

# SERENITY CHARACTER SHEET

<b>Name:</b>	<b>Origin:</b>	<b>Allegiance:</b>
<b>Age:</b>	<b>Ship:</b>	<b>Class:</b>
<b>Player:</b>	<b>Position:</b>	<b>Resources:</b>

## Attributes

Strength: ●○○○○	Intelligence: ●○○○○	Presence: ●○○○○	●○○○○
Dexterity: ●○○○○	Wits: ●○○○○	Manipulation: ●○○○○	●○○○○
Stamina: ●○○○○	Perception: ●○○○○	Charisma: ●○○○○	●○○○○

## Skills

	Mental	Physical	Social
Alertness	○○○○○	Athletics	○○○○○
Art	○○○○○	Brawl	○○○○○
Computer	○○○○○	Dancing	○○○○○
Crafts	○○○○○	Dodge	○○○○○
Education	○○○○○	Drive	○○○○○
Ground Mechanics	○○○○○	Firearms	○○○○○
Investigation	○○○○○	Flying	○○○○○
Languages	○○○○○	Larceny	○○○○○
Law	○○○○○	Melee	○○○○○
Medicine	○○○○○	Performance	○○○○○
Piloting	○○○○○	Security	○○○○○
Politics	○○○○○	Stealth	○○○○○
Repair	○○○○○	Survival	○○○○○
Science	○○○○○	Riding	○○○○○
Ships Mechanics	○○○○○	Weaponry (Ships)	○○○○○

### Merits

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

### Flaws

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

### Health Levels

○○○○○○○○○○○○  
□□□□□□□□□□

### Willpower

○○○○○○○○○○○○  
□□□□□□□□□□

### Morality

○○○○○○○○○○○○  
□□□□□□□□□□

5 is average

Permanent     Current

### Weapons

_____
_____
_____
_____
_____
_____
_____

### Damage

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

### Credits

_____
_____
_____
_____

### Languages

_____
_____
_____
_____

### Experience

**Basic Roll = Attribute + Skill vs. Target # on d10**

**Merits subtract from Target #**

**Flaws add to Target #**

**Willpower = Intelligence + Morality. Base Morality = 5**

**Initiative Roll = Wits + Alertness vs. Target 4**

**Combat Roll - Melee or Physical = Strength + Skill vs. target # 6**

**Damage is automatic - Combat Successes + Weapon Damage**

**Dodge = Dex + Dodge vs. Target 6, and subtracts from damage**

**Soak = Stamina + 2 vs. Target 6**

**Attributes 7,5,3**

**Skills 13,9,5**

**Merits 7 dots**

**Flaws 7 dots**