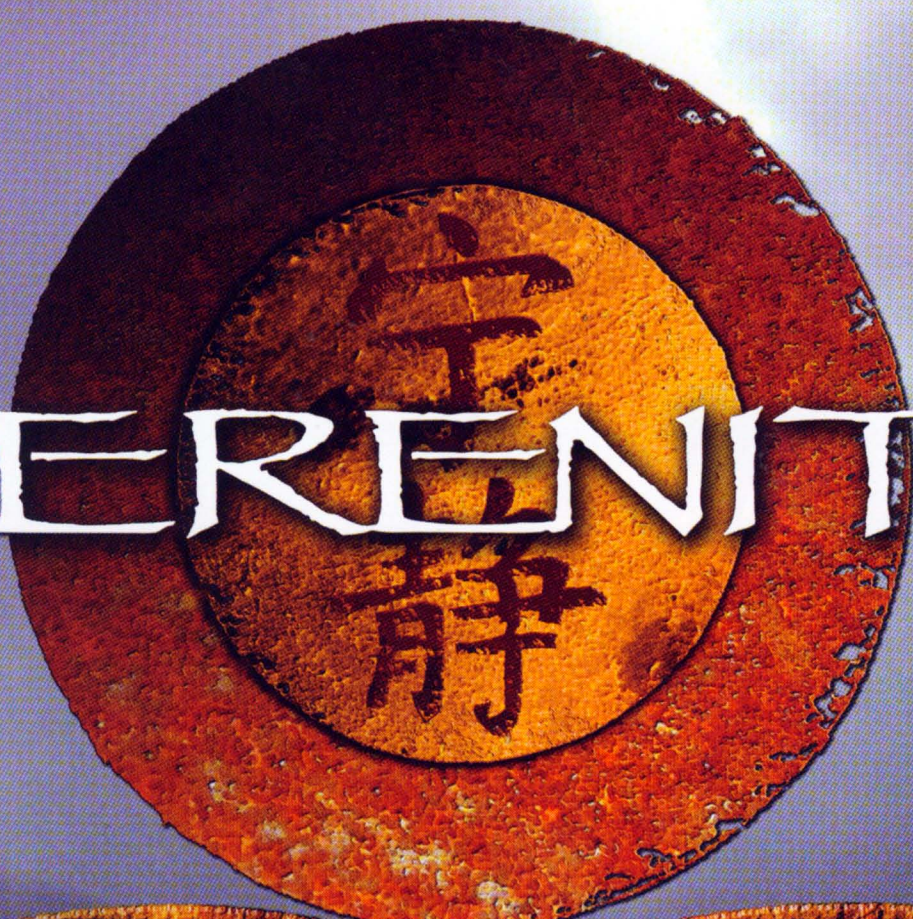




SERENITY



ROLE PLAYING GAME



GAME MASTER'S SCREEN





SEREN

ROLE PLAYING



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GAME



NATURAL HEALING

Type	Recovery
Second Wind	Vitality or Willpower roll; recover Stun
Low Activity	1 Wound per 2 hours
Bed Rest	1 Wound per hour

DERIVED ATTRIBUTE ROLLS

Burst of Strength	Strength + Strength
Endurance	Vitality + Willpower
Out of Harm's Way	Agility + Alertness
Initiative	Agility + Alertness
Long Haul	Strength + Vitality
Memorize	Intelligence + Alertness
Recall	Intelligence + Willpower
Resistance	Vitality + Vitality

HEALING DIFFICULTY & WOUNDS

Wounds	Heal Difficulty	Surgical Difficulty
1-2	No Check	-
3-4	3	15
5-6	7	35
7-8	11	55
9-10	15	75
11-12	19	95
13-14	23	115
15-16	27	135
17-18	31	155
19-20	35	175
21-22	39	195
23-24	43	215

PLOT POINT REWARDS

Type	Reward	Notes
That was cool!	1	Great idea or good role-playing.
Complications in Play	1-3	PC's Complication arises.
Challenge Complication	2-4	Overcoming obstacle/situation.
Personal Goal	3-5	Personal goal achieved.
Crew Goal	4-6	Crew's goal achieved

DEFENSE

Type	Value
Innate Defense	Unskilled Agility Result
Block	Agility + Skill (weapon or unarmed)
Dodge	Agility + Athletics/Dodge
All-Out Defense	+2 Skill step to defense actions

