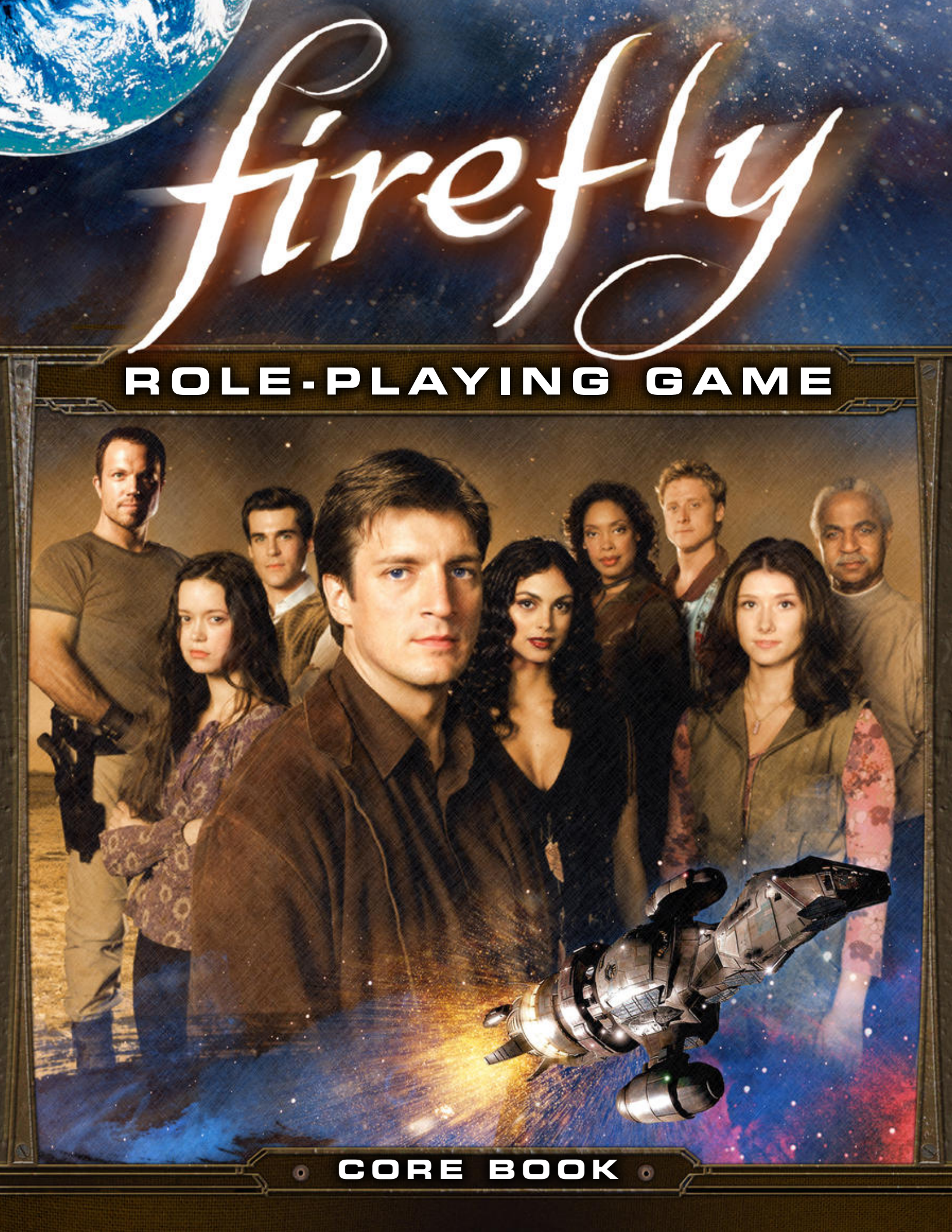
Firefly

ROLE-PLAYING GAME



CORE BOOK


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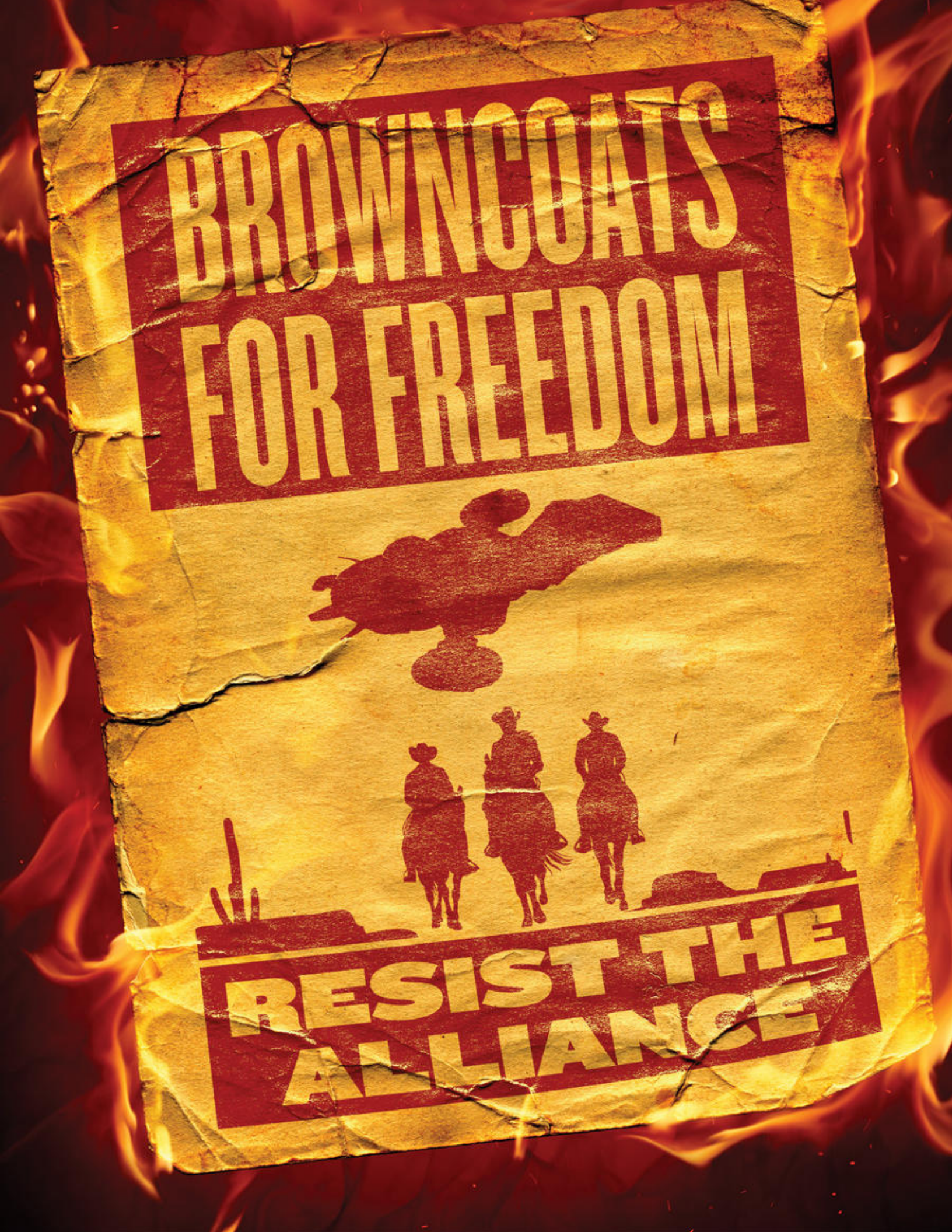
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BROWNCOATS
FOR FREEDOM
RESIST THE
ALLIANCE



The 'Verse

"I'm Malcolm Reynolds, captain of Serenity. She's a transport ship, Firefly class. Got a good crew: fighters, pilot, mechanic. We even picked up a preacher for some reason, and a bona fide Companion. There's a doctor, too. Took his genius sister out of some Alliance camp, so they're keeping a low profile. You understand. You got a job, we can do it, don't much care what it is."

– Mal, "Safe"

Welcome to Firefly! Chances are, if you've picked up this copy of the **FIREFLY ROLE-PLAYING GAME**, you may have already heard a thing or two about the popular TV show created by Joss Whedon. Just in case you haven't, here's the lowdown.

Firefly is a space western television series that debuted on the Fox Television Network in 2002. The show takes place in the 26th century and follows the comings and goings of a close-knit crew led by Captain Malcolm Reynolds.

Though it was cancelled after one season, *Firefly* has achieved a cult status in the hearts and minds of fans worldwide. This beloved TV series continues to be a fan favorite to this very day. It's impossible to walk through a gaming or science fiction convention without coming across fans wearing a *Firefly* T-shirt or an orange-striped hat.

The show follows the trials and tribulations of Mal and eight other folk as they fly around on a Firefly class transport from job to job, planet to planet, in the year 2517. Part of what makes the *Firefly* TV series so much fun to watch is that you find out more about Mal, Zoe, Wash, Simon, River, Jayne, Book, Inara, and Kaylee with each passing episode.

Admittedly, life for Mal and his crew is harder than it needs to be. As it turns out, there's a darn good reason for it—they insist on surviving on their own terms instead of settling down on Alliance-friendly planets.



THE WAY OF THINGS

Once the Earth was no longer habitable, folk travelled far across the black to create a new home for themselves. The first worlds humanity terraformed and colonized are located in the Core—a group of centrally located planets that united to form the Alliance. From the Core, folk spread to the frontier of nearby systems. Many of the surrounding Border Planets do a heap of lucrative business with their wealthier neighbors. Other worlds, like those on the Rim, fend for themselves.

Though there's more buying and selling to be had closer to the Core, Mal and his crew stick to the fringes of space. Why? Well, let's just say they don't take too kindly to the way the Anglo-Sino Alliance decided to rule everybody else.

UNIFICATION WAR

A few years ago, the Alliance threw its weight around and demanded all other planets should fall under their rule. Not everybody agreed. Some who didn't fought against them in the Unification War. Like any war, it was a bloody conflict and a lot of folk died on both sides.

Mal and Zoe fought in that War. In fact, they both took to the frontlines in the last major confrontation: the Battle of Serenity Valley. Just when Mal thought the Independents were winning, his unit was forced to lay down arms and surrender.

STILL FIGHTING

To this day, the so-called "Browncoats" haven't forgotten what happened. Though they lost the War, most Independents still don't believe they picked the wrong side. Now, most ex-soldiers like Mal prefer to venture out on the Rim, far away from the Alliance-run Core Planets, taking whatever jobs they can to stay alive.

As you might have guessed, each member of Mal's crew has their own reasons why they're flyin' across the 'Verse with him. To survive, the crew finds all manner of jobs—some legal and some not—and steer clear of the Alliance when they can.

Whether or not they finish their jobs and get paid in a timely fashion is another matter entirely.

YOU AND YOUR CREW

The **FIREFLY ROLE-PLAYING GAME** is designed to be accessible no matter how familiar you are with the show or what your previous experience with role-playing games is.

With the **FIREFLY RPG**, you can participate in telling new stories in the 'Verse. The dice you roll will twist and turn your story into interestin' and unexpected directions. What's more, you'll get plenty of chances to slip into the role of your favorite characters or, if you fancy it, create your own.

WHERE YOU'LL BE FLYIN'

The 'Verse is split up into three distinct regions spanning five planetary systems. Each system has one or more sources of light in the form of a star or protostar. The system's planets revolve around these stars and, if'n you remember your basic astronomy, you know that moons orbit their respective planets.

Though there are over 200 planets and moons in the known 'Verse, the vast majority of humanity can be found in the **White Sun System**. Billions of Alliance citizens call this region of the 'Verse their home, which is partly why the **Central Planets** are considered the most modern and civilized, too. The seat of the Alliance's power lies at the very heart of the 'Verse and, as a result, this system has the most credits and is significantly more advanced in technology, medicine, the arts, and its laws than any place else in the 'Verse.

As soon as you start flyin' out toward the **Border Planets** in the **Red Sun** and **Georgia Systems**, you'll be runnin' into all kind of unsavory folk who ain't necessarily keen on followin' the rules. This here is the true frontier, where anyone with enough guns and gumption can rule a little world. That don't mean the Alliance isn't keen on seeing these systems settled with loyalists. They'll often provide dreamers and pioneers a chance to strike out on their own by paying for their passage and handing 'em a single crate of supplies.

Moons and planets that have been terraformed within the past two hundred years—like those in the industry-heavy **Kalidasa System** and the rough-and-tumble **Blue Sun System**—are more likely to be less settled than those in the Core and Border Planets. Basic foodstuffs, toiletries, and other goods are often in short supply. Truth be told, the further you get away from the Core, the more desperate folk'll tend to be—no matter who they are.

Most folk are bilingual, regardless of where you travel in the 'Verse. If'n you speak Mandarin or English, you'll be able to get your message across. Faiths are widely varied. Christian and Buddhist faiths boast the most believers in well-populated areas. Smaller communities tend to have their own customs and beliefs, growing out of one settler's vision or a group's pledge to live apart.

Here's a quick little guide to keep those five systems straight in your mind. Each system's name was inspired by its primary star or protostar.

THE WONDERS OF TERRAFORMIN'



The Earth-That-Was got all used up almost five hundred years ago. Billions of folk left the planet on generational starships to find a new system, leaving Sol, Luna, Mars, and all the other planets and moons behind. Thanks to the wonders of **terraforming**, the planet Persephone is now almost exactly identical to humanity's birthplace. Everythin' that old girl had, Persephone has. Volcanoes, oceans, forests, mines, ranches, big cities—you name it, she's got it.

Terraforming comes in two flavors—**terraforming** and **helioforming**. It takes several years to turn a hunk of rock into a planet and then stabilize that world's environment. Even though terraforming technology has advanced some since its inception, newer planets and moons aren't exactly safe. Most settlers who live there have some kind of affliction that has to be cured with medicine or surgery. **Helioforming**—a newer and more dangerous process—is used to turn a brown dwarf into an artificial sun. This technique was first deployed in the Blue Sun System, which is the youngest area of the 'Verse, and the process is still a touch unstable.

Over 40% of the celestial bodies found in the 'Verse ain't fit for anything living, human or otherwise. Some planets, like Shadow, were bombed into no-man's-land during the Unification War. Others, like Oberon or Three Hills, were never developed or, like Destiny, have been quarantined by the Alliance. Due to the size of the 'Verse, there's plenty of room for folk to spread out some. Which is a darn good thing, too, for the Alliance don't have any plans to terraform new worlds just yet.

CORE PLANETS

The center of the 'Verse is known by many names. When these planets first consolidated their laws, resources, and financial systems they did so under the banner of the Union of the Allied Planets. After the War, they're commonly referred to as the Central Planets. Other names include: *Bai Hu* (White Tiger), Core Planets, the Core, and the White Sun System.

The system's star is about twice the size of any other found in this part of the 'Verse. Almost 50 billion people make their home in the Central Planets. It's the easiest place to find work and enjoy the wonders of fancy technology—provided you can stomach livin' under the Alliance's rule. Just outside the Central Planets is an asteroid belt called "The Halo"— a set of C-, M-, and S-Class asteroids that encircles the whole system.

Notable locations in the Core include its two capital worlds, Londinium and Sihnon. As the heart of the 'Verse, Londinium is the oldest and one of the most populated worlds in the Union of the Allied Planets. It's primarily covered by sprawling cities and scientific research campuses dedicated to the invention of new technology and resource management. Parliament, the Alliance's main body of government, is also found here.

Sihnon, on the other hand, is a planet of great beauty known for its Companion training Houses. Each House teaches its students a variety of disciplines including fencing, massage, ancient tea ceremonies, acting, calligraphy, and playing the *Qinqin*.

Other habitable planets include Bernadette, Albion, Persephone, Ariel, Bellerophon, Osiris, and Santo.

BORDER PLANETS

Border Planets—so named on account of their proximity to the Core and the Rim—are located in two separate systems. Sandwiched in between the two regions, the Alliance has a moderate influence on folk in this region. Prices are higher, resources are scarcer, and the most common forms of transportation are either by train or by horse.

The Georgia System is also referred to as the *Huang Long* (Yellow Dragon). Located near the Blue Sun System, Georgia has over two dozen planets and three dozen moons, most of which have been terraformed. Many of the worlds here, like Regina, suffer from some kind of ailment on account of failed terraforming equipment and the like. Truth be told, the Alliance is havin' a hard time getting folk to move out this way, which is why settlers are often enticed with a crate of supplies and free passage on a boat to a backwater moon. Habitable planets include Ezra, Regina, Boros, Newhope, Hera, Aphrodite, and Ithaca.

The Red Sun—or *Zhu Que* (Red Phoenix)—System lies on the other side of the Core. Its population of 3.5 billion folk is about half the size of Georgia's and it too has an asteroid belt that rings around Jiangyin, New Melbourne, and its Red Sun. That belt is called the "Motherlode." Most of the worlds here are often overlooked, for there ain't much to this area of the 'Verse, other than a few space stations and a whole lot of tiny settlements. Planets include St. Albans, Triumph, Jiangyin, New Melbourne, Harvest, Greenleaf, and Aesir.





THE RIM

This area of space lies beyond the boundaries of the Border and Central Planets and is the newest section of the 'Verse. Many travelers believe the Alliance has no say in the Rim, but that ain't exactly true. The government and major corporations both like to use these areas of space for "experimental" purposes such as major prison complexes, giant shipyards, or training facilities for a new type of stealth freighter.

The Kalidasa or *Xuan Wu* (Black Tortoise) System—lying diagonally to the Red Sun System—is sparsely populated, with barely a billion folk livin' in those planets. Though manufacturing worlds like Beaumonde are common here, mainly 'cause the Alliance don't care none if the environment or the resources here get used up, the atmosphere is tense. On the one side, there are a whole lot of workers and robots operatin' all manner of machine in order to build everythin' from digi-paper to laser cannons. On the other? Well, the corporations these days have more freedom to do as they will. That means workers ain't exactly treated right all the time—if ever. Notable planets include Whittier, Verbena, Newhall, Beaumonde, Angel, and Djinn's Bane.

The youngest of the five, the Blue Sun System is opposite the Kalidasa System on the other side of the Rim and is the smallest set of celestial bodies. There are only six habitable known planets in this region of space. Why this particular system is half the size of the others remains a mystery to most folk in the Core. Wild stories involving deadly curses, dragons, and terrifying boogeymen keep curious explorers and opportunistic smugglers away. Only three worlds—Deadwood, New Canaan, and Fury—are worth visiting.



GRAB YOUR GEAR

Now that you've got your bearings, you have to grab a few essentials. To play the **FIREFLY ROLE-PLAYING GAME**, you'll need:

PLAYERS

To play the **FIREFLY RPG**, you need a minimum of two other people to play with. The game works best with a ship's **Crew** of three to five players and one **Gamemaster** (GM). The GM acts as the Director, Producer, Writer, and Audience Member to cheer on and work with your Crew.

TIME

Each time you sit down to play in the 'Verse, you'll be starring in an **Episode**. Most Episodes last between two to four hours depending upon the number of players involved and the scope of your story. If your storytelling really gets going, you may discover that your Episode is actually a two-parter, ending on a cliffhanger and continuing the next time you play.

Episodes may be strung together to create an entire season that lasts for several weeks or may be played in one evening or afternoon. Stand-alone Episodes, like *What's Yours Is Mine* and those found in the **ECHOES OF WAR** digital series, are also referred to as **adventures** and are broken down into five major **acts**—just like in the show. All adventures provide you ideas to create your own Episodes so you can keep playing the game.

ITCHIN' TO COMMENT?

If'n you've read the **FIREFLY RPG** and still have questions, don't worry! Find us at www.margaretweis.com and ask away. We've got a forum set up and we'll be happy to answer your queries in a timely fashion. We're on Facebook and Twitter, too. Don't be shy—give us a shout!

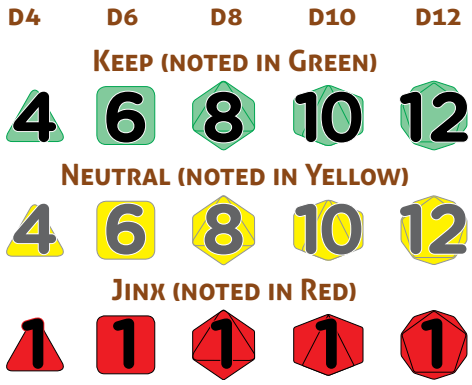


DICE

First thing you want to pick up is some dice. If you haven't played an RPG before, these dice may look a mite funny—besides the usual 6-sided dice, you'll need some with 4, 8, 10, and 12 sides. The game tells you which dice to roll. So, when you see D4, that's a single die that has four sides. A D10 means a die with 10 sides, and so on. When you see a rule that includes 2D8, you'll need to roll two eight-sided dice. You'll want a small handful of D6s and D8s since you'll roll them the most.

You can find these funny dice at game or hobby stores, at game conventions, or through an online store. You can buy a bunch for yourself, or share them with the other members of your Crew. There's no need to make sure your dice are all color coordinated, unless you want them to be.

You'll see dice displayed throughout this here rulebook. In examples of play, green dice are kept to form the player's total for the roll, red dice indicate jinxes, and yellow dice don't count for the roll.



POKER CHIPS

Plot Points are the currency of your game. To track your Plot Points you need something you can throw across the table. Beads and pennies work just fine, but poker chips might suit *Firefly* a bit better. Grab a handful and keep them close to you during the game.

Though the colors don't matter much, you might want to pick the same color for all your chips. That makes 'em easier to spot and keep track of.

PENCIL AND NOTECARDS

The last thing you need is a writing utensil of some sort and some extra pieces of paper or note cards and the like. Pencils are preferred, but a fancy new pen works, too. The rest of the materials you need are all included in this rulebook.



CHAPTER SUMMARY

Dyin' to play? Before you get a Crew together, read through the **FIREFLY RPG** corebook to get a handle on how the dice will shape your story.

CHAPTER ONE – INTRODUCTION

That's what you're reading right now.

CHAPTER TWO – EPISODE GUIDE

All fourteen episodes from the *Firefly* TV series are presented in a way that reminds you what happened in the show and offers rules for interestin' folk, ideas for further adventures, and lots of examples. By the time you're done reading through these episodes, you'll understand how the game works. If'n you fancy it, you'll also know how to apply the *Serenity* crew's shenanigans to your game, too. Shiny!

CHAPTER THREE – FIND A CREW

Before you find a job and start flyin' through the black, you'll need to build your Crewmember who'll be part of a Crew. That's what this chapter is for. If you want to start playing right away, the main cast's rules are provided for you. Want a unique character? Use one of 24 pre-generated archetypes or create your own Crewmember using a simple step-by-step process. Either way, once this chapter's done you'll have your very own *Firefly* character.

CHAPTER FOUR – FIND A SHIP

Once you've got your Crewmember sorted, you need a ship to get your Crew from job to job. This chapter covers everything you need to know about creating your own boat and gives you plenty of options to customize one to your liking. If'n you want to fly off right away, *Serenity*'s rules are included for you.

CHAPTER FIVE – FIND A JOB

You can't play in the 'Verse without knowing a few rules. This chapter offers you a set of rules that complements the *Find a Crew* and *Find a Ship* chapters. Find rules for building dice pools, creatin' your own Distinctions, how to advance your character, and a whole lot more! If'n you're not planning on being a Gamemaster, then this chapter finishes what you need to know.

CHAPTER SIX – KEEP FLYIN'

This here chapter is the first of three geared for Gamemasters. It includes all of the GM-facing rules you need to help you run an Episode. You'll learn how to build GMCs, set difficulties, use Timed Actions, and roll for the opposition. If'n you're lookin' for GM-related rules, go here. Be sure to read the other chapters, too!

CHAPTER SEVEN – INTO THE BLACK

Nervous about planning your first Episode? *Into the Black* gives you heaps of advice to help you be less jittery. You'll read about a GM's roles and learn tips to be a great Writer, Director, Producer, and Audience Member.

CHAPTER EIGHT – WHAT'S YOURS IS MINE

What's Yours Is Mine is an introductory Episode perfect for first-time Gamemasters and brand new players.

It's one thing to be a no-good, dirty cheat. It's another to kill your own grandfather, pin it on your business rival, and steal her mining business. Seems that's just what the scoundrel **Etienne du Bujac** did to one **Marion Morrison**. Morrison hires your Crew to steal a shipment of ore, ruining du Bujac in the process, but you'll be up against more than just a ruthless businessman. You'll be contending with the deadly **Teng Sisters**, the corrupt **Sheriff Isaac Demsky** and **Deputy Violet Stiles**, and an unassuming man by the name of **Kostya**, who could be the most dangerous of the bunch.

APPENDICES

In this section, you'll find a Chinese translation guide, blank Crew Sheets and Ship Sheets, a glossary, and more!

UP, UP, AND AWAY!

The **FIREFLY ROLE-PLAYING GAME** is geared toward honest, working-class folk like yourself—in spite of all the trouble you encounter. It's no joke: your life is dangerous. From Reavers to low-down, good-for-nothin' backstabbers, the Law, and everyone in between, you'll encounter heaps of varmints and bad luck. It don't matter if you're working with the Alliance or not; you won't always be able to finish the job. What kind of jobs you take, where you wind up doing 'em, and who you decide to deal with is up to you.

Out in the 'Verse there's not much you can count on—just your ship and your Crew. Good luck!



PLANETS AND MOONS OF THE ALLIANCE



WHITE SUN (BAI HU)

1. **Bernadette**
   Nautilus
   Spinrad
2. **Londinium**
   Colchester
   Balkerne
3. **Sihnon**
   Airen
   Xiaojie
   Xiansheng
4. **Liann Jiun**
   Tiantan
   Fu
5. **Gonghe**
   Xing Yun
6. **Rubicon**
7. **Osiris**
   Epeuva
   Tannhäuser

QIN SHI HUANG*

8. **Santo**
   Tethys
   New Luxor
9. **Valentine**
   Selene
   Chons
10. **Bellerophon**
    Tyrins
    Xanthus
    Parth
11. **Ariel**
    Ariopolis
    Shiva
    Poseidon
12. **Albion**
    Avalon

LUX*

13. **Persephone**
    Hades
    Renao
14. **Pelorum**
    Kaleidoscope
15. **"The Halo"**
    asteroid field

GEORGIA (HUANG LONG)

1. **Ezra**
   Herschel
2. **Regina**
   Alexandria
3. **Boros**
   Ares
   Turrent's Moon
4. **Kerry**
5. **Ithaca + Priam†**
6. **Prophet**
   Perdido
   Dunny
7. **Elphame**
   Summerhome
   Fiddler's Green
   Ithendra
   Sweethome
8. **Di Yu**
   Yama
9. **Athens**
   Ahnooie
   Argabuthon
   Ormuzd
   Whitefall
10. **Daedalus**
    Arvad's Helm
    Notterdam
    Rea
    Box
11. **Newhope**
    The Commons
    Splendor
    Godforsaken
12. **Three Hills**
    New Lafayette
    Conrad
    Bob
13. **Meadow**
    Salyut
    Mir

MURPHY*

14. **Hera**
    Bullet
    Eris
15. **Aphrodite**
    Sturges
    Hill
    Thornley
    Anton
16. **Shadow**
    Branson's Mark
    Ossolambria
    Summerfair

RED SUN (ZHU QUE)

1. **Jiangyin**
   Tongyi
   Dangun
   Rhilidore
2. **New Melbourne**
   Maria
   Destiny
3. **"Motherlode"**
   asteroid field
4. **Greenleaf**
   Dyton
   Agyar
   Bryson's Rock
5. **Harvest**
   Farraday
   Higgins' Moon
6. **St. Albans**
   Pi Gu
7. **Anson's World**
   Spider
   Varley
   Steele
8. **Jubilee**
   Covenant

HIMINBJØRG*

9. **Aesir**
   Bestla
   Borr
   Odin
10. **Moab**
    Red Rock
    Mesa
11. **Brisingamen**
    Freya
    Alberich
    Beowulf
12. **Anvil**
    Hammer

HEINLEIN*

13. **Triumph**
    Mycroft
14. **Paquin**
    Shinbone
    Clawthorn
15. **Lazarus**
    Dora
16. **Silverhold**
    Beggar's Tin

KALIDASA (XUAN WU)

1. **Sho-Je Downs**
   Miyazaki
   Kuan Lo
2. **Verbana**
   Lassek
   Barrimend
3. **Constance**
   Barrowclough
   Disraeli
4. **Glacier**
   Denali
5. **Vishnu**
   Ganesha
   Rama
6. **Heaven**
   Urvasi
   Menaka
   Rambha
   Tilottama
7. **Angel+Zephyr†**
8. **Delphi**
   Clio
   Thalia
   Calliope
9. **New Kasmir**
10. **Whittier**

PENGLAI*

11. **Beylix**
    Charity
    Cinote
    St. Lucius
12. **Newhall**
    Severance
    Darcke
    Mohenrichia
13. **Oberon**
    Puck
    Quince
    Bottom
14. **Ghost**
    Inferno
    Xibalia
15. **Aberdeen**
16. **Zeus**
    Isabel
    Sophie
    Victoria
    DeLynn
    Gayle
    Betty
17. **Beaumonde**
    Hastur
18. **Djinn's Bane**
    Illat
    Hilal
    Hubal
    Sin
    Ta'lab
    Wadd
19. **Salisbury**

BLUE SUN (QING LONG)

1. **Meridian**
   Burnet
2. **New Canaan**
   Ugarit
   Lilac
3. **Muir**
   Arminius
   Shepherd's Mission
4. **Fury**
   Coldstone
   Blackwood
   Seventh Circle
5. **"Uroborus"**
   asteroid field
6. **Highgate**
   Perth
7. **Dragon's Egg**
   Yudhishtira
   Bhima
   Nakula
   Sahadeva
   Glynis
8. **Deadwood**
   Haven
   New Omaha

BURNHAM*

9. **Miranda**
   Caliban

* Secondary Sun

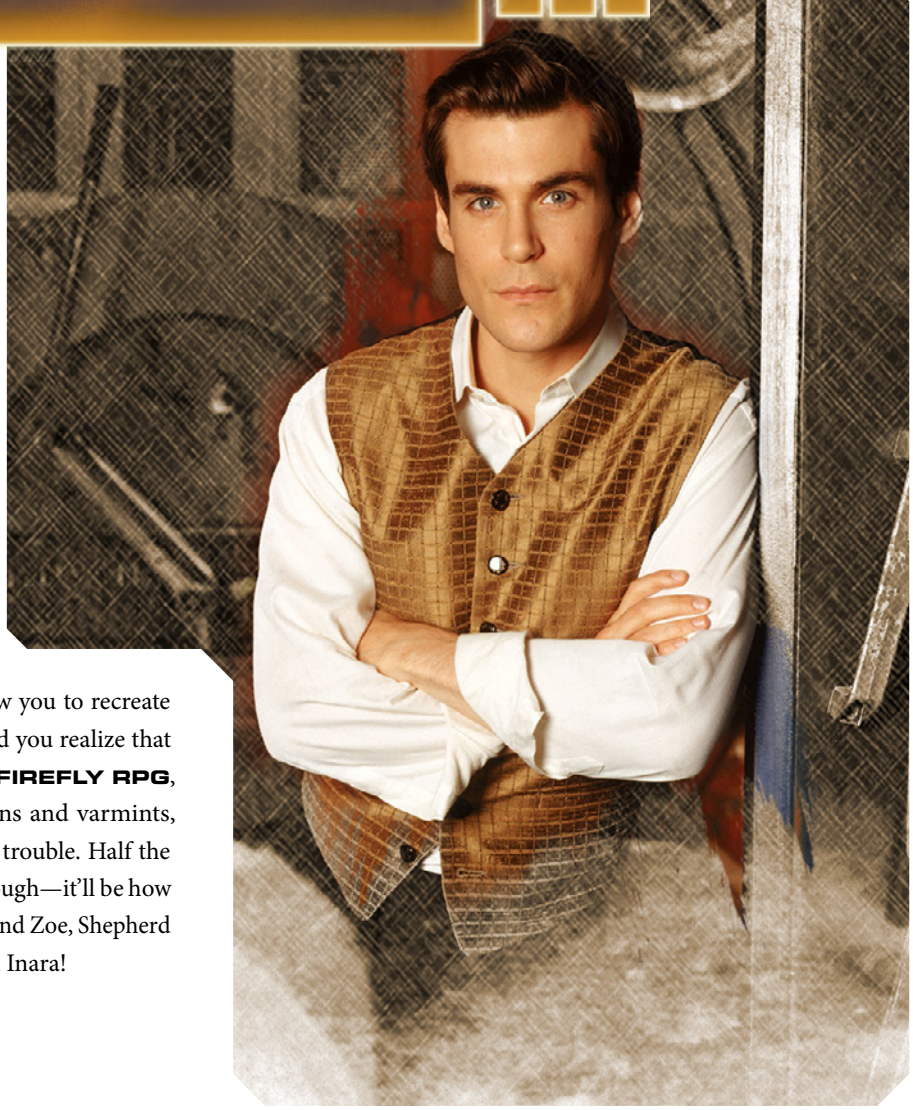
† Rotationally-locked planetary pair



Episode Guide

"Is there any way I can get out of this with honor and dignity?"
— Zoe, "War Stories"

Do you remember what you love best about the *Firefly* television series? In the *Episode Guide*, you'll fly up and into the black to relive your favorite moments from the pilot all the way through to the end. The purpose of this here guide is to help you understand the fundamentals of the **Firefly RPG**. It gives you an overview of the setting and teaches you how to play the game by using examples directly tied to the *Firefly* television series. You can find a complete list of specific terms in the Glossary on page 342.



The episodes found in this chapter are:

- "Serenity (Pilot)"
- "The Train Job"
- "Bushwacked"
- "Shindig"
- "Safe"
- "Our Mrs. Reynolds"
- "Jaynestown"
- "Ariel"
- "Out of Gas"
- "War Stories"
- "Trash"
- "The Message"
- "Heart of Gold"
- "Objects in Space"

If'n it's your fancy, the rules will allow you to recreate the events in the television series, provided you realize that you won't be working from a script. In the **FIREFLY RPG**, you and your Crew will encounter villains and varmints, government agents, and run into heaps o' trouble. Half the fun won't be the trouble you encounter, though—it'll be how you find a way out of it. Just like Mal, Wash and Zoe, Shepherd Book, Simon and River, Kaylee, Jayne, and Inara!

SERENITY (PILOT)

"Well, you were right about this being a bad idea."
– Mal, "Serenity"

Over the course of the two-part pilot episode, folks were introduced to the 'Verse and the crew of *Serenity*. During the pilot, viewers got to know Mal and his crew while they were dealin' with the worst kind of luck. Many of the crew's troubles were self-inflicted, for these folks intentionally live on the fringes of civilization. No matter what system you fly to, if you can't stomach the fact that the Alliance won the Unification War, you'll often find yourself hard-pressed for work and, in some cases, friends, too.

If you're itchin' to play through "Serenity" at your table, read through the scenes below to jog your memory.

BATTLE OF SERENITY VALLEY

The opening scene flashes back to the Unification War between the Alliance and the Independents—AKA the Browncoats—and sets the tone for the series. From the get go, it's clear that this is a television show about spaceships flyin' overhead and folks strugglin' to get by. There's all manner of chances took, like when Mal decides to hold his unit's position, expectin' the Independents to swoop in and end the War.

This flashback takes place in Serenity Valley on the planet Hera in the Georgia System where over 500,000 soldiers died. This particular battle is important, because it's the deciding conflict that ended the Unification War. Hera was a crucial location in the War, on account of it bein' smack dab in the midst of an interplanetary shipping lane. When the series starts up, not much is known about the War, other than the painful memories it brings. Viewers quickly learn that Mal and Zoe were forced to surrender to the Alliance six years before "Serenity" begins—a fact that shapes their lives to this very day.

These details are mighty important because they show the reasons why Mal doesn't like the Alliance all that much and hint at his relationship with Zoe. As a matter of fact, it's clear by the end of this here episode that Mal's history drives him to find a crew, find a job, and keep flyin'.

PLAYIN' THE GAME: ROLL HIGH

Remember that part where Mal was tryin' to inspire that young soldier to buck up and do his job while everyone around him was dropping like flies? Mal is charismatic (**Social** D8) and has great leadership skills (**Influence** D10), so grab **1**D8 and **1**D10 and roll to see how well Mal does. Add the results of both dice. You'll need to beat Bendis' fear, represented by **2**D6.

If you succeed, think how you'll speak for Mal based on that roll. Got an idea in that head of yours? Now say it out loud. Convince Bendis that salvation is wingin' through the skies. If you fail, the Gamemaster responds with a retort that shows the soldier's fear is mighty powerful. Congratulations! You just learned how to role-play.



DERELICT SALVAGE

When "Serenity" shoots back to the present, Mal, Zoe, Jayne, Wash, and Kaylee are in the midst of performing some illegal salvage on a derelict ship. Turns out, they have a run in with an Alliance cruiser, name of *I.A.V. Dortmunder*. All clever-like, the crew deploys a fake distress beacon called Crybaby and *Serenity* sneaks away before the cruiser's gunships can catch 'em.

If you take on this kind of job, you'll likely grab some "hot" cargo from time to time. Strippin' old ships can be mighty profitable. If'n you don't want the Alliance to ask questions, you'll need to get a Guild permit to perform salvage on the up-and-up. It don't matter what that cargo is. Why, Mal and his crew got into heaps of trouble over cases of protein bars, vitamins, and immunization packets just because they were Alliance-issued.

When the Alliance starts giving you trouble, you'll need all the tricks you can muster. Gear, like the Crybaby, is mighty useful—it increases your chance of success by giving you more dice to roll. For example, when Wash fires the Crybaby out into the Black, *Serenity* gets a bonus die to evade the Alliance fighters. Don't that sound like fun? If you want to learn more about how ships work, turn to *Find a Ship* on page 208 and dive right in.



TROUBLE-CAUSIN' FOLKS

After they land on the planet Persephone, Mal, Zoe, and Jayne have a meet-up with Badger in his office near the Eavesdown Docks. Meanwhile, Kaylee stays behind on the lookout for passengers such as can pay. Unfortunately, though unsurprisingly, Badger doesn't hold up his end of the deal. As the crew finds out later, neither did Patience. Worse, there's a mole on board who threatens to turn everybody in to the Alliance for a mighty big reward, too.

Not everybody the crew encounters throughout the pilot is a villain through and through. They encounter plenty of bad luck caused by misunderstandings, Reavers, and the like. Will *you* always be ready for trouble? No need to answer that right now, so not to worry. That's the other secret to role-playing. You'll find out more about your character over the course of your story with help from your friends and your dice.

LEGITIMATE BUSINESSMAN

Unlike Patience, this "legitimate businessman" ain't out to rule a backwater moon on the Border or Rim. This Dyton-born individual has delusions of grandeur, see. Profits are just part of his plan. Oh, and in case you were wondering? Badger will play by the rules—*his* rules.

BADGER

Though he now calls Persephone home, Badger was born in a lunar colony on Dyton, a moon that orbits the planet Greenleaf in the Red Sun System. A true "businessman," Badger's set up his current base of operations on the Eavesdown Docks. What kind of business? That's the tricky part on account of Badger's dealings with the criminal underworld. Not to mention, he fancies himself a gentleman and don't take too kindly to folks who strut around pretending they're better than him. Treat him right, and you'll get paid. Well, most of the time.

UNSAVORY TYPES

Remember when Mal said it was Patience's turn to get shot? We found out the two of 'em had a kind of history, and it was none too pleasant. Tricky thing is, the crew had no choice but to get rid of their cargo, on account of it bein' stamped by the Alliance. Patience may not be scared of the guvmint, but Mal and his crew had plenty to be skittish about.

PATIENCE

Patience has plenty of years of life experience. She rules over a backwater moon called Whitefall. Like Mal, she enjoys getting paid—perhaps a mite too much. Turns out all that money she hoards is how Patience got in power in the first place. Well, not to mention how she'll cheat, borrow, and steal when she has to. That's why you can count on her to stab you in the back.

PATIENCE'S THUGS

Anybody with a taste of power makes sure they've got a way to protect themselves, and Patience is no exception. She likes to keep them that'll protect her interests nearby. Her gang ain't too bright, but she don't mind—long as they're handy with a gun! If'n they prove their worth, she'll hand 'em a nice little nickname, like that Two-Fry character who wore a tall hat.



MIGHTY STRANGE

Ever since the crew left Persephone, Mal figured somethin' wasn't right with the new passengers they picked up. As it turned out, Simon Tam might not have been the mole, but that don't mean Mal had no right to be suspicious of him. On the run from the Alliance, he hid his sister, River, away from prying eyes in a cryo-storage unit. While this was mighty strange, other mysteries and misunderstandings popped up during the episode, too.

Lawrence Dobson looked so gorramn normal that nobody even suspected him after he managed to send out a signal to the Alliance. The good shepherd, as it turns out, is pretty handy in a fight. Mal is a puzzle to all who meet him. Likewise, none of the new passengers understood Jayne's role until Mal told 'em he was "public relations"—not that this cleared things up none.



LAWRENCE DOBSON

Dobson may not look like much, but don't let his plain face and down-to-earth ways fool ya. He's an Alliance mole and a good one, too. One minute, he'll be sidling up to you real friendly-like, acting all natural and homey. The next, he'll draw a gun if it suits him. Now, the thing about Dobson is that he's more than just a spy. This here citizen follows the letter of the law. That means you won't have a chance to negotiate—unless you're a law-abiding citizen like himself.



THAT'S NO ALLIANCE BOAT!

Those far out in the Rim may have encountered a Reaver before, but truth be told most folks believe Reavers ain't real. Mal knows differently and that's a good thing, too. If the crew'd been caught unawares, there's no tellin' what might have happened.

Reavers don't fly the same kind of ships regular folk do. Pilots and mechanics, like Wash, are able to spot the difference between a Reaver ship and an Alliance boat. Just in case you're not sure, remember this: that boat ain't exactly safe with no core containment to speak of.

REAVERS AIN'T NO JOKE

The crew managed to stay alive and outmaneuver the Alliance, unsavory business types, angry shipmates, a traitor and, of course, Reavers. Thing is, Reavers *really* ain't the kind of trouble you want to attract. Surviving situations like these requires good teamwork and knowing you can depend on your crew. It don't matter whether you like each other or not. When tensions run high, you all got nothing to rely on but each other.

BADGER

"Well it's my gorramn den and I don't like the way you look down on me. I'm above you. Better than. I'm a businessman, yeah? Roots in the community. You're just a scavenger." - Badger, "Serenity"

ATTRIBUTES

Mental	10
Physical	6
Social	8

SKILLS

Craft	6	*Forgery*
Focus	8	
Know	6	*Streetwise*
Notice	8	*Appraisals*
Sneak	6	*Hiding*
Trick	10	*Sleight of Hand*
Influence	10	*Criminals*
Survive	6	

DISTINCTIONS

Big Plans 8

Always working the best angle.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Did I Forget to Mention That?:* Gain 1 PP when an important detail of your plan "slips your mind."

Gang Boss 8

They are the best muscle money can buy. Too bad you're so cheap.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Menacing Growl:* Step up a personal Complication to reroll any pool containing your thugs or goons.

Shady Business Man 8

You keep tellin' folks you are legitimate. Someday, they might believe you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

PATIENCE

"Been a long while since Patience shot me, and that was due to a perfectly legitimate conflict of interest. I got no grudge." - Mal, "Serenity"

ATTRIBUTES

Mental	8
Physical	6
Social	4

SKILLS

Craft	6	
Drive	6	
Notice	6	
Focus	8	
Shoot	8	
Trick	6	*Lies*
Influence	10	*Leadership*

DISTINCTIONS

Backwater Matriarch 8

This planet ain't much, but it's better than not running one.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *I Didn't Expect to Be Hearing From You:* Step up your **Social** die for a scene when you step up a Complication involving someone you don't like.

Elderly 8

You've got as many aches and pains as there are stars in the sky.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Old War Wound:* Gain 1 PP when you step back your **Physical** die for a scene as an old injury acts up.

Holds a Grudge 8

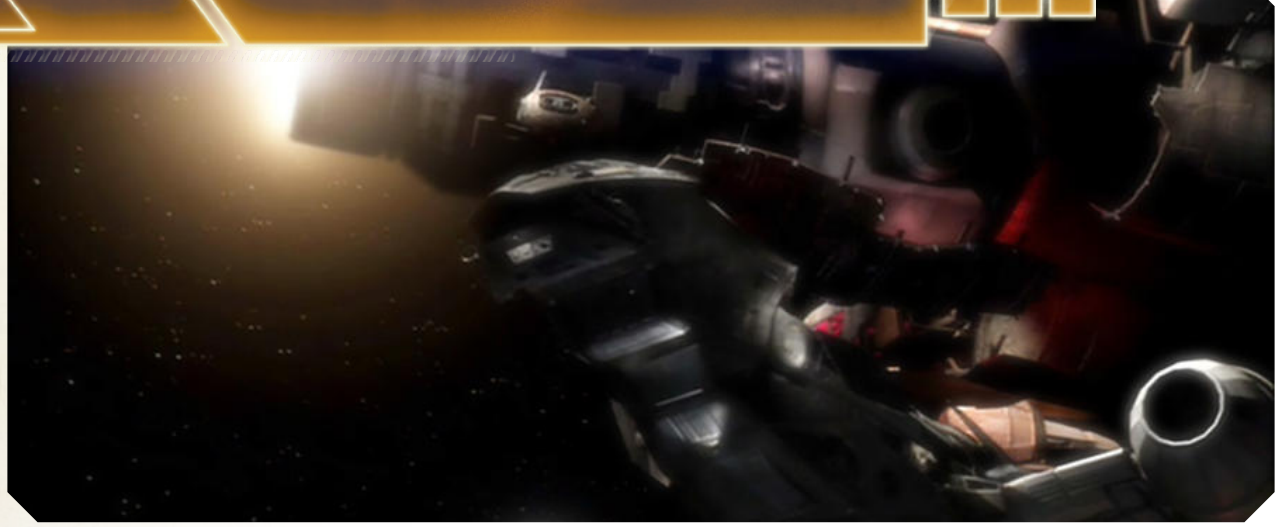
An elephant never forgets. Anyone calls you an elephant, you'll dent their brainpan.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Patience's Thugs

- ☑ Add a D8 for every thug Patience brings along.





LAWRENCE DOBSON

"I don't wanna hurt anybody. I have a job to do. To uphold the law. That's what we're talking about here." - Dobson, "Serenity"

ATTRIBUTES

Mental	6	
Physical	6	
Social	6	

SKILLS

Fight	6	
Perform	6	
Influence	8	*Threats*
Shoot	8	
Trick	10	*Undercover*
Move	6	
Sneak	8	

DISTINCTIONS

Alliance Spy 8
You've got your orders. What you do with them now is up to you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Alliance Agenda:* When you're interacting with any Alliance personnel, spend 1 PP to reveal that you outrank them or function at a more important level than they do.

Big Mouth 8
Ain't got no stomach for torture.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Harmless Looking 8
You blend into a crowd like a rock blends into a quarry.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Couldn't Hurt A Fly:* Step back your **Physical** die to step up your **Social** die when convincing someone you're not a threat.

REAVER SHIP

ATTRIBUTES AND SKILLS

Engines	6
Hull	10
Systems	8
Crew	6

DISTINCTIONS

Polaris Class Cargo Liner 8
This mid-sized cargo liner is an older model that's distinguished by its slower speed and thickened hull.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Unsafe 8
"Why officer, of course my boat is full up on her inspections. Why do you ask?"

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Coming Apart At the Seams 8
"Some folk don't care much about taking care of their boat. They push their ships hard and when things start to go wrong, they keep pushing. Folk like them be mighty dangerous."

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Unsettling Visage:* Spend 1 PP to go first in an Action Order when someone sees your ship for the first time.
- ☑ *Uncontained Core:* Take a **Dangerous Radiation** D8 Complication to step up or double **Engines** for an Action.

SIGNATURE ASSETS

Magnetic Grapplers	8
Blades	8
Pulse Beams	8

CHINESE PHRASES

In the pilot episode, Mal and his crew speak a heap of words and phrases in Mandarin Chinese. These range from friendly salutations to angry commands. Here's what they said:

Chinese (Mandarin)
English Translation

Ai ya! Huai le.
Uh-oh, something's wrong.

Bi zui.
Shut up.

Dui bu qi.
Sorry.

Hun dan.
Bastards.

Kwong juh duh.
Nuts.

Ni men dou bi zui.
All of you (or everybody), shut the hell up.

Ni ta ma de. Tian xia suo yo de ren dou gai si.
Dammit, everyone under the heavens ought to die.

Qing jin.
Come in.

Shi.
Affirmative.

Ta ma de.
Damn it.

Wo men wan le.
We're in big trouble (or it's over for us).

Xiao mei mei.
Little sister.

Zhu yi.
Watch out. Watch your back. Be careful.

Be sure to drop by the *Appendix* on page 337 to learn how to pronounce these sayings. You'll be speaking proper Chinese in no time. Shiny!

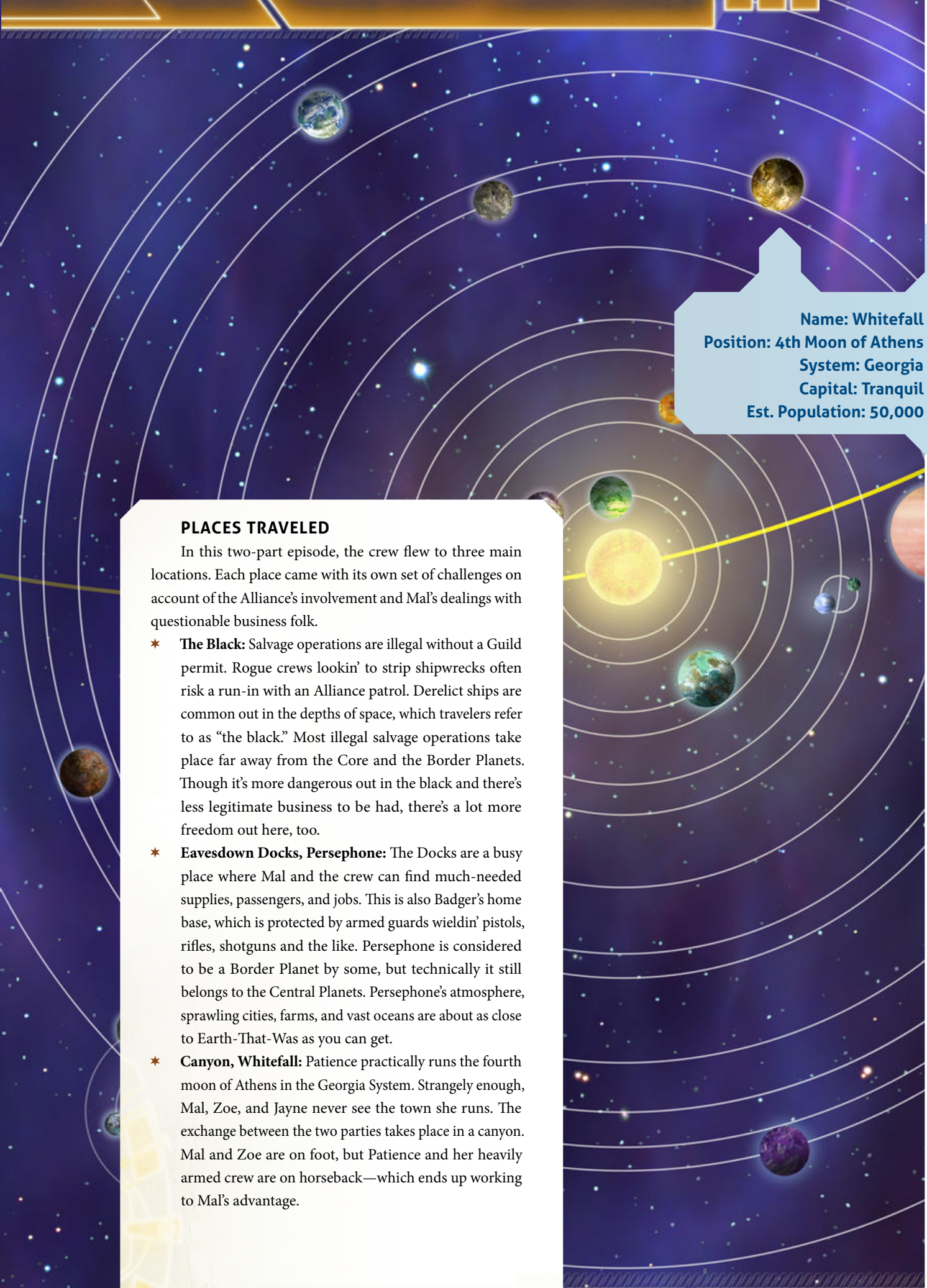
PLACES, MOONS, AND PLANETS

If'n you've read the *Introduction*, you know that the 'Verse is made up of the **Core Planets** (or Central Planets), the **Border Planets**, and the **Outer Rim** (or Rim Planets). Now, which planet is what type depends upon three things: the Alliance, how long ago it was terraformed, and how close it is to the Central Planets. Just keep in mind that older planets, like those in the Core, have more Alliance running around than the Rim worlds and you'll be shiny.

WORLDS UNSEEN

In the pilot episode, a few locations were mentioned that the crew never visited. The description of these worlds puts the rest of the 'Verse in context. Though the 'Verse is powerful big, Mal and the rest of the crew favor locations that are free from Alliance influence—provided they can find a job. When they travel to places like Persephone, it's to pick up passengers, make repairs, or get work through contacts like Badger. 'Course, this direction often makes everybody's life more difficult. With less work to be had, the crew is hard-pressed to keep flyin'.

- **New Dallas, Boros**: Originally, *Serenity* was headed for the planet Boros, which is located at the very heart of the **Georgia System**. New Dallas is the crew's likely choice, because it's a town favored by smugglers on account of the underground rivers that run beneath it. These waterways empty out into Dead Man's Harbor where naval ships often dock to transport goods from one end of the planet to the other. Due to the highly illegal nature of their stamped cargo, they changed course in order to avoid a run-in with the Alliance there. Part of the reason why the Alliance is interested in this particular world is because of its proximity to Ares. The moon Ares, which orbits Boros, is home to a key Alliance shipyard that builds military warships, cruisers, gunships and other government-related vehicles.
- **House Madrassa, Sihnon**: Inara Serra, who hails from a Companion-training facility on Sihnon in the White Sun System, called her home an "ocean of light." Twin capitals of the Union of Allied Planets, Sihnon and her sister planet, Londinium, are the two most important and technologically advanced worlds in all the known 'Verse—which is why the crew never traveled to either planet in the series. 'Member, the whole reason Mal brought Inara on his ship was to avoid Alliance scrutiny. On account of her bein' a registered Companion, Inara has a better social standing within the Alliance than anyone else on board *Serenity*.



Name: Whitefall
Position: 4th Moon of Athens
System: Georgia
Capital: Tranquil
Est. Population: 50,000

PLACES TRAVELED

In this two-part episode, the crew flew to three main locations. Each place came with its own set of challenges on account of the Alliance's involvement and Mal's dealings with questionable business folk.

- **The Black:** Salvage operations are illegal without a Guild permit. Rogue crews lookin' to strip shipwrecks often risk a run-in with an Alliance patrol. Derelict ships are common out in the depths of space, which travelers refer to as "the black." Most illegal salvage operations take place far away from the Core and the Border Planets. Though it's more dangerous out in the black and there's less legitimate business to be had, there's a lot more freedom out here, too.
- **Eavesdown Docks, Persephone:** The Docks are a busy place where Mal and the crew can find much-needed supplies, passengers, and jobs. This is also Badger's home base, which is protected by armed guards wieldin' pistols, rifles, shotguns and the like. Persephone is considered to be a Border Planet by some, but technically it still belongs to the Central Planets. Persephone's atmosphere, sprawling cities, farms, and vast oceans are about as close to Earth-That-Was as you can get.
- **Canyon, Whitefall:** Patience practically runs the fourth moon of Athens in the Georgia System. Strangely enough, Mal, Zoe, and Jayne never see the town she runs. The exchange between the two parties takes place in a canyon. Mal and Zoe are on foot, but Patience and her heavily armed crew are on horseback—which ends up working to Mal's advantage.

GUNS AND GEAR

It's said that you can tell who aims to misbehave by the type of gun they're carrying. Now, in "Serenity" there were a lot of different weapons. Mal and his unit used laser weapons in the Battle of Serenity Valley. In Badger's office, there was a heap of guns drawn. Same goes for what happened in Whitefall and in *Serenity*'s own cargo bay. Why, even Simon pulled a gun called a Vektor. From rifles to hand-held pistols, there's no shortage of bullets flyin' around.

A big, damn gun ain't the only thing you'll need to get into—or out of—trouble. In "Serenity," you might find yourselves needing a thermal torch like "The Sticky" or you may need to read a Cortex alert on digital paper.

Here's a list of important items found in the pilot episode. For now, don't get too trigger-happy. Keep this gear in the back of your mind.

- **AG Terraforming Tech:** This is the same technology used to terraform new planets and moons. Remember, this tech doesn't always work perfectly—especially on Rim Planets. Almost every location outside of the Core has its own little quirk that affects the settlers—a rare disease or common malady and the like. This isn't the sort of tech your Crew will normally come across, as most planets were terraformed over two hundred years ago, but it's important to know it exists. After all, if you find yourself on a brand new moon outside of the Core like Whitefall, you'll likely be stricken with some kind of ailment if you stick around too long.
- **Digital Encyclopedia:** Simon's encyclopedia may look like a thin little book on the outside, but it's far more than that. This leather-covered reference guide has a screen on one side and a collection of unique data sticks tailored to a specific subject on the other. By swapping out each one, Simon can access a heap of information without ever having to connect to the Cortex.
- **Booby Trap:** Reavers use booby traps to attract ships and damage them. These traps can cause all sort of problems ranging from damage dealt to the ship or a partial shutdown of vital systems. Most Crews'll handle these complications by working together to solve the problem as quickly as possible, 'cause when there's a trap like this, the Reavers likely ain't too far behind....
- **Companion Immunization Package:** Inara provides Simon with a few packets filled with medicine. These foil packs are part of a registered Companion's standard immunization kit. Unlike the rest of the crew, a Companion has a certain amount of clout within the Alliance, which gives someone like Inara access to goods the others won't.
- **Fuel Cells and Foodstuffs:** Your ship runs on fuel and you need protein. Without fuel cells or a gorramn meal, you're humped. Protein packs, the cheapest way to feed yourself in the 'Verse, feed your body but not your soul. Meals also give you a chance to circle back with your Crew. On *Serenity*, everybody has a meal together the same time every day because it helps folks get up to speed and have some fun with each other. That may not be the same for you and yours, and that's okay. What you eat will depend upon how long you're in the black, since canned goods last a lot longer than fresh strawberries.
- **Portable Communicator**: Folks throughout the 'Verse communicate via the Cortex. Signals are bounced off of relay satellites arranged in two wide concentric circles at the edges of the Border Planets and Rim worlds. Feds like Dobson—who need to connect to the Central Planets—carry a portable communicator that taps into the nearest Cortex access point to send an encrypted message. Luckily, Wash was able to scramble that signal so Dobson's warning never reached the Core.
- **Crybaby:** A communications satellite that can double as a decoy is mighty useful when running away from the Alliance. It may not always work, but for the most part it will. You can create one of your own by grabbing a good-sized empty canister, like an old Blue Sun Corporation coffee can, a transmitter, and a few other electronic doo-dads. 'Course, it'd be real helpful to find somebody on your Crew, like Kaylee or Wash, who can jerry-rig equipment in a pinch. Be sure to keep this in mind when you're finding your own Crew.



BRUTUS

ATTRIBUTES AND SKILLS

ENGINES 6

HULL 10

SYSTEMS 8

CREW 6

DISTINCTIONS

POLARIS CLASS CARGO LINER 8

This mid-sized cargo liner is an older model that's distinguished by its slower speed and thickened hull.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Spacious:* When using a location-based Asset or other Trait in your pool, spend a Plot Point to step up or double that Asset or Trait for that roll.

THEY DON'T MAKE THESE ANYMORE 8

Your ship's model is old. Really old. Still, the fact that she's still flyin' means that you've got a gem on your hands, and there is a lot of advice on the Cortex for fixin' her. Still hard to get parts though.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

ORDINARY 8

You don't much like messin' around with your boat. Besides which, it's easy peasy to get parts. But then everyone knows what your ship can do.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Familiarity Breeds Contempt:* Turn one of your ship's Assets into a Complication of the same die rating to gain 1 PP.

SIGNATURE ASSETS

MIGHTY FINE QUARTERS 8

SHUTTLES 8

SHIPS AND TRANSPORTATION

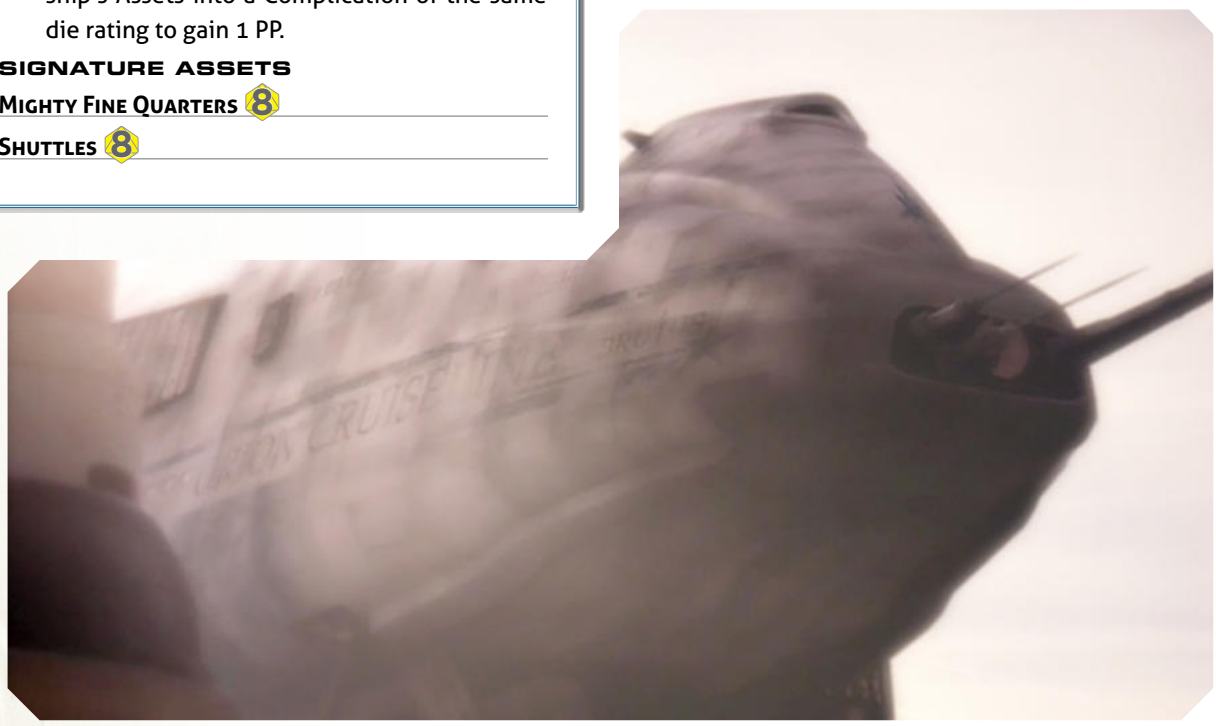
When you're out on the job, you'll probably need a ship. Most times your ship is part of your Crew and you'll be expected to take good care of it. Mal aims to take good care of *Serenity* and he's managed to find a crew with similar goals. You're no different. That's important to keep in mind for the ship you'll call "home."

That's right. You're not just flyin' from one planet or moon to another—you're living and working on board a vessel. Can't quite picture what that's like? Flip to page 356 for a two-page schematic of *Serenity*.

Every ship and vehicle in this list debuted in the pilot episode. If you take a fancy to a specific ship, be sure to turn to *Find a Ship* on page 208. There, you'll find out how you can create your own.

- Firefly Class, Mid-bulk Transport Ship (*Serenity*)
- Shuttle One (*Serenity*)
- Alliance Cruiser (*I.A.V. Dortmunder*)
- Old Commercial Freighter (Trans-U)
- Passenger Ship (*Brutus*)
- Alliance Gunship
- Alliance Skiff
- 4-Wheel ATV (*Mule*)

Just keep in mind, not every ship'll require a pile of rules. Sometimes, you need to make a clean getaway from a cruiser you'll never even see the inside of. Or, you might be racing your ATV against a rival crew's wagon. For times like those, just remember—simple is better.



FURTHER ADVENTURES

Itchin' to use "Serenity" as inspiration for your next game session? Here are three more adventure ideas that help you tell your own stories. Are you a Gamemaster? To play these stories in your own Episode, use a character from the show like Badger or Patience, extras like Patience's Thugs, or create new Major Gamemaster characters like Mark Stadler for more cinematic *Firefly* fun!

GORRAMN REAVERS

Just when you thought your luck had changed, here come the gorramn Reavers. You've taken all of Patience's money and you even managed to ditch the Law. Hell, you're so happy you decided to stash your ship in a canyon on Whitefall while the Crew takes some much-needed R&R. With both shuttles gone, you and your mechanic are the only two left by the ship. You're about to doze off for a nap, when you hear a panicked voice over the PA. "Reavers are comin'! And there's two of 'em!"

What are you going to do with two Reaver ships breathin' down your necks? You've got no time to lose. How fast can you signal the other shuttles? What happens when it looks like the Reavers have taken a special interest in you and your Crew? Are you willing to ditch a Crewmember if it means the rest of you get to keep breathing?

UP THE STAKES, GAMEMASTERS!



What's the matter? Your players don't think Reavers bearing down on their ship are all that scary? To increase the tension, give the Crew a limited number of Actions before the Reavers have a chance to catch up. Timed Actions'll give folks a real sense of danger as the Crew scrambles to perform some thrillin' heroics in a short period of time. Be sure to read *Keep Flyin'* on page 260 to find out how. Let the fun begin!



UNLOADIN' CONTRABAND

The only people who'll buy what you have to offer are thieves and criminals such as yourselves—which means you better plan your next job carefully. What's more, those crates are burning a hole in your cargo bay, and you have no idea what's in 'em, just that everybody seems to know you got something worth stealing or buying.

You run through the list of folks who'll take your cargo off your hands, and you and your Crew are none too happy with the options. So, you turn to Badger, the only businessman you know who has the means to handle this type of cargo, and ask him to set up an auction at a warehouse on the Eavesdown Docks. It's risky, but at this point you're prepared to try anything.

What happens when you find out the auction is attracting all manner of folk on both sides of the law—including Patience, the Holden boys, and Horowitz? How will you finish the job after Badger starts bragging about how he double-crossed you? What will you do to avoid getting pinched?

TAKING ON PASSENGERS

It's always a risk for any crew to transport a total stranger from one place to another. As Kaylee says, they've each got their own story—but that story could prove mighty dangerous. Your Crew lands on Persephone and is approached by a mechanic named Mark Stadler. Seems Mark is in a bind and needs somebody to fly him to the *Primrose*, a small transport ship stranded in orbit above one of the Border Planets monitored by the Alliance.

Flyin' 'round and 'round ain't cheap and Mark knows it, too. Though he'd much rather be a mechanic like Kaylee, he just don't play well with others. Worse, with his ship broke, Mark's got no place to go—and he's too damn proud to head back to Osiris and face his angry father. That makes Mark a mite desperate on account of his wanting to save his own hide.

What Mark also neglects to mention is that he couldn't locate the part he needs to fix the *Primrose* on Persephone. Turns out you've got one, but it's currently keeping your boat afloat. Will you catch the saboteur in time? What happens when you find out your new passenger is also the wayward son of a stalwart Alliance captain? Will Stadler bring the Alliance down on your necks while he slips away?

MARK STADLER

"If you can't find a part, steal it. Whose gonna care?"



ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Fight	6	
Influence	6	
Sneak	8	
Fix	8	*Engines*
Operate	8	
Trick	8	*Lying*
Know	6	*Ship Parts*
Perform	6	

DISTINCTIONS

Child Prodigy 8

Your parents didn't know what to do with you, other than enroll you in the best schools, and wonder at your potential.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Family Ties 8

Everybody is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Thicker than Water:* Spend 1 PP and invoke a family member's name to reroll your dice.

Scavenger 8

It's everyone for themselves in the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Saboteur:* Step up your **Fix** die when you use a part that you took from a ship without the owner's knowledge.

COMPLICATION

(*PRIMROSE*): MISSING PART D8



THE TRAIN JOB

"We stick to the plan, we get the goods and we're back on Serenity before the train even reaches Paradiso. Only now we do it under the noses of twenty trained Alliance feds and that makes them look all manner of stupid. Hell, this job I would pull for free."
– Mal, "The Train Job"





U-DAY

Instead of a flashback to the War, the episode opens with Mal, Jayne, and Zoe sitting 'round a table in a bar playin' a game of *Chinese Checkers*. A bellydancer shakes her way over, passin' some kind of note to Mal before she twirls off in another direction. Not too long after, their friendly game is interrupted by Lund, a tried-and-true fan of the Alliance, celebratin' Unification Day.

Now, Mal ain't exactly jumpin' for joy, and the two have a small disagreement, which leads to all manner of punchin' and kickin'. Viewers learn that Mal looks for trouble on Unification Day on account of the grudge he's still got against the Alliance. We also get to see just how loyal Jayne and Zoe really are.

More importantly, though, "The Train Job" establishes the tone for the rest of the series. Though there's work to be had all over the 'Verse, Mal'll fly to backwater moons just to find work. Keep in mind that livin' life on your own terms means jobs'll be scarce and risky. Think about how you'll find ways to make money wherever you fly. Will you steer clear of the Core? Or will you follow up on a wave and fly to a tiny, no-name moon for a chance meeting?

NIGHTMARES AIN'T FUN

River ain't been awake long and "The Train Job" is proof of that. She's afflicted with visions she can't control, horrible memories she can't forget, and information she has to share. Not only that, but River is beginning to understand that the Alliance-run Academy is comin' after her. Will the rest of the Crew buy her story about the Hands of Blue?

River's character is drawn up, in detail, in *Find a Crew* on page 161. Take special notice of her Distinction triggers for her **Reader** Distinction, as those can help you introduce those times that River seems to know things that she shouldn't.

THEM'S FIGHTIN' WORDS

'Member when Zoe head-butted that patron outside the bar or when Jayne pushed two folks at a time with that bar stool? Or when Wash threatened the bar patrons with craterfication? When the outcome of an action is uncertain, and has interesting consequences if'n you fail or succeed, that's when you roll the dice.

A **Basic Action** is resolved by having the target of the Action **set the stakes** by rolling the dice and totaling the two highest dice. The initiator of the Action then tries to **raise the stakes**, by compiling his own dice pool and rollin to get a higher total than the target did. When you roll a 1, set those dice aside and don't include 'em in your total.

Whoever wins the roll gets to determine what happens next in the story. However, sometimes the stakes are a bit higher and someone could get hurt. Those times, the loser of the Action can get **Taken Out** and removed from the scene. Rolls where one side or the other could get Taken Out are called **High Stakes rolls**.



Pretend you're Mal and you're about to throw a punch at Lund. The GM thinks Lund won't put up much of a fight, rolls **2D6**, and sets the stakes at 11. Huh. Lund was angrier than Mal thought.

Now it's your turn to raise the stakes. To land a right hook, you take three dice representin' an appropriate Attribute, Distinction, and Skill—this makes up your **dice pool**. So, take a **D8** for Mal's **Physical** Attribute, add another **D8** since he's a **Veteran of the Unification War**, and one more **D8** 'cause Mal can **Fight** better'n most. Your dice pool is **3D8**. Now's your chance to show Lund who's the better man. Roll all three dice, keep the best two. Did you beat the GM? You're a mighty fine fighter!

Didn't quite get how that worked? Let's go through it step by step. The Gamemaster put together a dice pool and set the stakes for Lund. He rolled **2D6**.



Now you know what you need to raise the stakes. You roll your **3D8**, hoping to get higher than 11.



You raise the stakes, since your total of 13 is higher than the GM's total of 11. Congratulations! Your fist has connected with Lund's powerful ugly face and he's been Taken Out of the fight with one swing.

But let's say your dice come up differently:



Your total is 9, which doesn't beat the GM's 11. Your punch comes up short—maybe Lund blocks it and hits you with a counter-punch, or maybe your feet get tangled in your chair as you lunge toward him. Too bad, you are now Taken Out of the fight.

How well you roll—or don't—is important, too. The higher your total, the better it'll be for Mal.

BACK ON SERENITY

Serenity ain't just a purty boat—she's also a place to call home. On the show, the crew don't spend every minute punchin' and stealin' loot. Sometimes they tidy up, read, clean their guns, have a meal, share a kiss, etc. In the **FIREFLY RPG**, **downtime** reflects those times when the action ain't happenin' none too quick. Not every moment in your game is about pullin' a gun on a mercenary or racing an Alliance boat through the clouds.

It should be said, too, that not every bout of thrillin' heroics is going to be about *your* character, either. Mal may be the captain of *Serenity* and boss other folks around, but he ain't always the one to finish the job, grab the loot, and get paid. He relies on the talents of the crew and 'spects they'll work together to do what needs to be done.

MEETING NISKA

Mal, Zoe, and Jayne meet with Adelai Niska in his skyplex to learn more about the train heist. Not only does everybody else stay behind on *Serenity*, Mal warns Inara about Niska's unseemly character. Turns out Mal has reason to. Viewers see evidence of Niska's psychosis when his nephew is being tortured.

Bad things happen to good people in *Firefly*. Truth be told, bad things happen to bad people, too. But, if you notice, the show don't dwell on the particulars all that much. Sometimes, all it takes is a small detail here and a tiny example there, like Niska showin' off for Mal, to get the point across.

In your game, focus on the thrillin' heroics you'll do to overcome the bad guys. Once you realize who your enemy is, it don't matter how "bad" they are. Can't be a big, damn hero without taking action, so jump right in and save the day!

CROW

Some mercenaries look the part and Crow is one of 'em. He's as tall as Jayne and his arms are as thick as tree trunks. Niska's chief enforcer uses small words, speaks only when he has to, and has a taste for leather. If that weren't scary enough, Crow's face is half-covered with a tattoo and he prefers to carry a knife instead of a gun. Few'll dare stand up to him and when they do, you can be certain Niska's reputation'll be affected.



THRILLING HEROICS

Niska is mighty well informed and that information comes in handy during the heist. *Serenity* hovers over the right car while Mal and Zoe work their way to the back—after floatin' past dozens of Alliance soldiers, passengers, and miners.

Now, not every crewmember is involved directly in this here job, but they all do their part in their own way. Kaylee operates the grappling hooks. Wash flies the boat. Mal and Zoe secure the area and scope out the train car. Jayne jumps right on down over the top of that car and hitches up the cargo. Jayne may have joked about "thrillin' heroics," but he couldn't have gotten those crates by himself. Though Mal and Zoe got left behind, it takes all these crewmembers to successfully pull off the train heist.

DOIN' THE RIGHT THING

The heist might have gone off without a hitch, but Mal and Zoe and a pile of other folks wind up being taken in for questioning by the Sheriff and his Deputy. Once there, Mal and Zoe realize what the cargo really was—a medicine called Pescaline-D. This drug's the only thing that'll treat Bowden's Malady—a disease that afflicts everybody on the newly terraformed planet Regina, whether they go deep down in the mines or not.

This scene, and the ones that come after it, are all about what Mal, Zoe, and the rest of the crew decide to do next. As the episode draws to a tense close, one thing's clear. Nobody—well, nobody but Jayne—wants to leave anybody behind.

But first they gotta figure out how to get Mal and Zoe away from Sheriff Bourne.

SHERIFF BOURNE

Sheriff Bourne is a likeable lawman and an honest one, too. He ain't no fool, neither. Bourne may be stuck on Regina, but he takes good care of his folk and won't hesitate to throw down the Law to protect Paradiso's residents. It don't matter none who the bad guys are. Assisted by his Deputy, Bourne is the type of sheriff who recognizes right from wrong and who'll go out of his way to ensure his folks get what they need. As long as you don't cross him, you can count on Bourne to be fair, even if his comings and goings ain't exactly Alliance-approved.

NIGHTY-NIGHT

When the captain doesn't return, Jayne makes a powerful play to take over *Serenity*. It don't matter that Zoe and Mal were still locked up in Paradiso. What the crew finds out is that Jayne won't answer to no one but himself. Simon don't take too kindly to that, so he takes matters into his own hands. Minutes later...it's nighty-night, Jayne!

When Simon was patchin' him up, the doc shot Jayne full of tranquilizers and he didn't even know it. Pretend you're the ship's doctor. In this situation, you'd roll your **Mental** Attribute and your **Treat** Skill against your mercenary's **Physical** Attribute and **Notice** Skill. Whoever comes out on top? That person wins. See how a roll of the dice can affect your story?

Now, if you want more dice to roll—and who doesn't, honestly? —you can stack the odds in your favor. Spend one of your **Plot Points** to create a new, physical **Asset**: **Doc's Tranquilizer**. To use that tranq, add an extra **D6** to your roll. Mind when you use it, though! Assets last for a single scene and then they disappear. If you want to make that Asset last until the end of the Episode, spend another Plot Point. But, be careful! Plot Points are the game's currency, which makes 'em mighty valuable as your Episode progresses. For more about Plot Points and Assets, turn to *Find a Job* on page 234. Shiny!

BITTERSWEET ENDING

Though the crew managed to rescue Mal and Zoe just fine, the captain decided the job they took wasn't worth all the credits in the world. After returning the medicine, the crew came back to find Mr. Niska's men waiting for them. What happens next sets up the events of "War Stories" on page 99 later on. After all, Niska has a reputation to protect—one that he takes very seriously.



I WAS AIMIN' FOR HIS HEAD

When he was fightin' Mal in *Serenity*'s cargo hold, Crow got Taken Out by Jayne. But wait, wasn't Jayne Taken Out by Simon's tranquilizer? He was, but just 'cause you're Taken Out doesn't mean that you're completely out of the scene. You can spend a Plot Point and take a **Limited Action** to keep a single die when you roll your dice pool. Fortunately, whenever you make a roll, even for Limited Actions, there's no limit to how many Plot Points you can spend. This way, you can keep adding dice to your total as long as you have Plot Points to spare! Turn to *Find a Job* on page 234 to read more about Limited Actions.

CROW

"He loves to stand at the door and say 'Boo!'" - Niska, "The Train Job"

ATTRIBUTES

Mental	6	
Physical	8	
Social	4	

SKILLS

Drive	6	
Notice	8	
Fight	10	*Knives*
Survive	8	
Move	6	
Influence	8	*Intimidation*
Focus	6	

DISTINCTIONS

Scary Lieutenant 8

When your boss says to break a man's leg, you already got one picked out that you like.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Knife Fighter 8

Hold a knife one way, cuts through an onion for dinner. Hold it another way, cuts someone's throat for upsetting you.

- ☑ Gain 1 Plot Point when you use this as a D4 instead of a D8.
- ☑ *Deep Cut:* Spend 1 PP to step up a Complication you inflicted with your blade.

Bad Reputation 8

Folks whisper your name when they see you coming. And hope you leave as soon as possible.

- ☑ Gain 1 Plot Point when you use this as a D4 instead of a D8.
- ☑ *Intimidating Build:* Spend 1 PP to roll your **Physical** die instead of your **Mental** die when using your **Influence** to scare someone.

SHERIFF BOURNE

"You were truthful back in town. These are tough times." -Bourne, "The Train Job"

ATTRIBUTES

Mental	6	
Physical	6	
Social	6	

SKILLS

Fight	6	
Notice	10	*Outsiders*
Focus	8	*Patience*
Shoot	8	
Know	8	*Paradiso*
Influence	8	
Treat	6	

DISTINCTIONS

Backwater Sheriff 8

One good man is all a town needs to keep the peace. Sometimes, that's all it has.

- ☑ Gain 1 Plot Point when you use this as a D4 instead of a D8.
- ☑ *Playing the Bumpkin:* Step back your **Know** for a scene to step up your **Notice** to catch a suspect off guard.

Honest Man 8

Honest as the day is long.

- ☑ Gain 1 Plot Point when you use this as a D4 instead of a D8.

Relentless Investigator 8

Just the facts, dong ma?

- ☑ Gain 1 Plot Point when you use this as a D4 instead of a D8.
- ☑ *Bloodhound:* Step up a Complication involving higher authorities in your jurisdiction to step up your **Notice** skill for a scene.







Name: Regina
Position: 2nd, orbits *Huang Long.*
Moon(s): Alexandria
System: Georgia
Capital: Shiloh
Est. Population: 3 million

PLACES, MOONS, AND PLANETS

In "The Train Job," Niska asks Mal to do a job in the Georgia System. Viewers see and hear 'bout the problems with terraforming. Though everyone who lives on the planet Regina is afflicted with a degenerative disease called Bowden's Malady, the ailment is treatable with Pescaline-D, an advanced medicine courtesy of the Alliance.

Here are other locations in the episode:

- **Watering Hole, Ezra:** Though the location ain't disclosed by name, this backwater bar is found on the planet Ezra in the Georgia System. Ezra is a dry, dusty environment with a single moon: Herschel. Funny thing is, Mal knows this particular tavern is friendly to the Alliance. Funny thing is, there's all kind of taverns like these dottin' the 'Verse in the middle of nowhere. Some might say Mal intentionally visits them on Unification Day. The patrons ain't none too bright; they can't tell *Serenity* don't have no weapons. Still, it should be said that though this was a backwater bar, it has a kind of atmosphere to it—right before Mal got tossed out of the ionized window.
- **Niska's Skyplex, Ezra:** Adelai Niska operates out of a skyplex that's the size of a small city. Rife with the latest technology and priceless, centuries-old artifacts reminding viewers of Earth-That-Was, this space station is a heavily guarded fortress and orbits above the planet Ezra. The labyrinthine ship is self-sustaining and has many secret rooms and berths hidden within its walls. When Mal, Zoe, and Jayne arrive, it's clear they are out-manned and out-gunned.
- **Hancock, Regina:** Not all cities get the same luck of the draw. Take Hancock for example. Though it suffers from the same terraformin' maladies as its sister city Paradiso, which sits a few train stops down the line, it's got a heavily-armed Alliance regiment watchin' over her. All them soldiers boarded the train in Hancock and are headin' to Paradiso alongside a medical shipment. It's not uncommon to see Alliance milling about on Regina or anywhere else where terraforming has caused the settlers a heap of medical troubles.
- **Paradiso, Regina:** Paradiso is the mining town Sheriff Bourne calls home and it's the last stop on the train's delivery route. Though its name may sound like a kind of paradise, it really ain't. Miners are common in the Border and Rim Planets on account of it bein' an easy job to get. Thing of it is, many settlers who strike out on their own don't have much and need work to put food on their table. Since farming is mighty expensive, hard luck cases often wind up in places like Paradiso just to survive.

GUNS AND GEAR

Though guns are drawn and rifles are slung over shoulders, there ain't a lot of shootin' in "The Train Job." A well-timed kick and a witty retort get the crew a lot further in this episode than a bullet landing in just the right spot. Here, we're introduced to more of Simon's medical gear like weaves, tranquilizers, and the like. We also see some of the brushes and tools Inara uses to pretty herself—and Kaylee—up on account of her Companion duties.

Grappling hooks and the like are covered in *Find a Ship* on page 208. To use medical equipment like a weave, you'll need to find a doctor first—like Simon Tam. Most equipment in Simon's Medkit can be accessed by spending a Plot Point. To create an Asset, first describe what you want to use. If'n you want to apply a **Weave** to a cut on Jayne's arm, spend a Plot Point to create the **Weave** and add an extra **D6** to your pool of dice. The more dice you roll, the better your chances of succeeding.

Here are two other pieces of gear that are important to the plot:

- **Grav Thrust:** *Serenity* comes with a pile of parts and Kaylee has got to keep her running the only way she knows how—by modifying what she's got. Since Mal's too cheap to replace the compression coil, other parts of the boat begin to be affected—and life support ain't that far behind. This coil goes, so does the ship. How long can Kaylee keep jerry-rigging the engine to keep on going? If you remember, viewers find that out later in "Out of Gas."
- **Companion Guild Credentials:** Registered Companions are rarely seen outside of the Core. These Guild credentials give Inara certain rights no matter where she is and are so important she's got a paper and a digital copy stored in her folder. That makes her mighty useful outside of the rent she pays and the clients she brings on board. How does Inara's relationship with the Alliance affect what she does for herself? The rest of the Crew?

As a general rule, keep in mind that not every piece of gear needs a set of game rules behind it. It don't make much sense to roll dice to see how well Inara is brushing Kaylee's hair—unless it affects the story somehow. If it does in a mighty big way, don't be stingy with your Plot Points. Spend 'em, create an Asset, and get more dice to roll—but watch out! There may be times where you have to take a **Complication**. Typically, that won't affect your dice pool none. In most cases, Complications shape what the GM rolls.

THAT'S A MIGHTY FINE ASSET

Equipment in the **FIREFLY RPG** is only important if'n it affects the outcome of an action you want to take. It's easy enough to fall in love with the 'Verse, but spendin' all your time describin' a fancy six-shooter don't amount to a hill of beans unless its pearl handle and monogrammed initials matter to your story.

When a piece of gear really matters to the tale you're tellin', it may be represented by an **Asset** or **Signature Asset**. Assets typically last for a scene when you spend a Plot Point. They can also last for the duration of an entire Episode if'n you decide to spend two Plot Points. Signature Assets are always with you, so you don't need to spend Plot Points on those. You've got them with you all the time.

When you're buying an Asset, it can be any little thing that a big damn hero needs. You may not always have to shoot a high-powered rifle to get the job done. Sometimes you might require a **Charming Smile**, an **Old Friendship**, or a **Clear Head**. Other examples of Assets are **MagBoots**, **Attractive Bribe**, **Heart Monitor**, **Sharp, Pointy Stick**, **Explosive Grenade**, **Ceremonial Dress**, **Fine-Tastin' Whiskey**, and **Fake Academy Credentials**. If'n you get stuck, ask advice from your fellow Crewmembers. The Assets you come up with can help them, too!

