

New Traits

[These some new traits of our own. Hope you can use them.]

SERENITY TRAITS

BOUNTY

(MINOR/MAJOR COMPLICATION)

Someone's after you with a powerful will...and a powerful credit account.

An alteration of the Deadly Enemy complication replacing the Deadly Enemy with a Bounty instead. The same rules apply for both complications concerning frequency and buying off the complication.

Rather than an individual or a single group after your character, you must now contend with every professional bounty hunter out there. And a few of the amateur ones as well. Minor complications typically require capture, with the bountied individual to be delivered over to the law (in cases where the character also has the Wanted complication). If not Wanted by the law, private interests or individuals may require a "private consultation" with the character instead, very likely looking for some measure of revenge for a past offense.

Torture or even maiming might even be in store in such situations.

As a Major trait however, the character is specifically wanted dead and few bounty hunters out there aren't aware of the walking payday your character represents.

CYBERNETIC IMPLANTATION

REJECTION SYNDROME ("The Curse")
(MAJOR COMPLICATION)

Cybernetic Implantation Rejection Syndrome is a psychotic disorder associated with over-stimulation of the central nervous system stemming from an excessive amount of neural interface devices and other cybernetics. Symptoms of the syndrome include uncontrolled trembling in extremities, extreme irritability and mild to severe psychosis.

A victim of CIRS suffers a -1 step penalty to all actions requiring physical precision (firing a handgun, threading a needle, etc.) as well as a -2 step penalty to all social interactions due to their irritability and odd behavior. Having one or more cybernetic implants removed to "ease the load" on one's central nervous system won't help, the syndrome runs far deeper than that. Removal of some implants, psychiatric counseling and probably medication (not to

mention a heap of Plot Points to buy off the complication) are required to manage the symptoms.

NEWTECH TOY

(MINOR/MAJOR ASSET)

You've got a shiny new personal gravbelt or a video capture in the shape of a multi-colored bird that twitters about your head. Or a cherry red hover-bike with a side car that still that can go from 0-275 before this time yesterday.

This is a newtech piece of equipment of your own design (with GM approval) that you own at character creation. Modeled after Nathan's "Very Favorite Gun", this asset provides for one newtech item of up to 100 credits in worth (1,000 for a Major asset) that becomes your signature item. Like a new father's picture of their babbling baby girl, you show this beauty off at every opportunity, whether anyone is interested or not. A back story of some sort should accompany the Asset, such as inheriting the item from a wealthy and eccentric uncle or winning it in a poker game.

The item or device is, by nature, an extension of your character and very hard to lose. If left behind, an opportunity arises to go back and get it. If stolen, the GM will insure you have a chance to recover it (even if you have to buy it back). Like the Very Favorite Gun it is less likely to be broken, easier to fix when it is and rarely malfunctions. *"Treat her proper and she'll be with you the rest of your life."*

WANTED

(MINOR/MAJOR)

You done wrong and the law is after you. Maybe you just ain't paid those dozen or so bar tabs back on Santo and maybe you killed a Fed on Persephone. Either way, sooner or later they're gonna catch up with you.

You character is wanted by the law for committing a crime. Naturally, this makes life extremely difficult if you have run-ins with the Feds or visit the Core with any frequency. Border world law is bound to have a bulletin on you but you'd have to give them some reason to check on you for them to take note of it. Law enforcement out on the Rim isn't that much of a worry unless you're on the moon where you committed the crime in the first place. Nevertheless,

any reported felony, even from the further Rim moon out there, is on file with Interpol. Whether a Minor or Major complication is determined by the GM based on the severity of the crime (and the punishment it calls for) as well as the circumstances of the crime (whether it's local trouble out on the Rim or a Federal matter).

Characters naturally have the option of eliminating this complication by turning themselves in to the law. For that reason no Wanted complication should be granted without the crime requiring enough time, or representing such significant debt, that the character is removed from the game for two a time (indentured to pay the debt or cooling their heels in jail).

In the end, taking the easy way out (or even getting nabbed despite their best efforts for that matter) should still cost the Advancement Points from missed gaming sessions one would normally spend to buy off the complication.

UNIVERSAL TRAITS (Serenity and BSG systems)

ACTION ADDICT (MINOR/D4 COMPLICATION)

Talk it over? Plan it out? Boring! You want action and you want it now. Coffee? No time for coffee. Come on, guys, catch up!

Penalty: You never sit still and you're always ready to give it your all. You have no patience for planning sessions and more than five words in a sentence frustrate you. Left to your own devices you'll act with little or no thought to consequences, choosing whatever course of action comes to mind first...especially if it seems exciting. As part of a team you may give your opinion on a course of action, but once you do it's time to do it. Any delay is unnecessary delay and you're not having any of that today, thank you.

If there's isn't anything to do, you'll find something to do. If there isn't anything exciting going on, well you can fix that, too.