ADVANCEMENT

Die Type	Skill Pt. Cost	Attribute Pt. Cost
d2	2	-
d4	4	-
d6	6	24
d8	8	32
d10	10	40
d12	12	48
d12 + d2	14	56
d12 + d4	16	64

PLOT POINTS & DICE STEPS

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

EXTRAORDINARY SUCCESS DAMAGE

Damage	Effect
Endurance	Vitality+Willpower, Difficulty 7
Basic	Debilitating (broken limb/ribs), GM decision.
Stun	Unconscious. Shock Points equal Stun inflicted.
Wound	d2 Wounds / ten minutes if untreated.

SKILL/SPECIALIZATIONS LIST

General Skills

Animal Training —Train, Ride, Veterinary, Zoology

Artistry— Appraisal, Cooking, Forgery, Game Designing, Painting, Photography, Poetry, Sculpting, Writing

Athletics — Climbing, Dodge, Individual Sport, Juggling, Gymnastics, Parachuting, Riding, Running, Swimming, Weight Lifting

Covert—Camouflage, Disable Devices, Forgery, Infiltration, Open Locks, Sleight of Hand, Stealth, Streetwise, Surveillance

Craft—Architecture, Blacksmithing, Carpentry, Cooking, Leatherworking, Metalworking, Pottery, Sewing

Discipline—Concentration, Interrogation, Intimidation, Leadership, Mental Resistance, Morale

Guns —Assault Rifles, Energy Weapons, Grenade Launchers, Gunsmithing, Machine Guns, Pistols, Rifles, Shotguns

Heavy Weapons—Artillery, Demolitions, Forward Observer, Repair Heavy Weapons, Ship's Cannons, Siege Weapons

Influence—Administration, Barter, Interrogation, Intimidation, Leadership, Persuasion, Politics, Seduction, Streetwise

Knowledge —Appraisal, Cultures, History, Law, Literature, Philosophy, Religion, Sports

Linguist*—Arabic, Armenian, French, German, Hindu, Japanese, Latin, Portuguese, Russian, Tagalog, Swahili, Swedish, etc.

Mechanical Eng*—Create Mechanical Devices, Machinery Maintenance, Fix Mechanical Security Systems, Plumbing

Medical Expertise*—Dentistry, Forensics, General Practice, Genetics, Internal Medicine, Surgery

Melee Wep Combat—Clubs, Knives, Melee Weaponsmithing, Nunchaku, Pole Arms, Swords, Whips

Perception —Deduction, Empathy, Gambling, Intuition, Investigation, Read Lips, Search, Sight, Smell, Tactics, Taste, Tracking

Performance —Acting, Dancing, Oratory, Percussion Instruments, Singing, Stringed Instruments, Wind Instruments

Pilot*—Aerial Navigation, Astroglation, Astronomy, Astrophysics, Space Survival, Specific Craft

Planetary Vehicles — Cars, Canoes, Equestrian, Ground Vehicle Repair, Horse-Drawn Conveyances, Hovercraft, Yachts

Ranged Weapons—Blowguns, Bolt-Thrower, Bows, Crossbows, Darts, Grenade, Ranged Weaponsmithing, Throwing Knife

Scientific Expertise*—Earth Sciences, Historical Sciences, Life Sciences, Mathematical Sciences

Survival —Aerial Survival, Aquatic Survival, General Navigation, Land Survival, Nature, Space Survival, Tracking, Trapping

Technical Eng*—Communications Systems, Computer Programming, Hacking, Demolitions, Electronics

Unarmed Combat —Boxing, Brawling, Judo, Karate, Kung Fu, Savate, Wrestling

• Skilled Only

SPECIAL COMBAT NOTES

Action	Effect
Aim	Aim for 3 Turns. No other actions. Skill step.
All-Out-Attack	+2 Skill Step Attacks. No Defense Actions.
Disarm	-2 Skill step Melee. -4 Skill step Ranged. Target makes Agility+Willpower [11] check.
Feint	Hand-to-Hand combat only. Alertness+Attack Skill vs. foe's Alertness or Intelligence+Perception/Intuition. Success means foe can only use Innate Defense.
Grapple, Push, Knock Down	Agility or Strength+Unarmed Combat to get the attack. Agility+Strength to Break free.
Sneak Attack	Target gets only Passive Innate Defense (3).
Thrown Weapon	Weapons not designed to be thrown incur -1 to -4 Skill step penalty, as per GM.
Prone	Action to get back up. Incur a -2 Attribute step penalty while attacking. You are effectively under "light cover" while prone.
Crowds	-2 Skill step. Botches hit unintentional target.