For a lowdown on Assets, turn to the *Find a Job* chapter on page 237. You'll also be readin' lots of examples about 'em as you progress through these here episodes.

CHINESE PHRASES

"The Train Job" sprinkles Chinese sayings throughout the episode. When you hear a phrase or two, it's usually because the speaker is surprised, angry, or annoyed. To express your feelings properly in Chinese, visit page 337 in the *Appendix*.

Chinese (Mandarin)
English Translation

Ching zai lai yi
Can I have another glass

bei Ng-Ka-Pei?
of Ng-Ka-Pei, please?

Dong ma?
Understand?

Gou zao de
Dog humping

Ke wu de lao bao jun
Detestable old tyrant

Zhe jen shi ge kuai le de jin zhan
Nuts

Zhen de shi tian cai.
This is a happy development.

SHIPS AND TRANSPORTATION

As its name suggests, "The Train Job" features a passenger train carrying precious cargo and passengers from one town to another. The rules for passenger trains vary depending upon how the characters are interacting with that locomotive—from a simple single Asset to a full-fledged vehicle with all kinds of rules.

Your spaceship, on the other hand, is like a Crewmember. The boat you'll fly clear 'cross the 'Verse comes with its own set of game rules on a special sheet. Turn to *Find a Ship* on page 208 to read how ships work.

Here's a list of ships and vehicles from this episode:

- Firefly Class, Mid-bulk Transport Ship (*Serenity*)
- Skyplex
- Shuttle One (*Serenity*)
- Alliance Cruiser (*I.A.V. Nakamura*)
- 4-Wheel ATV (*Mule*)
- Train

Your ship'll often be in the middle of the action. For instance, Wash has to get *Serenity* to hover over the train in just the right spot. What kind of dice would you roll?

Here's how Wash's part in the heist would break down:



The GM rolls a **D10** for difficulty on account of the fact that lining up *Serenity* with a speeding train is mighty hard to do. Not to mention, it ain't just any old train: it's a **Speeding Train D8**.

Now it's your turn. Pretend you're Wash for a second, who is flyin' *Serenity*. Take *Serenity*'s **Engines** Attribute and Wash's **Fly** Skill. That's a **D10** and a **D12**. Since the Firefly class is a transport ship, take another **D6** for his **Fly** (*Transports*) specialty. Now, if you're worried those three dice won't do, add another **D8** to your dice pool to represent Wash's role in the Crew, his Distinction **Ship's Pilot**. Roll all four dice, take the best two results of the lot, then add 'em right up. Easy as lyin'!

Did you beat the GM? If you did, pat yourself on the back. Thanks to you, the rest of your Crew'll now be able to hover over that car, scurry on down, and grab the loot. If you didn't? Don't worry your pretty little head, 'cause your story don't end with an unlucky roll of the dice. It just makes your life a lot more interestin'.

BUILDIN' SKYPLEXES



In the **FIREFLY RPG**, skyplexes, research stations, and space bazaars are a type of ship. Due to their immense size, the vast majority of the time these ships are either in orbit above a planet or located in a strategic position somewhere in the black.

If'n you want to build your very own kingdom, turn to the *Find a Ship* chapter on page 208 to find out how. Like Niska's Skyplex, don't be afraid to customize your own little moon to your very likin'. Minus all the scary parts, of course.

FURTHER ADVENTURES

An exciting train heist right up your alley? Are you and your Crew actively pursuing a life of crime? Tell your own stories by pickin' one of these variations based on "The Train Job."

MINERS? WHAT MINERS?

Imagine what would happen if you and your Crew didn't find out the cargo was filled with Pescaline-D until you're in Niska's office getting paid. Your Crew takes Niska's job and pulls off a successful heist. What's more, everybody makes it off of Regina alive and in one piece. Back at Niska's skyplex, one of your Crew gets mighty suspicious about the cargo—Niska's pleased as punch you've done your job and gives you a bonus.

As Niska orders the Crew to leave, he quips: "Is good you did not talk to miners. Many die. Such is life." Suspicious on account of Niska's chatter, you look up Paradiso on the Cortex and find out that dozens of people are dying. You also see a flag that clearly identifies the Alliance cargo and when it was taken. Seems you stole the only medicine that could fix 'em and you didn't even know it.

What'll you do? Will you and your Crew try to make things right? If so, how? Try to steal the cargo back from Niska? Find another source for the meds? Some other brilliant plan?

ALLIANCE TO THE RESCUE

'Member that Ensign on board that *I.A.V.* who was worried 'bout all them people? You know the one. Well, say she managed to sneak a note to another ship in the area and that Colonel's more sympathetic to the miners' plight. Instead of turning 'round and going about his important business, Colonel Thomas Ling decides to investigate further.

While he's no shepherd, Col. Ling has faith a-plenty and doesn't mind spreadin' it around through the powers granted to him by his station. A mite naïve, the Colonel ain't been out in this part of the 'Verse for very long. It was his choice to venture further out into the black, well past his home on Ariel. He doesn't put no stock in fairytales like Reavers or faulty terra-forming equipment, neither—which makes him powerfully difficult to deal with.

Will you return the medicine and leave Regina 'fore the Colonel shows up? Will you panic and wind up getting pinched? Or will you manage to fool the Alliance into thinking Niska's the real problem here? And, more importantly, how in tarnation will you get paid?

A MITE SUSPICIOUS

Niska threatened Mal when he first got the job by dropping the word "reputation," and showing him what would happen if he failed. 'Member his wife's poor nephew? Ever wonder what would happen if Niska didn't trust Mal at all? Say he forces you to take Crow and the other henchmen along for the ride. Now, instead of travelin' from Hancock to Paradiso by your lonesome, you've gotta entertain Crow and make sure he's treated right. Your life may very well depend on it.

What happens if you find out what the cargo is *before* Sheriff Bourne corners you? Or worse—the train heist is a bust because the Alliance thinks Crow is a mite suspicious. You've got a local Sheriff to deal with, a powerful decision that has to be made, and Alliance breathing down your neck. Sure, you're used to having bad luck—and right on cue, a new player comes swoopin' in at the last minute to make the situation a lot more complicated.

Turns out Niska ain't the only one who knows what's on that train. Your old friend Badger hired a guy by the name of Finn to negotiate on his behalf. It's you, the Alliance, Niska, the locals, and Badger all tied together in one hot sticky mess. What will you and your Crew do? Can you afford to double-cross one just to get off of Regina without getting pinched—or *worse*?



COL. THOMAS LING

"The Alliance does do good works. Just you wait and see."



ATTRIBUTES

Mental	6
Physical	4
Social	8

SKILLS

Fight	6	
Know	8	*The Alliance*
Shoot	6	
Focus	6	
Notice	6	*Regulations*
Treat	6	
Influence	8	*Orders*
Operate	6	
Trick	8	

DISTINCTIONS

Alliance Officer 8

You proudly wear the uniform of the organization that brought peace to the universe.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Chain of Command:* Gain 1 PP when you step up a Complication because of orders you received from your superiors.

Big 'Un 8

Sure, you've packed on a few pounds, but there's no gravity out in the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *More to Love:* Spend 1 PP to step up your **Social** die for a scene when you make light of your physical condition.

True Faith 8

Shepherds aren't the only people in the 'Verse who believe in a higher power.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

FINN THE MERCENARY

"Credits don't matter to me. How much you payin' me again?"



ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Fight	8	
Move	6	
Shoot	6	
Influence	8	
Notice	6	
Sneak	8	*In Plain Sight*
Trick	8	*Fast Talk*
Perform	8	*Acting*
Survive	8	

DISTINCTIONS

Master of Disguise 8

You're more comfortable in someone else's skin.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Mockingbird:* Spend 1 PP to step up your **Perform** Skill when you are trying to mimic someone's voice.

Mercenary 8

They don't pay you to look pretty. They pay you to shoot things.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Unprincipled 8

You'd sell your own mother to the Reavers to make some coin. Your pappy you'd throw in for free.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Looking Out For Number One:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.

SIGNATURE ASSETS

Holdout Pistol 8

BUSHWACKED



"Reavers ain't men. Or they forgot how to be. Now they're just… nothing. They got out to the edge of the galaxy, to that place of nothing. And that's what they became."
– Mal, "Bushwacked"

The plot for this character-driven episode centers upon a derelict ship and its missing crew stranded out in the black. Heavy on atmosphere, dialogue, and tension, "Bushwacked" is the first time we begin to understand the perils of flyin' in the 'Verse—and how dangerous it is for folks too naïve to grasp what that danger might be.

ABANDONED SHIP

The show opens with a friendly game of basketball. Simon, River, and Inara watch the others play in the ship's cargo bay—but the crew's happiness is short-lived. A proximity alert sends Wash straight back up to the cockpit. As he investigates the source of the signal, a body crashes into the front of the ship, and the mystery begins.

Every crewmember is involved in solvin' that enigma. Wash, who knows his ships, remarks that the abandoned vessel is either a "converted cargo hauler or short range scow" that's headed for the Blue Sun System. A mechanical expert, Kaylee explains that the missing port thrust has caused the ship to spin out of control. Mal and Zoe act as the ground crew and board the vessel to find out what happened to its occupants and if there's any cargo on board. They quickly learn that there's a "fortune" of farming supplies and nutrients left behind, enough for over a dozen families.

If all that weren't strange enough, the captain found something else on board. Or rather, some "one."

THE SURVIVOR

Normally, finding a survivor on board a busted ship is cause for celebration—but not this time. Mal understands all too well what path the survivor has been set on. Though he is in danger of becoming a Reaver, the survivor is still human, just one who's witnessed all manner of horrors. This little fact causes the crew to argue with one another but, in the end, Mal knows the score, even if everybody else—including the Alliance cavalry—doesn't.

CAPTAIN, I DON'T AGREE

'Member when Shepherd Book successfully argued with Mal to bury those poor settlers on board that ship? In the **FIREFLY RPG**, not every session you play requires you to shoot a gun or throw a jab. Sessions, which are called **Episodes**, could go down exactly like this one—you may have to sneak around outside your ship, bluff your way through a conversation, or make a strong point.

Sometimes, though, you might wind up arguin' with your Crew or your captain—just like good ole Book. Doin' so may require a roll of the dice against your own Crewmember. Since your needs are pitted against another Crewmember's, you'd both roll dice to resolve the social conflict.

Step into Shepherd Book's shoes for a moment. He didn't much care for the Captain's decree, so he decided to take his issues up with him.

Book offers to go over to the derelict vessel so he can properly lay the settlers to rest. Mal protests mildly, saying that they're resting pretty darn good already. Well, Book feels so strongly about treatin' those poor folk right, he won't listen to Mal this time 'round. One way or the other, Book'll say a prayer for their souls. Since Mal has to convince the shepherd why they need to move on, Book sets the stakes for this roll. The outcome'll determine who gets their way.

First, Book compiles his dice pool by adding his **Social** D8 Attribute, his **Influence** D8 Skill, and his **Caring** D8 Distinction. He rolls:



Book adds the two highest dice to get a total of 15.

Next, it's the captain's turn and he'll attempt to raise the stakes. He adds his **Social** D8 Attribute, his **Focus** D6 Skill, and his **Ship's Captain** D8 Distinction, seeing how he's in charge. He rolls:



The total of Mal's two highest dice comes to 11. Because Mal was unable to raise the stakes, he's forced to agree to Book's wishes. He don't like the risk they're taking, but he can see the value in Book's way of thinking.

ALL HAIL THE ALLIANCE

Though the crew tries to do what's right, their luck takes an unexpected turn when the Law comes a-callin'. An Alliance cruiser appears and the crew is accused of murdering the settlers. To make matters worse, Commander Harken takes the crew into his interrogation room and "rescues" the survivor. Now, this decorated Alliance Commander isn't about to be fooled. The minute the word "Reavers" enters the conversation? He throws the book at Mal. To him, Reavers are just a bedtime story told to scare kids into behavin'. Harken ain't never dealt with the boogeyman before. After all, with no Law around to answer to, for some folk anything goes.

Commander Harken has a certain way about him. These personality traits, whether they're related to his background, personality, or career, are called Distinctions. Every Crewmember will begin the game with three Distinctions and five **triggers**, or special rules that are associated with the character's Distinctions.

Distinctions add more dice to your pool and they also indicate how you'll narrate the scene. Here's an example of how Commander Harken's interrogation of Zoe is influenced by their unique traits.

After discovering the condition of the survivor, Commander Harken is trying to figure out what's happening on board *Serenity*. When he interrogates Zoe, he discusses her marriage to Wash and the fact that she fought with Mal during the Unification War.

As the target of the interrogation, Zoe sets the stakes. She adds her **Mental** D8 Attribute, her **Focus** D8 Skill and—given that she's trying to remain on the level during the interrogation—her *Calm* specialty, which adds a D6 to her dice pool. She has three Distinctions to choose from—**First Mate** D8, **Steady** D8, and **Veteran of the Unification War** D8. The latter two Distinctions are certainly appropriate, and she decides to add **Steady** D8 given her deadpan comebacks to Harken's questions. The Distinction she chooses affects how she'll narrate what happens next. She can only choose one Distinction per roll.

After Zoe adds her D8 to her dice pool, she reviews the **Steady** Distinction triggers checked. The first, which is always checked, allows Zoe to gain a Plot Point if she uses a D4 in her dice pool instead of a D8. Now, this trigger can only be used if Zoe decided that being **Steady** in this situation would hurt her in some way. For example, say Zoe became as quiet as a derelict vessel floatin' through the black. If'n she decides to shut down completely, Harken wouldn't take too kindly to her lack of cooperation and she'd have to face the consequences for that. To use that trigger, Zoe would declare that's what she wants to do before she rolls her dice. She'd earn a Plot Point and have to roll a D4—which increases her chances of getting a jinx.



Serenity's first mate also has the *Sea of Calm* Distinction trigger checked beneath **Steady** D8, which allows her to use a Complication as an Asset for one Action by spending a Plot Point and then stepping up the Complication after the Action is resolved. Unfortunately there isn't a Complication in play that Zoe can narratively take temporary advantage of, so Zoe can't use her triggers in this case. For more on Distinction triggers see *Find a Crew* on page 149.

Zoe rolls:



The total of Zoe's two highest dice is 10. Zoe's a mite concerned about accidentally revealing something to Harken, and she's a bit worried that 10 might not be a high enough total. What can she do? Zoe can spend a Plot Point to add a third die to her total. She adds the third D8 to her total and now her total is 13. If'n she had more dice in her pool, she could continue to add dice to her total as long as she was willing to spend the Plot Points to do so.

But Zoe also rolled a jinx! The Gamemaster gives Zoe a Plot Point in order to activate the jinx and creates a **Wash Likes to Talk** D6 Complication, which might prove useful when Harken interrogates Zoe's husband.

Harken tries to raise the stakes by adding his **Social** D8 Attribute and his **Influence** D10 Skill. Seeing how he fought for the Alliance and Zoe fought for the Independents, this might make it tougher to get her to talk. So instead of adding a D8 to his dice pool due to his **Veteran of the Unification War** Distinction, he adds a D4 and gets a Plot Point for his trouble. He rolls:



Harken adds his two highest dice, gets a total of 11, and fails to raise the stakes. Even if he spends the Plot Point that he just gained it would only take his total to 13, which merely matches Zoe's total. Since he has to beat Zoe's total to raise the stakes, he still wouldn't succeed.

Zoe just calmly stares at Harken across the table.

HEAPS OF TROUBLE

Serenity's crewmembers, with the exception of Simon and River, are subjected to Alliance scrutiny while the survivor is helped in the cruiser's medical bay. Through a series of interviews, we find out more about each crewmember. For example, we learn that Inara is considered to be an upstanding member of Alliance society and discover the differences between Wash and Zoe. Unfortunately, no matter what the crew says, that don't convince Commander Harken of Mal's innocence. Though he can't confirm that this particular Firefly class ship—one out of 40,000 travelin' along the Border and Rim—is the same one that's harboring fugitives, Harken is ready and willing to arrest Mal and report him to the Central Authority.

By the time the episode concludes, the crew is freed and personally thanked by the Commander. Sure, their valuable cargo got confiscated, but they did escape by the skin of their teeth—and that's not nothin'.

BAD LUCK LEADS TO COMPLICATIONS

When you roll a 1, your luck just got a mite twitchy—even if you raise the stakes. These dice are called **jinxes**. When you roll a jinx, the Gamemaster may introduce a new **Complication** to the Episode. Complications are added to the *opposing* dice pools when fictionally appropriate.

Since Complications enhance your story, you have the freedom to shape how you create them—the same way you would an Asset when you spend a Plot Point. Most times, you'll give that Complication a name specific to your situation. For example, you might create a **Jayne's Gun Is Jammed** D6 Complication when bullets are flyin' or give Kaylee a **Wrench Stuck in the Engine** D8 Complication when she's tryin' to repair the ship.

That said, Complications can also be related to a situation that involves the rest of your Crew. Some examples include: **Inconvenient Alliance Inspection** D8, **Solar Flare** D6, or like in this Episode, **Survivor Is a Proto-Reaver** D8.

To sum up: when you roll a 1? That's when your luck's bound to change—just like the *Serenity* crew's often did!

SURVIVOR

"No mercy...." - The Survivor, "Bushwacked"

ATTRIBUTES

Mental	4
Physical	8
Social	6

SKILLS

Craft	6	
Fight	10	*Knives*
Focus	6	
Labor	8	
Notice	6	
Shoot	6	
Survive	6	
Throw	6	
Trick	6	*Play Dead*

DISTINCTIONS

Farmer 8

Terraforming made plenty of work for you, but it's a rough life, whether it's cows, corn, or chemically-altered protein product.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Rugged:* Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.

Knife Fighter 8

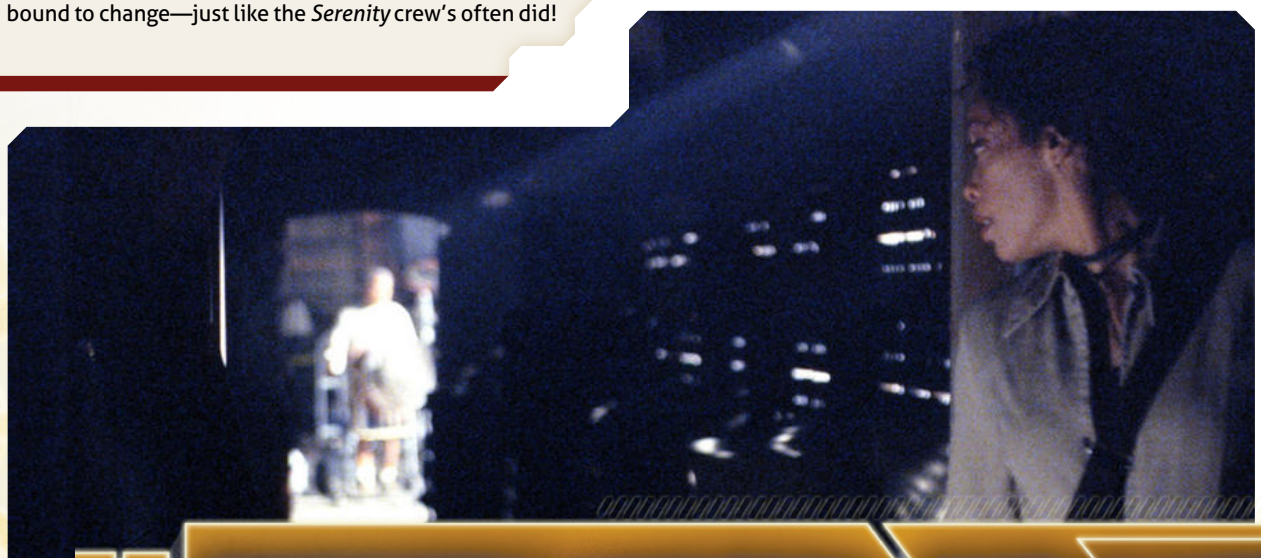
Hold a knife one way, cuts through an onion for dinner. Hold it another way, cuts someone's throat for upsetting you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Deep Cut:* Spend 1 PP to step up a Complication you inflicted with your blade.

Leaky Brainpan 8

Folk say you ain't quite right in the head.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.



ALLIANCE COMMANDER HARKEN

"For some, the war'll never be over."
- Commander Harken, "Bushwacked"

ATTRIBUTES

Mental	8
Physical	8
Social	8

SKILLS

Fight	8	
Fix	6	
Influence	10	*Orders*
Know	6	*Spaceships*
Notice	8	*Regulations*
Shoot	8	*Rifles*
Survive	8	
Treat	6	

DISTINCTIONS

Alliance Officer 8
You proudly wear the uniform of the organization that brought peace to the universe.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Chain of Command:* Gain 1 PP when you step up a Complication because of orders you received from your superiors.

Idealist 8
We can be better than we are now. Others scrape by, we push to make the 'Verse a better place.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Lead by Example:* When you take a Complication while standing up for your beliefs, step up a Crewmember's Attribute die on their next Action.

Veteran of the Unification War 8
It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

I.A.V. Cronenberg 8

CHINESE PHRASES

The Chinese spoken in "Bushwacked" reflects the tense nature of this episode. Visit the *Appendix* on page 337 to learn how to pronounce these phrases. Here's what they said:

Chinese (Mandarin)	**English Translation**
Feng le	Loopy in the head
Hun dan	Jerk
Tian cai	Genius
Tian xiao de	In the name of all that's sacred
Wo de ma	Mother of god
Wo de tian a	Dear god in heaven
Zao gao!	Crap!
Zhen dao mei!	Just our luck!

PLACES, MOONS, AND PLANETS

The entirety of this episode takes place in the black on three ships: *Serenity*, a derelict ship, and an Alliance cruiser. Now, the black is anywhere that there ain't no planets or moons within spotting distance. These regions of space are dangerous because when folks get stranded or attacked by Reavers, no one else may be around for miles and miles. The settlers—who hailed from Bernadette in the Core—were headed for Newhall in the Kalidasa System. Unfortunately, they never made it.

If'n you're following *Serenity*'s trajectory from the pilot episode up to this point, her position would be in the black somewhere between the Georgia and outermost edges of the White Sun System. After all, they'll be landing on Persephone in "Shindig" soon enough.

GUNS AND GEAR

The gear used in this episode was tailored toward space travel, medical treatment, and salvage. When you're out in the black, you might need one of these Assets to help you hide from an Alliance patrol boat or patch up a patient. Remember, Assets are items you can create on-the-fly to help you accomplish Actions for the duration of a scene or Episode.

- **Settler's Gear:** Protein and crop supplements like Gen-Seed were packed into crates. Gen-Seed, or genetically engineered seed, is manufactured by the Alliance and is resistant to bugs and harsh environmental conditions. Protein supplements are a valuable commodity for any settler or traveler because these packs don't spoil as fast as other foodstuffs and they can be ground down into a fine powder and added to other foods. Crop supplements include long-lasting fertilizer capsules, enough for a few seasons, and an experimental terraforming compound that breaks hard clays down into fertile soil.
- **Booby Trap:** This booby trap was laid by Reavers to catch unsuspecting travelers who stopped to investigate the settlers' ship. Jerry-rigged with a pressure catch, if *Serenity* tried to detach it, the trap would trigger an explosion. Luckily, Kaylee not only understood how the trap worked, she managed to bypass the DC line to cut the right tube and disable the trap.
- **Surgical Tools:** Food isn't the only thing that's in short supply once folks fly up and out of the Core—a good surgeon is often hard to come by, too. Surgical tools, like Simon's knives, forceps, needles, and weaves, are a necessity for anyone who understands the basics of medicine. These tools are also found in the Alliance cruiser's advanced medical bay. Though these tools are similar to what Simon Tam uses to stitch the crew up, the medical bay has a lot of monitoring equipment and other necessities that he doesn't have access to in his bag.
- **Worn Spacesuits:** To escape Alliance detection, Simon and River don beat-up armored spacesuits and hide outside *Serenity*. These suits have built in mag boots that help secure them to the hull. Without so much as a tether, they'd be floatin' off into the black, lost forever. Their spacesuits have seen plenty of action, but they're still functional.

Here's an example of how this equipment might help you in your game. Say you're playing Simon, and you're really worried about the Alliance cruiser looming on *Serenity*'s horizon. What to do?



Simon and River need to hide from the Alliance knockin' on *Serenity*'s doorstep. Mal knows that if the brother and sister stay on board the ship they'll likely get pinched by the feds. However, there's one place the Alliance is too stupid to look—outside the ship. Without hesitation, Mal orders Simon and River to put on spacesuits and sneak outside. After a little bit of fuss, they do!

To help Simon and River, Mal opts to create an Asset. Because two of his crewmembers followed orders, the captain can use his *Lead the Crew* trigger from his **Ship's Captain** Distinction. Normally, Assets come into play at a **D6** die rating. In Mal's case, however, he creates a **Get Out in Those Spacesuits D10** Asset, because his **Influence** Skill die rating is a **D10**.

Now that there's an Asset in play, Simon and River can add a **D10** to their die pool whenever they're trying to hide.

Here's how that works:

As the Alliance soldiers ransack *Serenity*, Simon sets the stakes. He adds **Physical D6**, **Sneak D6**, and adds his **On the Run** Distinction as a **D8.** He also adds the **Get Out In Those Spacesuits D10** Asset provided by Mal. He rolls:

4 3 5 2

Simon's two highest dice total to only 9. Simon doesn't feel comfortable with that total so he spends a Plot Point to add the **D8** to his total, bringing it to 12.

The Alliance soldiers try to raise the stakes. The Alliance soldiers are treated as Extras, which we'll talk about on page 58 in "Safe." But for now, their pool consists of **Alliance Soldiers 3D8**. They roll:

6 6 2

The Alliance soldiers' two highest dice come to a total of 12. This equals but doesn't beat Simon's roll and so they fail to raise the stakes. The Alliance soldiers don't catch River and Simon hiding outside the ship.

SHIPS AND TRANSPORTATION

The crew finds themselves interrogated by Commander Harken on an Alliance cruiser. This ship holds many rooms, including an advanced medical bay and several smaller ships within its hold. Compared to *Serenity*, the Alliance cruiser is cold, sterile, and far more technologically advanced.

- Firefly Class, Mid-bulk Transport Ship (*Serenity*)
- Alliance Cruiser (*I.A.V. Cronenberg*)

MASTERIN' THE GAME: WHAT? NO ASSETS?

Unlike Crewmembers, the Gamemaster doesn't get to spend Plot Points to create Assets to help GMCs. Gamemaster characters, like Commander Harken and Patience, can neither create nor use Assets already in play. They can, however, use their own Signature Assets if'n they have one in their possession at the start of the Episode. They can also use location or scene Traits in their dice pools like **Alliance Security** D8 or **Alliance Interrogation Room** D10 when appropriate.

For example, Commander Harken has the **I.A.V. Cronenberg** D8 as a Signature Asset. That means the Gamemaster can add a die representin' the Alliance cruiser to his dice pool when appropriate. Now that don't mean Harken wouldn't pick up a gun and shoot—a Crewmember might even end up with a **Harken's Got a Gun** Complication! Thing to remember is: Assets help Crewmembers and certain Complications and location or scene Traits, like **Survivor Is a Proto-Reaver** D10 or **Suspicious Alliance Commander** D6, will aid GMCs. Long as you keep that in mind, you'll be right as rain.

I.A.V. CRONENBERG

ATTRIBUTES AND SKILLS

Engines	8
Hull	12
Systems	10
Crew	8

DISTINCTIONS

Tohuku Class Alliance Cruiser 8

The development of this spaceship helped tilt the balance of the Unification War towards the Alliance. Now these bastions of power represent the control the Alliance holds over the entire 'Verse.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Power Projection*: When ordering another ship to stand down and prepare to be boarded, the captain may spend 1 PP to step up or double **Influence** for one action.

Battle-Scarred 8

Your ship proudly displays the scars of many battles fought during the Unification War. Though she's showing signs of wear, your boat's still here. Guess that means somethin'.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

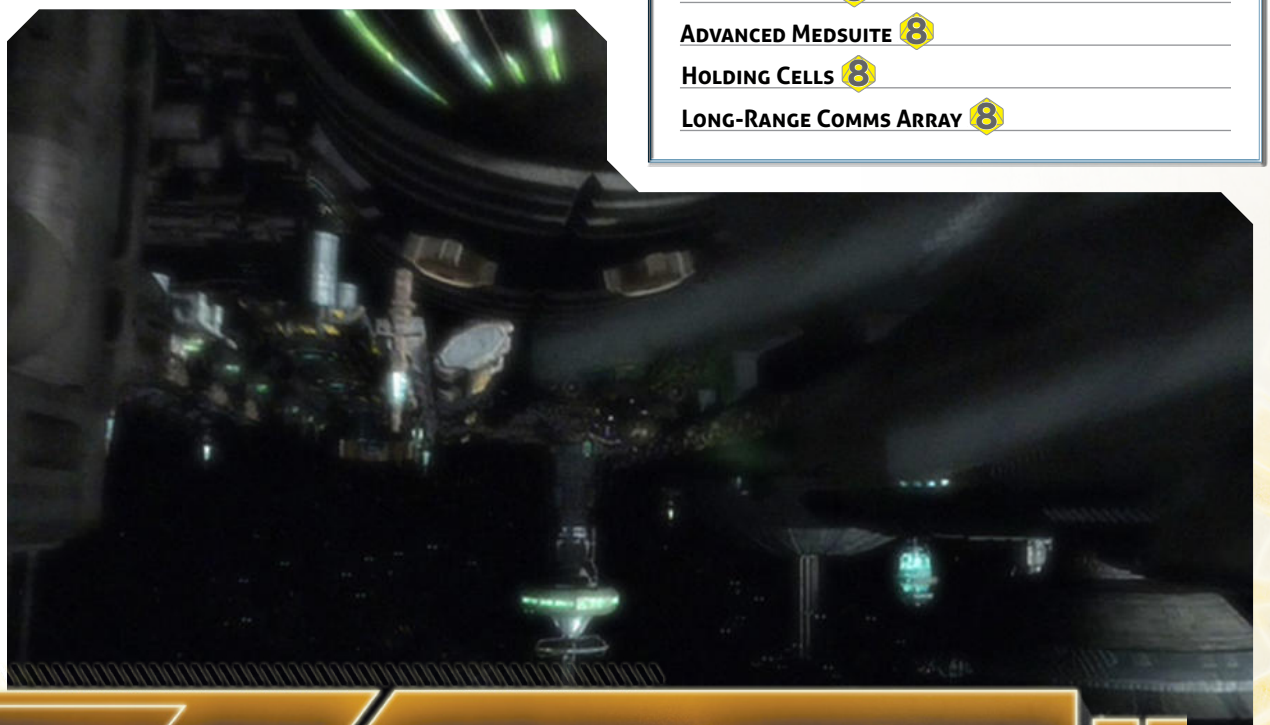
Registered Mobile Hospital 8

Not only do you have a fancy Alliance-sanctioned medsuite, but you've set up your cargo area as a triage center and converted your passenger quarters into hospital beds.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Code Blue!*: When treating a patient in the medsuite, you may choose to reroll any dice that come up as jinxes instead of taking Plot Points.

SIGNATURE ASSETS

Tractor Beam	8
Advanced Medsuite	8
Holding Cells	8
Long-Range Comms Array	8





FURTHER ADVENTURES

What would've happened if Mal didn't stop the Survivor from murderin' Commander Harken? Or if Harken would've bound the entire crew by Law and managed to report them to the Central Authority? Here are a few adventures inspired by this episode.

MEET THE FARMERS

The settlers were headed for the Kalidasa System to help the Alliance settle the Rim. Unfortunately, their loss means the government now seeks more willing citizens to grow crops on Newhall. You and your Crew have managed to convince Commander Harken that you'll gladly abandon your life of crime and take up farming. What's more, he's so grateful you solved two of his problems in one day, he'll throw in extra supplies and a small reward, too. Thing of it is, you don't know anything about farming and half your Crew is beggin' you to dump the cargo and sell it for a heap of Alliance credits.

Now that you've made out like a bandit, will you stop bein' a smuggler and start actin' like a respectable citizen? What will you do when you find out Harken installed tracking devices to keep tabs on you? When you discover one of your fellow Crewmembers has collaborated with the enemy, how will you deal with the betrayal?

ALLIANCE: FRIEND OR FOE?

One of the most important decisions you'll make is to figure out how you feel about the Alliance. Not only will your allegiance determine what side of the Law you're on, it also reflects how you felt about the Unification War, how you interact with Alliance officials, and what risks you'll take. Now, just 'cause you love the guvmint don't mean your comings and goings will be smooth. There are plenty of folks who'll go out of their way to backstab, frame, rob, blackmail, and avoid you. Heck, another official might even accuse you of bein' a snitch and get you arrested!

ANOTHER ALLIANCE FAVOR

A few weeks later, Commander Harken sends you and your Crew a wave, asking you to meet him in the town of Serenity View on Hera. Upon your arrival, he asks you to help him catch an Alliance fugitive last seen in the Core named Rose Wilcox, a former Browncoat you once knew. You thought Rose had died of Legionnaire's disease in a military hospital during the Battle of Turkey Falls. Her passing was hard on you. Once the War was over, you were going to stand up in her weddin' to an Alliance grunt. When that kid was hung as a spy, Rose threw herself on the frontlines and wound up dyin' a hero. Now Harken's tellin' you she's alive? You're not sure what to think.

Will you trust Harken and track down Rose? How will you react when you see her for the first time in ten years? What will you do when you find out Rose has gone rogue and is tryin' to assassinate every high-ranking member of Alliance brass she can find?

THAT'S A MIGHTY FINE SCOW

Think creatin' Episodes is hard? Here's a shortcut. Use a specific scene from "Bushwacked" and put yourself in the middle of that action. Then, ask a "What if?" question you and your Crew'll answer in your game. For example, say that Commander Harken didn't show up to commandeer *Serenity* right after Kaylee disabled that booby trap. With *Serenity* free, your Crew's options are to put the Survivor back where you found him, fix the scow, or take off with the settlers' cargo. Thing of it is, that scow can be mighty valuable, too, if'n you got a mechanic who can get her workin' right again.

What happens if your mechanic fixes the boat and Reavers show up? If'n your Crew is scattered between the black, the scow, and your own ship, how will you rescue everybody before the Reavers attack? When Commander Harken swoops in and aids ya, will you think differently of the Alliance? If'n he does, will you turn over any Crewmembers who've run afoul of the Law?

ROSE WILCOX

"The only good Alliance officer is a dead'un."



ATTRIBUTES

Mental	8	
Physical	10	
Social	6	

SKILLS

Fight	8	
Focus	8	*Aiming*
Influence	6	
Know	6	*Alliance Military*
Move	6	
Notice	6	
Shoot	10	*Sniper Rifles*
Sneak	6	
Survive	6	
Trick	8	*Disguise*

DISTINCTIONS

Dead Eye 8

You're cool under fire and a keen shot.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Quick Draw*: The first time you set the stakes in a firefight, spend 1 PP to double **Shoot**. If your opponent raises the stakes, step back **Shoot** for the rest of the scene.

Veteran of the Unification War 8

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

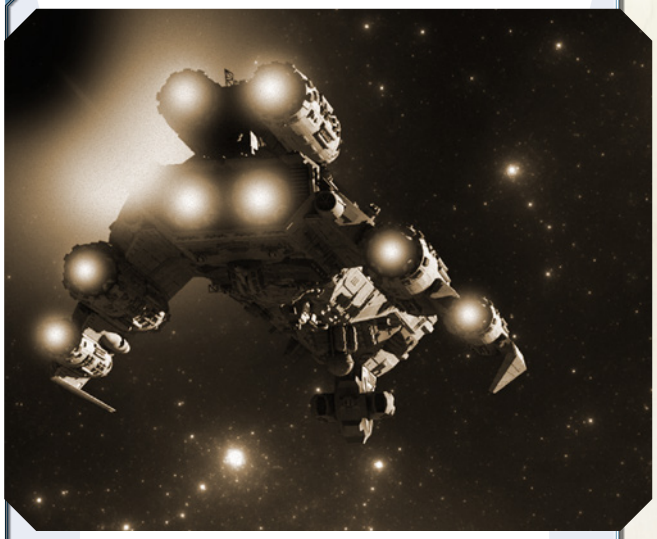
- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.

Wudang Style 8

Also known as Practical Tai Chi. Being able to be dangerous without a weapon in your hand is pretty dang practical.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SHORT-RANGE SCOW



ATTRIBUTES AND SKILLS

Engines	6
Hull	10
Systems	8
Crew	4

DISTINCTIONS

Pogo Class Short Range Transport 8

These short-range cargo haulers have limited life support and lack engines capable of a hard burn. They're used most for transporting goods from moon to moon within a planetary system.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Cobbled Together 8

Your ship was built from salvage parts and space junk. She looks kinda ugly, but she sure can surprise folk when she needs to.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Frankenstein's Boat:* Spend 1 PP to switch the die ratings of **Engines** and **Systems** for the rest of the scene.

Deep Space Ready 8

Your pantry is stuffed with protein bars and canned goods. You've got extra fuel cells, ammo, spare parts, and a meager library. You're ready to be alone. Mighty, mighty alone.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Radio Silence:* When you're floatin' in the black and there ain't a ship, moon, or planet on your radar, take a **We're All Alone** D8 Complication to gain 1 PP.

SIGNATURE ASSETS

Booster Engines	8
Long-Term Storage	8

SHINDIG



"Mal, you always break the rules. It doesn't matter which "society" you're in! You don't get along with ordinary criminals either! That's why you're constantly in trouble!"
– Inara, "Shindig"

When "Shindig" begins, we find Mal, Jayne, and Inara in another tavern located on Santo in the White Sun System. True to his nature, Mal starts another fight over a different type of injustice—human slavery. Workers are in such high demand on watery worlds like Newhope and Aesir that some opportunists will take advantage of folks just to make a quick buck. Not only does the captain throw a mean left hook, he picks the slaver's pocket, too.

As soon as the crew gets back on board, they continue their route to Persephone where they can buy much-needed supplies and make repairs. At first glance, it seems everybody is happy to be heading back to Eavesdown Docks. Inara has her pick of clients, Wash and Zoe can take a little vacation, and Mal can spend the credits he stole to get what he needs to keep flyin'.

Only trouble is, Wash is havin' a little trouble handling *Serenity* and needs to adjust in order to make a safe landing. Do you know how to fly your ship? Will you ease her down nicely or crash land on the Eavesdown Docks?

LANDIN' YOUR BOAT

Unlike spaceships from Earth-That-Was, ships in the 'Verse don't have heat shields on account that they don't need to use atmo to slow down. Instead, pilots leverage gravity and their ship's engines to gently descend. That said, distracted pilots may wind up comin' in too fast if they're admiring the view. Like Wash, they'd have to do some fancy flyin' to land all nice and smooth-like.

In "Shindig," Wash's little quirk would show up as a Complication at your table. During that scene on Santo, say the GM took advantage of a jinx Mal rolled and created a **We're Comin' in Too Fast D8** Complication.

Here's how Wash makes a difficult landing on Persephone. 'Member, **We're Comin' In Too Fast D8** makes his job a lot harder!

The Gamemaster sets the stakes. Despite the fact that *Serenity* is comin' up on Persephone a mite quick, landing the ship is generally an easy task. So, the GM adds an **Easy D6 difficulty die** and a **Planetary Atmo D8 Trait die** representing Persephone's atmosphere to build a basic dice pool. For more information on difficulty dice and Trait dice, see page 263 in *Keep Flyin'*.

Finally, the GM adds the **We're Comin' In Too Fast D8** Complication and rolls:



Add the two highest dice. The Gamemaster gets a total of 10.

Wash tries to raise the stakes and adds *Serenity*'s **Engines D10** Attribute and his own **Fly D12** Skill. The pilot also gets to add a **D6** since *Serenity* is a transport, which matches his *Transports* specialty. Next, Wash uses his **Ship's Pilot** Distinction to add a **D8**, and uses *Serenity*'s **Firefly Class Transport** Distinction to add another **D8**. Finally, since *Serenity* is one of Wash's Signature Assets, he also gets to add a **D6** to his dice pool.

He rolls:



The sum of the two highest dice is 15, and Wash has no problem in raising the stakes and lands *Serenity* safely on the surface of Persephone.

REST AND RESUPPLY

Alliance credits are hard to come by for folk like Mal since he prefers to live by his own rules. The crew makes quite a few visits to Persephone on account of its proximity to the Border Planets. In fact, some folk believe this world isn't really part of the Core. Sure it's got nobles, uses the same currency, and has sprawling cities and the like, but Persephone has one thing the rest of the Central Planets don't—tourists from every corner of the 'Verse. 'Course, with as much as folks come and go here, any type of money or gold is good here just as long as it's legal.

Combined, these details reflect that the Eavesdown Docks have only a hint of the Core's true wealth. For savvy business folk, it's also the perfect place to seek out all kinds of entrepreneurial opportunities.

IS THAT BADGER?

Mal and Jayne find themselves alone in the middle of the street, but not for long! When the captain turns around, he comes face-to-face with one of Badger's thugs. Seems Mal's "business associate" wants to have a word with the captain and has put his sore feelings behind him. While the rest of the crew heads back toward *Serenity*, Mal and Jayne have a nice little sit-down in Badger's office. Once there, Badger offers him a job that could prove to be mighty profitable.

Only trouble is, Mal'll have to convince the client to hire him.

DANCIN' THE NIGHT AWAY

That night, Mal and Kaylee attend a big ball to try and sweet-talk Sir Harrow—the very same one that Inara is attending with an arrogant noble named Atherton Wing. Thrown for Persephone's finest, socialites mingle in specially tailored suits and dresses while a live band plays instrumental music. Fresh mangoes, strawberries, grapes and other fruits rarely found outside of the Core line the buffet table. Servers offer shimmerwine and attendants look on as the guests dance in a square.

In this scene, we begin to see Atherton's true colors and how his treatment of Inara leads to Mal's shaky alliance with Sir Harrow.

ATHERTON WING

An expert swordsman, Atherton Wing is a spoiled dandy who spends his credits on Companions, socializing at the club, and flaunting his riches. What's more, Atherton feels deep down that Inara Serra is a prize to be won. That's why this charming, little aristocrat is a perfect gentleman to everyone he encounters—provided he gets his way. When he doesn't, that's when Atherton's true nature is revealed, and it ain't none too pretty.

SIR WARWICK HARROW

This lord is a bit of a puzzle. Skeptical to a fault, Sir Warwick Harrow has a clear picture of right and wrong according to his perception of society's rules. He's forthcoming about what those rules are and will often explain the reasoning behind the decisions he makes. Though he wanders in and out of polite society with ease, Sir Harrow will take calculated risks if'n it means that his cargo will get into the right hands. A rancher by trade with a long memory, you can be sure this lord will pay on time and give folks what they're owed.

MASTERIN' THE GAME: WHAT ARE MINOR CHARACTERS?

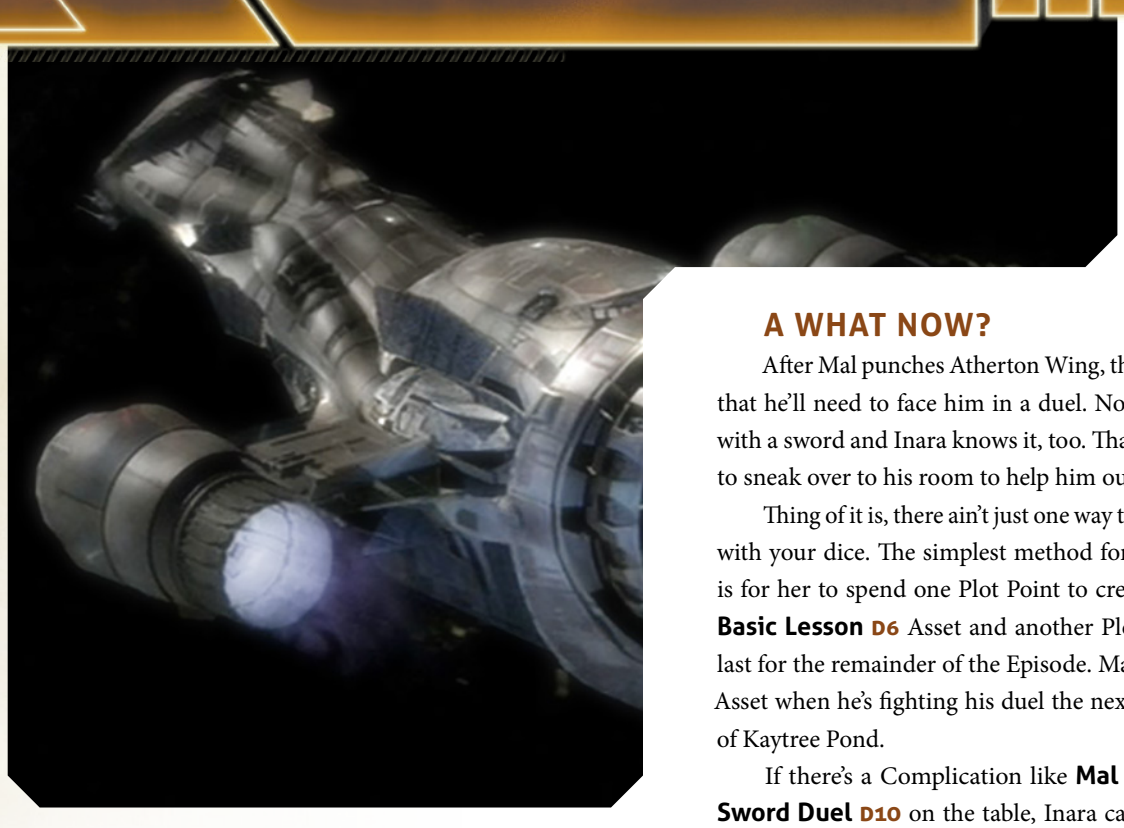


Minor Gamemaster characters are folks the crew interacts with that don't play a necessary role in the major story arc. Murphy, who comes to Kaylee's rescue, keeps her occupied for the evening and introduces her to his friends is one example of a Minor GMC. Banning Miller is another.

Minor GMCs still have personality and a few Traits, but no Distinctions. Their rules are dependent upon the role you want them to play in your Episode. For example, say Miller was an Alliance informant sent to the ball to keep tabs on Sir Harrow. Since the decisions Miller's new character might make would dramatically affect the outcome of the story, you might consider bumping her up to a Major Gamemaster character.

As a young socialite, Banning Miller could be described as a **Pretty** D8, **Vain** D8, **Socialite** D10. If you decide Banning is an Alliance informant, but are still treating her as a Minor GMC, she could be a **Pretty** D8, **Socialite** D10, **Alliance Mole** D6.

To learn more about the differences between Major and Minor Gamemaster characters turn to page 270 in *Keep Flyin'*.



A WHAT NOW?

After Mal punches Atherton Wing, the captain discovers that he'll need to face him in a duel. Now, Mal ain't skilled with a sword and Inara knows it, too. That's why she decides to sneak over to his room to help him out.

Thing of it is, there ain't just one way to resolve a situation with your dice. The simplest method for Inara to help Mal is for her to spend one Plot Point to create a **Sword Duel Basic Lesson** D6 Asset and another Plot Point to make it last for the remainder of the Episode. Mal can then use that Asset when he's fighting his duel the next day on the banks of Kaytree Pond.

If there's a Complication like **Mal Challenged to a Sword Duel** D10 on the table, Inara can also help Mal by attempting a **recovery roll** to step back or even eliminate that Complication. Now, just because that Complication might disappear or get stepped back doesn't mean Mal is off the hook. By making **Mal Challenged to a Sword Duel** D10 disappear, Inara increases Mal's chances of winning since the GM has one less D10 to roll.

Here's how Inara would make a recovery roll:

The Gamemaster sets the stakes by creating a dice pool consisting of the **Mal Challenged to a Sword Duel** D10 Complication and a difficulty die. Since Mal's acting all stubborn that die rating is set to **Challenging** D8. Because there aren't any other traits that come into play, the GM rolls just those two dice.



The stakes are now set at 10.

Inara tries to raise the stakes by adding **Mental** D8, **Know** D6, and her **Registered Companion** D8 Distinction to her dice pool. She rolls:



The total of the two highest dice is 11. Since she successfully raised the stakes, Inara eliminates the **Mal Challenged to a Sword Duel** D10 Complication. She hasn't gotten him completely out of the duel, but she's removed the advantage Atherton created when he caught Mal off guard at the party with his challenge.

Just because a Crewmember recovers a Complication don't mean that things'll go smooth. Even though Mal recovers from the Complication, he still screws up when he insults Inara and she storms off, leaving him to practice by himself.

For more on recovery rolls see page 247 in *Find a Job*.

PLAYIN' THE GAME: STEP UP, STEP BACK!

Stepping Up and **Stepping Back** are terms that reflect what happens when a die rating is either increased or decreased by one. Sometimes the die ratings for the Assets, Complications, or dice in your pool will go up or down. Certain Distinction triggers can impact die ratings, but most of the time regular ole Assets and Complications will be affected by how freely Plot Points are spent.

Here's an example of how these terms apply to Complications:

If you roll more than one jinx, the Gamemaster may **step up** the new Complication by one die rating for each *additional* jinx rolled. A **Gun Jammed** D6 Complication could get stepped up to **Gun Jammed** D8 if'n you roll two jinxes. The Gamemaster also has the option to step up a Complication that already exists, but if a Complication gets stepped up above D12, you could get Taken Out! There is a bright side to all this. You'll get one Plot Point per Complication the GM creates or steps up.

When the Gamemaster rolls a 1 on a die, that's called an **Opportunity**. Players may choose to activate an Opportunity by spending a Plot Point. Then you get to **step back** an already existing Complication by reducing the die rating by one. If you step back a Complication that is currently a D6, it goes away! If the Gamemaster rolls multiple Opportunities, you can step back a Complication an additional die for each Opportunity. So if the Gamemaster rolls three Opportunities, you could step back a **Gun Jammed** D12 Complication to **Gun Jammed** D6**.** This still only costs you one Plot Point.

TIME FOR A DUEL

The next morning, Atherton and Mal face off. There's a lot riding on the duel's outcome, what with Badger settlin' into *Serenity* with his thugs and Sir Harrow waiting to see if Mal'll survive. For simplicity's sake, neither Mal nor Atherton has any Plot Points at the start of the duel.



Beat 1: Set the Bait

Mal and Atherton face each other. While Mal goes for the win, Atherton toys with the captain and pretends Mal's doin' better than he really is. The Gamemaster declares that this will be a High Stakes roll for Mal, but not for Atherton. If Mal succeeds, Atherton could get Taken Out. Atherton will only create a Complication if he succeeds, since he's not tryin' to injure Mal yet.

Though Mal goes on the attack, he doesn't realize that he's dancin' to Atherton's tune this round. So the captain sets the stakes. First, Mal adds his **Physical** D8 Attribute and **Fight** D8 Skill to his pool. Next, he'll add his **Things Don't Go Smooth** Distinction as a D4 instead of a D8 seein' how he's about to make a colossal error and gets a Plot Point for his trouble.

Mal rolls:

7 5 1

The captain's two highest dice total 12, but Mal also rolled a jinx. The Gamemaster creates a **Mal Is Overconfident** D6 Complication, and Mal gets another Plot Point for a total of 2.

Atherton tries to beat Mal's roll by adding **Physical** D8, **Trick** D8, and **Duelist** D8 to his dice pool. He rolls:

7 6 4

Atherton's two highest dice come to 13 and he successfully raises the stakes. Instead of creating a new Complication, Atherton steps up the **Mal Is Overconfident** Complication to a D8.

Beat 2: Cast the Line

Atherton lets the captain cut his shirt. Now Mal thinks he has the upper hand and attacks Atherton again. This time Atherton is goin' for blood.

The Gamemaster declares that this will be a High Stakes roll for both Mal and Atherton, meaning that the winner could Take Out his opponent. Mal sets the stakes, again adding **Physical** D8, **Fight** D8, and **Things Don't Go Smooth** D4 to his dice pool to get a Plot Point. He rolls:

5 1 3

Mal's two highest dice total to 8 and he rolls a jinx as well. The Gamemaster creates a new Complication—**Flesh Wound** D6—and Mal gets another Plot Point.

Atherton attempts to raise the stakes. He adds **Physical** D8, **Fight** D12, and a D6 for his *Swords* Specialty. He also adds **Duelist** D8, **Mal Is Overconfident** D10, and **Flesh Wound** D6. He rolls:

10 8 7 6 2 2

Atherton's two highest dice total to 18 and he succeeds in raising the stakes. Overconfident, Mal charges Atherton and gets a sword in the gut. This isn't good.

Mal would normally get Taken Out. Fortunately he has some Plot Points, and spends one Plot Point to stay in the fight. However, he still has to take a Complication to reflect what happened. Since Atherton's highest rolling die was a D12, Mal winds up with a **Severe Gut Wound** D12.

PLAYIN' THE GAME: DON'T BOTCH!

1 1 1 1 1

Think Complications make your life difficult? Well, there's one more situation that could make it rain cats and dogs on the sunniest of days. If'n you try to raise the stakes and all of your dice turn up 1s, you botched your roll. The GM creates a brand new Complication without giving you a Plot Point. Not only did you fail your Basic Action, you earn a free Complication, too! Yeah, botches are that bad—so don't roll one!



Beat 3: Reel Him In

Mal hasn't learned his lesson just yet. He attacks the noble again. With another High Stakes roll, Mal lunges after Atherton. The captain creates his dice pool with **Physical** D8, **Fight** D8, and **Things Don't Go Smooth** D4, and gets a Plot Point. He rolls:

7 4 1

Another jinx! *Kwong juh duh.* Mal's two highest dice come out to 11, but the Gamemaster steps up the **Flesh Wound** Complication to D8, and Mal gets another Plot Point, giving him five Plot Points so far in the duel.

Atherton tries to raise the stakes with **Physical** D8, **Fight** D12, **Swords** D6, **Duelist** D8, **Flesh Wound** D8, and **Severe Gut Wound** D12. Since Mal has now realized Atherton's better at duelin' than he is, the Complication **Mal Is Overconfident** D10 doesn't apply. Atherton rolls:

11 7 7 5 4 6

Atherton's two highest dice come to a total of 18. He succeeds in raising the stakes and Mal is Taken Out. Even if Mal stayed in the duel by spending a Plot Point, as soon as the GM steps up that **Severe Gut Wound** D12 the captain would be Taken Out anyways. Mal saves his Plot Points and accepts defeat. Dry your tears, though, 'cause this duel ain't over yet!

The captain is now at Atherton's mercy. His sword is broken. Mal's on his knees with a sword pointed at his heart. But hope is not lost. Inara yells to Atherton that she will join him exclusively, if he lets Mal live. The noble turns his head and then…



Beat 4: Finish Him!

Inara spends a Plot Point and creates a **Inara Distracts Atherton** D6 Asset. Since she knows her offer will get Atherton's attention, she uses her *Inside Knowledge* trigger from her **Registered Companion** Distinction to step that Asset up to a D8.

Mal spends a Plot Point to take a Limited Action. The Gamemaster declares that this is yet another High Stakes roll, and Atherton could get Taken Out. Mal punches Atherton,picks up the broken blade, and throws it at him. Then, the captain spends a Plot Point to create a **Broken Sword** D6 Asset.

Mal sets the stakes again. He adds **Physical** D8 and **Fight** D8 to his dice pool, then adds the Distinction **Things Don't Go Smooth** D8, reasoning that despite things not goin' smooth, he's still alive. The captain also adds the Assets **Inara Distracts Atherton** D8 and **Broken Sword** D6. He rolls:

8 6 5 1 6

Mal rolls yet another jinx. However, Mal uses the *Trouble Magnet* trigger from his **Things Don't Go Smooth** Distinction and steps up **Flesh Wound** to D10 in order to reroll a die. He rerolls the D8 that came up a 1 and gets an 8! Now his dice pool is:

8 8 6 5 6

Since this is a Limited Action, Mal only keeps the highest die—an 8—as his total. But all is not lost! He still has those extra Plot Points on hand. Since Atherton has been getting higher totals, Mal spends all three to add three more dice to his total, making it 28!

Atherton reels from the assault and tries to beat Mal's total. His dice pool consists of **Physical** D8, **Fight** D12, **Swords** D6, **Duelist** D8, **Flesh Wound** D10, and **Severe Gut Wound** D12. He rolls:

10 2 10 5 4 4

Atherton's two highest dice add up to 20—his best roll of the duel. However, that's not even close to beating Mal's total. Atherton needs to spend two Plot Points in order to bring his total to 29 which would raise the stakes. Unfortunately he doesn't have any Plot Points to spend.

Atherton doesn't have any Plot Points and gets Taken Out. In a roundabout way, all those jinxes saved Mal's life!

ATHERTON WING

"I know what's mine." - Atherton Wing, "Shindig"

ATTRIBUTES

Mental	6	
Physical	8	
Social	10	

SKILLS

Drive	8	
Fight	12	*Swords*
Fly	8	
Influence	10	*Money*
Move	8	
Perform	6	
Shoot	6	
Trick	8	

DISTINCTIONS

Duelist 8

There is an art to honorable combat and you're a veritable Picasso of the form.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Code Duello*: When you take a Complication that implies a slight upon your honor, you may issue a challenge to a duel and give your opponent a **Challenged to a Duel** D8 Complication.
- ☑ *Mano a Mano*: When outnumbered, step back **Fight**. When facing a single opponent, step up or double **Fight**.

Fashionable 8

You attend the most exclusive parties, dress in the latest fashions, and hire the best Companions.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Spoiled Dandy 8

You grew up with a proverbial silver spoon in each hand and never wanted for anything. Some folks think you don't know the value of anything.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Heirloom Sword	6
Wing Family Fortune	8

SIR WARWICK HARROW

"You have to finish it, lad. You have to finish it. For a man to lay beaten, yet breathing? It makes him a coward."
- Sir Harrow, "Shindig"

ATTRIBUTES

Mental	6	
Physical	4	
Social	8	

SKILLS

Craft	6	
Drive	6	
Fly	6	
Focus	10	
Influence	10	*Noble Reputation*
Know	8	*Business*
Operate	6	
Trick	6	

DISTINCTIONS

Big 'Un 8

Sure, you've packed on a few pounds, but there's no gravity out in the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Gentry 8

You've got a fancy title, probably a sash to go with it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Noblesse Oblige*: When someone less fortunate than you asks for your help, take or step up an **Obliged** Complication to step up **Focus** for the rest of the scene.

Shrewd Patron 8

You run a business and are often in need of discreet agents.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Got a Job for You*: Gain 1 PP when you negotiate a business deal or hire a crew to do a job for you.

SIGNATURE ASSETS

Lord's Sash	6

CHINESE PHRASES

"Shindig" is full of emotional moments that are highlighted by the use of several Chinese phrases. Inara says *gou shi* when she sees Mal and Kaylee walk into the dance. Badger makes a crass remark and comments on Mal's *pi gu*.

Chinese (Mandarin)

English Translation

Bao bei
Sweetheart

Cai bu shi
No way

Gou shi
Crap (more specifically, dog crap)

Lao peng you, ni kan chee lai hen you jing shen.
You're looking wonderful, old friend.

Pi gu
Buttock

Shen me?
What?

Ti wo de pi gu.
Kick me in the butt.

Tsai bu shi
No way

Wen guo pi
Smelled a fart

Xie xie
Thank you

Yu bun de
Stupid

These expressions remind reviews that folks in the 'Verse are bilingual and also reflect a character's inner angst. Be sure to visit page 337 in the Appendix to learn how to pronounce 'em!

PLACES, MOONS, AND PLANETS

The majority of the action in "Shindig" takes place on the planet Persephone, at the Core's edge. Viewers find themselves in a familiar place, the Eavesdown Docks, where the crew visits Crius Road, Badger's Office, the Town Hall, a fancy hotel named "Plum Orchid," and Kaytree Pond, where Mal's duel takes place.

While this world is almost a perfect match, environmentally speaking, to Earth-That-Was, Persephone's social structure is clearly divided between the "haves" and the "have-nots." Here, landowners, farmers, and business folk belong to the nobility while the peasant class struggles to put food on their tables. The ruling class has its own set of rules formed on the precepts of being a "gentleman" or a true "lady."

"Shindig" offers viewers the chance to admire Eavesdown Docks in detail. We see towering, futuristic skyscrapers and quaint storefronts lining the streets. Folks in all manner of dress stroll down the sidewalk with umbrellas and large, wide-brimmed hats to shield them from the sun. Live models show off dresses in front windows alongside Alliance soldiers who scrutinize passersby.

Though there are plenty of extravagant public buildings in the area, like the Town Hall Inara, Mal, and Kaylee visit, there are just as many slum communities lying outside the Eavesdown Docks city limits. On Persephone, slaves are just as common as fancy parties, a fact that often gets Mal riled up mighty quick. Like the rest of the Core, if'n a house is dingy or a ship rusty, it's a good sign its occupants ain't all that well off.

Name: Persephone
Position: 2nd, orbits *Lux*
Moon(s): Hades (Quarantined), Renao
System: White Sun
Capital: Themis
Est. Population: 3.5 billion



GUNS AND GEAR

The equipment found in "Shindig" shows how technology in the 'Verse tends to take the old and make it new. Or, if the old is good enough, there ain't no reason to fix it. The episode also highlights the different technology and food used for entertaining and socializin'. In the bar on Santo, Jayne and Mal hit virtual pool balls with real cues while drinkin' ale. When Mal and Jayne are in Badger's office, he offers them a glass of wood alcohol to butter 'em up. At the party, Inara looks for shimmerwine while Kaylee enjoys the mangoes, strawberries, pate, and cheese at the buffet table in her shiny new dress. Back on board *Serenity*, Shepherd Book, Simon, and Jayne shuffle cards while River takes the labels off of canned goods like white peaches and soup.

PATCHIN' HURTS

In this episode, viewers also noticed an old weapon newly introduced—a sword. The previous examples showed you how Inara taught Mal to use it and how the duel with Atherton went down. Here, you'll learn how Mal got treated by Simon afterward.

Complications stick around as long as they're relevant, or until they're treated by a recovery roll. However, in order to make a recovery roll, it still needs to make sense in your story. There isn't any numerical difference between **Severe Gut Wound** D12 and **Winded** D12. They're both Complications that give your opponent additional dice and put you in danger of bein' Taken Out.

Winded D12 will go away when that Complication no longer applies or makes sense in your story. After his fight with Atherton, Mal isn't going to stay **Winded** for more than a few minutes. He just has to catch his breath. But being stabbed in the stomach and given a **Severe Gut Wound**? That'll stick around for quite awhile if it's not treated.

So how do you go about treating a wound like that? You need three things: medical supplies, a place to apply treatment like a medsuite, and someone that has medical knowledge. Now, you won't be required to create Assets or hunt down an Alliance doctor to get yourself all stitched up, but if'n you do, you'll increase your chances of making a successful recovery roll.

In this case, Mal already has supplies, a medsuite, and a doctor nearby. Simon performs surgery to patch up the captain. Here's how this translates into dice:

When making a recovery roll, the Gamemaster sets the stakes. Before that, though, Simon uses his *Natural Healer* Distinction trigger to step back Mal's **Severe Gut Wound** D12 to D10 by spending a Plot Point.

The Gamemaster picks a **Challenging** D8 difficulty die seein' how Atherton cut Mal pretty deep. The GM also adds the **Severe Gut Wound** D10 Complication to the dice pool. The Gamemaster rolls:



The Gamemaster rolls an Opportunity, which Simon activates by spending a Plot Point and the **Severe Gut Wound** Complication is stepped back to D8. Since the GM already has used this Complication in the dice pool, stepping it back doesn't affect this roll. If Simon fails, he'll prevent the Complication from bein' stepped up as much as it could have. Since the GM has to set aside all dice that roll 1s, the stakes are set at 6.

Simon tries to beat the GM's roll. He adds **Mental** D10, **Treat** D12, a D6 for his *Surgery* specialty, his **Ship's Doctor** D8 Distinction, and his **Medical Bag** D8 Signature Asset to his dice pool. Since he's treatin' Mal on *Serenity*, Simon can add an appropriate Signature Asset or Distinction from the ship. To keep things simple, the good doctor doesn't this time 'round.

Simon rolls:



Simon's total is 12. He succeeds on the recovery roll and Mal's **Severe Gut Wound** Complication goes away. Unfortunately, due to rolling a jinx, something else goes wrong during the surgery and Mal gets a **Minor Infection** D6 Complication. Mal's injury doesn't magically vanish, but he's back on his feet and recovering quickly thanks to Simon's efforts.

Weapons, wounds, and help from a Crewmember aren't the only things that can be Assets. Kaylee could spend a Plot Point and turn that fancy gown of hers into a **Layer Cake Dress** D6 Asset. Then she could use that dress in dice pools when she talked up the other guests. Otherwise, that beautiful dress of hers is just a purty, little prop.

SHIPS AND TRANSPORTATION

Most of the action in "Shindig" takes place on the ground. Besides *Serenity*, there were two other vehicles found in this episode. The crew's ATV, or "mule," and a tram.

- 4-Wheel ATV (*Mule*)
- Public tram

The crew's four-wheeler acts as a cargo hauler and helps the crew quickly drive around town. Be sure to turn to "Heart of Gold" on page 125 to find examples of how land vehicles work.

FURTHER ADVENTURES

The events that take place in "Shindig" directly impact the next episode, "Safe." In some ways, "Safe" is the conclusion of the job Mal fought to get. The adventure ideas listed here are complications the Crew might encounter either back on Persephone or getting' the cattle transported safely to Jiangyin.

GIVE IT UP, ATHERTON!

Though he was beaten, Atherton Wing ain't exactly the sort of man who will simply "let go" and move on. Now that he's been blacklisted from the Companion registry, the good people of Eavesdown Docks have turned on the once-promising young dandy. His name now whispered like a curse, Atherton is in danger of losing his vast inheritance thanks to Mal screwing up his plans.

Now, Atherton Wing is on a dark path of vengeance and believes killin' Mal will solve all his problems and restore his honor. He's decided to attack Mal where he thinks he can win—on *Serenity*'s way to Jiangyin.

What will you do when you spot Atherton's ship—*Julius Caesar*—comin' straight at you? Will you dodge the noble's attack or try a fancy maneuver? Or, will you force Atherton to chase you and your Crew all the way to Greenleaf—a jungle world filled with exotic plants, rainbow-colored serpents, and pharmaceutical and cosmetic companies?

ANOTHER DYTON COLONIST?

'Member when River surprised everyone when she spoke with a cockney accent? In her conversation with Badger, River revealed that he hailed from the Colony on Dyton, a moon orbiting the planet Greenleaf in the Red Sun System. Badger's expression shows that River made him mighty nervous. Though the upstandin' gentleman professed to like River, that ain't the end of the story. Say that Badger was so rattled he called up an old friend—Callum Withersby—once he got back to his office.

Callum, who also hails from Dyton Colony, has been tasked with tracking down each and every colonist to silence them. Seems everybody on Dyton has a powerful secret to hide, and if'n they don't stop their yappin' the colonists meet an untimely end. The Cortex ain't exactly a help. Why, accordin' to your database, the whole moon is haunted!

What's all the hub-bub about, anyway? How will you fend off Withersby when he hacks into your ship's computers? Will the Crew land on Dyton investigate the the strange disappearances? What happens when the colonists claim you're there to kill them?

PLAYIN' A ONE-OR-TWO PARTER

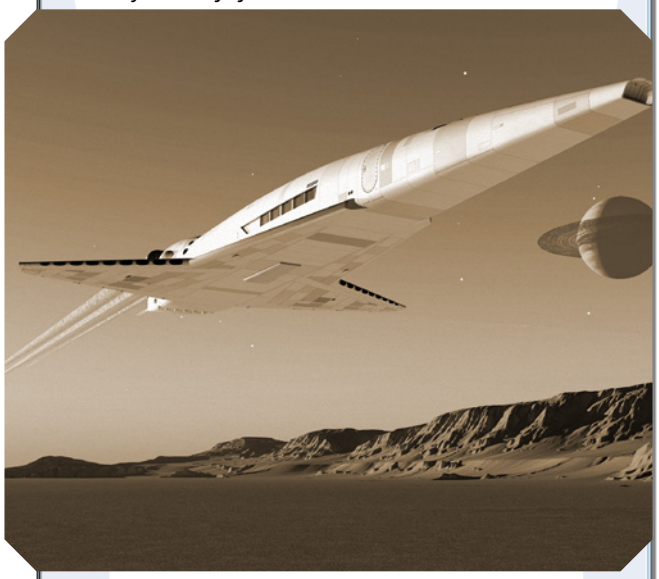


One of the ways your Gamemaster can plan your Episodes is to think about how certain scenes or decisions you've made in a session might impact the rest of the Season. You can either play the **FIREFLY RPG** as a collection of stand-alone Episodes or as a continuous story arc. If'n that's what you want to do, be sure to address that early on, because they're two different types of storytellin' techniques that each come with their own set of challenges.



JULIUS CAESAR

"It's only hubris if I fail."



ATTRIBUTES AND SKILLS

Engines	6
Hull	10
Systems	8
Crew	6

DISTINCTIONS

Tchaikovsky Class Passenger Liner 8

Popular in the Core, the Tchaikovsky Class liner is manufactured by the elite SDG Corporation and caters to the gentry.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Beautiful Lines 8

Some ships aren't just functional but pretty. Something about the smooth surface of your ship and beautiful lines appeals to your aesthetic nature. Shiny!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Not a Scratch On Her:* Step back **Hull** for the rest of the scene to step back a Complication related to damaging the vessel.

Armed and Dangerous 8

When you're being attacked by pirates out in the black, the only ship you can count on is you. And if some sommbitch decides to bite you, well...you can bite back, too.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Y'All Are Outgunned:* Spend 1 PP to double **Systems** when fighting a ship that lacks your firepower.

SIGNATURE ASSETS

Laser Cannons 8

Electromagnetic Shielding 8

CALLUM WITHERSBY

"What are yew lookin' at? Find someone else ter size up. I'm busy."



ATTRIBUTES

Mental	8
Physical	8
Social	8

SKILLS

Fight	8	*Dirty Tricks*
Fly	6	
Focus	6	
Influence	6	
Know	6	*Dyton Colony*
Move	6	
Operate	10	*Hacking*
Perform	8	*Acting*
Sneak	8	
Trick	6	

DISTINCTIONS

Cocky 8

You're a smug, self-assured sommbitch and you're not afraid to say it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Harmless Looking 8

You blend into a crowd like a rock blends into a quarry.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Couldn't Hurt A Fly:* Step back your **Physical** die to step up your **Social** die when convincing someone you're not a threat.

Top Secret 8

Officially, you don't exist. Your job doesn't exist. Your boss doesn't exist. Where's that leave you?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Covert Entry*: When bypassing security on a mission, take or step up an **On a Timetable** Complication to double **Operate** for the roll.

SIGNATURE ASSETS

Cortex Password Cracker 8

SAFE

MAL: Well, look at this. Appears we got here just in the nick of time. What does that make us?
ZOE: Big damn heroes, sir.
MAL: Ain't we just.
– "Safe"



"Safe" opens with a flashback that reveals more about Simon Tam's past when he lived on Osiris as a young boy with his sister, River. His father, Gabriel Tam, teases the young boy—but of course he'll make sure his son gets his own dedicated Cortex sourcebox, provided Simon takes up a career in medicine.

When we flash back to the present, we see that the crew has landed on Jiangyin at the heart of the Red Sun System to unload the cattle they picked up on Persephone. Simon and River have an argument; she's getting frustrated with the near-constant tests. Whatever the Alliance did to her, Simon feels he doesn't have the proper equipment to find out what experiments were conducted.

River's loud antics are spooking the cattle and Mal's patience is wearing thin. Seems everyone's mettle will be tested in this episode. Turns out, "Safe" is an ironic title, because the crew is anything but.

ANOTHER PODUNK TOWN

After the crew unloads the cargo, Book, Mal, and Zoe stick around to make the deal. Kaylee and Inara have already wandered into the town's General Supply store, where they talk about the mechanic's feelings for Simon. Kaylee picks out a gift for the young doctor, a plate with a depiction of a Jiangyin prairie paradise on it. Not long afterward, River and Simon drop in and Kaylee tries to engage him, only Simon is so preoccupied with his sister that he winds up puttin' his foot in his mouth. The minute he turns around, though, he finds that River has disappeared.

SELLIN' THAT CATTLE

Mal, Jayne, and Shepherd Book don't realize that something happened to the Tams right away. They're too caught up with the Grange Brothers. As it turns out, if Sir Harrow wanted to sell his branded cattle legally, he would have done so through an Alliance-sanctioned Trader's Guild. Without any papers to speak of, that's puts the Grange brothers in an uncomfortable position—especially since the Law shows up to arrest 'em for the murder of Rance Durban.

Unfortunately, the Grange brothers don't much care for the Law and go on the offensive when the Sheriff asks for their paperwork. Soon as that first punch is thrown, Zoe aims for Billy Grange's gun and shoots it right out of his hand.

Shooting a gun out of that kid's hand is a mite tough, but if you're skilled like Zoe, your chances are better than most. Since Zoe's aimin' for the gun in Billy Grange's hand, he sets the stakes. Billy's dice pool consists of: **Physical** D6 + **Shoot** D8 + *Pistols* D6 + **On The Run** D8. Billy rolls:

7 2 6 3

The GM spends a Plot Point from **the bank** for Billy, making it even harder for Zoe to aim true. The bank is a pool of Plot Points that the Gamemaster can spend on GMCs just like Crewmembers. Now, Billy gets to add the three highest dice for his total, which comes to 16.

Zoe adds **Physical** D10, **Shoot** D10, and **Veteran of the Unification War** D8 to her dice pool. She includes her Signature Asset **Mare's Leg** D8 and a D6 for her *Carbines* Specialty. She rolls:

9 8 2 2 3

The total of her highest two dice is 17. Zoe shoots perfectly and disarms Billy without harmin' him!

All hell breaks loose and a bag of silver coins—Mal's payment for this particular job—falls to the ground. Now, Mal has to deal with the Law and the cattle.

GRANGE BROTHERS

Not every buyer has a fine and upstanding character. The Grange brothers, Billy and Herschel, are thick as thieves and no officer of the Law will stand between 'em. Well, they *are* thieves and brothers to boot; the bond between these two runs mighty deep. Though they're separated by five years of age, Billy, the younger brother, is a touch more trigger-happy than Herschel is. They're smart when they need to be, and unfortunately when they meet Mal they're nervous, too. Turns out the pair suspected the Law was after 'em for murder.

Now, because the Grange brothers are that close, the rules provided for you are applicable to either brother. They won't do business without the other one close by.

PLAYIN' THE GAME: FLASH! FLAAASHBACKS



In the *Firefly* TV series, flashback scenes increase tension and help you get to know the past history of characters like Mal and Zoe. Flashbacks occurred a few times throughout the series, most notably in "Out of Gas." This storytellin' technique is often specific to a unique character, but sometimes—like in River's case—flashbacks reveal visions, dreams, or powerful memories that happened to other characters in the past, too.

If'n you want to learn more about how flashbacks can be used in your game, turn to the *Find a Job* chapter on page 234.

MASTERIN' THE GAME: MANAGIN' FIREFIGHTS



In "Safe" there were quite a few bullets flyin' around. When the action heats up and there's a heap of folks all shootin' at each other, you'll need to determine your **Action Order** to lessen your confusion.

Action Order determines which character acts next. The Gamemaster chooses who goes first based on what makes sense at the time. Maybe Stark gets the drop on Zoe. Maybe Jayne manages to sneak up on the Patron. Or, maybe River manages to surprise Simon and sets herself free.

Once a character completes the first action that round, then that same character gets to choose who goes next. If'n you're the last person to go in a round you get to choose who kicks off the next one—including yourself if you wish!

KIDNAPPED!

When Simon finds his sister again, he's thrilled to watch River dance to the tune of "The Sailor's Wife" around a decorated tree. Through another flashback, viewers begin to understand all that Simon gave up to save River. In these scenes, which take place in the Tam family home back on Osiris, Gabriel Tam also hints at his own deeply rooted fears. He begs Simon not to voice his concerns outside of the family and worries, in the next flashback, about how his son's queries will not only affect both of their permanent records but their lives, too.

Simon is happy to see River dance again, but his joy is short-lived. A man by the name of Stark and his two goons snatch Simon and head for the hills. River ain't quite clear on what's happenin', but by the time she realizes they're not playin' a game of tag, it's too late. She's been grabbed, too, and what's more? *Serenity* isn't goin' to rescue 'em, neither.

STARK

Thanks to kidnappers like Stark, the hillfolk got themselves a new doctor. Seems this settler takes folks he deems useful to bring 'em back to the town. Stark ain't well off; he's a desperate individual who lives off the land and hasn't bathed in days. With two goons at his side, he attacks unsuspecting tradesmen and women, puts a hood over their heads, and drags 'em back up to the hills through the woods. Now, Stark is a simple man with simpler needs. He don't pay for what he wants, he just takes it with the help of his trusty ole knife.

BULLET GONE WILD

After the Grange Brothers are taken down, Mal finds Shepherd Book lyin' on the ground with a bullet to the chest. Unfortunately, Simon is nowhere to be found and that means Mal is backed into a corner. This is a great opportunity to practice your role-playing skills! If you're playing Wash, would you look for Simon and River? Or would you encourage Mal to leave Jiangyin behind and travel ten hours to seek medical attention on Greenleaf instead?

Thing of it is, Inara knows exactly where to get medical assistance—the nearby Alliance cruiser *Magellan*. The surgeons on board patched Book up real quick after the officers scanned his ident card. In your game, however, you may not be all that lucky.

Say you got shot, just like Shepherd Book. Here's how his bullet wound got worse and what the crew had to do to deal with it.

During the gunfight, the shepherd took a bullet and got a **Book's Been Shot** D12 Complication. Soon, that Complication stepped up above D12 and Book was Taken Out of the scene. It takes a turn for the worse when the GM creates a **Book Is Dying** D6 Complication. As the Episode progresses, that

Complication gets stepped up as Crewmembers roll jinxes. The GM tells the Crew they need to get Book to an advanced medical facility to save his life.

Mal flies to the *I.A.V. Magellan*, but the Alliance captain turns out to be a stubborn git. At that point Book seizes the opportunity and spends a Plot Point to perform a Limited Action.

Since Book initiates the Action, the Alliance captain sets the stakes. He's an Extra, so his pool consists of just a difficulty die and his Trait die. The Gamemaster decides that convincing an Alliance captain to use his state of the art medical facilities on some random shepherd from a second rate ship is very hard. The Alliance captain sets his dice pool with **Very Hard** D12 and **Alliance Captain** D10. He rolls:

4 2

His total is only 6.

Book tries to raise the stakes: **Social** D8 + **Influence** D8 + *Alliance* D6 + **Mysterious Past** D8 + **Identcard** D6. He rolls:

7 4 2 3 2

Since Book is taking a Limited Action he selects his highest die—a 7—which is enough to raise the stakes. The Alliance captain scans Book's ident card and gives him the care he needs.



E'ERYBODY NEEDS A DOCTOR

When Simon and River approach the settlers' town, they find it's practically a garbage dump. Graffiti-painted debris lines the town and the houses are so dingy not even candlelight and wildflowers can pretty 'em up. Though all looks bleak, Simon encounters Doralee, the town's teacher, who feels there's a spiritual reason behind their arrival. She tells 'em that the townsfolk have set aside a house for 'em and serves them hodgeberries, a wild fruit that tastes like somethin' between a blackberry and a currant.

After the reminiscin' is done, Simon's sister taps into her psychic abilities. River makes a revelation about Ruby, the little girl wanderin' the makeshift hospital who hasn't spoken in two years. At first, Doralee thinks it's a miracle—River got Ruby to talk. When that don't turn about to be the case, Doralee's mood turns sour real quick. Unfortunately, Doralee is mighty superstitious. She accuses River of bein' a witch and forces the Tams to confront the Patron.

DORALEE

A powerfully religious woman, Doralee is a nurse and teacher for the hillfolk settlement. What she teaches and what manner of medical treatment she provides ain't entirely clear. Though she may not have had a lot of schoolin', this kind-hearted woman shows a range of conflicted emotions. Doralee don't take any issue with Stark snatchin' skilled folk the town needs, but she does with River's ability to read minds. She's pragmatic and devoted to her fellow townsfolk, true, but her belief in witchcraft is what threatens River and Simon's life in the end.

PATRON

The Patron is both a religious leader and a political one. An imposing individual, the Patron acts as judge, jury, and executioner for the entire settlement. He's a powerful man who speaks for the other hillfolk and interprets the Bible as he sees fit. That makes the Patron the sort of leader folks don't want to cross. For him, it's easy enough to lead on account of the settlement's isolated position and the way these folk stick to each other. No tellin' what this leader would do if he'd be challenged to a physical fight. After all, he dared to hit River when she spoke the truth.

BURN HER! SHE'S A WITCH!

Try as he might, Simon can't convince Doralee to see reason. Hell-bent on cleansin' River of witchcraft, Doralee rings the town bell to summon the Patron and rest of the hillfolk. Now, the Patron is quick to punish River once she reveals his secret—that the current Patron killed the former one. The other townsfolk don't bother disagreein', as they're ready to cleanse the Devil from River, too. Tied to a pole, River ain't sure what's happenin'. Simon knows full well the zealots will light that fire and stands next to her, ready to die for his beloved sister.

It's not the first time that Simon has put himself in danger for River. Another flashback reveals what Simon risked to contact an informant in a blackout zone. Though his father bailed him out with 2,000 credits, he gave Simon an ultimatum—abandon his queries or leave the family altogether. That figure is in sharp contrast to the thirty silver pieces Mal was attempting to get from the Grange Brothers.

Thankfully, with Shepherd Book all stitched up, the crew flies back to Jiangyin to save their crewmembers and be big, damn heroes.

MASTERIN' THE GAME: EXTRAS!

Extras in the **FIREFLY RPG** are characters that are peripheral to the plot and don't interact with the characters all that much. They get one Trait associated to them that corresponds to a distinct aspect of their character. Extras can be treated as an individual, a few characters, or an entire group. When you try to set or raise the stakes with an Extra, you create your dice pool with a difficulty die and the Extra's Trait. If the Extra increases in importance over time you can upgrade them to a Minor GMC by adding more Traits.

Here are some named and unnamed Extras you can expect to find in "Safe":

Gabriel Tam *(Flashback)* – **Simon's Father** D10
Regan Tam *(Flashback)* – **Simon's Mother** D8
Sheriff – **Sheriff** D8
Deputies – **Deputy** D6
Dancers – **Dancer** D6
Stark's Goons – **Goon** D8
Alliance Captain – **Alliance Captain** D10
Alliance Soldiers – **Alliance Soldier** D8
Ruby – **Mute Child** D6
Townsfolk – **Superstitious Townsfolk** D6

GRANGE BROTHERS

"I'm thinking... maybe we walk away entirely." -Herschel Grange, "Safe"

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Fight	6	
Influence	8	*Bargaining*
Move	6	
Notice	8	
Shoot	8	*Pistols*
Sneak	6	
Trick	8	

DISTINCTIONS

Brothers 8
Nothing can come between you and your brother. 'Cept maybe girls. Or liquor. Or cards. Or....

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Squabblin':* Gain a PP when you spend a scene arguing with your brother instead of the task at hand.

On the Run 8
Someone's after you—Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're trouble.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Shady Business Man 8
You keep tellin' folks you are legitimate. Someday, they might believe you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Loan Shark:* Spend a PP to pass off a social Complication onto another character who owes you something.



STARK

"Look at what we got! It's a doctor! Got ourselves a doctor!" - Stark, "Safe"

ATTRIBUTES

Mental	4
Physical	8
Social	6

SKILLS

Craft	6	
Fight	6	*Knives*
Focus	6	
Influence	8	*Intimidation*
Know	6	*Jiangyin*
Labor	8	
Move	6	
Shoot	6	
Sneak	6	
Survive	6	

DISTINCTIONS

Crude 8

You're a little gorramn rough around the edges.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Rough Talk:* Double **Influence** when you're trying to intimidate or scare folks with more sensitive proclivities. After your roll, step up or create a social Complication affecting another Crewmember.

Local Yokel 8

This land is my land, this land ain't your land. I got a shotgun, and you ain't got one.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Never Learned To Read Nor Write 8

They never got around to building a schoolhouse where you're from.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Underestimated:* Spend 1 PP to ignore a Complication die for an Action when you try to catch your opponent off-guard.

DORALEE

"It's the way of life in my findings that journeys end when and where they want to. And that's where you make your home." - Doralee, "Safe"

ATTRIBUTES

Mental	8
Physical	4
Social	6

SKILLS

Craft	8	*Clothing*
Fix	6	
Influence	6	*Teaching*
Know	8	*The Bible*
Labor	6	
Operate	6	
Survive	8	
Throw	6	
Treat	6	

DISTINCTIONS

Hill Folk 8

Ain't everybody in the 'Verse keen on civilization. You and yours lead hard, free lives on your own.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Superstitious 8

You take extra care to stay lucky and keep the spirits happy.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Lucky Number 3*: When you roll exactly three jinxes in a single roll, you may reroll all your dice.

Teacher 8

Teaching is a great honor and a heavy responsibility.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Troubled Students*: Gain 1 PP whenever you offer to teach or mentor someone in trouble.



PATRON

"This is a holy cleansing. You cannot think to thwart God's will. "-The Patron, "Safe"

ATTRIBUTES

Mental	6
Physical	8
Social	10

SKILLS

Focus	12	*Confidence*
Influence	12	*Preaching*
Know	10	*The Bible*
Labor	6	
Move	6	
Perform	8	
Throw	6	
Treat	6	*Soothing Words*

DISTINCTIONS

Backwater Mayor 8

This town ain't much, but you rule it with an iron grip.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Teach 'Em a Lesson, Boys:* Spend 1 PP to step up a Complication inflicted by one of your thugs.

