

SERENITY RPG COMBAT RULES

Initiative

Roll Agility + Alertness. Highest roll goes first.

Actions

Each turn you get one action. Each extra action means a cumulative -1 Skill step penalty to *all* actions that turn.

Difficulty

Easy	3	Formidable	15	Ridiculous	27
Average	7	Heroic	19	Impossible	31
Hard	11	Incredible	23		

Movement

Base speed is 15 feet per turn, which doesn't count as an action. Going faster requires actions.

Hustle (30 ft. per turn): 1 action

Run (30 ft. + Attribute + Athletics/Running): 2 actions

Defenses

Innate Defense: If you see it coming and you're moving around, make an unskilled Agility roll as the Difficulty to hit you. Otherwise you're at Difficulty 3.

Block: Agility + Skill roll against the attack. High roll wins.

Dodge: Agility + Athletics/Dodge as Difficulty to hit you.

All-Out Defense: +2 Skill step bonus to dodge or block.

Cover: Increases Difficulty to hit you.

Light cover	+4	(prone; half concealed)
Medium cover	+8	(more than half concealed)
Heavy cover	+12	(mostly concealed)
Near-total cover	+16	(almost all concealed)

Poor Visibility: Increases Difficulty to hit you.

Dim; light fog	+4
Dark; thick fog	+8

Pitch Black: All potential targets make Easy innate defense roll to avoid being hit. Lowest roll takes the hit.

Range: Affects attacker's skill.

Point-blank	+1 Skill step
Short	—
Medium	-2 Skill steps
Long	-4 Skill steps

Protective Gear: Armor reduces Wound damage.

Special Attacks

Aim: +1 Skill step per turn, up to 3 turns.

Automatic Weapon—Burst: Counts as one attack action; make 3 attack rolls against target at -2 Skill steps each.

Automatic Weapon—Autofire: One Easy attack action. All potential targets must make Average defense rolls or be hit by the original attack roll.

Called Shot: Each location adds to damage and calls for an Endurance test by the target to avoid an extra effect.

Limb	-1 step	+2 steps; incapacitation
Vital area	-2 steps	+4 steps; stun
Miniscule area	-3 steps	+6 steps; special injury

Covering: Hold your attack until later in the turn.

Firing Into a Crowd: Attack at -2 Skill steps. If you botch, you hit the wrong person.

Prone: -2 Skill steps to attack; treat as light cover but not moving (Difficulty 7).

Threatening: Helpless target. Free attack outside Initiative order at +2 Skill steps.

Thrown Weapon: Skill step penalty of -1 to -4 for throwing an unwieldy weapon.

Unstable Terrain: -2 Skill steps.

(Melee) All-Out Attack: +2 Skill steps; only attack actions.

(Melee) Disarm: Attack at -2 Skill steps in melee or -4

ranged. Target must make a Hard Agility + Willpower roll.

(Melee) Feint: Roll Alertness + weapon Skill against target's Intelligence + Perception/Intuition. If it works, the target gets only innate defense on the next attack.

(Melee) Grapple: Agility + Unarmed Combat to get a hold.

Target must roll an Agility + Strength action to break free. While held, target is an Easy target for unarmed attacks, or you can choke him, push him back, or knock him down.

(Melee) Sneak Attack: Target is Easy.

Determining Damage

Step 1: Basic Damage. Attack roll - Difficulty = Damage. In most cases half is Stun, half is Wounds.

Step 2: Add Weapon Damage. Add weapon damage rating.

Damage Effects

Passing Out: When total Stun and Wounds exceed Life Points, you must roll Vitality + Willpower at Difficulty 7 to stay conscious. Each turn you take any action you must roll again, with a cumulative +4 Difficulty per turn.

Shock: If you're already unconscious, record any further Stun damage as Shock Points. You can't heal Stun damage as long as you have Shock Points. Once per hour, make a Vitality + Willpower roll at Difficulty 7 to change one Shock Point to ordinary Stun damage.

Seriously Wounded: If you have Wound damage equal to or greater than half your Life Points, you take a -2 step penalty to all actions.

Dying: If you have Wound damage equal to or greater than your Life Points, you must make a Vitality + Willpower roll to stay alive. The first roll is at Difficulty 3. But you must roll once per minute, at cumulative +4 Difficulty each time.

Extraordinary Success

If you beat the Difficulty by 7 or more, it's an extraordinary success. Target must roll Vitality + Willpower against Difficulty 7 or suffer a special damage effect.

Stun-Only Weapon: Knocked out; damage in Shock Points.

Basic Damage: Broken limb or is deaf or blind.

Wound Damage: Internal injury; +d2 Wounds / 10 minutes.

Spending Plot Points

Before the Roll: One extra die; see pg. 147.

After the Roll: +1 to the total roll per Plot Point.

Staying Alive: Gain a die to roll to reduce damage.

Influencing the Story: Make a suggestion; GM sets cost.

1-3	Inconsequential impact
4-6	Minor impact
7-10	Significant impact
11+	Major impact