CURIOUS (MINOR/D4 COMPLICATION)

Whenever you come across a unknown or a novelty you just have to stop and figure it out. Even if it's dangerous you feel compelled to examine new things and investigate mysteries. A person with the

Curious complication will want to examine a new creature even if it's dangerous or figure out who murdered the local constable even if the person responsible is likely to come after them. Figuring out or studying a new thing will almost always trump any danger inherent to it.

DEATH WISH (MAJOR/D8 COMPLICATION)

You want to die, for whatever reason, but in a specific way. Why your character has a Death Wish should be clearly defined between you and the GM and the your character's generally preferred method of death should too. Most characters with a Death Wish may want to "go out in a blaze of glory" or in some self-sacrificing act of heroism but whatever general death wish you choose it should be somewhat specific. The character isn't exactly suicidal but they do value dying in a certain way or under certain circumstances to the extent that the instinct for self preservation just doesn't apply.

DEPENDENT (MINOR/MAJOR/D4/D8 COMPLICATION)

Someone needs you and you are compelled to help. Your life revolves around their well-being. You will pay any price or make any sacrifice to insure their safety and security.

Penalty: An NPC is completely dependent on you and you are solely responsible for them. You will always keep them close or, if absolutely necessary, at least in a safe, secure place until you return shortly. If their safety is ever in question and you aren't actively working to rectify that then you're so distracted with worry that you suffer a -2 step penalty to any action that involves any form of concentration or focus. Your dependent can be your own child, some other minor-aged family member or anyone for whom you would feel a familial responsibility or personal debt.

Furthermore your dependent has a complication of their own which you must contend with and protect them from, depending on the minor/major degree of your Dependent complication.

(Suggestions: Allergy [major], Amorous [minor], Amputee [minor], Bleeder [major], Blind [major], Branded [major], Deadly enemy [minor], Deaf [major], Easy mark [major], Filcher [minor], Hooked

[minor/major], Leaky brainpan [minor/major], Mute [major], overconfident [minor], Paralyzed [major], Soft [minor], Traumatic flashes [minor/major] and Twitchy [minor]. At GM discretion you can choose two minor complications for your dependent as a major version of your Dependent [major] complication.)

If your dependent is ever removed from the safety of your protection against your will, you cannot earn plot points until and unless you begin working directly and specifically to retrieve them. (As an alternative or additional rule, GM's may want to inflict a harsh plot point penalty or debt if a dependent is killed or otherwise lost forever.)

You and your GM must work together to determine the attributes and skills of your dependent. Remember that a dependent is...well, dependent. (Suggestion: Limit of 36 attribute points, with maximum of one minor Asset at GM discretion. Limit of 40 skill points. Attributes no higher than d8 and skills no higher than d6.)

IMPULSIVE

(MINOR/D4 COMPLICATION)

This is primarily a roleplaying complication. Your character prefers to act immediately instead of wasting time contemplating consequences. They don't make plans or utilize tactics and instead much prefer solving a problem right away with direct action. This will often get your character into trouble and probably the rest of your player character group too.

INTERNAL COMPASS

(MINOR/D4 ASSET)

Where ever you go, there you are. You've never gotten lost a day in your life and you've no mind to start now.

Benefit: Under normal circumstances you know right where you are at all times. You've a fairly good idea how far you've traveled from point A to point B, in which direction point C is and how pretty well how far. If blind folded, tossed in a box, driven around in circles for a while and dumped in the desert (or otherwise "lost"), you can still pinpoint your location with a Hard Intelligence + Alertness attribute check purely on intuition. Any form of landmark, Astronomy skill or other prompt can reduce this to

average (or otherwise influence the attribute check, at GM discretion)

This assumes, of course, that you have some familiarity with the area you're in to begin with or have at least studied a map.

Otherwise, or if you fail the attribute check, you're still as lost as anyone else until you can find a landmark or otherwise reorient yourself normally.

HEAVY SLEEPER

(MINOR/D4 COMPLICATION)

Babies don't sleep that good. Nothing short of a full-blown marching band parading by will get you out of your bunk quickly.

Even in emergency situations it takes an extra turn to jump out of bed and you suffer a -2 step Attribute penalty to all actions, including mental tasks, until you've had your morning coffee. Or at least an hour or so shake the cobwebs out of your head. How long the effects lasts exactly is up to the GM but should plague you for at least the duration of whatever situation woke you up in the first place.

Attempts by others to wake you quietly are pointless and nothing short of applying physical pain or very loud noises will wake you before your time.

ILLITERATE

(MINOR/D4 COMPLICATION)

You can't read, not a jot. Can't even spell your own name.

No matter how many languages you speak, you can't read or write in any of them.

NIGHTMARES

(MINOR/D4 COMPLICATION)

You scream in your sleep every night.

Sometimes you wake up and scream some more just for good measure.

While this doesn't generally carry a specific penalty over from lack of sleep, the GM can apply a -1 step Attribute penalty for the first couple of hours after waking in situations where inadequate rest is a critical factor. Otherwise this complication simply eliminates the possibility of your character sleeping anywhere without alerting everyone in hearing range of your presence and disturbing all the neighbors.