Proselytizer 8

I tell you, good people, that the Lord awaits in heaven for the righteous!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Sermonize*: Step up **Influence** for an Action when you preach. Take or step up an **Unbelievers** Complication if the Action fails.

Sinister Countenance 8

You've got a flinty glare and an evil sneer.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Faith in the Good Book 8

CHINESE PHRASES

Chinese phrases in "Safe" were spoken on Jiangyin and in flashbacks on Osiris. Whether in the Core or out in the Border Planets, Chinese is common throughout all five systems. The translations below highlight a range of casual phrases and declarations. To properly learn how to pronounce these phrases, turn to page 337.

Chinese (Mandarin)
English Translation

Bu tai zheng chang de
Not entirely sane

Chu fei wo si le
Over my dead body

Chui niu
Bull crap

Da bian hua!
Big change!

Fei hua
Nonsense

Gou shi
Crap (more specifically, dog crap)

Jian ta de gui!
Like hell!

Jing chang mei yong de
Consistently useless

Lao tian, bu
Oh, god, no

Le se
Garbage

Ma shang
Now; at once

Mei mei
Little sister

Na mei guan xi
That has nothing to do with it

Nian qing de
Young one

Niu fen
Cow poop

Pian zhi de jiu cha yuan
Stubborn martinet

Shuai
Handsome

Tian xiao de
Heaven knows what

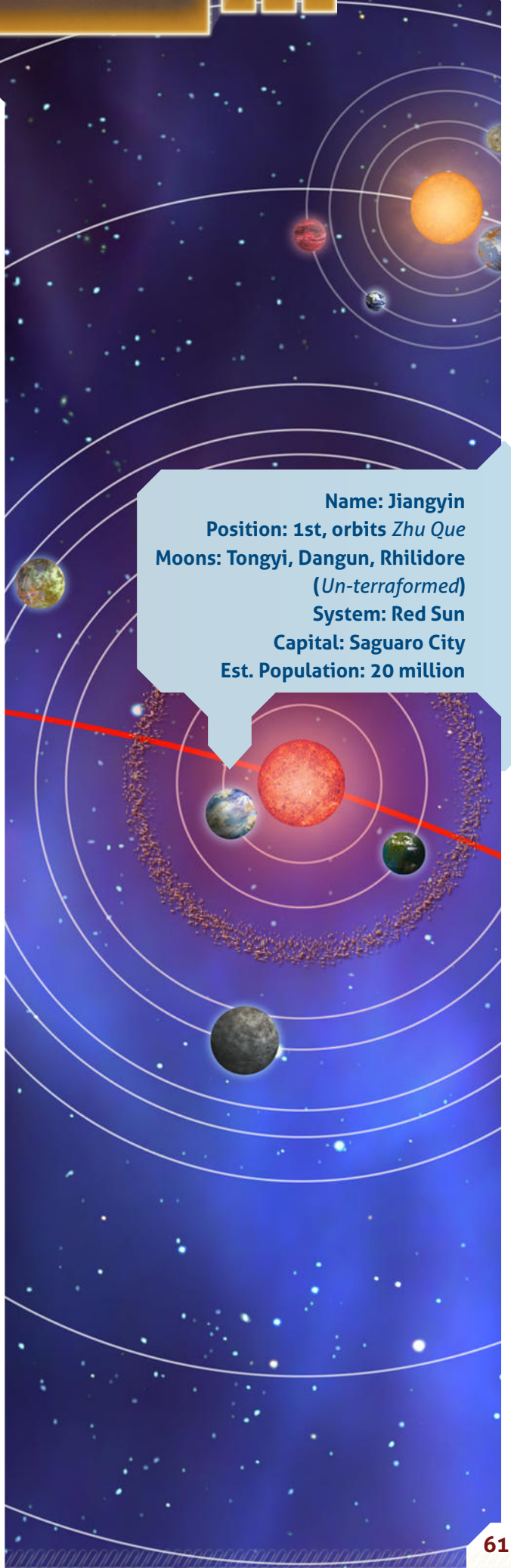
PLACES, MOONS, AND PLANETS

"Safe" emphasizes the financial, legal, and cultural disparity between the hillfolk on Jiangyin and wealthy Alliance citizens—like Gabriel and Regan Tam—back on Osiris. Both types of folk have something to fear. The hillfolk formed their own set of unique customs that developed out of their isolation from the rest of the known 'Verse. The Tams, while well educated, are on the opposite end of that spectrum. They may be suspicious about the Alliance, but they know full well what happens to those who question their authority and just how much they could lose.

Perhaps that's why Mal, who has a particular bone to pick with the Alliance, was so hesitant to get help from the *I.A.V. Magellan*. 'Member, he didn't have River and Simon on board, but that didn't lessen his anxiety none. Never mind the fact that Badger wanted him to drop off his share at the Kowlan federal base, neither. Heck, Mal hates and distrusts the guvmint so much he doesn't register *Serenity* under his own name.

The two worlds found in this episode couldn't be more different. They are:

- **Jiangyin:** Dry and dusty, the planet of Jiangyin is found at the very heart of the Red Sun System. It and its sister planet, New Melbourne, are surrounded by an asteroid belt called "The Motherlode." This ring of space rocks and dust separates the Red Sun's innermost circle from the rest of the system. Though it's not a physical barrier—the asteroid belt ain't all that dense—it does seem to have a profoundly psychological effect on folks, which is partly why Jiangyin is so desolate. Like other places within the Red Sun system, Jiangyin uses its own currency which can be exchanged for Alliance credits on Londinium or Sihnon.
- **Osiris:** Home to many wealthy and influential families, Osiris is known for its first-rate Law and Medical Academies. Many of the Core's top-rated students study here before taking up a position in a hospital, government facility, Academy, or charity. In the Core, producing members of society are rewarded well, provided they follow the rules and don't trigger an investigation. Running afoul of the Law can often incur social penalties in addition to earnin' a black mark on a citizen's personal record. Now, the weird thing about Osiris is that the planet is littered with areas where electronic devices short out or don't function altogether. Since the Alliance can't monitor their beloved citizens here, they've designated these "blackout zones" and made it illegal to be caught in one.



GUNS AND GEAR

If'n you've been followin' along, you should know by know that guns in the **FIREFLY RPG** can be either Assets or Signature Assets.

Here's the difference between the two: Signature Assets are items that you'd always have either on your person or close to it; they're an integral part of the character. Assets, on the other hand, have a temporary benefit that lasts for the duration of a scene or an entire Episode.

Signature Assets will regularly help you determine an Action's outcome—which is why Wash's dinosaurs or the pants Mal wore in "Shindig" aren't exactly good candidates. There may come a time where Mal's pants might get him out of a jam, but the captain can always make them an Asset when the situation calls for it.

Basic weapons in *Firefly*—whether they're the sharp, pointy kind or not—are already represented by your Skills (**Shoot** and **Fight**) on account of the way you build your dice pool. Because weapons increase your chance of success, if'n you raise the stakes, you'll narrate what happens when your bullet hit its target. Of course, if you've got a weapon that's also a Signature Asset, you'll get additional dice to try to raise those stakes!

Now, sometimes you could get your Signature Assets damaged or removed from your person so's you can't use them until they're repaired or you get 'em back. However, all you need to do is spend a Plot Point at the end of a scene and narrate how you get your Signature Asset back in play.

Just like Distinctions, Signature Assets can have triggers, but just a single one. Signature Assets don't start with triggers, but they can be gained through advancement.

MASTERIN' THE GAME: BOATS OF ALL SIZES



Just like GMCs, the rules for ships you use may vary dependin' upon how important that vehicle is to the story. For example, if'n a Crewmember winds up stealin' an Alliance gunship, you'll need a full set of rules. Now, if'n your yarn sends that gunship sailin' off into the background, then that ship'll best be handled as either a Signature Asset or a simpler vehicle.

SHIPS AND TRANSPORTATION

The only new ship found in "Safe" is that Alliance cruiser Mal didn't want to go anywhere near. Truth be told, it's hard to tell how many ship classes there are in the 'Verse and if they're legally in service. Think of it this way: not everybody owns a boat nor do they know how to fly one. Some adults, like the settlers on Jiangyin, may have booked passage the one time to get where they're goin'. Mal owns *Serenity*, true, but she's an older vessel and ain't registered properly.

Cruisers, though they may seem alike, can be customized according to a captain's needs—provided the right paperwork is filed, of course. Take the *I.A.V. Magellan* for instance. See all those rules associated with her? Here's the lowdown:

Like Crewmembers, spaceships have **Attributes**, but instead of **Mental**, **Physical**, and **Social**, they have **Engines**, **Hull**, and **Systems.**

- **Engines** represent how fast or maneuverable a spaceship is. Slow ships, like a bulk freighter or Alliance cruiser might have **Engines D4.** Fast or maneuverable ships like a courier or an Alliance gunship have **Engines D12**.
- **Hull** indicates how strong or how big the hull of a spaceship is and can represent either strong armor or a massive cargo hold. A small ship like an Alliance gunship would only have **Hull D4**, a big ship or one with lots of armor would have something like **Hull D12**.
- **Systems** represent other aspects of the ship—like computer systems, communications systems, sensors, weapons, and such. A well-armed ship might have **Systems D12**, but a scout ship with advanced sensors also might have **Systems D12**.

When you're using a spaceship or its systems, use the spaceship's Attribute instead of your own to build your dice pool. However, you'll still use your own Skill. Sometimes you'll go up against a ship that has Minor Gamemaster characters or Extras onboard. In that case the GM will use a **Crew** Skill to represent how well those folks handle their boat.

Spaceships have their own Distinctions and Distinction triggers. If you're using a ship as part of your Action, you'll not only get to include *your* Distinction, but one of the spaceship's Distinctions, too!

Finally, spaceships have their own Signature Assets, which may also include a Signature Asset trigger. You use them just like you use your own Signature Assets. Usually, they're rated at **D8**.

Want to start buildin' your boat? Turn to the *Find a Ship* chapter on page 208 and get started.

I.A.V. MAGELLAN

ATTRIBUTES AND SKILLS

ENGINES 8

HULL 12

SYSTEMS 10

CREW 8

DISTINCTIONS

TOHUKU CLASS ALLIANCE CRUISER 8

The development of this spaceship helped tilt the balance of the Unification War towards the Alliance. Now these bastions of power represent the control the Alliance holds over the entire 'Verse.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Let's Go Help These People*: When you overlook minor criminal activity to answer an Alliance distress beacon, gain 1 PP.

IN THE LINE OF DUTY 8

You and your crew are involved in some kind of official service. You may think of your ship as yours, but you only have use of it while your boss or government allows it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *You Have Your Orders:* Gain 1 PP when you abandon your current objective because of a direct order.

TURTLIN' 8

It's dangerous up in the black. Your armor-plated hull and reinforcing struts help, but you're a mite slower than other boats. She may not look purty, but she's a tank.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

ALLIANCE GUNSHIPS 8

MISSILES 8

TRACTOR BEAM 8

ADVANCED SENSORS 8

ALLIANCE GUNSHIP

ATTRIBUTES

ENGINES 12

HULL 4

SYSTEMS 8

CREW 8

DISTINCTIONS

JUSTICE CLASS ALLIANCE GUNSHIP 8

Although these small one-man fighters have very short range, they pack quite a punch in or out of atmo. In the hands of a skilled pilot they can be mighty deadly.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *One Hit, One Kill:* When you are attacking another ship, double **Systems** for the Action. If you fail to raise the stakes on that roll, take or step up a Complication relating to your exposed position.

IN THE LINE OF DUTY 8

You and your crew are involved in some kind of official service. You may think of your ship as yours, but you only have use of it while your boss or government allows it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

OPTIMIZED FOR ATMO 8

Your boat has aerodynamic stabilizers and heat shielding. Both improve the smoothness of her ride when you're flyin' in a world's atmosphere. Only trouble is, them modifications are mighty finicky.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Zig Zag:* While in atmo, step back **Engines** for the rest of the scene to create a **Nimble Ship** D8 Asset.

SIGNATURE ASSETS

FLARES AND CHAFF 8

LASER CANNONS 8



FURTHER ADVENTURES

The events of "Safe" leave plenty of loose ends that could be worth explorin' in your next game. This technique is a good way to help you plan your route as you fly from one end of the 'Verse to the other. There are two kinds of Episodes that can originate from a story like this. Either a new Episode springs up around a specific character like Simon, River, and Shepherd Book, or your Crew wades neck deep into trouble.

CATTLE FARMERS

Since things went south on Jiangyin fast, there's a kind of hitch in the job Mal was supposed to do for Badger and Sir Warwick Harrow. Sure, the Grange Brothers were the "official" owners of the cattle, but the Law don't think so. After taking 'em down, the Alliance had a closer look at the how two local yokels got their hands on them branded cows. The local Sheriff is startin' to ask questions that have made their way to Badger. Ever the "legitimate businessman," Badger sends you a wave and tells you to fix this mess.

The Alliance is now takin' a sudden interest in that part of the 'Verse. What's worse, Badger is threatenin' to turn you over to the feds if you and your Crew don't finish the job, too. There are only two ways to resolve the Great Moo Caper—either you forge a fake paper trail or you steal back every last cow and resell the herd to the highest bidder. What will you and your Crew do? Will you be able to bluff your way through this? Or, will you go on the run and leave Badger hangin'?

FRAME JOB

The Law came for the Grange Brothers after they killed a fella by the name of Rance Durban. Or, at least, so's the story. But what if Rance Durban wasn't just some innocent victim of lowlifes like the Grange Brothers? Enter Charlie Gilbert, a fella so crafty he was able to frame the Grange Brothers for that boy's murder. Now, the thing of it is, Charlie ain't the average criminal mastermind. He's the type of fella that finds ways to make everybody's life miserable just because he can.

What's his angle? Well, Charlie don't have one to speak of. That's why he's so dangerous to mess with. Whenever he gets bored or perceives he's been slighted, Charlie pulls out a gun and starts shootin' or spoutin' off his cockamamie schemes. So far, he's never been caught. The Alliance knows about him. Most petty thugs steer clear of him. And the Companion's Guild has been instructed all their members to detain, trap, and hand Mr. Gilbert over to the feds if they ever come across him, too.

Enter a fine opportunity for a Crew who ain't afraid to chase a varmint like Charlie. What happens when you catch wind of the big Alliance reward for his capture? Or that Charlie Gilbert tipped the feds off to the Crew's little rendezvous with the Grange Brothers? Will you track this gorramn murderer down before you get caught in his web of lies?

CHARLIE GILBERT

"I don't play games. I break them."



ATTRIBUTES

Mental	10	
Physical	6	
Social	8	

SKILLS

Drive	8	
Focus	6	
Influence	10	*Fast Talk*
Operate	8	*Cortex Hacking*
Sneak	10	
Survive	6	
Throw	6	
Trick	10	*Long Cons*

DISTINCTIONS

Agent Provocateur 8
You're a bad influence. Professionally.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Devil on the Shoulder*: Spend 1 PP to double **Trick** or **Influence** when persuading someone to do something illegal.

Backstabbin' Git 8
You look out for numero uno. Everyone else is just in the way.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Fickle Friend*: When you change sides in an argument, double **Social** for the Action. Take a **Traitor** D8 Complication.

Lifetime of Misdeeds 8
This sort of life has a tendency to catch up with you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

My Brother, the Sheriff 8

OUR MRS. REYNOLDS





BOOK: It says here, the woman lays the wreath upon her intended—which I do recall—which represents his sovereignty.
MAL: (to Saffron) That was you?
BOOK: And he drinks of her wine. This represents his obeisance to the life-giving blood of her—I'll skip this part—and then there's a dance, with a joining of hands. The marriage ceremony of the Triumph Settlers, been so over eighty years. You, sir, are a newly-wed.
– "Our Mrs. Reynolds"

"Our Mrs. Reynolds" opens with a touching moment between Jayne and his "wife," Mal, as they travel by wagon over a river on a clear, bright day. A sitar plays in the background and it seems like the crew is transportin' cargo. Some fellas ride out on horseback to meet 'em—they're bandits lookin' to cause some trouble. A few bullets and witty retorts are exchanged and the crew got the chance to be big, damn heroes once again. Only this time, they took a prefect's nephew down in the process.

For the first time in a good long while, Mal and the crew take time off to celebrate their heroics at a nearby Triumph settlement. Now, the community is so happy the bandits won't be botherin' 'em anymore, they throw a big shindig, the kind filled with bonfires and mead. Thing of it is, this party ain't just any ole get-together. Mal went and got hisself married and Jayne was handed a rainstick, too.

Truth be told, Jayne got the better end of the deal.

By now, you should realize that there's a kind of pattern to the way each *Firefly* television episode is structured. In the **FIREFLY RPG**, the opening scene is called the **Prelude**. It sets up the rest of the plot which are filmed in four distinct Acts and separated by a commercial break. The Prelude also gives you the chance to earn some much-needed Plot Points. For example, say you're playin' Jayne and you made everybody giggle when you called Mal a "powerful ugly creature." Your GM tosses you a poker chip on account of how entertainin' your snappy dialogue is. Don't be afraid to toss out a few barbs like Jayne!

ELDER GOMMEN

Elder Gommen is Triumph settlement's elected leader. Known to be fair and just, he hired Mal and the crew to get rid of bandits who plagued their way of bein'. Now, once that was done, Elder Gommen was so happy he made sure the crew got paid well for the job. Now, the crew had no need for livestock, but this particular settlement had something else to offer—a blushin' bride.

A kind individual, Elder Gommen cares about the other folk on the settlement and avoids violence when he can. Though he may be a pacifist, he'll hire those willin' to protect him and his people so he don't violate his vows. Still, that don't mean he has a secret or two of his own that he's keepin' close to the vest—'specially 'bout that Saffron character.

THE HAPPY COUPLE

When the crew gets back on board, they head south for Beaumonde located in the Kalidasa System. Once they start flyin', though, Mal learns they've picked up another passenger who claims to be his wife. Thanks to Simon's encyclopedia, Shepherd Book confirms that Mal did marry Saffron right out of her Maidenhouse. Saffron confirms what she already knew, that Mal's agreement with Elder Gommen included her, too.

Saffron plays all innocent-like and takes her sweet time getting to know the crew before she rains down heaps of trouble on 'em. This Academy-trained con artist is a lot more dangerous than she lets on. Just how awful is Saffron? Well, she plants her poison-laced lips on Mal, knocks out Wash, and locks other crewmembers in their quarters to sabotage *Serenity*. As it turns out, Saffron don't care if the crew lives or dies, provided she can help steal their boat.

SAFFRON

A former Companion, Saffron takes on aliases and dons different roles when it suits her. Her true motivations unclear, she's Academy-trained and exceptionally skilled. In her mind, she has yet to meet anyone who can keep up with her and has no trouble bouncin' from place to place. That is, until she met Mal. Though she's got a string of husbands in almost every corner of the 'Verse, "Saffron" has yet to answer for her crimes. 'Bout the only thing that you can count on is that wherever this strawberry blonde lady is found, trouble is sure to follow.

MASTERIN' THE GAME: COUNTDOWN TO SABOTAGE







In the **FIREFLY RPG**, when the Crew has a complex goal that requires them to take a set number of Actions in a specific period of time, they'll perform a **Timed Action**. As the Gamemaster, you'll tell the Crew how many Actions they need to take.

To sabotage *Serenity*, for example, the GM would tell Saffron she's got five beats before the Crew catches on to her schemes. Review the example to see what actions she takes.

For more about Timed Actions, turn to *Keep Flyin'* on page 264.

DOUBLE-AND-TRIPLE CROSS

Now, Saffron had always planned on taking out Mal and Wash in order to sabotage *Serenity*. Once her plans were set in motion, she knew she had a limited amount of time before one of the remaining crewmembers sounded the alarm.

The former Companion did a lot of damage to *Serenity* and her crew in a short period of time. Each Action counts as a "beat." Here's a breakdown of the Actions she took to sabotage the ship and hurt Wash and Mal.

Beat 1: Goodnight, Mal

Saffron seduces Mal by kissing him with poison lipstick. Mal's pool consists of: **Social D8** + **Focus D6** + **Things Don't Go Smooth D4**. Saffron counters with: **Social D12** + **Influence D12** + *Seduction* **D6** + **Former Companion D8** + **Feminine wiles D10**. Saffron succeeds in raising the stakes and Mal is Taken Out.

Beat 2: Seduce Wash

Next, Saffron heads up toward the cockpit and tries the same tactic on Wash. First Wash spends a Plot Point to add a **Zoe Can Kill Me With Her Pinkie D6** Asset to resist Saffron's charms. Wash rolls: **Social D8** + **Focus D6** + **Hitched D8** + **Zoe Can Kill Me With Her Pinkie D6**. Saffron tries to raise the stakes again with: **Social D12** + **Influence D12** + *Seduction* **D6** + **Former Companion D8** + **Feminine wiles D10**. This time Saffron fails, so she quickly changes gears.

Beat 3: Knock Out Wash

Saffron tries to kick Wash's head into the door. Wash's dice pool is: **Mental D8** + **Notice D6** + **A Little Nervous D4**. Taking a **D4** instead of a **D8** for his Distinction is appropriate since isn't paying attention on account of his jumpy nerves. Saffron rolls: **Physical D10** + **Fight D10** + **Smooth Talker D8**. She beats Wash's roll and he's Taken Out.

Beat 4. Sabotage Serenity

Saffron immediately rewires *Serenity*'s controls. Since the crew isn't present to oppose her sabotage, the Gamemaster creates two new Traits that will apply to *Serenity* until they're dealt with—**Disabled Engines D10** and **Fried Electronics D12**. Although they're not technically Complications, they are scene Traits that stick around until *Serenity*'s crew can find a way to deal with them.

Beat 5. Escape!

On her way out, Saffron runs into Inara and tries to seduce her. Inara's pool is: **Social** D10 + **Focus** D8 + *Willpower* D6 + **Registered Companion** D8. Saffron counters with: **Social** D12 + **Influence** D12 + *Seduction* D6 + **Former Companion** D8 + **Feminine Wiles** D10. Saffron loses, revealing her true identity. Inara chooses not to chase after her in the shuttle and raises the alarm, instead.

PLAN B

Now, Wash and Kaylee have a mess on their hands, on account of the two Traits that Saffron inflicted on *Serenity* in Beat 4. Before they can figure out where *Serenity* is headed, they have to restore power to the Cortex and nav systems.

Fixin' a ship is pretty much the same as patching up a person. Someone needs to have the appropriate tools, parts, skills, and time to make a recovery roll to try to eliminate or step back a Complication or Trait. Saffron inflicted two Traits on *Serenity*—**Disabled Engines** D10 and **Fried Electronics** D12. The GM decides that special parts aren't needed to fix the electronics. The **Disabled Engines** are another matter entirely.

The Gamemaster sets the stakes for the recovery roll, **Hard** D10 + **Disabled Electronics** D12, then rolls:



The Gamemaster's two dice add up to 11.

Kaylee tries to raise the stakes: **Mental** D8 + **Fix** D12 + **Ship's Mechanic** D8 + **Serenity** D8. She rolls:



Kaylee's two highest dice come to a total of 15. She successfully raises the stakes and eliminates the **Disabled Electronics** D12 Trait. The Gamemaster tells Kaylee that she crosspatched the wiring well enough to get that system back up and running!

With the power back on, Wash turns on the radar and sees some kind of electrical interference that seems to be bouncin' around in a ring. Mal and Shepherd Book know exactly what that means—they're heading straight for a Carrion House net that'll fry the survivors and the ship's systems. With the passengers gone, the thieves are free to chop up the boat and sell her parts for a fine profit.

Now, the only way to dismantle Corbin's little death trap is to shoot out one of the net's breakers. Enter Jayne, who's gonna need e'erything he's got—'specially since he's only got *one* chance to aim and fire a specific breaker out in space.

The Gamemaster states that this is going to be a hard shot and sets the stakes by rolling **Hard** D10 + **Sensitive Breaker** D8.



The total of the two dice is 11.

Jayne grabs his dice: **Physical** D10 + **Shoot** D10 + *Rifles* D6 + **Mercenary** D8 + **Vera** D8. He rolls:



Jayne's two highest dice add up to 11. It's a tie! That's not good enough so he spends a Plot Point to add the D6 to his total as well. His final total is 16. Jayne raises the stakes and destroys the breaker.

When you raise the stakes by five or more, that's called an **extraordinary success**. Since Jayne got an extraordinary success, he earned himself a **Big Damn Hero** die. The die rating is D10 on account of that bein' the Gamemaster's highest rolling die. Jayne will be able to bank that die and use it on a future roll.

If'n instead the Gamemaster gets an extraordinary success against you, you lose one of your banked Big Damn Hero dice. The biggest Big Damn Hero Die you can lose is equal to the highest rolling die in the Gamemaster's pool.

How does the Big Damn Hero die work? Find out when you read "Jaynestown."

CORBIN

Every Carrion House has a boss to run it, and Corbin would be that criminal. Corbin is the brains of the operation and commands his assistants, like Breed, to do what needs to be done. Now, Corbin ain't the head of the chop shop just because he don't have any morals—he also has one hell of an eye for ships. To him, the Firefly class ship is prime material because she'll run forever no matter what kind of mechanic or pilot she's got on board. Truth is, this ship-stealin' thief has had it pretty damn good livin' clear out in the middle of nowhere—until he tried to go after *Serenity*.

MASTERIN' THE GAME: SAY "YES!" OR THROW DICE

If'n you remember Mal's comment to Saffron on St. Albans, you may recall that he plotted the shuttle's trajectory to figure out how far she'd gone. Fortunately, although Saffron had disabled the nav com and Cortex on *Serenity*, she didn't disable *Serenity*'s sensors. So when Saffron took the shuttle Serenity recorded her speed and direction and Mal was able to use Serenity's computers to plot a likely course—to St. Albans.

In this case, the dice don't need to be thrown. As a general rule, ask the players to build a dice pool when an Action results in an interesting success *or* failure. Otherwise, skip the die rolling and just get onto the juicy part. As long as you keep focusin' on your players, you'll be shiny!



ELDER GOMMEN

"We owe you a great debt."
- Elder Gommen, "Our Mrs. Reynolds"

ATTRIBUTES

Mental	6
Physical	4
Social	8

SKILLS

Craft	8	*Rainsticks*
Fix	6	
Influence	8	
Know	6	*The Bible*
Labor	6	
Notice	6	
Survive	8	
Treat	8	*Counseling*

DISTINCTIONS

Elderly 8
You've got as many aches and pains as there are stars in the sky.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Homesteader 8
You found yourself a home and a family to fill it. Ain't no one gonna take that from you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Head of the House*: When you work side by side with a Crewmember, you may spend 1 PP to step up or double their **Craft**, **Labor**, or **Survive** for their Action.

Idealist 8
We can be better than we are now. Others scrape by, we push to make the 'Verse a better place.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Lead by Example*: When you take a Complication while standing up for your beliefs, step up a Crewmember's Attribute die on their next Action.

SAFFRON

"Everybody plays each other. That's all anybody ever does. We play parts."
- Saffron, "Our Mrs. Reynolds"

ATTRIBUTES

Mental	8
Physical	10
Social	12

SKILLS

Craft	6	
Fight	10	
Influence	12	*Seduction*
Know	6	*Cons*
Notice	6	
Operate	6	*Sabotage*
Perform	12	*Acting*
Sneak	6	
Trick	12	*Lies*

DISTINCTIONS

Former Companion 8
You trained as a Companion, but left that life behind to follow your own path.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Old Habits Die Hard*: Step up a Complication to double or step up **Social** for all **Influence**, **Notice**, and **Perform** rolls in a scene.

Saboteur 8
Sabotage ain't just about breaking things. It's about breaking them at the right time.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Gremlin*: Step up a Complication to remove a gear-based Asset or Signature Asset from an opponent's roll.

Smooth Talker 8
You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Gift of Gab:* Spend 1 PP to double your **Influence** die for your next roll.
- ☑ *Start Fresh:* Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications.

SIGNATURE ASSETS

Feminine Wiles D10

Criminal Contacts 6

CORBIN

"Thing will run forever, they got a mechanic even half awake."
-Corbin, "Our, Mrs. Reynolds"

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Craft	6	
Fix	8	*Dismantling Ships*
Fly	6	
Focus	8	
Influence	8	
Labor	6	
Perform	6	
Throw	6	

DISTINCTIONS

Cocky 8
You're a smug, self-assured sommbitch and you're not afraid to say it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Pride Goeth Before a Fall:* Gain 1 PP when your cocky attitude gets you in a mess of trouble that you could have avoided by being silent.

Friends in Low Places 8
Those of us on the Rim don't have much, but we stick together. There's a power in that.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Ship's Captain 8
A natural leader, you're responsible for the Crew and the ship you all fly in.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Protect the Crew:* When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.

SIGNATURE ASSETS

Criminal Contacts	6

CHINESE PHRASES

"Our Mrs. Reynolds" is one-part romantic comedy, two parts double-cross. The Chinese spoken in this Episode is related to how the crew feels about Saffron, the former Companion with many aliases, which is a mixture of surprise and shock—for good reason! Turn to page 337 to learn how to properly pronounce these phrases.

Chinese (Mandarin)
English Translation

Da xiang bao zha shi de la du zi
Explosive elephant excrement

Dang ran
Of course

Deng yi huir
Hold on a second

Guan ni zi ji de shi
Mind your own business

Hun dan
Bastard

Jian huo
Cheap tramp

Jing cai
Brilliant

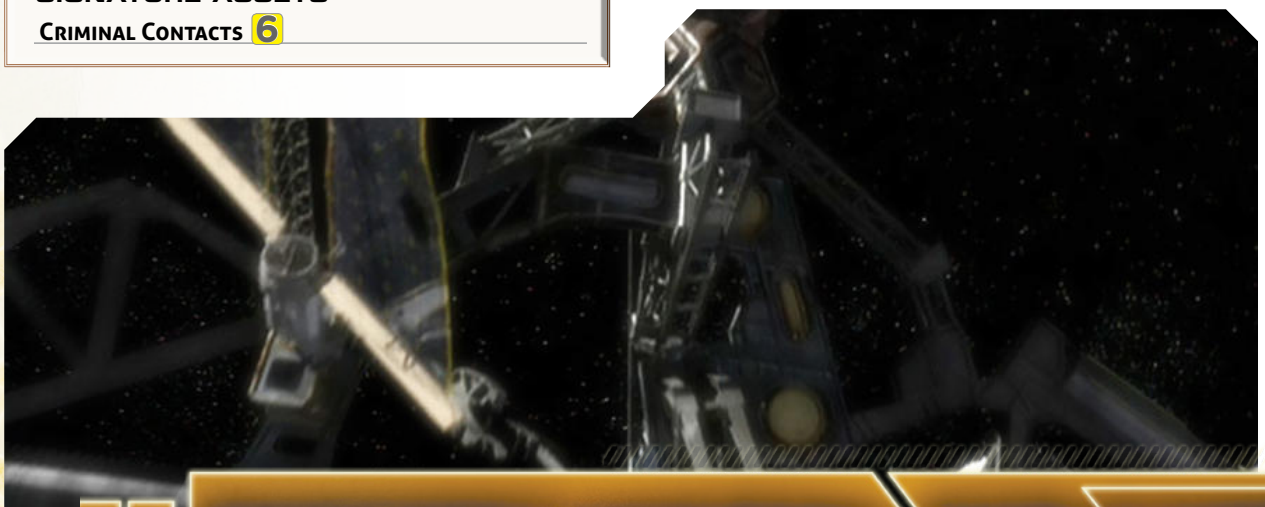
Ni bu gou ge, ni hun chou
You don't deserve her, you fink!

Ren ci de fo zu
Merciful Buddha

Wo de ma he ta de feng kuang de wai sheng
Holy mother of god and all her wacky nephews

Ze mo le?
What's going on?

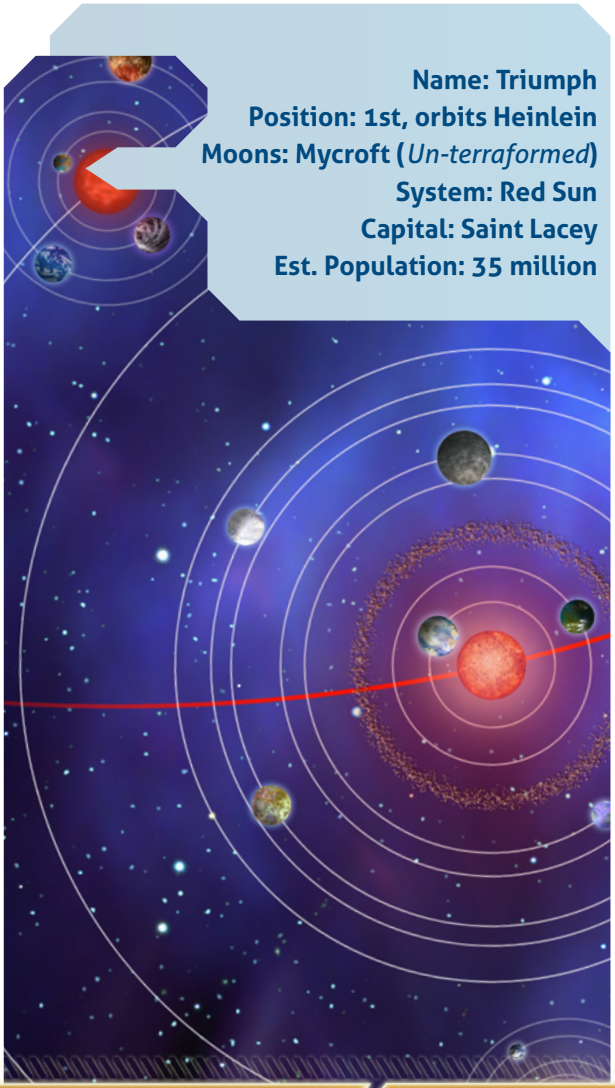
Zheng qi de gou shi dui
Steaming pile of crap



PLACES, MOONS, AND PLANETS

Triumph is mighty interesting on account of its size and the main reason why settlers head there. A smaller planet, it don't offer much in the way of resources, but it does offer one thing a lot of Alliance folk can be hard-pressed to get—the freedom of belief. Triumph is a pacifist's haven, for folks of every religious belief and culture imaginable come here to settle down. Elder Gommen, for example, brought with him a mixture of cultures from Earth-That-Was—that rain stick he gave Jayne is proof of that. Unlike the hillfolk on Jiangyin, most settlers on Triumph are better off because they know how to bargain with travelin' Guild traders and can do a fair bit of hunting and farmin', too.

The other two places in "Our Mrs. Reynolds" were Beaumonde, which was the crew's original destination, and St. Albans, where Mal caught up with Saffron. Beaumonde is a highly industrialized world where corporations like New Dunsmuir Manufacturing, Inc. provide new employees with a hiring bonus in exchange for an unbreakable five year contract. St. Albans is a snowy world that's not unfamiliar to Mal and Zoe—this is the same planet Tracey Smith hails from. Its year-round winter, coupled with its scarce resources, deter a lot of settlers and travelers alike.



GUNS AND GEAR

In "Our Mrs. Reynolds," the items used were related to Saffron's attempt to capture *Serenity*. If'n you're lookin' to do some crime, know that these items ain't that hard to come by, provided you know where to find 'em.

- **Poison Lipstick:** Saffron's lipstick is a two-layer balm. First, she applies a "Knockout Nude" pigment to seal her lips so she's not affected by the poison. Then, she applies a gel-like compound over the seal. Once that compound comes in contact with a victim's unprotected skin, it'll render a victim unconscious for a couple of hours or so. The compound is manufactured on the planet Greenleaf and sold on the black market. It's also illegal.
- **Bub's Tape:** Beezlebub's—or Bub's—Tape is a type of synthetic thermal plastic that will heat up to an extremely high temperature when its backing is removed. The reaction it causes depends upon the material it's applied to. In this case, Bub's Tape wasn't hot enough to do any long-term damage to *Serenity*. It is commonly used by miners, thieves, and Alliance soldiers.
- **Remote Satellites:** One of the ways Corbin keeps tabs on incoming ships is through the use of mounted satellites positioned strategically on rocks found in the Red Sun System's primary asteroid belt, the Motherlode. These remote "eyeballs" transmit a signal back to the Chop House through the Cortex. They can be found in junkyards, home security supply stores, or jerry-rigged with a camera, some fancy wire, transmitter, and a casing.

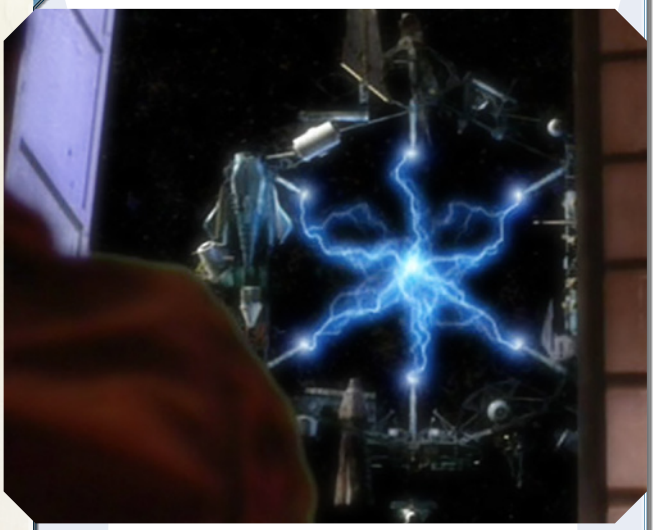
SHIPS AND TRANSPORTATION

Though this episode introduced Saffron, the story was about *Serenity* and the lengths some folks will go to get their grimy hands on her.

- Firefly Class, Mid-bulk Transport Ship (*Serenity*)
- Shuttle Two (*Serenity*)
- Carrion House with Ionization Net

The rival crew's ship in "Our Mrs. Reynolds" ain't all that great. It's a floatin' Chop House that's been pieced together from other vessels. This self-sustaining boat's also referred to as a "Carrion House" and has an office at the very top of it. Below, its occupants live in a series of interconnected hulls welded together from hollowed-out ships. Combined, it's a mighty dangerous vehicle that protects itself with a high-powered ion net. This circular trap has six well-positioned breakers that emit a high voltage electronic charge.

CHOP HOUSE



ATTRIBUTES AND SKILLS

ENGINES 4

HULL 8

SYSTEMS 12

CREW 8

DISTINCTIONS

CANUCK CLASS EXPLORER 8

This ship has one of the best sensor systems in the 'Verse and was designed for getting a bead on anomalous mineral deposits on asteroids and planets.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Curiosity Killed the Cat:* Spend 1 PP to reroll a die when you're using the ship sensors. On your next roll, both 1s and 2s count as jinxes.

COBBLED TOGETHER 8

Your ship was built from salvage parts and space junk. She looks kinda ugly, but she sure can surprise folk when she needs to.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

ARMED AND DANGEROUS 8

When you're being attacked by pirates out in the black, the only ship you can count on is you. And if some sommbitch decides to bite you, well ... you can bite back, too.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Y'All Are Outgunned:* Spend 1 PP to double **Systems** when fighting a ship that lacks your firepower

SIGNATURE ASSETS

ELECTROMAGNETIC NET 8

LONG-RANGE SENSORS 8

FURTHER ADVENTURES

The events that take place in "Our Mrs. Reynolds" lead to Mal's dealings with Saffron in a future episode, "Trash." Saffron is the type of individual who leads a trail of broken hearts in her wake. If'n you choose to investigate Saffron's background, you might find more than you're bargained for. These concepts build off of what Saffron left behind.

SORRY, ELDER GOMMEN

Now that Mal knows Saffron is a right foul git, he flies back to Triumph and tells Elder Gommen what happened. Thing of it is, the Elder ain't surprised and there's a warrant out for this "humble" leader's arrest. Seems Sheriff Barbara "Blue" Cartwright is convinced Elder Gommen is a fraud who's been fleecing folks of their hard-earned Alliance credits for years. Only problem is that the Sheriff can't exactly prove her suspicions are correct. Turns out, Saffron might be responsible for that, too.

What happens next is up to you and your Crew. Maybe you'll try to get the Sheriff on your side by offering her an even bigger fish—after all, if Gommen's knowledge can help them find Saffron, she'd make a mighty fine prize for a bona fide law enforcement agent like Blue. Or, maybe you'd rather stage a cunning heist and spirit Gommen away.

What does Elder Gommen know about Saffron, exactly? What will it take to get Gommen free from Blue? That's what you and your Crew would have to find out.

LOVE YOU, IKE!

Saffron's left a trail of jilted, betrayed, and conned lovers behind her, and she's got a long road of 'em ahead. Ike Fields is her latest beau and he's a wealthy man, the perfect mark. But Ike's also capable, smart, and spoiled, too. That's why he's decided to hire a former contact, one of the best mercenaries he's ever worked with, to protect his bride—Jayne Cobb.

'Course, with another weddin' in the works, Saffron's already squirrelled away piles of Ike's hard-earned money and she's schemin' to leave her needy husband at the altar. Heck, she's even picked out her new name—Bridget. All she needs now is a new patsy to help her out.

What happens when an old friend of yours gets suckered into Saffron's plans? How will Ike react to gettin' ditched? Will you work for Ike and find Saffron? Will Jayne get blamed for her disappearance? If so, how does that impact you and your Crew?

RETURN TO HOUSE ZHAOJUN

Saffron's a mystery that the Crew can't let sit. Say Inara decides to take matters into her own hands and travels back to Sihnon to investigate Saffron's identity. That'll only take her so far, though. Eventually, she needs *Serenity*'s help to get her to House Zhaojun, a Companion training facility that has fallen out of Alliance favor. According to the Cortex, House Zahojun has camera footage showing a young Saffron training among the other House's new initiates about ten years back.

To find out more, Inara wants to hire you to access records that are locked up nice and tight. As for convincin' the rest of the Crew? Well, if payback's not enough of a motivation, then there's always the opportunity to take some wealthy passengers looking for a chance to tour a Companion training house.

How will you break into one of the Core's most secure facilities and decrypt the files you need? What will you do when you find out who Saffron really is? Will you allow yourself to be seduced by the head Companion there, Priestess Yao? When she tells you why her House was disgraced, will you believe her? Try to make good with the Alliance?



SHERIFF "BLUE" CARTWRIGHT

"The law's just words on paper. Me, though? I'm real. Deal with that."



ATTRIBUTES

Mental	10
Physical	8
Social	6

SKILLS

Fight	8	
Focus	10	*Interrogation*
Influence	8	
Know	10	*The Law*
Notice	12	*Clues*
Operate	8	*Cortex*
Shoot	8	

DISTINCTIONS

Backwater Sheriff 8

One good man is all a town needs to keep the peace. Sometimes, that's all it has.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

By the Book 8

According to section 5, subsection c, paragraph 2 of the Federal Alliance Judicial Code...

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Standard Operating Procedure*: Spend 1 PP to double **Know** for a roll when you rely on your knowledge of Alliance rules, regulations, and procedures.

Decorated 8

You came back from the War with a medal and a story. You're not sure if it was worth the cost.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Guilt:* Create a **Guilt** D8 Complication when details of the event that got you your medal come back to haunt you. Gain 1 PP.

SIGNATURE ASSETS

Cortex Pad 8

IKE FIELDS

"I can't live without you, darling! No, really...."



ATTRIBUTES

Mental	6
Physical	4
Social	8

SKILLS

Drive	8	
Fix	6	
Fly	8	
Focus	6	
Influence	8	*Negotiation*
Know	8	*Business*
Perform	6	
Treat	6	

DISTINCTIONS

Filthy Rich 8

Money is power. Folk who don't know that are foolin' themselves.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Leverage*: Double **Influence** when you bribe someone or threaten them with financial ruin.

Guild Trader 8

Your business is in moving goods and services from one place to another under Guild contract. It's not as free as you'd like, but there's security.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Get Out of Jail Free:* Spend 1 PP when you're imprisoned, locked up, seized, or held. The Trade Guild springs you, but they'll ask you to do something for them later.

Well-Mannered 8

You're polite, genteel, and unassuming.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

SDG Corporation Contacts 6

PRIESTESS YAO

"Not every question needs to be answered in words."



ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Focus	6	
Influence	8	*Companions*
Know	8	*Companion Houses*
Labor	6	
Move	6	
Perform	8	
Survive	6	
Trick	6	

DISTINCTIONS

Animal Lover 8

Treat 'em right and they're more loyal than people.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *They Can Smell Fear:* Step back a Complication involving an angry animal if you walk toward it, unarmed.

Family Ties 8

Everybody is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Registered Companion 8

You have an active license in the Companion Registry, which opens doors and brings you business.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *I Know Your Ways:* Spend 1 PP to step up or double **Influence** when you are attempting to follow proper etiquette or put someone at ease.

SIGNATURE ASSETS

Pet Ferret 6

JAYNESTOWN



"Listen, Mal, I was in Canton a few years back, and I might have made me a coupla enemies thereabouts."
– Jayne, "Jaynestown"

"Jaynestown" is, as the title suggests, an episode about the crew's mercenary and "public relations" expert, Jayne Cobb. Viewers get a taste of the plot when Jayne starts actin' strange before *Serenity* even sets down on Higgins' Moon. First, he tapes a handgun to his hip and the captain forces him to remove it, on account town law forbiddin' guns. Then, he pulls his hood up and wears a hat and goggles. Turns out, Jayne's last visit to Canton was four years before he joined the *Serenity* crew. Thing of it is, that visit wasn't exactly a social call.

Mal comes into the infirmary and sees Jayne attaching a gun to his waist with medical tape. Seein' how Canton doesn't allow guns and Mal wants this job to go smooth, he tells Jayne to leave his weapons behind. Jayne tells Mal that he's made some enemies in Canton, but Mal won't have none of that.

Think you can guess which dice to roll?

The captain sets the stakes: **Social** D8 + **Focus** D6 + **Ship's Captain** D8. He rolls and gets a total of 10.

Jayne tries to raise the stakes: **Social** D8 + **Influence** D6 + **Mercenary** D4. He takes his **Mercenary** Distinction as a D4 since he's paid to shoot people—he's not much good at convincin' folk with purty words. Jayne gets a Plot Point for including **Mercenary** D4 instead of **Mercenary** D8 in his dice pool. He rolls three 1s—a big, fat zero!

The Gamemaster chuckles and take advantage of the botch. The new Complication starts at D6, but gets stepped up for each additional die that rolled a 1. The Gamemaster creates **Statue of Jayne Cobb** D10. Mal and Jayne get a puzzled look on their faces. The GM says, "You'll see."



THE HERO OF CANTON

With Simon in the lead as the crew's fine upstandin' "boss," Mal, Jayne, Wash, Kaylee, and Zoe scope out Canton Mudworks. The place and its 2,000+ indentured servants called "mudders" are mighty filthy. Even the overseer, who's known as a "Prod," is grimy and full of mud. Now, Simon (at Mal's urging) manages to fool the Foreman so the crew can look around. When they do, they stumble across something they never expected—a statue of Jayne Cobb. Seems the mudders believe that Jayne is some kind of hero.

CANTON TOWNSFOLK

Higgins' Moon belongs to, as its name suggests, Magistrate Higgins who runs Canton, his estate, and the Mudworks, too. In the **FIREFLY RPG**, company towns are pretty common—especially when you travel outside the Core. If'n the mudders had a revolt and burned the company to the ground, they'd have nowhere to go and most likely get arrested or hurt each other in the riots that followed.

Canton, like many mining towns, is the very picture of hard luck and won't change unless a big, damn hero like you wants to do somethin' about it. Now, a good Gamemaster will create characters ahead of time and develop setting locations for you and your Crew to explore. You may not realize you're encountering Major GMCs, Minor GMCs, and Extras, but your Gamemaster will.

- Mudders—**Mudder** D6
- Meadows—**Idealistic Mudder** D10

MUDDERS' FOREMAN

The overseer who works at Canton Mudworks wears a helmet, has arms as thick as tree trunks, and is a hulkin' brute of a man who's loyal to the Magistrate. He don't make so much as a "by your leave" without kissin' up to the Magistrate, neither. Since the Foreman functions in a reduced capacity and isn't central to the overall story, he'd make a great Minor GMC. That don't mean he's not an active character, for the Foreman bosses around the lesser-ranked Prods, too.

- Traits: **Brutish** D8, **Helmet** D6, **Mudder Foreman** D8

MAGISTRATE HIGGINS

Like Patience, Magistrate Higgins owns his own moon, but he's a lot more troublesome than she is. Unlike her, though, Magistrate Higgins legally owns the entire moon and has earned enough favor with the Alliance that the guvmint afforded him a title, too. Though he's wealthy and an opportunist, Magistrate Higgins ain't much of a gentleman for he severely—and legally—punishes whomever crosses him. Between punishin' criminals in a hotbox and tellin' the Foreman to chop up thieves and stick their parts in a bog, Higgins will go to the very ends of the earth to protect what's his. Not to mention, he's got specific opinions about what men and women should act like, too. Truth be told, there ain't one redeemin' quality about him.

FESS HIGGINS

The Magistrate's son just so happens to be the client Inara was traveling to see. A young man in his mid-20s, he's a polite, quiet fellow who's been living in his father's shadow. Though he's well taken care of, Fess's uncomfortable with the way his father's been doin' things but hasn't stood up to him. Well, not yet anyway. At Inara's urging, he unlocks the code to set *Serenity* free from the port authority. No tellin' what'll happen to Fess from here on out, other than the fact that this young man has a sense of right and wrong that differs from dear ole dad.

BIG, DAMN HERO

In "Our Mrs. Reynolds" you read about how Jayne earned a Big, Damn Hero die. Here you'll learn how and when to use it.

At this point in the episode, Jayne is facin' down Stitch Hessian who's got nothin' but vengeance on his mind. Before he knows what's happenin', him and Stitch have an argument in front of all the mudders. Bad thing is, the fight isn't just between the two of them—a mudder by the name of Meadows gets in the way. Stitch cocks his rifle, aims at Jayne, but Meadows hurls hisself in front of that bullet. Then, Jayne picks up his knife and buries it in Stitch's chest.

Not only were Jayne's reflexes mighty darn quick, he aimed that knife perfectly to Take Out Stitch Hessian.

Here's how he did it.

Stitch cocks his shotgun and fires. The Gamemaster declares that this will be a High Stakes roll but only Jayne has a possibility of getting Taken Out. Jayne sets the stakes, adding **Physical** D10, **Move** D8, and **Mercenary** D4 to his dice pool. He gets a Plot Point for using his Distinction as a D4. The Gamemaster then surprises Jayne. Meadows hurls himself in front of the blast and the GM adds **Idealistic** D10 to the dice pool. Jayne rolls:





Jayne's two highest dice come to a total of 9.

Stitch tries to raise the stakes: **Physical** D8 + **Shoot** D10 + *Shotguns* D6 + **Holds a Grudge** D8 + **Trusty Shotgun** D6. He rolls:



Stitch's two highest dice have a total of 11. He succeeds in raising the stakes. The Gamemaster tells Jayne that Meadows takes the blast and gets Taken Out. Jayne's shocked!

Jayne pulls his knife and throws it at Stitch. The Gamemaster rules that this will be a High Stakes roll where Stitch may get Taken Out. Stitch sets the stakes: **Physical** D8 + **Move** D6 + **Holds a Grudge** D8. He rolls:



Stitch rolls very well and his two highest dice total 14.

Jayne tries to raise the stakes, rolling his **Physical** D10 + **Throw** D4 + **Mercenary** D8.



Jayne's two highest dice only come out to 10, and even if he spends a Plot Point to add the D4 to his total, it would still only be a total of 12. Fortunately, Jayne banked a **Big Damn Hero die** in "Our Mrs. Reynolds." The great thing about Big Damn Hero dice is that you get to choose whether or not to add it to your dice pool *after* the rolls have been made. Jayne spends a Plot Point to roll the Big Damn Hero die, which has a die rating of D10. He rolls an 8 and adds that to his total. Now his total is 18 and he succeeds in raising the stakes.

Stitch would normally get Taken Out, but the GM spends a Plot Point to keep him in the fight. Jayne gives Stitch a **Knife in My Chest** D10 Complication, since the D10 was the die with the highest total in his pool.

Now the two get down to fisticuffs. Stitch uses his *The Pain Don't Matter* Distinction trigger to ignore his **Knife in My Chest** D10 Complication for this Action, but he'll have to step it up afterwards.

The Gamemaster rules that this Action will be a High Stakes roll for both Stitch and Jayne. Since Jayne just went, the Gamemaster decides that he'll set the stakes: **Physical** D10 + **Fight** D10 + **Crude** D8. Jayne also spends a Plot point to create a **Statue of Jayne** D6 Asset, which he adds to his pool. He rolls:



His total comes to 12.

Stitch tries to raise the stakes: **Physical** D8 + **Fight** D8 + **Holds a Grudge** D8. He rolls:



The total of Stitch's two highest dice is 10. He fails to raise the stakes and in order to prevent being Taken Out, spends a Plot Point. Jayne grins as he steps up **Knife in My Chest** to **D12.** Then, to complete the cost of using his *The Pain Don't Matter* Distinction trigger, Stitch has to step it up further, getting Taken Out anyway!

Jayne Cobb takes his revenge by pulpifyin' Stitch's head against the base of a statue in his very likeness.

STITCH HESSIAN

Jayne Cobb's former associate was once a simple thief doin' what he could to get by—until he got caught stealin' 60,000 unmarked credits from Magistrate Higgins. For his crime, Higgins didn't turn him into the Law off in some Alliance prison. Instead, he took Hessian's punishment into his own hands and stuck him into a "hot box." Once freed, Hessian's face showed the torture he endured. Scarred for life, he's got only one thing on his mind—vengeance.

LANDLOCKED? THAT'S NOT GOOD.

At the end "Jaynestown," *Serenity* was landlocked by Port Control and Fess needed to override the controls. Landlock is a fancy term for what happens when the local authorities put out an order and prevent a spaceship from taking off a planet or moon. By locking access to the spaceship's nav computer via its Cortex connection, the vessel is grounded and can't move an inch.

The *Serenity* crew was grounded until Inara urged Fess Higgins to stand up to his father. Once the landlock was removed, Wash flew up and into the black for the crew's next adventure.

MAGISTRATE HIGGINS

"But I only make the people I own use my title." - Magistrate Higgins, "Jaynestown"

ATTRIBUTES

Mental	6
Physical	4
Social	8

SKILLS

Fly	6	
Focus	6	
Influence	8	
Know	8	*Business*
Notice	6	
Perform	6	
Throw	6	
Trick	8	

DISTINCTIONS

Company Magistrate 8

As a magistrate, you are the boss, mayor, judge, and jury of this company town.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Middle Management*: Double or step up **Trick** for a scene. If you do, take or a **Corporate Oversight** D8 Complication.

Family Ties 8

Everybody is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Iron-Fisted 8

I don't give one gorramn bit how dangerous it is. Get those miners back down the shaft or you're fired!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Taskmaster*: Double **Influence** when throwin' the weight of your office around. At the start of the next scene, take or step up a social Complication that represents the backlash from your hard ways.

SIGNATURE ASSETS

Company Mudders	6
Hired Goons	6

FESS HIGGINS

"You wanted to make a man out of me, Dad. I guess it worked."-Fess Higgins, "Jaynestown"

ATTRIBUTES

Mental	8	
Physical	6	
Social	4	

SKILLS

Craft	6	
Drive	6	
Fix	6	
Influence	8	
Know	8	*Business, Law*
Perform	8	
Sneak	6	
Treat	8	

DISTINCTIONS

Blind as a Bat 8

Y'ain't much good without your glasses, four-eyes.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Keen Ears:* When you rely only on your hearing, step up **Notice** for the roll.

Well-Mannered 8

You're polite, genteel, and unassuming.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Kill 'em With Kindness*: When you set the stakes against intimidation by smoothing over the issue or flattering an aggressor, step up **Focus** for the roll.

Wet Behind the Ears 8

Folks say you're naïve. It ain't that. You just grew up a mite sheltered, is all.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Higgins Family Name 6



STITCH HESSIAN

"For six months, we run together. He turned me out 'fore I could scream." - Stitch, "Janestown"

ATTRIBUTES

Mental	8	
Physical	8	
Social	8	

SKILLS

Fight	8	
Fly	6	
Focus	6	
Influence	10	*Intimidation*
Labor	6	
Move	6	
Operate	6	
Shoot	10	*Shotguns*
Survive	6	
Trick	6	

DISTINCTIONS

Holds a Grudge 8

An elephant never forgets. Anyone calls you an elephant, you'll dent their brainpan.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *The Pain Don't Matter:* Spend 1 PP to ignore a Complication for one Action; step up the Complication after the roll.

Mercenary 8

They don't pay you to look pretty. They pay you to shoot things.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Mighty Hideous 8

You weren't pretty to start, but then you got yourself deformed somethin' fierce. Now folks try not to even look at you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Look at Me!*: When you get in someone's face, spend 1 PP to double **Influence** for the roll.

SIGNATURE ASSETS

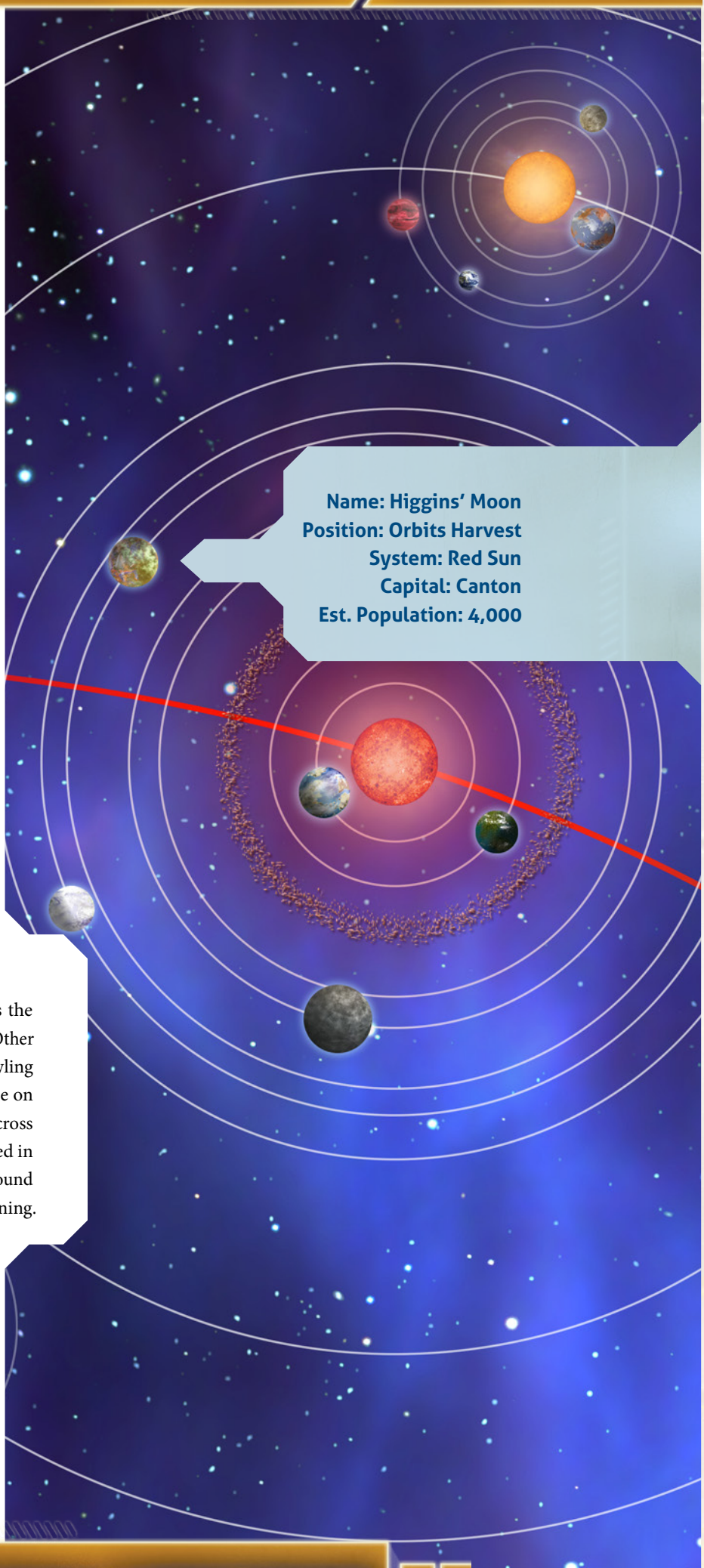
Ugly Face 8

Trusty Shotgun 6

CHINESE PHRASES

Though Chinese cultural influences are prevalent at the Magistrate's home, there weren't a lot of Chinese phrases spoken in this Episode. None of the mudders openly speak Chinese, not even in the tavern. You can learn how to speak these phrases by referencin' the *Appendix* on page 337.

Chinese (Mandarin)	**English Translation**
Gao yang zhong	Motherless goats of
de gu yang	all motherless goats
Hu che	Sheer nonsense
Yeh su, ta ma de	God damn it
Xiong mao niao	Panda pee
Zhe shi shen me lan dong xi?	What is this garbage?



PLACES, MOONS, AND PLANETS

Higgins' Moon is a tiny piece of rock that orbits the planet Harvest, the fourth planet in the Red Sun System. Other than the Canton Mudworks, Magistrate Higgins' sprawling hacienda, and the town of Canton, there ain't much else on this tiny moon. Catwalks'll get you from place to place across the bogs, but it's hard not to step without getting covered in muck. Heck, the town's so broke its bar is built into the ground on account of the fact the owner can't afford air conditioning.

GUNS AND GEAR

Many of the items found in "Jaynestown" add color to the town of Canton. Clothes are often patched together from whatever the townsfolk can find. Though there's electric lighting, folks use candles, too, on account of them bein' cheaper to afford than electricity. Heck, most mudders live in tents or shanties made of clay bricks and corrugated metal roofs. The weapons viewers saw in "Jaynestown" were Stitch's long rifle and Jayne's knife. Mudders, beat down as they are, ain't allowed to own guns.

If'n you decide to visit Canton in your own Episodes, here are a few other items you can expect to find:

- **Clay** – Though it may not seem valuable, the clay from Higgins' Moon is used to make different types of ceramic materials. It is 10 times tougher than steel and half the weight. To process the clay, manufacturers use a kiln and add the right catalyst for everything from dishes to ship parts. Major manufacturing plants, like Allied Tool, Inc. on Beaumonde, can be found scattered throughout the Rim.
- **Jayne Cobb Statue** – Clay is also good for making statues, like the life-sized likeness of Jayne Cobb that stands watch over Canton Mudworks. This statue is a symbol for the mudders, a reminder that though things are bad, there are heroes out there in the 'Verse that do care…about *them*.
- **Guitar** – Even in the dirtiest, grimiest places folks need some form of entertainment. The cheapest way to get it in Canton is to pick up a guitar and start playin' and singin' the lyrics to "The Hero of Canton." Heck, you might even get a few mudders to start singin' right along.
- **Mudder's Milk** – Simon described the workers' drink best: "Liquid bread. Kept them from starving, and knocked them out at night, so they wouldn't be inclined to insurrection." Mudder's Milk don't taste all that great, but it does have some nutritious value. Heck, if it worked for the ancient Egyptians from Earth-That-Was, then there ain't nothin' wrong with the Magistrate usin' it, too.

SHIPS AND TRANSPORTATION

"Jaynestown" doesn't feature any new ships—unless you count the one Jayne used to fly in the flashback. In that scene, his ship was taken down with anti-aircraft missiles.

Firing on a spaceship is handled just like any other Action.

The Gamemaster declares that this is High Stakes roll for Jayne's ship, but not for the missile battery. As the target of the anti-aircraft missiles, Jayne sets the stakes. He adds his ship's **Engines** D8 Attribute, his **Fly** D4 Skill, his **Mercenary** D8 Distinction, and his ship's **Workhorse Class Shuttle** D8 Distinction. He rolls:



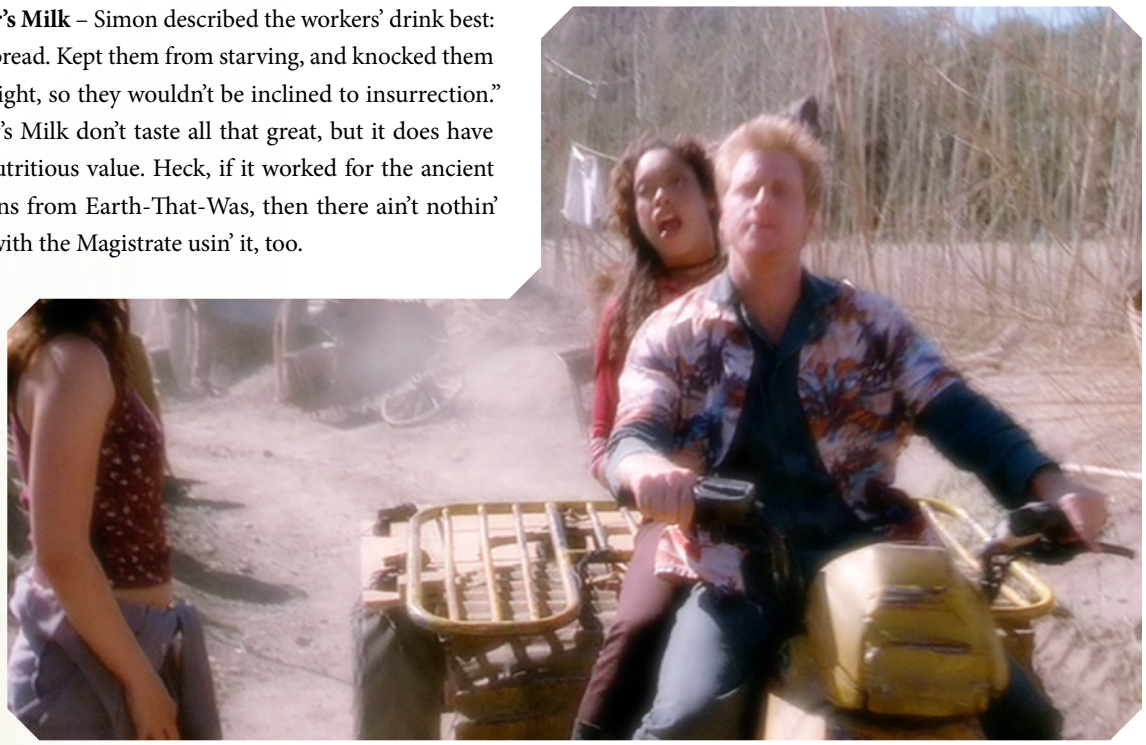
Jayne rolls a pair of jinxes. The total of his two remaining dice is 10. The GM creates an **Engines Not Warmed Up** D8 Complication and Jayne gets a Plot Point.

Next, the GM tries to beat Jayne's roll with **Challenging** D8 + **Anti-Aircraft Missiles** D8 + **Engines Not Warmed Up** D8 and rolls:



The Gamemaster's total is 13 and succeeds in raising the stakes. Jayne's ship would normally be Taken Out, but Jayne spends a Plot Point to keep her flyin'. The Gamemaster creates a **Too Much Weight** D8 Complication, with the D8 being the highest rolling die in the Gamemaster's dice pool.

On his Action, Jayne decides to throw the money out, along with his partner Stitch, to make a recovery roll against the **Too Much Weight** Complication. His escape is messy, but he manages to pull it off!



FURTHER ADVENTURES

The town of Canton is well established and its mudders will keep on mudding! Higgins' Moon offers a lot of opportunities for further adventures. The Magistrate and his son have deep roots to this here moon. That means this family ain't goin' nowhere without a little prodding.

Here's a few ways your Crew can get your hands dirty.

FAMILY FEUD

Fess Higgins calls Inara a few weeks after the events of "Jaynestown." He wants to take over his father's company, and needs help to do it. Fess has decided it's time for him to crown himself king of that there moon, especially after watchin' how his father abuses the mudders. Of course, there's little question that the Magistrate is going to put up one hell of a fight.

If your Crew decides to take on this job, there's a number of ways this could play out. Fess already has a plan—discredit his father publicly by cooking up a scandal. It's not a nice scheme, but then, Fess believes that the end will justify the means. Of course, you might have some ideas of your own to depose the current Magistrate, too.

MUDDER'S SOUR MILK

Mudder's milk is that sour, terrible—but nutritious—swill they serve in Canton. It's designed to keep the mudders happy, content, and too sleepy or drunk to do much harm. In the end, it's pretty effective—the townfolk like the drink and the Magistrate likes the peace it brings. Until, that is, the mudders start droppin' like flies. That milk's been poisoned!

Who stands to gain from poisoning an important part of the local food supply? What happens when you run into none other than Lawrence Dobson who's workin' undercover to bring the Magistrate to justice? Will the Magistrate double-cross the Crew and blame all his problems on them?

BERNOULLI'S BLACKMAIL

Vinnie Bernoulli's the feller that Mal was smuggling clay to, and he's not the type to tend toward inaction. While the *Serenity* Crew was dilly-dallyin' around Canton, Bernoulli was digging for dirt to blackmail them big, damn heroes.

See, Bernoulli found out there's a ten-year old Alliance warrant out on a Crewmember. The warrant came from some Podunk town on Dragon's Egg during the Unification War, before your Crew got together. So when you come 'round, Vinnie lets you know in no uncertain terms that you're going to keep cartin' that mud, at no cost to him, and ship it over to his buyer. What's more, he's gonna be comin' along to make sure everything goes smooth.

What crime did your Crewmember commit? Is the warrant valid? Will you allow Vinnie Bernoulli to come on board? What chaos is waitin' for you when you meet Bernoulli's buyer?

VINNIE BERNOULLI

"Take it or I turn you in. Them's your options."



ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Fight	6	
Focus	10	
Influence	10	*Intimidation*
Know	10	*Business*
Operate	8	*Cortex*
Survive	6	
Trick	10	*Lies*

DISTINCTIONS

A Lawyer's Dream 8

You are surrounded by lawyers. Just as scary as gunmen and they are usually better mannered.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *One Call, That's All:* Spend 1 PP to step back a Complication when you pass the problem off to your lawyers.

Bad Reputation 8

Folks whisper your name when they see you coming. And hope you leave as soon as possible.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Gang Boss 8

They are the best muscle money can buy. Too bad you're so cheap.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Menacing Growl:* Step up a personal Complication to reroll any pool containing your thugs or goons.

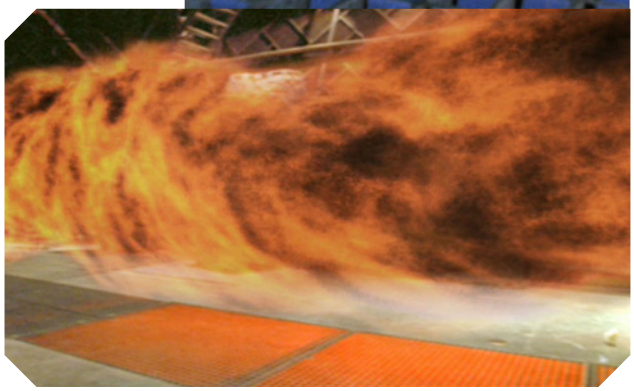
SIGNATURE ASSETS

Team of Lawyers 8

OUT OF GAS



MAL: Okay. So she won't win any beauty contests, that's true enough. But she's solid. Ship like this, be with ya til the day you die.
ZOE: Yessir. Because it's a deathtrap.
MAL: That's not… You are very much lacking in imagination.
– "Out of Gas"



"Out of Gas" employs two different types of flashbacks intermixed with what's happening in the present to tell a heart-wrenching tale. The *Serenity* crew is flyin' through the black, celebratin' Simon's birthday, when an explosion damages the ship. With the engine dead in the water, Mal is forced to make terrible choices to ensure his crew survives—even though he might not.

Through Mal's eyes, we did meet a few new folk he encountered in the past, like Jayne's former associate Marco and *Serenity*'s original mechanic, Bester.

BESTER

Bester is a young mechanic in his early twenties who sports a few tribal tattoos and cares about his physique. Mal may have thought *Serenity*'s original mechanic was a genius, but Bester couldn't get the secondary grav boot fixed. Though Mal wanted to fly to Paquin, a world in the Red Sun System, Bester took his sweet time figurin' out what was wrong with the engine and focused all his attention on a local girl. As it turns out, it was Kaylee who understood that the reg coupler was the real problem. She took the G-line, plugged it straight into the port lock, and fixed the engine right in front of Mal—which cost Bester his job.

SERENITY AIN'T MOVIN'

The action in "Out of Gas" is directly related to what happened when the catalyzer on the compression coil blew. The resulting explosion knocked out the auxiliary life support system. That fire used up a lot of oxygen, too, which meant that the crew only had a few hours before they passed on.

When times like these make you hold your breath, your Gamemaster might introduce a Timed Action to up the ante. Take Mal for example. He's been shot. *Serenity*'s oxygen supplies are running low. But, thanks to a rival captain, he's got the part he needs. All Captain Reynolds has to do is get to the engine and fix it.

By the time he gets the catalyzer, Mal has already been Taken Out by a **Gutshot** D12+ Complication. To make matters worse, *Serenity* has the **Low Oxygen** D6 and **Dead in the Water** D12 Complications. Fortunately Mal does have an Asset in the form of a **New Catalyzer** D6 and four Plot Points to spare. The Gamemaster, who has two Plot Points to spend, informs Mal that he has six beats to make it to the engine room and repair the busted compression coil. If he doesn't install that catalyzer, it'll be lights out for him. Permanently.

Beat 1: Get Thee to the Medsuite

Mal realizes that if he falls unconscious again he won't wake up. So he's got to deal with his gunshot. Since he was Taken Out, he can only take Limited Actions right now. It's a good thing he's got some Plot Points saved up!

Mal negotiates with the GM by asking: "Instead of heading straight to the engine room, how's about I go to the infirmary, get some drugs or somethin' and that might do to get me to take Basic Actions instead?"

The GM considers this and nods. "First you have to get to the medsuite. That'll be a very easy task."

The GM sets the stakes: **Very Easy** D4 + **Cargo Bay** D6 + **Gutshot** D12 + **Low Oxygen** D6. The Gamemaster rolls:



The Gamemaster's two highest dice come to a total of 8. Mal spends a Plot Point to activate the GM's Opportunity and steps back **Gutshot** to D10.

Mal spends a Plot Point in order to take his Limited Action and compiles his dice pool: **Physical** D8 + **Move** D6 + **Things Don't Go Smooth** D4 + **Serenity** D8. He chose to take **Things Don't Go Smooth** as a D4 to gain a Plot Point since the Gamemaster didn't roll well and he'll probably need the Plot Points. He figures it's worth the risk. He grabs the dice and rolls:



Mal's highest die comes to 7 so he spends another Plot Point to add the **D6**, and gets a total of 13. Not only did his risk pay off, but he even got an extraordinary success, getting himself a Big Damn Hero die—and this Action didn't cost him a beat! That die has a **D6** die rating since that's the highest rolling die in the Gamemaster's dice pool. Mal manages to reach the medsuite. Phew!

Beat 1 Redux: Captain, Heal Thyself!

Once he's inside the medsuite, Mal finds the adrenaline and injects it directly into his heart. Hopefully this will keep him conscious until he can fix his ship.

The Gamemaster grabs the dice.

"Okay, we're still on Beat 1 since your last Action succeeded with an extraordinary success, Mal. The way I see it, injecting yourself with adrenaline—even into your own heart—is still easy. If you succeed in raising the stakes, you can recover from being Taken Out and take Basic Actions the rest of the way."

So the GM sets the stakes: **Easy D6** + **Gutshot D10** + **Low Oxygen D6**. The Gamemaster tosses the dice and gets:



The two highest dice add up to 10.

Mal spends a Plot Point to take his Limited Action and tries to beat the GM's roll: **Physical D8** + **Treat D4** + **Veteran of the Unification War D8**. He rolls:



Mal's highest die is a 7, which again isn't enough to raise the stakes. So he spends his last Plot Point to add the other **D8** to his dice pool for a total of 13. He succeeds and no longer has to take Limited Actions. Mal won't completely recover from his gunshot wound without a doctor, but he is able to remove the Complication—the wound won't affect him anymore unless a jinx aggravates it.

Beat 2: To the Engine Room!

Now that he's alert, Mal inches toward the engine room. *Serenity*'s oxygen levels are dangerously low—**Low Oxygen D6**—so the Gamemaster tells Mal that he'll have to take an Action to safely enter the engine room.

"Moving from the medsuite to the engine room wouldn't require an Action under normal circumstances. This'll be a **Very Easy D4** task," the Gamemaster says.

The GM's dice pool consists of: **Very Easy D4** + **Hallway D6** + **Low Oxygen D6**. The Gamemaster rolls:



The highest dice come out to a total of 9, and the GM rolls an Opportunity. However, Mal doesn't have any Plot Points left, so he can't activate the Opportunity.

Mal grabs his dice: **Physical D8** + **Move D6** + **Things Don't Go Smooth D4** + **Serenity D8**. He gets a Plot Point for taking the Distinction as a **D4** and rolls:



"Ta ma de! Two jinxes!" Mal says.

The Gamemaster activates those jinxes, gives Mal a Plot Point, and steps up **Low Oxygen** to **D10**. Oh dear. Mal's two other dice come to 10, so he successfully raises the stakes, using up the second beat of the Timed Action!

Beat 3: It's Easy, Captain! All You Need To Do Is…

Due to the decreasing oxygen levels, Mal is visibly affected by the thinning air. Eventually, he reaches the engine room and tries to repair the engine by replacin' the new catalyzer.

"Okay Mal," the Gamemaster says. "This recovery roll is a challenging task for you. You don't really know how to fix *Serenity*'s engine, but Kaylee did show you a thing or two, so I'll take that into consideration."

"Let's roll."



The GM gathers the dice: **Challenging** D8 + **Dead in the Water** D12 + **Low Oxygen** D10. The Gamemaster rolls:



The GM rolls well and gets a total of 16.

Mal tries to beat the GM's roll: **Mental** D8 + **Fix** D6 + **Ship's Captain** D8 + **Serenity** D8 + **New Catalyzer** D6. He rolls:



"Zao gao!" Mal curses.

Not only does he roll three jinxes, but his other two dice only add up to 4. Even if he uses his Big Damn Hero die, the most he could get would be a total of 10. That's still not enough to prevent an extraordinary success for the Gamemaster. The Gamemaster gives Mal two Plot Points to create two Complications. The GM creates a **Blood-Slick Hands** D6 Complication and a **Catalyzer Stuck Under the Engine** D8 Complication. If that wasn't bad enough, the extraordinary success by the Gamemaster means that Mal loses his D6 Big Damn Hero die!

Beat 4: *Jiu sheng xi tong gu zhuan.*

Things aren't looking good for Mal. He has two more beats to fix the engines. However, he's got four Plot Points to use because of the jinxes from his last two Actions. Mal crawls under the engine to grab the catalyzer and tries to fix the engines again.

The Gamemaster sets the stakes: **Challenging** D8 + **Dead in the Water** D12 + **Low Oxygen** D10 + **Blood-Slick Hands** D6 + **Catalyzer Stuck Under the Engine** D8. The roll is:



The Gamemaster rolls an Opportunity but Mal doesn't activate it. Instead, the captain saves his Plot Points. The Gamemaster's two highest dice add up to 14. Really putting the screws to Mal, the GM spends two Plot Points from the bank to add both D8s to the result, making the final total 22. Ouch.

Mal tries to raise the stakes: **Mental** D8 + **Fix** D6 + **Ship's Captain** D8 + **Serenity** D8 + **New Catalyzer** D6. He rolls:



Mal's two highest dice come to 14. By spending three Plot Points, he adds the rest of his dice to his total and gets a 28! This extraordinary success allows the captain to fix *Serenity*'s engines and get a D12 Big Damn Hero die to boot. Plus, he's got one Plot Point left just in case he needs it.

Mal collapses to the deck as soon as his ordeal is over. When he wakes up, he finds himself lying in the medical bay surrounded by the crew. Thanks to Zoe, the crew returns to *Serenity* to save Mal's life. Shiny!

BESTER

"Mal. Whaddya need two mechanics for?" -Bester, "Out of Gas"

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Fight	6	
Fix	10	*Engines*
Influence	8	
Know	6	*Spaceships*
Labor	6	*Stamina*
Operate	6	
Perform	8	
Trick	6	

DISTINCTIONS

Alluring 8

You're easy on the eyes and cunning enough to use those good looks to your advantage.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Turn Heads:* When you're using your good looks as a distraction to help an ally, spend 1 PP to give that ally a die equal to your **Influence** die rating for the ally's next Action.

Here for the Party 8

Let the good times roll. Life is too short to be serious all the time.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Enabler:* Double your **Social** die when you try to convince another Crewmember to blow off responsibilities in favor of good times.

Ship's Mechanic 8

A ship's a living thing, no matter what they say. You can feel when she's sick, and she makes you proud when she's well.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

CHINESE PHRASES

The translations used in "Out of Gas" were few but precious. If you watch this episode again, you'll hear this phrase repeated over and over again in the background: *Jiu sheng xi tong gu zhuan. Jian cha yang qi gong yin*. Turn to page 337 to find a Chinese Pronunciation Guide.

Chinese (Mandarin)	**English Translation**
Dong ma?	Understand?
Fei wu	Junk; trash
Gui	Hell
Jiu sheng xi tong gu zhuan.	Life support failure.
Jian cha yang qi gong yin.	Check oxygen levels at once.
Qu ni de	Screw you
Suo you de dong shi dang	All that's proper

PLACES, MOONS, AND PLANETS

"Out of Gas," like "Bushwacked," takes place out in the black. In this case, there's no Alliance cruiser that's rushin' in to either rescue (or arrest) the crew—it's a rival crew with an opportunistic captain that heeded *Serenity*'s call.

Now, one thing to remember is that Mal often likes to fly on the very edges of civilization. Dependin' on where you are in the 'Verse, there ain't no planets, moons, or space stations to land on for thousands of miles. For example, the Blue Sun System lies at one corner of the 'Verse and the Kalidasa system is directly opposite it at the other—but neither one of them is surrounded by worlds teemin' with life. There's a whole lotta black just waitin' to be explored or avoided as the case may be.

NO GUNS, NO GEAR?

In addition to the way scenes were presented to the viewer, "Out of Gas" is also unique for one very pointed reason—Mal's luck has finally run out.

Ever wonder why? With all the 'Verse has to offer, seems mighty strange that Mal would be hard-pressed to find a new catalyzer. Kaylee did mention she needed a new compression coil early on in the season, but they never got it replaced. Fact of the matter is—Mal was powerful broke, and he brought his troubles on hisself. Former Browncoats like Mal know full well that choosing to live outside of the Core comes with its own set of problems—access to good medicine, decent food, and credits bein' three of them.

This here episode is the perfect time to tell you more about the reasons why money in the 'Verse is so complicated. 'Specially since you'll be revisiting Ariel, one of them Central Planets, shortly.

MONEY IN THE 'VERSE

The 'Verse is a mighty fascinatin' place economically-speakin', because though the primary financial system is used in the Core, all sorts of other economies pop up and disappear overnight out on the Border Planets and the Rim. The further away from the Central Planets folks get, the more unstable each unique economy becomes. That's part of the reason why you see so many company towns, like the one Magistrate Higgins owns. If'n you're hard up for cash, you could wind up an indentured servant or a slave—like the billions of other folks who already are.

In the Core, however, the complex economic system ebbs and flows to meet the needs of a burgeoning population. Parts of the economy are well established, resemblin' Earth-That-Was before it got used up. Outside of the White Sun System, anything owned, manufactured, or traded by the Alliance will typically be higher-priced than in the Central Planets. Truth be told, the Alliance favors citizens who ask no questions and live within the Core. After all, the control of goods and services is partly what spurred the Unification War in the first place.



CREDITS AND YOUR CREW



Money, guns, and gear will ebb and flow in your game through Assets and Complications. Your Crew might always talk about how times tough are, but that don't affect your rolls until an Asset or Complication hits the table.

If you or your Crew wants to use your financial resources in a roll, you can spend Plot Points to create Assets that reflect your financial gains. Here are a few examples:

Sample Assets

Fat Raise D8, **Treasure Trove** D10, **Limitless Credit Card** D10, **Stolen Wallet** D6, **Extended Loan** D10, **Surplus Inventory** D8, **Hacked Bank Account** D8, **Priceless Earth-That-Was Artifact** D12

If your GM wants to show you that times are tough, you might see one of these Complications pop up during an Episode:

Sample Complications

Oodles of Debt D10, **Counterfeit Credits** D6, **Permit Revoked** D8, **Maintenance Costs** D8, **Jacked Up Prices** D8, **Too Good to Be True** D6, **Cheap Replica** D6, **Cortex Alert for Bad Credit** D6

SHIPS AND TRANSPORTATION

Since "Out of Gas" focused on what happened when *Serenity* broke down, this is a good time to peel back the ship's hull and talk about engines, life support, and emergency beacons.

SHIP ENGINES

Most spaceships in *Firefly* are powered through nuclear fusion or fission. Fusion engines—powered by lasers that fuse hydrogen atoms into helium—are so massive only larger spaceships, like the Alliance cruisers and space stations, are capable of housing them. Fission engines, which are powered by splitting uranium atoms, are much smaller and used in several boats—including *Serenity*.

Firefly class transport engines are fission-based and powered by fuel cells. Steam from the uranium pile pumps through the heat exchanger located near the compression coil. At low power, the engine spins at slow speeds on the driveshaft. As the engine spins faster to power the gravity drive, additional nuclear fuel feeds through magnetic throttles. During a hard burn, the gravity drive distorts and accelerates particles that surround the ship's drive section, resultin' in a characteristic, yellow glow. Hard burns in atmo are extremely dangerous for this reason!

