

寧靜 角色扮演

角色大名

CHARACTER NAME: _____

綽號

NICKNAME: _____

玩家名稱

PLAYER NAME: _____

家界

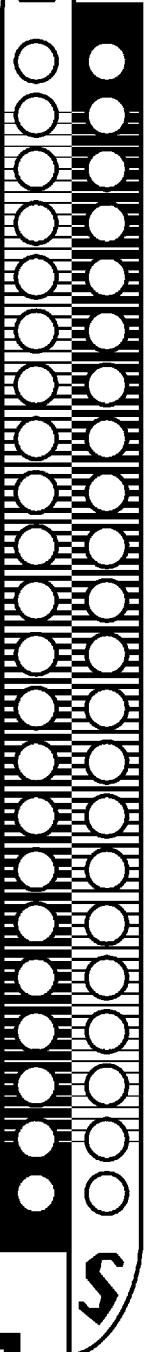
HOME WORLD: _____

角色概念

CONCEPT: _____

命分

LIFE POINTS



特質

ATTRIBUTES

- STRENGTH _____
- AGILITY _____
- VITALITY _____
- ALERTNESS _____
- INTELLIGENCE _____
- WILLPOWER _____

轉特徵 DERIVED TRAITS

- LIFE POINTS _____
- INITIATIVE _____
- ENDURANCE _____
- RESISTANCE _____

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
- CHAR GEN PT.
- UNUSED ADV PT.
- TOTAL ADV PT.

技能 SKILLS AND SPECIALTIES

- ANIMAL HANDLING _____ MEDICAL EXPERTISE _____
- ARTISTRY _____ MELEE WEAPON CMBT. _____
- ATHLETICS _____ PERCEPTION _____
- COVERT _____ PERFORMANCE _____
- CRAFT _____ PILOT* _____
- DISCIPLINE _____ PLANETARY VEHICLES _____
- GUNS _____ RANGED WEAPONS _____
- HEAVY WEAPONS _____ SCIENTIFIC EXPERTISE* _____
- INFLUENCE _____ SURVIVAL _____
- KNOWLEDGE _____ TECHNICAL ENG.* _____
- MECHANICAL ENG.* _____ UNARMED COMBAT _____
- LINGUIST* _____

SERENITY ROLEPLAYING GAME

裝備 EQUIPMENT

麻煩 COMPLICATIONS

長處 ASSETS

MINOR MAJOR

MINOR MAJOR

MINOR MAJOR

MINOR MAJOR

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MINOR MAJOR

盔甲 ARMOR

TYPE

AR

COVERS

PENALTY

武器 WEAPONRY

TYPE

DMG RANGE

ROF AMMO

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

+D4

D12

+D6

D12

+D8

D12

+D10

D12

+D12