宁静 角色扮演

角色大名 CHARACTER NAME: Ottoker Prosper

綽號 NICKNAME: Otto

玩家名稱 PLAYER NAME:

家界 HOME WORLD:

角色概念 CONCEPT: Engineer

命分 LIFE POINTS

W

S

特質 ATTRIBUTES

STRENGTH	d6
AGILITY	d4
VITALITY	d8
ALERTNESS	d6
INTELLIGENCE	d12
WILLPOWER	d10

轉特徵 DERIVED TRAITS

LIFE POINTS	18
INITIATIVE	d4 + d6
ENDURANCE	d8 + d10
RESISTANCE	d8 + d8

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		MEDICAL EXPERTISE	
ARTISTRY		MELEE WEAPON CMBT.	d2
ATHLETICS		PERCEPTION	d4
COVERT	d4	PERFORMANCE	
CRAFT		PILOT*	d4
DISCIPLINE		PLANETARY VEHICLES	d2
GUNS	d4	RANGED WEAPONS	
HEAVY WEAPONS		SCIENTIFIC EXPERTISE*	d6
INFLUENCE	d4	SURVIVAL	
KNOWLEDGE	d6	TECHNICAL ENG.*	d6
		Hacking	d12
MECHANICAL ENG.*	d6	UNARMED COMBAT	
Maintenance	d10		
Repair	d12		
	d4		
LINGUIST*			

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SERENITY ROLE PLAYING GAME

装備 EQUIPMENT

麻煩 COMPLICATIONS

Credo
☐ MINOR ☐ MAJOR
Personal code of honour

Hero Worship
☐ MINOR ☐ MAJOR
-2 Influence when in the presence of the Captain – you defer to his leadership even if you believe it is unwise

Loyal
☐ MINOR ☐ MAJOR
Folks can count on you

Portly
☐ MINOR ☐ MAJOR
-2 step on Athletics (included on front page)

Soft
☐ MINOR ☐ MAJOR
+1 stun when suffer any damaged, when wounded roll 7+ on Will (d10) to take any action next round

Squeamish
☐ MINOR ☐ MAJOR
-2 step to any actions in the presence of blood or icky stuff.

☐ MINOR ☐ MAJOR

☐ MINOR ☐ MAJOR

長處 ASSETS

Cortex Spectre
☐ MINOR ☐ MAJOR
No details of Otto on any normal systems

Friends in High Places
☐ MINOR ☐ MAJOR
Once per session can call on contact with a Plot Point to get a loan or a favour of some kind.

Highly Educated
☐ MINOR ☐ MAJOR
+2 step to any rolls to remember useful information.

Math Wiz
☐ MINOR ☐ MAJOR
+2 step to any rolls to calculate numbers.

Mechanical Empathy
☐ MINOR ☐ MAJOR
Spend plot points to find problems or outlandish solutions to problems.

Moneyed Individual
☐ MINOR ☐ MAJOR
Once per session Int + Influence to buy anything.

Sweet and Cheerful
☐ MINOR ☐ MAJOR
+2 influence when being nice / diplomatic,

☐ MINOR ☐ MAJOR

盛甲 ARMOR

TYPE
AR
COVERS
PENALTY

武器 WEAPONRY

TYPE	Pistol		
DMG	1d6W	RANGE	100
ROF	3	AMMO	8

TYPE	Monkey Wrench		
DMG	1d6B	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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