Engines power all your boat's internal and external systems: heat exchanger, computers, sensors, primary life support, artificial gravity, communications hardware as well as the grav drive and the propellant nozzles that send ships sailing at high speeds. So when the engines go down, you're humped.

LIFE SUPPORT

Life support is a complicated, crucial system powered by your ship's engines. It includes oxygen supplies, carbon dioxide scrubbers, food, water, gravity, and temperature control—all those tricky bits that humans need to survive.

On most spaceships capable of interplanetary travel, life support can last for about a month to two months. That's why when captains resupply, they usually make sure they've got six to eight weeks of supplies on hand. Some conscientious folk modify their boats from the get-go by buildin' holds to carry extra supplies or grow plants that'll produce more oxygen.

In the event of a breakdown, nearly all spaceships have an auxiliary life support system. This system only has enough supplies for about a week, which is plenty of time for another ship to come to the rescue. Unlike the primary life support, this system is limited in scope to keep the oxygen flowing. When it kicks in, the auxiliary life support will affect the temperature controls—meaning the ship may become uncomfortably warm or cold, but not enough to be life threatening unless the engines go down, too.

EMERGENCY DISTRESS BEACONS

When you're flyin' up and into the black, it's possible you may crash into a salvage boat, get attacked by Reavers, run into rival crews, get shot at by an Alliance cruiser, or have an accident. Your emergency distress beacon is a standard feature—use it to save your life!

The strength of any distress beacon's signal tends to vary a bit. Most signals can be picked up by a nearby planet, moon, or Alliance cruiser. However, if'n you're sailing through the edges of the 'Verse to avoid civilization, you might just have a problem. Without anybody to hear your call, you'd have to boost your signal—like Wash did in "Out of Gas"—and pray somebody will come to your rescue.

SHUTTLE ONE, SHUTTLE TWO



Serenity has two short-range shuttles that attach to the ship called Shuttle One and Shuttle Two. These shuttles can't fly very far from *Serenity*'s side on account of their size and how much fuel they can hold. A properly fueled shuttle can travel to any planet or moon within the boundaries of the same system, but it can't travel clear 'cross the 'Verse.

If'n you find yourself adrift in the black usin' your shuttle as a lifeboat, you might be making **Physical** + **Survive** or **Mental** + **Focus** rolls to conserve oxygen. To get more out of your fuel cells, you might make a **Mental** + **Fly** roll or spend a Plot Point to create an Asset like **Long Live the Fuel Cell** or **Just a Little Bit More**. See how mighty useful Assets can be? They could just save your life!

FURTHER ADVENTURES

The crew's past offers a wealth of story nuggets you can explore in your own game, as does the rival captain who was going to steal *Serenity* right out from under Mal's nose.

TABLES TURNED

Serenity is skirtin' around an Alliance patrol when you hear a strange beeping sound—an emergency distress beacon comin' from a nearby ship. The rival captain's boat is in sad, sad shape. One of the salvage ship's airlocks is busted wide open and, at first glance, there are no signs of activity on board. Right on cue, Captain Tom Pickett hails *Serenity* and begs you to fix up his *Old Nellie* before "they" return.

Will your Crew forgive what Captain Pickett did to Mal? Will you be able to save him before *Old Nellie*'s attackers return? Or is this Captain Pickett's elaborate scheme to steal *Serenity* right out from under your nose?

LIMPIN' AND HOLLERIN'

Though Mal installed the catalyzer and got *Serenity* back up-and-running, the fact that his boat went down didn't sit too well with the rest of the Crew. As soon as you're able to, your Crew lands on Santo to rest, resupply, and inspect *Serenity* from top to bottom.

Sadly, your time in the spacedock is not uneventful. Though you're able to find the parts and tools you need, the prices are jacked up to the heavens and supplies are limited. If'n you and your Crew starts asking questions, you'll learn that Pickett is behind the price increase. He's recently taken a keen interest in secondhand parts but no one's sure why. Will you track Pickett down? What happens when you find out he's using the parts to smuggle drugs for Badger?

BESTER DON'T KNOW BEST

Serenity gets a wave from Bester, the ship's former mechanic. Though the Crew may not want to revisit the past, Bester has an important message for you—Kaylee's parents have been arrested.

Seems after Kaylee left, the Fryes charted course for Newhope and scraped together what they could to open up a bed and breakfast for the locals there. When one of their residents dumped a pile of Alliance-stamped gold and took off running, Kaylee's parents took the fall. Those who know Bester'll probably wonder how he knows what he does. Truth be told, though Bester was a poor mechanic, he's an even worse liar and thief—and now Kaylee's parents are on the line for his mishaps.

Will you and your Crew prove the Fryes' innocence without condemning Bester? Where'd Bester get the gold from, anyway?



CAPTAIN TOM PICKETT

"Even I need a little help from time to time."

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Drive	6	
Fix	10	*Scrapping Ships*
Influence	6	
Move	6	
Operate	8	
Shoot	6	
Sneak	6	
Survive	6	
Trick	6	

DISTINCTIONS

Lifetime of Misdeeds 8

This sort of life has a tendency to catch up with you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Salvager 8

Folk leave all manner of valuable hulks and crates floatin' around waitin' for you to just swoop in and liberate them. Finder's keepers.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Unprincipled 8

You'd sell your own mother to the Reavers to make some coin. Your pappy you'd throw in for free.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Looking Out For Number One:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.
- ☑ *Curse Your Sudden, But Inevitable Betrayal:* When you betray an ally, gain 1 PP and double the highest Complication die in the ally's roll.

SIGNATURE ASSETS

Salvage Crew	6

OLD NELLIE

ATTRIBUTES AND SKILLS

Engines	8
Hull	8
Systems	8
Crew	6

DISTINCTIONS

Kintsugi Class Salvage Ship 8

Although quite large, the bulk of these vessels serve mainly to anchor smaller ships in place while the crew dismantles, strips, or repairs them. All sorts of things can be found in a salvage ship's cargo hold, from the personal effects of stranded travelers to critical and rare parts that can repair almost any ship.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Parts 'R Us:* Spend 1 PP to create a D8 Asset when you're looking for a part to fix a ship.

Former Salvage 8

She don't look like much. But, she was lonely and you rescued her.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Ordinary 8

You don't much like messin' around with your boat. Besides which, it's easy peasy to get parts. But then everyone knows what your ship can do.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Familiarity Breeds Contempt:* Turn one of your ship's Assets into a Complication of the same die rating to gain 1 PP.

SIGNATURE ASSETS

Salvaging Equipment	8
Long-Range Sensor Rig	8

ARIEL

Once, just once, I want things to go according to the gorramn plan!
– Mal, "Ariel"



"Ariel" focuses on River's mental health, the lengths her brother Simon will go to heal her, and the reason why they're both on the run. When the crew sets down on Ariel, Mal orders them to stay on board to avoid Alliance trouble. Sure, Ariel City has loads to offer the crew, but their comings and goings would have strings attached. That's why, even though Inara had to land for her annual checkup in order to renew her Companion's license, Mal asked the crew to wait for her to return in two days.

If it weren't for Simon's unusual proposition, the crew would've been stuck on board *Serenity*.

RUSTY BRAINPAN

River's questionable nature is put front and center when she grabs a kitchen knife and slices an ugly, red gash across Jayne's chest.

With Jayne in the infirmary, Mal and Simon have a conversation about his sister's worsening condition and what will happen if Simon can't control her erratic behavior. Not long afterward, Simon proposes a job to Mal to get a neural scan of River's brain. The payment would be various types of medicinal treatments stolen from the government-run hospital in Ariel City that can be sold for large amounts of credits on the black market.

The thing about River is that she's gotten progressively sicker over time. That slash she gave Jayne was out of the blue—or was it? Did she know that Jayne would betray them all? Has she sensed his true feelings for her and Simon? Or, did River have a momentary breakdown and attacked the first crewmember she saw?

IT'S A CONDITION

By now, you should have a clear idea that River's condition can be handled at your gaming table in several different ways. Remember, the growth of River as a character is covered throughout multiple episodes in this story arc. When we first see her, River Tam may be psychic, but she's not a sword-wielding, gun-totin' assassin: she's a newly-rescued victim.

River's condition can be handled as a Complication like **Erratic Behavior** D8. Complications can hang around as long as they're relevant, even from Episode to Episode. The Gamemaster might have ruled that River's **Erratic Behavior** Complication cannot be cured simply with medication, which prevents a recovery roll. Alternatively, the GM can make an exception to the normal rules and give Simon the opportunity to make a recovery roll when he injects River with medicine. Instead of wiping out the Complication, Simon can use his treatment to maintain the Complication at **Erratic Behavior** D8. Finally, the GM might allow the Complication to be eliminated with proper treatment. However, as soon as River or Simon roll a jinx, that Complication can pop up again.

Another way to handle River's condition is through her Distinctions. Remember that Distinctions are always true even if a particular scene doesn't allow that part of a Crewmember's nature to shine. River's **Government Experiment** Distinction always applies regardless of the Assets and Complications in play. As long as Jayne has the **Crude** Distinction on his Crew Sheet, he's rough around the edges—even if he ain't talkin'!



BELIEVABLE DISGUISE

With the plan set, the crew works on their disguises. Kaylee and Wash build an Ariel City ambulance shuttle from discarded parts in a municipal junkyard, while Jayne makes an exchange to pick up EMT uniforms and fake ident cards that will help them blend in with the other hospital workers at St. Lucy's Medical Center. Four were issued—Beauma Sclevages R.N. (Wash), Kiki LaRue R.N. (Jayne), Q. Kumamota R.N. (Zoe), and Miles Arixoen M.D. (Mal). Once the crew has all the necessary physical components to their plan, then Mal, Zoe, and Jayne rehearse their lines.

If'n you decide to play a character who is either running away from the Alliance or can't stomach their ways, then any job you take in the Core will require you to research and create elaborate plans like these so you can fit in more easily. 'Member, while there are billions of folk in the Core, the Alliance is real keen on ensuring their citizens have the proper credentials and follow the rules.

PLAN IN MOTION

With these last few pieces in place, the crew—minus Shepherd Book and Inara—bring Simon and River into St. Lucy's and split up. Wash and Kaylee supply much-needed backup on board *Serenity* and the emergency shuttle. The plan's to have Mal and Zoe pinch the medicines and hide them in the body bags while Jayne, Simon, and River head for a 3D neural imager. Before Simon and River wake up, though, we see Jayne talk to a fed, a fella by the name of Agent McGinnis.

Now, on account of this job taking place on a world that's crawling with Alliance, it's a sure bet that the crew may not make it out of St. Lucy's alive. Jayne's call and Mal and Zoe's encounter with Doctor Stevens is just the start of their troubles. While Simon did get the chance to save a patient's life in the recovery room and managed to download River's brain scan, getting out of the hospital alive proves to be tricky.

DOCTOR STEVENS

Anyone who works at the finest hospital in the known 'Verse, like Doctor Stevens, has high expectations for each and every employee—especially those deemed to be low on the overall totem pole. Interns, nurses' aides, and EMTs transporting a corpse to the morgue all better have their act together otherwise a physician like the established Doctor Stevens will call in their supervisor and get them fired. According to him, only the best employees should dare walk through the doors of St. Lucy's Medical Center. After all, he graduated from the finest MedAcad and has years of surgical expertise working his way up the ranks from hospital to hospital in Ariel City. He has a keen eye and no tolerance for b.s.

WRONG SIDE OF THE LAW

The trouble on Ariel was caused by Jayne Cobb's need for cash and his belief that the crew'd be better off without Simon and River around. Earlier in the episode, Jayne ends a transmission on a public Telofonix vidphone right before he picked up the EMT uniforms. Now, at first glance it may seem that the mercenary was coordinating with Simon's contacts, but that call he made was to alert the feds that he was traveling with two fugitives—Simon and River Tam—to St. Lucy's.

Halfway through the hospital, Jayne commits to Agent McGinnis's plan and delivers Simon and River into the hands of the Law. Only trouble is the feds don't play fair, which is one of many reasons why Mal can't stand dealin' with them. With a big fat reward sittin' on the table, Jayne wound up getting double-crossed by Agent McGinnis. Though he tried to free himself, Jayne got knocked down by an Alliance-made sonic rifle, a high-tech weapon that will send even the strongest merc flyin' backward into the wall.

AGENT MCGINNIS

Agent McGinnis is overconfident in his belief that no one would dare stand up to the Union of Allied Planets. This arrogant and experienced Alliance agent is typical of the uniformed officers who work in the Core. Unlike the feds out on the Border and Rim planets, Agent McGinnis wears a smartly pressed grey-and-black uniform indicative of his station, similar to the Commanders who operate the Alliance cruisers out in the black. A man of power, Agent McGinnis has a group of soldiers at his beck and call and follows protocol because he feels it's his duty to do so. His faith in the Alliance is one of his biggest flaws.

VALUABLE COMMODITY

The origin of River's psychic ability was never clearly revealed during the series. Remember, River was thought to be a witch in "Safe" and the main cast doesn't discuss her abilities until "Objects in Space." Her heightened emotions, severe trauma, and unique way of looking at the world make her visions mysterious and her nature confusing to most.

River's psychic powers may be the result of government experiments that affected River's cranial physiology or they may be latent psychic powers she had naturally. One thing is true, though. The Alliance believes River Tam is their property. That's why they've assigned and hired the Hands of Blue operatives to her case.

HANDS OF BLUE

The Hands of Blue are cold, calm, and effective agents who wear black suits and blue gloves. Though they aren't identical looks-wise, everything else about their demeanor is. Neither agent cares about human decency or doing what's right. In fact, they are unique because they have no emotion. The Hands of Blue spend their days carrying out a single order—tracking down Simon and River Tam on behalf of the Anglo-Sino Alliance. Their weapon of choice is a high-frequency sonic neuralizer.

The stats provided can be used for either agent during a scene. The two often lend each other dice to help with Actions, ensuring that they rise and fall together during a conflict.

A RIVER OF VISIONS

If you decide to take on River Tam as a character, your GM will pay attention to your use of the **Reader** Distinction. Whenever you include that die, the GM will hint at a flashback or drop a clue about what's to come. Don't be afraid to speak up and remind the GM when you do, too! When you raise the stakes, you'll learn information that other characters can't. That's what being a psychic in the 'Verse is all about.

COUNTDOWN TO ESCAPE

Thankfully, River leads Simon and Jayne to meet up with Mal and the rest of the crew. Though the job itself didn't go smooth, they did manage to get their hands on a heap of valuable medicine.

How did the crew outrun federal agents and two secret operatives? This rescue calls for another Timed Action which begins when Jayne, River, and Simon are captured. They've all got **Handcuffs** D10 Complications on them. The Gamemaster tells the Crew that the trio has eight beats to either escape or be rescued before they are taken into custody by whomever McGinnis called to retrieve them.



Beat 1: Answer My Question or Shoot Me

Simon tries to get some information out of Agent McGinnis—specifically, who's coming to get them. McGinnis sets the stakes with: **Social** D6 + **Focus** D8 + **By the Book** D8 + **Alliance Soldiers 5** D6. Simon responds with: **Social** D8 + **Influence** D6 + **On the Run** D4. Simon fails to raise the stakes and it costs him a beat.

Buying Time: To the Rescue!

While Beat 1 is taking place, Mal, Zoe, Wash, and Kaylee are trying to mount a rescue. When a group of Crewmembers is participating in a Timed Action, the rest of the Crew can try to help out by **Buying Time**. If a Crewmember succeeds at a Basic Action that would give the Crew some extra time, the Crew regains a lost beat—or two with an extraordinary success. But if a Crewmember fails, that character can't offer help again until after the Timed Action is over.

Knowing that they can't rush in through the front, Mal orders Kaylee to analyze a way in through the back. The captain spends a Plot Point to activate his *Lead the Crew* trigger from his **Ship's Captain** Distinction, and gives Kaylee a **Look for a Back Door** D10 Asset. The GM sets the stakes: **Challenging** D8 + **Hospital Security** D8. Kaylee follows up with: **Mental** D8 + **Operate** D10 + **Everything's Shiny** D8 + **Look for a Back Door** D10. She raises the stakes, gets a map to the hospital, and the Crew regains the beat they lost from Simon's failure to question McGinnis.

Beat 1 Redux: Soldier Beatdown

Jayne, River, and Simon are escorted towards the holding area. Once they're out of sight, Jayne makes his move and attacks a guard. The soldier's pool is: **Challenging** D8 + **Alliance Soldier** D6 + **Handcuffs** D10. Jayne rolls with: **Physical** D10 + **Fight** D10 + **Mercenary** D8. Jayne wins the roll and Takes Out the soldier, but he takes a **Bitten Hand** D8 Complication due to a jinx.

Beat 2: Simon Joins the Fight

Simon follows up by attacking a soldier as well. The soldier sets the stakes by rolling: **Challenging** D8 + **Alliance Soldier** D6 + **Handcuffs** D10. Simon spends a Plot Point to create an **I Know Where to Push** D6 Asset, and then tries to raise the stakes with: **Physical** D6 + **Fight** D4 + **On the Run** D8 + **I Know Where to Push** D6. Though Simon has to spend another Plot Point to keep an additional die in order to raise the stakes, he manages to Take Out the soldier.

Beat 3: Gearin' Up

Rather than struggle against the **Handcuffs** D10 Complication for the rest of the Timed Action, Simon tries to recover their Complications by getting the keys off an Alliance guard's unconscious body. The GM sets the stakes with: **Easy** D6 + **Handcuff Keys** D6 + **Handcuffs** D10. Simon rolls: **Physical** D6 + **Notice** D8 + **On The Run** D8. Simon raises the stakes, finds the keys, and removes his handcuffs.

Jayne and River then remove their handcuffs, too. With his hands free, Jayne is free to fight and he picks up a soldier's sonic rifle off the ground. Jayne spends a Plot Point and turns

that sonic rifle into an Asset: **Alliance-Issued Sonic Rifle D6**. While Simon and Jayne "discuss" which way to go, the GM looks at River and says, "They're here." The trio hears an ear-splitting scream. McGinnis and his soldiers are dying. Horribly.

Beat 4: Two By Two, Hands of Blue

Terrified that the Hands of Blue are nearby, River tries to "read" a way out of the hospital. The GM sets the stakes with: **Hard D10** + **Hospital Corridors D6**. River rolls: **Mental D10** + **Know D10** + **Reader D8**. She beats the GM's roll and River leads Simon and Jayne towards the exit. The Hands of Blue are not far behind!

Beat 5: Almost There

River leads Simon and Jayne to a locked door. Jayne tells the others to stand back, aims the sonic rifle at the door, and fires. Seein' how sonic weapons won't work on a locked, heavy door, the GM states that Jayne can't include the **Alliance-Issued Sonic Rifle D6** in his dice pool. He can still try and shoot it, though! The Gamemaster rolls: **Very Hard D12** + **Solid Door D8**. Jayne follows up with: **Physical D10** + **Shoot D10** + **Mercenary D8**. The mercenary fails to raise the stakes and loses the beat.

Buying Time: Give Me Directions

The Crew is running out of time and Mal is waitin' on a way forward. Kaylee spends a Plot Point and creates a **Hospital Map D6** Asset. Mal and Zoe double time it over to the potential rendezvous point. Will they reach the doors in time? The Gamemaster rolls: **Easy D6** + **Enormous Hospital D8**. Mal tries to beat the GM's roll with: **Mental D8** + **Move D6** + **Things Don't Go Smooth D8** + **Hospital Map D6**. Mal succeeds in raising the stakes and regains a beat. Shiny!!

Beat 5 Redux: High-Tech Alliance Crap!

Jayne uses the butt of his crappy rifle to try and break the door handle off. The Gamemaster sets the stakes with: **Hard D10 + Door Handle D8**. Jayne rolls: **Physical D10** + **Labor D8** + **Crude D4** + **Alliance-Issued Sonic Rifle D6**. He fails. Again. What a piece of *go se*!

Buying Time: Kaboom!

The Crew is now out of time. It's nearly Beat 8. Even if the *Serenity* crew succeeds, they may not fly away clean. The Hands of Blue are inching closer and closer.... One or two more failed rolls and the Alliance will not only capture Simon, River, and Jayne—they might get wise and snatch up the rest of the crew, too.

Mal refuses to take the long way 'round. Zoe tries to blow the lock off.

The Gamemaster agrees and sets the stakes: **Easy D6** + **Door Handle D8**. Zoe tries to raise the stakes with **Physical D10** + **Shoot D10** + *Carbines* **D6** + **Steady D8** + **Mare's Leg D8**. Zoe beat the GM's roll with an extraordinary success. The Crew regains not one, but two beats!

The door wide open, Jayne, River, and Simon reunite with Mal and Zoe. The crew still has four beats to escape and their new shortcut allows them to hightail it back to *Serenity*. As soon as Inara reattaches her shuttle, the crew takes off, avoidin' one heck of a catastrophe. No thanks to Jayne!

AGENT MCGINNIS

"You mean my money? For apprehending three fugitives? I expect I'll be getting it soon." - Agent McGinnis, "Ariel"

ATTRIBUTES

Mental	6	
Physical	6	
Social	6	

SKILLS

Fix	6	
Focus	8	
Influence	8	
Know	8	*Bureaucracy*
Operate	8	
Shoot	6	
Trick	6	*Lies*

DISTINCTIONS

Avaricious 8

Folks say you're greedy. They don't understand that your retirement plans involve a big, floaty island to call your own.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *I'll Take That*: Gain 1 PP when you keep something you promised to someone else.

By the Book 8

According to section 5, subsection c, paragraph 2 of the Federal Alliance Judicial Code...

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Fed 8

You've got a crew, a ship, and a mission. Apprehend criminals runnin' to the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Bound By Law*: Gain 1 PP when you arrest someone with an outstanding warrant.

SIGNATURE ASSETS

Alliance Rules and Regulations 6

HANDS OF BLUE

"We didn't fly eighty-six million miles to track down a box of band-aids, Colonel." - Hands of Blue, "The Train Job"

ATTRIBUTES

Mental	10	
Physical	6	
Social	8	

SKILLS

Fight	8	
Fly	6	
Focus	6	
Influence	6	*Alliance Soldiers*
Know	10	*Black Ops Programs*
Move	6	
Notice	8	
Operate	10	*Secret Tech*
Sneak	6	
Trick	6	

DISTINCTIONS

Invisible Ops 8

I could tell you what I do, but then I'd have to kill you and everyone on this ship and I do hate making a mess.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *We Were Never Here*: When acting on your secret orders, spend 1 PP to step up or double **Sneak** for an Action.

On a Different Level 8

People aren't up to your speed. The conversation you're actually having is very different from the one they think they're having.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Two Meanings*: Gain 1 PP when you withhold information from someone through euphemism and double-talk.

Two by Two 8

You're a pair, you are. Absolutely inseparable.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

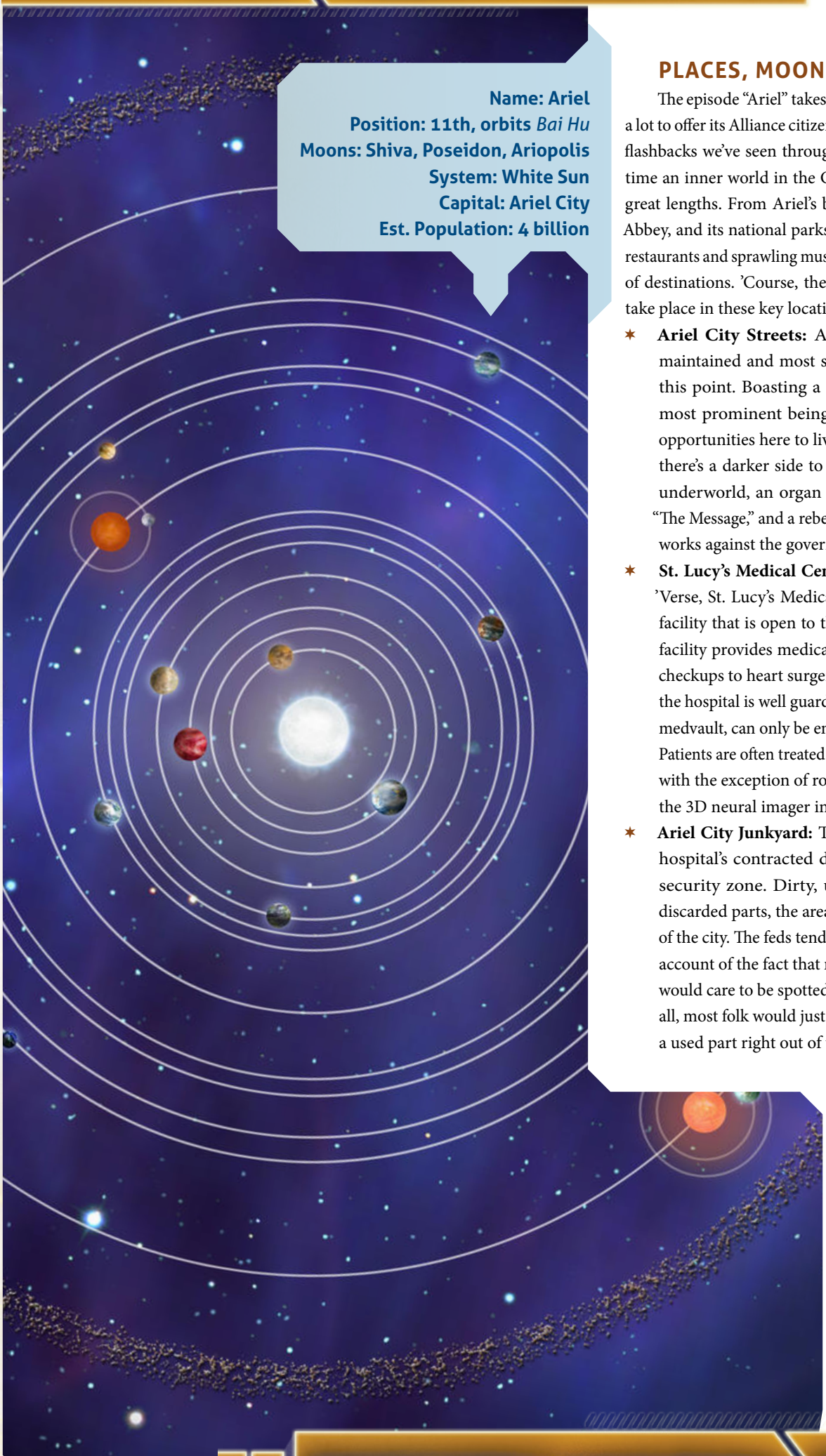
High-Frequency Sonic Neuralizer 8

CHINESE PHRASES

"Ariel" employed few Chinese phrases that occurred at key moments during the show. Similar to the preceding episodes, they are expletives that show moments of surprise, but also indicate the Chinese cultural influences commonly found throughout the 'Verse. Want to learn how to speak these phrases? Turn to the Chinese Translation guide in the *Appendix* on page 337.

Chinese (Mandarin)	**English Translation**
Lao tian ye	God
Tian sha de e mo	Gorramn monsters
Xi niu	Cow sucking
Yan guo de hun dan	Castrated bastards





Name: Ariel
Position: 11th, orbits *Bai Hu*
Moons: Shiva, Poseidon, Ariopolis
System: White Sun
Capital: Ariel City
Est. Population: 4 billion

PLACES, MOONS, AND PLANETS

The episode "Ariel" takes viewers to a Central Planet with a lot to offer its Alliance citizens. Other than the Osiris-related flashbacks we've seen through Simon's eyes, this is the first time an inner world in the Core is shown and spoken of at great lengths. From Ariel's bioluminescent lakes, Bathgate Abbey, and its national parks to the planet's award-winning restaurants and sprawling museums, travelers have no shortage of destinations. 'Course, the events in this particular show take place in these key locations:

- **Ariel City Streets:** Ariel City is, by far, the best maintained and most sterile metropolis shown up to this point. Boasting a cultural mish-mash, with the most prominent being Chinese, there are plenty of opportunities here to live a good life. At the same time, there's a darker side to Ariel City. There is a criminal underworld, an organ smuggling ring mentioned in "The Message," and a rebellious underground that actively works against the government on this Central Planet.
- **St. Lucy's Medical Center:** The finest hospital in the 'Verse, St. Lucy's Medical Center is a government-run facility that is open to the public. This massive, secure facility provides medical services ranging from simple checkups to heart surgery. Unlike Ariel City's junkyard, the hospital is well guarded and its many rooms, like the medvault, can only be entered with the proper clearance. Patients are often treated in open areas whenever possible, with the exception of rooms that house equipment like the 3D neural imager in the diagnostic ward.
- **Ariel City Junkyard:** This municipal junkyard is the hospital's contracted dumping ground and is a low security zone. Dirty, unorganized, and filled with discarded parts, the area is in sharp contrast to the rest of the city. The feds tend to let down their guard here on account of the fact that no upstanding Alliance citizens would care to be spotted in a dingy place like this. After all, most folk would just buy what they needed, not take a used part right out of the trash.

GUNS AND GEAR

Two types of important gear introduced in "Ariel" are related to sonic-based Alliance weaponry and advanced medicine.



HIGH-TECH ARMS

Both the **High-Frequency Sonic Neuralizer** D8 used by the Hands of Blue and the **Alliance-Issued Sonic Rifle** D6 were invented toward the end of the Unification War. They employ new advances in sonic technology that were only theoretical back on Earth-That-Was.

The **Sonic Rifle** disables its victims by using sound waves to distort the air and propel an opponent backward. It is only found in the Core and, while a version exists on the black market, this particular weapon is primarily issued to military personnel.

The **High-Frequency Neuralizer**, on the other hand, is a one-of-a-kind weapon built by the weapons manufacturing arm of the Blue Sun Corporation. It projects a high-pitched frequency that causes a target's blood vessels to rupture in a localized area.

AUDITORY IMMUNITY

The Hands of Blue are immune to the effects of most sonic-based weapons, a fact that has made certain high-ranking officials back on Londinium squeamish. Among the uninformed elite, several rumors circulate about the pair and their unnatural ability to withstand this type of damage. As a result, some believe the Hands of Blue are the result of an Academy experiment. Others think the Hands of Blue have a microchip implanted at the base of their skull that transmits a countersignal.

The truth is known only to key officials in Parliament and higher ups in the Blue Sun Corporation. In your game, the agents' resilience to these types of weapons would show up as a **These Weapons Don't Work on Us** Complication.

FANCY MEDICINE

Simon's goal for this episode was to get a scan of River's brain. That 3D neural imager was crucial to understanding what had happened to her. For the rest of the crew, however, they needed a little incentive—in the form of medicine found in a hospital medvault they could sell on the black market. Now, these drugs are a hot commodity outside of the Core because they are hard to come by on the Border and Rim worlds.

Here's a list of several medicines Simon recommended and encountered in "Ariel." The majority of these pharmaceutical drugs are manufactured from plant extracts found on Greenleaf and transported to the Core via an Alliance cruiser.

- Romadyl
- Atropine
- Dilavtin
- Alprazaline Push
- Bipamomarinol
- Cepleyan
- Amirymadel
- Cimitriptilayn
- Hydrozapam
- Isoprovalyn
- Fillioxalyn
- Propoxin

PLAYIN' THE GAME: WHAT'S IN DOC'S BAG?



Simon Tam carried Propoxin (worth 80 platinum), Hydrozapam (200 platinum), and an immunobooster named Isoprovalyn (50 platinum, possibly 20 credits) in his medical kit. On his Crew Sheet, Simon's medical bag is listed as a Signature Asset.

If you notice, his bag has something else, too: Signature Asset triggers. These triggers work just like Distinction triggers do, the difference bein' that they apply to an Asset as opposed to a Distinction.

When you first sit down to play as Simon, you'll be able to use his Medical Bag from the start. If you think either trigger is interesting, you can unlock them after you play for an Episode or two. Once you've checked off a Signature Asset trigger, use it like your Distinction triggers. Easy as readin' a monitor!

SHIPS AND TRANSPORTATION

Another telling difference between the Central Planets and the rest of the 'Verse are the ships flown in "Ariel." Two shuttles debut for the first time in this episode, an Ariel City ambulance shuttle and a sleek, crescent-shaped ship flown by the Hands of Blue.

- **Ariel City MedVac**: While it isn't as spacious as a commercial or military rescue ship, the MedVac is designed for efficiency and can hold a maximum of four EMTs, three patients, one corpse, and four concerned family members. The Ariel City ambulance that Wash and Kaylee built to look like an "official" ship ain't a real one. Normally, this boat is equipped with life support gear, a fully stocked emergency medical kit, collapsible gurneys, and hard-cased body bags. There are other subtle differences too, but only a real EMT would know the difference.
- **Hands of Blue Transport**: Modeled after old Luna in its waning phase, this black, crescent-shaped transport is designed to be flown in the dark. The *Forged Crescent* was built to be unique and combines speed, stealth, advanced technology, and intimidation. The Alliance and all Academy employees respect whoever is flyin' her, criminals quake in their boots if they see her, and everyone else either moves out of the *Forged Crescent's* way or hides if she's spotted.

FAKE MEDVAC

ATTRIBUTES AND SKILLS

Engines	10
Hull	4
Systems	10
Crew	6

DISTINCTIONS

Grasshopper Class Short Range Shuttle 8
Originally designed to flit amongst the Core worlds, short-range vessels are now commonly found in every system.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Can't Take a Hit:* When you take a Complication related to being hit by weapons fire, step up that Complication to gain 1 PP.

Cobbled Together 8
Your ship was built from salvage parts and space junk. She looks kinda ugly, but she sure can surprise folk when she needs to.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Ordinary 8
You don't much like messin' around with your boat. Besides which, it's easy peasy to get parts. But then everyone knows what your ship can do.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *These Ships, They're All the Same:* Spend 1 PP to find exactly the parts you need at a salvage yard, junk shop, or trash heap. The part enters play as a D8 Asset.

SIGNATURE ASSETS

MedVac Paint Job	8
Standard MedVac Gear	8



FORGED CRESCENT

ATTRIBUTES AND SKILLS

Engines	12
Hull	6
Systems	10
Crew	10

DISTINCTIONS

Wraith Class Black Ops Ship 8

This small, crescent shaped ship is one of the most advanced ships in the 'Verse. It may look small, but it's got all manner of surprises that just ain't fair. Worse yet, it tends to show up at the least convenient moments, when things already ain't going smooth.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Alliance High-Tech*: Step back **Systems** to add a scale die to your dice pool for one Action.
- ☑ *Uncanny Intelligence*: While pursuing a fugitive on an official mission, spend 1 PP to appear in a scene in which the fugitive is trying to escape trouble. If an Action Order is underway, take your turn immediately upon appearing in the scene.

Off the Grid 8

For whatever reason, your ship never got properly registered. Even when you file all the necessary forms, they don't get processed right.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

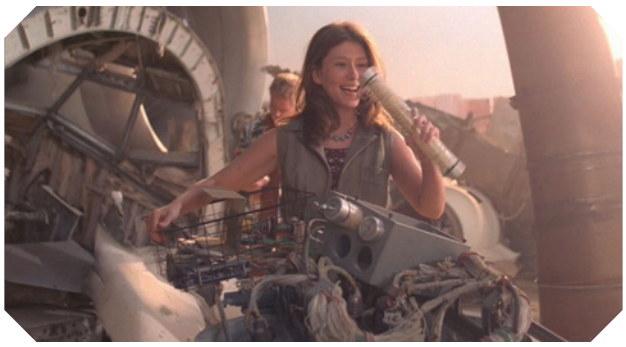
Built for Stealth 8

You've painted your ship black, lined it with thermal insulators, and installed directional communications arrays. Your boat is like a needle in a haystack. But, shutting down your short-range radar makes it easier for others to get the jump on you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Shielded Holding Cells	8
Advanced Dissection Unit	8
Fission Cannons	8
Whisper Missiles	8



FURTHER ADVENTURES

The bad luck Simon and River have in "Ariel" ties into their **On the Run** D8 Distinction. The adventures inspired by this episode directly tie into this Distinction and the challenges it brings to Simon and River, and by extension, the rest of the Crew, too. High-powered conspiracies like these are best played out over several Episodes, on account of the story bein' so big!

FAMILY REUNION

Once clear from Ariel's atmosphere, Simon and River get a wave from Zephyr, a planet in the Kalidasa System. Seems their parents, Gabriel and Regan Tam, have joined the Underground and are ready and willing to help their kids in any way they can. The wave ends with a desperate plea for a reunion on Zephyr.

'Course, the timing of this message may seem a mite suspicious and, truth be told, the Crew'd be smart to think twice about reuniting Simon and River with their family. With a team of agents and an Alliance cruiser at his disposal, a mysterious individual by the name of Agent Touchstone has planned an ambush for the siblings using their parents as bait. Gabriel and Regan Tam have been brainwashed to do the Alliance's bidding!

How will the rest of the Crew react to the Tam's heartfelt message? Will River and Simon force the Crew to save their parents? What happens when you realize Agent Touchstone is even scarier than the Hands of Blue?

DEEP UNDERGROUND

After you and your Crew return from a sale of that medicine burnin' a hole in your boat, you find a black box in your cargo hold. Upon close inspection, that box turns out to be an encrypted message bio-coded to a Crewmember's DNA. When unlocked, the Crew learns that the message is from Mrs. Spiral, an agent who secretly works for the organization that helped Simon find River.

Mrs. Spiral reveals that she's been workin' as an Academy teacher and is currently on board a ship called *Academy Prime*. Turns out, this particular Alliance-run school is operating out of a research ship and is flyin' toward the Georgia System to harvest fresh recruits from unsuspectin' settlers. Should the Crew decide to help the Underground take down this boat, they'll learn more about the Academy's plans—anythin' they want to know.

Of course, things never go smooth, do they? The Academy ship is heavily shielded and covered in dark reflective plating to avoid visual detection. If the Crew wants to free innocent students and help Mrs. Spiral, you'll have to get in, deal with the boat's interior defenses, and get back out again with a passel of kids. Sounds like it's a perfect chance to stick it to the Alliance!

FULL FRONTAL ASSAULT

'Member when Book visited Bathgate Abbey during this episode? Say the shepherd gets a call from Abbess Harper, an old friend who leads a flock on Ariel. Seems that somebody has been making the rounds in all the abbeys, churches, and temples nearby to "confess" what they know about the Tams. The Abbess gives Book a piece of advice—protect Simon and River. The Abbess suggests that there's a non-violent way to harm the Alliance. Pay a visit to the blackout zones on Osiris and find help.

As it turns out, the blackout zones are pockets where the Alliance keeps political prisoners and former Independent generals hidden from view. Sympathetic Alliance citizens, like the growing Underground, operate out of these areas, too. If Simon and River can sneak into a blackout zone, the right kind of people will offer the Tams aid once again. The Abbess bets her life on it.

Will you and your Crew entertain this gorramn fool endeavor? What happens when you start asking how Shepherd Book knows so much? Or, will your Crew finally choose sides and vote on whether or not you keep the Tams on board?



AGENT TOUCHSTONE

"Say what you will. My methods are efficient."



ATTRIBUTES

Mental	8
Physical	8
Social	8

SKILLS

Fight	8	
Fly	6	
Focus	6	
Influence	8	*Intimidation*
Move	6	
Notice	6	
Shoot	10	*Pistols*
Survive	8	
Trick	8	*Traps*

DISTINCTIONS

Alliance Officer 8

You proudly wear the uniform of the organization that brought peace to the universe.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Chain of Command:* Gain 1 PP when you step up a Complication because of orders you received from your superiors.

Unprincipled 8

You'd sell your own mother to the Reavers to make some coin. Your pappy you'd throw in for free.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Looking Out For Number One:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.

Bad Reputation 8

Folks whisper your name when they see you coming. And hope you leave as soon as possible.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Custom Revolver 8

MRS. SPIRAL

"Mark my words. The Alliance will fall one day."



ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Fight	8	*Knives*
Focus	6	
Influence	10	*Honest Eyes*
Know	8	*Alliance Secrets*
Move	6	
Notice	6	
Perform	6	
Sneak	8	
Survive	6	
Trick	6	

DISTINCTIONS

Master of Disguise 8
You're more comfortable in someone else's skin.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Mockingbird:* Spend 1 PP to step up your **Perform** Skill when you are trying to mimic someone's voice.

Dedicated 8
You don't take much sitting down. You have a cause that gives your life meaning.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

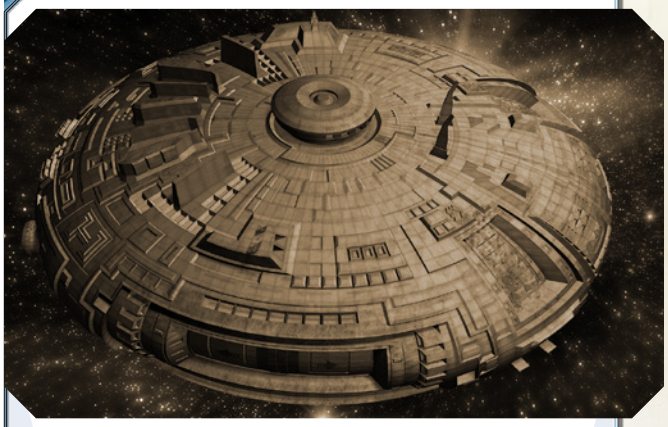
Mysterious Past 8
You weren't born to the life you're livin' now.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Cortex Specter:* Whenever anyone uses an information-based Asset against you, spend 1 PP to turn it into a **No Data Found** Complication of the same die rating.

SIGNATURE ASSETS

Disguise Kit	8
Alliance Academy Ident Card	6

ACADEMY PRIME



ATTRIBUTES AND SKILLS

Engines	6
Hull	6
Systems	12
Crew	8

DISTINCTIONS

Cobb Class Science Ship 8
A newer class of ship, the SDG Corporation began manufacturing this research vessel for the Alliance a few years ago. The ship sports numerous sensors, telescopes, and advanced computers and is favored by many Academy and corporate scientists.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Pale Blue Dot:* Step back your ship's **Engines** for the rest of the scene to double **Systems** for the rest of a scene when exploring or analyzing anomalies.

Beautiful Lines 8
Some ships aren't just functional but pretty. Something about the smooth surface of your ship and beautiful lines appeals to your aesthetic nature. Shiny!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Green Livin' 8
You've got plants in every nook and cranny in your ship. You've almost perfected your recycling system, and you've figured out how to reconstitute them protein bars. Just don't tell your guests what they're drinking.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *I Like Trees:* Whenever a stressed-out Crewmember finds time to relax on board the ship, spend 1 PP to step back a related mental Complication.

SIGNATURE ASSETS

Anti-Sensor Shielding	8
Hi-Tech Stealth Plating	8

WAR STORIES



WASH: That's right. You'd be conferring and planning and plotting and possibly scheming. So whatever Zoe would do in this instance is what I want to do. And you know why? Because no matter how ugly it gets, you two always come back. With the stories. So I'm Zoe. Now. What do I do?
MAL: Probably not talk quite so much.
– "War Stories"

"War Stories" is an episode that has roots in both "Ariel" and "The Train Job." The crew flies to the desert planet Ezra in the Georgia System to sell the remaining loot the crew stole from St. Lucy's.

Before the crew is scheduled to land, Shepherd Book and Simon Tam have an interesting conversation while the doctor reviews River's brain scan. Book wonders aloud if the teachings of Shan Yu, a reputed warrior poet and psychotic dictator, resonated with those who conducted River's experiments. Simon mentions that the experiments were not done out of spite; the location and number of cuts in River's brain show that the Alliance had a specific purpose.

Now, "War Stories" shows viewers a different side to the preacher's character. If you're thinking that Book's behavior is a mite odd—you'd be right. As the episode progresses, Shepherd Book's true nature begins to emerge and ties into his **Mysterious Past** Distinction.

Meanwhile, the rest of the crew goes on about their day. Kaylee and River play basketball. Inara is about to meet with a new client, the Councilor, and asks Mal for a little privacy. Viewers also learn one of the ways the crew has been spending their hard-earned cash—they've been buying fresh fruit like apples.



MR. NISKA GETS EXCITED

While Mr. Niska is in the midst of an interrogation with his pet torturer, a minion named Dalin walks in and lets him know that they've picked up a signal on the other side of Ezra. Malcolm Reynolds, the man who betrayed him, is nearby. Thrilled, Niska orders a team to go pick them up. Meanwhile, he's anxious to get back to the task at hand—torturing another man who crossed him.

ADELAI NISKA

Mr. Adelai Niska is a wealthy crime boss with a passel of **Scary-Looking Henchmen** D10, a torturer, and a fortified skyplex to call his own. Unlike Badger, Niska is overflowing with charm and is accustomed to playing the part of a fine, elderly gentleman. One might even say he's downright philosophical. The Georgia System's notorious gangster is fluent in both Chinese and Czech, at the helm of a close-knit family, and proudly displays a few Earth-That-Was artifacts. His polite, grandfatherly demeanor fools a lot of folk. Underneath it all, Niska is a criminal mastermind obsessed with protecting his fierce reputation.

As far as enemies go, Mr. Niska has a nuanced personality reflected in his Distinctions and in another aspect of his rules, his **Skill specialties,** which are found in parentheses next to every Skill. In the **FIREFLY RPG**, Crewmembers and Major GMCs have the same set of nineteen Skills. Skill specialties, on the other hand, are not limited in scope or description. All Skill specialties, when used, add an extra D6 to your dice pool.

Niska's specialties include *Negotiations* and *Intimidation*, which are associated with his **Influence** Skill, whereas Badger has an **Influence** specialty of *Criminals*. This means that Badger is better at getting other criminals to do what he wants. Niska on the other hand, is good at negotiating or intimidating anyone. These specialties hint at his expertise and inform the GM how he'll likely act in a scene.

FINE DAY FOR AN AMBUSH

Love triangles between crewmembers—like the one between Mal, Zoe, and Wash—tend to be a mite tricky to deal with.

Cheatin' hearts, hurt feelings, filial piety, puppy love, crushes, and other relationship-related entanglements will either show up as a Distinction like **Hitched** or as a social Complication during play like **Does Zoe Love the Captain More Than Me?**

The couple's argument leads to a change in plans: Wash swaps positions with Zoe and takes the transport down to meet Bolles and his men. Normally, this type of job wouldn't be all that scary, but the thing of it is, while Bolles ain't that difficult to deal with, Mr. Niska is—and his men are waiting for 'em.

BOLLES

Accompanied by two assistants, Bolles is a well-respected middleman who trades with smugglers and the like. Once the deal is done, he resells those goods to folks who need 'em. An earnest fellow, Bolles don't care much for those who seek to take advantage of him. Though some outside the Border may think he ain't worth much, he's a hero on Ezra, on account of the fact that he's always put his village first.



THE COUNCILOR

An intensely private individual, the Councilor is a high-ranking Parliament official assigned to the Georgia System. Though she does deal with local matters of government, the Councilor's a lot like a judge. From settling disputes on behalf of the Anglo-Sino Alliance to investigatin' fraud, the Councilor's judgment can mean the difference between an arrest, an interrogation, or a reward.

This politician is always accompanied by her personal bodyguard and rarely gets the chance to relax. She knows her position makes her a target for rivals and the like, so the Councilor conducts herself accordingly. She rarely reveals her true nature for fear of reprisals and never shows her true feelings in public.

MEET THE REAL YOU

Bound to a pole, Mal and Wash are tortured by Mr. Niska. Though he's in pain, Mal keeps Wash awake by makin' him think there's something sneaky goin' on, hoping that Wash's anger will keep him alive. Meanwhile, Zoe collects the extra credits they've all earned from selling that medicine. Then, she flies the shuttle to make a deal with the devil she knows. Zoe saves Wash and Mal is left behind—minus an ear that won't be reattached until much later.

You've probably guessed by now that the captain's ear would show up as a Complication like **Part of Mal's Ear**. The longer it takes to rescue Mal, the harder it'll be to reattach it, provided Simon has kept that ear on ice correctly. Both the pain Wash and Mal experience and the injuries they sustain from Niska's cruel torture will appear as long-term or extended Complications.

The GM will close a scene when your story changes significantly. Could be you change locations or a firefight has just ended. When that happens, review the Assets and Complications in play. Some Assets will disappear. Others, if you spent two Plot Points on 'em, won't. The torture scene lasts until Zoe buys her husband's freedom. The crew preparin' to storm Niska's skyplex back on *Serenity* is another scene—which ends when the attack actually takes place.

Complications stick around as long as they make sense. If'n Wash ended up with a **Post Traumatic Stress** D8 Complication because of his torture, that'll last until he gets treatment—whether that's later in this Episode or two Episodes down the line. The captain's **Part of Mal's Ear** Complication doesn't go away until Simon actually reattaches the ear. Some Complications might fade without a recovery roll, like **Winded** or **Bruised**. When in doubt, ask your GM. Look to how and why that Complication was created to figure out its duration.

MASTERIN' THE GAME: ADVANCING GMC ROLES

'Member when you learned Gamemaster characters come in three flavors: Extra, Minor, and Major? You can advance GMCs who appeared previously in a Season. For example, let's say that after Bolles dies, a mudder from Higgins' Moon moves to Ezra and takes his place.

To advance a character from an Extra to a Minor GMC, add another trait. Though that **Mudder** D6 was an indentured servant, once she came to live on Ezra, she picked up where Bolles left off. Because she's no longer a mudder, her previous trait could become **Former Mudder** D6. Then, this new refugee might earn the **Middleman** D6 trait to denote her new station. Finally, give your shiny new Minor GMC a name like Imogen and breathe some life into her!

When it makes sense to do so, don't be afraid to go hogwild. Minor GMCs can be turned into Major GMCs, too.

BIG, DAMN HEROES

When they return to the ship, Wash and Zoe load themselves up with guns, ammo, armor, and grenades. The rest of the crew joins in—even Jayne Cobb grabs Vera to mount what he calls a "suicide mission." The plan is to go in, shoot up the first area, then split up. Zoe, Wash, and Jayne march on to rescue Mal while Book, Simon, Kaylee, and River hold that room to protect *Serenity* and ensure the rest of the crew has a safe exit. That's when something strange happens. Mr. Niska's henchmen advance on Kaylee and she's too scared to shoot. Though Book takes out a few of 'em, River picks up a gun and kills a trio of thugs in one action.

Here's what happened when Kaylee got Taken Out of that fight and River stepped up to save them. This firefight employs an Action Order, so's the Gamemaster can keep things straight.

After Taking Out some henchmen, Book and Simon move down one corridor leading to *Serenity* in order to cover Jayne's back. In the meantime, Kaylee has been inflicted with a **Shell Shocked** D10 Complication after a couple of jinxes. She decides that the GMCs should go next.

Taking a turn of their own, a trio of goons starts shooting at Kaylee. Kaylee tries to take cover in *Serenity* and sets the stakes with **Physical** D8 + **Move** D4 + **Everything's Shiny** D4 + **Serenity** D8. She takes a Plot Point for taking her Distinction as a D4 and rolls:

5 4 2 1

Kaylee's total is 9. Because of the jinx, the GM gives Kaylee another Plot Point and steps up her **Shell Shocked** D10 Complication to D12.

Instead of rolling for each of Niska's henchmen separately, the GM decides to have them all attack Kaylee as part of a single Action. Combining Extras in this fashion is called **Ganging Up**, and is dealt with simply by adding the additional Extras as more Trait dice for the dice pool.

The henchmen try to raise the stakes with: **Easy** D6 + **Niska's Henchman** D8 + **Niska's Henchman** D8 + **Niska's Henchman** D8 + **Shell Shocked** D12. They roll:

7 6 5 2 3

The hechmen's total is 13, which raises the stakes and Takes Kaylee Out. Even if she spent a Plot Point to stay in the fight, the henchmen could just step up her **Shell Shocked** D12 Complication and Kaylee would get Taken Out regardless. Getting shot or stabbed isn't the only way to get Taken Out.

Now that the GMCs have had their turn, it's time for another crewmember to act. Out of the blue, River arrives on the scene and gets thrown into the Action Order. The GM selects her to go next. As it turns out, River's the last one to go this round.



River grabs the gun from Kaylee, takes a quick look into the landing bay, and spends a Plot Point to create an **Assassin Training** D6 Asset.

The henchmen set the stakes: **Easy** D6 + **Niska's Henchman** D8 + **Niska's Henchman** D8 + **Niska's Henchman** D8. They roll:

5 5 2 4

The henchmen's total is 10.

River grabs her dice and compiles her pool: **Physical** D8 + **Shoot** D8 + **Government Experiment** D8 + **Assassin Training** D6. She rolls:

8 3 2 2

River's total comes to 11. Normally she'd Take Out one of the henchmen, but she wants to really show her stuff now, and spends a Plot Point to roll a **Big Damn Hero Die** D10 that she earned earlier in the Episode. She rolls a 5, and adds that to her total, making it 16. She gets an extraordinary success and takes out two henchmen!

Since she's the last in the Action Order to go this round, she gets to pick who goes first in the next round, and chooses herself. She takes another shot at the remaining henchman.

The henchman sets the stakes with: **Easy** D6 + **Niska's Henchman** D8. He rolls:

7 2

The henchman gets a total of 9.

River tries to raise the stakes with: **Physical** D8 + **Shoot** D8 + **Government Experiment** D8 + **Assassin Training** D6. She rolls:

6 6 5 5

River's total is 12 and she Takes Out the final henchman.

Kaylee sees the dead bodies lyin' on the floor and can't believe what just happened. River saved her, all right. But that didn't make her feel any better!

Thanks to the crew's efforts, Mal is finally freed and faces Mr. Niska, who managed to escape. Though the crime boss lives, there's no question about it—*Serenity*'s crew are all big, damn heroes!

ADELAI NISKA

"Tell me—are you familiar with the works of Shan Yu?" - Niska, "War Stories"

ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Fight	6	
Focus	8	
Influence	12	*Negotiations*, *Intimidation*
Know	10	*Business*, *Torture*
Operate	6	
Survive	8	
Treat	6	
Trick	8	

DISTINCTIONS

Code of Honor 8

To live with honor is difficult. To live without honor is not living at all.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Honor Demands It*: Gain 1 PP when you act against your best interests because of your code or make a show of satisfying your honor.

Gang Boss 8

They are the best muscle money can buy. Too bad you're so cheap.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Not to be Crossed 8

Just so we're clear: if you cross me, I will end you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Fair Warning*: Step up or double **Influence** when you use the weight of your intimidating reputation. Both 1s and 2s count for jinxes on the roll.

SIGNATURE ASSETS

Niska's Skyplex 8

BOLLES

"Can't believe you knocked over an Alliance hospital. The pair you have." -Bolles, "War Stories"

ATTRIBUTES

Mental	6
Physical	4
Social	8

SKILLS

Craft	6	
Focus	8	
Influence	8	
Know	8	*Business*
Notice	6	
Operate	8	
Treat	6	
Trick	6	

DISTINCTIONS

Big 'Un 8

Sure, you've packed on a few pounds, but there's no gravity out in the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Caring 8

You've a courage and tenacity in carin' for others that most folk don't. You're the light in their darkness.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Shrewd Patron 8

You run a business and are often in need of discreet agents.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Haggler*: Double **Mental** when haggling over payment. Both 1s and 2s count as jinxes on the roll.
- ☑ *Got a Job for You*: Gain 1 PP when you negotiate a business deal or hire a crew to do a job for you.

SIGNATURE ASSETS

Ezra Citizens 8



THE COUNCILOR

"I just need to relax with someone who's making no demands on me."-The Councilor, "War Stories"

ATTRIBUTES

Mental	8
Physical	4
Social	6

SKILLS

Focus	10	
Influence	12	*Alliance Officials*
Know	10	*Law*
Notice	6	
Treat	6	
Trick	6	

DISTINCTIONS

Caring 8

You've a courage and tenacity in carin' for others that most folk don't. You're the light in their darkness.

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Friends in High Places 8

The Alliance thinks highly of you. That's the only opinion that matters.

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Our Dear Purple Friends:* Spend 1 PP to step back a Complication involving Alliance scrutiny.

Politician 8

You attained public office, acclaim, and people's trust. You have access to the corridors of power, for what that's worth.

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Promises, Promises:* Gain 1 PP when an agreement, vote, lobbying effort, or behind-the-scenes deal comes back to cause you grief or unpleasantness.

SIGNATURE ASSETS

Council Staffers 6

PLAYIN' THE GAME: ADVANCEMENT







At this point in the series, River's abilities have taken a huge leap forward thanks to Simon's treatments. After this Episode, River adds an **Assassin Training** D6 as a Signature Asset so she can use it in the future. In your game, you will advance your character over the course of several Episodes to reflect the ever-changing nature of your Crewmember. This is called **advancement**. Whenever you finish playin' an Episode, write down its name. Your **Episode Guide** acts as a record of all the jobs and hijinx you've been in. Before the start of your next Episode, you can spend a past Episode to customize your character. Each type of advancement "costs" a number of Episodes. Here's a price list that'll give you the rundown:

- **Turn an Asset from an Episode into a Signature Asset:** 1 Episode
- **Switch out a Distinction for a new one:** 1 Episode
- **Add a Signature Asset Trigger:** 1 Episode
- **Step up a Signature Asset:** 2 Episodes
- **Add a new Skill Specialty:** 2 Episodes
- **Unlock a new Distinction Trigger:** 2 Episodes
- **Step up a Skill:** 3 Episodes
- **Step up one Attribute and step back another:** 4 Episodes

Once you've spent an Episode from your Episode Guide, you can't re-use it for advancements or callbacks—so choose wisely!

CHINESE PHRASES

"War Stories" is one of the darkest episodes shown during the entire season. The Chinese spoken during the show reveals moments of great pain, surprise, disgust, and anguish. Though Mr. Niska doesn't swear or recite Shan Yu's poems, he understands full well what his victims are saying, for everyone in the 'Verse is bilingual. The translations below highlight some of the swear words and expressions spoken in this episode. Turn to page 337 to learn how to say them.

Chinese (Mandarin)
English Translation

Fang zong feng kuang de jie
Knot of self-indulgent lunacy

Mei mei
Little sister

Niu shi
Cow dung

Tai kong suo you de xing qiu dou sai jin wo de pi gu
All the planets in space flushed into my butt

Zao gao!
Damn it!

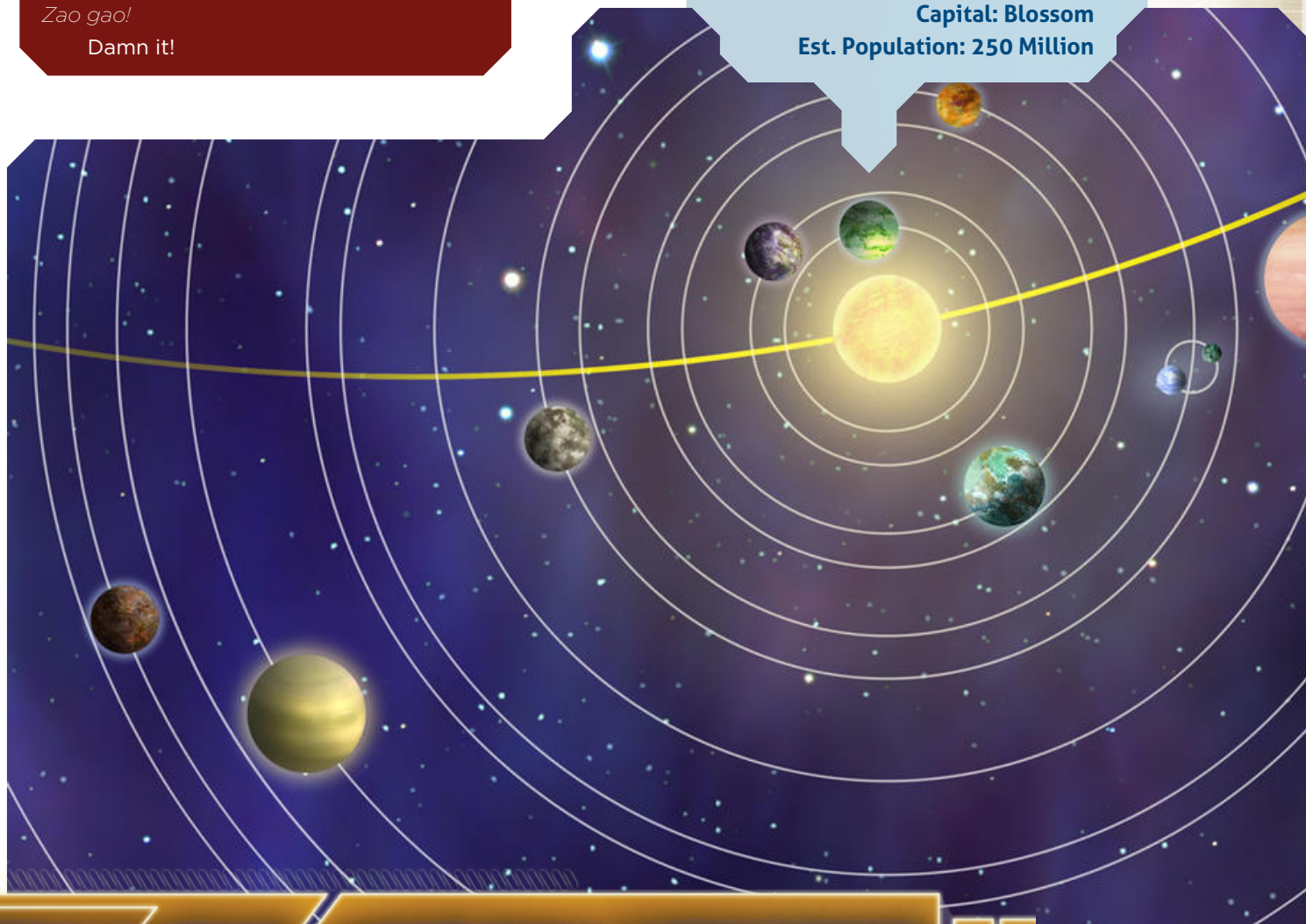
PLACES, MOONS, AND PLANETS

The planet Ezra was first viewed in space during "The Train Job." It is a dry, sandy planet with no aboveground bodies of water to speak of. As far as Border Planets go, Ezra is unattractive to most settlers because it's impossible to herd cattle or grow crops on its surface. Those who live here are either at the mercy of the Alliance's frequent supply drops or fend for themselves by taking shelter in a network of underground caves.

Normally, this Border Planet would have long since been abandoned on account of its harsh environment. However, because Ezra lies at the heart of the Georgia System, this desert world is important to the Alliance for political reasons.

The planet's capital city Blossom, which is a small but well-maintained municipality, is often frequented by the Alliance brass and politicians like the Councilor to discuss and resolve important matters of state. Though it's surrounded by sand and tumbleweeds, this beautiful garden city caters to the government's finest heads of state.

Name: Ezra
Position: 1st, orbits *Huang Long*
Moons: Herschel
System: Georgia
Capital: Blossom
Est. Population: 250 Million



GUNS AND GEAR

The gear featured in this episode took the form of torture devices like **The Spider** and assault-based weaponry. In "War Stories," the characters use over a dozen different types of pistols, knives—like Jayne's coffin-handled blade—rifles, grenades, and automatic weapons.

There is one gun, however, that stands out above all the rest. Jayne Cobb's Signature Asset, **Vera** D8. She can hold up to 12 rounds of ammunition and weighs over 25 pounds. Vera, made from anodized aluminum alloy, steel, and cherry wood, even has a custom-built trigger. She's a deadly cross between an assault rifle and an automatic shotgun.

Are you startin' to get a feel for how guns work in the FIREFLY RPG? Crewmember weapons can take the form of Assets or Signature Assets. However, this don't mean you're forced to create an Asset every time you want to fire a pistol or get your hands on an explosive grenade.

To equip yourself with grenades, you need to justify how you access and know how to use them. Maybe you storm a ship's armory, steal 'em from a rival, or grab some out of your boat's storage locker. Then, you'd use your **Throw** Skill to cause a powerful explosion. You wouldn't get to add any extra dice to your roll just cause you got one heck of a weapon, though!

If'n you want that grenade to *matter*, you need to spend a Plot Point to get the benefit of a die. You'd gain a **Grenades** D6 Asset that would last for the scene—spending a second Plot Point would make it last for the Episode. How do you run out of grenades? When you roll a jinx and get a Complication like **Out of Grenades** D6. Complications are a kind of hitch—especially when it comes to weapons—because they can change the amount of ammo you have, if there's smoke in your eyes, etc. You'll have to recover the Complication before you can use the Asset again. That's where your creativity will come in mighty handy.

READY...SET... SAMPLES!

This list of sample Assets and Complications is inspired by a heap of weapons, ranging from a simple hunting knife to a semi-automatic rifle. If'n you find yourself frozen in the middle of a firefight and can't think to save your life, take these Assets and Complications as your inspiration!

Sample Assets: Backup Pistol, Holds 12 Rounds, Dull-edged Knife, Armor-Piercin' Bullets, Perfect Aim, Clear Line of Sight, Lucky Shot, Scary Lookin' Blade, High-Tech Rifle, Flash Grenade

Sample Complications: That a Griswald?, Misfired, Out of Ammo, Too Heavy to Use, Can't Hurt Nobody, Temporarily Deaf, Bullet Went Wide, Brittle Blade, Missed an Organ, Shot with the Safety On

SHIPS AND TRANSPORTATION

Two ships make an appearance in "War Stories" that are crucial to the plot. Both are owned by Adelai Niska.

- **Fast Burn Rocket Shuttle**: This small ship is similar in size to *Serenity*'s Shuttle One and is attached to Mr. Niska's skyplex. Though it's faster than most boats in its class, this shuttle leaves a telltale mark in its wake and has an extremely short range. In fact, the black trail it leaves behind is a significant disadvantage to anybody who's looking to hide their tracks.
- **Niska's Skyplex**: This massive space station in stationary orbit above Ezra accommodates Niska's personal quarters, honored guests, select staff, and a platoon of armed guards. Though the skyplex has multiple levels, the second is the largest and most important. Designed in the shape of a saucer, this area includes several corridors that connect the cargo hold, medical bay, cafeteria, and quarters to one another. Its main hallway also has a few pointed twists and turns drawing visitors to Niska's private suites, which are located toward the interior of the skyplex.



NISKA'S SKYPLEX

ATTRIBUTES AND SKILLS

ENGINES 4

HULL 12

SYSTEMS 8

CREW 6

DISTINCTIONS

HONG KONG CLASS SKYPLEX

Skyplexes are massive space stations owned by corporations, the Alliance, or private entities who have enough resources to operate and maintain these expensive terminals.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Massive Hull:* When you include **Hull** and a Scale die in your dice pool, spend 1 PP to double **Hull**.
- ☑ *Needs a Tow:* You can only include **Engines** in a dice pool when they are being towed. Gain 1 PP when the lack of engines puts the station in danger.

BAD REPUTATION 8

You know that the previous owners of your ship were members of a criminal organization. You just didn't realize how bad until you realized folks get mighty ornery whenever they spot your boat in the sky.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

ORDINARY 8

You don't much like messin' around with your boat. Besides which, it's easy peasy to get parts. But then everyone knows what your ship can do.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

FAST BURN ROCKET SHUTTLE 8

TORTURE CHAMBER 8

FURTHER ADVENTURES

"War Stories" is a direct consequence of what happened in "The Train Job," and there's still plenty of grist in that mill. Mr. Niska is the type of individual who not only doesn't like to be disappointed, but who's willin' to do mighty terrible things to those who cross him. The once fierce crime boss has become the laughingstock of the entire criminal underworld—a fact Mr. Niska will do anything to rectify.

As soon as Mr. Niska has the chance to gather his strength, he'll pull out all the stops to take the *Serenity* crew down. Here are some of the ways Mr. Niska will do just that:

FUNERAL FOR A BOAT

After you and your Crew rescue Mal, you leave Ezra thinking that your troubles are finally over. The truth of it is that your bad luck is just startin'. As soon as you leave the system, a battered Niska sends a wave. The crime boss informs you that his agents planted a bomb on your ship. If you try to land, the device will detonate. If you attempt to trigger your emergency beacon, the bomb will detonate. If you go outside the ship to locate it, the bomb will detonate. What Niska wants you to do, is sit there and wait for him to recapture the entire Crew to restore his reputation.

Will you be able to escape Niska's trap before he catches up with you? Can you find a way to disarm the bomb? What will you do next, knowing that Niska won't stop comin' after ya until you deal with him—and his huge family—once and for all?

BIG, RED "X"

On account of his damaged reputation, Niska puts out a call for bounty hunters to bring Captain Malcolm Reynolds and his Firefly class ship down. Bounty hunters from one end of the 'Verse to the other are scrambling to catch *Serenity* and turn her in. One has, and her name is Liza Billings.

Turns out, Liza fought in the Unification War and, to justify huntin' folk for profit, sticks to an old-fashioned code she feels is more than fair. When this bounty hunter faces a target like Mal, she'll ask him to meet her on a field of battle of his choosing. If Liza wins the duel, she'll hand Mal and the entire Crew over to Niska along with your boat. If a Crewmember wins, then she'll void her contract with Mr. Niska and pay you half of the bounty.

Will you take Liza's deal? Or, will you try and eliminate the bounty hunters by your lonesome? What will you and your Crew do to get rid of Niska's steep price on your heads?

THE ENEMY OF MY ENEMY

Mr. Niska is a resourceful man, and when he sets his sights to destroyin' a group, he learns everything he possibly can. With his resources, it's only a matter of time before Niska finds out about the bounty on the Tams and that they were last spotted on board a Firefly class ship on Persephone and on Ariel. To a crime boss like Mr. Niska, this presents a kind of opportunity he can't simply ignore.

Piecing the facts together, Niska learns that the Crew has recently interacted with Badger. With that in mind, Mr. Niska uses Badger to stage a trap for you when the time's right. It could be that you're returnin' from a job or you're in the middle of a milk run hopin' to dump hot cargo. No matter the circumstance, you and your Crew'll have your hands plenty full if Mr. Niska and Badger team up!

Will you see the trap coming? Can the Crew fend off Niska's and Badger's men? How will you untangle yourself from this mess and avoid getting' pinched? Or, more importantly, who else will Mr. Niska use to get his revenge?

TRASH

"Yep... That went well."
– Mal, "Trash"



"Trash" is the first of three unaired episodes and the second to feature Saffron, the former Companion who debuted in "Our Mrs. Reynolds."

As the tenth episode in the series, the characters from the show have grown over time. At the start of "Trash" you'd have ten Episodes written down on your Episode Guide. Those ten Episodes could come in mighty handy to advance your character. Don't rush off just yet though, for there's another use for them. You can create a **callback** using your accumulated Episodes and gain an in game benefit!

What's a callback? It's a reference you make to a previous Episode that reminds your Crew of an earlier event or Gamemaster character. Sound excitin'? Whenever you use a callback, you get to use it like a Plot Point to stay in a fight, make an Asset, keep an extra die after you roll, etc.

There is a limit to using callbacks in your game. You can only make a callback to a specific Episode once per Episode. That callback should be relevant, too. You won't be able to scratch your head and mention the Hands of Blue just for the heck of it!

Pretend you're Zoe for a second. Here's an example of a callback that could take place in "Trash."

Zoe is in the cockpit helpin' Mal and Wash decide where to fly off to next. The crew has illegal cargo to fence and, after the events of "Ariel," you're all a little nervous to fly back to Persephone. Mal, without thinking, offers up that the crew should fly to a no-name moon and stay under the radar for a while.

On account of Zoe being worried that a rival crew might attack them again, she decides to make a callback to "Ariel" to create an Asset called **Don't Mess with Serenity's Best D6**. She lets the GM know that she's making a callback and checks off "Ariel" from her Episode Guide. Then, Zoe turns to Mal and tells him that the fact that they've knocked over an Alliance-run hospital hasn't gone unnoticed. Remember what happened in St. Lucy's? Plenty of folk will think twice about double-crossing the crew from now on. **Don't Mess with Serenity's Best**!

Thanks to Zoe's callback, the Crew has a new **D6** Asset that they can use in a scene to ensure their deal goes down real smooth. Now, instead of acting all paranoid-like, the crew's reputation will precede them for better or for worse.

Remember, Zoe can't make another callback using "Ariel" until the next Episode. If she wants to, however, Zoe can spend a Plot Point to make that Asset last for the remainder of the Episode—and she just might!

THE LOWDOWN ON SMUGGLING



To sell cargo or merchandise legally in the 'Verse, you need to have a Guild permit. Like the Companion's Guild, the Trader's Guild is an officially sanctioned organization that's monitored by the Alliance. If'n you don't have a permit, then anything you are lookin' to sell or salvage—even if they are wobbly-headed geisha dolls—could get you in a heap of trouble with the feds. Seller beware!

NOT YOU AGAIN!

This time around, Mal winds up on a lifeless piece of rock hopin' to pick up some supplies he can resell. As it turns out, he knows the smuggler who has set up shop—it's his war buddy, Monty. Turns out Monty went and got himself hitched to none other than Saffron, who now goes by the name of Bridget. She's just as feisty and conniving as she was in "Our Mrs. Reynolds."

Thing of it is, Mal hasn't exactly forgiven Saffron for stealin' his boat and tryin' to kill him and the crew. When Mal exposes her true nature, Monty gets a mite put out and leaves her behind. The happily wedded couple exchanges a few colorful barbs, but it's clear that Monty don't care what happens to that "devil woman" next. With no passage or ship to board, Saffron puts Mal in a powerfully awkward position. Not only does she beg for passage on *Serenity*, she's got a scheme that'll make the crew wealthy beyond their wildest dreams.

Mal may be a fool, but there's one thing he ain't—somebody who'll ignore the chance to turn tables on a rival like Saffron. Well, that and he don't want Inara to think he's a petty thief.



MONTY

Monty is a simple man who likes to laugh. He'll go to great lengths for his friends—like Malcolm Reynolds and his crew—but won't rush into the line of fire. When it comes to fightin' and shootin', Monty's the type of guy that can take a bullet or a sharp punch to the gut and keep on going 'til the battle's won. Though this veteran is slow to anger, anyone who gets on his bad side, like his soon-to-be-ex-wife Bridget, will stay there permanently. He won't shoot an enemy in the back, though. Monty may get mad, but he'd rather win in a fair fight than cheat to win. Not to mention that he's partial to wearing a long beard or moustache.



YOSAFFBRIDGE

Saffron was first introduced in "Our Mrs. Reynolds" as a Heavy Major GMC—after all, she was a major part of that story. Because Saffron began as a Heavy Major GMC, her character can't be advanced any further when she reappears. In "Trash" viewers learn she's had two other names, Yolanda and Bridget, and possibly ran away with Heinrich the young security programmer, too. To reflect her mercurial nature, YoSaffBridge can be fine-tuned by swapping out her Distinctions for new Traits.

In addition to swapping out Saffron's Distinctions, her Signature Assets may change to be more appropriate for a particular Episode.

For example, Saffron is less of a **Saboteur** and more of a **Con Artist** in "Trash." While she's still a **Former Companion**, the **Smooth Talker** Distinction is a better, more general fit for her role now. Saffron is still **Unprincipled** and will stab Mal, Durran, or anybody else in the back if they stand in her way, so that Distinction doesn't need to be swapped out.

Saffron's **Criminal Contacts** D6 Signature Asset doesn't apply to this story. In this case, **Ex-Citizen of Bellerophon** D6 is a better fit. Note that her Signature Asset's die rating remains the same. Here, you're just changin' that Signature Asset to something more useful.

Voila! The new and improved YoSaffBridge is still a Heavy Major GMC who's tough to beat!

ROBBIN' A MARK BLIND

After a "happy" reunion, Saffron outlines her plan to Mal, Zoe, Kaylee, Wash, and Jayne. Turns out that she's got intel on the job of a lifetime—stealin' a laser weapon prototype called the "Lassiter" from a floating estate on Bellerophon. If they're able to fence it, the crew's problems'll be over. Sounds easy enough, right?

When Saffron expounds a bit further, the crew learns that this extravagant mansion is owned by a war profiteer named Durran Haymer. Like its neighbors, this sky island is located in a high security zone and protected by a complex security system. Now, Saffron can provide the codes and knows how to hack into Haymer's estate, but what she can't do is figure out how to get the Lassiter in the clear.

Enter Wash and Kaylee. They suggest that the easiest way to rob Haymer is to throw the Lassiter in the trash. All Mal and Saffron have to do is get the Lassiter, dump it down the chute, and they'll take care of the rest. Easy as lyin'!

DURRAN HAYMER

A handsome, soft-spoken fellow, Durran Haymer is a former Alliance bioweapons expert and renowned collector of Earth-That-Was artifacts. His efforts during the War, combined with his questionable morality, has made Durran a very wealthy man indeed. Only problem is, this veteran has learned that all the money in the 'Verse won't fill the hole in his heart. He's always wanted someone to share his riches with and thought he had found the perfect wife, Yolanda. Er, Bridget. Saffron…whoever.

Though YoSaffBridge did turn out to be Haymer's first wife, don't let Durran's sweet face fool ya. He knows exactly the kind of woman "Yolanda" is. That's why he'll play along and pretend her visit means something to him—a fact that makes this particular gentleman quite the puzzle. Why, he practically ignored Mal to stall for time so the feds could pick Yolanda up and question her about young Heinrich's murder.

HACK THAT BIN

Infilitrate one of the highest security areas in the Core? No problem, right? The crew finds a hole in the estate's waste removal system and plans on usin' that to pull off the caper. While Saffron and Mal infiltrate Haymer's mansion to steal the gun, Wash flies *Serenity* underneath the garbage bin that hangs below the estate. Jayne and Kaylee then anchor themselves to the top of the hull and Wash takes the ship up *just* a bit to give Jayne access to the controls.

To hack the bins, the crew'll take six beats:

Beat 1: Getting into Position

The Gamemaster sets the stakes with: **Challenging D8 + Fierce Crosswinds D8**. Wash tries to beat the GM's roll with: **Engines D10 + Focus D6 + Ship's Pilot D8 + Firefly Class Transport D4 + Serenity D6**. Wash succeeds in raising the stakes without any jinxes, and picks up a Plot Point for taking the **Firefly Class Transport** Distinction as a **D4**.

Beat 2: "Open the panel, Jayne!"

Now Jayne tries to open the access panel and remove the circuit board without injurin' himself or the equipment. The GM sets the stakes with: **Challenging D8 + Unsteady Footing D10.** Jayne tries to beat the GM's roll with: **Physical D10 + Operate D4 + Crude D4**. Amazingly, he succeeds, hands Kaylee the board, and picks up a Plot Point, too.

Beat 3: Hacking the Circuit Board

Kaylee works her magic on the circuit board to hack into it and give the drone new drop off coordinates. The GM sets the stakes and rolls: **Easy D6 + Circuit Board D8**. Kaylee tries to raise the stakes by rolling: **Mental D8 + Operate D10 + Ship's Mechanic D8**. She beats the Gamemaster's roll. Best of all? No jinxes!

Beat 4: Holdin' Steady

Things are going uncharacteristically smooth. Wash tries again to keep *Serenity* steady. The GM rolls: **Challenging D8 + Fierce Crosswind D8** and Wash counters with: **Engines D10 + Focus D6 + Ship's Pilot D8 + Firefly Class Transport D8 + Serenity D6**. He succeeds in raising the stakes, but unfortunately rolls one jinx and the Gamemaster creates a **Shifting Serenity D6** Complication.

Beat 5: Getting the Circuit Board Back In

Jayne curses at Wash to keep *Serenity* steady while he re-inserts the reprogrammed interface strike-plate. The Gamemaster sets the stakes with: **Hard D10 + Unsteady Footing D10 + Shifting Serenity D6**, suggesting that it's easier to remove a circuit board than insert one. Jayne grabs his dice and rolls: **Physical D10 + Operate D4 + Crude D4**. He rolls three 1s.

A botch. *Zao gao!* The Gamemaster creates a **Jayne is Knocked Out D10** Complication after Jayne touches the live dyna-ram. He's been Taken Out!

Beat 6: Fixin' Jayne's Mistakes!

Now Kaylee has to put the circuit board in herself with Zoe's help. Zoe spends a Plot Point to create an **I've Got a Hold of Kaylee D6** Asset. The alarm goes off, indicating that the drone is on the way to pick up the trash bin. But Kaylee ain't as tall as Jayne, so Wash needs to raise *Serenity*'s altitude just a bit higher. Wash succeeds and Kaylee's able to reach that slot without any more trouble.

Now it's time for Kaylee to be a Big Damn Hero. Unfortunately, Kaylee's out of time. She's got one—and only *one*—shot to reattach that board. If Kaylee fails, the job is humped and she could get seriously injured, too.

In situations like this where there's a significant increase in difficulty, or when one side of a conflict has a major advantage, the GM can add a **scale die**—which has a die rating of **D8**—to the dice pool. The side with a clear advantage gets to add a third die to the total without havin' to spend a Plot Point.



The Gamemaster sets the stakes with: **Challenging D8 + Unsteady Footing D10 + Shifting Serenity D6 + Scale Die D8**. The GM rolls:



Since the GM added a scale die, the total is the sum of the three highest dice, which comes to 18.

Kaylee counters with: **Physical D8 + Operate D10 + Ship's Mechanic D8 + I've Got a Hold of Kaylee D6**. She rolls:



Her total comes to 10. So Kaylee spends a Plot Point to add a Big Damn Hero die with a rating of **D8** and rolls it. She gets a 7, bringing her total to 17. Then she spends another Plot Point to add the **D10** to her total, and gets a final total of 19. She succeeds in placing the circuit board just in time. Whew!



DUMPIN' GARBAGE

Though Haymer sent out an automated signal to the feds, Mal and Saffron manage to slip away in Shuttle Two. The pair head for the rendezvous point in Isis Canyon and, as Inara predicted, Saffron double-crosses Mal.

In your game, you've learned the bad luck your Crew'll encounter comes in one of two ways—failing to raise the stakes and through Complications that pop up after you roll a jinx. Can you guess what happened in this last scene? Saffron tries to con Mal—and succeeds. On top of that, Mal rolled two jinxes! A pair of jinxes translates into two Complications on the table. YoSaffBridge drops Mal off **In His Birthday Suit** a few miles away from the bin and she **Sabotaged Serenity**.

Complications are introduced to shake up the story and make things not go smooth. Wash had to land *Serenity* so Kaylee could fix the damage Saffron caused—she stripped the filament in the grav-dampener and put a timer on the motivator.

Though the crew's luck ain't all that great, Inara swoops in, grabs the Lassiter, and sets a trap for Saffron. Seems Saffron finally got what was coming to her—or did she?

Remember how Assets work? Inara's race to the bin could be handled by spending a Plot Point to create the Asset **Inara Got There First** or **We Planned for This**. You could also try to raise the stakes against Saffron and beat her to Isis Canyon, too. See how the rules help you twist and turn an Episode to your liking?

MASTERIN' THE GAME: THREE TIERS FOR MAJOR GMCS

You may recall that Gamemaster characters come in three flavors: Major GMCs, Minor GMCs, and Extras. Major GMCs, like Saffron and Monty, can be Light, Medium, or Heavy depending upon their weight in your story. By creating a Major GMC, you have access to Distinctions that aren't available for Minor GMCs or Extras and your character has varying degrees of toughness. The three tiers are designed to give you flexibility so your Major GMCs aren't all the same. Use 'em accordingly!

MONTY

"You made me love you, and then—I SHAVED MY BEARD FOR YOU, YOU DEVIL WOMAN!" -Monty, "Trash"

ATTRIBUTES

Mental	6	
Physical	10	
Social	8	

SKILLS

Craft	6	*Cooking*
Fight	6	
Fix	6	
Fly	6	
Focus	10	*Protecting Friends*
Influence	8	
Know	6	*The Unification War*
Shoot	6	*Rifles*
Survive	8	
Treat	6	

DISTINCTIONS

Ship's Captain 8
A natural leader, you're responsible for the Crew and the ship you all fly in.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Lead the Crew:* When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your **Influence** die rating.

Stalwart Friend 8
You can count on me so long as stars burn in the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Veteran of the Unification War 8
It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.

SIGNATURE ASSET

Restless Sole 8

YOSAFFBRIDGE

"Marriage is hard work, Mal. I know it... But that doesn't mean we have to give up..." -YoSaffBridge, "Trash"

ATTRIBUTES

Mental	8	
Physical	10	
Social	12	

SKILLS

Craft	6	
Fight	10	
Influence	12	*Seduction*
Know	6	*Cons*
Notice	6	
Operate	6	*Sabotage*, *Security Systems*
Perform	12	*Acting*
Sneak	6	
Trick	12	

DISTINCTIONS

Con Artist 8

There's a sucker born every minute. You just gotta put your line in the water.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Smooth Talker 8

You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Gift of Gab:* Spend 1 PP to double your **Influence** die for your next roll.

Unprincipled 8

You'd sell your own mother to the Reavers to make some coin. Your pappy you'd throw in for free.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Curse Your Sudden, But Inevitable Betrayal:* When you betray an ally, gain 1 PP and double the highest Complication die in the ally's roll.

SIGNATURE ASSETS

Feminine Wiles 10

Ex-Citizen of Bellerophon 6

DURRAN HAYMER

"Well, I appreciate your honesty. Not, you know, a lot but—" - Durran Haymer, "Trash"

ATTRIBUTES

Mental	10	
Physical	6	
Social	8	

SKILLS

Craft	10	*Bioweapons*
Drive	8	
Fix	6	
Fly	8	
Focus	6	
Influence	6	
Know	6	*Earth-That-Was Artifacts*
Operate	6	*Ancient Tech*
Shoot	6	

DISTINCTIONS

Filthy Rich 8

Money is power. Folk who don't know that are foolin' themselves.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Leverage*: Double **Influence** when you bribe someone or threaten them with financial ruin.

Holds a Grudge 8

An elephant never forgets. Anyone calls you an elephant, you'll dent their brainpan.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *The Pain Don't Matter:* Spend 1 PP to ignore a Complication for one Action; step up the Complication after the roll.

