

# SERENITY RPG Rules Clarifications/Revisions (V3.0)

## Traits (Assets and Complications)

**Trait Limits** (p 40-41): While every character must begin with at least one Asset and at least one Complication and cannot have more than 5 of each, the balance of point costs for Assets and Complications cannot adjust the normal starting Attribute points by more than -2 or +2. For example, a Veteran character (48 Attribute points) cannot have less than 46 or more than 50 after choosing Traits.

## Revised Traits

### TOUGH AS NAILS (MINOR/MAJOR ASSET)

You gain 2 or 4 extra Life Points.

**Problem:** The trait costs as much as just raising Vitality or Willpower, providing virtually no benefit.

**Revision:** In addition to the extra Life Points, you get a +2 step bonus to Vitality on rolls against Shock Points (p. 157) and dying (p. 158). As a Major Trait, any Plot Points spent to reduce Wound damage inflicted by an attack are improved as if you had spent 2 additional points.

## New Assets

### DOWN BUT NOT OUT (MAJOR ASSET)

Nobody should ever count you out of a fight. You have a nasty way of bouncing back.

**Benefit:** You may make two Second Wind (p. 158) rolls every day to shake off Stun damage, though you cannot make more than one roll in the same turn.

### TAKES A PUNCH (MINOR/MAJOR ASSET)

You can take a lickin' and keep on kickin' *pi gu*. It's gorram hard to knock you down for the count.

**Benefit:** You gain a +2 step bonus to Vitality on Endurance rolls made against unarmed or bludgeoning attacks and on Second Wind (p. 158) rolls. As a Major Trait, any Plot Points spent to reduce Stun damage inflicted by unarmed or bludgeoning attacks are improved as if you had spent 2 additional points.

## New Complications

### CLUMSY (MINOR COMPLICATION)

You have two left feet. You are like a bull in a china shop. You trip over your own shadow.

**Penalty:** You suffer a -2 step penalty to Agility or Alertness on rolls involving balancing, catching things, manipulating delicate objects, and moving gracefully. In combat situations, this penalty applies to Get Out of Harm's Way (p. 142).

### DANDY (MINOR COMPLICATION)

Life is better when you're dressed well. You spend a lot of time and money on your appearance.

**Penalty:** You hesitate to take actions that could harm your clothes or appearance, and you may be distracted by even a minor stain or tear. The GM may require you to make a Willpower + Discipline roll to focus your attention back on matters at hand, or to resist the urge to fritter away your hard-earned coin on pretties in a clothier shop.

### **GETTIN' ON IN YEARS (MINOR/MAJOR COMPLICATION)**

You're not as young as you used to be, and your body shows it. You're more than 50 years of age.

**Penalty:** Your old body and mind are in decline. You suffer a –1 step Strength penalty on Athletics-based actions, a –1 step Vitality penalty to resist diseases and environmental hazards, a –1 step Attribute penalty on Influence-based actions keyed to physical appearance (such as seduction), and a –1 step Attribute penalty on memory and recall rolls. As a major complication, you're more than 65 years old, the above penalties are raised to –2, and the Vitality penalty also applies to all rolls involving injury.

### **GLASS JAW (MINOR/MAJOR COMPLICATION)**

You just can't take a punch. One solid crack across the jaw and you're down for the count. Blustery villains whose bark is worse than their bite often have this trait.

**Penalty:** You suffer a –2 step Attribute penalty to Vitality on Endurance rolls made against unarmed or bludgeoning attacks (such as called shots to the head). As a Major Trait, you also cannot use your Second Wind (p. 158) during a fight. You must wait until the action scene is over and you can rest a moment, and even then your roll suffers a –2 step Attribute penalty.

### **GOOD LUCK CHARM (MINOR COMPLICATION)**

All your luck in life comes from possessing certain thing. You're absolutely sure of it.

**Penalty:** Choose a specific object (or possibly person) that is always in your possession or presence. You become shaken whenever you are separated from it, suffering a –1 step Attribute penalty on all actions until you get it back. If the object is destroyed, you are required to buy off this complication with Advancement Points as soon as you earn enough.

### **PAPER TIGER (MINOR/MAJOR COMPLICATION)**

You're not as tough as you look, and probably not as tough as you think you are. Bad guys who look scary but drop in large numbers when bullets start flying often have this trait.

**Penalty:** You reduce your normal total Life Points by 2. As a Major Trait, you reduce it by 4 instead.

### **SLOW REFLEXES (MINOR COMPLICATION)**

You have slow reaction speed against danger. It is easy to get the drop on you.

**Penalty:** You suffer a –1 step Attribute penalty to Agility on Initiative rolls and a –1 step Attribute penalty to Alertness on rolls to Get Out of Harm's Way (p. 142).

### **TRIGGER HAPPY (MINOR COMPLICATION)**

Maybe you're a little panicky, or maybe you just get too excited in combat, but you inefficiently squeeze off more bullets in a gunfight and waste a lot of ammunition.

**Penalty:** You use half again (round up) more bullets than normal when making a burst or autofire (p. 154) attacks. When making more than one attack with your gun (single shot) in a turn, you waste an extra bullet. You gain no benefits or additional rolls for these wasted bullets.

### **UNEDUCATED (MINOR COMPLICATION)**

You haven't been blessed with an overabundance of schooling. Unlike Slow Learner, which revolves around one area you aren't good at, this trait reflects a lack of basic schooling and general knowledge.

**Penalty:** You suffer a –2 step Intelligence penalty to any Knowledge-based skill checks.