

Serenity RPG Crew Creation



1. Choose a Heroic Level

The Game Master will determine the Heroic Level for the crew. This decides the player's budget of Attribute Points, Trait Points, and Skill Points:

Heroic Level	Attribute Points	Trait Points	Skill Points
Greenhorn	42	0	62
Veteran	48	2	68
Big Damn Hero	54	4	74

2. Choose Concept

Your Character Concept is the flesh and muscle and other such that hangs on the skeleton. Without it, the skeleton will just fall into a heap of bones. The same reasoning applies to your character: without a little something extra, your character is just numbers and, between the two of us, numbers are downright boring.

While there are as many different types of people out there as stars in the black, it does not hurt to have an idea of the kinds of people most ships need to keep flyin'. This list by no means limits characters to only being one of the concepts listed. However, a ship missing any one of these concepts could find life in the 'Verse a tab more difficult. Many ships have crew members wearin' more than one of these hats, such as the captain that is also the pilot of his boat.

- **Pilot:** to help get your boat from place to place.
- **Mechanic:** to fix the boat and care for her.
- **Medic:** to fix the crew and care for them.
- **Security:** to help out in a fight.
- **Socialite:** to help get you into those highfalutin places.
- **Captain:** to help make the decisions.

2. Choose Traits

The player must choose at least one Asset (good stuff) and one Complication (makes life interestin'). Complications give the player extra Trait Points with which to pick up Assets, so if you are a Greenhorn you'll need to choose at least a Minor Complication in order to get a Minor Asset. You can't have more than five Assets or five Complications.

Trait Costs/Benefits	
Trait Type	Point Cost/Benefit
Minor	+2/-2
Major	+4/-4

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3. Generate Attributes

The player assigns Attribute Points in even-numbered amounts to six Attributes: Agility, Strength, Vitality, Alertness, Intelligence, and Willpower. Points assigned become Attribute dice: 2 points is a d2, 4 points is a d4, and so on. The maximum in any Attribute is d12. No one (not even Jayne) can start with an Attribute lower than d4. If you end up with a couple of points left over, consider purchasing an additional Trait. Otherwise, leftover points become Advancement Points to be used later.

Attribute Die Costs	
Die Type	Point Cost
d4	4
d6	6
d8	8
d10	10
d12	12
d12 + d2	14
d12 + d4	16

4. Calculate Derived Attributes

Tally and record Life Points (maximum results of Vitality + Willpower dice added together) and Initiative (Agility + Alertness). The player might also want to list the other Attribute Rolls described on page 142 of the Serenity Role Playing Game, such as Endurance, Long Haul, and Resistance.

5. Choose Skills

Every Skill is rated by a die type. General skills may advance only to d6, and are then improved upon by purchasing specialties (that begin at d8). Otherwise, the costs are equivalent to those for Attributes. Greenhorns can't have more than d12 in a skill, but Veterans can have d12 + d2, and Big Damn Heroes may start the game with d12 + d4.

Skill Costs		
Die Type	General Cost	Specialty Cost
d2	2	-
d4	4	-
d6	6	-
d8	-	2
d10	-	4
d12	-	6
d12 + d2	-	8
d12 + d4	-	10

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6. Gearin' Up

So you've got a shiny new character, but he's as naked as the day he came cryin' into the world. Time to outfit him for his first trip into the black. Here are the starting credits for new characters based on the heroic level of the campaign. If you have the Moneyed Individual or Dead Broke traits, they affect your starting cash, so remember to take the right amount 'fore you spend cash you ain't got!

You can purchase just about anything you want with your money, though the GM can and may veto certain choices. Any leftover credits after the purchases become your own stash, saved for slow times (there could be plenty) or to fritter away however you please.