Technologist 8

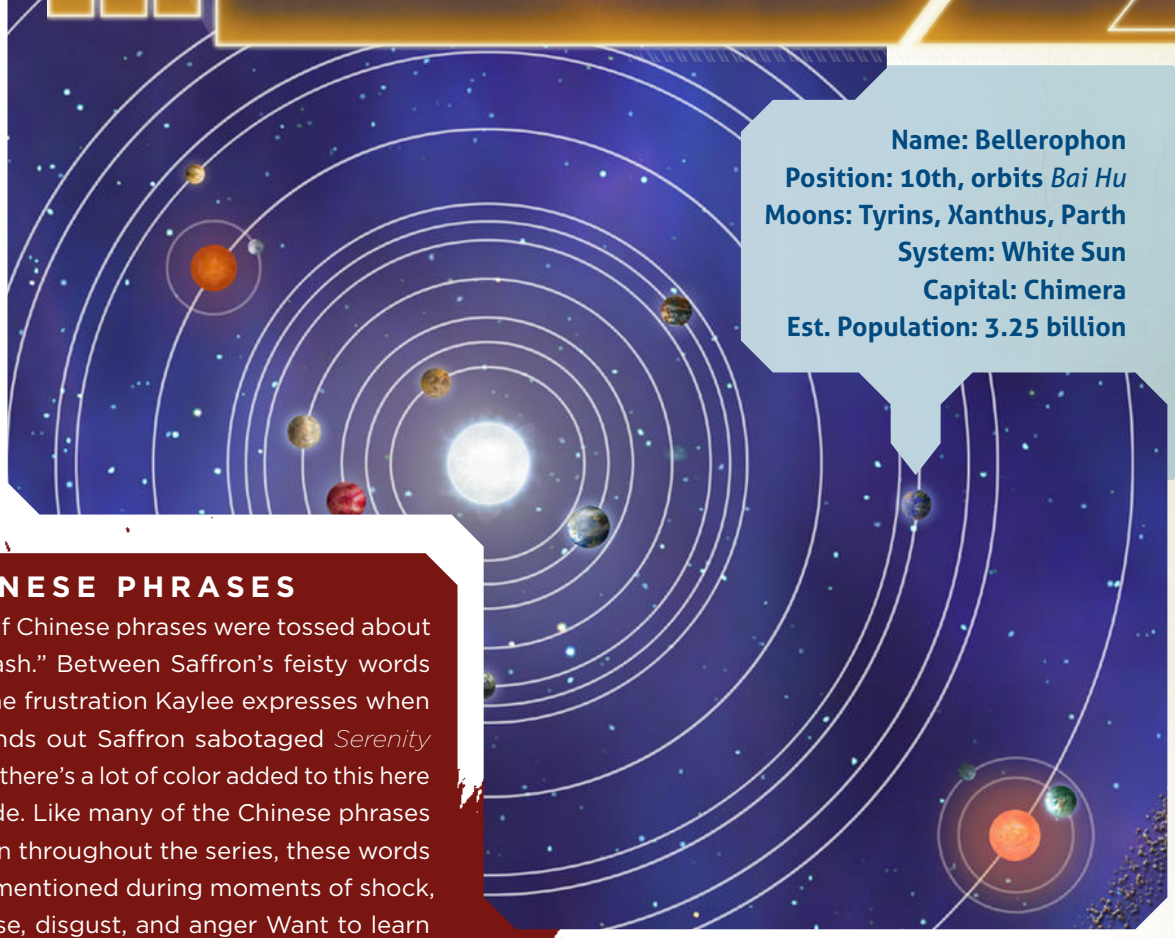
Where do you get all these wonderful toys?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Internal Security 8





Name: Bellerophon
Position: 10th, orbits *Bai Hu*
Moons: Tyrins, Xanthus, Parth
System: White Sun
Capital: Chimera
Est. Population: 3.25 billion

CHINESE PHRASES

A lot of Chinese phrases were tossed about in "Trash." Between Saffron's feisty words and the frustration Kaylee expresses when she finds out Saffron sabotaged *Serenity* again, there's a lot of color added to this here episode. Like many of the Chinese phrases spoken throughout the series, these words were mentioned during moments of shock, surprise, disgust, and anger Want to learn how to pronounce these phrases properly? Visit the *Appendix* on page 337.

Chinese (Mandarin)
English Translation

Ben tian sheng de yi dui rou
Stupid inbred stack of meat

Bu hui hen de po fu
Remorseless harridan

Fang xin
Don't worry

Hou zi de pi gu!
Monkey's butt!

Kuai qu hen yuan de di fang.
Go far away very fast.

Ni men dou shi sha gua
Idiots, all of you

Shen sheng de gao wan
Holy balls

Suo xi
Petty

Ta shi suo you di yu de biao zi de ma!
She's the mother of all whores in hell!

Wang ba dan de biao zi
Whore of a sommbitch

Yi qi shen hu xi
Let's take a deep breath

PLACES, MOONS, AND PLANETS

"Trash" is primarily set on the wealthiest planet in the 'Verse. The opening scene takes place on a backwater, no-name moon in the dead of night—which is perfect for smugglers and the like.

Bellerophon is a Central Planet where only the Alliance's richest and most influential folk can call home. All other citizens who visit Bellerophon are either flyin' in to provide a service or to answer a private invitation. Due to the planet's heightened security, the border patrol screens each and every individual who gets within range of an estate. To avoid getting bogged down in red tape, many visitors fly into Bellerophon and land in the hot desert or spaceport.

Each citizen owns and lives on a floating, self-sustaining habitat that hovers high above the planet's oceans. While these private residences are not mobile, like a ship or a space station, they are movable in the event of a natural catastrophe or emergency. The private estates are often decorated with Earth-That-Was artifacts and are the size of a small Border or Rim town.

Though their interiors may reflect a particular citizen's tastes, the architecture of each habitat is almost identical. Many of their maintenance-related functions, like waste removal, are drone-automated and maintained by freelance technicians and remote tech companies that operate off-world. Residential servants provide those services that can't be fulfilled by freelancers or robots.

GUNS AND GEAR

Though Inara's gun, the Lugar, and Alliance sonic weaponry make an appearance in "Trash," the focus of this episode is on the ancient prototype Mal is fixed on stealin'.

Here's a run-down of the gear related to the heist:

- **The Lassiter**: The Lassiter is loot that Mal hopes to steal and fence to the highest bidder. It may be a single object, but its value far outstrips all the cattle, medicine, and Gen-Seed packs the crew could get their hands on. Considered a priceless historical artifact, the Lassiter proved to be the forerunner of modern laser technology and is one of two guns known to exist in the 'Verse. Protected by a force field, the artifact is on display in Haymer's estate. Its technology outdated, the laser pistol no longer fires, a fact that has no impact on its value.
- **Security System**: Haymer's home security system is an elaborate set up that has multiple threat tiers programmed into it. There are multi-code keys located at all entrances and exits, localized force fields around prized possessions, and a ring Durran Haymer wears that, when triggered, sends an emergency signal to local law enforcement. Saffron carries a portable scrambler that affixes to the operating panel, allowing her to control the door.
- **Plants and Flowers**: Bellerophon's over-abundance of greenery is testament to its wealth. Though each estate has its own set of gardens, fresh flowers are often flown in when the occasion calls for it. This type of service may seem like a perfect cover for thieves. However, anyone who delivers to the estate has to have proper clearance prior to being admitted.
- **Automated Drone Garbage System**: To get rid of waste, a housekeeper enters a series of codes that triggers an automated drone. The drone flies underneath the estate, picks up a trash bin, and then sends the bin to Reclamation where the waste is incinerated 30 seconds after it arrives. Kaylee hacks into the bin's controls with her jerry-rigged reprogrammer to send it to Isis Canyon.

SHIPS AND TRANSPORTATION

Serenity and her two shuttles are seen throughout this episode. In addition, a pair of boats also makes an appearance in "Trash."

- **Monty's Transport Ship**: Smugglers like Monty need a boat with a lot of room. The *Restless Sole* is spacious and can hold three times the cargo of a normal ship on account of its flat structure and hidden compartments—some of which are built into the hull and flooring. Though she's slow, the freighter can withstand an attack and still stay afloat. Her size, coupled with her speed, does make her a target for the Alliance. However, the *Restless Sole*'s massive cargo bay makes it near impossible to inspect in any amount of reasonable time.
- **Police Shuttle**: The emergency signal built in Durran Haymer's ring connects to a local law office. Unlike the Border and Rim Planets, the feds here are highly trained Alliance officers who are required to maintain an impeccable appearance. Though they fly a variety of well-maintained and impressive boats, like the short-range shuttle, they can't travel off-planet. Primarily, these state-of-the-art hovercrafts are built for speed and maneuverability—two traits that will allow them to quickly respond to a resident's cry for help.



FURTHER ADVENTURES

"Trash" and "The Train Job" both feature heists. Big capers like these will result in all manner of consequences—some good, some not. These ideas are inspired by thievin' and the like.

FREE-FOR-ALL

Seems that word of your Crew's antics has reached all the way to Parliament. Thomas Baeng—who just happens to be Durran Haymer's rival—is keen on expandin' his own collection of Earth-That-Was artifacts. Private Alliance intel indicates that a derelict generation ship may be adrift somewhere between the Blue Sun and Georgia systems. Baeng wants the Crew to find and loot it for him—before Haymer can get his squeaky clean hands on it.

Of course, you ain't fooled. Massive ship like that? Potentially filled with priceless artifacts? There's plenty of others racin' to find that generation ship—the same one that brought over your ancestors from Earth-That-Was. Badger, Patience, and even Saffron have all heard about this boat in their own way. Why, a piece of the hull alone is worth so many credits, a small crew could live off the proceeds of that sale for a year at least.

Will you be the first Crew to track down the generation ship? What will you find on board when you do? How will your Crew contend with the incoming forces of Badger, Patience, Saffron, Niska—and the Alliance? And why the heck is River so deathly afraid of that derelict ship?

RESTLESS SOLE

ATTRIBUTES AND SKILLS

Engines	4
Hull	12
Systems	8
Crew	6

DISTINCTIONS

Baumstark Class Bulk Freighter 8

When you have a whole lotta cargo to move but don't much care how long it takes to get there, this here is the ship you want. It's ugly. It's slow. But it can take a beatin'. Its spacious cargo bay can be separated into compartments, keeping contents safe—and nosy intruders—separate.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Cows Move Faster:* Step up a Complication related to how slow or clumsy your ship is to gain 1 PP.

Held Together with Duct Tape and Chewin' Gum 8

Right 'bout now you're wishing you listened to your mechanic when she said you needed a blah blah blah blah for the blah blah.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Turtlin' 8

It's dangerous up in the black. Your armor-plated hull and reinforcing struts help, but you're a mite slower than other boats. She may not look purty, but she's a tank.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Brace For Impact!:* When your ship is about to be Taken Out, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

SIGNATURE ASSETS

Massive Cargo Bay	8
Hauling Equipment	8

SHE WHAT NOW?

Surprise surprise, Saffron escaped the Law again. It don't take long to find out that she hitched a ride on a covert transport out to Liann Jiun. What's more, Saffron's left a message for your Crew, too. She lets you know that she still expects her cut of the Lassiter. If'n you decide not to play fair, she'll more'n happy to lead the appropriate authorities right to your cargo bay if you don't pay up. Sharin' is carin'!

Saffron gives you an ultimatum. Pay her what percentage she's owed—which she considers to be roughly 60% of the selling price of the Lassiter—in a week's time, or else she'll send a private wave to Durran Haymer. Turns out she double-crossed you and made nice with her former hubby. He figures if he can't beat Yolanda, he'll join her.

Will you find and catch Saffron before she gets you into major trouble? How will you deal with Haymer now that he's made a move against you and the Crew? Who will you find that's dumb enough to take the Lassiter off and can afford your askin' price?

REWRITIN' HISTORY

Saffron did her time in the pokey and managed to seduce another potential husband. Sly "Owl Eyes" McGee was nearly done with his sentence when he had a run-in with the former Companion. Saffron came along and won him over right quick. Why, she even got him to make her a promise to hack into an Alliance database and put a warrant out on your Crew.

Now Sly is utterly devoted to Saffron and a simple warrant won't do. His plan is to get aboard your ship, join your Crew temporarily, and learn your habits. When all's said and done, not only will Sly have enough dirt on ya to upload one heck of a warrant, he'll have more than enough intel to sell to the Hands of Blue and Niska as well. While he's at it, Sly'll turn your Crew against each other by stirring up all kinds of emotional drama.

How will you and your Crew ferret out the imposter? What will you do when they find out that Saffron's behind his attack? When Sly takes on the guise of one of your Crewmembers, how will you capture him without gettin' framed and pinched your own self?



LORD THOMAS BAENG

"Credits are no object. Need gold? I have that, too."



ATTRIBUTES

Mental	8
Physical	8
Social	8

SKILLS

Focus	10	
Influence	10	*Bribery*
Know	8	*Earth-That-Was*
Notice	8	
Operate	6	
Perform	6	
Treat	8	
Trick	8	

DISTINCTIONS

Politician 8

You attained public office, acclaim, and people's trust. You have access to the corridors of power, for what that's worth.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Promises, Promises:* Gain 1 PP when an agreement, vote, lobbying effort, or behind-the-scenes deal comes back to cause you grief or unpleasantness.

Cocky 8

You're a smug, self-assured sommbitch and you're not afraid to say it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Collector of Fine Things 8

You like it? It's one of a kind. Sculpted by Li Xiao, you know.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *On Display*: Gain 1 PP when you show off your collection to someone you probably shouldn't show it to.

SIGNATURE ASSETS

Family Money 8

Private Collection 8

SLY "OWL EYES" MCGEE

"Never saw me comin'. Did ya?"



ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Move	6	
Influence	8	
Operate	10	*Cortex Hacking*
Sneak	8	*In Plain Sight*
Trick	10	*Fast Talk*
Perform	8	
Survive	8	

DISTINCTIONS

Master of Disguise 8

You're more comfortable in someone else's skin.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Harmless Looking 8

You blend into a crowd like a rock blends into a quarry.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Couldn't Hurt A Fly:* Step back your **Physical** die to step up your **Social** die when convincing someone you're not a threat.

Unprincipled 8

You'd sell your own mother to the Reavers to make some coin. Your pappy you'd throw in for free.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Looking Out For Number One:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.

SIGNATURE ASSET

Stolen Cortex Rig 8

THE MESSAGE

"When you can't run anymore, you crawl, and when you can't do that… well, you know the rest."
– Tracey, "The Message"



"The Message" is the second of three unaired episodes. Like "Trash," this story is full of surprises. The crew is mingling about in Li Shen's Space Bazaar and complaining about why they're having a hard time fencing the Lassiter. When they drop by the postal service, Amnon Duul mentions that there's a pile of packages for the crew. Jayne reads a letter from his momma and opens a package to find a fancy new striped hat which he ever-so-proudly wears. Mal and Zoe, on the other hand, get quite the surprise from their delivery.

DEAD ON ARRIVAL

The long crate that's addressed to Mal and Zoe holds the body of Private Tracey Smith, a soldier who fought with them in the Unification War. At the sight of that private's face, viewers take a trip down memory lane to catch a glimpse of the Battle of Du-Khang.

This flashback shows the relationship between Mal, Zoe, and Tracey Smith and how it formed during the Unification War. Zoe saves Tracey's life and recommends that he tries stealth. Unlike Mal, who rushes right in, ready to save the world! The bond these three soldiers formed is what leads to Mal fulfilling Tracey's last request—transporting his body back to his family on St. Albans.

Though this task seems innocent enough, viewers find out that Tracey ain't exactly dead. In fact, he's not even *mostly* dead. The former private is running from a crooked lawman named Lieutenant Womack who's after the prototype blastomeres—lab-grown organs—growing in his chest. Even Simon is blown away by the casual way Tracey talks about how his innards ain't exactly his.

Similar to "Trash," an object lies at the heart of this episode. Literally. The crew opts to bring Tracey home, but there's a kind of hitch. Here, the organs that Tracey is smuggling inside of him won't benefit the crew. Those body parts spell trouble with a capital "T."

FORMER PRIVATE TRACEY

Tracey hails from St. Albans and fought for the Independents alongside Mal and Zoe in the Unification War. Though he's young, Tracey has seen the horrors of war and survived—barely. After the War was over, the former private had a hard time adjusting to civilian life. He tried desperately to make a little money and help his family move off-world, but his luck never panned out.

Hard to say how Tracey fell in with this crowd. What's clear is that the former private made some bad choices that led to him hostin' unstable blastomeres inside his body. Tracey could have made a decent living working as a mule, too, but then he went and "missed" his rendezvous on Ariel. Though he had already pledged his innards to a specific buyer, greed took a hold of the young man and he opted to take the better deal for triple the payout. When he showed up to collect, however, he found his buyer had been shot, and Tracey was forced to go on the run.

MASTERIN' THE GAME: STARTING WITH A COMPLICATION





If you decide to run an Episode focusin' on the lab-grown organs housed within Tracey's chest, consider kickin' off your session with a pre-existin' Complication. Come up with a name like **Smuggled Organs** or **Stolen Biomatter** and assign a die rating. Pre-existing Complications can help you ramp up to a big finale and shake the Crew up a bit—just use 'em sparingly.

TURN TAIL AND RUN

Once Tracey's secret is revealed, the crew's luck turns south because they're caught up in a mess of trouble they don't need. On the one hand, Tracey is so desperate to flee from Womack and get home he's willing to sacrifice the crew to do it. On the other, Womack is looking to collect what's his and don't care who stands in his way. Worse, the odds are stacked in Lieutenant Womack's favor, on account of him being a high-ranking Alliance federal agent.

By the time Tracey's in real good with the crew, Mal decides to make a run for it and orders him off the bridge. The crew is settin' their plans in motion. While Wash dodges Womack's attacks, Tracey takes a backseat and has a friendly chat with Kaylee. The former private has a hard time followin' orders, though, and gets a mite nosey when Womack starts getting' aggressive.

Tracey's true—and powerfully desperate—nature starts comin' out when Womack gets closer and closer to *Serenity.*

LIEUTENANT WOMACK

Lieutenant Womack is a federal agent who oversees the Silverhold Colonies, which are approximately eight sectors away from St. Albans. He is a fierce-looking man who could easily be mistaken more for a mercenary like Jayne than as an Alliance officer. Truth is, Womack is a complex individual who lives a double life. When he's flyin' through Silverhold, he maintains the peace and is mighty friendly with the locals there. When he's not, Womack abuses his authority by taking on all manner of illicit jobs—like tracking down that million credit meat sittin' inside Tracey Smith's body—for a large cut of the profits, of course.

Though he's corrupt, Womack is smart enough not to work alone. That's why he's deputized a pair of former mercs who go by Skunk and Fendris to help him out, too.

ESCAPE INTO ATMO

With Lieutenant Womack hot on his tail in an Alliance Short Range Enforcement Vessel or ASREV, Mal attempts to lose him in *Serenity*. This chase, which ends above a snow-covered canyon in St. Albans, lasts for four beats.

Here's how it went down:

Beat 1: "We're Having Technical Difficulties"

Lt. Womack has already rattled the crew's cages by inflicting a **Nasty Warning Shots D8** Complication on *Serenity* during his previous conversation with Mal. The captain tries to trick Womack by stating he's experiencing "technical difficulties" and claims he'll talk to him on the surface of St. Albans.

The GM sets the stakes for Womack and gathers his dice pool. He adds his **Social D8** Attribute and his **Focus D8** Skill, along with the **Scary Lieutenant D8** Distinction and the **Nasty Warning Shots D8** Complication that was inflicted on *Serenity*. He rolls:



Womack's top two dice add up to 11. The Gamemaster doesn't spend any Plot Points or use any of Womack's Distinction triggers at this point in the conflict.

Mal puts together his dice pool. He adds his **Social D8** Attribute and his **Trick D6** Skill, along with his **Ship's Captain D8** Distinction and rolls:



Mal totals his two highest rolling dice to get a total of 14. He also gets one jinx! The GM creates an **I Will Destroy You D6** Complication—reminding Mal that Womack is a dangerous killer—and gives Mal a Plot Point. Despite his fear, Mal succeeds in raising the stakes. Because he won the conflict, Womack agrees to let *Serenity* break atmo and land on St. Alban's.

Beat 2: Chasing Geese

Wash flies *Serenity* into atmo and then maneuvers the boat deep into a canyon. His goal is to shake Womack loose by taking him on a goose run. Meanwhile, Womack is countering by shootin' at *Serenity*.

The GM declares that the following Actions are High Stakes and will result in a ship being Taken Out of the fight. One of two things'll happen at the end of this roll—either Womack's ship will disable *Serenity* or Wash will lose Womack's ship in the canyons.

Setting the stakes, Womack rolls **Engines D12** + **Crew D8** + **Justice Class Alliance Gunship D8** + **I Will Destroy You D6** + **Nasty Warning Shots D8**. He also adds his ship's Signature Asset, **EMP Weapons D8**. He rolls:



The result from adding the top two rolling dice is 16, but Womack spends 1 Plot Point from the bank to add a third die and make his final result a 23.

Wash uses his *I've Never Tried That Before* Distinction trigger and turns his **Fly D12** into **Fly D4** for this roll, trying to raise the stakes with **Engines D10** + **Fly D4** + *Transports* **D6** + **Ship's Pilot D8** + **Firefly Class Transport D4** + **Serenity D6**.

Wash gets a Plot Point for using a **Firefly Class Transport D4** instead of **D8**. He rolls:



Wash's top two dice only add up to 12. *Serenity* is in danger of being Taken Out! It looks like Wash's gambit didn't pay off.

To avoid being Taken Out by Womack's attack, Wash spends a Plot Point to stay in the fight. The GM creates a **Womack Has the High Ground D8** Complication, since Womack's highest rolling die was a **D8**. Wash is unable to shake Womack and things are looking bleak.

Note also that since Womack's result was five or more greater than Wash's result, the GM could have taken away a Big Damn Hero Die equal to the highest rolling die in Womack's pool (**D8**). Unfortunately for Wash, he doesn't have a Big Damn Hero Die to lose.

Beat 3: "He's Bringing the Mountain Down on Us!"

Things are looking mighty dire for *Serenity* and her crew. Womack decides to get nasty. He launches missiles at the mountain overlooking *Serenity* while Wash tries to avoid the massive boulders crashing down on them. Again, the GM informs the Crew that they are at risk of being Taken Out.

Wash sets the stakes to avoid Womack's attacks: **Engines D10** + **Fly D4** + *Transports* **D6** + **Ship's Pilot D8** + **Firefly Class Transport D8** + **Serenity D6**, again using his *I've Never Tried That Before* Distinction trigger and rolls:



Wash's top two rolling dice total a 16. He's got Plot Points he could spend to keep extra dice, but he thinks maybe his current total might do the job. Just to be sure though, he spends one Plot Point to keep the **D10** and bring his total to 23.

Womack tries to raise the stakes to catch *Serenity*: **Systems D8** + **Crew D8** + **Justice Class Alliance Gunship D8** + **I Will Destroy You D6** + **Nasty Warning Shots D8** + **EMP Weapons D8** + **Womack Has the High Ground D8** and rolls:



Womack's top two rolling dice total 15, but he also rolls one Opportunity. Mal spends a Plot Point to step back **Womack Has the High Ground** to a **D6** by taking advantage of the Opportunity. There's only has one Plot Point left in the bank, so the GM can't keep enough extra dice to beat Wash's roll. It looks like *Serenity* wins this round.

Since Womack failed to raise the stakes, his ship would normally be Taken Out as *Serenity* escapes the scene, but the GM spends the last Plot Point from the bank to avoid letting the Crew get away. Wash inflicts a **Womack Is a Mite Frustrated D8** Complication, since Wash's highest rolling die was a **D8**. Also, because Wash succeeded, he gains a Big Damn Hero Die equal to his **Fly** Skill—**D12**—due to his *I've Never Tried That Before* Distinction trigger. Shiny!



Beat 4: Hide and Pray

The Crew decides that hiding is smarter than running; Wash lands *Serenity* and creates two Assets by spending two Plot Points. He hides the ship under a **Rock and Ice Bridge** D6 and then goes about **Shutting Down Power** D6. Womack proceeds to try to flush *Serenity* out and attacks again with full-yield mag drops.

Wash sets the stakes: **Hull** D8 + **Sneak** D4 + **A Little Nervous** D8 + **Firefly Class Transport** D4 + **Serenity** D6 + **Rock and Ice Bridge** D6 + **Shutting Down Power** D6 + **Womack Is a Mite Frustrated** D8. Wash gets a Plot Point for using his **Firefly Class Transport** Distinction to get a D4 instead of a D8. He rolls:



His highest two dice total 10, but Wash also rolls three jinxes. The GM steps up the **I Will Destroy You** Complication three times from D6 to D12 with the jinxes. Since the GM purchased all of the jinxes at once, Wash only gets 1 Plot Point.

Womack tries to raise the stakes: **Systems** D8 + **Crew** D8 + **Justice Class Alliance Gunship** D8 + **I Will Destroy You** D12 + **Nasty Warning Shots** D8 + **EMP Weapons** D8 + **Womack Has the High Ground** D8, and rolls:



Womack's highest two dice total 14, only a little bit above Wash's roll. Hoping to turn the tide, Wash spends 1 Plot Point to use his Big Damn Hero D12 die, but only rolls a 3. His total is now 13, but that isn't enough to prevent Womack from raising the stakes. Womack wins the roll and Takes Out *Serenity*.

Now that **I Will Destroy You** is at D12, Mal decides to surrender. Even if Mal spends a Plot Point to prevent Womack from Taking Out *Serenity*, the corrupt Fed could just step up **I Will Destroy You** and Take Out *Serenity*. In that case, Mal would have to surrender anyway out of fear that Womack really would destroy the ship.

STANDOFF!

While Womack is throwin' down with *Serenity*, Tracey had a kind of meltdown when he overhears the crew's plans to surrender. Though he has a history with Mal and Zoe, there's no question in their minds how this trouble will end. One way or the other, Tracey has to face reality. He tries to avoid it by shooting Wash, which doesn't go well for him. Then, when he winds up taking Kaylee hostage, he tries to make a stand in the cargo bay, but his gunshot wound is getting worse by the minute. When the depth charges stop, Tracey realizes that he's a dead man.

Mal made a hard call. It wasn't just Tracey's life that was at stake, but the entire crew's. When Womack shows up, though, he don't just roll over. As soon as the cargo bay doors open, the crew aims true at Womack, Skunk, and Fendris. Book approaches the crooked agent and tells him how it is, citin' that Alliance station not eighty miles away.

By the time Tracey figures out that there was more to Mal's plan, he passed on. In spite of all that happened, the former private got his wish—Mal and Zoe did take him home, just not the way he wanted.

TRACEY SMITH

"You weren't far off about me bein' stupid... Never could get my life workin' right, not once since the war..." - Tracey Smith, "The Message"

ATTRIBUTES

Mental	4	
Physical	6	
Social	8	

SKILLS

Fight	6	
Influence	6	*Flirting*
Know	6	*Military Weapons*
Move	8	
Notice	6	
Perform	6	
Shoot	6	*Rifles*
Sneak	8	
Trick	6	

DISTINCTIONS

Family Ties 8

Everybody is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional.

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

On the Run 8

Someone's after you—Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're trouble.

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Hide in Plain Sight:* Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.

Wit's End 8

Things ain't been good lately. Now you're getting pretty desperate.

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Bad to Worse*: When you take a Complication that starts at D8 or higher, you may step it up to gain 1 PP.

LIEUTENANT WOMACK

"You might wanna think twice about playing games with me. I will blow you into fragments." - Womack, "The Message"

ATTRIBUTES

Mental	6	
Physical	10	
Social	8	

SKILLS

Fight	6	
Fly	8	
Focus	8	
Influence	8	*Intimidation*
Know	6	*Law*
Notice	6	
Operate	6	
Shoot	8	
Sneak	6	
Trick	6	

DISTINCTIONS

Driven 8

You are willing to pay the ultimate price to restore your good name.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Single Minded Pursuit:* Gain a PP when you choose your goal over your own happiness or well-being.

Fed 8

You've got a crew, a ship, and a mission. Apprehend criminals runnin' to the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Low Down, Dirty 8

Corrupt is such a strong word, don't you think? You prefer "enterprising."

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Tarnished Authority*: Double **Influence** when you abuse your authority. Take or step up a **Corruption** Complication after the roll.

SIGNATURE ASSETS

Alliance Badge 8

Alliance Short Range Enforcement Vessel 8

WOMACK'S GOONS SKUNK & FENDRIS

Corrupt 8

Federal Agent 8

Physical 8

CHINESE PHRASES

There were a few Chinese phrases sprinkled in "The Message" used to emphasize key moments in the show. For example, Mal drops *tian xiao de* in the middle of a sentence because he's shocked at the lengths Tracey went to smuggle wetware inside his chest. Turn to page 337 in the *Appendix* if you'd like to learn how to properly speak these phrases.

Chinese (Mandarin)
English Translation

Dong ma?
Understand?

Gou shi
Crap (more specifically, dog crap)

Ni gao sun a niu ta you shuang mei mu?
Why don't you tell the cow about its beautiful eyes?

Tian xiao de
Name of all that's sacred

Xiong can sha shou
Ass-kicking killer

Wo de ma
Mother of god

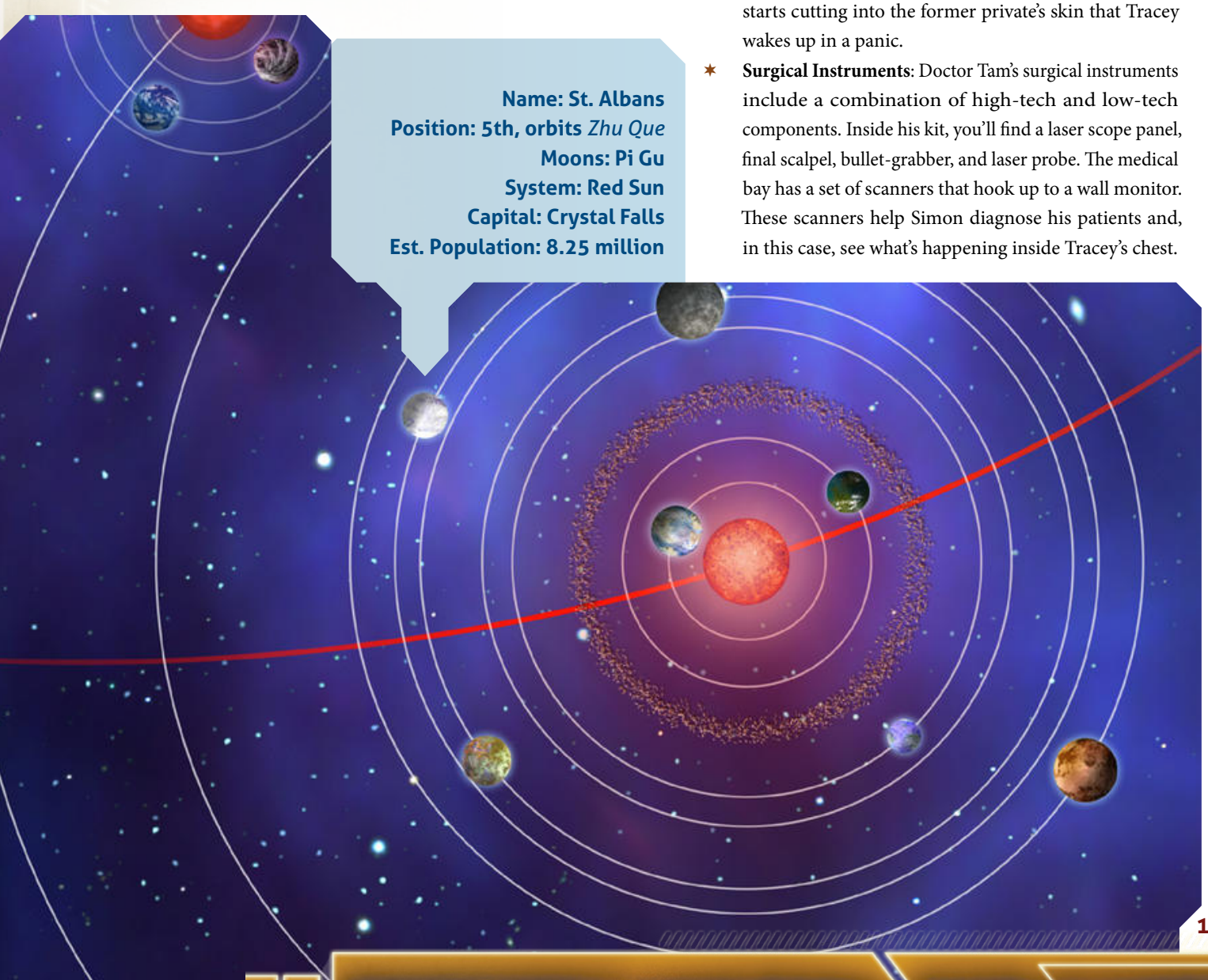


PLACES, MOONS, AND PLANETS

St. Albans, which first appeared in the show at the end of "Our Mrs. Reynolds," is an icy world where the snow falls year-round. Like many of the Border Planets, St. Albans has been settled by folks shipped with a box of supplies and a prayer. Due to its frigid temperatures, nothing grows on the surface of St. Albans and many of the original settlers have long since fallen prey to sickness and the like. Settlements tend to be scattered across the planet's surface where folks huddle to survive. Jobs here, however, can be found if folks are willing to make the trip to one of its inns or chalets.

Though St. Albans only has one season—winter—its unusual weather is a draw for Alliance dignitaries and tourists seeking a quiet place to take vacation. The settlers, though, don't appreciate the cold all that much. Like others scattered throughout the Border and Rim, the natives here often rely on supply drops and charitable donations to survive. Truth be told, livin' here is a hard life on the best of days, which is why Tracey was so desperate to help his folk resettle elsewhere in the Core.

Name: St. Albans
Position: 5th, orbits *Zhu Que*
Moons: Pi Gu
System: Red Sun
Capital: Crystal Falls
Est. Population: 8.25 million



GUNS AND GEAR

The new gear that debuted in "The Message" is biological in nature—Tracey's wetware. According to Simon Tam, the blastomeres that were implanted into his body were untested and, therefore, highly illegal. Lucky for Tracey that a skilled physician like Doctor Tam had the means to examine him!

Here's the skinny on the medical equipment found in this episode:

- **Blastomeres**: Due to the sensitive nature of this surgery, a skilled surgeon had to remove Tracey's original organs and keep them in stasis. Then, the lab-grown organs were attached to him internally so they'd grow and eventually stabilize over time. Once they matured, the wetware would be surgically removed and Tracey's original organs would be reattached—provided he goes under the knife in a timely fashion.
- **Byphodine**: This is a manufactured drug that Simon and River took in "Ariel" to put their bodies into a reduced metabolic state. Doctor Tam believes that Tracey took Byphodine to go into stasis for a week. It isn't until he starts cutting into the former private's skin that Tracey wakes up in a panic.
- **Surgical Instruments**: Doctor Tam's surgical instruments include a combination of high-tech and low-tech components. Inside his kit, you'll find a laser scope panel, final scalpel, bullet-grabber, and laser probe. The medical bay has a set of scanners that hook up to a wall monitor. These scanners help Simon diagnose his patients and, in this case, see what's happening inside Tracey's chest.

SHIPS AND TRANSPORTATION

In "The Message," a new ship debuts in the opening scene. Li Shen's Space Bazaar is a small, mobile community floating in the Red Sun System. The second ship that appeared was Womack's Alliance Short Range Enforcement Vessel.

Here's a closer look at these two boats:

- **Li Shen's Space Bazaar**: This self-sustaining ship, which is parked in the Red Sun System, is the size of a small town and is publicly accessible to travelers. Though it has several floors, the bazaar's primary level is a draw for anyone hoping to resupply and do a little business before takin' off elsewhere. The main floor offers several forms of entertainment including carnival-like attractions, buskers, and food carts. Though smugglers can dump their cargo with interested buyers here, Li Shen's boat is an Alliance-sanctioned vessel. Many Guild traders ply their wares in the bazaar and the postal service—one of many satellite offices—is part of a federal program. Thanks to Li Shen and the folks he deals with, the space bazaar has a reputation for being a safe haven out in the black.
- **Alliance Short Range Enforcement Vessel**: Built on an Alliance gunship frame, the ASREV is often mistaken for a military vessel. Though it shares many characteristics with a military-issue gunship, the ASREV's wings are shaped differently and these boats are painted and outfitted with the gear that marks it as a patrol ship. Womack's vessel is also equipped with depth charges that are released onto a target to shake them loose from a hiding place. A force to be reckoned with, the ASREV can be customized to fit a federal officer's needs. This ship is commonly found throughout the 'Verse and is preferred by local law enforcement over smaller, less intimidating ships like a short-range shuttle or a high-tech boat with fancy gear.

WOMACK'S ASREV

ATTRIBUTES AND SKILLS

Engines	12
Hull	4
Systems	8
Crew	8

DISTINCTIONS

Justice Class Alliance Gunship 8

Although these small one-man fighters have very short range, they pack quite a punch in or out of atmo. In the hands of a skilled pilot they can be mighty deadly.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Pilot Assisted Targeting:* Step back **Systems** for an action to double the pilot's **Shoot** for an action.

In the Line of Duty 8

You and your crew are involved in some kind of official service. You may think of your ship as yours, but you only have use of it while your boss or government allows it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Armed and Dangerous 8

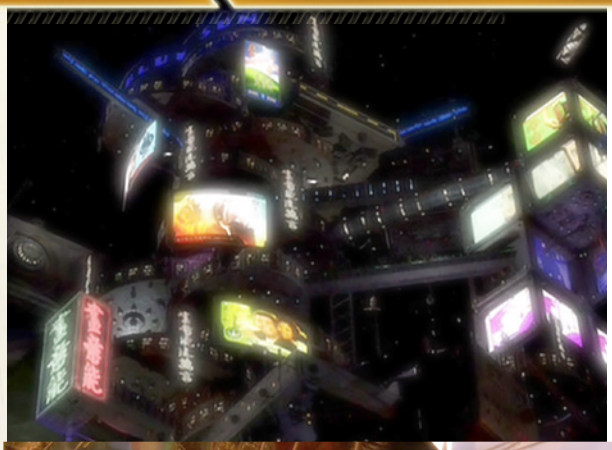
When you're being attacked by pirates out in the black, the only ship you can count on is you. And if some sommbitch decides to bite you, well ... you can bite back, too.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Y'All Are Outgunned:* Spend 1 PP to double **Systems** when fighting a ship that lacks your firepower.

SIGNATURE ASSETS

EMP Weapons	8
Built-in Siren	8







FURTHER ADVENTURES

"The Message" left a few threads danglin' and it also shined a light into the Crew's past. 'Member, the folk that put those blastomeres into Tracey's chest ain't none too patient and Womack ain't exactly a low profile individual. These adventure seeds are all about managin' those ends of the story.

WAR CHEST

The Triad is none too happy that Tracey Smith passed on, what with its shipment of organs bein' buried with him and all. To get what they're owed, Triad enforcers plan on kidnapping one of your Crew with the intention of turnin' your beloved Crewmember into a mule. Apparently, the Triad has learned its lesson from Tracey and designed a new process to safeguard their inventory. Instead of puttin' a time limit on the blastomeres, if a mule takes too long to deliver them, those extra parts will release a slow-actin' poison that preserves the wetware and kills the host.

Will you and your Crew fend off a series of repeated Triad attacks? Who's the Triad's target, anyway? Which of your contacts'll be fool enough to help you cross one of the biggest criminal organizations in the 'Verse?

CROOKED BOTH WAYS

Major Rita Treadwell, a woman claiming to be Lieutenant Womack's superior officer, contacts your Crew and asks for your testimony. Turns out the Alliance launched an investigation and Treadwell needs your help to finish it. In exchange, she'll drop any outstanding charges you or your Crew might have. All she wants is for you to take a little trip to Osiris and testify in Womack's trial.

The plan sounds decent enough and, if the trial was on the up-and-up, her reward is reasonable. Dig into Treadwell's background some and you'll find she ain't who she claims to be. Oh, Rita told you true. She does work for the Alliance. But, there ain't no such person in the Cortex and no trial scheduled on Osiris, neither. What Rita really wants is a kind of mystery—the type that could land you and your Crew in serious trouble.

What exactly is "Rita Treadwell" hopin' to get from you and your Crew? Why's she hidin' her true identity? Will you escape Osiris before she catches up with you? How is Womack really involved?

PEACE NO MORE

General Elijah Bunting was Mal and Zoe's commanding officer during the Unification War. A rare breed, this here soldier was one of the few leaders they both respected. Turns out, the general's still alive, and he's been hiding out with a whole regiment of soldiers on St. Albans. When he saw Womack's ship bombin' the valley from his cave, Elijah decided it was time to strike. See, he still thinks the War's on, and him and all his soldiers are ready to keep fightin'. That's where you come in. Turns out, Elijah pulled a miracle and hacked into a Cortex satellite. That old goat has broadcast a message for all to see: *Attention Anglo-Sino Alliance soldiers. We intend to end the Unification War. The Battle of Frost Hill will commence at dawn. You've been warned. Browncoats, to arms!*

When you hear that message, how will you respond? Will you and your Crew make a beeline for St. Albans to convince General Bunting that the War ended six years ago? What happens if the Alliance beats you down to the surface—and starts bombin' that General and all his folk for hackin' into the Cortex? Worse, how will you get Bunting to stomach the fact that the Alliance *won*?

MASTERIN' THE GAME: TRIAD TROUBLE

The Triad is a powerful threat, a mighty group of criminals with little guilt or hesitation to do what serves 'em best. Like the Alliance and the Blue Sun Company, this organization offers you heaps of interestin' antagonists and potential allies. When the Triad isn't givin' the Crew grief and tryin' to harm 'em, introduce an enforcer and propose a job. You best be careful, though, since this here collection of lawbreakers is not only the biggest in the 'Verse, they operate right out of the Core, too.

RITA TREADWELL

"Don't ever let me catch you violating procedure again."



ATTRIBUTES

Mental	8
Physical	8
Social	8

SKILLS

Fight	8	
Influence	8	*Interrogation*
Know	6	*Alliance Law*
Labor	6	
Move	8	*Chases*
Notice	8	
Perform	6	
Shoot	8	*Pistols*
Trick	8	

DISTINCTIONS

Alliance Officer 8

You proudly wear the uniform of the organization that brought peace to the universe.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Chain of Command:* Gain 1 PP when you step up a Complication because of orders you received from your superiors.

Relentless Investigator 8

Just the facts, dong ma?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Master of Disguise 8

You're more comfortable in someone else's skin.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Mockingbird:* Spend 1 PP to step up your **Perform** Skill when you are trying to mimic someone's voice.

SIGNATURE ASSETS

Battered Alliance Pistol 8

GENERAL ELIJAH BUNTING

"War ain't over yet. The Independents are still breathin'."



ATTRIBUTES

Mental	6
Physical	10
Social	8

SKILLS

Fight	10	*Knife*
Focus	8	
Influence	6	*Soldiers*
Labor	6	
Move	6	
Notice	6	
Shoot	10	*Rifle*
Sneak	8	
Survive	6	

DISTINCTIONS

Knife Fighter 8

Hold a knife one way, cuts through an onion for dinner. Hold it another way, cuts someone's throat for upsetting you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Deep Cut:* Spend 1 PP to step up a Complication you inflicted with your blade.

Shadows of the War 8

Not everyone serves their side on the front lines. Not everyone left what they did behind.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Decorated 8

You came back from the War with a medal and a story. You're not sure if it was worth the cost.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *You're a Gorramn Hero:* Spend 1 PP to double your **Social** when dealing with anyone who served on your side.

SIGNATURE ASSETS

Browncoat 8

HEART OF GOLD

ZOE: No one is going to force you to go, Jayne. As has been stated—this job's strictly speculative.
JAYNE: Good 'cause I don't know these folks. Don't much care to.
MAL: They're whores.
JAYNE: I'm in.
– "Heart of Gold"

The last unaired episode takes place on Deadwood in the Blue Sun System. "Heart of Gold" is named after a brothel run by Nandi, a former Companion who desperately needs the crew's help. Nandi asks her friend Inara to help her defend the Heart of Gold from Rance Burgess—a local who's hell bent on stealin' his child from Petaline, the girl he impregnated.

"Heart of Gold" reveals how tricky it is for Inara and Mal to navigate the minefields of professionalism, romance, and friendship. Though Nandi's friendship is important to her, Inara sticks to business and promises that Mal and the crew will be paid for their trouble. Inara knows that the House on Sihnon won't be too happy 'bout her helping Nandi out, but she don't care!

INSIDE THE RANCH

The Heart of Gold is covered in solar sheeting and sits on a barren patch of land. Nandi has used her Companion training to build a thrivin' business despite the trouble that good-for-nothin' snake, Rance Burgess, has caused her. Several employees—both men and women—consider the Heart of Gold their home.

Though there are dozens of characters in the "Heart of Gold," most of 'em are Extras. Here's a few found at Nandi's whorehouse:

- **Chari**: While most are loyal to Nandi on account of the way she treats 'em, one in particular ain't. Thanks to Chari, seems Burgess might actually get his way. **Rance's Spy D8**
- **Helen**: Jayne picked Helen as his personal favorite from all the girls in the house. She winds up helpin' him during the big shootout, too, and supplies him with all his guns. **Jayne's Favorite D6**
- **Emma and Belinda**: This pair of girls approaches Shepherd Book and asks him for a favor. He ain't exactly comfortable talkin' to them until he realizes that they're asking for spiritual guidance. **Wayward Sheep 2 D6**
- **Lucy**: At the end of the episode, Lucy sings "Amazing Grace" over Nandi's grave. Like "The Message," this funeral was hard to watch. **Grieving Friend D6**



NANDI

Nandi is a former Companion who trained on Sihnon under the guidance of House Madrassa. Determined to live life on her own terms, she cut ties with the Companion Guild and staked a claim out on the Rim. Though her life was hard, Nandi managed to carve out a piece of land for herself and build a brothel called the Heart of Gold on Deadwood. Her efforts ain't strictly legal since she's got no Guild license to speak of. The only thing keepin' the Alliance from pokin' its nose around is the fact that she's picked a great location. The Blue Sun System is too far removed from the Core for them to worry about whether or not a whorehouse is payin' its dues.

Nandi is fiercely protective of her friends and employees. She's got no patience for fools and the like, though some might say she's one herself.

PETALINE

Petaline is a first-time mama and the mother of Rance Burgess's son. She is also the reason why folks are making such a huge fuss at the Heart of Gold. Not only is she hours away from giving birth, Rance has threatened to take her son away and leave her out in the cold.

It ain't all that clear how Petaline came to work at the Heart of Gold, just that Rance took a likin' to her about a year back. He may have sweet-talked her early on, but once she got pregnant, his attitude soured. At first, Petaline was scared for her baby, but once she gets through the pain of childbirth, her material instincts kick right in.

DOWNRIGHT FOOLISH

Before Mal takes on Rance, he meets him at a local event with Inara by his side. Now, Nandi has already warned the captain about Rance—he's gobbled up everything he could get his hands on so he could run that gorramn world—but Mal wants to get a sense of the man himself. Turns out, Nandi underestimated Rance's tenacity and capacity for violence. That's why, as soon as he returned to the Heart of Gold, Mal ordered Nandi to gather up what she could and leave Deadwood far behind. The captain wasn't sure they could win that fight, and he should know what he's talkin' about.

Nandi stuck to her guns and stood up to Mal. Since Mal's the one attemptin' the convincing here, he'd try to raise the stakes on Nandi, moving her to change her mind about fighting for this little scrap of dirt she's claimed for her and her folk.

This sample dice pool uses Mal's Crew Sheet found in *Find a Crew* on page 153. Remember, your intent is to convince Nandi to take everything and everyone she knows with you on *Serenity*. Try building Mal's dice pool before you read through this next part. How'd you do?

Mal's dice pool starts with two dice:

- **Pick an Attribute**: Because Mal is tryin' to convince Nandi into seeing things his way, add a **D8** to represent his **Social** die.
- **Choose a Skill**: Everybody has the same set of skills to work with. Here, Mal would use his **Influence** and add a **D10**.

Once you've got that pair, you can then add any of these other dice if they're applicable. The more dice you roll, the better your chance of success—and jinxes, too!

- **Add a Specialty**: Mal's **Influence** Skill has a specialty that applies. Add a **D6** to trigger his *Leadership* ability.
- **Toss in a Distinction**: Since Mal hopes to fly everyone to safety, the Distinction that makes the most sense here is **Ship's Captain**. Add a **D8**.
- **Look for Assets**: If Mal's got a Plot Point, now would be a good time to create an Asset like **Looked In Burgess' Eyes** to add an extra **D6** to the roll.
- **Select a trigger**: No Distinction triggers make sense here, so you wouldn't activate any of Mal's triggers to add extra dice.
- **Choose a Signature Asset**: The point of Mal's roll is to get Nandi and her folk to leave on *Serenity*. They ain't on the boat just yet, so this die don't apply.
- **Use a Signature Asset trigger**: As with the Distinction triggers, none of Mal's Signature Asset triggers apply, so you don't get to add any more dice.

Got that down cold? If'n you're having trouble building a dice pool on your own, take a gander at *Find a Job* on page 234 and review the rules. That's sure to help ya.

RANCE BURGESS

Some men have trouble controllin' their womenfolk, but not this fella. Rance Burgess is a man's man who believes a woman's place is on her knees in front of him. He considers himself a handsome gentleman who knows exactly how society is supposed to function—his way. That's why Rance set himself up high and keeps everybody else around him real low. He's got money to burn, power to toss about, and folk who look up to him. Never mind that the good people of Deadwood don't have a choice in the matter; Rance Burgess is a force to be reckoned with because he's got everything he's ever dreamed of like a wife, a fancy hovercar, and a shiny gun—everything except a male heir who'll follow in his footsteps. Once he gets his hands on his baby, Rance'll have that, too.

BELINDA BURGESS

Belinda Burgess is used to caving into her husband's whims. She may not appreciate Rance's comings and goings, but she doesn't have the heart to stand up to him, either. Though she's a caring woman and devoted wife, Petaline can give Rance something he's always wanted—a child. That's part of the reason why Belinda is willing to look past the fact that she'd be raising a whore's son. Bringing a child into their home could mean that Rance'll settle down for a change—or so she tells herself. To hide her true feelings, Belinda spends her time socializing with Deadwood's finest, and prays that one day her husband will turn around.

MASTERIN' THE GAME: MINOR OR MAJOR GMC?



If you're just throwing together a scene on the fly as the Gamemaster, you'll find that it's easier to draw up a quick Minor GMC than to try to come up with a whole Major GMC on the spot. Here's a version of Belinda as a Minor GMC that would work mighty fine, especially if she only shows up in a single scene:

Belinda Burgess: Loyal to Rance D10, Morals Over Laws D8, Lady of Deadwood D6

TORN ASUNDER

Just 'cause Nandi left Sihnon behind don't mean she forgot about the friendships she made there. Her relationship with Inara is what draws the crew to the Heart of Gold. As soon as they arrive, Nandi gives Mal the rundown and winds up sharing a night of passion with him—not realizing that Mal's heart was already spoken for by her close friend.

Nandi felt she was free to share a night with the captain. It isn't until she sees Inara's face that she realizes the two of them care deeply about each other. Nandi tries to apologize, but never truly gets the chance to. She's got a home to protect and she'll do anythin' to ensure Rance Burgess doesn't get his grimy hands on Petaline's baby—even if that means sacrificing herself in the process.

Truth be told, Nandi is the reason why Inara's heart gets broken. 'Course, the Companion is so good at lyin' to herself, it ain't until she starts cryin' that viewers get to see how she really feels. Moments like these don't require a roll of the dice—but they still make for some powerful storytelling!



LOVE IS A GOOD TRAIT

With so many emotions flyin' around, this would be a good time to revisit Distinctions. Dozens of Distinctions have already been created for you. The full list is found in the *Appendix* on page 344 and a suggested list can be viewed in *Find a Crew* on page 149. In the **FIREFLY RPG**, you can also create your own! Here's how it's done:

First, let's come up with a high concept that can be used positively or negatively. Using Inara as an example, you decide her feelings for Mal would make a good Trait. You could create a **Secretly in Love with Mal** Distinction, but you'll find it won't be as useful as **Secretly in Love**. Why's that? Well, if'n you tie a Trait to a specific Crewmember, then you can only use that Distinction when it applies to that character.

For example, say Inara runs into Delun Wong, an old flame. If she winds up rekindling her romance with him, Inara's new Distinction could twist and turn that part of her story if'n she chooses to. If not? Then Inara's Distinction is more limited because it only applies to Mal. That don't mean **Secretly in Love with Mal** ain't useful—this Trait could be used as a Complication or Asset, too.

Once you've got a fittin' name, write a couple sentences that help describe your new Distinction and suggest when you'd use it.

SECRETLY IN LOVE
I don't know what you're talking about. Who?

Next, you'll need to figure out what Distinction triggers make sense for your new Trait. Keep in mind, the first trigger is always the same.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Share the Burden*: When you offer words of encouragement to your secret love, spend 1 PP to create a **Love Conquers All** D8 Asset.
- ☑ *Too Close to Home*: When you get defensive about your true feelings, step up or take a Complication about your love interest to gain 1 PP.

The first trigger gives Inara the chance to get an in-game benefit for helping out her secret love. The second reflects how mixed up she feels. Though she gets a Plot Point when she tosses back a snappy retort, Inara also gets a Complication.

One more step and then you're done! If you were creating this Distinction to fit Inara's character before you played your first Episode, you'd assign three highlighted Skills that are relevant to this Trait. In this case, you might pick **Focus**, **Notice**, and **Influence**. Highlighted Skills help guide you during Crewmember creation.

See how easy it is to make a shiny new Distinction?

TIME FOR A SHOWDOWN

At the break of dawn, Rance Burgess and his men ride in to overtake the Heart of Gold and kidnap his newborn son from Petaline's side. For this showdown, all of the Crewmembers are GMCs except for Mal, Zoe, and Jayne. Nandi is a Crewmember in a guest-starring role.

BATTLE PREP: CREATING ASSETS

Before the bullets start flyin' there's work to be done. When the Crew realized how much trouble Rance Burgess was aimin' to become, they started saving up on their Plot Points. Putting away resources for a rainy day is a smart plan, 'cause the Crew's gonna need them to invest in Assets and the like.

Here's how the Crew gets ready for Burgess and his men.

Several Crewmembers chip in to fortify the homestead, prepare for fires, and lay traps. Book, Zoe, and Kaylee create the following Assets:

Boarded Windows D6
Water Pump D6
Clothesline Traps D6

Mal spends the Plot Point for Kaylee's pump improvements, while Zoe spends a Plot Point for her traps and Book's fortifications.

Book and Zoe take cover near the water pump while Mal, Nandi, and the other prostitutes take up arms on the upper balcony at the front of the house. Jayne and Helen take the top floor, and Jayne spends one of his Plot Points to create a **Vantage Point** D6 Asset. Simon, Inara, and River help Petaline deliver her baby. As Rance and his goons arrive, Mal gives orders, uses his *Lead the Crew* Distinction trigger, spends a Plot Point, and creates a **Shoot the Man, Not the Horse** D10 Asset.



"WHERE'S MY SPACESHIP?!"

Wash and Kaylee head back to *Serenity* in order to provide some "air support." Unfortunately, Rance anticipated this tactic and sent goons to make sure that ain't happening. Kaylee and Wash are ambushed in the cargo bay and Kaylee narrowly prevents Wash from being shot, though he loses his radio in the process. Although Kaylee and Wash subsequently trick the goons into getting trapped between the kitchen and the engine room, the pair get caught themselves—with Wash trapped in the engine room and Kaylee stuck near the bridge. *Serenity* ain't goin' nowhere.

DEFENDING THE HEART OF GOLD

The battle's focus now turns to the assault on the Heart of Gold. Can the Crew stop Rance's assault before he can make it into the brothel? As Rance rushes forward on his hovercraft with a mounted heavy caliber machine gun, his goons ride beside him on horseback. Unfortunately for them, Zoe planned for this. The GM starts the Action Order and decides that two of Rance's goons will go first. They try to get past Zoe's trap unharmed.

Beat 1: Rance's Goons Advance

Since the goons are advancing, Zoe sets the stakes: **Mental** D8 + **Sneak** D10 + **Veteran of the Unification War** D8 + **Clothesline Traps** D6. The goons counter with **Goon** D6 + **Goon** D6 + **Hard** D10. Zoe gets an extraordinary success, which allows her to Take Out not one, but both goons, with her improvised trap and she gets a D6 Big Damn Hero die to boot. The GM tells Jayne he'll go next.

Beat 2: Jayne Opens Fire

Rance tells his goon to open fire with the heavy machinegun and the Crew takes cover. Mal orders Jayne to take the gun out. The goon sets the stakes with: **Goon** D6 + **Heavy Machine Gun** D10 + **Challenging** D8. Jayne tries to raise the stakes by rolling: **Physical** D10 + **Shoot** D10 + *Rifles* D6 + **Mercenary** D8 + **Vera** D8 + **Vantage Point** D6. He can't use the **Shoot the Man, Not the Horse** D10 Asset though because he's not shooting at one of the mounted goons. He succeeds and Takes Out the goon manning the heavy machine gun. Jayne passes the Action Order onto Mal.

Beat 3+4: Malcolm and Zoe Join the Fight

Mal orders everyone to start shootin'. He fires at a goon but fails to Take him Out. He passes the Action Order on to *Serenity*'s first mate. Zoe also shoots a goon but he doesn't get Taken Out, either. Then, she selects Nandi to go next.

Beat 5: The Heart of Gold Defends Itself

Nandi takes a shot at a goon. With the help of the **Shoot the Man, Not the Horse** D10 Asset that Mal created and a few defenses, scores an extraordinary success. They Take Out two of Rance's goons and Nandi picks up a D6 Big Damn Hero die.

Beat 6+7: Chari and More Goons!

The GM passes the Action Order onto Chari who sneaks away to open the door for Rance. Then the rest of the goons lay down some cover fire and start shootin'. They Take Out three shooters from the Heart of Gold's balcony. One of the goons tries to shoot Mal and fails. He gets Taken Out for his troubles. Then, the GM passes the Action Order on to Rance.

Beat 8: Rance And His Gun

Rance uses his fancy laser pistol to light the Heart of Gold's exterior on fire. Since this action doesn't actively involve a Crewmember, the GM describes what happened and adds a **The Building is On Fire** D8 scene Trait. The GM gets to pick the Trait die's size and matches it to Burgess' gun, a D8.









THE FIGHT CONTINUES

Now that the fight has begun in earnest, the crew has a few problems to deal with. Rance and his men are still shootin' and the Heart of Gold itself is on fire! Worse yet, the Crew's air support is locked down. There ain't no help coming. Mal yells for Book to put out the flames. Meanwhile, the Action Order is about to start back up. Since Rance went last, the Gamemaster gets to pick who goes first and picks Zoe.

Beat 1+2: Mal and Zoe Keep Shooting

The Gamemaster narrates how Book uses the hose connected to the water pump to fight the **Building is on Fire** D8 Trait**.** Meanwhile, Zoe shoots another goon, and he's Taken Out. Zoe passes the Action Order onto Mal. He shoots a couple of goons and gets an extraordinary success, Takes Out both of them, and gets a shiny D6 Big Damn Hero die. Mal decides Rance's men will take the next position in the Action Order.

Beat 3: The Goons Target Book

Five goons Gang Up and try to stop Book from hosin' down the flames. Zoe spends a Plot Point to create a **Book and His Hose** D6 Asset. She also uses her *Fightin' Type* Distinction trigger to double her **Shoot**. She sets the stakes with: **Physical** D10 + **Shoot** D10 + *Carbines* D6 + **Mare's Leg** D8 + **Book and His Hose** D6 + **Shoot the Man, Not the Horse** D10. The five goons roll: **Goon** D6 + **Goon** D6 + **Goon** D6 + **Goon** D6 + **Goon** D6 + **Challenging** D8. Despite their handful of dice, Zoe gets an extraordinary success and two goons are Taken Out. She also gets a D6 Big Damn Hero die. Zoe passes the Action Order onto Jayne.

Beat 4+5: Jayne and Nandi's Deadly Aim

Jayne does what he does best and Takes Out two of the goons with another extraordinary success. He passes the Action Order to Nandi. She shoots another goon, again using the **Shoot the Man, Not the Horse** D10 Asset, and he gets Taken Out. Since all other Crewmembers have had their turn, she's forced to pass the Action Order over to Rance.

Beat 6: Rance Gets Inside

Now Rance makes his run to get inside the Heart of Gold. Mal is tryin' to keep an eye on him, so he sets the stakes with: **Mental** D8 + **Focus** D6 + **Things Don't Go Smooth** D4 and gets a Plot Point. Rance tries to race away with: **Physical** D8 + **Drive** D8 + **Big Plans** D8 + **Hovercraft** D8. Rance succeeds in raising the stakes and parks his hovercraft at the side door while Chari lets him in.

RANCE MAKES HIS GETAWAY

Things are looking mighty rough for the Crew. They don't know where Rance is, and their forces are overwhelmed. It's the end of the second round. Since Rance was last, he gets to choose who goes first in the next round. He chooses himself.

Beat 1: "How's My Boy?"

Petaline has delivered a baby boy. In her moment of happiness, Rance gets the jump on her, Inara, Simon, and River. With his laser pistol drawn, he kidnaps his son from Petaline's side. Nandi hears Petaline's screams—and Rance passes the Action Order to her.

Beat 2: Nandi's Words Fall Short

Nandi races to the bedroom and comes across Rance just as he's leaving. She tries to convince him to give up, seein' how his men are all dyin'. Rance points his gun at Nandi, who's unarmed. The GM rules this is a High Stakes roll for her. Nandi fails to raise the stakes. The Gamemaster narrates how Inara surprises Rance and holds a knife to his throat. After one of the prostitutes takes the baby away, Rance elbows the Companion in the gut and shoots Nandi, Taking her Out. Rance then flees, just before Mal rushes in. When the captain realizes what Rance did, he chases after him.

END OF THE ACTION ORDER

To finish the scene, the big question is whether or not Mal can catch up with Rance. Mal sprints out of the Heart of Gold, dodges a bullet, fires back at the shooter, and then pulls the goon off his horse. The big shoot-out at the Heart of Gold is over, but the chase is just getting' started. Can Mal run Rance down before he gets away?

FAREWELL, DEAR FRIEND

At the end of the fight, the crew attends another funeral—Nandi's. Though she stood her ground, the former Companion had been double-crossed by Chari, one of her own employees. The funeral is hard on everybody. Lucy sings "Amazing Grace" while the crew says their goodbyes.

Nandi's loss spells the beginning of the end for Mal and the crew. Before they fly off into the black, Inara tells the captain that she's leaving. Seems she's got a problem with personal attachments, and Inara can't afford to stick to one place for too long.

Think about the impact that you'll have on your fellow Crewmembers. Look back on each member of the main cast. What do you love about these characters? Which one inspires you the most? And, more importantly, who would you like to play?

NANDI

"I won't let any man take what's mine."
-Nandi, "Heart of Gold"

ATTRIBUTES

Mental	6
Physical	4
Social	8

SKILLS

Focus	6	
Influence	8	*Seduction*
Labor	6	
Notice	8	
Perform	6	
Shoot	6	
Survive	8	
Treat	8	

DISTINCTIONS

Former Companion 8
You trained as a Companion, but left that life behind to follow your own path.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Homesteader 8
You found yourself a home and a family to fill it. Ain't no one gonna take that from you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Head of the House*: When you work side by side with a Crewmember, you may spend 1 PP to step up or double their **Craft**, **Labor**, or **Survive** for their Action.
- ☑ *Slice of Paradise*: When you or a Crewmember take a physical Complication while on your homestead, you can spend 1 PP to step it back and rename it to reflect property damage instead.

Stalwart Friend 8
You can count on me so long as stars burn in the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Heart of Gold 6

PETALINE

"Anyone else wanna try and take what's mine?"
-Petaline, "Heart of Gold

ATTRIBUTES

Mental	6	
Physical	6	
Social	6	

SKILLS

Fight	6	
Fix	6	
Focus	8	
Influence	8	*Seduction*
Labor	6	
Shoot	6	
Sneak	6	
Survive	10	*Desert*
Throw	6	

DISTINCTIONS

Hard Luck Case 8
The 'Verse is a hard place, no one knows that better'n you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Mama Bear 8
Don't get between Mama and her cubs.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Cubs*: Spend 1 PP to take a Complication from another Crewmember. Rename it as a **Grudge** against whoever inflicted the Complication.
- ☑ *Mama's Angry*: Spend 1 PP to use a Complication as an Asset in a roll. If the Complication was a **Grudge**, step the Grudge back after the roll.

Steely Reserves 8
People think you're a pushover. They're always a mite surprised when you don't bend.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.



RANCE BURGESS

"Bending one unjust law is a small thing when it comes to protecting one's family." -Rance Burgess, "Heart of Gold"

ATTRIBUTES

Mental	6	
Physical	8	
Social	10	

SKILLS

Drive	8	
Fix	6	
Fly	6	
Focus	8	
Influence	10	*Intimidation*
Know	6	*Religion*
Notice	6	
Operate	6	
Shoot	8	
Trick	6	

DISTINCTIONS

Backwater Mayor 8
This town ain't much, but you rule it with an iron grip.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Teach 'Em a Lesson, Boys:* Spend 1 PP to step up a Complication inflicted by one of your thugs.

Big Plans 8
Always working the best angle.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Filthy Rich 8
Money is power. Folk who don't know that are foolin' themselves.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Leverage*: Double **Influence** when you bribe someone or threaten them with financial ruin.

SIGNATURE ASSETS

Hovercraft	8
Laser Pistol	8



BELINDA BURGESS

"My husband makes a distinction between legality and morality, Mr. Reynolds." -Belinda Burgess, "Heart of Gold"

ATTRIBUTES

Mental	6
Physical	4
Social	8

SKILLS

Drive	10
Fix	6
Fly	10
Focus	10
Influence	10 *Money*

DISTINCTIONS

Fashionable 8

You attend the most exclusive parties, dress in the latest fashions, and hire the best Companions.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Clout*: Step back **Influence** until the end of the next scene to remove a social Complication.

Filthy Rich 8

Money is power. Folk who don't know that are foolin' themselves.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Leverage*: Double **Influence** when you bribe someone or threaten them with financial ruin.

Gentry 8

You've got a fancy title, probably a sash to go with it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Family Fortune 6

CHINESE PHRASES

"Heart of Gold" is a standoff between a man who thinks he's got everything and those brave enough to prove he don't. The Chinese phrases spoken in this episode reflected the emotional tension of the story. Even out on Deadwood, a planet far away from the Core, folk still speak Chinese.

Chinese (Mandarin)

English Translation

Dong ma?
Understand?

Gen hou zi bi diu shi
Engage in a feces-hurling contest with a monkey

Lan dan jiang!
Weak-ass sauce!

Mei mei
Little sister

Niao shi de du gui
Piss-soaked pikers

Wang bad dan
Dirty bastard sons of bitches

Wei zuo zhe man zai er qu.
They left the used-up Earth

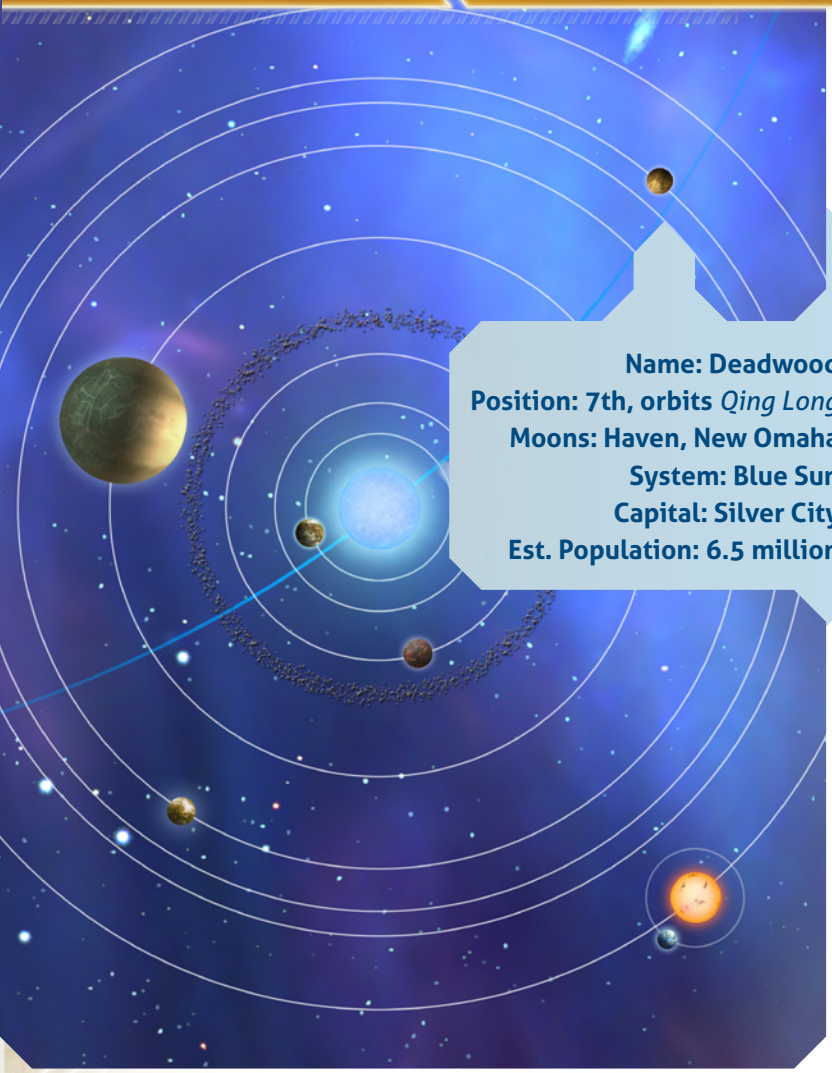
Zhen mei nai xing de fo zu
Extraordinarily impatient Buddha

Zhu fu ni, mei mei
Blessing on you, dear sister

Turn to the *Appendix* on page 337 if you'd like to say any of these phrases. The translation guide will help you speak Chinese properly in no time!







PLACES, MOONS, AND PLANETS

Deadwood is a barren Rim Planet located in the Blue Sun System. There ain't much to speak of on this world, which is why most folk tend to steer clear of it. The settlements that do exist are plum broke on account of the way Rance Burgess muscled right in and took over. No one's quite sure how he did it, just that he started puttin' the squeeze on folks and soon he was speaking to the Trader's Guild and the Alliance on behalf of everybody else.

Since Rance has such a strong grip on the local economy, some folk like Nandi have gotten a little creative to be more self-sufficient. Nandi put up solar sheeting to convert sunlight into electricity. Others dig deep underground for fresh water or convert discarded ship parts into windmills. Those who are in good with Rance live noticeably better than those who aren't.

Unlike the Border worlds, Deadwood is so far removed from civilization that folk like Rance Burgess *can* get away with kidnapping, extortion, and murder, too. The Law don't make it a point to actively police planets and moons here, on account of it not being a good use of their time. After all, a few million people on a planet with no exports to speak of ain't near as important as Sihnon or any other planet in the Core.

GUNS AND GEAR

In this part of the 'Verse, it's easy for savvy individuals to throw their weight around if they have the credits to do so. Rance impresses the heck out of everybody because the technology he's got is rarely seen around these parts. When a high-tech laser pistol makes an appearance out on the Rim, folk start believin' the Alliance has your back.

Once Rance is gone, his laser pistol can be mighty attractive for any Crewmember to make their own.

Say River decides to take a fancy to the gun for some mysterious reason. She picks it up and spends a Plot Point to create a **Laser Pistol** D6 Asset. Once this Episode is done, she can spend one of her Episodes from her Episode Guide to make that **Laser Pistol** D6 into a Signature Asset. If'n she wishes, she could also spend another Episode to add a single trigger to that Signature Asset.

So how's she supposed to go about doin' that? The story is the key to comin' up with a good trigger for a Signature Asset. This here laser pistol can light things on fire, but it has a problem with runnin' out of battery power.

Now, each trigger has a drawback and a benefit. Some drawbacks include:

- Spend a Plot Point
- Step back a beneficial die such as an Attribute, Skill, or Asset
- Step up a non-beneficial die such as a Complication
- Expose yourself to cost, complications, and consequences
- Create a specific D8 Complication

Possible benefits include:

- Earn a Plot Point
- Step up a beneficial die
- Double a beneficial die
- Step back a non-beneficial die
- Introduce a useful story detail
- Rename a Complication
- Reroll a single die
- Create a specific D8 Asset

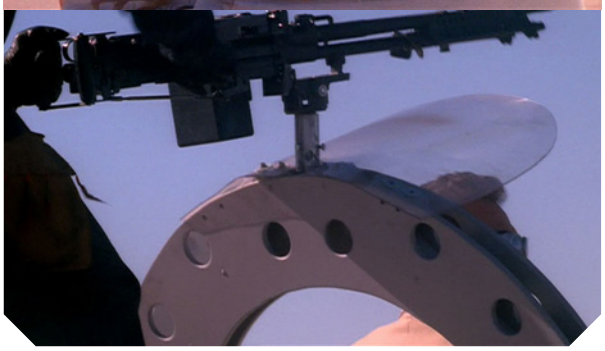


Look to the Distinction triggers for ideas on interesting combinations of drawbacks and benefits and then try to come up with a snappy name for the trigger. Make sure that you take the same number of drawbacks and benefits so that the two balance each other out, one for one. It's fine to take two benefits, but then you'll need to take two drawbacks!

Here's a couple of possible Signature Asset triggers for River's new **Laser Pistol** D6:

- *Flame On!*: Step back **Laser Pistol** for a scene to step up a Complication related to setting things on fire.
- *Batteries Not Included*: Take a **Laser Pistol Drained** D8 Complication to gain 1 Plot Point.





SHIPS AND TRANSPORTATION

Ships ain't the only way that folk get from place to place. Other vehicles can include trains, hovercraft, boats, and even living things like horses.

Most times, these vehicles aren't all that important. They don't even necessarily need to have a die rating. However, just like any other object, you can make a vehicle *matter* by spendin' a Plot Point, like Mal did when he created his **Acquired Horse D6** Asset at the end of the episode. Don't forget that vehicles can also be Signature Assets—like Rance's **Hovercraft D8**.

Mal pushes his **Acquired Horse D6** Asset to chase down Rance who's fleeing in his **Hovercraft D8**, one of his Signature Assets. The GM declares this a High Stakes roll for both of them—if Mal wins, he'll catch Rance. If Burgess wins, he'll leave the captain in the dust.

Rance sets the stakes, rolling: **Physical D8** + **Drive D8** + **Filthy Rich D8** + **Hovercraft D8**. Mal tries to beat his roll with: **Physical D8** + **Drive D4** + **Veteran of the Unification War D8** + **Acquired Horse D6**. Mal succeeds in raising the stakes, but the GM spends the last Plot Point from his bank to keep Rance in the chase. The captain's not quite there yet! Mal gives Rance a **Laser Pistol Drained D8** Complication based on Mal's highest rolling die.

In risky move, Mal leaps from his horse, trying to knock Rance out of his hovercraft. The Gamemaster declares that this will be another High Stakes roll. Rance rolls: **Physical D8** + **Drive D8** + **Filthy Rich D4** + **Hovercraft D8**. Mal counters with: **Physical D8** + **Move D6** + **Veteran of the Unification War D8** + **Acquired Horse D6**. Mal beats his roll and Takes Out Rance. The GM doesn't have any more Plot Points in the bank, so Rance hits the ground hard!

Some vehicles can have Attributes like spaceships do. They may have different names, like **Hull**, **Maneuverability**, and **Power** for a speedboat. They can even have Signature Assets of their own. If a vehicle is extremely important to the story, like your Crew's boat, that's when you add in Distinctions and triggers.

FURTHER ADVENTURES

Though Rance Burgess is out of the picture at the end of "Heart of Gold," Nandi's whorehouse ain't completely safe just yet. These adventure ideas are inspired by what Petaline and Belinda Burgess might do after Rance Burgess dies.

PETALINE AIN'T BITTER

The Crew gets a message from Belinda back on Deadwood—she's scared out of her mind. Seems Petaline's declared a blood hunt on anyone from the Burgess line. Petaline's terrified that the Burgess clan'll come for her baby still, and she's furious for what Rance did to Nandi. She's been hirin' mercenaries left and right to keep the brothel safe and to hunt out the Burgesses one by one. Everybody's worried about Petaline and what's gonna happen next.

Will the Crew try to talk Petaline out of her misguided ways? Or, will they side with the new momma and pick off every livin' Burgess 'til they're dead and gone?

SPIES LIKE HIM

Tristan Lo is a full-fledged Companion, but he's gone undercover—the Alliance is paying him to pursue Inara, who's been linked with the ne'er-do-wells on board *Serenity*. Tristan has been tracing Inara's steps and it's led him to take a job at the Heart of Gold. Though he's good at his trade, Chari has flushed Tristan out into the open. Seems Chari misses the Heart of Gold and exposes Tristan hopin' Petaline will let her back in the door. When Petaline won't listen to her, Chari gets in touch with the Crew and asks them for guidance.

How will the Crew react to Chari's message? What will the Crew do when they realize Tristan Lo is an Alliance spy? What's Inara's relationship to Tristan Lo? What does the Alliance want with Inara?

THE WIDOW BURGESS

Petaline calls up the Crew and asks them for help in dealing with Belinda Burgess, Rance's widow. Unlike her husband, Belinda's not about the direct assault. Instead, she indirectly attacks the Crew by making their lives miserable—by forcin' a surprise visit from the Companion's Guild to shut down the Heart of Gold and tar Inara's good name. What's more, Rance's widow has been digging up dirt on the Crew. Either she's plannin' on blackmailing them or getting them arrested.

What will the Crewmembers do to put an end to Belinda's vengeance? Will Inara be tempted to manage Nandi's brothel and confront Belinda directly? Can Mal stop himself from resortin' to violence when he realizes the widow's in shock? What will Jayne do when he finds out that Helen, his favorite girl from "Heart of Gold," might be pregnant?

TRISTAN LO

"Beauty is the reason Companions exist."



ATTRIBUTES

Mental	8	
Physical	6	
Social	10	

SKILLS

Fight	6	*Martial Arts*
Focus	8	
Influence	10	
Know	6	*Guild Law*
Notice	6	
Perform	8	*Singing*
Treat	8	
Trick	10	

DISTINCTIONS

Registered Companion 8

You have an active license in the Companion Registry, which opens doors and brings you business.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *I Know Your Ways:* Spend 1 PP to step up or double **Influence** when you are attempting to follow proper etiquette or put someone at ease.

Sweet & Cheerful 8

It doesn't seem like there's a power in the 'Verse that can keep you from being cheerful.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Undercover 8

Is this who you really are? Or are you working for someone else?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Friends in Low Places:* When you create an Asset based on a seedy contact or underworld connection, step it up.

SIGNATURE ASSETS

Holdout Pistol 8



OBJECTS IN SPACE

WASH: Little River just gets more colorful by the moment. What will she do next?
ZOE: Either blow us all up or rub soup in her hair, it's a toss up.
WASH: I hope she does the soup thing. It's always a hoot and we don't all die from it.
– "Objects in Space"

"Objects in Space" is the last *Firefly* TV episode in the series. The season winds down by focusing on two characters—River Tam and a bounty hunter named Jubal Early. There are no flashbacks that take place in this episode, like those found in "Out of Gas," and it's filmed almost entirely from River's point-of-view.

As River visits each room telepathically, viewers learn more about how each character feels about having River on board. All this knowledge is too much for her, but there's no way out—not even when she escapes to the cargo bay and picks up a tree branch, which turns out to be one of Jayne's guns. The crew panics, but River doesn't understand why everybody's so upset. Jayne finally manages to disarm her, but her big ordeal is just beginning. Jayne's gun was loaded and Mal's more than a little concerned. When he scolds her, River runs off in tears, leavin' the crew to discuss what happened.

Hard to say which is worse for River to deal with—the nightmares caused by her psychic abilities or the bounty hunter that's about to board *Serenity*. Either way, River's life is about to change forever.



JUBAL EARLY

Jubal Early is a freelance bounty hunter who's an expert at combat, surveillance, and sneakin' around all quiet-like. He wears fancy armor—mostly because it makes him more intimidating to other folk—and carries a special kind of gun. A patient man, Early'll spy on his prey before attacking. Truth of it is, Jubal likes puttin' the hurt on other people. The fact that he gets paid for it makes his life worth livin'. Never mind how messy things might get, Early will proclaim to the stars he's got no choice. Oh, he may be a decent bounty hunter, but even he can't stomach all the pain he's caused—a fact that's made his brainpan leak some.



MOLDIN' A BOUNTY HUNTER

Would you side with the Alliance? Hunt the Tams down yourself? Or fight to protect your Crew, no matter the odds? Jubal Early is one of many characters found throughout the series who don't already have a side picked out in the 'Verse. His rules give GMs the chance to introduce him as a Major Gamemaster character. But what of the players? To pick your very own Crewmember, you've got three options that can be found in the *Find a Crew* chapter on page 146:

- **Main Cast**: First, you can step into one of the main cast member's shoes. If you want to learn how to play, this'll be your best bet.
- **Archetypes**: Next, you can choose from one of twenty-four archetypes that are based on characters found throughout the series. Choosin' one of these is a great way to start playing!
- **Original**: Last but not least? You can create a character from scratch. If you've played games like this before, this type of character creation will be right up your alley.

Since you've already gotten to know the main cast, this example'll walk you through adapting an archetype inspired by Jubal Early's profession.

The **Battle-Worn Bounty Hunter** archetype comes with a sample background. Even if you decide not to use this background for yourself, read through it anyway to help you come up with your own character concept. Got that clear in your mind? The rules are what you should focus on next.

PICK TWO TRIGGERS

First, verify that the listed Distinctions are the ones you want to use. You still have time to switch one of 'em out, but if'n you like your options, go ahead and choose two Distinction triggers.

Bounty Hunter 8

There are wanted men everywhere in the 'Verse and people who'll pay good money for 'em. This is what you do. You don't have to like it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Tracker:* Spend 1 PP to create a **Quarry** Asset at D6. Choose your target; they don't have to be in your presence. You may use this Asset in any rolls made to track down and capture your target. Every time you use it in a die roll and fail, you may step it up by one. You may only have one **Quarry** Asset at a time.
- ☐ *Cortex Sniffer:* Spend 1 PP to use **Operate** instead of **Survive** to track down a fugitive.

Highlighted Skills: Fight, Fly, Notice

Veteran of the Unification War 8

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: Fight, Shoot, Survive

Smooth Talker 8

You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Gift of Gab:* Spend 1 PP to double your **Influence** die for your next roll.
- ☐ *Start Fresh:* Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications.

Highlighted Skills: Influence, Know, Trick

STEP UP SKILLS

Now that you've confirmed you want to use the suggested Distinctions, it's time to fine-tune the Battle-Worn Bounty Hunter's Skills.

Craft D4, **Drive** D4, **Fight** D8 (*Grappling*), **Fix** D4, **Fly** D6 (*Shuttles*), **Focus** D4, **Influence** D6, **Know** D6, **Labor** D4, **Move** D4, **Notice** D6, **Operate** D4, **Perform** D4, **Shoot** D6, **Sneak** D4, **Survive** D6, **Throw** D4, **Treat** D4, **Trick** D6

Every Crewmember has a D4 rating in a Skill by default. Each Distinction has three highlighted Skills. This archetype's highlighted Skills are:

- **Fight**, **Fly**, **Notice**
- **Fight**, **Shoot**, **Survive**
- **Influence**, **Know**, **Trick**

Since you're working off a template, the archetype's Skills have already been stepped up in accordance with your highlighted Skills. You'll notice that **Fight** has been stepped up twice to a D8 and the other Skills includin' **Fly**, **Notice**, and **Shoot** have been stepped up to a D6.

Now that you've locked in your Distinctions, triggers, and Skills, you have 9 points left to spend to increase your Skills further. Keep in mind that no Skill may be stepped up beyond a D12. Each point you spend on a Highlighted Skill— in this case, **Fly**, **Influence**, **Know**, **Notice**, **Shoot**, **Survive**, or **Trick**—steps it up one die rating.

If you want to bump up any of your other Skills, it'll cost you two points per die rating. As long as you don't go past a D12, you can spend your points any way you wish.

ASSIGN LAST SKILL SPECIALTY

The Battle-Worn Bounty Hunter has two Skill specialties already. You can pick one more to customize the archetype to your liking.

- **Fight** D8 (*Grappling*)
- **Fly** D6 (*Shuttles*)

Since your Skill specialty will give you an extra D6 during your roll, pick a Skill at a D6 rating that you think you'd use. You might take **Survive** D6 (*In the Black*) or **Notice** D6 (*Escape Routes*). The trick'll be to pick a word or phrase that ain't so specific you can't ever use your specialty.

You also get a bonus specialty if your **Know** die is D6 or higher. Go ahead and assign that specialty now. You might choose **Know** D6 (*Blue Sun System*) or **Know** D6 (*Alliance Contacts*). Whatever you pick, think of how it'll help you go after your quarry.

CHOOSE A SIGNATURE ASSET

When you pick an archetype, you'll get a Signature Asset rated at D8. Two are provided for you to choose from. Add that to your Crew Sheet, name your character, and you're all done!

Mag-Boots D8: *Hunting your prey out in the black requires a certain kind of finesse. It's hard gauging how far to jump or what kind of cables to bring with you. That's why you always wear your mag-boots. They may not look like much, but your magnetic boots have saved your life more times than you can count.*

Whisper Firearm D8: *You know a well-placed bullet to the head will always attract attention—no matter who you're shootin' at. That's why you pack a quiet gun. The Whisper Firearm has a built-in silencer that suppresses the sound of gunfire. Why, it's perfect for a bounty hunter like yourself.*









MY SISTER'S A SHIP

Just when it looks like everythin' is going Early's way—gun pointed to Simon's head, Kaylee all tied up, the rest of the crew locked in their bunks—River's voice echoes through *Serenity* and the crew's luck starts to change.

