SERENITY Character Sheet

12/11/2006

Name:		Gender:		Height:		Weight:	
Level:		Hand:		Age:		Homeworld:	
Initial Points.:		Initial Points Left:		COST	Skin:	Hair:	
					Eyes:	Brief Description Below:	

Agility:		
Strength:		
Vitality:		
Alertness:		
Intelligence:		
Willpower:		
Appearance:		Cost: 0
Initiative:	+	
Life Points:		
Tough as Nails:		Bonus:

Derived Actions

Burst of Strength:	+	Str. + Str.
Endurance:	+	Vit. + Will.
Out of Harm's way:	+	Agil. + Alert.
Long Haul:	+	Str. + Vit.
Memorize:	+	Int. + Alert.
Resist:	+	Vit. + Vit.
Gamble:	+	Vit. + Vit.

Wound Points

Stun Points

Traits	Cost	Description	Type
Trait Cost:			Initial Points Left:

Skills

General	Specialty	Die	Cost	Specific	Trait Modifier
	Total Skill Points:		Skill Points Left:		

RULES

Action	Difficulty
Easy	3
Average	7
Hard	11
Formidable	15
Heroic	19
Incredible	23
Ridiculous	27
Impossible	31

Extraordinary

Easy	10
Average	14
Hard	18
Formidable	22
Heroic	26
Incredible	30
Ridiculous	34
Impossible	38

Complex Actions

Easy	15
Average	35
Hard	55
Formidable	75
Heroic	95
Incredible	115
Ridiculous	135
Impossible	155

Plot Point Cost	Dice Steps
1	d2
2	d4
3	d6
4	d8
5	d10
6	d12
7	d12+d2
8	d12+d4
9	d12+d6
10	d12+d8
11	d12+d10
12	d12+d12

Spend 'Cost' times 2 + 1 to get 2 of same sided dice. (3PP = 2 x d2 or d6)

COMBAT

Perception:

DEFENSE		OFFENSE		Alertness:	0
Innate Defense:	0	Aim:	+1 Step per turn.		
Block:	+ Skill	All out O:	+2 Step on O, no D.		
Dodge:	+ Athletics	Disarm:	-2 Melee, -4 Ranged		
All out D:	+2 Step Bonus	Feint:	Opposed roll, defender's loss means only Innate D		

Base Move: = 15 (8 for little people)
WALK: 0 Actions,
HUSTLE: 1 Action, Base MoveX2
RUN: 2 Actions, Base MoveX2
+ Agility + Athletics/Running
Additional actions in a round are at -1 step.

Armor:		Soak	Penalty	Description	Notes
Armor:					
Helmet:					

Weapon	Damage	RoF	Range	Shots	Att.	Skill	Roll	
Unarmed	d2 +	-	-	-	Agil	Unarmed Combat: General		
					Agil			
					Agil			
					Agil			
					Agil			
					Agil			
					Agil			
					Agil			
					Agil			

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