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MOVEMENT

Pace	Actions	Speed
Walk	0	Base (normally 15ft)
Hustle	1	Base x2
Run	2	(Base x2) + (Attribute + Athletics/Running)

ARMOR

Armor Type	Armor Rating	Agility/Alertness Penalty	Cost (Credits/Plat.)	Weight (lbs)	Availability
Ballistic Mesh	1W *	-	46 / 115p	4	C
Chameleon Suit	1W	-	40 / 100p	17	I
Helmet, Infantry	4W	-1 Alertness Step	6 / 40p	2	E
Helmet, Squad	4W	-2 Alertness Steps	35 / 88p	3	C
Mask, NBC	2W	-3 Alertness Steps	8 / 10p	3	C
NBC Body Suit	2W	-2 Agility & Alert. Steps	32 / 80p	14	C
Plate Vest	4W *	-1 Agility Step	30 / 75p	10	E
Riot Gear	3W *	-1 Agility & Alert. Steps	92 / 230p	24	C
HeartLine Health Suit	-	-	28 / 70p	3	C
Tactical Suit	5W	-2 Agility Steps	110 / 275p	18	I
Vacuum Suit	2W	-2 Agility & Alert. Steps	67 / 168p	35	E

MELEE WEAPONS

Weapon Type	Damage	(Credits/Platinum)	Weight (lbs)	Availability
Baton, Security	d2 S	1.2 / 3 p	2 lb.	E
Baton, Stun	d2 S *	12 / 30p	2 lb.	C
Brass Knuckles	*	0.8 / 2p	1 lb.	E
Club	d6 B	0.2 / 1p	3 lb.	E
Hatchet	d6 W	16 / 40p	4 lb.	E
Knife, Combat	d4 W	1.6 / 4p	1 lb.	E
Knife, Utility	d2 W	0.8 / 2p	-	E
Sword, Combat	d6 W	24 / 60p	6 lb.	E
Sword, Gentleman's	d4 W	26 / 65p	4 lb.	C

RANGED WEAPONS

Weapon	Damage	Range		Cost (Credits/Plat.)	Weight (lbs)	Availability
		Increment (Feet)	Max ROF (Magazine)			
Bow	d4 W	70	1(-)	6 / 15p	6	E
Crossbow	d4 W	150	1/2 turns	8 / 20p	13	E
Crossbow, Powered	d4 W	175	2(6)	24 / 60p	15	C
Derringer	d4W	30	1(2)	14 / 35p	1	E
Grenade Launcher	*	40	1(8)	106 / 265p	12	I
Pistol	d6 W	100	3(8)	18 / 45p	2	E
Pistol, Laser	d10 W *	100	3(10)	330 / 825p	1.5	I
Rifle	d8 W	225	3(30)	30 / 75p	9	E
Rifle, Assault	d8 W	150	3 (40) †	40 / 100p	11	I
Rifle, Sniper	d8 W	1000 *	3(20)	160 / 400p	15	C
Rifle, Sonic	d8 S	15	2(50)	40 / 350p	6	I *
Shotgun	d10 W	10	2(10)	50 / 125p	10	E
Submachine Gun	d6 W	60	3 (35) †	36 / 90p	4	I

* see discription

† Can fire single shot, burst, or full-auto

B = Basic damage, S = Stun Damage, W = Wound Damage

ACTION DIFFICULTY

Action	Difficulty	Extra Success	Complex Actions
Easy	3	10	15
Average	7	14	35
Hard	11	18	55
Formidable	15	22	75
Heroic	19	26	95
Incredible	23	30	115
Ridiculous	27	34	135
Impossible	31	38	155

WOUND PENALTIES

Total Life Points	Seriously Wounded (-2 Penalty)
8	4
10	5
12	6
14	7
16	8
18	9
20	10
22	11
24	12

PLOT POINTS AND STORY IMPACT

Cost Impact

- 1-3 Inconsequential:** "The bartender must be a former Independent. I'm sure he won't mind a fellow Browncoat running up a large tab."
- 4-6 Minor:** "Lucky for me that I hid that hundred credit note in my boot."
- 7-10 Significant:** "Rosco! Ain't seen you since the reunion back on Shadow. So you're an officer of the law, now. How ya been?"
- 11+ Major:** "We've been drifting without power for nigh onto two days. Amazing that you just happened by this outta-the-way spot."