In this case, River makes full use of her **Reader** abilities, tapping into her *Secrets, Secrets* and *Psychic Flashes* triggers (which she might have unlocked during advancement). She also took full advantage of Early's *Disjointed Perception* trigger from his **Leaky Brainpan** Distinction, after he failed a social conflict. Thanks to River, her trickery goaded Early to come after her, and allowed Mal to push the bounty hunter out into the black.

SAY GOOD-BYE AND HELLO!

At the end of "Objects in Space," the crew comes together one last time as River returns to the ship. The entire season winds down to one poignant moment—River playing a game of jacks with Kaylee.

Want the crew's antics to continue? To star in your very own **FIREFLY RPG** Episode, enlist a couple of friends. Then, you'll need to build your Crewmember, create your Boat, and read the rules. Last but not least, find yourself a good Gamemaster and start flyin'. Good luck!

CHINESE PHRASES

There were only a few Chinese phrases used in "Objects in Space." If you'd like to learn how to speak Chinese properly, visit the *Appendix* on page 337 for more information.

Chinese (Mandarin)
English Translation

Bi zui, ni hen bu ti tie de nan sheng!
Shut up, you inconsiderate schoolboys!

Fei fei de pi yan
A baboon's butt-crack

Xiong meng de kuang ren
Violent lunatic

JUBAL EARLY

ATTRIBUTES

Mental	8
Physical	12
Social	10

SKILLS

Fight	12	*Unarmed*
Fly	6	
Focus	8	
Influence	12	*Intimidation*
Labor	6	
Move	6	
Notice	8	
Shoot	8	*Pistols*
Sneak	8	
Throw	6	

DISTINCTIONS

Bounty Hunter 8
There are wanted men everywhere in the 'Verse and people who'll pay good money for 'em. This is what you do. You don't have to like it.

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Intuitive 8
You ain't a reader, not as such. But the way folk carry themselves, how they move, that's the language you speak.

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Now Is Not Your Time*: When someone tries to attack you the first time in a scene, spend 1 PP to instead make them set the stakes against a **Social** + **Influence** intimidation Action. If you raise the stakes, they cannot attack you until you roll a jinx.

Leaky Brainpan 8
Folk say you ain't quite right in the head.

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Disjointed Perception*: Take or step up a **Fragmented Mind** Complication to reroll a die when you fail a roll in a social situation.

☑ *Unstable*: When you threaten someone with harm, step up or double **Influence** for the roll. If you lose the roll, attack that person immediately or spend 1 PP.

SIGNATURE ASSETS

Shiny Pistol	8
Impressive Body Armor	8
Coronis I	6

BUILDIN' A SHIP

Earlier, you customized the Battle-Weary Bounty Hunter and filled out a Crew Sheet. Once you've got a Crewmember, though, you'll need a ship. The *Find a Ship* chapter on page 208 will give you plenty of options to build a boat to your likin'. Follow the example below to learn how to design Jubal Early's ship—*Coronis I*.

Jubal Early flies a unique type of boat. It's a sleek ship that allows him to fly in quiet-like and hover over his prey. Have that picture clear in your mind? Good!

First, you'll pick your ship class. The type of boat you fly takes the guesswork out of the fiddly bits. The basic rules for your boat are attached to the class you choose.

Wakinyan Class Surveyor

The Wakinyan, or 'Thunderbird' in the Sioux tongue from Earth-That-Was, is a small, agile vessel used mostly to prospect asteroids for minerals. The cargo capacity is small and the crew quarters cramped. Another ship is needed to actually extract the minerals. However, its speed, agility, and stealthiness make the Wakinyan attractive to bounty hunters, criminals on-the-run, and illegal salvagers.

Engines 10 Hull 4 Systems 10

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Can You See Me Now?:* When another ship is attempting to detect your ship, the pilot may spend 1 PP to double **Sneak** for the roll.
- ☐ *Mighty Zippy:* Spend 1 PP to step up or double your ship's **Engines** Attribute for one Action when attempting a complex or dangerous maneuver.

Once you've got that sorted, choose two more Distinctions from the history and customization categories.

Beautiful Lines

Some ships aren't just functional but pretty. Something about the smooth surface of your ship and beautiful lines appeals to your aesthetic nature. Shiny!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Ain't She a Pretty Thing?:* The ship's captain can spend 1 PP to step up or double **Social** when impressing someone with the appearance of the ship.
- ☐ *Not a Scratch On Her:* Step back **Hull** for the rest of the scene to step back a Complication related to damaging the vessel.

Built for Stealth

You've painted your ship black, lined it with thermal insulators, and installed directional communications arrays. Your boat is like a needle in a haystack. But, shutting down your short-range radar makes it easier for others to get the jump on you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Passive Sensors Only:* Take a **Surprised** D8 Complication on the first round of combat with another ship to gain 1 PP.
- ☐ *Run Silent:* Step back **Systems** for the rest of the scene to create an **Exceptional Stealth** D8 Asset.

After that, pick two Distinction triggers—just like you did for your archetype.

Wakinyan Class Surveyor

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Can You See Me Now?:* When another ship is attempting to detect your ship, the pilot may spend 1 PP to double **Sneak** for the roll.

Beautiful Lines

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Ain't She a Pretty Thing?:* The ship's captain can spend 1 PP to step up or double **Social** when impressing someone with the appearance of the ship.

Built for Stealth

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Now that you've done the hard part, pick two Signature Assets at a D8 die rating. For Early's boat, here are two suggestions:

Hidden Storage

Salvaging derelicts is good work, providing a captain has the license for it. For those operating outside the Law, hidden storage compartments provide ways to stash precious cargo, illegal salvage, etc.

Laser Cooling System

For use when you need to reduce your thermal signature or to rapidly cool off your ship, this system allows you to maintain the ship's temperature to safe values by using a laser that rapidly cools gasses in the engine's refrigeration unit.

That's it! Put the rules together on your Ship Sheet found in the *Appendix* on page 365 and start flyin'!

CORONIS I

ATTRIBUTES

ENGINES 10

HULL 4

SYSTEMS 10

DISTINCTIONS

WAKINYAN CLASS SURVEYOR 8

The Wakinyan, or 'Thunderbird' in the Sioux tongue from Earth-That-Was, is a small, agile vessel used mostly to prospect asteroids for minerals.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Can You See Me Now?:* When another ship is attempting to detect your ship, the pilot may spend 1 PP to double **Sneak** for the roll.

BEAUTIFUL LINES 8

Some ships aren't just functional but pretty. Something about the smooth surface of your ship and beautiful lines appeals to your aesthetic nature. Shiny!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Ain't She a Pretty Thing?:* The ship's captain can spend 1 PP to step up or double **Social** when impressing someone with the appearance of the ship.

BUILT FOR STEALTH 8

You've painted your ship black, lined it with thermal insulators, and installed directional communications arrays.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

HIDDEN STORAGE 8

LASER COOLING SYSTEMS 8



MASTERIN' THE GAME: KICKING OFF SEASON TWO

Though the *Firefly* TV series lasted for a single season, there's no end to the stories you can tell in the 'Verse. To help you kick off Season Two, here are a few things to consider:



Recurring GMCs: Take a look at the Gamemaster characters that survived last Season. In your roster of important GMCs, who's still around? Who did the Crewmembers take an interest in? Set aside at least 5 to 10 names of GMCs who might return. Be on the lookout for one or two major antagonists that might challenge your players.



Tying up Threads: Ask yourself what threads weren't resolved in your first Season. How do those plots tie back to your existing GMCs and the Crew? Write down 3 to 5 questions related to your upcoming Season and consider building new GMCs around them.



Open with a Bang: Plan your Season Premiere by kicking off Season Two with a bang. Run an adventure that puts old alliances on the line and introduces all kinds of new trouble. Make sure there's room for thrillin' heroics!

What are you waiting for? Dive in and get those dice rolling!



FURTHER ADVENTURES

"Objects in Space" may have focused on River's capture, but it was also the end of the first and only *Firefly* TV season. At some point, you or your Gamemaster may decide its time to ground your ship. That can make for some mighty powerful storytelling. Imagine narrating how Inara made good on her promise to Mal and left *Serenity*. Think about what would happen if the Tams took their case to the courts on Ariel or if Wash and Zoe settled down to have a kid. Might be some tears shed when folk leave Mal's ship.

These Episode ideas take inspiration from the *Serenity* crew's last flight. You can also use them to design a Season Premiere so you and your Crew can start flyin'. Good luck!

GO BLUE

The Crew is sitting on huge crates filled with expensive—and highly illegal—Alliance-issued sonic rifles manufactured by the Blue Sun Corporation. You're having a hard time findin' a buyer since those weapons are federal technology. The only lead you've got is from your old friends at the Heart of Gold. To Petaline, Sonic rifles are more useful than old-fashioned bullets on account of their ability to stun a target but not kill 'em.

In order to get paid for that haul of sonic weaponry burnin' a hole in your hull, you and your Crew has to hightail it back to Deadwood. Along the way, you catch the attention of a Reaver ship. Run and hide all you like, the Reavers stick to you real good this time.

When a familiar Alliance cruiser is spotted nearby, will you be callin' on Commander Harken for help? Can you make it to the Heart of Gold with Reavers hot on your trail? Or, will you turn tail and run, to face the Reavers on a battlefield of your own choosing?

VERTIGO

Though the Alliance declared that Destiny was quarantined years back, that don't stop the Crew from visiting the moon. Destiny is covered with a mist that melts through flesh in moments. The moon's settlements rise miles above the ground, a short slip from a long fall and a quick death. Most of the moon's original settlers have died off, but a few settlers survived and managed to have families.

Rumor has it that Winston Zhao—the 'Verse's leading expert on readers—wound up escaping to Destiny after he was fired by the Alliance. No one knows why he left his research position and took up residence on a hellhole like Destiny, but the man is a legend in the medical community. Perhaps he can help Simon and River figure out what the Alliance was doing to her.

Will you take a job that puts your Crew on a quarantined moon? What will Zhao want from the Tams in exchange for helpin' them? What happens when River remembers Zhao worked at the Academy she attended?





WINSTON ZHAO

Before he took an interest in readers, Zhao was one of the best medical researchers in the Core. Then, sometime after the War, his focus changed and he started chasin' down urban legends and backwater myths. Publicly, his obsession with psychics tarnished his reputation and popular opinion soured. While the Alliance had a use for him, they decided to remove him from his high-profile position at the Academy because so many citizens no longer viewed him to be a serious medical professional. Folks whisper that he'd lost his mind. Truth be told, Zhao might be playactin' but it's hard to know for sure.

OH, CRAP

Jubal Early is still breathin' and wants to pay you back for your kindness. He knows how to get his revenge, too, because he's got a notion of how you and your Crew works. The experienced bounty hunter sets up a job that's right up your alley—shipping illicit cargo to a bunch of needy townsfolk on Persephone. All you have to do is meet their mysterious buyer on Shadow, pick up the goods, and deliver them. Simple as that!

'Course, you and your Crew may not pick up on the fact that the job's a trap. Shadow may be a tarred landscape—a remnant from the Unification War where nothing grows and no one lives—but it's got its uses on account of it being abandoned and all. That blackened hunk of rock is the perfect place for Early to dispose your bodies.

How did Jubal Early survive gettin' tossed into the black? Will you take revenge on the Alliance once you see what they did to Shadow? What happens when you and your Crew come face-to-face with Jubal Early and realize he's working with the Hands of Blue?

WINSTON ZHAO

"The wonders of the mind are not to be feared, but to be explored, excavated, understood!"



ATTRIBUTES

Mental	10
Physical	6
Social	8

SKILLS

Craft	8	*Experimental Equipment*
Fight	6	
Fix	6	
Fly	6	
Focus	8	
Know	10	*Readers*
Influence	6	
Notice	8	
Operate	6	*Laboratory*

DISTINCTIONS

Researcher 8

The scientific method isn't just for the lab. It's a way of life.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Driven 8

You are willing to pay the ultimate price to restore your good name.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Single Minded Pursuit:* Gain a PP when you choose your goal over your own happiness or well-being.

Elderly 8

You've got as many aches and pains as there are stars in the sky.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Forgetful:* Gain 1 PP when you step back your **Mental** die for a scene as your memory clouds up.

SIGNATURE ASSETS

Makeshift Laboratory	8
Alliance Research Notes	6

CREW SHEET

The Crew Sheet has everything you need to know about your Crewmember's Traits. Here you'll find your Attributes, Skills, Distinctions, and Signature Assets. You'll use these Traits to create your dice pools. You can record your Crewmember's Plot Points, Episodes, and Big Damn Hero Dice here as well Shiny!

NAME
What do folks call you? Might be the name your momma gave you or a new name all its own.

DESCRIPTION
Put some information here about your look and demeanor. How do others see you?

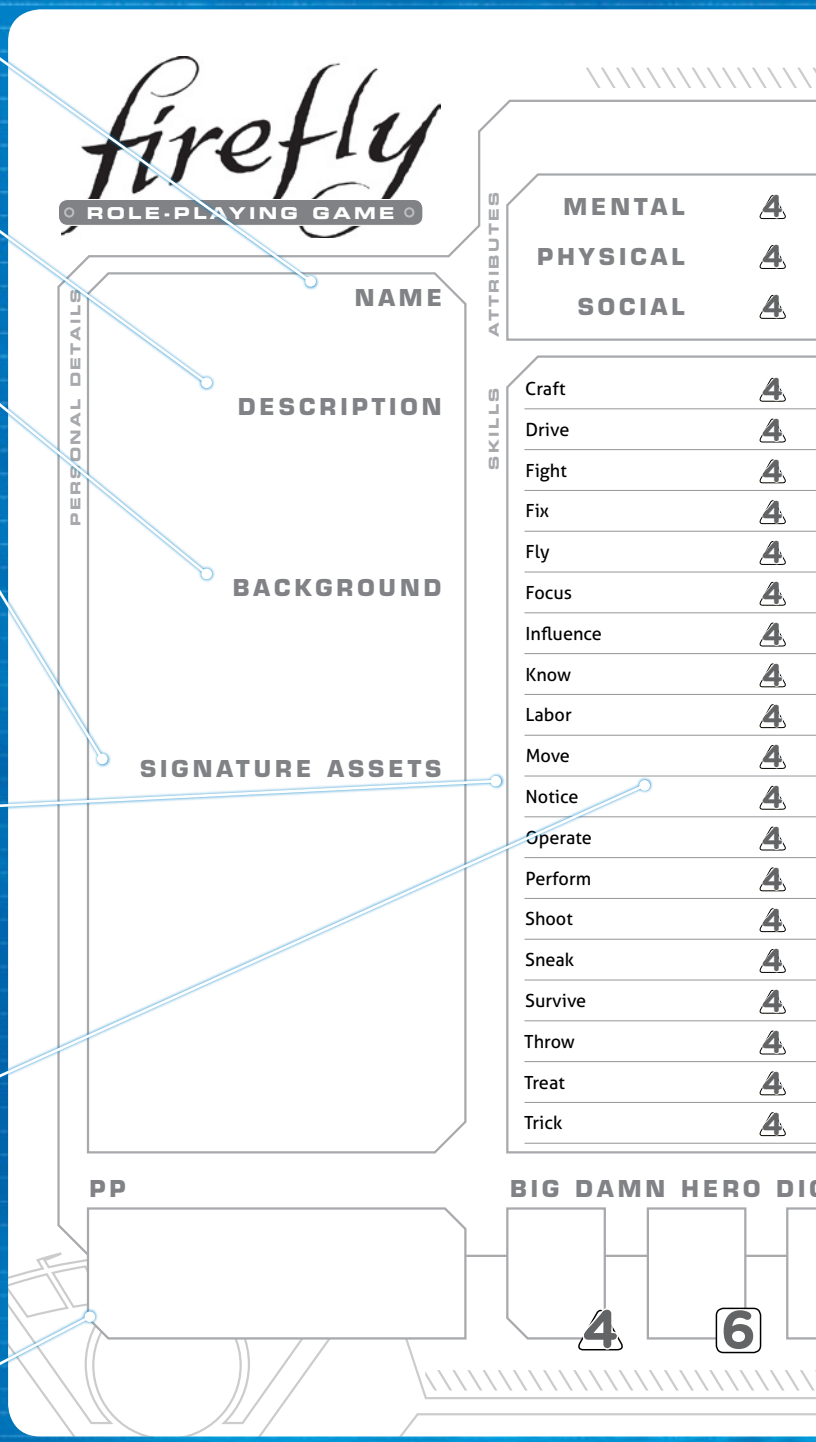
BACKGROUND
You don't have to spill all your secrets, but include some history that tells folk where you're from.

SIGNATURE ASSETS
Most Crewmembers have a **Signature Asset** or two to their name, an Asset they carry with them at all times. For more on Signature Assets, see page 150.

SKILLS
Your Crewmember's Skills represent your trained knowledge in a variety of fields such as piloting a ship (**FLY**) or getting in a bar fight (**FIGHT**). Your Skills range from **D4** (Untrained) to **D12** (Grandmaster). Add one appropriate Skill die to every roll you make. For more on Skills, see page 148.

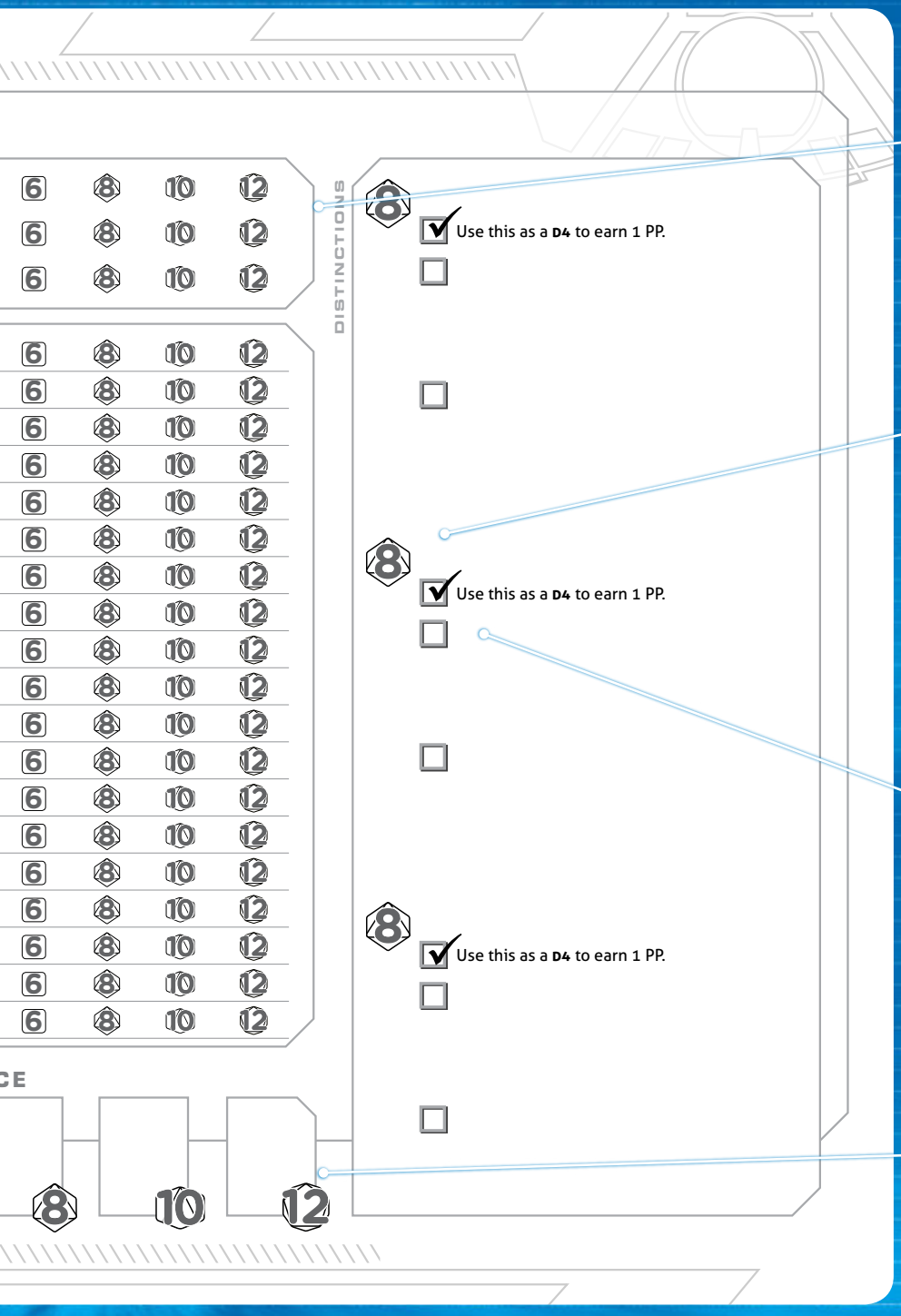
SPECIALITIES
Skill **Specialties** may reflect weapons training, flyin' a specific class of ships, or accumulated knowledge of any Skill's subfield. When you use your Specialty, you may add an additional **D6** to your dice pool at no additional cost. For more on Specialties, see page 149.

PLOT POINTS
When playing the **FIREFLY RPG**, your Gamemaster gives you **Plot Points**. Spend them to create Assets, keep extra dice when you roll, activate certain Distinction triggers, or stay in the fight when you've been Taken Out. For more on Plot Points, see page 239.



ADVANCING YOUR CREWMEMBER

Want different Skills, Distinctions, or Signature Assets? Play an Episode or two and add more to your Crew Sheet. You can also unlock new triggers, too. For more about Crewmember Advancement, see page 256.



ATTRIBUTES

Your three **Attributes**—Mental, Physical, and Social—reflect how well your Crewmember handles the various problems you face in the 'Verse. In each dice pool you roll, add the one Attribute die that best fits the situation at hand. For more on Attributes, see page 147.

DISTINCTIONS

Your Crewmember has three **Distinctions**—Traits that describe your Role, Background, and Personality. When a Distinction works in your favor, add a **D8** to your dice pool. For more on Distinctions, see page 149.

DISTINCTION TRIGGERS

All Distinctions start with one free Distinction trigger unlocked—you can opt to take a **D4** instead of the **D8** and gain a Plot Point from the Gamemaster's pile. You can only add one Crewmember Distinction to your dice pool at a time, but it's always up to you if you want to take the **D8** or the **D4** and Plot Point. For more on Distinction triggers, see page 149.

BIG DAMN HERO DICE

Whenever you earn an exceptional success on your roll, you get a **Big Damn Hero Die**. In a later conflict, you can spend a Plot Point to add that die to your total after you've rolled. For more on Big Damn Hero Dice, see page 238.



Find a Crew

"Well. We're all running from something, I suppose."

–Inara, "Bushwacked"

What kind of character do you want to play? You the controllin' type who'll captain your own ship? Itchin' to step right into Kaylee's shoes and tinker with *Serenity*? Fancy a life as a backwater matriarch like Patience out on the Rim? 'Member, you'll be meeting all manner of folk and travelin' clear across the 'Verse to do what you do best: find a job and keep flyin'.



No matter what type of character tickles your fancy, you'll find your perfect Crewmember here. In this chapter, you can choose to play as Mal, Zoe, Kaylee, Wash, Inara, River, Simon, Book, or Jayne. You'll also find two additional ways to create and choose your own characters. You can either build your own in a simple step-by-step process or pick an **archetype**, which is a template for one of twenty-four characters that'll take some of the guesswork out of character creation.

Take your time pickin' and choosin' how to shape your Crewmember. If'n you get confused, talk to your GM. Though a good character won't guarantee you'll succeed all the time, if you choose one that feels right, you'll have fun no matter what kind of trouble comes your way.

READING CREW SHEETS

Before you pick your character, you need to know how to read a **Crew Sheet**. Every Crew Sheet—whether it's one of the nine crewmembers on board *Serenity*, an archetype, or a completely custom character—has a set of game rules attached. Not only do these rules make your character unique, they also determine what dice you put in your dice pool based on the Action you want to take.

ATTRIBUTES

Got a mighty big brainpan? Have legs as big as tree trunks? Or are you real friendly-like? Every character in the **FIREFLY RPG** has three set **Attributes**: **Mental**, **Physical**, and **Social**. These dice represent your character's relative strengths when engaging in different kinds of tasks, ranging from fixing engines to shooting guns to talkin' your way through a tense situation.

Each character has an Attribute rating that ranges from **D6** to **D10**, with larger die types representin' stronger natural talents. You'll use these Attributes a lot when playin' the game: the Attribute die is be the first one you add to your dice pool, and you always include this die when taking an Action.

River Tam's got such a sharp intellect and a slightly awkward way of dealin' with folks, she has a **Mental D10** Attribute and a **Social D6** Attribute. She's not just a bookworm, though. She's a trained dancer who has some physical talents, so she also has a **Physical D8** Attribute, just like Mal or Wash. She can't shoot like Mal or fly like Wash, but her physical capability is there.

In contrast, her brother Simon has roughly the same mental aptitude but he's *slightly* better at dealing with other people. He can lie some, sweet talk pretty girls on occasion, and even persuade folks to follow his plans. Simon winds up with a **Mental D10** Attribute, a **Physical D6** Attribute, and a **Social D8** Attribute. He's good with surgical tools, but pretty terrible at running, jumping, climbing, and shooting. Like River, he's not typically a good shot, but even she's got more potential than he does when it comes to getting physical.

When your Crewmembers take Actions during an Episode, the first thing you'll have to do is to figure out which Attribute to use. It's usually pretty clear, but if you're having trouble figuring out which category an Action falls under, your Gamemaster will help.

SKILLS

Skills shape your character by determining what you're good at and what comes naturally to you. Maybe you're handy with a pistol or can blend into a crowd. Maybe you're a mighty fine pilot or can survive out in the wilderness. In the **FIREFLY RPG**, Skills are fixed and constant; every character has the same list of Skills in every game. Now, that don't mean you're good at everythin' you set your mind to just because everyone's working with the same set of Skills. That's where the **Skill Rating** comes into play.

Every Crewmember starts with a minimum of **D4** in each Skill, so even if you've never been taught how to drive a hover car you'll still get to roll a **D4**. On your Crew Sheet, you'll notice some Skills have a higher die rating than others. The bigger the die, the better you are at that particular Skill. Folks with a **D6** or a **D8** in a Skill have had a bit of training, while those who've got a **D10** or **D12** in a Skill are some of the best in the 'Verse at a particular calling. Here's a list of the Skills on your Crewmember's sheet and a brief description of the tasks they cover:

Craft: Build, create, and assemble items from scratch.
Drive: Operate land and surface vehicles, including mules, boats, and hover cars.
Fight: Attack with your weapons or fists in close combat.
Fix: Patch up and repair objects with working, replaceable parts.
Fly: Pilot ships and other airborne vehicles.
Focus: Concentrate on a subject to steel your will, intimidate, or find a new solution.
Influence: Persuade others to do, think, act, or feel the way you want them to.
Know (*Specialty*): Represents general knowledge about the 'Verse.
Labor: Lift, push, dig, pull, and haul in tasks that require manual labor.
Move: Run, sprint, jump, climb trees.
Notice: Spot someone or something out of the ordinary.
Operate: Use mechanical devices ranging from computers to thermal cutting torches.
Perform: Act or put on a big show to impress or entertain.
Shoot: Fire guns, rifles, big rocket launchers—weapons you point and shoot.
Sneak: Camouflage yourself and sneak past opponents. Sneakily.
Survive: Endure less-than-ideal conditions and live to tell the tale.
Throw: Toss things like a grenade or throw opponents across the room.
Treat: Heal folks by treating injuries or counseling them.
Trick: Spin a yarn or con an opponent. Also covers sleight of hand.

When you're looking to take an Action, your Gamemaster tells you what Skill to add into your roll based on what your Crewmember is tryin' to accomplish. For example, if you're trying to soothe someone's nerves after a particularly jarring meeting, you'd roll **Treat**, but if your attempts at makin' the distressed feel better are really a distraction from the cunnin' plan your Crew has put into motion, you'd roll **Trick**.



Wash and Zoe are a great couple because they complement each other so well. While Zoe is a tough warrior woman who made it through the whole of the Unification War, Wash is a genius flyboy with a heart of gold who loves a good joke and his plastic dinosaurs. You know what they say—opposites attract.

Wash has pretty even Attributes (**Mental D8**, **Physical D8**, and **Social D8**), but he's one of the best pilots in the whole 'Verse with his **Fly D12** Skill. He's not bad at operating the ship's computers either with his **Operate D8** Skill, but he's not very good in a fight—he's only got a **Fight D4** Skill and a **Shoot D4** Skill.

In contrast, Zoe doesn't know much about flyin' *Serenity* with her **Fly D4** Skill. It's likely that she would have trouble getting the Firefly class transport up in the air without her husband. That said, she's a ferocious fighter with her **Fight D10** Skill and **Shoot D10** Skill. She's even great at sneaking up on people and catching them off guard with her **Sneak D10** Skill.

When your Crewmembers take Actions during an Episode, you'll take the Attribute that applies (**Mental**, **Physical**, or **Social**) and match it up to the Skill that represents what you're trying to do. Like with Attributes, it's usually pretty clear which Skill you need to roll, but if you're strugglin' to figure out which one applies, your Gamemaster should be of help here too.

When you roll your Attribute + Skill dice (plus a few others detailed below), you keep the top two dice for your total and compare them to the top two dice the Gamemaster rolled to set the stakes. While there are ways to keep extra dice—or reroll dice that come up too low—all you need to know for right now is that your top two dice are the first to matter. If you're playing to your strengths, you'll find that your Attribute and Skill dice are in those top two pretty often.

SPECIALTY

Some Skills have a **specialty** marked next to it in parentheses. This word represents that you're good at a particular aspect of that Skill or have received training in a specific subfield.

For example, you might have **Fix** (*Engines*) or **Treat** (*Cattle*). If you do, you can add an additional **D6** to your dice pool when you use that Skill and its specialty to take an Action. You can also assume that you have some special knowledge about that particular subsection of the Skill.

Specialties in **Know** indicate that your character knows stuff beyond the kind of things common folk do. You might **Know** (*Botany*) or **Know** (*Backwater Cultures*). Taking one of these specialties means that if you ever find the need to identify plants or wind up stranded in some Podunk town, you'll be able to put your book-learnin' to good use. If those topics come up in an Episode, make sure to let your Gamemaster know that you've got an applicable specialty. The GM'll give you details to explain what you know off the top of your head and might even let you take an Action to scour your brain for more information.

All characters get a specialty to **Know** for free, provided you have **Know** **D6** or higher. It's hard to get to **Know** the whole 'Verse without learnin' a thing or two about a particular section of interest.



DISTINCTIONS

Whenever you find a character in this book, like Badger or Kaylee, you'll see three **Distinctions** listed beneath the Attributes and Skills at a **D8** rating. These Distinctions describe personality traits, roles that those characters fill in other people's lives, and the history they bring to the Episode. In other words, Distinctions are what make your character unique.

Anytime your Distinction might help you get an Action done, you can add that **D8** to your dice pool. You don't need to pay a Plot Point to add in a Distinction—if Zoe is **Steady** **D8**, then it makes sense that she'd add that in when someone tries to intimidate her, just like she'd add in her **Mental** **D8**, **Focus** **D8**, and *Calm* specialty.

Generally, Distinctions fit in one of three categories: roles, personalities, and backgrounds. You don't have to pick one from each category, but a Crewmember with one of each is pretty well fleshed out and ready to play.

If you think about it, Shepherd Book is a strange one to end up outside of Southdown Abbey, flyin' with the crew of *Serenity*. He's a man of God but he's got some secrets that might surprise you. If you just looked at his Attributes and Skills, you might think he's a hired gun or a particularly nasty criminal. He's got **Focus** **D10**, so he's got a disciplined mind. His specialties let you know that he's been all over the 'Verse—which is exactly the opposite of what he told Mal in the pilot episode.

Book's Distinctions, though, tell a different story. First, he's **Caring**. Shepherd Book always has a kind word for folks, even them that's hurting or angry. He's got a **Mysterious Past**, for sure, but he tries not to cause any trouble or draw attention to himself. Finally, he's a **Ship's Shepherd**, and his faith is something that matters to him every day.

Every Distinction has **triggers** that add a new ability to your Crewmember: they let you generate Plot Points, step up or double your dice, or modify and direct the course of the story. There are three triggers listed under every Distinction, but most of them are locked at the beginning of play. As you play through multiple Episodes, you can choose to unlock new triggers or switch out your Distinctions for new ones to advance your Crewmember's story.

The rules found in Distinction triggers are both an enhancement and an addition to the basic rules found in *Find a Job* on page 234. If a trigger gives your Crewmember an ability that seems similar to or replaces another rule, the trigger takes priority. Distinction triggers are designed to make your characters unique and interesting, which means that they sometimes break the rules and offer unique benefits. When in doubt, follow the trigger!



Here's an example of how a trigger works in play.

Kaylee loves goin' to fancy parties and, even though she's mad at him, there's nobody she'd rather go to a ball with than Simon. Simon's eager to make amends and knows that Kaylee has taken a liking to a harmonica she picked up the last time they were on Persephone. If Simon can sneak into her quarters and grab it for her, he's sure to find somebody at the dance who can play it.

But Kaylee ain't about to let Simon waltz into her room without throwin' a fit. Simon's going to need to make a **Physical** + **Sneak** roll to get past Kaylee without being seen or a **Social** + **Trick** roll to distract her and get inside to get the harmonica. Simon's not much of a thief, so he goes to Inara to ask for help.

Inara decides to help distract Kaylee by asking her to help Inara brush her hair. Normally, she'd lend Simon her **Influence** Skill die to help his roll succeed, but then she'd be exposing herself to the costs and Complications that might come from the roll. Instead, Inara activates her *Turn Heads* trigger from her **Alluring** D8 Distinction by spending a Plot Point, allowing her to lend the die to Simon without taking a risk. Because the trigger doesn't supply any additional costs beyond the Plot Point, she's not going to be blamed even if things go wrong, even though lending a die usually comes with exposure to costs and Complications.

Highlighted Skills determine which Skills come naturally to your Crewmember, should you decide to take a specific Distinction. A **Ship's Doctor**, for example, has **Know**, **Operate**, and **Treat** highlighted. Characters with the **Ship's Doctor** Distinction start with those Skills already stepped up. If'n you swap out your Distinctions later on, the highlighted Skills don't have an effect on your character. These Skills are handy when you're buildin' a new Crewmember and can help guide your advancement, too.

SIGNATURE ASSETS

Signature Assets work a lot like regular Assets. Both give players the opportunity to add an extra die to their dice pool when they're used during an Action. All Signature Assets begin with a D6 die rating but can be stepped up by advancing your Crewmember.

Typically, you'll find the Main Cast's Signature Assets have already been stepped up to a D8, an option you can choose at character creation if you like. Signature Assets aren't tied to a Distinction, Attribute, or Skill, but may complement any one of those Traits. Signature Assets are capped at a D8 for Crewmembers, but you may occasionally see higher Signature Assets for Gamemaster Characters.

Because Signature Assets are tied to a particular character, other Crewmembers won't be able to use that special item the same way. Remember, an Asset created during (or for) a particular scene may be accessed by any Crewmember sitting at the table. A Signature Asset, however, belongs to the Crewmember and can't automatically be used by any other Crewmember.

Say Mal, Jayne, and Zoe have gone into town to find spare parts for *Serenity*. On the way there, the trio is ambushed by a local gang itchin' to make a name for themselves. Jayne was using his Signature Asset **Vera** D8 and managed to get Taken Out of the fight.

If Mal picked up Jayne's gun, he could fire at the gang, but he'd have to spend a Plot Point to create an Asset and add **Vera** D6 to his dice pool, same as any other gun he picked up on the street. Only Jayne has a powerful connection to Vera, so only he gets the benefit of a D8 die rating without creating an Asset by spending a Plot Point.

Along with the die Signature Assets add to dice pools, they can also provide **Signature Asset triggers** that the Crew can use to activate special powers or make use of equipment in interesting ways. For example, **Vera** might allow Jayne to spend a Plot Point to step up or double **Shoot** when he's firing at a vehicle or someone in cover. Like Distinction triggers, these triggers add new abilities to a Crewmember's Sheet but always at a cost or as the result of a drawback.

Unlike Distinction triggers—which you can activate at any time—Signature Asset triggers can only be used when you're making use of your Signature Asset. Jayne can't step up or double **Shoot** any time he wants; he has to be using **Vera** to shoot at specific targets to activate the trigger.

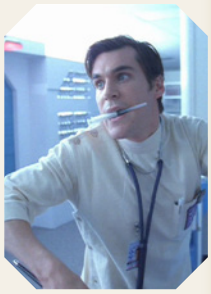
For more on Signature Asset triggers and how to unlock them, go to *Find a Job* on page 234.

DICE RATINGS

Every Attribute and Skill on your Crew Sheet will have a die rating that typically ranges from D6 to D10. The bigger the die, the more competent you are, and the better chance you have to succeed. The lower the die, the more chance you have to jinx or botch.

Attribute Die Ratings

Mental



D6: Average reasoning, logic, and awareness. *Example: Jayne.*

D8: Better than average capacity for reason and comprehension. *Example: Wash, Inara, Kaylee.*

D10: Higher-level logic and quickness of thought. *Example: Simon.*

Physical



D6: Strictly routine level of fitness, agility, and health. *Example: Inara, Simon.*

D8: Athletic levels of strength, speed, or endurance. *Example: Mal, Shepherd Book, Wash.*

D10: Potentially record-setting levels of physical prowess. *Example: Jayne, Zoe.*

Social



D6: Nothing remarkable when it comes to interpersonal interaction. *Example: Zoe.*

D8: Outgoing, expressive, or otherwise socially adept. *Example: Kaylee, Jayne, Simon.*

D10: Highly magnetic, personable, or gifted with a forceful personality. *Example: Inara.*

Skill Ratings



D4: **Untrained**. You have no idea what you're doing, but you'll try anyway.

D6: **Competent**. You've had sufficient training to get by.

D8: **Expert**. Your talents are second nature to you.

D10: **Master**. You're one of the best in your field, and those who share your passion know it, too.

D12: **Grandmaster**. You're so good at what you do, you've got a reputation as the best in the 'Verse.

PLAYIN' THE GAME: DISTINCTION FLAVOR

Each Distinction comes with a little saying or description that'll help you see where that Distinction fits in with the rest of the 'Verse. Each one is an example of something someone with the Distinction might say or a short summary of the way they see their own life in the 'Verse like:

Hitched D8
You ever been with a warrior woman?

Sweet & Cheerful D8
It doesn't seem like there's a power in the 'Verse that can keep you from being cheerful.

Ship's Shepherd D8
You don't fix faith. It fixes you.

These little phrases aren't meant to be binding for your character. If'n you find one too restrictive or not a perfect fit, don't fret about it. Wash may be married to a warrior woman, but you can be married to whomever makes sense for your character!



MAIN CAST

If you want to step into the captain's shoes, here's your chance to do so. Or, you can pick from any of the other eight Crewmembers included here.

- Malcolm Reynolds
- Zoe Alleyne Washburne
- Hoban "Wash" Washburne
- Jayne Cobb
- Kaywinnet Lee "Kaylee" Frye
- Shepherd Derrial Book
- Inara Serra
- Simon Tam
- River Tam

Now, here's something to keep in mind. Just because you pick Mal or Zoe doesn't mean that you'll get all the screen time. Remember, you're playing a game and you've got two, three, or four other folk to worry about. Wash is a great pilot and Jayne is pretty handy with a gun, but that don't mean they're useless when they're not flyin' or shooting.

The rules on your Crew Sheet are there to highlight your abilities and aspects of your personality. They ain't the only things that matter. If you choose a character like Simon Tam, Shepherd Book, or Inara, think about how you'll help the Crew with your knowledge of the Alliance, high-ranking personnel, or its secrets. If you decide to play Mal or Zoe, ponder how the battles they fought in the War influences their memories and relationships with other Browncoat veterans. When things go bad, Kaylee and Wash will be there to cheer folks up, Jayne'll grab a gun, and River will be…well, *River*.

How you decide to role-play your favorite character from the show is up to you. Just remember you're more than a few snappy lines and some numbers and you'll be shiny.



MOVIN' AT THE SPEED OF PLOT

If'n you had the opportunity to read through the *Episode Guide* (page 16), you found out *Serenity* flew primarily in the **White Sun**, **Red Sun**, and **Georgia Systems** and that there are billions of people livin' throughout the known 'Verse. Each planetary system, with the exception of the **Blue Sun System**, has approximately 14 planets and twice as many moons. When all's said and done, there are almost 200 different locations to hide, find work, stake a claim, settle down, or whatever else strikes your fancy—provided those celestial bodies are terraformed. About thirty percent of the known 'Verse ain't fit for human life, and it don't appear that the Alliance is about to start funding new terraforming programs anytime soon.

How far and fast can you fly from one end of the 'Verse to the other? In the *Firefly* television show, *Serenity* moves at the speed of plot. When you're playin' the game, the distance don't matter as much as the fun you're havin'. If you want to calculate the mileage down to the last detail and crawl your way through the 'Verse, no one's stoppin' ya. Take the time required to get from one planet to another—if'n it has an impact on your story. It'll be up to you, your Crew, and your Gamemaster to figure out just how fast you'll be movin'.

PLAYIN' THE GAME: ABOUT THE MAIN CAST

Are you reviewin' the rules and think River Tam ain't enough of a fighter? Think Shepherd Book's secrets should be exposed? Fascinated by Jayne's hat and feel it should be a Signature Asset? The rules and write-ups found in this here chapter for the Main Cast reflect the characters at the beginning of their journey 'cross the 'Verse.

If'n you want to explore a different aspect of any character from the show, you've got two options. You can either follow the Advancement rules found in *Find a Job* chapter on page 234 or you can build your Crewmember from scratch to your liking. Those rules are found at the end of this here chapter. Shiny!

MALCOLM REYNOLDS

"...I got people with me, people who trust each other, who do for each other and ain't always looking for the advantage. There's good people in the 'Verse. Not many, lord knows, but you only need a few."
- Mal, "Our Mrs. Reynolds"

Character Type: Protective Captain

Character Description: It takes a special kind of man to stake his life on a cause, and that man is Malcolm Reynolds. Sure, he could've stayed on Shadow and become a prosperous rancher like his folks. But he didn't. Alliance came throwin' their weight around and Mal just didn't like what they were up to. So, he signed up for the big War, all bright-eyed and bushy-tailed. Only thing is: Mal came out on the losin' side of the conflict.

The War destroyed a lot of Mal's illusions, left him bitter and cynical. He was a man of God, but now Mal puts his faith in his crew. He bought his ship, named her *Serenity* after the battle that changed his life, and headed out into the black to make his fortune. His luck ain't all that great, but he has managed to stay alive, and that's not nothin'.

Likes and Dislikes: The list of what Mal likes and dislikes is pretty damn short. Mal cares about getting paid, the safety of his crew, and his boat. Mess with any one of those three, and he'll get a mite testy. When he does, you can be sure a snappy comeback and a gun ain't far behind.

Flashbacks and Echoes: They say that War can break any man's faith and Mal give truth to that saying. A Browncoat volunteer who fought for the Independents in the War, he eventually earned the rank of sergeant and led the final charge against the Alliance during the Battle of Serenity along with his second-in-command, Zoe. To this day, Mal's convinced he fought on the right side—though not the winning side.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4	Know	4	Sneak	4
Drive	4	Labor	4	Survive	8
Fight	8	Move	6	Throw	4
Fix	6	Notice	6	Treat	4
Fly	6	Operate	4	Trick	6
Focus	6	Perform	4		
Influence	10 *Leadership*	Shoot	10 *Pistols*		

DISTINCTIONS

Ship's Captain 8

A natural leader, you're responsible for the Crew and the ship you all fly in.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Protect the Crew:* When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.
- ☑ *Lead the Crew:* When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your **Influence** die rating.

Highlighted Skills: Fly, Focus, Influence

Things Don't Go Smooth 8

Life sure seems to be a string of mishaps, mistakes, and misappropriations. But you're still here, ain't you?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Tough as Nails:* When you take a Complication representing an injury or physical harm, spend 1 PP to step it back or rename it as a mental or social Complication.
- ☑ *Trouble Magnet:* Step up one of your Complications to reroll a die. On your next roll, both 1s and 2s count for Complications.

Highlighted Skills: Move, Notice, Survive

Veteran of the Unification War 8

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: Fight, Shoot, Survive

SIGNATURE ASSETS

Serenity D8: Mal has a close connection to his ship, a Series 3 Firefly class mid-bulk transport, and won't allow just anybody to fly or fix her.

- ☐ *Keep Flyin'*: When negotiating a job for your Crew, spend 1 Plot Point to step back a social Complication.
- ☐ *Peace in the Black*: When you offer wisdom or philosophize with a Crewmember on *Serenity* as part of a recovery Action, step up or double **Treat**.

Liberty Hammer D6: This is Mal's Moses Brothers Self-Defense Engine Frontier Model B handgun, the standard issue officer's sidearm during the Unification War. He's since modified it to suit his needs.

- ☐ *Pointed Emphasis*: When you threaten someone with your sidearm or conduct negotiations at gunpoint, spend 1 Plot Point to double **Influence** for the Action.



ZOE ALLEYNE WASHBURNE

"I don't give a good gorramn about relevant, Wash. Or objective. And I'm not so afraid of losing something that I won't try havin' it."
- Zoe, "Heart of Gold"

Character Type: Loyal First Mate

Character Description: Zoe is *Serenity*'s first mate and Mal's best friend. Some say Mal's only friend. She's handy with a gun and she minds her own business. If she's got something to say, she'll say it. If she don't? Well, you won't hear her going on and on about nothin'. So, you best pay attention when Zoe speaks up.

You might think Zoe's deadly aim means she don't have a sense of humor, but that's not true. She smiles easily—'specially when she's around her husband, Wash. It should be said, though, that Zoe ain't afraid to stand up to Mal or Jayne when she needs to. She may have fought alongside Mal in the War as his second-in-command, but she's not the kind of soldier who won't question a bad call or take matters into her own hands when the job warrants it.

Likes and Dislikes: Zoe don't have a lot of patience for folk who don't respect the captain. She won't like it much if someone comes after Wash neither. Force her to choose between Mal and Wash and there's no question about it—she'll stick by her husband. Mind you, she's loyal to both in her own way.

Flashbacks and Echoes: Of all the members on the crew, Zoe knows more about Mal than anyone. She was there at the Battle of Serenity and fought alongside Mal with the Independents. Zoe is a private person. Hard to say how she was affected by the War. Loyal to a fault, Zoe has yet to abandon her military training and prefers to call the captain "Sir."

ATTRIBUTES

Mental	8		Physical	10	
Social	6				

SKILLS

Craft	4		Know	4		Sneak	10	
Drive	4		Labor	4		Survive	6	
Fight	10	*Right Hook*	Move	6		Throw	4	
Fix	4		Notice	10		Treat	4	
Fly	4		Operate	4		Trick	4	
Focus	8	*Calm*	Perform	4				
Influence	6		Shoot	10	*Carbines*			

DISTINCTIONS

First Mate 8

You're the captain's right hand, but as often as not you're his fist.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Got Your Back, Sir:* If your captain fails a die roll in your presence, step up or double your Attribute on your next die roll.
- ☐ *Right Here, Sir:* Spend 1 PP to join a scene involving the captain that you weren't already in.

Highlighted Skills: **Fight, Influence, Notice**

Steady 8

It takes a lot to throw you off-balance.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Got It in One:* Spend 1 PP to roll your **Focus** and add it to your total.
- ☑ *Sea of Calm:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

Highlighted Skills: **Focus, Notice, Sneak**

Veteran of the Unification War 8

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: **Fight, Shoot, Survive**



SIGNATURE ASSETS

Mare's Leg D8: This is a shortened lever-action carbine with extensive refit and an attachable sight. Zoe can also club people in the head with the stock.

- ☐ *Stock Strike*: When you club someone with Mare's Leg, spend 1 Plot Point and add an extra D8 to your roll for that Action.
- ☐ *Street Sweeper*: Once per scene, when you gun down someone running away from you, double Shoot for the Action. Take a **Cold as Ice** D8 Complication after the roll.

HOBAN "WASH" WASHBURNE

"Hey, I've been in a firefight before. Well, I was in a fire. Actually, I was fired, from a frycook opportunity —I can handle myself."
- Wash, "War Stories"

Character Type: Quirky Pilot

Character Description: A ship needs a good pilot to fly her, and there ain't none better or more experienced than Hoban Washburne. Wash may not look like much, what with his tropical shirts and all, but don't let his appearance or tomfoolery fool ya. When it comes to flyin', Wash knows how to handle *Serenity* and often stays behind to make sure she's safe while the rest of the crew's out drivin' around or thievin'.

Wash's an easy-going kind of a guy who's been known to panic on occasion. But, for whatever reason, this quirky pilot manages to keep his cool, even when a ship full of terrifyin' Reavers comes bearing down on *Serenity*.

When he's not at the helm, monitoring the skies or the latest incoming wave, Wash spends his time with his wife, Zoe. You can also find him in the mess hall every day at the same time eating protein bars with the rest of the crew or, if he's been real good, wife soup.

Likes and Dislikes: Wash is a mite jealous of Zoe's relationship with Mal. He doesn't "get" why his wife will put her job over their marriage. He don't like conflict and he makes that known. When the crew starts fightin', Wash'll swoop in and calm things down. 'Course, it should be said this pilot is a touch peculiar, too, for he does fly with a few plastic dinosaurs sitting at the helm.

Flashbacks and Echoes: Wash's role in the War is speculative at best because he never talks about it. One thing for sure, he has no love for the Alliance. When *Serenity*'s up in the air and they're facing down an Alliance cruiser, Wash is the one that helps the crew sneak away.

ATTRIBUTES

Mental	Physical	Social
8	8	8

SKILLS

Craft	4	Influence	6	Perform	4
Drive	6	Know	6 *Navigation*	Shoot	4
Fight	4	Labor	4	Sneak	4
Fix	6 *Vehicle Customization*	Move	4	Survive	6
		Notice	6	Throw	4
Fly	12 *Transports*	Operate	8 *Shipboard Computers*	Treat	6
Focus	6			Trick	6 *Distractions*

DISTINCTIONS

A Little Nervous 8

"Oh God, oh God, we're all gonna die."

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *On Edge:* Step up or double your **Focus** for one Action. After the roll, create or step up the Complication **On Edge**.
- ☑ *Captain Obvious:* Gain 1 PP when you point out how dangerous, stupid, or illegal the Crew's plan will be when they execute it.

Highlighted Skills: **Focus**, **Know**, **Survive**

Hitched 8

You ever been with a warrior woman?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *In Sickness and in Health:* When you create an Asset or take a Complication related to your relationship with your spouse, step it up.
- ☐ *For Richer or Poorer:* When you share a scene with your spouse, you may share Plot Points with one another.

Highlighted Skills: **Influence**, **Treat**, **Trick**

Ship's Pilot 8

The list of folk wanting to hire you is longer than your arm. You're just that good.

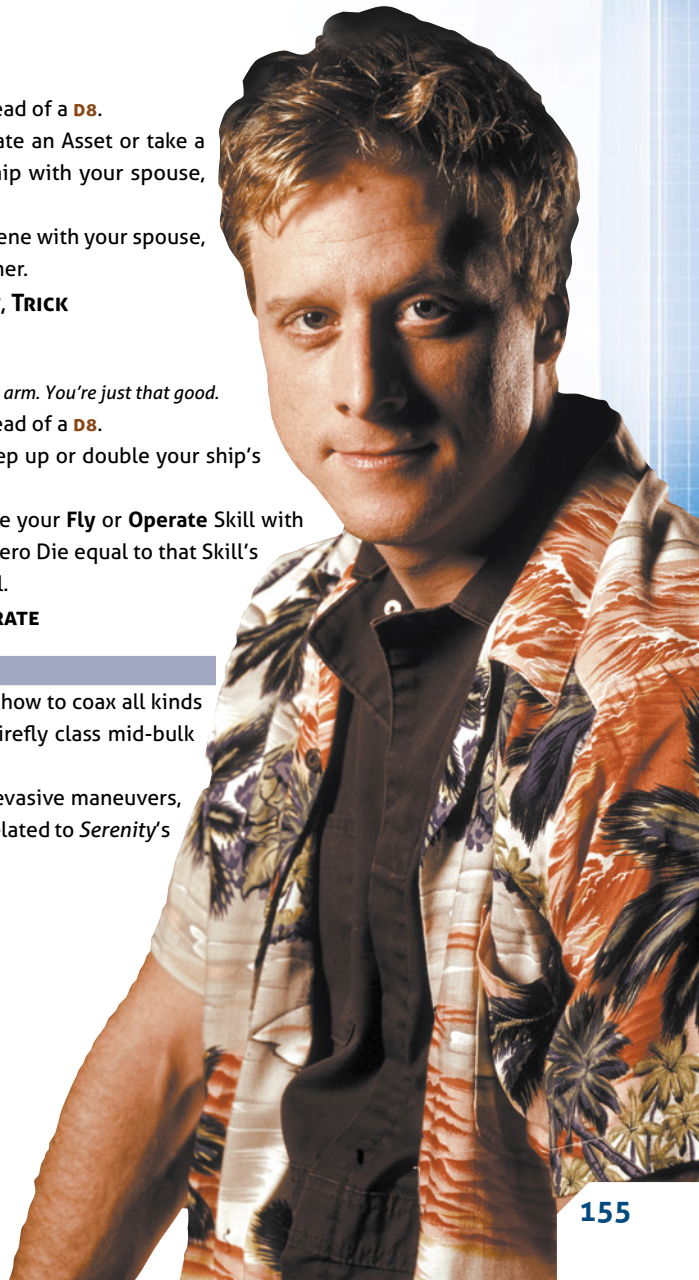
- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Born Behind the Wheel:* Spend 1 PP to step up or double your ship's **Engines** Attribute for your next roll.
- ☑ *I've Never Tried That Before:* If you replace your **Fly** or **Operate** Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

Highlighted Skills: **Fly**, **Notice**, **Operate**

SIGNATURE ASSETS

Serenity D6: It's not his ship, but Wash knows how to coax all kinds of fancy maneuvers out of this Series 3 Firefly class mid-bulk transport.

- ☐ *One With the Ship*: When you engage in evasive maneuvers, spend 1 PP to step back a Complication related to *Serenity*'s engine or systems.



JAYNE COBB

"Yeah, and if wishes were horses we'd all be eating steak."
- Jayne, "Objects in Space"

Character Type: Sly Mercenary

Character Description: Trustworthy ain't exactly in Jayne Cobb's vocabulary on account of the "public relations" part of his job. Tall and muscular, Jayne is the kind of guy that worries more about what's in it for him than anything else. He's got a mouth on him, that's for damn sure.

Jayne is a necessary evil—the muscle Mal needs to get the job done. Jayne's good in a fight and better with a gun. That makes him pretty gorramn valuable, given the crew's line of work. Jayne is known to get stupid if the money's good enough, but most of the time he gets on well enough with the crew and has even been known to stick up for folk from time to time. He's a genuine antihero-for-hire.

Though, it does pay to keep an eye on Jayne. If the opportunity arises, the mercenary'll gladly take over the ship and do the job his way. Good thing Zoe and the rest of the crew won't let him!

Likes and Dislikes: It's no secret Jayne don't like to be told what to do, but he does it anyway on account of his getting paid. He's not that sentimental—unless it comes to the orange hats his momma knits him and his gun, Vera. 'Course, on occasion he does like to break out his guitar and strum a tune or two.

Flashbacks and Echoes: Jayne didn't fight in the War and that's all right with him. He don't care for nothin' unless it's right in front of him and there's some credits on the line. You can find him in an Alliance-friendly bar on Independence Day fightin' alongside Mal or he'd just as easily turn on his captain provided the money's better. When that happens, it will be an interestin' day.

ATTRIBUTES

Mental	6	Physical	10	Social	8

SKILLS

Craft	4	Know	4	Sneak	6
Drive	4	Labor	8	Survive	6
Fight	10	Move	8	Throw	4
Fix	4	Notice	4	Treat	4
Fly	4	Operate	4	Trick	6
Focus	4	Perform	6 *Guitar*		
Influence	6 *Intimidation*	Shoot	10 *Rifles*		

DISTINCTIONS

Crude 8

You're a little gorramn rough around the edges.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Rough Talk:* Double **Influence** when you're trying to intimidate or scare folks with more sensitive proclivities. After your roll, step up or create a social Complication on another Crewmember.
- ☐ *Obnoxious:* Gain 1 PP when you choose to disrupt, upset, or challenge the social order of things when you have the option of being mannerly or polite.

Highlighted Skills: **Fight**, **Labor**, **Move**

Family Ties 8

Everybody is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Family Gifts:* When you create an Asset or take a Complication related to your relationship with your family, step it up.
- ☐ *Thicker than Water:* Spend 1 PP and invoke a family member's name to reroll your dice.

Highlighted Skills: **Influence**, **Perform**, **Trick**

Mercenary 8

They don't pay you to look pretty. They pay you to shoot things.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Highest Bidder:* Gain 1 PP when you try to get a better deal than your current contract from the side you're not currently fightin' for.
- ☐ *Time for Some Thrillin' Heroics:* Spend 1 PP to go first in any battle or combat scene. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Highlighted Skills: **Fight**, **Move**, **Shoot**

SIGNATURE ASSETS

Vera D8: This is Jayne's very favorite gun, a Callahan full-bore auto-lock rifle. It's capable of handling multiple types of ammunition and is very intimidatin', even before he pulls the trigger.

- ☐ *Armor Piercing*: When firing upon a vehicle or someone in cover, spend 1 Plot Point to step up or double **Shoot** for the Action.
- ☐ *Finest Gun Made by Man*: When you Take Out a GMC while you are outnumbered, take a **Running Out of Ammo** D8 Complication to Take Out another GMC nearby. Step up the Complication to a D10 to Take Out a third GMC in range.



KAYWINNET LEE "KAYLEE" FRYE

"Grav boot ain't your trouble. I seen the trouble plain as day when I's down there on my back.
Your reg couple's bad."
- KAYLEE, "OUT OF GAS"

Character Type: Natural Mechanic

Character Description: Some folks are a ray of sunshine in the black. That would be *Serenity*'s engineer, Kaylee. She's had no formal training, but when *Serenity* talks to her, she knows exactly what's wrong with the boat. Kaylee can scrounge parts that need to be replaced from a junkyard, tell you how far they'll be able to go when they're low on fuel, and knows what to jigger to make her Firefly run more smooth.

Mal offered Kaylee the job after she proved she was more valuable than the previous mechanic, Bester. She's loyal to the captain and, although she's terrified of gunfire, she'll help out on a job if Mal needs her.

Hired right out of her parent's home, Kaylee hasn't seen much of the 'Verse and has an innocent way about her. Her cheerful demeanor can get a mite annoyin', but she keeps spirits high. She's the beating heart of *Serenity* in more ways than one.

Likes and Dislikes: An eternal optimist, Kaylee doesn't like conflict. She's got a soft spot for *Serenity* and will defend her even when Simon, the doctor she's got a crush on, complains. Kaylee loves listening to stories about Inara's glamorous life and wouldn't mind attending one of them fancy dress parties—especially if they're serving real strawberries!

Flashbacks and Echoes: Kaylee was too young to fight in the War, but she's heard the stories of those who did and her soft heart sympathizes.

ATTRIBUTES

MENTAL	8	PHYSICAL	8	SOCIAL	8

SKILLS

CRAFT	4		KNOW	8	*Celebrity Gossip*	SHOOT	4
DRIVE	4		LABOR	4		SNEAK	4
FIGHT	4		MOVE	4		SURVIVE	6
FIX	12	*Engines*	NOTICE	6	*Malfunctions*	THROW	4
FLY	4		OPERATE	10		TREAT	6
FOCUS	8		PERFORM	4		TRICK	6
INFLUENCE	8	*Charming*					

DISTINCTIONS

EVERYTHING'S SHINY 8

Don't worry. Everything's going to come out shiny in the end.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Lightweight:* Gain 1 PP when you choose to get knocked out, drunk, or otherwise affected by incapacitating causes instead of rolling dice.
- ☐ *Lighthearted:* Spend 1 PP to make light of a situation and step back a Crewmember's Complication on account of your positive outlook.

HIGHLIGHTED SKILLS: **FOCUS, KNOW, SURVIVE**

SHIP'S MECHANIC 8

A ship's a living thing, no matter what they say. You can feel when she's sick, and she makes you proud when she's well.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Zen & the Art of Engine Maintenance:* Spend 1 PP at the beginning of a Timed Action involving ship repair or upgrades. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die.
- ☑ *Miracle Worker:* If you replace your **Fix** Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

HIGHLIGHTED SKILLS: **FIX, KNOW, OPERATE**

SWEET & CHEERFUL 8

It doesn't seem like there's a power in the 'Verse that can keep you from being cheerful.

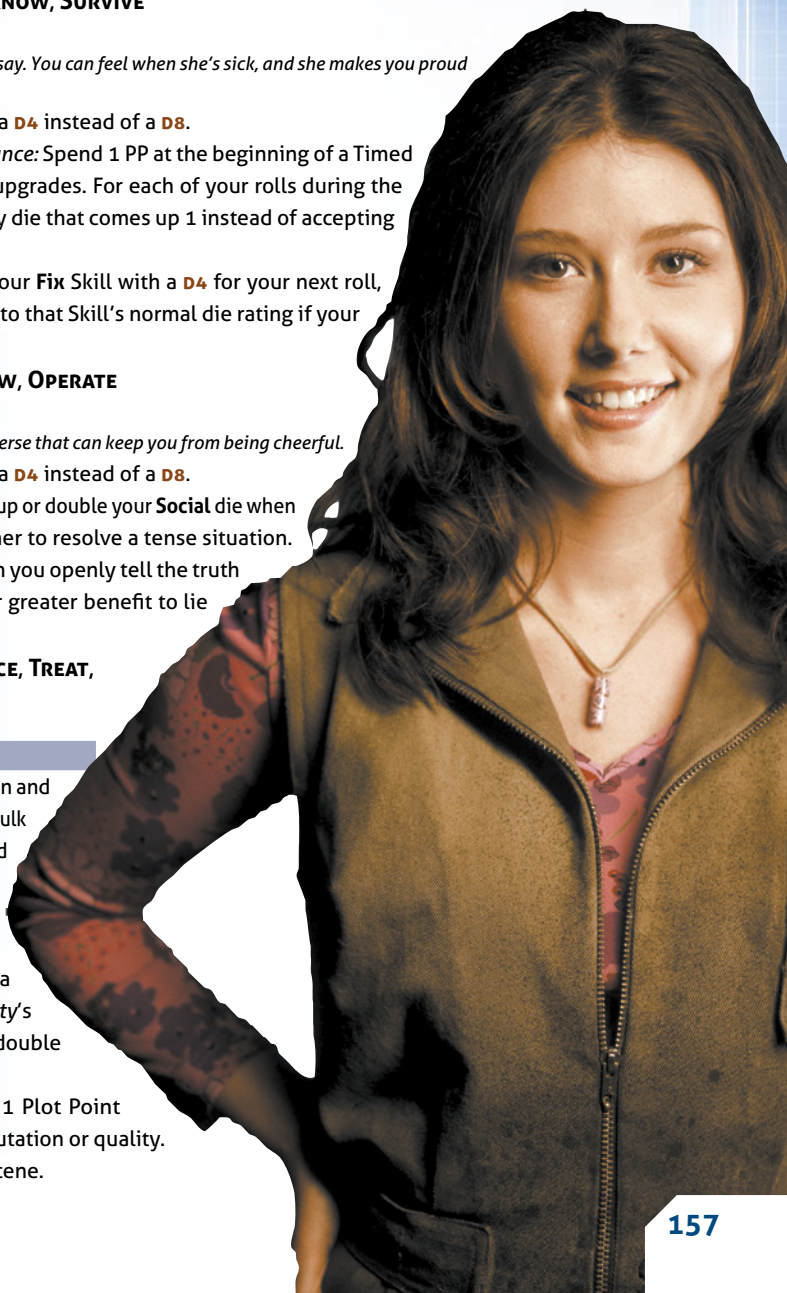
- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Good-Natured:* Spend 1 PP to step up or double your **Social** die when you're using your friendly manner to resolve a tense situation.
- ☐ *Straight-Shooter:* Gain 1 PP when you openly tell the truth even though it might be to your greater benefit to lie or conceal it.

HIGHLIGHTED SKILLS: **INFLUENCE, TREAT, TRICK**

SIGNATURE ASSETS

Serenity D8: Kaylee has a deep affection and connection to this Firefly class mid-bulk transport; despite its constant need for parts and labor, she wouldn't want to live anywhere else.

- ☐ *Realigned Her Systems Myself:* When you are trying to recover a Complication relating to *Serenity*'s systems, spend 1 Plot Point to double **Operate** for the Action.
- ☐ *She Talks to Me, Captain:* Gain 1 Plot Point when you defend *Serenity*'s reputation or quality. Step back **Focus** for your next scene.



INARA SERRA

"Yes. Because I can bring something that your 'surveyor' or any of the other fish you might have on a line can't—a certain respectability."
- Inara, "Out of Gas"

Character Type: Registered Companion

Character Description: Born into House Madrassa on the planet Sihnon, Inara trained as a Companion since the age of twelve and is well versed in several arts, including seduction. Her Companion's training and Buddhist beliefs, combined with a strong will and keen intelligence, make Inara a match for anyone, includin' Mal.

Inara's Companion talents and her contacts within the Alliance offer an air of legitimacy to Mal's dealings out on the Border Planets. Beautiful and skilled in her art, Inara could be livin' a life of luxury in the fabulous worlds of the Core. Instead, she's chosen to rent a shuttle and fly the black with Mal and the crew. Mal often refers to Inara as "The Ambassador," though he does call her other names not so flatterin'. Don't matter, though. She always has a comeback ready for him.

While Inara mostly keeps to herself, she's very fond of Kaylee and cares for the other members of the crew. She has feelings for Mal, but she isn't ready to reveal them. There's no telling what'll happen when she does.

Likes and Dislikes: Well trained, Inara uses her skills and talents to come to the aid of the crew. Like other Companions, she hates being thought of as a "whore" or "prostitute." She believes in the spiritual—as well as the physical—connection she provides to her clients. Inara tolerates Mal's disrespect for reasons passin' all understanding. Though one gets the feelin' the day will come when she's had enough.

Flashbacks and Echoes: Inara was on Sihnon during the War. Not much is known about why she left a life of luxury there. Many clients have offered to take her away from all this, but she chooses to keep flyin' with Mal and the crew. For now.

ATTRIBUTES

Mental	8	Physical	6	Social	10

SKILLS

Craft	6	*Ritual*	Know	6	*Diplomacy*	Sneak	4
Drive	4		Labor	4		Survive	4
Fight	4		Move	4		Throw	4
Fix	4		Notice	6	*Psychology*	Treat	6
Fly	6	*Shuttles*	Operate	6		Trick	6
Focus	6	*Willpower*	Perform	10			
Influence	10	*Seduction*	Shoot	4			

DISTINCTIONS

Alluring 8

You're easy on the eyes and cunning enough to use those good looks to your advantage.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Memorable:* Create a **Memorable** D8 Complication on yourself when tryin' to execute a cunning plan. Gain 1 PP.
- ☑ *Turn Heads:* When you're using your good looks as a distraction to help an ally, spend 1 PP to give that ally a die equal to your **Influence** die rating for the ally's next Action.

Highlighted Skills: **Influence, Perform, Trick**

Goodwill Ambassador 8

Experienced in matters of diplomacy and decorum, you're the best candidate to send in to parley before the bullets start flyin'.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Speak Now, Or...:* Spend 1 PP to go first in a scene before any weapons or attacks can be made. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.
- ☐ *Talking Points:* If an ally or associate fails a roll involving their **Social** Attribute in your presence, step up or double your Attribute on your next die roll.

Highlighted Skills: **Influence, Know, Treat**

Registered Companion 8

You have an active license in the Companion Registry, which opens doors and brings you business.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Inside Knowledge:* When you create an Asset related to an individual's history, biodata, or Cortex record, step it up.
- ☐ *I Know Your Ways:* Spend 1 PP to step up or double **Influence** when you are attempting to follow proper etiquette or put someone at ease.

Highlighted Skills: **Focus, Influence, Perform**



SHEPHERD DERRIAL BOOK

"It's not about making sense. It's about believing in something, and letting that belief be real enough to change your life. It's about 'faith'. You don't fix faith, River. It fixes you."
- Book, "Jaynestown"

Character Type: Mysterious Preacher

Character Description: Derrial Book is a mystery. Known as "Shepherd Book," he hails from Southdown Abbey on the planet Persephone, having spent the last several years there. Like Inara, the good shepherd has his own reasons for joining the ship—maybe more than "walking the world for a while."

There are a lot of things that don't add up about Book's past. For starters, he's as handy with a weapon as Mal and Zoe, but he won't use 'em. Then, there's his strange relationship with the Alliance, a mysterious ident card, and how he manages to know a lot more about unsavory types like Adelei Niska than he lets on.

Shepherd Book is the moral compass for the crew, whether they want it or not. He's a peacemaker, wise and strong-willed and not the least judgmental. He's not afraid to stand up for what he believes in.

Likes and Dislikes: Shepherd Book is man of faith, strong in his beliefs. He does sometimes question why God led him to *Serenity*, causing him to fall in with thieves and such, though he is not above helping the crew if they need him. He cares about all the members of the crew and prays for them, whether they want it or not. He keeps himself fit, lifting weights with Jayne.

Flashbacks and Echoes: Shepherd Book has some sort of mysterious connection to the Alliance, which he refuses to reveal. His ties to the War and how he feels about what happened are unknown. He does not talk about himself or his past and will change the subject if that comes up.

ATTRIBUTES

Mental	Physical	Social
8	8	8

SKILLS

Craft	4	Know	8 *Cultures of the 'Verse*	Shoot	8
Drive	4			Sneak	8
Fight	10	Labor	4	Survive	4
Fix	4	Move	4	Throw	4
Fly	4	Notice	4	Treat	8 *Counseling*
Focus	10	Operate	4	Trick	4
Influence	8 *Alliance*	Perform	4		

DISTINCTIONS

Caring 8

You've a courage and tenacity in carin' for others that most folk don't. You're the light in their darkness.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Heal the Wounded Heart:* Spend 1 PP to step back another character's emotional or relationship-based Complication.
- ☐ *Go the Extra Mile:* While you are taking care of an incapacitated or grief-stricken character, you or that character may reroll any dice that come up 1s instead of taking Plot Points.

Highlighted Skills: **Focus**, **Influence**, **Treat**

Mysterious Past 8

You weren't born to the life you're livin' now.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Cortex Specter:* Whenever anyone uses an information-based Asset against you, spend 1 PP to turn it into a **No Data Found** Complication of the same die rating.
- ☐ *Ghosts of Yesterday:* Create a D8 Complication relating to your history to step up your **Fight**, **Know**, or **Sneak** for a scene. This Complication cannot be stepped back by spending PPs to activate Opportunities.

Highlighted Skills: **Fight**, **Know**, **Sneak**

Ship's Shepherd 8

You don't fix faith. It fixes you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Taken on Faith:* When you create an Asset or take on a Complication relating to your religious beliefs or convictions, step it up.
- ☑ *Religiosity:* Gain 1 PP when you spend time sharing your faith with the unbelievers or the lost.

Highlighted Skills: **Focus**, **Influence**, **Know**



SIGNATURE ASSETS

Holy Bible D8: The Good Book, dog-eared, well-read, and a useful resource when counseling others, seeking guidance in private prayer, or reminding other religious folks that caring about other people is more important than followin' all the rules.

- ☐ *Faith Fixes You*: When you have a quiet moment to contemplate your faith, spend 1 Plot Point to step back a mental Complication.
- ☐ *Conviction*: When making a moral stand in accordance with the teachings of your faith, step back **Social** for the scene to step up **Focus** for the scene.

Ident Card D6: This is an Alliance-issued security document keyed specifically to Book that grants him access to certain Alliance-run facilities. It's not something a simple shepherd would carry.

- ☐ *All Access*: Take a **Haunting Secrets** D8 Complication to gain entry to a restricted Alliance area with your **Ident Card**.

SIMON TAM

"You know what they say: history is programmed by the winners."
- Simon, "Serenity"

Character Type: Fugitive Doctor

Character Description: Simon grew up in the Core on a planet called Osiris. Born to a wealthy family, Simon had it all: intelligence, influence, and a belief in the sanctity of the Alliance. Simon became a brilliant young ER doctor and was well on his way to achieving his ambitions when the 'Verse came crashing down around him. His sister, River, who had been recruited for an Alliance-run Academy, sent word to him that she was in trouble. He was the only one in his family who believed her.

It took a lot of money and time, but after two years Simon helped his sister escape from the Academy. He placed her in a stasis chamber and managed to sneak her on board *Serenity*. Once there, however, the doctor's plans went awry and River woke up too fast, too soon.

Though he's the ship's medic, Simon's primary concern is for River. He takes care of her while the crew is out on the job. He's an excellent doctor, cool-headed and quick thinking in an emergency. He doesn't understand life out here on the Rim. He insults folk without meanin' to. It's not that he don't like regular folk; he just doesn't know how to interact with anyone except River. And even she mystifies him from time to time.

Likes and Dislikes: Simon is very defensive of River and is willing to sacrifice his own needs for his sister's benefit. The doctor is growing to like Kaylee more than a little, but he misses his old life and struggles to survive out in the fringes of space. Serious-minded, he doesn't take well to practical jokes or, on occasion, Mal's way of ordering him around.

Flashbacks and Echoes: Simon supported Unification and, while he didn't fight in the War, he was a long-time believer in what the Alliance stood for. That is, up until he found out what they did to his sister....

ATTRIBUTES

Mental	10	Physical	6	Social	8

SKILLS

Craft	4		Know	8	*Medicine*	Shoot	4	
Drive	4		Labor	4		Sneak	6	
Fight	4		Move	6		Survive	4	
Fix	4		Notice	8		Throw	4	
Fly	4		Operate	10	*Medical Instruments*	Treat	12	
Focus	6					Trick	6	*Outwit*
Influence	6		Perform	6				

DISTINCTIONS

Family Ties 8

Everybody is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Family Gifts:* When you create an Asset or take a Complication related to your relationship with your family, step it up.
- ☐ *Thicker than Water:* Spend 1 PP and invoke a family member's name to reroll your dice.

Highlighted Skills: **Influence, Perform, Trick**

On the Run 8

Someone's after you—Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're trouble.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Hide in Plain Sight:* Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
- ☐ *Guilt by Association:* Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

Highlighted Skills: **Move, Notice, Sneak**

Ship's Doctor 8

Sometimes it seems whoever came up with "First, do no harm" never had to deal with the people you have to deal with.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Experimental Procedure:* If you replace your **Operate** or **Treat** Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.
- ☑ *Natural Healer:* Spend 1 PP to step back another character's medical or injury-based Complication.

Highlighted Skills: **Know, Operate, Treat**

SIGNATURE ASSETS

Medical Bag D8: Filled with surgical tools and whatever small supply of medicine Simon was carrying when he fled the Core, Simon's medical bag is his last link to his old life and the first place he turns when someone is hurt or injured on board *Serenity*.

- ☐ *Long Term Care*: When you successfully treat a Crewmember with a D10 or higher injury Complication, spend 1 Plot Point to gain a Big Damn Hero Die equal to the injury you treated.
- ☐ *Trust Me, I'm a Doctor*: When relying on your status as a physician to gain someone's trust or get access to somewhere you aren't allowed, spend 1 Plot Point to step up or double **Influence** or **Trick** for the action.



RIVER TAM

"I remember everything. I remember too much and some of it's made up and some of it... can't be quantified, and there's secrets and..."
- River, "Safe"

Character Type: Fugitive Reader

Character Description: River grew up alongside Simon on Osiris. While her older brother was smart, she was smarter. Her parents enrolled her in an elite Alliance-run Academy. Once there, River was isolated from her family until she could figure out a way to contact Simon—but it was already too late.

By the time Simon recovered River, the damage had been done. They had operated on her brain and even she's not fully aware of what was done to her. Her behavior is erratic and unpredictable. One minute she's peelin' the labels off cans and the next she's stabbing Jayne with a knife.

Thanks to Simon, the longer River stays with the crew the more time she has to heal. That don't mean the other crewmembers have all taken to River. Some, like Jayne, see her and Simon as "opportunities" to make some money, while others, like Kaylee and Book, are more sympathetic.

Likes and Dislikes: River is a reader with an uncanny ability to see deep inside a person. This makes her scary to some folk. She's a graceful dancer and loves music. At times, River feels bad that she's become such a burden to Simon. She knows she needs help, but she finds Simon overprotective on occasion and rebels against him. She has whimsical sense of humor and mischief, but there is a darkness in River that frightens even herself.

Flashbacks and Echoes: River has lost the ability to connect with other people. She can read their minds, but she can't find a way to process all the sensory data that's flooding her brain. She suffers from flashbacks from her terrifying days at the Academy. She is lucid enough to know that there are people out there who fear her and want to silence her.

ATTRIBUTES

Mental	10	Physical	8	Social	6

SKILLS

Craft	4		Know	10	*Science*	Sneak	8	*Hiding*
Drive	4		Labor	4		Survive	4	
Fight	4		Move	6	*Dodge*	Throw	4	
Fix	6		Notice	12	*Intuition*	Treat	4	
Fly	4		Operate	10		Trick	4	
Focus	6	*Studying*	Perform	6	*Dance*			
Influence	6		Shoot	4				

DISTINCTIONS

Government Experiment 8

You don't remember what they did to you. Mostly. But now that it's done, you can never go back.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Meddled With:* Spend 1 PP to step up your **Mental** Attribute for the scene. Step down your **Social** Attribute for both this scene and the next one.
- ☑ *Two by Two, Hands of Blue:* Create a **Painful Memories** D8 Complication to step up your **Know** for the rest of the scene.

Highlighted Skills: **Fix**, **Know**, **Operate**

On the Run 8

Someone's after you—Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're trouble.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hide in Plain Sight:* Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
- ☐ *Guilt by Association:* Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

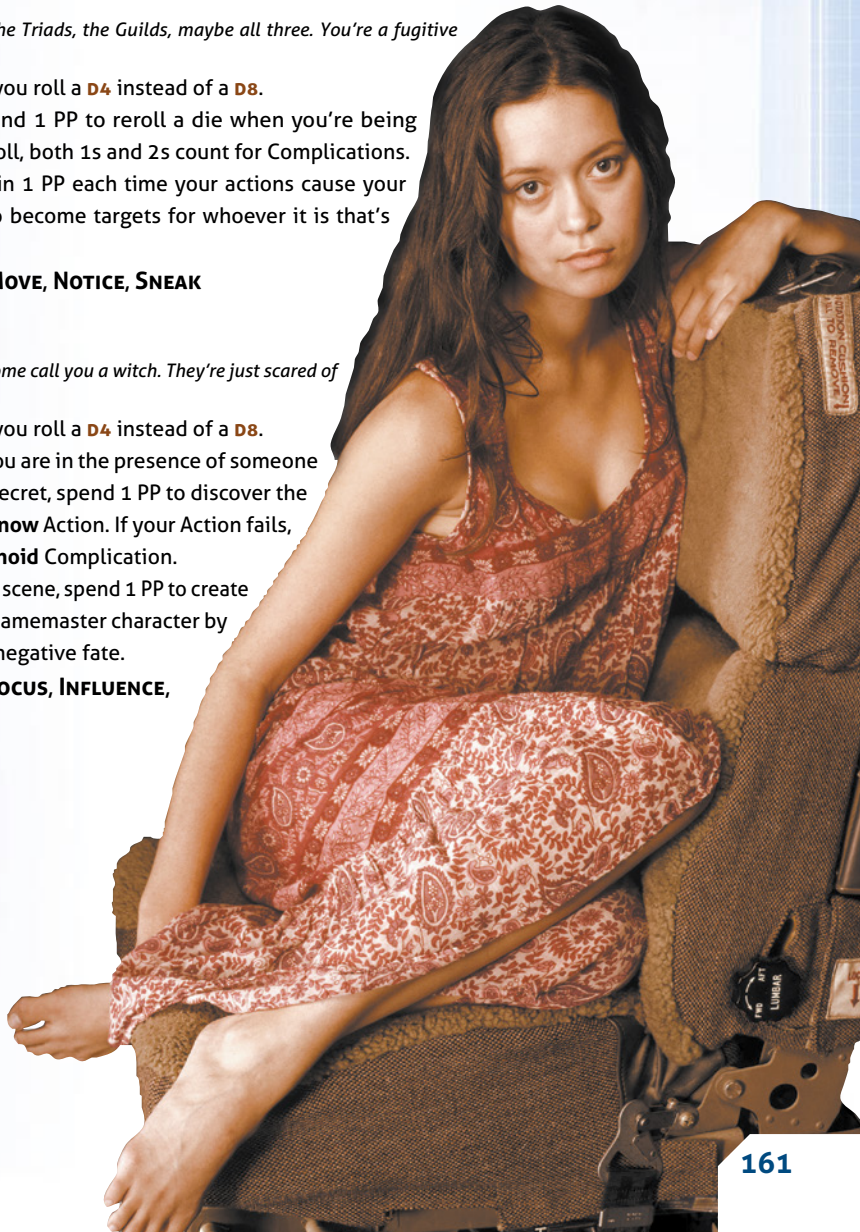
Highlighted Skills: **Move**, **Notice**, **Sneak**

Reader 8

You know things you shouldn't. Some call you a witch. They're just scared of what you represent.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Secrets, Secrets:* When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental** + **Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
- ☐ *Psychic Flashes:* Once per scene, spend 1 PP to create a D8 Complication on a Gamemaster character by blurting out a secret or negative fate.

Highlighted Skills: **Focus**, **Influence**, **Notice**



OTHER FOLKS IN THE 'VERSE



Mighty as the Crew of *Serenity* is, not everyone wants to play somebody else's character. Some folk like to breathe life into a Crewmember of their own. Maybe you want to play one of the **Echoes of War** adventures with your own Crew, or maybe only one of you wants to go your own way, adding a new Crewmember to *Serenity*'s family.

For wide-eyed visionaries like yourselves, we've included two dozen **FIREFLY RPG** archetypes for you to choose from. Before picking which one you want, give these twenty-four archetypes a good read-through. We've separated 'em out by the place in the 'Verse they'd most likely be found.

If 'n you'd like to use these characters in your game, fill out their rules on the blank Crew Sheet found in the Appendix on page 366.

THE CORE

The types of characters listed here hail from the Central Planets located in the White Sun System—the first and oldest set of planets settled over five centuries ago. The heart of the 'Verse, these worlds and moons offer a wealth of resources including better access to the arts, technology, medicine, education, science, and government services for over four dozen billion people. Whether you visit the floating cities of Bellerophon, the traditional Chinese opera houses on Londinium, or the stunning halls of the Academy on Ariel, the Core is a beacon of civilization shinin' in the cold depths of the black. While culturally diverse—if 'n you can name a heritage from Earth-That-Was, you can probably find it here—the Central Planets are primarily a mixture between Eastern and Western traditions that have been adopted across dozens of worlds and evolved over centuries. With this cosmopolitan living and learnin', it's not uncommon to find citizens fluent in Mandarin, English, and several other languages, too.

Crewmembers who hail from the Core tend to be wealthier and more civilized than those from the other systems. They have a passing knowledge of how the government functions, a thorough grounding in Alliance history, and strong opinions about the other four systems—on account of life bein' rougher and not as refined.

Characters born in the White Sun system likely fought for the Alliance in the Unification War whether they wanted to or not. That doesn't mean they're true believers in what the government has to offer, though, and that could be why they're hopin' to find a ship and live life on their own terms. More than a few citizens have taken pity on the other systems and feel the Alliance got it wrong: the Unification War should never have happened. Though these citizens are in the minority, rebels do exist and they're actively collecting information and thwarting the Alliance's inner-workings at great personal risk. Even so, there's an underground network of folk who would prefer to see the other systems thrive and eventually break free from Alliance rule by learning how to sustain themselves.

Folks from the Core tend to have more "civilized" names—grab **2D12** and roll dem bones or create your own!

CORE PLANET CHARACTER NAMES

	Male	Female	Family Name
2	Winston	Kendall	Bates
3	Wilson	Genevieve	Yeatman
4	Ward	Beatrice	Wynn
5	Warren	Yvonne	Wright
6	Thomas	Elizabeth	Woodruff
7	Spencer	Meredith	Barker
8	Sinclair	Jacqueline	Thornton
9	Montgomery	Lucille	Underwood
10	Phillip	Victoria	Tuttle
11	Howard	Arabella	Townsley
12	Mitchell	Camilla	Townshend
13	Nicholas	Cordelia	Stuart
14	Percy	Ophelia	Tate
15	Reginald	Augusta	Sutton
16	Francis	Octavia	King
17	Gregory	Belinda	Stanford
18	Nathaniel	Helena	Rutherford
19	Quentin	Florence	Sexton
20	Atticus	Sophia	Richmond
21	Cuthbert	Rebecca	Quinn
22	Crispin	Carlotta	Pearson
23	Hugo	Phillipa	Powell
24	Conrad	Rowena	Andersen

ACADEMY DROPOUT

"I opened my eyes and now I'm paying the price."

Born into a wealthy family, you grew up in a lavish home on Ariel. Your socialite parents expected you'd go far because of your aptitude for learning, and by all accounts you should have. You've gone to the best schools, had top-notch teachers, and filled your time learning everything you could about Earth-That-Was.

Your parents enrolled you into an Academy the first chance they got. You were well on your way to becoming an expert on terraforming when the unthinkable happened—the more you learned about the consequences of terraforming equipment and how the Unification War brought other planets to heel, the more your faith in the Alliance began to shake. This world of yours, the only one you and your parents knew, it started to feel just plain *wrong*. To wrap your mind around the truth, you started asking questions. A few weeks later, your personal data files were investigated and you were put on academic probation.