Starting Credits			
Heroic Level	Normal	Moneyed Individual	Dead Broke
Greenhorn	₡ 750	₡ 1,125	₡ 375
Veteran	₡ 1,500	₡ 2,250	₡ 750
Big Damn Hero	₡ 3,000	₡ 4,500	₡ 1,500

6. Plot Points

You receive 6 free Plot Points at the beginning of the campaign, and you may keep up to a dozen (12) in your “pool” during the course of the game. (If you have 12 points, you can't earn any more until you spend some or a new game session begins.) They can (and should!) be spent, and can be earned back during play. You may keep up to 6 points in your pool between game sessions, while the remainders are immediately converted into Advancement Points, which you can use to improve your character.

7. Finishin' Touches

The player should choose and write down personal details such as physical appearance, background, home world, and such. Decide on personal details such as gender, height, weight, and the like. Spruce up your background and history a tad further. And don't forget to give the character a name, or else you're just askin' to be mocked. Now you're ready to hit the “Verse.

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General Skills	Specialty Skills
Animal Handling	Animal training, Riding, Veterinary, zoology
Artistry	Appraisal, cooking, forgery, game design, painting, photography, poetry, sculpting, writing
Athletics	Climbing, contortion, dodge, juggling, jumping, gymnastics, parachuting, parasailing, pole vaulting, riding, running, swimming, weight lifting
Covert	Camouflage, disable devices, forgery, infiltration, open locks, sabotage, sleight of hand, stealth, streetwise, surveillance
Craft	Architecture, blacksmithing, carpentry, cooking, leather working, metalworking, pottery, sewing
Discipline	Concentration, interrogation, intimidation, leadership, mental resistance, morale
Guns	Assault rifles, energy weapons, grenade launchers, gun smithing, machine guns, pistols, rifles, shotguns
Heavy Weapons	Artillery, catapults, demolitions, forward observer, mounted guns, repair heavy weapons, rocket launchers, ship's cannons, siege weapons
Influence	Administration, barter, bureaucracy, conversation, counseling, interrogation, intimidation, leadership, marketing, 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 Engineering*	Create mechanical devices, machinery maintenance, mechanical repairs, fix mechanical security systems, plumbing
Medical Expertise*	Dentistry, forensics, general practice, genetics, internal medicine, neurology, pharmaceuticals, physiology, psychiatry, rehabilitation, surgery, toxicology, veterinary medicine
Melee Weapon Combat	Clubs, knives, melee weapon smithing, nunchaku, pole arms, swords, whips
Perception	Deduction, empathy, gambling, hearing, intuition, investigation, read lips, search, sight, smell, tactics, taste, tracking
Performance	Acting, dancing, costuming, keyboard instruments, impersonation, mimicry, oratory, percussion instruments, singing, stringed instruments, wind instruments
Pilot*	Aerial navigation, astrogation, astronomy, astrophysics, space survival, specific types of vehicle (gunships, hang gliders, helicopters, large cruisers, mid-bulk transports, patrol vessels, rocket shuttles, ultra-light aircraft, short range shuttles, etc.)
Planetary Vehicles	Aquatic navigation, cars, canoes, equestrian, ground vehicle repair, horse-drawn conveyances, hovercraft, industrial vehicles, land navigation, large ground transports, military combat vehicles, powerboats, sailing, scooters, scuba diving, skiffs, submarines, yachts
Ranged Weapons	Blowguns, bows, crossbows, darts, grenade, javelin, ranged weapon smithing, slings, throwing axes, throwing knives
Scientific Expertise*	Earth sciences, historical sciences, life sciences, mathematical sciences
Survival	Aerial survival, aquatic survival, general navigation, land survival, nature, space survival, specific environment survival (Zero-G, desert, jungle, etc.), specific condition survival (cold, heat, toxic, etc.), tracking, trapping
Technical Engineering*	Communication systems, computer programming, hacking, create/alter technical devices, demolitions, electronics, technical repair, technical security systems
Unarmed Combat	Boxing, brawling, judo, karate, kung fu, savate, wrestling

* Skilled Use Only