STEPS AND PLOT POINTS

1	2	3	4	5	6	7	8	9	10	11	12
D2	D4	D6	D8	D10	D12	D12 +D2	D12 +D4	D12 +D6	D12 +D8	D12 +D10	D12 +D12

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