Soon, you found yourself faced with a terrible choice—drop out of school and disappear, or pretend the Alliance is the best thing that ever happened.

You chose to follow your conscience, dropped out of the Academy, and left Ariel behind. Now you're on a mission to tell the truth about the Alliance and to help those that need helpin'. Anything else would be uncivilized.

ATTRIBUTES

Mental	10	Physical	6	Social	8

SKILLS

Craft	4		Know	8	*History*	Sneak	4
Drive	4		Labor	4		Survive	6
Fight	4		Move	4		Throw	4
Fix	6		Notice	6		Treat	4
Fly	4		Operate	6		Trick	4
Focus	8	*Study*	Perform	4			
Influence	6		Shoot	4			

DISTINCTIONS

Child Prodigy 8

Your parents didn't know what to do with you, other than enroll you in the best schools, and wonder at your potential.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Eidetic Memory:* Spend 1 PP to roll your **Know** and add it to your total once per scene.
- ☐ *Exceptional Talent:* Step up an existing Complication to step up or double a Skill in a non-combat situation.

Highlighted Skills: **Fix**, **Know**, **Operate**

Everything's Shiny 8

Don't worry. Everything's going to come out shiny in the end.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Lightweight:* Gain 1 PP when you choose to get knocked out, drunk, or otherwise affected by incapacitating causes instead of rolling dice.
- ☐ *Lighthearted:* Spend 1 PP to make light of a situation and step back a Crewmember's Complication on account of your positive outlook.

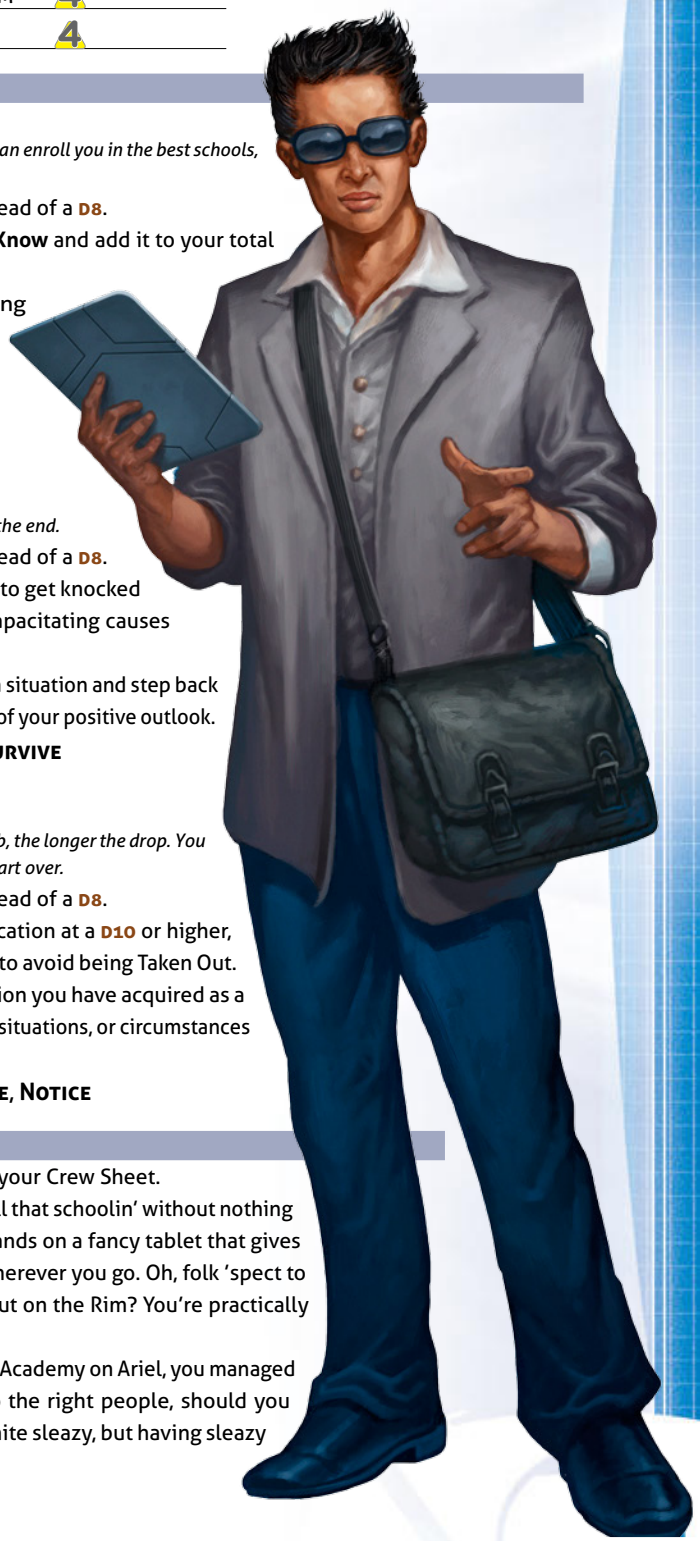
Highlighted Skills: **Focus**, **Know**, **Survive**

Fall from Grace 8

That's the problem with ambition: the higher you climb, the longer the drop. You really put yourself out there and now you've got to start over.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Coping Mechanism:* If you have a Complication at a D10 or higher, you may add your **Focus** to any roll made to avoid being Taken Out.
- ☐ *Out of Your Element:* Step up a Complication you have acquired as a result of being in unfamiliar surroundings, situations, or circumstances to gain 1 PP.

Highlighted Skills: **Focus**, **Influence**, **Notice**



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Cortex Tablet D8: You don't believe in having all that schoolin' without nothing to show for it. You managed to get your hands on a fancy tablet that gives you uninterrupted access to the Cortex wherever you go. Oh, folk 'spect to see you holdin' a tablet in the Core, but out on the Rim? You're practically a celebrity.

Academy Blackmail D8: On your way out of the Academy on Ariel, you managed to snag evidence that you can deploy to the right people, should you have need to protect yourself. Sure it's a mite sleazy, but having sleazy insurance is better than not havin' any.

ALLIANCE AGENT

"Forget trying to bribe me. Don't you know who I work for?"

You had a family once, but you've left them far behind. Hell, nobody back home on Persephone would recognize you now, not after the War and all you've done. Most folk would be mighty 'fraid of you if they knew you signed up to be an Independent just so you could sabotage their operations. Thanks to you, a few battles tipped in the Alliance's favor and you're mighty proud of it. You were doin' great until a Browncoat general caught you and tattooed your face all nice and pretty like.

After you escaped, you went back to the Alliance a big damn hero. Not only did they remove your tattoo, the government gave you a brand new identity and reconstructed your face so you'd blend in more. They trained you up, promoted you, and gave you full authority to bring the Law down on those who need it—provided you don't ask questions. 'Course, you're in so deep with the Alliance that if you did manage to turn on them, you'd wake up with a gun pointed at your head.

Doesn't matter if you're out on the Rim arresting illegal salvagers or back in the Core infiltrating a resistance group—you go where the Alliance tells you to go. The Alliance is your father, your mother, and your ever-lovin' spouse rolled up into one. For better or for worse, they're the only family you got. In exchange for your loyalty, you'll keep earnin' them medals and promotions.

Sure, a raise would be nice, but you get what you need to do your job. And that's plenty.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4		Know	4		Sneak	6	
Drive	4		Labor	4		Survive	6	
Fight	4		Move	6		Throw	4	
Fix	4		Notice	6	*Search*	Treat	4	
Fly	4		Operate	4		Trick	8	
Focus	4		Perform	6				
Influence	6		Shoot	6	*Pistols*			

DISTINCTIONS

Alliance Spy 8

You've got your orders. What you do with them now is up to you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Alliance Agenda:* When you're interacting with any Alliance personnel, spend 1 PP to reveal that you outrank them or function at a more important level than they do.
- ☐ *Espionage:* Step back an Asset related to surveillance, investigation, or intelligence gathering in order to reroll your dice in appropriate situations.

Highlighted Skills: **Shoot**, **Sneak**, **Trick**

Things Don't Go Smooth 8

Life sure seems to be a string of mishaps, mistakes, and misappropriations. But you're still here, ain't you?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Tough as Nails:* When you take a Complication representing an injury or physical harm, spend 1 PP to step it back or rename it as a mental or social Complication.
- ☐ *Trouble Magnet:* Step up one of your Complications to reroll a die. On your next roll, both 1s and 2s count for Complications.

Highlighted Skills: **Move**, **Notice**, **Survive**

Master of Disguise 8

You're more comfortable in someone else's skin.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Evil Twin:* Gain 1 PP when someone you are disguised as shows up to ruin your illusion.
- ☐ *Mockingbird:* Spend 1 PP to step up your **Perform** Skill when you are trying to mimic someone's voice.

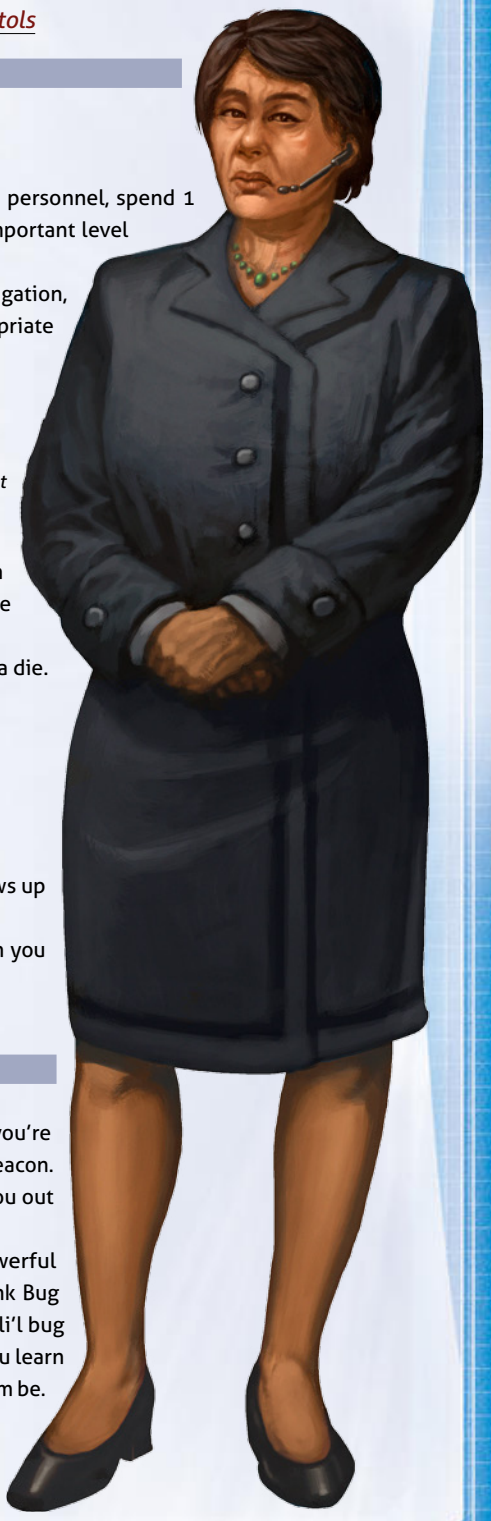
Highlighted Skills: **Influence**, **Perform**, **Trick**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Homing Beacon D8: It don't matter where you are or what trouble you're in, once you press that red button you'll activate your homing beacon. Not long afterward, the Alliance will come a-runnin' to help you out in the fastest way they know how.

Stink Bug D8: All that spyin' and gatherin' intel requires a powerful concentration and a mighty fine listening device. Drop a Stink Bug on any nearby target and pick up on their conversations. This li'l bug is useful for surveillance. Though it don't record none, what you learn could mean the difference between arrestin' folks or letting them be.



ALLIANCE ENGINEER

"I didn't know they still made parts for these! They don't? Well, that explains your problem."

You were born on Colchester, a moon orbiting Londinium, to a large, middle-class family filled with doctors, traders, lawyers, and magistrates. You never felt like you fit in, though, and were always itchin' to make a name for yourself. Thanks to a recruitment officer willing to take a "registration expediency fee," you signed on a year early to an Alliance military vessel and never looked back. The dark, cramped bowels of an Alliance cruiser weren't as luxurious as the house you grew up in, but the other engineers became your brothers and the crew of the vessel your new family. You saw plenty of action during the Unification War, making sure your ship kept those Browncoats on the run.

Unfortunately, the creative paperwork that began your career ended up as your undoing. You were discharged for submitting a false identity, a status that occasionally causes you trouble when you submit your ident card for something. Most legitimate shipping concerns won't touch you with a three meter pole. Luckily, there are plenty of small time traders and unregistered smugglers who need a good engineer more than they need a shiny occupational history.

You keep your engine room tidy. It's the one part of the ship you insist on holding up to your old standards. You're still adjusting to how ships in the black function without proper parts and maintenance. Bending the rules isn't your style, but you've come to understand a certain amount of operational flexibility while keeping a ship like this in the air. You make sure your engine runs on the right parts and you turn a blind eye when those parts show up after a job, no questions asked.

ATTRIBUTES

Mental	10	Physical	8	Social	6

SKILLS

Craft	8		Know	4		Shoot	4
Drive	6		Labor	4		Sneak	4
Fight	4		Move	4		Survive	4
Fix	8	*Engines*	Notice	4		Throw	6
Fly	8		Operate	6	*Shipboard Computers*	Treat	4
Focus	4					Trick	4
Influence	4		Perform	4			

DISTINCTIONS

Engineer 8

There are a lot of laws you follow. Newton's second, for example.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Applied Physics*: When you have the time to calculate the trajectory of your throw, spend 1 PP to double **Throw** for a roll.
- ☐ *Rush Job*: During a Timed Action that requires repairs or construction, you may take or step up a **Shoddy Workmanship** Complication to add an extra beat.

Highlighted Skills: **Craft**, **Fix**, **Throw**

Researcher 8

The scientific method isn't just for the lab. It's a way of life.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Eureka!*: When you fail a roll trying to gather information or collect data, spend 1 PP to gain a Big Damn Hero Die equal to your **Know**.
- ☐ *Hypothesize*: Spend 1 PP to create an Asset based on your current hypothesis. Crewmembers who use the Asset can spend 1 PP to step it up after a successful Action, to a D10 maximum. If any Action with the Asset fails, remove it from play.

Highlighted Skills: **Craft**, **Fix**, **Fly**

Technologist 8

Where do you get all these wonderful toys?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Early Adopter*: When you encounter a new technological marvel, step back **Focus** for the scene and create a representative D8 Asset.
- ☐ *Familiar Controls*: Step up **Operate** the first time you use a piece of tech that is similar to one of your Signature Assets.

Highlighted Skills: **Drive**, **Fly**, **Operate**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Experimental Drone D8: Workin' for the Alliance meant playin' with all the best toys, and sometimes improving 'em. That's where your robotic friend came from. It ain't perfect, not by a long-shot, but it's good enough to help you in your work, especially with all the tinkering you've done on it.

Customized Toolkit D8: You learned early on in your service that you're only as good as your toolkit, and you've made sure your customized kit is a gorramn bag of magic tricks. Sure, you've got all the standard miscellany, but you've also got all the tools you've invented on your own, the ones unique to you. With that kit, you can work miracles.



ASTEROID MINER

"I'm gonna crack this rock like a hard-boiled egg."

Some folks don't care about politics or bein' famous and the like, and you'd be one of them. Sure you fought in the War. You were a soldier for the Alliance and you did your duty. If you had the choice, though, you would have left the Alliance and the Independents far behind. War complicates things and you've seen one too many atrocities committed by soldiers on both sides. That's why, when it was over, you signed up for honest work—mining the asteroids located in the Halo 'round the Core.

You could've stuck to the Border Planets or staked a claim somewhere in the Rim, but you didn't. Settling down don't interest you. Friends? You had them. They died. Not to mention, you're fully aware that the terraforming technology is a mite twitchy. You may like to stand on solid ground, but you don't like them rare diseases none, either. That's why you've chosen to work out in the black mining asteroids for the Blue Sun Corporation. Hell, at least you've got medical.

Truth be told, life is simpler this way and a heck of a lot quieter. All you need to survive is some oxygen, a spacesuit, a decent ship, and a steady supply of them colored protein bars. And you'll keep getting' what you need, too, providin' you check in from time to time and meet your quota.

Still, that don't mean you're not up for a little adventure.

ATTRIBUTES

Mental	8	Physical	10	Social	6

SKILLS

Craft	4		Know	4		Sneak	4	
Drive	4		Labor	6	*Mining*	Survive	8	*Zero-G*
Fight	8		Move	4		Throw	6	
Fix	4		Notice	4		Treat	4	
Fly	4		Operate	6		Trick	4	
Focus	6		Perform	4				
Influence	4		Shoot	6				

DISTINCTIONS

Contract Miner 8

Pulling ore out of the ground—or out of floating rocks—isn't a vocation for the weak. Every rutting day is a battle against the elements.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Blood, Sweat, and Tears:* Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.
- ☐ *Company Ties:* Gain 1 PP when your contract or agreement with the mining company forces you to make an unfavorable or unwanted choice.

Highlighted Skills: **Labor**, **Operate**, **Survive**

Veteran of the Unification War 8

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: **Fight**, **Shoot**, **Survive**

Temper 8

Some say you're a mite testy when you're courtin' bad news. Truth is, you're a mite testy all the time.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Anger Issues:* Gain 1 PP when you make a bad decision on account of the chip on your shoulder or your short fuse gets you in trouble.
- ☐ *Seein' Red:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

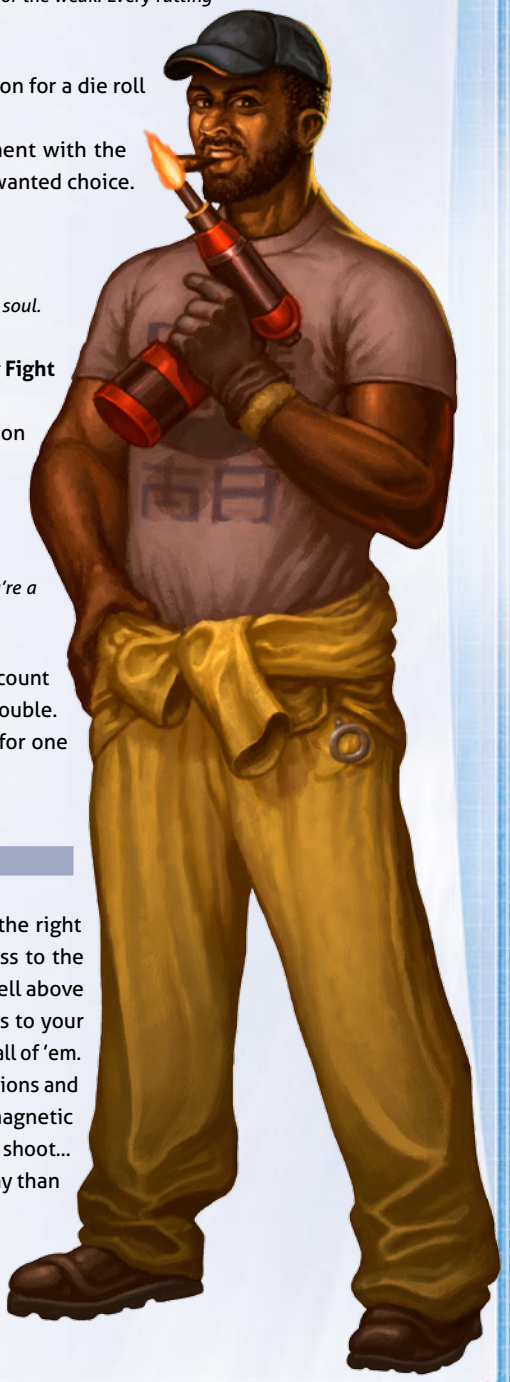
Highlighted Skills: **Fight**, **Focus**, **Throw**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Blue Sun Security Pass D8: You've finally managed to impress the right people. You have a Security Clearance that gives you access to the upper-level floors of any Blue Sun Corporation building—well above your boss's pay scale. 'Course, just because you have access to your employer's innermost secrets don't mean you need to uncover all of 'em.

Mag-Pistol D8: To meet your quota, you gotta make the hard decisions and get your hands dirty. Out in space, that means you have a magnetic pistol that can fire in low oxygen conditions. What or who you shoot... well, that's on you. Still, a mag-pistol is a lot more trustworthy than a handgun on an asteroid.



BLUE SUN CORPORATE ASSASSIN

"Let's just say I work in Human Resources."

You hail from a Blue Sun Corporation space station that orbits high above Osiris's atmosphere. The space station provides everything for its inhabitants and, in return, you all work for Blue Sun from your birth until you pass on. All children are vigorously tested for the optimum career path, and your skill set was determined to be very unique. You were put on one of the few paths that led out of the station and into the 'Verse. It's highly unlikely you'll ever see home again, but it don't matter much to ya. The corporation's strenuous training program and psychological conditioning pushed out your feelings of nostalgia long ago.

The company don't have a job description for what you do. In one report you're a "deniable asset" and in another an "unsanctioned field operative." You understand why the company does this—they have public relations to think about. You know what you are: an assassin. If somebody's causing the company trouble, they get a visit from you. Sometimes your target gets a chance to change their ways. Other times, they do not. Your trainin' has taught you to make a target disappear without a trace or provide them with a very public demise to send a message to the company's rivals. Outside of being on call for Blue Sun, you spend your downtime as you wish. Who's gonna stop ya?

Even though you get weeks to months of downtime between assignments, what you really want, is total freedom. Folks struggle to make a meager livin', but they have something that you can't quite grasp. You've never known anythin' but the Blue Sun Corporation. Is all that time in between contracts just an illusion? If you're as good as you think you are, couldn't you just disappear into the black and never answer their summons again?

ATTRIBUTES

Mental	8	Physical	10	Social	6

SKILLS

Craft	4		Know	6	*Blue Sun Protocol*	Shoot	8	
Drive	4					Sneak	10	*Vanish*
Fight	6		Labor	4		Survive	4	
Fix	4		Move	6	*Evasion*	Throw	4	
Fly	4		Notice	4		Treat	4	
Focus	4		Operate	4		Trick	6	
Influence	4		Perform	4				

DISTINCTIONS

Blue Sun Agent 8

They pay you well. But they want concrete results, or they will pull the plug. Your plug, specifically.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Corporate Payoff:* Step up a Complication to create a D8 Asset for another character when that character agrees to help you complete your mission.
- ☐ *Failure Is Not an Option:* Step up a Complication to step up one of your Skill dice for one roll when completing a vital part of your mission.

Highlighted Skills: **Shoot**, **Sneak**, **Trick**

Mysterious Past 8

You weren't born to the life you're livin' now.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Cortex Specter:* Whenever anyone uses an information-based Asset against you, spend 1 PP to turn it into a **No Data Found** Complication of the same die rating.
- ☐ *Ghosts of Yesterday:* Create a D8 Complication relating to your history to step up your **Fight**, **Know**, or **Sneak** for a scene. This Complication cannot be stepped back by spending PPs to activate Opportunities.

Highlighted Skills: **Fight**, **Know**, **Sneak**

One with the Shadows 8

Fight fair? Honey, why would I do that?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Get in Position*: If you replace your **Sneak** with a D4 for your next roll, gain a Big Damn Hero Die equal to your **Sneak** rating if your roll is successful.
- ☐ *Sniper*: Spend 1 PP to enter a scene hidden and in a position to do some harm. Take or step up a Complication representing a tenuous or precarious position to create a **Sniper Nest** D8 Asset.

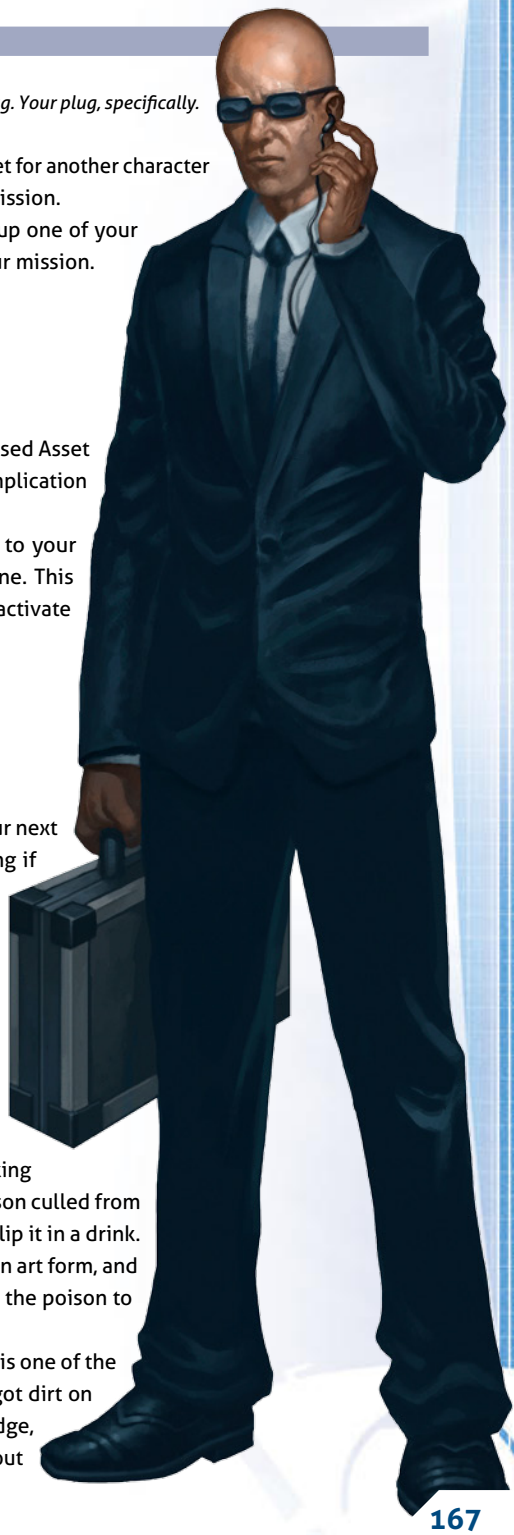
Highlighted Skills: **Move**, **Shoot**, **Sneak**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Assorted Rare Poisons D8: Each assassin has a special way of taking care of particularly tricky targets. Yours happens to be poison culled from exotic plants and flowers found on the planet Greenleaf. Slip it in a drink. Coat a blade with it. Put a drop on a tiny needle. Poison is an art form, and you're an artist. Painters fit the paint to the canvas; you fit the poison to the target.

Blackmail Database Connection D8: The Blue Sun Corporation is one of the greatest powers in the 'Verse, primarily because they've got dirt on everyone. You've got access to that pool of secret knowledge, and you're not afraid to lean on people with information about their past misdeeds.



CORE HOSPITAL INTERN

"A 'fully stocked medkit' ain't a bottle of homemade whiskey and an old hunting knife!"

You've always wanted to help people. You gave money to beggars on the streets of Ariel even though your parents scolded you every time. You stayed up all night studying with friends to make sure they passed their tests. You went into medicine because it seemed like the noblest of professions. When you spoke of studying to be a doctor, your parents beamed with pride and your friends slapped you on the back.

You were excited to accept an internship at Saint Lucy's Hospital since it meant you could stay close to your family while you finished up your medical degree. Not that you had much time to visit thanks to the grueling 60-hour weeks you were expected to keep at the hospital. That's when you started to see the abuses. Doctors strung out on medications meant for their patients. Federal marshals paid to look the other way as syndicate men stole vital equipment to sell on the black market. You filed reports and cornered administrators. All that got you were terrible shifts in the worst parts of the hospital. After a few weeks, you cleaned out your bank account, found an outbound transport, and disappeared into the black.

Your current conditions aren't ideal. You work on animals about as often as you do humans. You're often paid in goods and services rather than cash, if at all. But you can see you're making a difference in every grateful face and every hug from a parent whose child has a fighting chance to survive. Now if you can just summon up the courage to send a wave to your parents and tell them you quit, you'll finally feel like you can call yourself a doctor.

ATTRIBUTES

Mental	10	Physical	6	Social	8

SKILLS

Craft	4		Know	10	*Core Politics*	Sneak	4	
Drive	4		Labor	4		Survive	4	
Fight	4		Move	4		Throw	4	
Fix	8	*Medical Tech*	Notice	4		Treat	8	*First Aid*
Fly	4		Operate	8		Trick	4	
Focus	4		Perform	4				
Influence	4		Shoot	4				

DISTINCTIONS

Child Prodigy 8

Your parents didn't know what to do with you, other than enroll you in the best schools, and wonder at your potential.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Eidetic Memory:* Spend 1 PP to roll your **Know** Skill and add it to your total once per scene.
- ☐ *Exceptional Talent:* Step up an existing Complication to step up or double a Skill in a non-combat situation.

Highlighted Skills: Fix, Know, Operate

Know It All 8

Look, smarty pants, if we wanted schoolin', we'd have gone to school.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Book Learnin':* Double your **Know** when you have access to informational resources (the Cortex, an encyclopedia, etc.) and the time to use them.
- ☐ *Pedantic*: Gain 1 PP when you correct someone at an inappropriate juncture or tell the crew a fact about a problem that is interesting but not useful.

Highlighted Skills: **Fix, Know, Treat**

Medical Student 8

Y'ain't a doctor yet, but you're the next best thing.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Competitive Academic*: When you fail a roll with **Know**, step up **Mental** for your next Action.
- ☐ *Still Practicing*: When you try an operation or medical procedure for the first time, step back **Treat** to gain 1 PP.

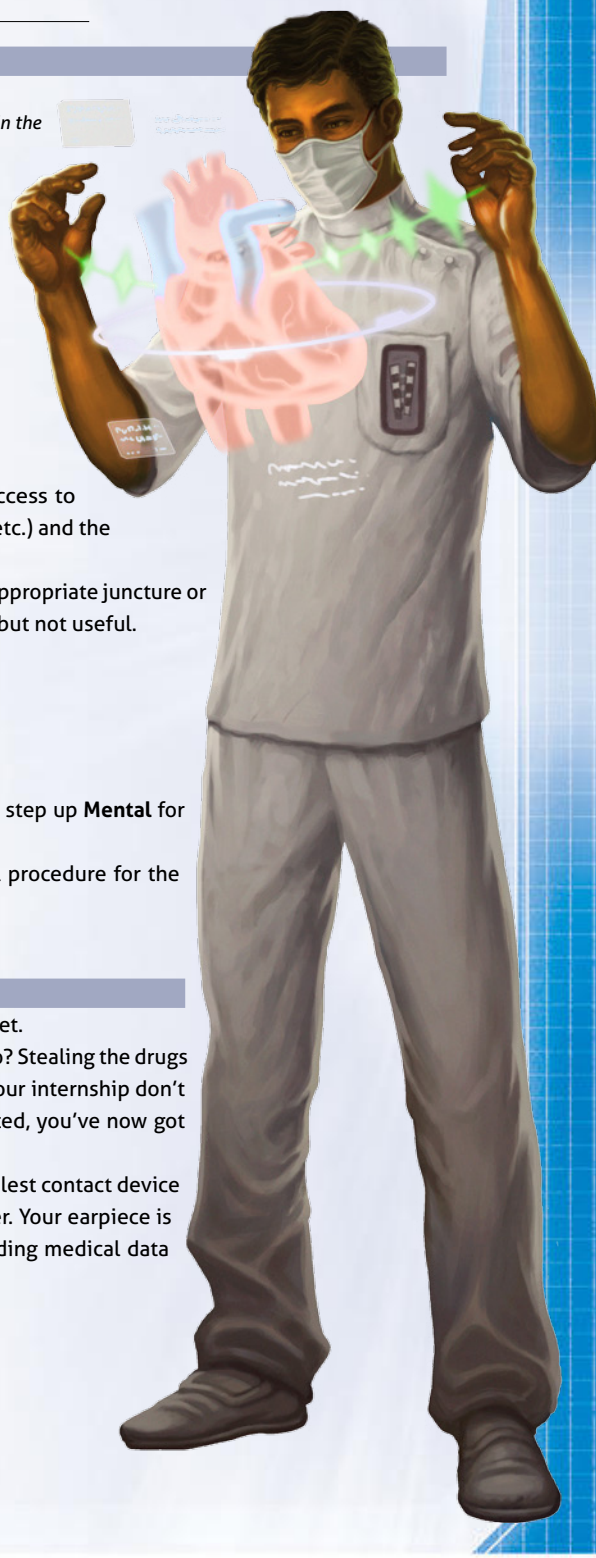
Highlighted Skills: **Know, Operate, Treat**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

"Borrowed" Medicine D8: What else were you supposed to do? Stealing the drugs was just about the only option you had, on account of your internship don't pay all that much. And with the stash you've accumulated, you've now got plenty to use—or sell, should the need arise.

Cortex Comms Earpiece D8: Most of the interns get the simplest contact device the hospital can afford, but you earned something better. Your earpiece is jacked into the Cortex at all times, constantly downloading medical data that's useful before you even have to request it.



DOCK FOREMAN

"Can't figure out the problem? Point me and my crew to it. That's what I'm here for."

You remember when your family migrated to the Eavesdown Docks on Persephone. You were just a wee bit too young to go to War, and that was a good thing. While others were off fightin', you worked the docks with your family and eventually got promoted to foreman. You'd like to think it's because you've earned that position, but you suspect it's more on account of your family being well connected. Oh, they're regular folk all right, without any aims to be social climbers, but they know who's coming and going. That's their specialty: information. Putting you in the position of foreman makes a whole lot of sense—more for them than for you.

But you're not above getting your hands dirty down on the docks. When there are crates to lift and machinery to operate, you're happy to throw your weight into getting the job done. You're likable that way, and most stay clear of ya. You've got an apprentice or two under your watch and you stick to the laborin'. 'Course, you don't mind having charges. In fact, you've gotten used to bossin' folks around. This particular section of Docks is like havin' your own little kingdom. Shiny!

ATTRIBUTES

Mental	6	Physical	10	Social	8

SKILLS

Craft	4		Know	8	*Docks*	Sneak	4
Drive	4		Labor	6	*Heavy Lifting*	Survive	4
Fight	4		Move	4		Throw	4
Fix	4		Notice	4		Treat	4
Fly	4		Operate	6		Trick	6
Focus	6		Perform	6			
Influence	8		Shoot	4			

DISTINCTIONS

Dockyard Worker 8

So many folk come and go at a spacedock, it's like a daily class in other cultures. It's also gorramn drudgery and pays almost nothing, so why not keep an ear open?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Cosmopolitan:* Spend 1 PP to add a specialty in a different culture to your Crew Sheet for a scene.
- ☐ *Unsavory Element:* When you create an Asset or take a Complication that relates your less-than-cultured social group of workers, smugglers, and inspectors, step it up.

Highlighted Skills: **Know**, **Labor**, **Operate**

Family Ties 8

Everybody is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Family Gifts:* When you create an Asset or take a Complication related to your relationship with your family, step it up.
- ☐ *Thicker than Water:* Spend 1 PP and invoke a family member's name to reroll your dice.

Highlighted Skills: **Influence**, **Perform**, **Trick**

Tough as an Old Leather Boot 8

You built your empire with your own hands. You may be a rich man now, but you're still the same sumbitch on the inside.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hard Bargain:* Spend 1 PP to step back a Complication during a negotiation.
- ☐ *Singin' the Blues:* Gain 1 PP when you step back your **Social** die during a roll due to your melancholy over what you lost to get where you are.

Highlighted Skills: **Focus**, **Influence**, **Know**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Mechanic's Toolbelt D8: You're a natural at fixin' ship parts and the like, but you can't do a darn thing without your trusty toolbelt. You've got gizmos and gadgets a-plenty hidin' in them pockets on your belt, ready and waitin' for you to tinker when you need 'em.

Worker Bees D8: You've got work to do and loyal folks to do it. Supervisin' them dock workers has its perks, and having access to a heap of folks is definitely one of them. Why, your li'l worker bees are so happy with you runnin' the show, they'll gladly stick their necks out for ya if you need a hand.



MINOR LEAGUE HUSTLER

"I don't need to tell someone like you that what I'm proposing is the deal of a lifetime."

The Cortex datafiles showin' all that Londinum has to offer mention the Clocktower, Parliament House, and the Interplanetary War Memorial, but they never speak of its ills. For every city worthy of tourists and the Alliance, there are dozens of dingy, dirty towns like Arbor Felix where people like you tried to survive however you could. These streets were your home. You quickly learned that anyone hoping to pull themselves out of such humble beginnings needed a weapon. Some used their fists. Others used guns. You used your smile and your natural ability to play to the vices that make the 'Verse what it is.

They say you can't cheat an honest man, and they're right. The best cons involve the hint of illegal activity that adds a forbidden thrill for the mark and makes it more difficult for them to fetch the authorities once the con is over. Lucky for you, honest men and women in the black are about as rare as cheap Companions. Everyone has their price. Every mark has their vice. There's a reason those two words rhyme.

Sure, you may have some people looking for you. You're not quite living the life of expensive clothes and cheap thrills you promised yourself when you were growin' up on Londinium. But you're not dead, you're not behind bars, and every new planet is full of suckers looking to get something for nothing. If the mark isn't smart enough to resist the apple you offer, they deserve to be taken. It's the only way they'll learn how the 'Verse keeps spinning.

ATTRIBUTES

Mental	8	Physical	6	Social	10

SKILLS

Craft	8	*Forgery*	Know	4		Sneak	4	
Drive	6		Labor	6		Survive	4	
Fight	4		Move	6		Throw	6	
Fix	4		Notice	4		Treat	4	
Fly	4		Operate	4		Trick	8	*Fast Talk*
Focus	4		Perform	8				
Influence	4		Shoot	4				

DISTINCTIONS

Con Artist 8

There's a sucker born every minute. You just gotta put your line in the water.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Instant Expert*: When you try to pass yourself off as an expert, take or step up a **Web of Lies** Complication to double **Trick** for the roll.
- ☐ *The Stall*: When you act as a distraction for another Crewmember's Action, spend 1 PP to step up or double the die you lend to them.

Highlighted Skills: **Craft**, **Perform**, **Trick**

Friends in Low Places 8

Those of us on the Rim don't have much, but we stick together. There's a power in that.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Know a Guy*: Spend 1 PP to create a D8 Asset when you call in a shady friend with the skills you need.
- ☐ *Rumor Mill*: When you try to get information from your contacts, make a **Social** + **Know** roll. If successful, create a D6 Asset about the information. Take a **Half the Story** D8 Complication to step up the new Asset.

Highlighted Skills: **Craft**, **Labor**, **Throw**

Slim 8

There ain't much meat on your bones.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hard Target*: Spend 1 PP to double **Move** when navigating through a crowd or diving for cover.
- ☐ *Wiggle Room*: When you hide in a tiny space, you may use **Move** instead of **Sneak** to avoid detection.

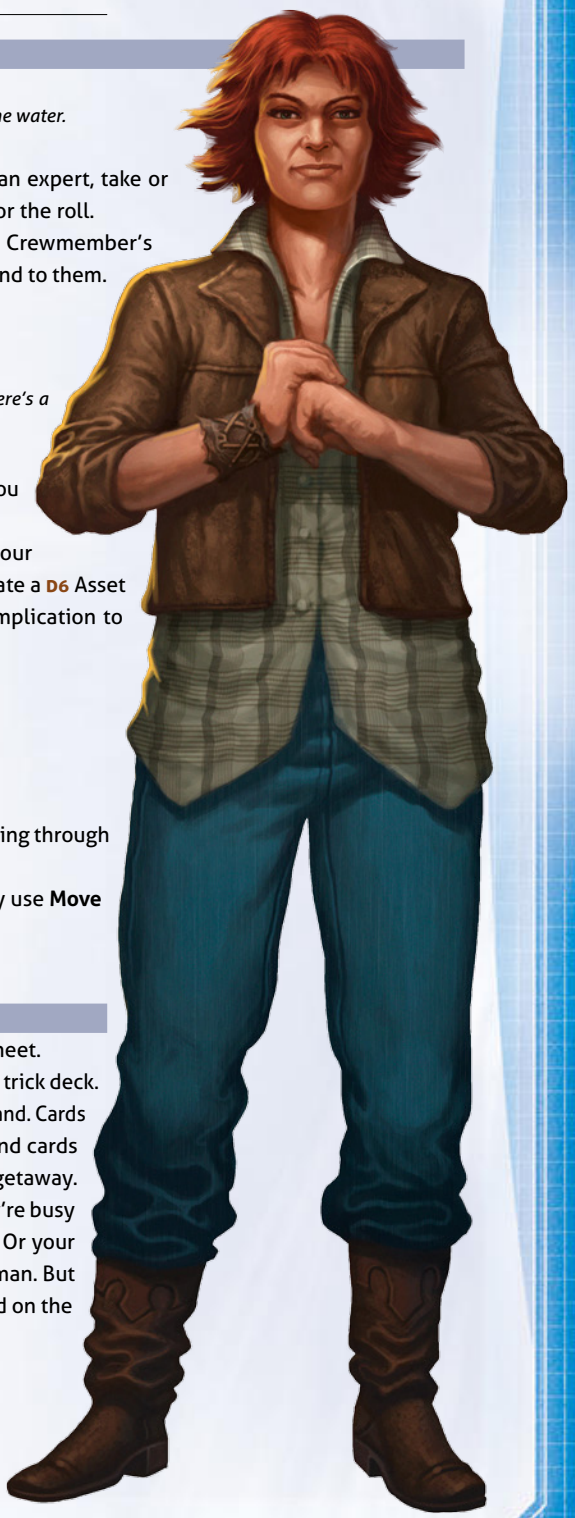
Highlighted Skills: **Drive**, **Move**, **Perform**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Trick Deck D8: Any good cardsharp in the 'Verse has her own trick deck. Cards that change suit when flashed by a magnetic wristband. Cards of different weights, to pick 'em out while shuffling. And cards to crumple up and turn into smoke bombs for a quick getaway.

Costume Kit D8: People won't notice your words when they're busy starin' at your mustache. Or that scar across your eye. Or your hair that looks like it was done by an addlepated madman. But they won't see who you are when your face is plastered on the wanted posters, neither.



TRIAD ENFORCER

"Zhua jin, I do not know what you're talking about. I help people, dong ma?"

You're an enforcer for the Triad, an elite criminal organization with roots in the Earth-That-Was. Most folks think you're head of security for a pharmaceutical company on Ariel that manufactures drugs like Byphodine. According to your official Cortex datafiles, you travel the 'Verse bringin' the local Law medicine that's sorely needed. What you really do is enforce the comings and goings of a highly illegal organ smuggling operation—right under the Alliance's very nose.

After the War, you had a hard time finding a legitimate job. You used your charm and wound up running errands just to stay alive, not knowing who you were really working for. The Triad took you in off the streets, trained you up, and promised food and shelter. You worked your way up the ranks, and now you travel the black as one of the Triad's most trusted agents. So far, they've lived up to their end of the bargain and will continue to do so—provided you do yours.

Now, you're in so deep with the Triad that you couldn't leave even if you wanted to. You've seen what happens when people grow a conscience in your line of work. Sure, the Triad ain't exactly a group of shepherds, but they did give you everythin' you have. To sleep at night, you've convinced yourself that the Triad is a necessary evil. You'd be foolish to leave now, right?

ATTRIBUTES

Mental	8		Physical	8		Social	8	

SKILLS

Craft	4		Know	6		Sneak	4	
Drive	4		Labor	4		Survive	4	
Fight	6	*Kung Fu*	Move	4		Throw	4	
Fix	4		Notice	6		Treat	4	
Fly	4		Operate	4		Trick	8	
Focus	6		Perform	4				
Influence	10	*Triads*	Shoot	4				

DISTINCTIONS

Shady Business Man 8

You keep tellin' folks you are legitimate. Someday, they might believe you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Fell Off a Truck:* Step up a Complication involving the authorities to create a D8 Asset that was acquired from less than reputable sources.
- ☐ *Loan Shark:* Spend a PP to pass off a social Complication onto another character who owes you something.

Highlighted Skills: **Influence**, **Notice**, **Trick**

Tough as an Old Leather Boot 8

You built your empire with your own hands. You may be a rich man now, but you're still the same sumbitch on the inside.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hard Bargain:* Spend 1 PP to step back a Complication during a negotiation.
- ☐ *Singin' the Blues:* Gain 1 PP when you step back your **Social** die during a roll due to your melancholy over what you lost to get where you are.

Highlighted Skills: **Focus**, **Influence**, **Know**

Triad Ranking 8

You fought, swindled, and bargained your way to a position of minor leadership in the Triad. Only problem is what to do now that you're here.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Brutal:* Step up one of your own Complications to step up a Complication you caused another character to acquire this scene.
- ☐ *Gang Warfare:* Gain 1 PP when your criminal background and deadly connections lead to violence against you or your allies.

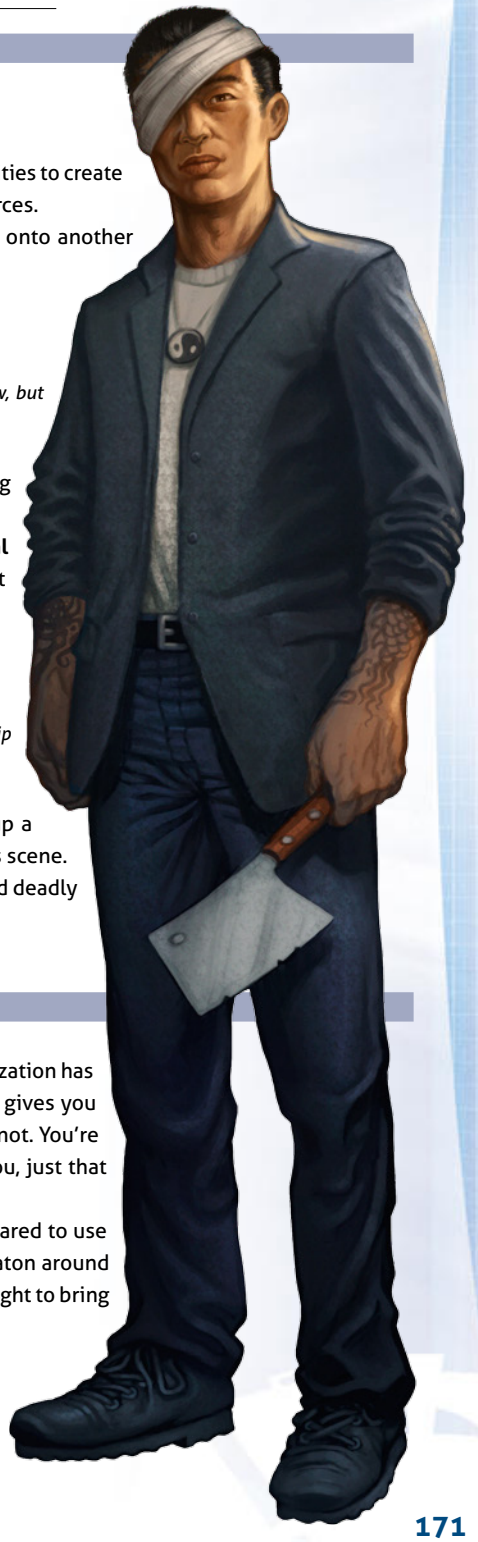
Highlighted Skills: **Fight**, **Influence**, **Trick**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Experimental Drugs D8: Being a member of a clandestine organization has its perks. Your cover identity at a pharmaceutical company gives you access to all the latest experimental drugs—both legal and not. You're not sure what these powders, pills, and liquids do, mind you, just that there's those that would kill to get their hands on 'em.

Retractable Baton D8: In your line of work, you have to be prepared to use force when necessary. That's why you carry a retractable baton around with you. It's cheaper than bullets and mighty effective in a fight to bring an opponent screaming to their knees.



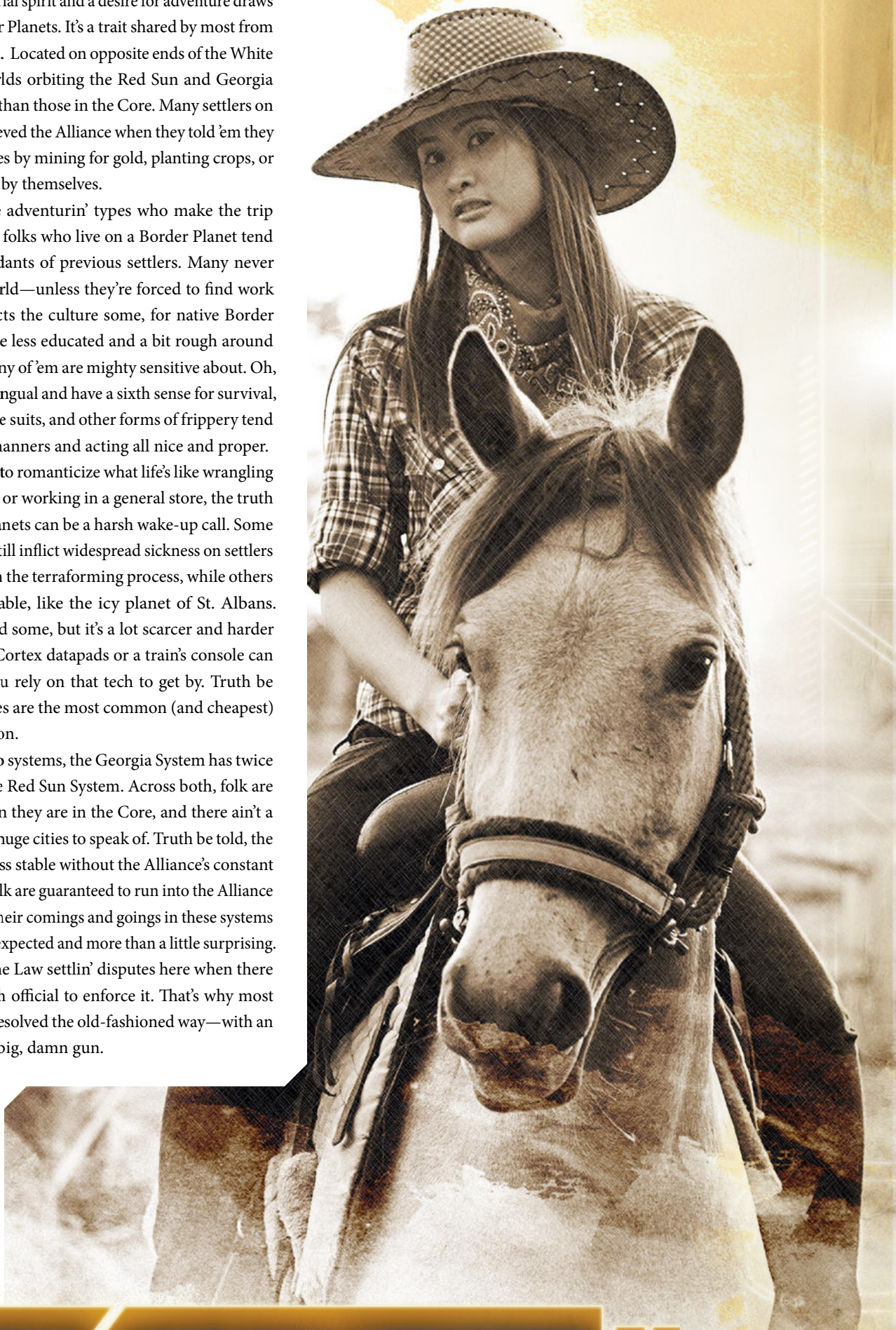
BORDER PLANETS

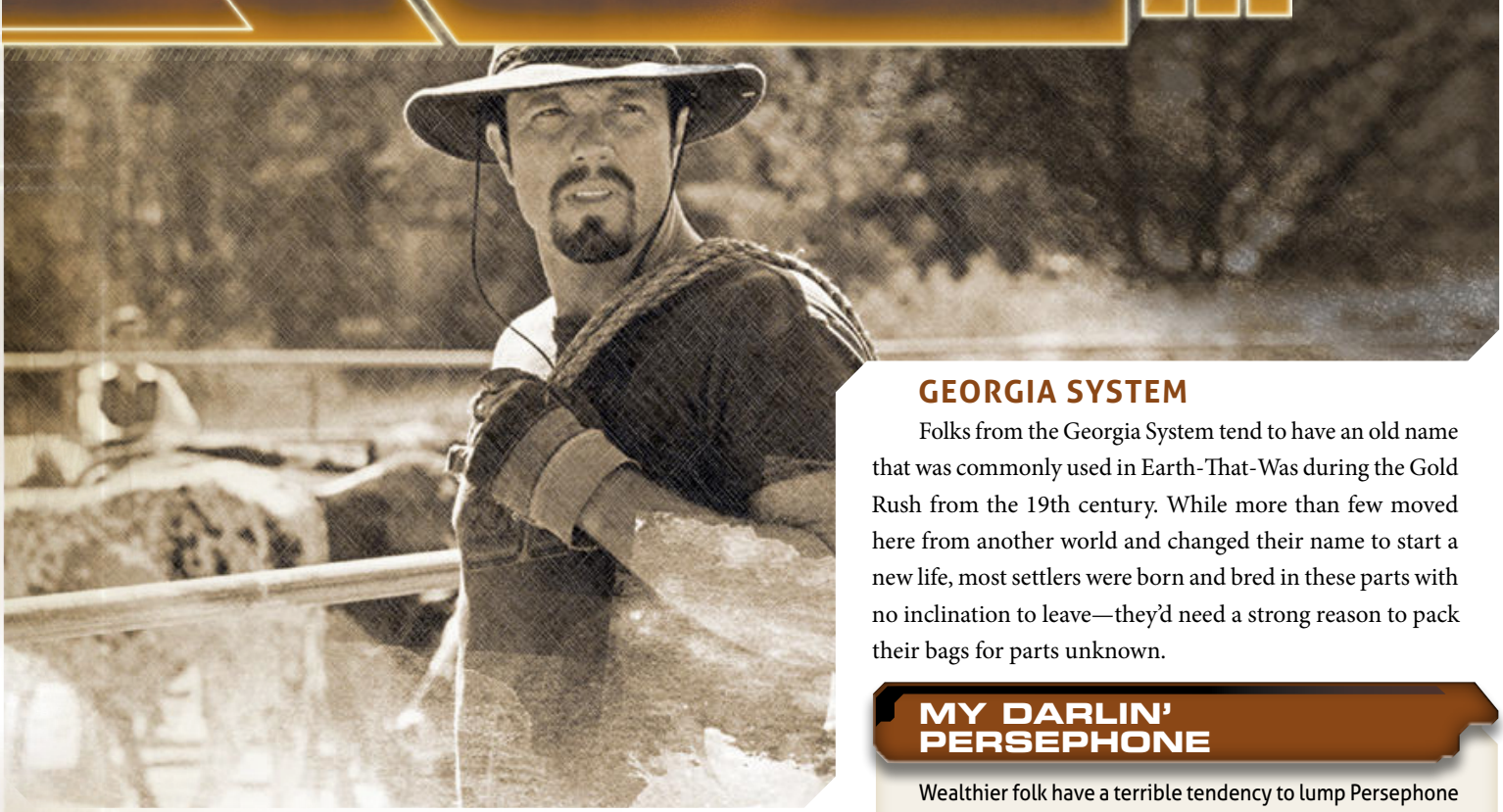
A shared entrepreneurial spirit and a desire for adventure draws folk out to the Border Planets. It's a trait shared by most from this part of the 'Verse. Located on opposite ends of the White Sun system, the worlds orbiting the Red Sun and Georgia systems are younger than those in the Core. Many settlers on this new frontier believed the Alliance when they told 'em they could better their lives by mining for gold, planting crops, or startin' up a town all by themselves.

While there are adventurin' types who make the trip from the Core, most folks who live on a Border Planet tend to be native descendants of previous settlers. Many never leave their home world—unless they're forced to find work elsewhere. That affects the culture some, for native Border Planet folk tend to be less educated and a bit rough around the edges—a fact many of 'em are mighty sensitive about. Oh, these folk are still bilingual and have a sixth sense for survival, but fancy dresses, fine suits, and other forms of frippery tend to stand out, as do manners and acting all nice and proper.

Though it's easy to romanticize what life's like wrangling cattle, growing corn, or working in a general store, the truth is that the Border Planets can be a harsh wake-up call. Some worlds, like Regina, still inflict widespread sickness on settlers due to problems with the terraforming process, while others are all but inhospitable, like the icy planet of St. Albans. Technology is around some, but it's a lot scarcer and harder to fix. Even broken Cortex datapads or a train's console can spell disaster if'n you rely on that tech to get by. Truth be told, that's why horses are the most common (and cheapest) form of transportation.

Between the two systems, the Georgia System has twice the population of the Red Sun System. Across both, folk are spread out more than they are in the Core, and there ain't a lot of skyscrapers or huge cities to speak of. Truth be told, the landscape is much less stable without the Alliance's constant supervision. While folk are guaranteed to run into the Alliance in the Core Planets, their comings and goings in these systems can be downright unexpected and more than a little surprising. You can't count on the Law settlin' disputes here when there ain't a decent enough official to enforce it. That's why most grievances here are resolved the old-fashioned way—with an attractive bribe or a big, damn gun.





GEORGIA SYSTEM

Folks from the Georgia System tend to have an old name that was commonly used in Earth-That-Was during the Gold Rush from the 19th century. While more than few moved here from another world and changed their name to start a new life, most settlers were born and bred in these parts with no inclination to leave—they'd need a strong reason to pack their bags for parts unknown.

MY DARLIN' PERSEPHONE

Wealthier folk have a terrible tendency to lump Persephone in with the Border Planets. Truth be told, it's a stereotype that can be downright impossible to beat. Most educated citizens think that anyone who farms, hunts, or fishes for their supper hails from the Border.

Farmers on Persephone, if'n they ain't part of the gentry class, don't bother correcting folk, neither. Anybody who works the land on that old girl would be proud to hail from the Border Planets. Most natives feel they share the trials and tribulations of a Border Planet settler—problems only a farmer, hunter, or fisherman would understand.

RED SUN SYSTEM

The names of those who hail from the Red Sun System tend to be a blend of East-meets-West. Most characters from these parts aren't as proud as those from the Core, but don't mistake this for a lack of integrity. Folk in the Red Sun System value their freedom and secretly wish to break free from the Alliance. It is not uncommon to find European-sounding names in this part of the 'Verse that hearken back to specific cultures, like Irish, from Earth-That-Was.

RED SUN SYSTEM CHARACTER NAMES

	Male	Female	Family Name
2	Sherman	Chow	Sullivan
3	Russel	Chun	Skinner
4	Seymour	Fung	Richards
5	Ambrose	Hua	Puckett
6	Billy	Jun	Nicholson
7	Cole	Lee	Mucklebreed
8	Cassidy	Lian	Michaels
9	Clarence	Mei	McCoy
10	Elijah	Shun	McGee
11	Gus	Ting	McDonnell
12	Hank	Wen	Lewis
13	Jesse	Yan	Kaine
14	Luke	Yu	Smith
15	Owen	Abigail	Brown
16	Sam	Ada	Lee
17	Travis	Charlotte	Wilson
18	Zeke	Daisy	Taylor
19	Bai	Ellie	Davis
20	Chang	Hannah	Lee
21	Chao	Hattie	Harris
22	Chen	Judith	Clark
23	Hai	Maybelle	Young
24	Han	Nelly	Adams

GEORGIA SYSTEM CHARACTER NAMES

	Male	Female	Family Name
2	Earnest	Chastity	Oakley
3	Felix	Charity	Masterson
4	Lucky	Clemency	Starr
5	Clem	Mercy	Courtright
6	Mick	Temperance	Doolin
7	Sully	Constance	Pickett
8	Cal	Hope	Bart
9	Judd	Grace	Ketchum
10	Ned	Faith	Dalton
11	Theo	Honor	Ford
12	Charlie	Cornelia	Cody
13	Gus	Sissy	Cannary
14	Jeb	Maggie	Madsen
15	Ray	Abby	Allison
16	Hal	Frankie	Younger
17	Nat	Poppy	Douglas
18	Ty	Penny	Holliday
19	Will	Tessie	Borne
20	Sam	Nellie	Horner
21	Kit	Tillie	McJunkin
22	Jack	Sadie	Clanton
23	Andy	Lulu	Ware
24	Chet	Aggie	Hardin

BORDER PLANET FARMER

"You can have your wars and intrigue. Farming's practical. You got the credits, I got what you need."

You're the third generation in a proud line of family farmers. War came and went, and where were you? On Persephone, workin' alongside your sisters, brothers, and dozens of employees to manage your 100-acre farm. You provided care and feedin' to those who needed it on both sides, and got paid handsomely for it.

After the War, you expanded some on a new planet; now you've got sheep, pigs, and cows a-plenty, along with a nice little orchard out back on Boros. What's more, you've just built that pretty yellow house with a white picket fence. You should be mighty happy, but you ain't. You do the job that needs doin' and that's earned you a reputation as bein' a shrewd individual. Your neighbors don't like you much, but that's on account of the deals you made to keep your family farm afloat. There's been a few complaints, but none that you can't handle. You've done things to protect you and yours, secrets you will take to the grave, and you've paid to keep more than a few mouths shut.

Still, you have to wonder what and who else is out there. You've only left Persephone once and have yet to take another trip flyin' through those bright, cheery skies. What backwater moons are waitin' to be explored? What's life really like in the Rim? The black? If the opportunity were to present itself, you'd think long and hard about leavin' your farm and family behind. Well, maybe not that long.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	6		Know	4		Sneak	6
Drive	4		Labor	6	*Farming*	Survive	6
Fight	4		Move	4		Throw	4
Fix	4		Notice	6		Treat	6
Fly	4		Operate	4		Trick	6
Focus	6	*Patience*	Perform	4			
Influence	6		Shoot	4			

DISTINCTIONS

Farmer 8

Terraforming made plenty of work for you, but it's a rough life, whether it's cows, corn, or chemically-altered protein product.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Lay of the Land:* Spend 1 PP to reveal a fact about the natural world you're standing on—environmental conditions, weather, or animal life—as a D8 Asset.
- ☐ *Rugged:* Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.

Highlighted Skills: **Craft**, **Labor**, **Survive**

Hitched 8

You ever been with a warrior woman?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *In Sickness and In Health:* When you create an Asset or take a Complication related to your relationship with your spouse, step it up.
- ☐ *For Richer or Poorer:* When you share a scene with your spouse, you may share Plot Points with one another.

Highlighted Skills: **Influence**, **Treat**, **Trick**

Steady 8

It takes a lot to throw you off-balance.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Got It In One:* Spend 1 PP to roll your **Focus** and add it to your total.
- ☐ *Sea of Calm:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

Highlighted Skills: **Focus**, **Notice**, **Sneak**

SIGNATURE ASSETS

Pick one Signature Asset D8 and note that on your Crew Sheet.

Alliance-Issued War Rifle D8: There ain't nothing you'd rather have by your side when you're out inspecting your property than your War rifle. Sure it's not one of them shiny new guns, but your trusty rifle has got plenty of character and that's enough for you.

Farm Animals D8: Other folks may be hunting down protein bars or stealin' loot from derelicts, but you've got a valuable resource all to your lonesome. Them farm animals you keep are great for trading and selling to all manner of folk clear 'cross the 'Verse. Think of them as a walking pile of credits—'cause that's exactly what they are.



CAREER LAWDOG

"Now, we can settle this all peaceable like. I can guarantee you ain't gonna enjoy my second proposal."

Way back when, the planet Shadow was a peaceful, quiet place where you could raise a family. Now, you can barely remember the town you served as sheriff before the Alliance cruisers blackened your sky and burned your land. You survived and made it off the planet's surface, but it cost more than your homestead. Too many young men and women ran to join the fight because of what the Alliance did to your home. Your two sons are among those never coming back.

You threw yourself into your work to deal with your grief. Becoming a Federal Marshal was out of the question, but plenty of places needed someone like you with a cool head and a dead eye. You've been the sheriff of over a dozen towns across the Border Planets. You usually move on after a year or so, once you've got a local trained up right. You prefer a kind word to a weapon and have a knack for defusing tense situations with a parental demeanor that puts folks at ease.

You're not sure if you can ever truly settle down again. Your family's been dead for years. You shy away from any entanglements as sheriff, just in case someone decides they want to get some leverage on you. It's been a lonely life, but you're not sure how much longer you can talk people out of stupid mistakes. You're a good shot, but you know the day is coming when you won't be fast enough to stay ahead of the outlaw's gun.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4		Know	4		Sneak	6	
Drive	4		Labor	4		Survive	4	
Fight	4		Move	8		Throw	4	
Fix	4		Notice	8	*Small Clues*	Treat	4	
Fly	4		Operate	4		Trick	4	
Focus	6		Perform	4				
Influence	6	*Interrogation*	Shoot	8				

DISTINCTIONS

Dead Eye 8

You're cool under fire and a keen shot.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Quick Draw*: The first time you set the stakes in a firefight, spend 1 PP to double **Shoot**. If your opponent raises the stakes, step back **Shoot** for the rest of the scene.
- [ ] *Take Aim*: Step back **Move** until the end of the scene to create an **In My Crosshairs** D8 Asset.

Highlighted Skills: **Move**, **Notice**, **Shoot**

Officer of the Law 8

You're charged with protecting the people and given the authority to do just that.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Public Figure*: Spend 1 PP to create a **Respected** D8 Asset when dealing with the people in your jurisdiction.
- [ ] *Talk 'em Down*: When you try to defuse a charged situation, step up or double **Influence**. Take or step up a Complication to do both.

Highlighted Skills: **Influence**, **Move**, **Shoot**

Steady 8

It takes a lot to throw you off-balance.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Got It in One:* Spend 1 PP to roll your **Focus** and add it to your total.
- [ ] *Sea of Calm:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

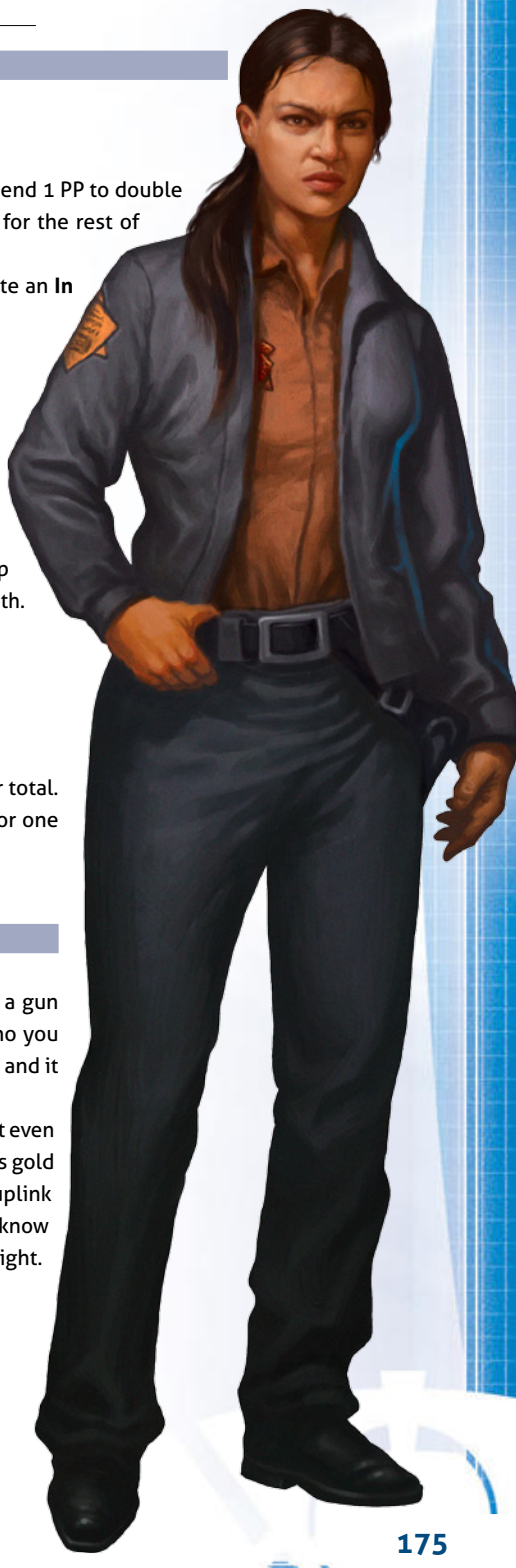
Highlighted Skills: **Focus**, **Notice**, **Sneak**

SIGNATURE ASSETS

Pick one Signature Asset D8 and note that on your Crew Sheet.

The Badge D8: What's an upholder of the Law but a citizen with a gun and a purpose, 'lest you've got a badge? The silver star is who you are, and it screams that truth out in the black. Show the badge, and it gets you authority, respect, and attention.

Law Enforcement Database D8: Folk think a gun keeps the peace, but even out on the Border Planets that ain't so. Information's as good as gold in fightin' lawlessness, and that's why you've got your Cortex uplink to the Alliance's law enforcement databases. It's a weapon you know how to wield, provided them overhead satellites are workin' right.



DISHONORED POLITICIAN

"There's no way I can save face now."

You hail from Ariel. The War was just a blip on your radar. Still, you worked for the Alliance and knew what they're capable of. You were, matter of fact, hand-picked from one of the finest families from Ariel's capital city to run a small, little town clear 'cross the other side of the 'Verse.

Sure, being moved from the Core to a backwater, no-name Border Planet moon like Godforsaken was a little worrisome, but you had every assurance it was for the best. You got a pile of credits for your trouble, your own personal Companion, and a small mansion, too. Your job was simple: keep the townspeople quiet and don't ask questions.

When you couldn't stand the Alliance's silence anymore, you told your family you wanted to come home. So, your father pulled some strings and you did—stripped of title, lands, credits, everything.

You never did find out what was going on back there, what all that silence was covering up. You're dyin' to know, but you have a feeling that if you do, somebody's going to get hurt. Maybe it'll be dear old dad or maybe it'll be you. Are you the kind of person to find out the truth? You could try, but forgetting might be a lot easier. After all, your career is over.

ATTRIBUTES

Mental	8		Physical	6	
Social	10				

SKILLS

Craft	4		Know	4		Sneak	4	
Drive	4		Labor	4		Survive	4	
Fight	4		Move	6		Throw	4	
Fix	4		Notice	8		Treat	4	
Fly	4		Operate	4		Trick	6	*Cover-Up*
Focus	6		Perform	6				
Influence	10	*Politics*	Shoot	4				

DISTINCTIONS

Drunk 8

The demon in the bottle drags you in every time. You like to refer to it as having an expertise in beverages; others like to refer to it as a serious problem. One of you is right.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Functional Alcoholic:* Start every Episode with a **Drunk** D6 Complication. Step it up to reroll a die on a failed Action. Once it exceeds D12, you are out until given medical treatment.
- ☐ *Gaps in Memory:* Gain 1 PP to reveal that you don't remember or recall the events of a previous scene in which you had an active **Drunk** Complication.

Highlighted Skills: **Influence, Move, Perform**

Fall from Grace 8

That's the problem with ambition: the higher you climb, the longer the drop. You really put yourself out there and now you've got to start over.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Coping Mechanism:* If you have a Complication at a D10 or higher, you may add your **Focus** to any roll made to avoid being Taken Out.
- ☐ *Out of Your Element:* Step up a Complication you have acquired as a result of being in unfamiliar surroundings, situations, or circumstances to gain 1 PP.

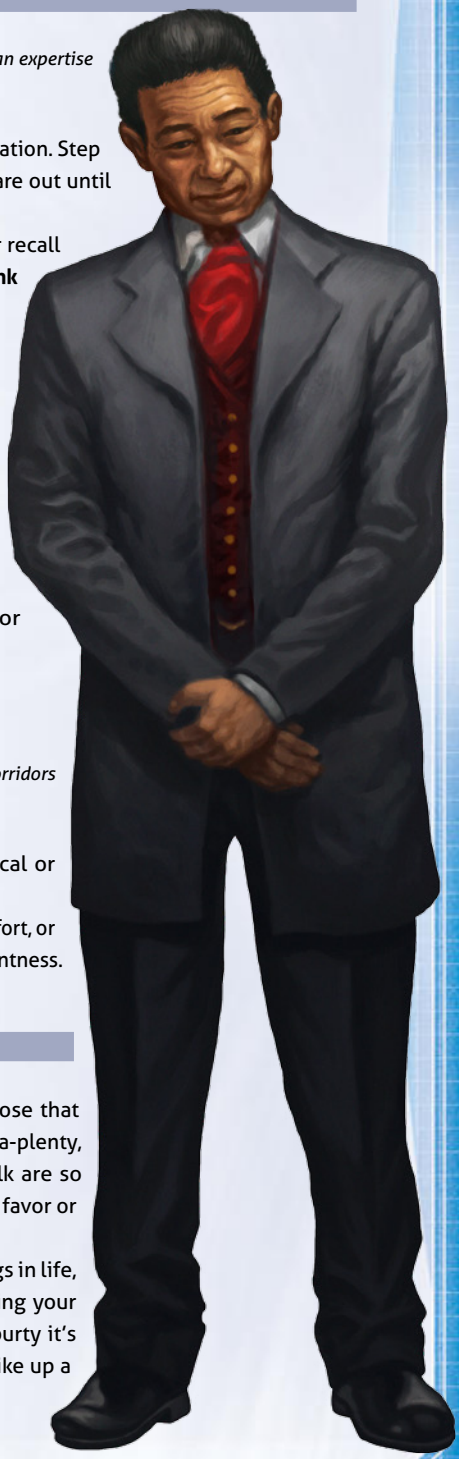
Highlighted Skills: **Focus, Influence, Notice**

Politician 8

You attained public office, acclaim, and people's trust. You have access to the corridors of power, for what that's worth.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Pulling the Strings:* When you create an Asset based on political or corporate connections, step it up to a D8.
- ☐ *Promises, Promises:* Gain 1 PP when an agreement, vote, lobbying effort, or behind-the-scenes deal comes back to cause you grief or unpleasantness.

Highlighted Skills: **Influence, Notice, Trick**



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Sympathetic Townsfolk D8: You may be disgraced, but there are those that remember all the mighty fine deeds you done. You brought traders a-plenty, Companions, and socialites, too. Some of your former townsfolk are so appreciative of those deeds they'll go out of your way to do you a favor or fight for you if need be.

Commemorative Flask D8: You've always had a taste for the finer things in life, so it's no surprise you've got your very own flask commemorating your stint as mayor of that fine little town. What's more, it's so darn purty it's become something of a conversation piece—a perfect way to strike up a conversation with those that need a-talkin' (or a-drinkin') to.

FORMER COMPANION

"What is it Lucifer said, Shepherd? Better to reign in hell than serve in heaven?"

You were born on the moon Xiaojie with the planet Sihnon hanging in the sky like a doting mother. As a child, you said goodbye to your mother every night after she turned out the light. You still remember the moment you discovered the Companion's Guild and how your heart beat so fast when you found out they lived on that beautiful jewel of a world. You were the best and brightest in your studies, and it seemed nothing could tarnish your dreams.

The details of how you came to exile are still too fresh to think about. What matters is that you cannot return to Sihnon or Xiaojie. Any of the other Core Planets make you uncomfortable, too. There are too many memories, clients, and questions for you to deal with. You were cast out of your House and are now forced to wander from planet to planet, full of long lonely nights staring out your window thinking about what you've done. Was it truly your fault? Can you ever fix things to return home?

You call it a sabbatical. As long as nobody confirms it with a wave back home, you can still ply your trade in a subtle way. Even if your official standing is revoked, you still have the skills and abilities of a Companion. They can't undo what you spent all your life training to be because of a single mistake. The 'Verse is a cold, hard place and everyone—not just the rich and privileged—deserve someone who can offer comfort and joy for a few fleeting moments. Even out here in the black, you can still look to Sihnon and feel her light on your face.

ATTRIBUTES

Mental	6	Physical	8	Social	10

SKILLS

Craft	6		Know	4		Sneak	4
Drive	6		Labor	6		Survive	4
Fight	4		Move	6		Throw	6
Fix	4		Notice	6	*Motives*	Treat	4
Fly	6		Operate	4		Trick	4
Focus	4		Perform	6	*Parties*		
Influence	6		Shoot	4			

DISTINCTIONS

Former Companion 8

You trained as a Companion, but left that life behind to follow your own path.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Old Habits Die Hard*: Step up a Complication to double or step up **Social** for all **Influence**, **Notice**, and **Perform** rolls in a scene.
- ☐ *Fiercely Independent*: Gain 1 PP when you reject someone else's plans to strike out on your own.

Highlighted Skills: **Notice**, **Influence**, **Perform**

Free Spirit 8

You go where the wind takes you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *New Horizons*: Step up or double **Drive** or **Fly** when you first take a vehicle somewhere new.
- ☐ *Unbound*: Spend 1 PP to double **Physical** when attempting to escape from bonds or a cell.

Highlighted Skills: **Drive**, **Fly**, **Move**

Friends in Low Places 8

Those of us on the Rim don't have much, but we stick together. There's a power in that.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Know a Guy*: Spend 1 PP to create a D8 Asset when you call in a shady friend with the skills you need.
- ☐ *Rumor Mill*: When you try to get information from your contacts, make a **Social** + **Know** roll. If successful, create a D6 Asset about the information. Take a **Half the Story** D8 Complication to step up the new Asset.

Highlighted Skills: **Craft**, **Labor**, **Throw**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Little Black Book D8: Work as a Companion, you'll build up a nice little trove of secrets and embarrassments. Companion code is to keep mum, but when you're not a Companion anymore, the code doesn't apply. You may not tell everybody 'bout your little book full of secrets of the wealthy and powerful, but you're sure not afraid to use it.

Companion's Finery D8: Doesn't matter if those stuck-up Companion Guild stoolies took away your license. They can't take away what makes you a Companion, and that includes the tools of the trade. You've got the wardrobe, fancy accessories, and tools required to keep on lookin' as regal as a Companion should.



HIGH STAKES GAMBLER

"Deal out the cards. They can take me to jail when I'm good and ready."

You've got an itch that can't be scratched. You tempt the gods often, on account of your insatiable hunger. There ain't a game you won't play—or bet on. You like cards, dice, cockfights, wrestling, races...heck, you've even bet on a game of *Chinese Checkers* once or twice. You gamble to win and when you don't, you keep on bettin' and playin' until you're forced to stop. That's when things get a little ugly, for you ain't afraid of losin'. You're invincible.

You were in that damnable War right on the front lines at the Battle of Du-Khang. Just a soldier, an Independent, who took a chance on the underdog. You bet high and threw everythin' into your duties, figurin' that you and your fellow Browncoats would take down those *jian huo*. Instead you experienced somethin' you could never forget. You were fightin' alongside your best friend, and what happened? She died. Walking right onto the field of battle—bullets and laser blasts zippin' right past—you shot the *ben dan* who murdered your friend. When you got you got back to your bunker, you didn't have a scratch on you.

Truth be told, that's when you started gambling. Ever since that day, you've never been able to resist tryin' your luck. You don't keep track of your wins and losses. All you've got is the game, 'cause that's the only thing that makes sense.

ATTRIBUTES

Mental	8		Physical	6	
Social	10				

SKILLS

Craft	4		Know	6		Sneak	4	
Drive	4		Labor	4		Survive	4	
Fight	4		Move	4		Throw	4	
Fix	4		Notice	8		Treat	4	
Fly	4		Operate	4		Trick	8	*Sleight of Hand*
Focus	8		Perform	4				
Influence	8	*Gambling*	Shoot	4				

DISTINCTIONS

Gambler 8

The greater the risk, the greater the thrill. You're addicted to the luck of the draw.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Risky Business:* If you replace your Skill die in a roll with a D4, you get a Big Damn Hero Die equal to that Skill's normal die rating if you successfully set or raise the stakes.
- ☐ *All or Nothing:* When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

Highlighted Skills: **Focus, Notice, Trick**

Smooth Talker 8

You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Gift of Gab:* Spend 1 PP to double your **Influence** die for your next roll.
- ☐ *Start Fresh:* Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications by one.

Highlighted Skills: **Influence, Know, Trick**

Reader 8

You know things you shouldn't. Some call you a witch. They're just scared of what you represent.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Secrets, Secrets:* When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental + Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
- ☐ *Psychic Flashes:* Once per scene, spend 1 PP to create a D8 Complication on a Gamemaster character by blurting out a secret or negative fate.

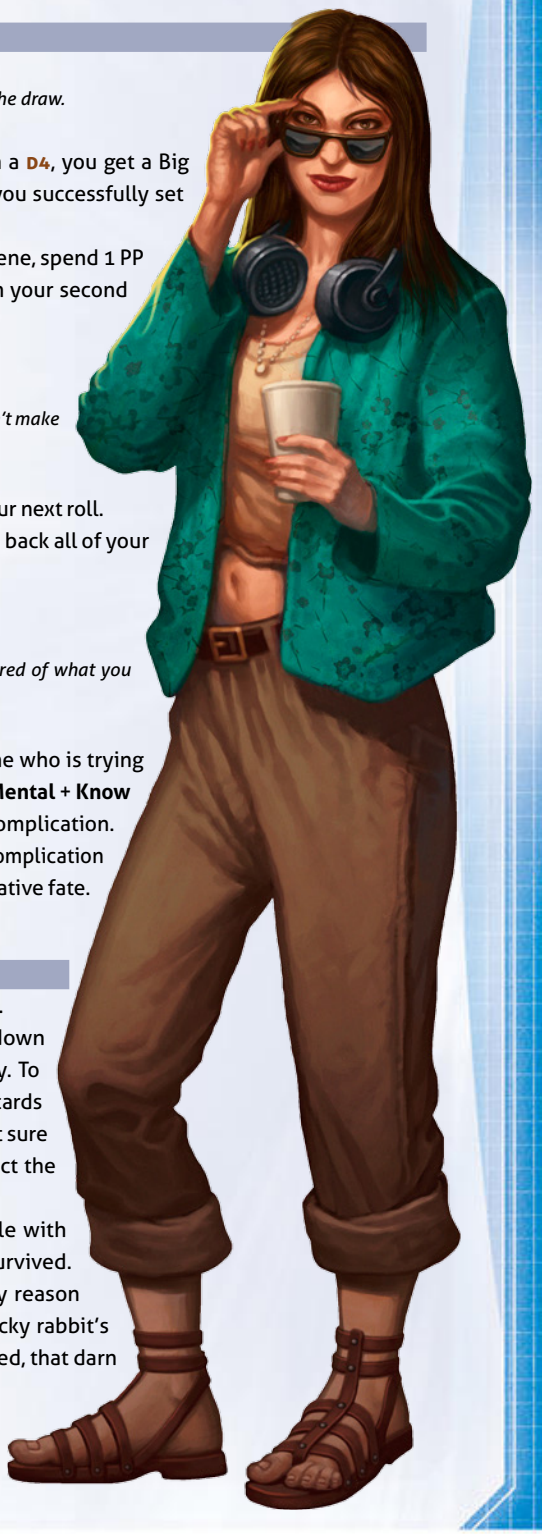
Highlighted Skills: **Focus, Influence, Notice**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Fake Ident Cards D8: You've got a terrible habit and deep down inside you know your reputation is spreadin' in a bad way. To set your mind at ease, you've got a collection of fake ident cards that you use to get yourself out of trouble. Though you ain't sure who you'll pretend to be next, your ident cards will distract the Law when need be.

Lucky Rabbit's Foot D8: You walked across that field of battle with those gorramn laser blasts whizzing past your ear and survived. Was it skill? Your charming demeanor? Hell, no. The only reason why you're still alive and kickin' is because you carry a lucky rabbit's foot. Never mind how you've been farin' after the War ended, that darn foot is helpin' you keep it together.



NATURAL READER

"Of course you're in love with her. I have a sense about these things."

Growing up on Greenleaf was a unique experience. Most of the terraformed planets are wide plains or harsh deserts. Not Greenleaf. The lush vegetation in the tropical zone filled your young lungs with the heavy, thick air of the rainforests. Your parents worked as cultivators for the pharma companies that used the plants to make medicines for the new illnesses caused by the terraforming process. They lived off the land as much as they could. Natural foods from a private garden and handmade clothes gave you a simple upbringing, but your parents never seemed to complain. They spoke of their time on the Core Worlds with a sadness that was infectious.

You started readin' people a few years ago as a teenager. You were always a sensitive child but your empathy grew by leaps and bounds during those first teenage years. Reading is a sensation that's hard to explain—it comes in flashes of pictures, turns of phrase, smells triggering vivid memories that are not your own. You could rarely make sense of it at first, but your parents encouraged you to develop your abilities. You still get random flashes, but sometimes you can grab onto something important and pull it out, like a book from a bookshelf.

When folks start gettin' suspicious of you, you pack up your belongings and move to the next town. That's why you left Greenleaf in the first place. Your parents were being watched and you knew it was because of you. Life out in the black is hard, but you're using your abilities to help people. One day, you hope to draw those shadowy forces watching you out into the light so you can return home.

ATTRIBUTES

Mental	10	Physical	6	Social	8

SKILLS

Craft	6		Know	4		Sneak	4
Drive	4		Labor	4		Survive	4
Fight	4		Move	4		Throw	4
Fix	4		Notice	8	*Emotions*	Treat	4
Fly	4		Operate	4		Trick	6
Focus	8		Perform	6			
Influence	8	*Fast Talk*	Shoot	4			

DISTINCTIONS

Brain Leech 8

There's a wealth of information all around you. It's in the heads of the people you know.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Big Help*: When a Crewmember gives you a die to help you for a roll, you can replace it with a D4. If your roll is successful, gain a D8 Big Damn Hero Die.
- ☐ *Two Heads Are Better Than One*: Once per scene, you may spend 1 PP to use the Skill of a Crewmember in the scene instead of your own. After the roll, take or step up a Complication to reflect their memories getting mixed up with your own.

Highlighted Skills: **Craft**, **Focus**, **Notice**

Chatterbox 8

A lot of folk are afraid of a little conversation but not you, you've got the gift of gab, see, and if people want to leave it up to you to carry the conversation, then that's just fine by you, 'cuz...

