Character Details

Name _____ Heroic Level _____

Occupation _____ Exp. Points _____ Plot Points _____

Appearance _____ Concept / Notes _____

Age _____ Height _____ Build _____

Attributes

Agility d____ Strength d____ Vitality d____

Life Points ____ Wound Level ____ Initiative d ____

Alertness d ____ Intelligence d ____ Willpowerd ____

Assets

Name	Note	
		Maj ☐
		Maj ☐
		Maj ☐
		Maj ☐
		Maj ☐

Complications

Name	Note	
		Maj ☐
		Maj ☐
		Maj ☐
		Maj ☐
		Maj ☐

Skills

Animal Handling	d__	Influence	d__	Performance	d__	Guns	d__
Artistry	d__	Knowledge	d__	Pilot*	d__	Heavy Weapons	d__
Athletics	d__	Linguist*	d__	Drive	d__	Melee	d__
Covert	d__	Mech. Engineer*	d__	Scientific Expertise*	d__	Ranged	d__
Craft	d__	Medical Expertise*	d__	Survival	d__	Unarmed	d__
Discipline	d__	Perception	d__	Tech. Engineer*	d__		

(* Must be trained to use)

Weapons

Name	Damage	Range	ROF	Magazine
Unarmed				

Gear

Armour

Name	AR	Covers

Money

€1 $25 P2.5 G5 S250 Credits € _____

Wound Damage

☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Stun Damage

☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Serenity RPG Character / Game Sheets by Simon Aplin 2005.