MOVEMENT

Pace Actions Speed

Walk	0	Base (normally 15 ft.)
Hustle	1	Base x 2 (normally 30 ft.)
Run	2	[Base x 2] + [Att. + Ath. / Running]

RANGE INCREMENT MODIFIERS

Range	Increment	Skill Modifier
Point Blank	10 ft or Less	+1 Step
Close	First	No Modifier
Short	Second	-1 Step
Medium	Third	-2 Step
Long	Fourth	-4 Step
Extreme	Fifth	-6 Step

COVER

Cover	Diff.	Description (Example)
Light Cover	+4	Up to half the target is concealed. [A man standing behind a small overturned table that conceals the lower part of his body, someone lying down.]
Med. Cover	+8	More than half the target is concealed. [A woman is hiding behind her horse.]
Heavy Cover	+12	Most of the target is concealed. [A man is peeking out from around a corner.]
Total Cover	+16	Only a tiny portion of the target is visible. [A man is looking out through the key-hole of a door.]

CALLED SHOTS

Type	Skill Modifier	Effect
Limb	-1 Skill step	Normal damage. Survival test to avoid incapacitation.
Vital Area (head, groin)	-2 Skill step	+2 step modifier to damage dice. Survival test to avoid stun.
Miniscule (heart, kneecap)	-4 Skill step	+4 step modifier to damage dice for critical area. Survival test to avoid special injury.

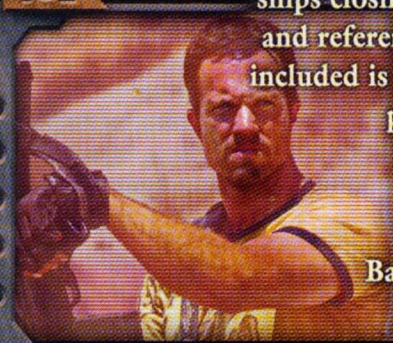
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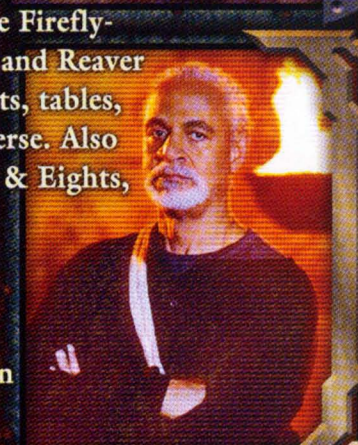
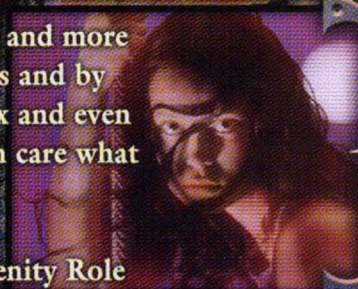
GAME MASTER'S SCREEN

Take Your Crew Out to the Black!



Your crew has a ship, but she's got a few million miles already and more than a few scars. They are wanted by the law on a few planets and by crooks on a few more. There's not much money in the lock-box and even less food in the galley. It's a crew looking for a job, don't much care what it is—but if they do the job, they expect to get paid.

The Serenity Game Master's Screen is an accessory for the Serenity Role Playing Game. The four-panel screen shows everyone's favorite Firefly-class transport ship sailing the Black on one side (with Alliance and Reaver ships closing in). The inside of the screen contains useful charts, tables, and reference material when running adventures set in the 'Verse. Also included is a poster with deckplans for both Serenity and Aces & Eights, printed large enough to use with miniature figures.



Screen Graphic Design by Ken Whitman

Ship Cartography by Ryan Wolfe

Based on a Motion Picture Screenplay by Joss Whedon



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