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Blather*: Step up or double **Trick** for an Action when you just keep talking. Take or step up an **Annoying** Complication after the roll.
- ☐ *Friendly Banter*: Step up **Social** for a scene. The next time the GM buys a Complication after you've rolled a jinx, step the Complication up.

Highlighted Skills: **Influence**, **Perform**, **Trick**

Reader 8

You know things you shouldn't. Some call you a witch. They're just scared of what you represent.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Secrets, Secrets:* When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental** + **Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
- ☐ *Psychic Flashes:* Once per scene, spend 1 PP to create a D8 Complication on a Gamemaster character by blurting out a secret or negative fate.

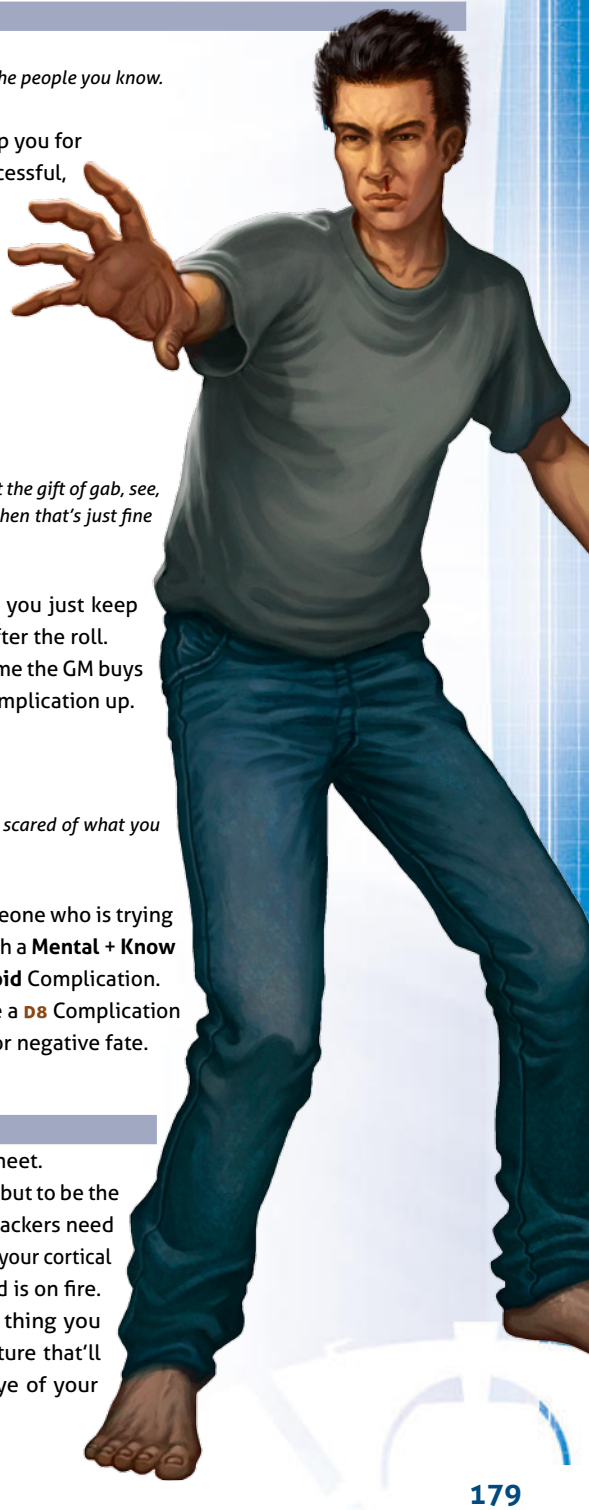
Highlighted Skills: **Focus**, **Influence**, **Notice**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Cortical Stimulants D8: Natural gifts are great in the 'Verse, but to be the best? You need a boost. Snipers need scopes, Cortex hackers need fast uplinks, and to Read fast and accurate-like, you need your cortical stimulants. Slip 'em in a vein and in no time, your mind is on fire.

Stuffed Bear D8: Your favorite stuffed bear is the only thing you couldn't Read as a kid. To this day, it's the only creature that'll give you a moment's peace. This here bear is the eye of your personal little storm.



SECURITY PROFESSIONAL

"To me, it really does matter if you are worth the bullet."

Maybe you were born with the cold of St. Albans already in your heart. You grew up as heir to a failed mine that was difficult to manage in the ice and snow. With your prospect played out, you offered your strong arm and quick gun to anyone willing to pay you to protect their claim. You made more money in a year than your family did in ten. When you realized the potential life you could live away from that frozen rock, you hopped aboard an outbound mining freighter to make your fortune by protecting others.

You didn't fight in the Unification War but you've seen plenty of battles caused by it. Five years on, there's still a lot of old wounds and hard feelings on both sides. Politics don't concern you, but the money folks are willing to spend on it does. You won't take every job, but you will at least consider it. You shoot straight and explain to people why you accept or deny a contract. Some people appreciate the honesty. Some try to draw down on you. You can easily handle both outcomes.

You've branched out into long-term contracts with your most recent assignment. You figure this gig is easy money while the ship is in motion, and your years of experience will carry you past any local trouble. If you get bored, you can find a side job or two to hold your attention. If you stick around long enough to grow attachments, that might be some unexplored territory, but you'll cross that bridge when you come to it.

ATTRIBUTES

Mental	8		Physical	10	
Social	6				

SKILLS

Craft	4		Influence	4		Shoot	6	
Drive	4		Know	4		Sneak	4	
Fight	10	*Close Quarters*	Labor	8		Survive	4	
			Move	6		Throw	4	
Fix	4		Notice	8	*Surveillance*	Treat	4	
Fly	4		Operate	4		Trick	4	
Focus	4		Perform	4				

DISTINCTIONS

Hired Muscle 8

You look tough, but looks aren't everything.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Blunt Instrument*: When you fight dirty or use brute force to solve a problem, step up your **Labor** or **Fight** until the end of the current scene. Step back **Social** until the end of the next scene.
- ☐ *Looming Shadow*: When you rely on your imposing size to intimidate someone, use **Physical** instead of **Social**. Both 1s and 2s count as jinxes on the roll.

Highlighted Skills: **Fight**, **Labor**, **Notice**

Scrapper 8

You've been in more tussles than you can count. Won most of 'em, too.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Sucker Punch*: Double **Fight** for the first round of an Action Order. Take or step up a social Complication after the roll.
- ☐ *Victorious*: When you Take Out a Major GMC, spend 1 PP to step back a physical Complication twice.

Highlighted Skills: **Fight**, **Labor**, **Move**

Strong, Silent Type 8

You're big, strong, and you follow orders. You get trusted with valuable things of all sorts.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Silent Protector:* Gain 1 PP when you do what's best for your charge, not your master.
- ☐ *Get Behind Me:* Step up a Complication involving your charge to step up an Asset from a D6 to a D8.

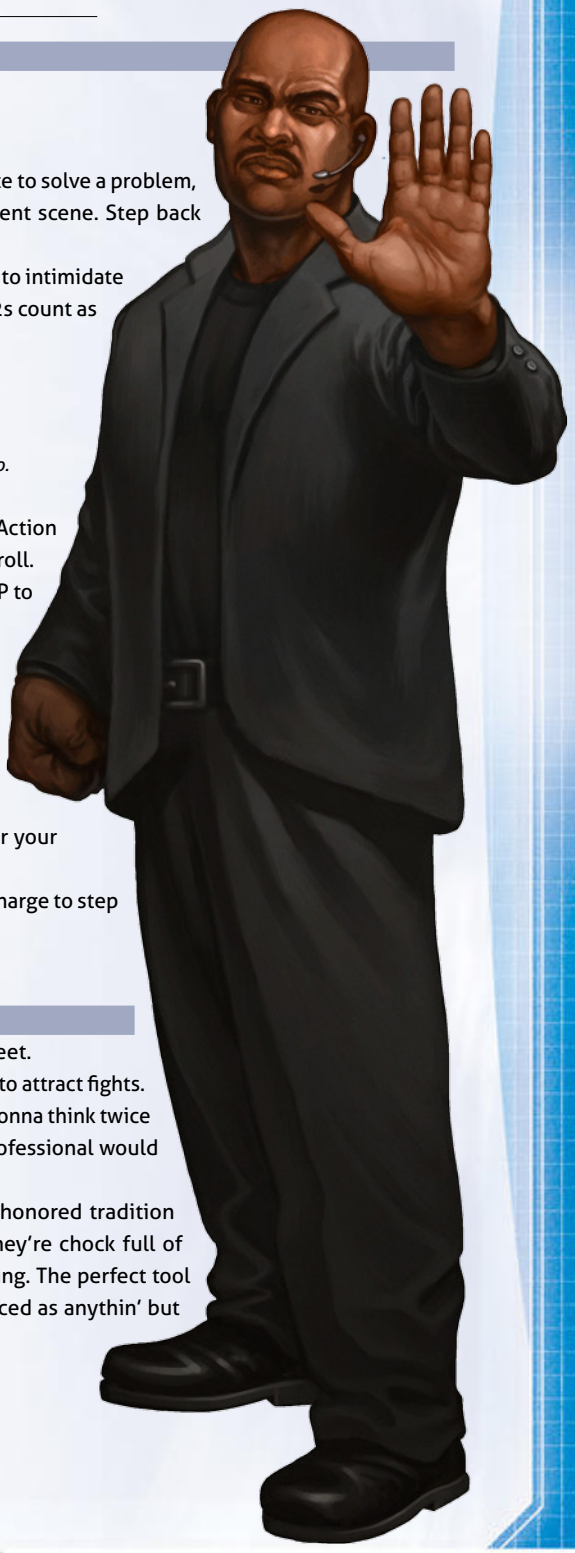
Highlighted Skills: **Fight**, **Notice**, **Shoot**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Clean Suit D8: If you look like a barroom brawler, you're goin' to attract fights. If you wearin' a clean, pressed suit, even the junkies are gonna think twice before throwing a punch. No self-respectin' security professional would ever wear anythin' else.

Augmented Reality Shades D8: Wearin' shades is a time-honored tradition of security professionals, and it's even better when they're chock full of miniaturized tech. Biometrics, facial scans, even targeting. The perfect tool for a security professional who doesn't want to be noticed as anythin' but shade-wearin' folk.



SMALL-TIME TRADER

"I'm no lao qian. You deal with me and I'll make sure you get a fair bargain."

Your parents are Alliance supporters who begged you to enlist in the War. To avoid disappointing them, you borrowed some money and a boat and left your home on Osiris over eight years ago. You always liked the travelin' life, but couldn't stomach a life of crime or poverty. You thought you found a way to make it work, by setting up shop as a small-time trader flyin' from place to place.

Thing was, when you started you didn't know the first thing about Guild permits, what goods folks wanted, or how badly you needed a mechanic and the like, so you got in deep. Though you know who to get more credits from, you're in debt up to your eyeballs. You've got a crew to pay, places to roam, and loot to sell.

But you're not worried. You've always managed to come out on top even after that bloody War was done and over with. Now, you run a small shop out of the back of your boat. You trade fair and the Border folk know it, too. Eventually, your ledger will go from red to black, right after you get that fancy new boat and give everybody a raise. 'Course you've always wanted to hire a Companion of your very own. Maybe you'll buy your folks a vacation, too...

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4		Know	8	*Trade Guild*	Sneak	4
Drive	6		Labor	4		Survive	4
Fight	4		Move	4		Throw	4
Fix	4		Notice	6		Treat	4
Fly	8	*Transports*	Operate	4		Trick	6
Focus	6		Perform	4			
Influence	6		Shoot	4			

DISTINCTIONS

Debt 8

You're in deep, and it's a hole you can't climb out of easily. But for the time being, you've got resources.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Something Borrowed:* When you create an Asset by spending money to purchase goods or services, step it up.
- ☐ *Pay It Forward:* When you use your financial resources on behalf of another, spend 1 PP to create an appropriate D8 Asset.

Highlighted Skills: **Know, Notice, Trick**

Guild Trader 8

Your business is in moving goods and services from one place to another under Guild contract. It's not as free as you'd like, but there's security.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Get Out of Jail Free:* Spend 1 PP when you're imprisoned, locked up, seized, or held. The Trade Guild springs you but they'll ask you to do something for them later.
- ☐ *Shadow of the Guild:* Gain 1 PP when your decision to go against the Trade Guild's policies, practices, or orders puts you in danger or hot water.

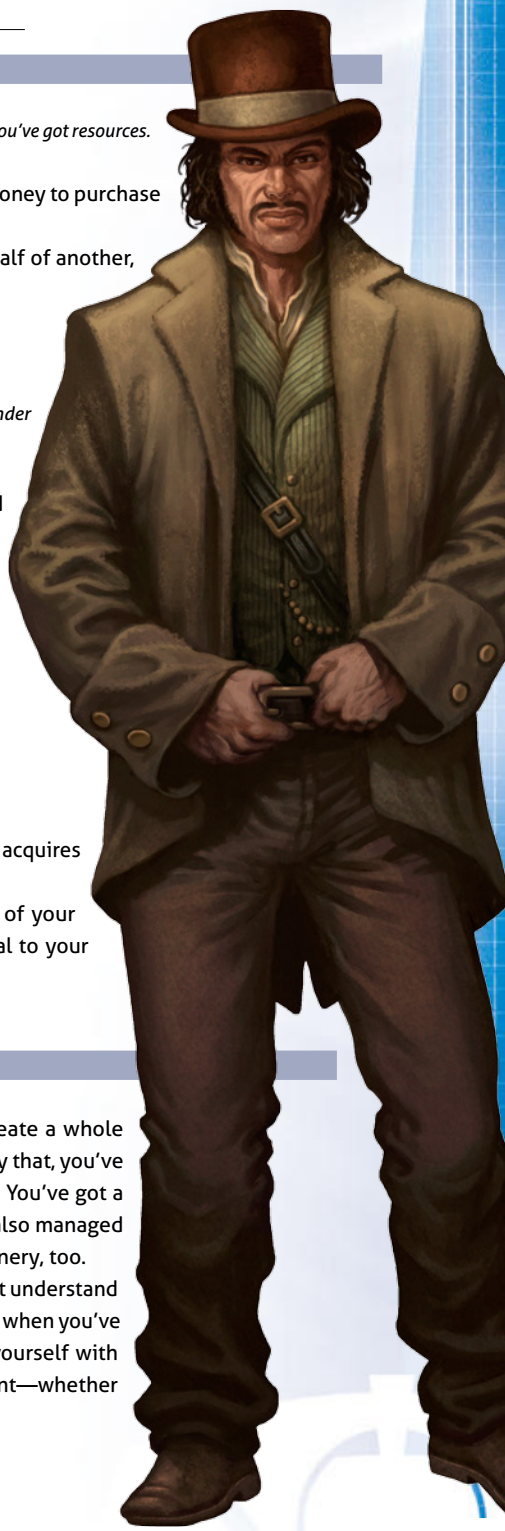
Highlighted Skills: **Drive, Fly, Know**

Ship's Captain 8

A natural leader, you're responsible for the Crew and the ship you all fly in.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Protect the Crew:* When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.
- ☐ *Lead the Crew:* When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your **Influence** die rating.

Highlighted Skills: **Fly, Focus, Influence**



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Secret Stash D8: You're so business-savvy you've managed to create a whole separate inventory and hide them items on your books. Not only that, you've pinched a few items from your own customers here and there. You've got a few foodstuffs like tobacco, rice wine, and the like, but you've also managed to squirrel away a few important medicines, gems, and other finery, too.

Emergency Alert D8: You like to keep on the good side of the Law, but understand full well that not every deal goes down just right. For those times when you've got suspicious characters eyeing up your wares, you protect yourself with an emergency alert that sends out a call to local law enforcement—whether you're flyin' or not.

THE RIM

The Rim contains, by far, the most mysterious and profitable regions of the 'Verse, but that don't mean it's all the same. In fact, the Blue Sun and Kalidasa Systems are almost polar opposites of one another. To most folk, however, any location outside the Core, including the black, is what they refer to as "The Rim," because to them it's more dangerous to live any place else—and they'd be right. After a fashion.

The trouble with this region is the simple fact that it's the least populated. What you eat boils down to what charity you receive or what you can grow or hunt yourself. Medicine, particularly anything more advanced than a jug of whiskey or a needle and thread, is science fiction in these here parts. High-tech equipment and vehicles, when they make an appearance, tell a lot about the folk who own and operate them. Acquiring a hoverboat, for example, sure don't come easy in these parts. Even if you manage to get your hands on one, you still gotta figure out how to keep it all nice and spiffy.

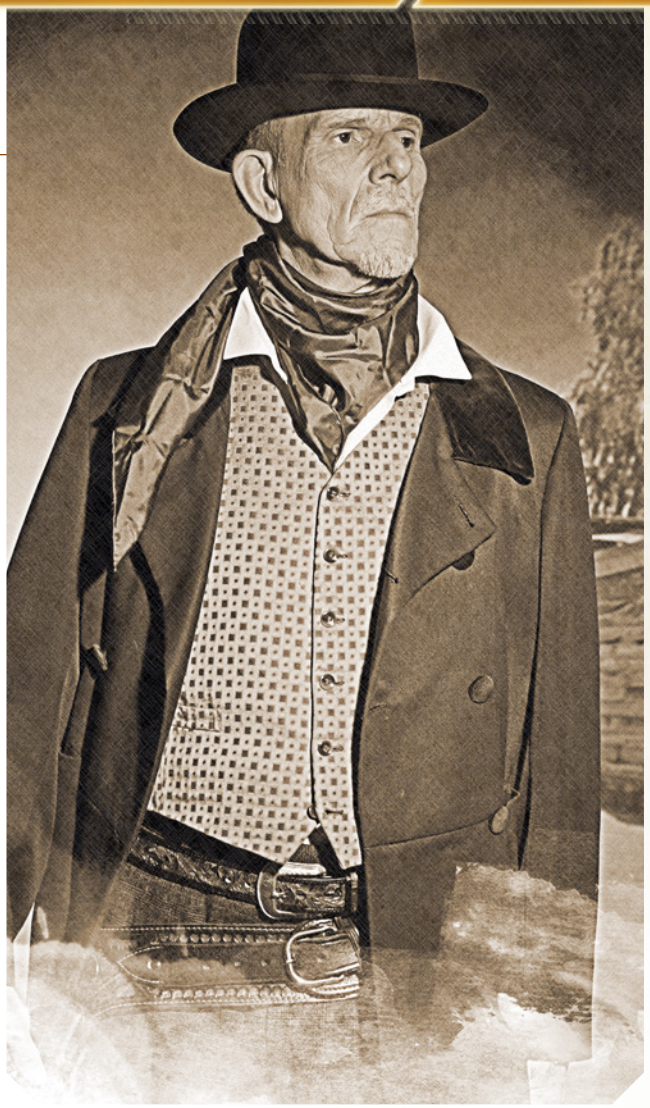
Now, sparsely populated areas with little-to-no Alliance oversight also means that both systems can be powerfully attractive to anyone lookin' to hide from civilization.

BLUE SUN SYSTEM

Those who hail from the Blue Sun System, with the exception of Deadwood, tend to have an ailment, on account of that system being the newest set of worlds in the entire 'Verse. There ain't a lot of folk there, though. It's the least populated; just under 20 million folk eke out a living here among the few worlds and their moons.

As the least developed of the five systems, the Blue Sun System tends to escape legal scrutiny since the Alliance doesn't pay too much attention to it. Some say the government is actively avoiding it and only sends its agents there when a notable prisoner has escaped. Even bounty hunters know full well that the Blue Sun System is the perfect place to hide. Many security professionals, ex-cons, and other dangerous types stake a claim in this part of the 'Verse for the land is cheap and anything goes.

Naming conventions here tend to resemble British names from Earth-That-Was and citizens are often referred to by their full names—nicknames are a faux pas. A savvy traveler who knows and understands that will often take on a fake name just to blend in, as these folk don't have a lot of love for outsiders who try to boss 'em around. Blue Sun natives tend to keep to their own—almost as if everyone in this part of the 'Verse knows something others don't, and they're keeping their loved ones close and waitin' for a storm to hit...



BLUE SUN SYSTEM CHARACTER NAMES

	Male	Female	Family Name
2	Mark	Patricia	Archer
3	Paul	Linda	Bond
4	Robert	Barbara	Cartwright
5	William	Jennifer	Dyer
6	Donald	Susan	Fletcher
7	George	Margaret	Harper
8	Kenneth	Dorothy	Horner
9	Steven	Lisa	Knight
10	Brian	Nancy	Mason
11	Edward	Karen	Piper
12	Joseph	Betty	Planter
13	Charles	Sandra	Porter
14	Richard	Donna	Potter
15	David	Carol	Sawyer
16	Christopher	Ruth	Seaman
17	Ronald	Sharon	Shoemaker
18	James	Michelle	Spencer
19	John	Laura	Skinner
20	Anthony	Kimberly	Tanner
21	Thomas	Deborah	Taylor
22	Michael	Helen	Thatcher
23	Jason	Ava	Wainwright
24	Tyler	Natalie	Weaver

KALIDASA SYSTEM

Folks who hail from the Kalidasa System typically aren't native to those manufacturing-and-frontier heavy worlds. In fact, few make their home here for very long, only remaining until a job has ended or they've found new work—whichever comes first. While Kalidasa has more occupants than the Blue Sun System, there are still just shy of a billion people who call this region their home.

As an industrialized system with barely any Alliance presence, corporations can throw their weight around here—and get away with it. So long as the goods keep flowing into the Core, there's no need for the Alliance to take a close look at the operations.

Most industries have a large plant located within the system and an office on or above the system's capital planet, Beaumonde. Some companies, like the Blue Sun Corporation, have an entire moon devoted to manufacturing a particular type of popular good or service—like a foodstuff or fuel cells for a ship. Others have a remote warehouse or, like the Safe-T Network, shipyards devoted to transporting goods securely to other places in the 'Verse.

There's a lot of people coming and going in this part of the 'Verse, ranging from highly-skilled engineers to cleaning crews to corporate officials. As a result of their transitory nature, common names in the Kalidasa System tend to be a broader mixture here than elsewhere. What's more, the types of monikers are never the same on any given day. Variety here is not only expected, it's celebrated. The small sampling below is a tiny representation of the huge variety of folk found here. Names are presented in no particular order, so match 'em up however you like or use 'em to do more research to find a new one.

KALIDASA SYSTEM CHARACTER NAMES

	Male	Female	Family Name
2	Hassan	Fatima	Vargas
3	Elias	Maryam	Dupont
4	Adolfo	Jada	Novak
5	Noel	Zahra	Garcia
6	Lucas	Iwalani	Nielsen
7	Viktor	Magda	Ivanov
8	Malik	Kirabo	Petrovavich
9	Davu	Sanaa	Singh
10	Marcus	Remika	Isa
11	Conley	Gisela	Karlsson
12	Juan	Lena	Antoniak
13	Bedros	Abiba	Hashimoto
14	Liam	Nomusa	Roux
15	Jayden	Gabrielle	Giovanni
16	Emeka	Anya	Van der Meer
17	Wataru	Maria	Ndiaye
18	Cooper	Liliana	O'Sullivan
19	Lorenzo	Chloe	Schumacher
20	Noah	Tahlia	Kawaguchi
21	Ayo	Breena	Gallo
22	Mateo	Cyrah	Costa
23	Bunmei	Olga	Okoro
24	Isaiah	Elyse	De Wit

PLAYIN' THE GAME: WAIT...REAVERS?

If'n you know your geography, you probably recall that Reavers are more commonly found in the black regions of space surrounding the Blue Sun System. Though they were once people, few in the 'Verse know that and those who do rarely—if *ever*—survive a face-to-face encounter with one.

In the **FIREFLY RPG**, Reavers are antagonists you may encounter in your travels across the 'Verse. Little more than mad, raging beasts, to most folk Reavers are nothing more than a rumor spread by parents encouraging their kids to behave. If'n you run across one and live to tell the tale, consider yourself lucky.



ALLIANCE BLACK OPS

"The price of freedom is eternal vigilance."

Beaumonde was a strange planet to grow up on. Too civilized for the border folk but too backwater for the rest of the White Sun dandies, its inhabitants are split between powerful corporations and simple factory workers. Something about growing up between two worlds made you a natural fit for the covert branch of the Alliance military. You're just as comfortable mixing with politicians and their deep-pocketed patrons as you are with Browncoats and mercenaries. Feels just like back home to you. Though you weren't a front line fighter in the War, you know your service was just as important. That's why you're still working for the Alliance military even in peacetime.

While the Unification War may be over, there are still hundreds of threats to the peace and stability of the Alliance that must be dealt with. These threats need dedicated agents, using a maximum of efficiency and a minimum of noise. You're the first line of defense against things that would cause the Alliance to shatter; if you fail, more bright young men and women will die because of it.

You may have a different cover story for each place you visit. You may prefer to blend in quietly, looking no different from any one of a dozen unwashed refugees looking for a fresh start on a new planet. Your companions will never know you're on assignment. You'll have to lie to them, hide your true intentions; should the truth ever come out, the broken trust will harm you in ways bullets cannot. It's a fate that you hope desperately won't come true, but you've been out in the cold so long you know that it's all but certain.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4		Know	4		Sneak	6	*Infiltration*
Drive	4		Labor	4		Survive	4	
Fight	6		Move	4		Throw	6	
Fix	4		Notice	4		Treat	4	
Fly	6		Operate	6		Trick	6	
Focus	4		Perform	6				
Influence	6	*Bribery*	Shoot	6				

DISTINCTIONS

Agent Provocateur 8

You're a bad influence. Professionally.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Cover Story*: When you lie about where you've been or what you were doing, spend 1 PP to create a D8 Asset that confirms your cover story.
- ☐ *Devil on the Shoulder*: Spend 1 PP to double **Trick** or **Influence** when persuading someone to do something illegal.

Highlighted Skills: Influence, Sneak, Trick

Ooh-Rah 8

There's nothing better than a good fight.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Grenadier*: Double **Throw** when hurling an explosive. Take a **Ringing Ears** D8 Complication after the roll.
- ☐ *Hail of Bullets*: When you Take Out a GMC with a **Shoot** Action, take or step up a Complication to automatically Take Out another from the scene.

Highlighted Skills: **Fight, Shoot, Throw**

Top Secret 8

Officially, you don't exist. Your job doesn't exist. Your boss doesn't exist. Where's that leave you?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Covert Entry*: When bypassing security on a mission, take or step up an **On a Timetable** Complication to double **Operate** for the roll.
- ☐ *Flown Just About Everything*: Spend 1 PP to create a **Fly** specialty for the remainder of the session.

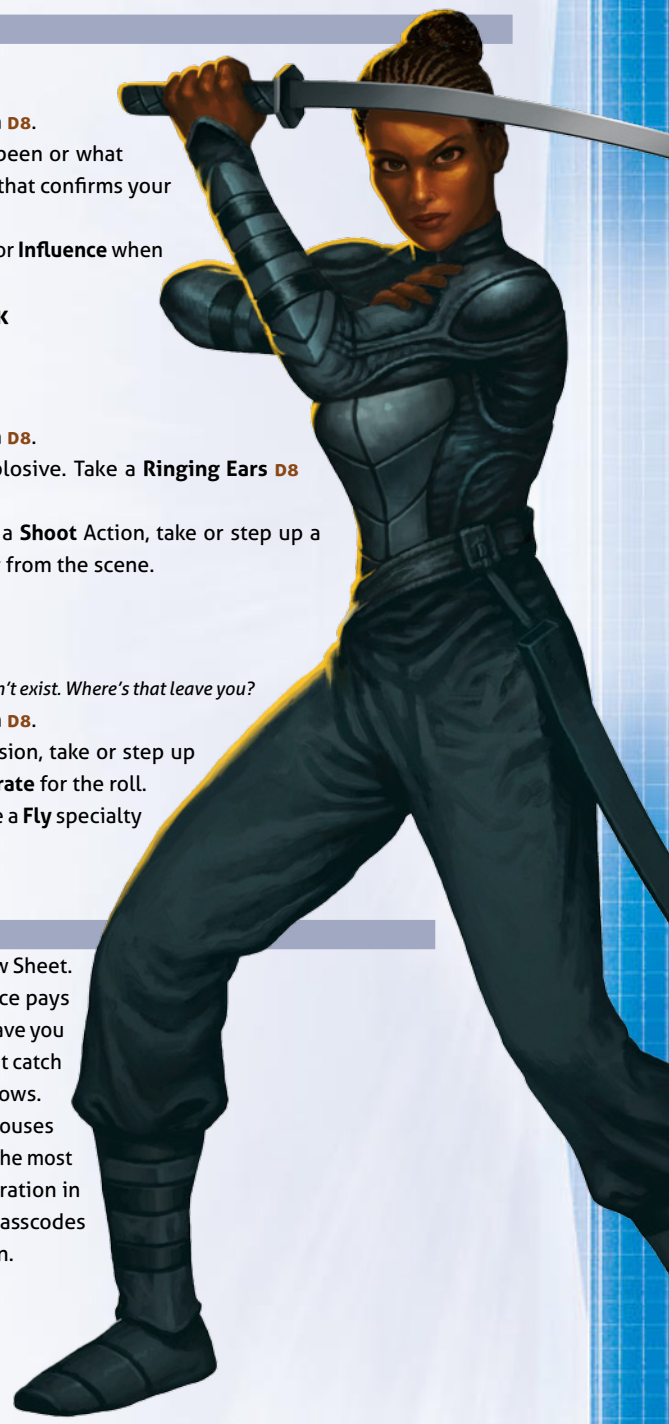
Highlighted Skills: **Fly, Operate, Perform**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Stealth Suit D8: Any fool can end a life, but the Alliance pays you to do it without leaving a trace. The suit they gave you makes sure you get the job done right. Cameras can't catch it, it doesn't give off heat, and it blends into shadows.

Alliance Safehouse Map D8: The Alliance has put safehouses all over the 'Verse for folks just like you. You've got the most up-to-date map of the current safehouse configuration in case you need to go to ground fast. It even has passcodes to weapon stocks and food stores at each location.



BATTLE-WORN BOUNTY HUNTER

"Cry all you want. I ain't got the heart to listen."

You're not innocent and you never claimed to be. Even as a child, you had a talent for killing things and you've got a lot of blood on your hands to prove it. First your pet fish, then your schoolteacher. You've always had a way about you. You chalk it up to your superior intelligence, 'cause you know the truth—you're not human. You're better than. You operate outside the law and you're so good at what you do, you've managed to keep finding the kind of work you like.

Sure, you have to lie from time to time just to fit in and talk your way out of trouble, but that's part of the job. You've always been the lone wolf type with no family to speak of and no love to call your own. You were sad when your fish died and still get broken up about it from time to time, but that's not a secret you'll ever let slip.

It was only natural you'd become a bounty hunter. You killed men, women, and children on both sides of the War. Don't matter who won. Folks say you aren't right in the head, but they're wrong. You're still alive, and they're not. There ain't nobody better equipped to capture prey than you and you'll keep at it while you still draw breath. Well, provided you get paid. Otherwise, them that's too weak to do their own dirty work will find themselves in an uncomfortable position—with a gun to the back of their pretty, little heads.

ATTRIBUTES

Mental	8	Physical	10	Social	6

SKILLS

Craft	4		Know	6		Sneak	4
Drive	4		Labor	4		Survive	6
Fight	8	*Grappling*	Move	4		Throw	4
Fix	4		Notice	6		Treat	4
Fly	6	*Shuttles*	Operate	4		Trick	6
Focus	4		Perform	4			
Influence	6		Shoot	6			

DISTINCTIONS

Bounty Hunter 8

There are wanted men everywhere in the 'Verse and people who'll pay good money for 'em. This is what you do. You don't have to like it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Tracker:* Spend 1 PP to create a **Quarry** Asset at D6. Choose your target; they don't have to be in your presence. You may use this Asset in any rolls made to track down and capture your target. Every time you use it in a die roll and fail, you may step it up by one. You may only have one **Quarry** Asset at a time.
- ☐ *Cortex Sniffer:* Spend 1 PP to use **Operate** instead of **Survive** to track down a fugitive.

Highlighted Skills: **Fight, Fly, Notice**

Veteran of the Unification War 8

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: **Fight, Shoot, Survive**

Smooth Talker 8

You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Gift of Gab:* Spend 1 PP to double your **Influence** die for your next roll.
- ☐ *Start Fresh:* Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications.

Highlighted Skills: **Influence, Know, Trick**



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Mag-Boots D8: Hunting your prey out in the black requires a certain kind of finesse. It's hard gauging how far to jump or what kind of cables to bring with you. That's why you always wear your mag-boots. They may not look like much, but your magnetic boots have saved your life more times than you can count.

Whisper Firearm D8: You know a well-placed bullet to the head will always attract attention—no matter who you're shootin' at. That's why you pack a quiet gun. The Whisper Firearm has a built-in silencer that suppresses the sound of gunfire. Why, it's perfect for a bounty hunter like yourself.

CORTEX HACKER

"Of course I can get you access without an ident card. How much were you payin' me again?"

You've got what you like to call a "special connection" to the Cortex. There ain't a program you can't figure out, a system you can't hack, or an ident card you can't mimic. It's not that you had any real trainin', you just picked up bits and pieces here and there on your travels. Your ability to tap and fix them wires that need fixin' is what gets you from place to place.

Thing is, you weren't always as skilled as you are now. When you were experimenting, you did something bad. It was back on Bellerophon. Oh, it's been a few years now, but you were poking your nose into the governor's personal data files and found evidence of his crimes and the affairs he was havin'. If you were from a normal family, you would have been tossed into an Alliance jail cell and forgotten. But you aren't. Your momma's a powerful judge on the wealthiest planet in the Core and she warned you the minute she knew the Law was comin' for you. Before she could convince you otherwise, you decided to run away, takin' those secrets with you.

First chance you got, you hitched a ride aboard a transport. Now, you're taking what jobs you can, selling your services to those who can afford 'em, and flyin' as far away from the Core as you possibly can. You don't care what system you hack or who it affects. There's no way you're going home until that gorramn governor is dead or your momma tells you the coast is clear.

ATTRIBUTES

Mental	10	Physical	8	Social	6

SKILLS

Craft	4		Know	6		Sneak	6
Drive	4		Labor	4		Survive	4
Fight	4		Move	6		Throw	4
Fix	6	*Network*	Notice	6		Treat	4
Fly	4		Operate	6	*Cortex*	Trick	4
Focus	6		Perform	6			
Influence	6		Shoot	4			

DISTINCTIONS

Cocky 8

You're a smug, self-assured sommbitch and you're not afraid to say it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Pride Goeth Before a Fall:* Gain 1 PP when your cocky attitude gets you in a mess of trouble that you could have avoided by being silent.
- ☐ *Confidence:* Step up a social Complication to step up or double your **Social** Attribute for your next roll.

Highlighted Skills: **Focus, Influence, Perform**

Cortex Technician 8

Waves in the black don't just happen. From world to world, you've made sure nobody stops the signal.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I'm Working Here:* Spend 1 PP at the beginning of a Timed Action involving communications, data, or computer equipment. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.
- ☐ *In the Loop:* You may spend Plot Points for anyone with whom you are in direct contact via a communications network.

Highlighted Skills: **Fix, Know, Operate**

On the Run 8

Someone's after you—Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're trouble.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hide in Plain Sight:* Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
- ☐ *Guilt by Association:* Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

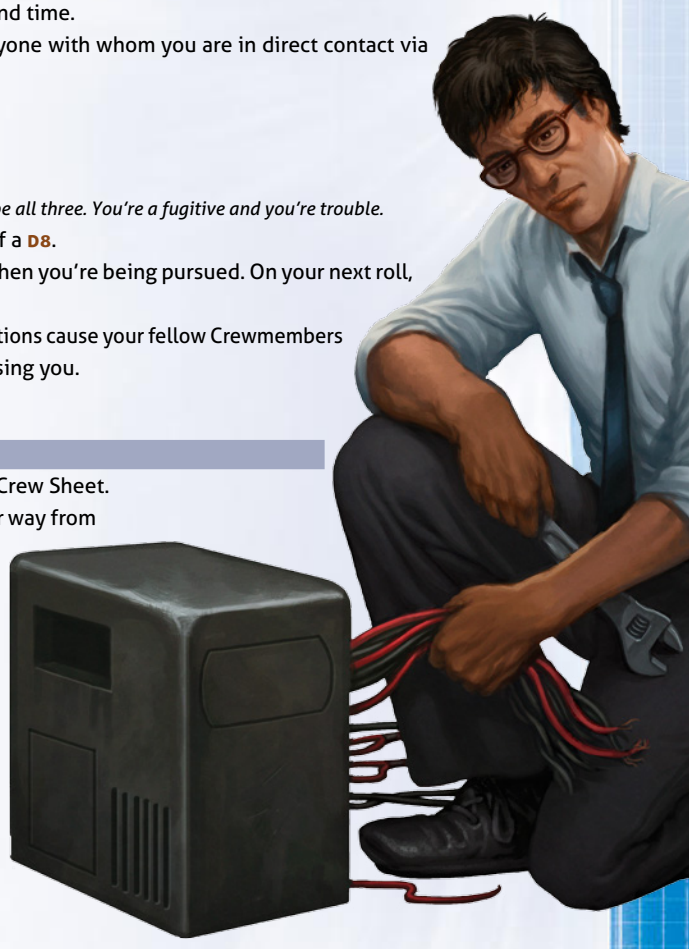
Highlighted Skills: **Move, Notice, Sneak**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Cortex Smokescreen D8: If you're going to hack your way from the Core to one of them backwater moons, you need a way to cover your digital tracks. Luckily, that's what your Cortex smokescreen program is for. It works pretty good, too. Well, most of the time.

Worm Food Computer Virus D8: A computer virus comes in mighty handy in your line of work—especially when there's information that needs to be chewed up and spit out. That's why you've developed Worm Food, a computer virus that'll eat its way through a program or file in seconds, leaving a mighty big hole behind.



DERELICT SALVAGER

"Permit or no permit. There's some good cargo to be had out in the black. I'd be a fool not to take it."

Hard to find decent work once you get past the Border Planets. Not a lot of choices for someone like you. Sure you could settle down on some backwater moon or take a job on a cruise ship, but that don't pay much and it's boring work. You could play some petty mayor's game or join a terraforming outfit, but truth be told, salvagin' ships is a lot more fun. Never know what you're going to find on an abandoned passenger ship or one of them battle-weary warships. You've found weapons a-plenty, but also protein bars, old ident cards, medkits, and more than your fair share of useless parts and sentimental junk.

You hail from a town of mudders on Higgins' Moon. Would've been stuck there, too, only you managed to stash your skinny hide on board some rickety old ship. By the time you were caught, you were halfway to the other side of the system. Intead of takin' you back, the crew put you to work, until the captain went and got herself pinched by the Alliance on account of a bad haul. You never were one to look back, so you fell in with another crew 'cause they paid well and weren't as stupid.

You'll travel to them fancy antique dealers in the Core, get a gorramn Alliance permit, or deal with them backwater traders when you have to, but you *will* get paid. Salvagin' is hard work!

ATTRIBUTES

Mental	6		Physical	10	
Social	8				

SKILLS

Craft	4		Know	6		Sneak	4	
Drive	4		Labor	6		Survive	4	
Fight	6		Move	8		Throw	4	
Fix	6	*Dismantling*	Notice	4		Treat	4	
Fly	4		Operate	6		Trick	4	
Focus	6		Perform	4				
Influence	6	*Barter*	Shoot	4				

DISTINCTIONS

Crude 8

You're a little gorramn rough around the edges.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Rough Talk:* Double **Influence** when you're trying to intimidate or scare folks with more sensitive proclivities. After your roll, step up or create a social Complication on another Crewmember.
- ☐ *Obnoxious:* Gain 1 PP when you choose to disrupt, upset, or challenge the social order of things when you have the option of being mannerly or polite.

Highlighted Skills: **Fight**, **Labor**, **Move**

Never Learned to Read Nor Write 8

They never got around to building a schoolhouse where you're from.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Barely Literate:* Gain 1 PP when pretending that you've read and understood something gets you in trouble.
- ☐ *Underestimated:* Spend 1 PP to ignore a Complication die for an Action when you try to catch your opponent off-guard.

Highlighted Skills: **Focus**, **Influence**, **Know**

Salvager 8

Folk leave all manner of valuable hulks and crates floatin' around waitin' for you to just swoop in and liberate them. Finder's keepers.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Spare Parts:* Spend 1 PP to turn a gear or equipment-based Asset into two new Assets. Step back the die rating of the original Asset to determine the die rating of the new Assets.
- ☐ *This Is Why We Can't Have Nice Things:* Turn one of your Assets into a Complication of the same die rating to gain 1 PP.

Highlighted Skills: **Fix**, **Move**, **Operate**



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Fancy Six-Shooter D8: Derelicts floatin' aimlessly in the black should be easy game, but, on account of the Alliance and rival crews, they're not. Don't matter none 'cause your six-shooter never leaves your side. You're well prepared for trouble wherever it may be.

Alliance Salvage Permit D8: Alliance don't bother you, but just in case they do? You've sold plenty to get an Alliance salvage permit. If the Law comes a-knockin' on your door up there in the black, you've got a mighty fine (and legal) permit to show 'em.

FREELANCE INVESTIGATOR

"My Uncle Po always used to tell me 'Shu dao husun san.'"

Is it better to be the tree or the monkeys?" After your parents died during a failed terraforming process, you went to live with your Uncle Po on Verbena. Though he lived a simple life, Po was a well-respected man in his settlement. There was no formal law there, but whenever there was an issue between two townspeople, they would come to Po and present their arguments. He would nod as they talked or argued and come up with a solution that left both parties satisfied. You grew up in the kitchen where he made these decisions, and he taught you his secret. Po could tell who was lying through careful observation.

When your uncle passed away, you decided to put the techniques you learned to the test. The 'Verse is a hard place to get justice. The Alliance doesn't care about anything that ain't directly standing in its way. Most local law dogs are some combination of corrupt, incompetent, and lazy. Often, the law comes down to who has the most leverage against the other, and that gets under your skin. The satisfaction you feel when you unravel someone's carefully constructed alibi borders on the sublime. There's always one small detail overlooked, one piece of the story that can't be kept straight. Every case is a puzzle begging to be solved.

You offer your services to those who can afford it, and, sometimes, to those who can't. You have a demeanor that disarms people into thinking you're harmless, so they open themselves up around you. Willing to pursue leads and suspects across systems, you make sure each case ends with some kind of resolution. It doesn't matter if the victim is the town drunk and the culprit is an officer in the Alliance. When the truth comes out, people want justice.

ATTRIBUTES

Mental	10	Physical	6	Social	8

SKILLS

Craft	4	Know	6	*Forensics*	Sneak	6	
Drive	4	Labor	4				*Eavesdropping*
Fight	4	Move	4		Survive	4	
Fix	6	Notice	8	*Crime Scenes*	Throw	6	
Fly	4	Operate	4		Treat	4	
Focus	6	Perform	4		Trick	4	
Influence	6	Shoot	6				

DISTINCTIONS

Eagle Eyed 8

Not much escapes your attention.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Trained Observer*: When a **Notice** Action gives you an Asset, step it up.
- ☐ *20/10*: Spend 1 PP to double **Notice** for a roll when you peer into the distance.

Highlighted Skills: **Fix, Notice, Throw**

Relentless Investigator 8

Just the facts, dong ma?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Bloodhound:* Step up a Complication involving higher authorities in your jurisdiction to step up your **Notice** Skill for a scene.
- ☐ *I've Got Backup:* When you create an Asset based on calling in official resources and support, step it up to a D8.

Highlighted Skills: **Influence, Know, Shoot**

World Weary 8

You've seen a lot of things during your time in the black and little is left to surprise you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Been There*: Create a D8 Asset when you ask for help from an old contact. If you use this Asset in a roll and fail, your contact turns against you. The Gamemaster will reveal why they set you up for a fall.
- ☐ *Done That*: When you tell a Crewmember about a situation from your past similar to the one you face now, gain a new specialty for the rest of the scene. Take or step up a social Complication reflecting your past.

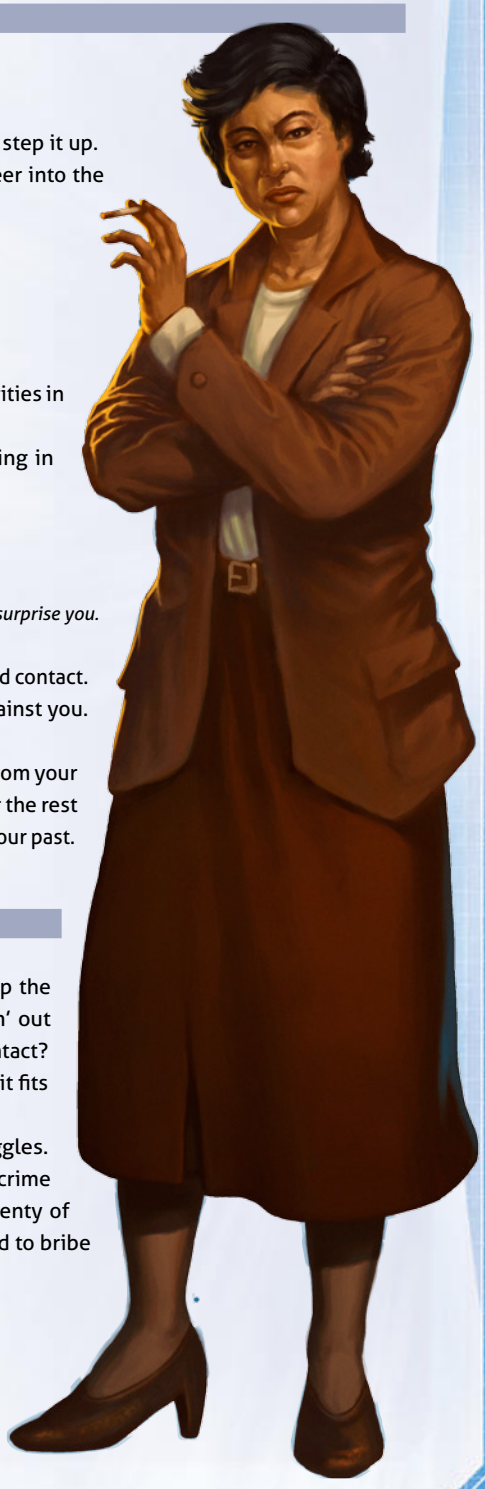
Highlighted Skills: **Focus, Notice, Sneak**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Bulletproof Vest D8: In this gig, sometimes it's about digging up the truth. Other times, it's about exchangin' bullets and comin' out alive. Anyone can fire a gun, but if you want to come through intact? You're going to need protection from bullets. Doesn't hurt if it fits your style, either.

Hi-Tech Forensics Kit D8: Finger print scanner. Ultraviolet goggles. Ballistic trajectory programs. All the tools you need to read a crime scene like a book. Portable, reusable, rare. It's given you plenty of information on more than one occasion, even though you had to bribe an Alliance officer to get this model.



NEWLY ORDAINED SHEPHERD

"Faith is the quiet stream on the riverbed, working slowly to make great change."

Though the planet was named for the Roman goddess, many men and women found faith on Hera during the Battle of Serenity Valley. You were born there, and grew up watching political arguments tear your family apart. Your father fought for the Alliance. Your mother fought for the Independents. Neither of them made it home alive. The uncle you stayed with crawled into a bottle and never even noticed when you stowed away on a ship bound for Persephone. Life there was rough, but you learned to survive. At least you were truly living, rather than waiting for ghosts that would never come.

You broke into Southdown Abbey looking for something you could sell for food. You were caught by one of the shepherds red-handed. Rather than turn you over to the authorities, they took you in. You didn't make it easy with a few escape attempts and at least one broken nose amongst the shepherds. Their simple faith wore you down and you soon found yourself taking your prayers alongside them and studying the good books they kept. The day you took up the collar was the first day you felt truly happy since the War.

However, faith untested is faith unearned. It wasn't your decision to leave shortly after you became a shepherd; the Abbotts and Abbesses voted and you were sent out into the 'Verse to atone for your sins and spread the Good Word. You wonder if it was luck or Providence that brought you to Angel. Only by giving compassion and peace to those who need it, can you truly decide if you are worthy of your new title.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4		Know	6	*Scripture*	Sneak	4	
Drive	6		Labor	4		Survive	4	
Fight	4		Move	4		Throw	4	
Fix	6		Notice	4		Treat	8	*Listening*
Fly	4		Operate	4		Trick	6	
Focus	6		Perform	4				
Influence	8	*Preaching*	Shoot	4				

DISTINCTIONS

Proselytizer 8

I tell you, good people, that the Lord awaits in heaven for the righteous!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Sermonize*: Step up **Influence** for an Action when you preach. Take or step up an **Unbelievers** Complication if the Action fails.
- ☐ *The Lord Provides*: When tending to someone who is spiritually lost or hurt, spend 1 PP to step up **Treat** for a scene.

Highlighted Skills: **Influence**, **Know**, **Treat**

True Faith 8

Shepherds aren't the only people in the 'Verse who believe in a higher power.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Lost in Prayer:* Step down your **Social** die for a scene to step up your **Mental** die.
- ☐ *Test of Faith:* Step up a Complication to step up your **Focus** die for your next roll.

Highlighted Skills: **Focus**, **Influence**, **Trick**

Wet Behind the Ears 8

Folks say you're naïve. It ain't that. You just grew up a mite sheltered, is all.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Easy Mark*: Gain 1 PP when you are tricked by more worldly folk or whenever someone takes advantage of your naiveté.
- ☐ *Optimist*: Spend 1 PP to double **Treat** when helping a Crewmember recover from a mental Complication.

Highlighted Skills: **Drive**, **Fix**, **Treat**

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Pristine Crucifix D8: A symbol o' pride, sure, but after all you've done to get here, don't you think you've earned it? It's better than a rank insignia or an ID card for lettin' folks know what you're about, and it looks mighty fine, too. Just hope it don't get stole.

Travel Journal D8: You've got a long journey ahead of you, one that might amount to a real story with a little care. You've vowed to write down everything that happens to you, which might just help you remember a crucial detail at the right moment or offer peace when things get complicated.



RETIRED OUTLAW

"No question about it, sooner or later we all got it coming."

Deadwood was an apt name for your birthplace, a world where men and women won and lost fortunes at the end of a gun. You learned that trade quickly and you learned it well, working no other occupation in your life. Deadwood may still be like that to this day, but you can't ever go back. Even after all these years, you have a rap sheet long enough they could hang you with it. Then they could wrap your body with the rest of it for burial in an unmarked grave.

You'd like to say you got out for noble reasons like true love or atonement, but the truth is all the scars, aches, and pains just started adding up. Whooping your way through the main street of a town is for the young. You look back on all the money that you blew on drink, bad companions, and worse ideas—even a tenth of it still in your grasp would have meant a floating home on Bellerophon. Instead, you ended up back out on the Rim, a quiet member of a community that would hang you if they knew just how many people you put in the ground.

Quiet, however, is not content. Your best years may be behind you, but there are still plenty of good ones left. There's a part of you that's tired of keeping your head down. There's a part of you that wonders if dying in the middle of a train robbery is better than passing away in your sleep on your small farm. Your guns may seem heavier this time, but you damn sure haven't forgotten how to use them.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	6		Know	4		Sneak	6	
Drive	8	*Horses*	Labor	6		Survive	4	
Fight	4		Move	4		Throw	6	
Fix	4		Notice	4		Treat	4	
Fly	6		Operate	6		Trick	6	*Con Jobs*
Focus	4		Perform	4				
Influence	4		Shoot	4				

DISTINCTIONS

Friends in Low Places 8

Those of us on the Rim don't have much, but we stick together. There's a power in that.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Know a Guy*: Spend 1 PP to create a D8 Asset when you call in a shady friend with the skills you need.
- ☐ *Rumor Mill*: When you try to get information from your contacts, make a **Social** + **Know** roll. If successful, create a D6 Asset about the information. Take a **Half the Story** D8 Complication to step up the new Asset.

Highlighted Skills: **Craft**, **Labor**, **Throw**

Lifetime of Misdeeds 8

This sort of life has a tendency to catch up with you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Jack of All Trades*: Take or step up a **Sins Of My Past** Complication to step up **Shoot** or **Trick** for the rest of the scene.
- ☐ *Trick of the Trade*: Spend 1 PP to create an **Operate** or **Sneak** specialty for the rest of the session.

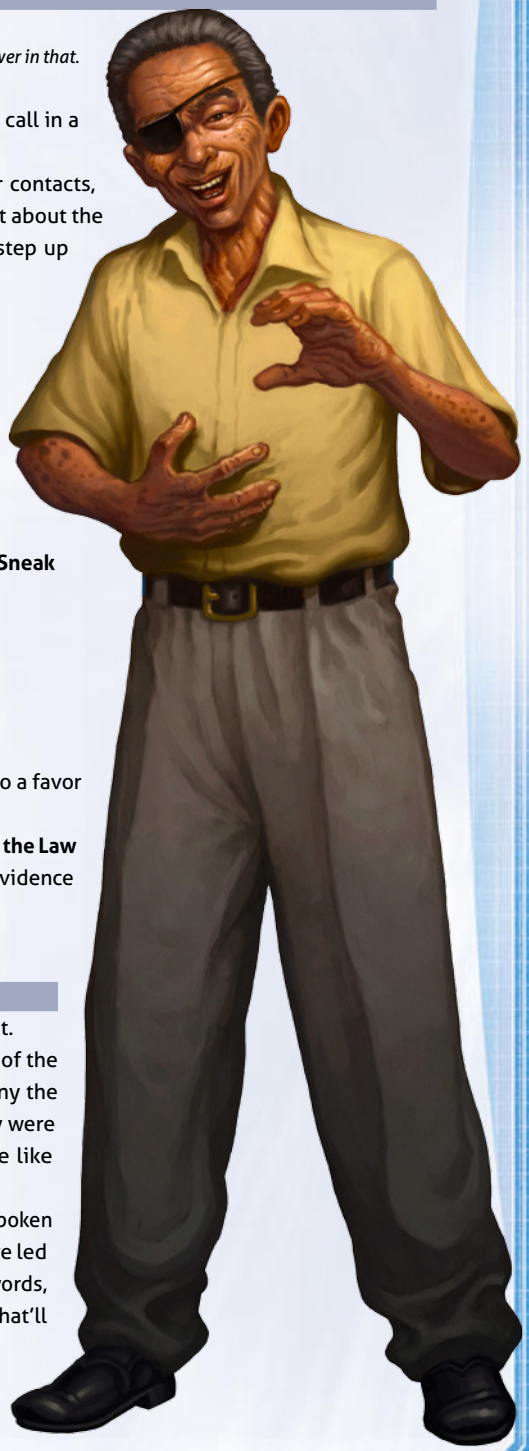
Highlighted Skills: **Drive**, **Operate**, **Sneak**

Semi-Retired 8

Despite your best efforts to get out, they keep pulling you back in.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Don't Do That Anymore*: Gain 1 PP when you refuse to do a favor for an old acquaintance.
- ☐ *Too Old for This*: Spend 1 PP to give someone a **Wanted by the Law** D8 Complication when you call in law enforcement with evidence of their criminal activities.

Highlighted Skills: **Drive**, **Fly**, **Trick**



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Brass Knuckles D8: Keeping them doesn't mean you're proud of the things you did. It just means you know better than to deny the past. These brass knuckles—you used them so often they were almost part of your hand. Throwing them out would be like chopping off your fingers.

Triad Tattoos D8: There are more languages out there than just spoken words, and you're wearin' some on your skin. Those who've led hard enough lives, they'll recognize the patterns, see the words, and know you for what you are. With the right audience, that'll open doors, or shut mouths.

HOW TO USE CREWMEMBER ARCHETYPES

Archetypes are almost-complete **FIREFLY RPG** characters who just need a name, some personality, and a few game-related decisions to make before they're ready to go. We've arranged sample archetypes by the areas they might hail from in the 'Verse. Before you choose the one that strikes your fancy, you'll need to make a few decisions.

Each archetype comes with Attributes, Distinctions, and several Skills already selected for you. There's a sample background too, but change what you want to make the character your own.

To finish the process and start flyin', follow these easy steps.

STEP 1: PICK AN ARCHETYPE

Pick which archetype you want to play. This list provides a page reference.

- Academy Dropout: Page *163*
- Alliance Agent: Page *164*
- Alliance Black Ops: Page *184*
- Alliance Engineer: Page *165*
- Asteroid Miner: Page *166*
- Battle-Worn Bounty Hunter: Page *185*
- Blue Sun Corporate Assassin: Page *167*
- Border Planet Farmer: Page *174*
- Career Lawdog: Page *175*
- Core Hospital Intern: Page *168*
- Cortex Hacker: Page *186*
- Derelict Salvager: Page *187*
- Dishonored Politician: Page *176*
- Dock Foreman: Page *169*
- Former Companion: Page *177*
- Freelance Investigator: Page *188*
- High Stakes Gambler: Page *178*
- Minor League Hustler: Page *170*
- Natural Reader: Page *179*
- Newly Ordained Shepherd: Page *189*
- Retired Outlaw: Page *190*
- Security Professional: Page *180*
- Small-Time Trader: Page *181*
- Triad Enforcer: Page *171*

STEP 2: CHOOSE TWO DISTINCTION TRIGGERS

Each archetype has three suggested Distinctions—don't feel beholden to those, though. You can swap out some of your Distinctions to better represent your character. Just make sure you have three of them. You'll find a full list of Distinctions in the *Appendix* on page 344.

Every Distinction lists three triggers. Most are special tricks you can use in the game to affect the dice you add to your pool or to gain Plot Points, special Assets, or other benefits. Generally, each trigger has **benefits** and **drawbacks**—bonuses that your character gets for activating the trigger and costs that are incurred to activate it.

You automatically get the "Gain 1 Plot Point when you roll a **D4** instead of a **D8**" trigger for each Distinction. You may unlock a total of **two** more triggers, in any order, from the Distinctions listed for your archetype.

The remaining Distinction triggers stay locked until you advance your character over the course of multiple Episodes. For more information about advancing your character over the course of a Season and how to create your own Distinctions and triggers, check out *Find a Job* on page 234.



STEP 3: STEP UP SKILLS

Every Crewmember has a **D4** rating in a Skill by default. Each Distinction lists three Skills that are highlighted for that Distinction. Each highlighted Skill is stepped up by one die rating. If a Skill is highlighted for more than one Distinction, it gets stepped up more than once. You'll notice that this has already been done in the list of Skills for each archetype.

After you've stepped up your highlighted Skills, you get 9 points to spend. No Skill may be stepped up beyond **D12**. You may spend these 9 points in one of two ways:

- **Highlighted Skills**: Step up the die rating one step for every point you spend.
- **Basic Skills**: For a Skill that isn't listed on your Distinctions, spend 2 points to step it up by one die rating. To take a **D4** to a **D6**, you'll need to spend two points, reducing your total points from 9 to 7.

It's possible to improve your Skills while playing through a Season's worth of Episodes, but it's much more expensive than unlocking Distinction triggers. See the *Find a Job* chapter on page 234 for more information on training up your Crewmember in play.

STEP 4: ASSIGN THIRD SKILL SPECIALTY

A specialty is a narrow focus for a Skill. It appears next to the Skill in parentheses. Each specialty provides a bonus **D6** to your dice pool when you use it with that Skill.

Two of your archetype's Specialties have already been chosen for you. You may add a third specialty to any Skill rated at **D6** or higher. Unlike Skills, there's no set list of specialties—just remember to pick something you'd see yourself using in a game!

You also receive a free **Know** specialty if your **Know** die is a **D6** or higher, so decide what your character knows a lot about and mark that down.

STEP 5: SELECT A SIGNATURE ASSET

All starting archetypes receive a Signature Asset rated at **D8**. There are two options listed under the Distinctions. Pick the Signature Asset that feels right to you and mark that on your character sheet.



STEP 6: NAME YOUR CHARACTER

One more quick decision and then you're all done! All you have to do is name your character. Come up with your own name or grab two **D12** and use the tables provided. Like what you see in the tables below? Just roll them bones. Otherwise, head back to the Core, Border, and Rim planet descriptions where you'll find tables for each system. Shiny!

After you're done, share your new character with your Crewmembers and the Gamemaster. Congratulations! You've got a shiny new Crewmember!

CHINESE CHARACTER NAMES

	Male	Female	Family Name
2	Bao (precious)	Ai (love)	Gao
3	Bai (hundred)	An (peace)	Guo
4	Biao (young tiger)	Bai (white)	Hu
5	Cheng (to become; success)	Chun (Spring)	Huang
6	Da (big)	Fang (fragrant)	Jiang
7	De (moral)	He (lotus)	Li
8	Fei (flyin'; swift)	Hua (flower)	Lin
9	Gong (merit)	Jia (lovely and good)	Liu
10	Hong (great; grand)	Jin (golden)	Ma
11	Jian (healthy)	Lan (orchid)	Pan
12	Lei (thunder)	Li (beautiful)	Su
13	Li (strength)	Ling (exquisite)	Sun
14	Ming (brightness)	Mei (pretty)	Tang
15	Ping (calm; even)	Qi (finest jade)	Wang
16	Rong (glory)	Qiao (clever)	Wei
17	Qiang (strong)	Qin (stringed instrument)	Wu
18	Shen (god; divine)	Qing (clean; pure)	Xie
19	Sheng (sage; saintly)	Wan (gracious)	Yang
20	Tai (highest; greatest)	Xin (heart)	Yu
21	Tian (sky; celestial)	Xing (start)	Zhang
22	Xiong (masculine)	Xiu (elegant)	Zhao
23	Yang (sun)	Yi (happy)	Zheng
24	Zihao (son heroic)	Yue (moon)	Zhou

OLD WEST CHARACTER NAMES

	Male	Female	Family Name
2	Alva	Adeline	Archer
3	Anton	Agnes	Bailey
4	Billy	Annie	Carson
5	Cecil	Bess	Clay
6	Clayton	Beth	Dawson
7	Cleveland	Birdie	Edwards
8	Curtis	Cornelia	Fisher
9	Edmond	Dollie	Floyd
10	Eli	Edith	Gaines
11	Ellis	Electra	Galveston
12	Frank	Eliza	Hamilton
13	George	Flossie	Hays
14	Harley	Harriett	Howard
15	Hubert	Irene	Jefferson
16	Irving	Jane	King
17	Jesse	Lizzie	Lee
18	Ollie	Loretta	Montaghue
19	Robert	Mary	Oldham
20	Rudolph	Myra	Polk
21	Thomas	Olga	Rains
22	Vernon	Rhoda	Shackelford
23	Wiley	Roxie	Upton
24	Wyatt	Sally	Winkler



CREATING A CUSTOM CREWMEMBER

Could be you're not sold on the notion of playing a character that's been made up by someone else. One of the most entertaining parts of role-playing games is breathing life into your own Crewmember, and this section shows you how to get started.

The steps here'll help you figure out the rules for your Crewmember. Take inspiration from your favorite characters and talk to the other players in your group. Choose your Distinctions and balance your Skills based on what role you want in your Crew. Otherwise, you might wind up with a Crew filled with mercenaries who're all great in a fight but lousy on board a ship.

STEP 1. CHOOSE ATTRIBUTES

Your Attributes are **Mental**, **Physical**, and **Social**. They determine how well your Crewmember acts in each of these three areas. Each is rated from **D6** to **D10**.

Because Crewmembers are a cut above the rest, the default die rating for an Attribute is **D8**. You can choose to leave all three Attributes at **D8**, or step one Attribute up to **D10** while stepping another back to **D6**.

STEP 2. CHOOSE DISTINCTIONS

Every starting character has three Distinctions at the default **D8** rating.

Each Distinction shapes the Crewmembers by revealing where they came from, how they make a living, or why they stand out. Each Distinction also includes triggers you'll unlock during the game. You'll also see a set of highlighted Skills that'll help you in Step 4. For now, just keep those in mind.

We've included a sample set of Distinctions for you, divided into three basic categories: roles, personalities, and backgrounds. You can pick any three Distinctions you like, regardless of category. Come up with an idea for a new Distinction? Head on over to *Find a Job* on page 234 to learn more about creating your own Distinctions and triggers.



ROLES

These Distinctions cover a wide array of professions, careers, and Crewmember roles in the 'Verse. Some indicate whether you're Alliance-friendly or not, so make sure you review them. Now, some professions ain't exactly legal. If'n you're lookin' to do some crime, though, that's okay!

Agent Provocateur D8

You're a bad influence. Professionally.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Cover Story*: When you lie about where you've been or what you were doing, spend 1 PP to create a D8 Asset that confirms your cover story.
- ☐ *Devil on the Shoulder*: Spend 1 PP to double **Trick** or **Influence** when persuading someone to do something illegal.

Highlighted Skills: **Influence**, **Sneak**, **Trick**

Alliance Officer D8

You proudly wear the uniform of the organization that brought peace to the universe.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Chain of Command:* Gain 1 PP when you step up a Complication because of orders you received from your superiors.
- ☐ *Sir, Yes, Sir:* Spend 1 PP to create an Asset at a D8 to represent a specialist under your command.

Highlighted Skills: **Fight**, **Notice**, **Shoot**

Bounty Hunter D8

There are wanted men everywhere in the 'Verse and people who'll pay good money for 'em. This is what you do. You don't have to like it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Tracker:* Spend 1 PP to create a **Quarry** Asset at D6. Choose your target; they don't have to be in your presence. You may use this Asset in any rolls made to track down and capture your target. Every time you use it in a die roll and fail, you may step it up by one. You may only have one **Quarry** Asset at a time.
- ☐ *Cortex Sniffer:* Spend 1 PP to use **Operate** instead of **Survive** to track down a fugitive.

Highlighted Skills: **Fight**, **Fly**, **Notice**

Con Artist D8

There's a sucker born every minute. You just gotta put your line in the water.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Instant Expert*: When you try to pass yourself off as an expert, take or step up a **Web of Lies** Complication to double **Trick** for the roll.
- ☐ *The Stall*: When you act as a distraction for another Crewmember's Action, spend 1 PP to step up or double the die you lend to them.

Highlighted Skills: **Craft**, **Perform**, **Trick**

Cortex Technician D8

Waves in the black don't just happen. From world to world, you've made sure nobody stops the signal.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I'm Working Here:* Spend 1 PP at the beginning of a Timed Action involving communications, data, or computer equipment. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.
- ☐ *In the Loop:* You may spend Plot Points for anyone with whom you are in direct contact via a communications network.

Highlighted Skills: **Fix**, **Know**, **Operate**

Company Magistrate D8

As a magistrate, you are the boss, mayor, judge, and jury of this company town.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Company Contacts*: Spend 1 PP to create a D8 Asset that represents a company specialist or resource.
- ☐ *Middle Management*: Double or step up **Trick** for a scene. If you do, take or a **Corporate Oversight** D8 Complication.

Highlighted Skills: **Fly**, **Notice**, **Trick**

Fed D8

You've got a crew, a ship, and a mission. Apprehend criminals runnin' to the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Bound By Law*: Gain 1 PP when you arrest someone with an outstanding warrant.
- ☐ *Field Work*: Double **Know** or **Operate** for a roll when investigating the scene of a crime. Step back your **Social** Attribute for the rest of the scene.

Highlighted Skills: **Know**, **Operate**, **Shoot**

First Mate D8

You're the captain's right hand, but as often as not you're his fist.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Got Your Back, Sir:* If your captain fails a die roll in your presence, step up or double your Attribute on your next die roll.
- [ ] *Right Here, Sir:* Spend 1 PP to join a scene involving the captain that you weren't already in.

Highlighted Skills: **Fight**, **Influence**, **Notice**

Gentry D8

You've got a fancy title, probably a sash to go with it.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Blue Blood*: When you take a Complication that would besmirch your family honor, you can step it up to gain a D8 Big Damn Hero Die.
- [ ] *Noblesse Oblige*: When someone less fortunate than you asks for your help, take or step up an **Obliged** Complication to step up **Focus** for the rest of the scene.

Highlighted Skills: **Drive**, **Fly**, **Focus**

Gold Prospector D8

All that glitters ought to be yours.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Camp Life*: When making camp in the wild or a putting up a makeshift shelter, step up or double **Survive** for the Action.
- [ ] *Lust for Gold*: When directly acting to get more gold, step up or double **Fight**, **Labor**, or **Trick** for the Action. Take or step up a **Gold Fever** Complication.

Highlighted Skills: **Labor**, **Shoot**, **Survive**

Guild Trader D8

Your business is in moving goods and services from one place to another under Guild contract. It's not as free as you'd like, but there's security.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Get Out of Jail Free:* Spend 1 PP when you're imprisoned, locked up, seized, or held. The Trade Guild springs you, but they'll ask you to do something for them later.
- [ ] *Shadow of the Guild:* Gain 1 PP when your decision to go against the Trade Guild's policies, practices, or orders puts you in danger or hot water.

Highlighted Skills: **Drive**, **Fly**, **Know**



Mercenary D8

They don't pay you to look pretty. They pay you to shoot things.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Highest Bidder:* Gain 1 PP when you try to get a better deal than your current contract from the side you're not currently fightin' for.
- [ ] *Time for Some Thrillin' Heroics:* Spend 1 PP to go first in any battle or combat scene. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Highlighted Skills: **Fight**, **Move**, **Shoot**

Officer of the Law D8

You're charged with protecting the people and given the authority to do just that.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Public Figure*: Spend 1 PP to create a **Respected** D8 Asset when dealing with the people in your jurisdiction.
- [ ] *Talk 'em Down*: When you try to defuse a charged situation, step up or double **Influence**. Take or step up a Complication to do both.

Highlighted Skills: **Influence**, **Move**, **Shoot**

Registered Companion D8

You have an active license in the Companion Registry, which opens doors and brings you business.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Inside Knowledge:* When you create an Asset related to an individual's history, biodata, or Cortex record, step it up.
- [ ] *I Know Your Ways:* Spend 1 PP to step up or double **Influence** when you are attempting to follow proper etiquette or put someone at ease.

Highlighted Skills: **Focus**, **Influence**, **Perform**

Shady Business Man D8

You keep tellin' folks you are legitimate. Someday, they might believe you.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Fell Off a Truck:* Step up a Complication involving the authorities to create a D8 Asset that was acquired from less than reputable sources.
- [ ] *Loan Shark:* Spend a PP to pass off a social Complication onto another character who owes you something.

Highlighted Skills: **Influence**, **Notice**, **Trick**

Ship's Captain D8

A natural leader, you're responsible for the Crew and the ship you all fly in.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Protect the Crew:* When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.
- [ ] *Lead the Crew:* When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your **Influence** die rating.

Highlighted Skills: **Fly**, **Focus**, **Influence**

Ship's Doctor D8

Sometimes it seems whoever came up with "First, do no harm" never had to deal with the people you have to deal with.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Experimental Procedure:* If you replace your **Operate** or **Treat** Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.
- [ ] *Natural Healer:* Spend 1 PP to step back another character's medical or injury-based Complication.

Highlighted Skills: **Know**, **Operate**, **Treat**

Ship's Mechanic D8

A ship's a living thing, no matter what they say. You can feel when she's sick, and she makes you proud when she's well.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Zen & the Art of Engine Maintenance:* Spend 1 PP at the beginning of a Timed Action involving ship repair or upgrades. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die.
- [ ] *Miracle Worker:* If you replace your **Fix** Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

Highlighted Skills: **Fix**, **Know**, **Operate**

Ship's Pilot D8

The list of folk wanting to hire you is longer than your arm. You're just that good.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Born Behind the Wheel:* Spend 1 PP to step up or double your ship's **Engines** Attribute for your next roll.
- [ ] *I've Never Tried That Before:* If you replace your **Fly** or **Operate** Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

Highlighted Skills: **Fly**, **Notice**, **Operate**

Ship's Shepherd D8

You don't fix faith. It fixes you.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Taken on Faith:* When you create an Asset or take on a Complication relating to your religious beliefs or convictions, step it up.
- [ ] *Religiosity:* Gain 1 PP when you spend time sharing your faith with the unbelievers or the lost.

Highlighted Skills: **Focus**, **Influence**, **Know**

PERSONALITIES

These Distinctions reflect particularly strong personality types, character habits, or significant quirks that your character displays during play.

Backstabbin' Git D8

You look out for numero uno. Everyone else is just in the way.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Fickle Friend*: When you change sides in an argument, double **Social** for the Action. Take a **Traitor** D8 Complication.
- [ ] *Getaway Driver*: When you're at the wheel and being chased, spend 1 PP to step up or double **Drive** for an Action.

Highlighted Skills: **Drive**, **Throw**, **Trick**

Bad Reputation D8

Folks whisper your name when they see you coming. And hope you leave as soon as possible.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Intimidating Build:* Spend 1 PP to roll your **Physical** die instead of your **Mental** die when using your **Influence** to scare someone.
- [ ] *Don't Get Him Riled:* Step back your **Notice** die to step up your **Fight** die for the scene.

Highlighted Skills: **Fight**, **Influence**, **Survive**

By the Book D8

According to section 5, subsection c, paragraph 2 of the Federal Alliance Judicial Code...

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Standard Operating Procedure*: Spend 1 PP to double **Know** for a roll when you rely on your knowledge of Alliance rules, regulations, and procedures.
- [ ] *This Isn't in the Manual*: When the GM buys a jinx from you, you may step up a Complication to gain 1 PP.

Highlighted Skills: **Focus**, **Know**, **Operate**

Caring D8

You've a courage and tenacity in carin' for others that most folk don't. You're the light in their darkness.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Heal the Wounded Heart:* Spend 1 PP to step back another character's emotional or relationship-based Complication.
- [ ] *Go the Extra Mile:* While you are taking care of an incapacitated or grief-stricken character, you or that character may reroll any dice that come up 1s instead of taking Plot Points.

Highlighted Skills: **Focus**, **Influence**, **Treat**

Chatterbox D8

A lot of folk are afraid of a little conversation but not you, you've got the gift of gab, see, and if people want to leave it up to you to carry the conversation, then that's just fine by you, 'cuz...

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Blather*: Step up or double **Trick** for an Action when you just keep talking. Take or step up an **Annoying** Complication after the roll.
- [ ] *Friendly Banter*: Step up **Social** for a scene. The next time the GM buys a Complication after you've rolled a jinx, step the Complication up.

Highlighted Skills: **Influence**, **Perform**, **Trick**

Code of Honor D8

To live with honor is difficult. To live without honor is not living at all.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Honor Demands It*: Gain 1 PP when you act against your best interests because of your code or make a show of satisfying your honor.
- [ ] *My Word is My Bond*: When you make a promise to someone, spend 1 PP to make a D6 Asset that lasts until the end of the session. If you break that promise, turn it into a D8 Complication.

Highlighted Skills: **Focus**, **Know**, **Survive**

Duelist D8

There is an art to honorable combat and you're a veritable Picasso of the form.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Code Duello*: When you take a Complication that implies a slight upon your honor, you may issue a challenge to a duel and give your opponent a **Challenged to a Duel** D8 Complication.
- [ ] *Mano a Mano*: When outnumbered, step back **Fight**. When facing a single opponent, step up or double **Fight**.

Highlighted Skills: **Fight**, **Move**, **Perform**

Fashionable D8

You attend the most exclusive parties, dress in the latest fashions, and hire the best Companions.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Clout*: Step back **Influence** until the end of the next scene to remove a social Complication.
- [ ] *I Don't Wait In Line*: You may spend 1 PP to gain entry to an exclusive club or party without an invitation.

Highlighted Skills: **Drive**, **Fly**, **Influence**

Hard Luck Case D8

The 'Verse is a hard place, no one knows that better'n you.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Nose for Trouble*: Gain 1 PP when you stumble into a situation you shouldn't be in or overhear something you shouldn't.
- [ ] *Trouble on Your Heels*: When you are being chased or followed out of a scene, you may step up **Sneak** or **Trick** when you roll to slip away.

Highlighted Skills: **Fix**, **Sneak**, **Survive**

Heart of Gold D8

You may be rough around the edges, but deep down you're a good person.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Gruff Exterior*: Gain 1 PP when you try to scare off a new acquaintance or make a rough first impression.
- [ ] *Softie*: When helping a Crewmember, spend 1 PP to step up the die you lend them for the roll.

Highlighted Skills: **Labor**, **Operate**, **Treat**

Heart of Ice and Dust D8

You know the old saying about cold hands, warm heart? You're the exact opposite.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Best Served Cold:* Spend 1 PP to step back any Complication involving your emotions or personal relationships.
- [ ] *Every Man for Himself:* Gain 1 PP when you abandon an ally in a time of need to further your own agenda.

Highlighted Skills: **Influence**, **Focus**, **Trick**

Honest Man D8

Honest as the day is long.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Deep Cut:* Gain 1 PP when your honesty hurts someone close to you.
- [ ] *Tough Love:* Spend 1 PP to step up your **Treat** when you attempt to remove mental Complications by tellin' folks the truth about ugly situations.

Highlighted Skills: **Focus**, **Influence**, **Treat**

Intuitive D8

You ain't a reader, not as such. But the way folk carry themselves, how they move, that's the language you speak.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Now Is Not Your Time*: When someone tries to attack you the first time in a scene, spend 1 PP to instead make them set the stakes against a **Social** + **Influence** intimidation Action. If you raise the stakes, they cannot attack you until you roll a jinx.
- [ ] *Take Measure*: When you come into conflict with someone for the first time, you may attempt to size them up with a **Mental** + **Know** Action. Create a **Sized Up** D8 Asset if you succeed or take an **Overconfident** D8 Complication if you fail.

Highlighted Skills: **Focus**, **Influence**, **Notice**

Know It All D8

Look, smarty pants, if we wanted schoolin', we'd have gone to school.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Book Learnin'*: Double your **Know** when you have access to informational resources (the Cortex, an encyclopedia, etc.) and the time to use them.
- [ ] *Pedantic*: Gain 1 PP when you correct someone at an inappropriate juncture or tell the crew a fact about a problem that is interesting but not useful.

Highlighted Skills: **Fix**, **Know**, **Treat**

Not to be Crossed D8

Just so we're clear: if you cross me, I will end you.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Fair Warning*: Step up or double **Influence** when you use the weight of your intimidating reputation. Both 1s and 2s count for jinxes on the roll.
- [ ] *To the Edge of the Black*: When you pursue someone who crossed you into obvious danger, create a D8 Asset for the scene.

Highlighted Skills: **Fight**, **Survive**, **Trick**

One with the Shadows D8

Fight fair? Honey, why would I do that?

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Get in Position*: If you replace your **Sneak** with a D4 for your next roll, gain a Big Damn Hero Die equal to your **Sneak** rating if your roll is successful.
- [ ] *Sniper*: Spend 1 PP to enter a scene hidden and in a position to do some harm. Take or step up a Complication representing a tenuous or precarious position to create a **Sniper Nest** D8 Asset.

Highlighted Skills: **Move**, **Shoot**, **Sneak**

Researcher D8

The scientific method isn't just for the lab. It's a way of life.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Eureka!*: When you fail a roll trying to gather information or collect data, spend 1 PP to gain a Big Damn Hero Die equal to your **Know**.
- [ ] *Hypothesize*: Spend 1 PP to create an Asset based on your current hypothesis. Crewmembers who use the Asset can spend 1 PP to step it up after a successful Action, to a D10 maximum. If any Action with the Asset fails, remove it from play.

Highlighted Skills: **Craft**, **Fix**, **Fly**

Smooth Talker D8

You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Gift of Gab:* Spend 1 PP to double your **Influence** die for your next roll.
- [ ] *Start Fresh:* Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications.

Highlighted Skills: **Influence**, **Know**, **Trick**

Sore Loser D8

They cheated! You weren't ready! The sun was in your eyes! Double or nothing!

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Sulk:* Step up a Complication gained in a contest you lost fair and square to gain 1 PP.
- [ ] *Cheat to Win:* Create a D8 Asset of your choice when you openly cheat or lie to win a contest.

Highlighted Skills: **Fight**, **Focus**, **Know**

Unprincipled D8

You'd sell your own mother to the Reavers to make some coin. Your pappy you'd throw in for free.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Looking Out For Number One:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.
- [ ] *Curse Your Sudden, But Inevitable Betrayal:* When you betray an ally, gain 1 PP and double the highest Complication die in the ally's roll.

Highlighted Skills: **Influence**, **Survive**, **Trick**



BACKGROUNDS

These Distinctions reflect all kinds of events in your Crewmember's past or those aspects of your history that stick with you.

Blind as a Bat D8

Y'ain't much good without your glasses, four-eyes.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Keen Ears:* When you rely only on your hearing, step up **Notice** for the roll.
- [ ] *Myopic*: Gain 1 PP when your poor vision causes trouble for you or the Crew.

Highlighted Skills: **Craft**, **Know**, **Perform**

Brothers D8

Nothing can come between you and your brother. 'Cept maybe girls. Or liquor. Or cards. Or....

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Squabblin':* Gain a PP when you spend a scene arguing with your brother instead of the task at hand.
- [ ] *Thick as Thieves:* When you share a scene with your brother, you may share Plot Points with one another.

Highlighted Skills: **Fight**, **Influence**, **Trick**

Dancer D8

Anyone can shuffle their feet to a beat. A true dancer exists as beauty through motion.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Enticing*: When you perform before an audience, spend 1 PP and name someone who is watching. That person will seek you out after the show.
- [ ] *Grand Jeté*: When you take cover or move quickly to avoid being hurt, step up or double **Move** for the Action. If you lose the roll, step back **Move** for the scene.

Highlighted Skills: **Fight**, **Move**, **Perform**

Debt D8

You're in deep, and it's a hole you can't climb out of easily. But for the time being, you've got resources.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Something Borrowed:* When you create an Asset by spending money to purchase goods or services, step it up.
- [ ] *Pay It Forward:* When you use your financial resources on behalf of another, spend 1 PP to create an appropriate D8 Asset.

Highlighted Skills: **Know**, **Notice**, **Trick**

Done Time D8

You've done time in the pokey. It may have changed you, but you didn't break.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Keep Your Head Down*: When you take a social Complication, step it back by stepping back **Influence** for the scene.
- [ ] *Breaking Rocks*: At the beginning of a Timed Action where endurance is a key factor, spend 1 PP to double **Labor** for the Timed Action.

Highlighted Skills: **Craft**, **Labor**, **Sneak**

Drunk D8

The demon in the bottle drags you in every time. You like to refer to it as having an expertise in beverages; others like to refer to it as a serious problem. One of you is right.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Functional Alcoholic:* Start every Episode with a **Drunk** D6 Complication. Step it up to reroll a die on a failed Action. Once it exceeds D12, you are out until given medical treatment.
- [ ] *Gaps in Memory:* Gain 1 PP to reveal that you don't remember or recall the events of a previous scene in which you had an active **Drunk** Complication.

Highlighted Skills: **Influence**, **Move**, **Perform**

Filthy Rich D8

Money is power. Folk who don't know that are foolin' themselves.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Leverage*: Double **Influence** when you bribe someone or threaten them with financial ruin.
- [ ] *Only the Best*: Spend 1 PP to create a D8 Asset when you acquire or make use of new technology, high fashion, or gourmet food.

Highlighted Skills: **Drive**, **Fix**, **Fly**

Former Companion D8

You trained as a Companion, but left that life behind to follow your own path.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Old Habits Die Hard*: Step up a Complication to double or step up **Social** for all **Influence**, **Notice**, and **Perform** rolls in a scene.
- [ ] *Fiercely Independent*: Gain 1 PP when you reject someone else's plans to strike out on your own.

Highlighted Skills: **Notice**, **Influence**, **Perform**

Friends in Low Places D8

Those of us on the Rim don't have much, but we stick together. There's a power in that.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *I Know a Guy*: Spend 1 PP to create a D8 Asset when you call in a shady friend with the skills you need.
- [ ] *Rumor Mill*: When you try to get information from your contacts, make a **Social** + **Know** roll. If successful, create a D6 Asset about the information. Take a **Half the Story** D8 Complication to step up the new Asset.

Highlighted Skills: **Craft**, **Labor**, **Throw**

Government Experiment D8

You don't remember what they did to you. Mostly. But now that it's done, you can never go back.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Meddled With:* Spend 1 PP to step up your **Mental** Attribute for the scene. Step down your **Social** Attribute for both this scene and the next one.
- [ ] *Two by Two, Hands of Blue:* Create a **Painful Memories** D8 Complication to step up your **Know** for the rest of the scene.

Highlighted Skills: **Fix**, **Know**, **Operate**

Mighty Hideous D8

You weren't pretty to start, but then you got yourself deformed somethin' fierce. Now folks try not to even look at you.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Look at Me!*: When you get in someone's face, spend 1 PP to double **Influence** for the roll.
- [ ] *You Call That Pain?*: When you activate an Opportunity to step back a physical Complication, step up **Fight** or **Survive** for the rest of the scene.

Highlighted Skills: **Fight**, **Labor**, **Survive**

On the Run D8

Someone's after you—Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're trouble.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Hide in Plain Sight:* Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
- [ ] *Guilt by Association:* Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

Highlighted Skills: **Move**, **Notice**, **Sneak**

Reader D8

You know things you shouldn't. Some call you a witch. They're just scared of what you represent.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Secrets, Secrets:* When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental** + **Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
- [ ] *Psychic Flashes:* Once per scene, spend 1 PP to create a D8 Complication on a Gamemaster character by blurting out a secret or negative fate.

Highlighted Skills: **Focus**, **Influence**, **Notice**

Semi-Retired D8

Despite your best efforts to get out, they keep pulling you back in.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *I Don't Do That Anymore*: Gain 1 PP when you refuse to do a favor for an old acquaintance.
- [ ] *Too Old for This*: Spend 1 PP to give someone a **Wanted by the Law** D8 Complication when you call in law enforcement with evidence of their criminal activities.

Highlighted Skills: **Drive**, **Fly**, **Trick**

Sisters D8

No one understands you like your sister. You've always stood together.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Dearest*: Step up **Treat** when you help your sister remove a Complication before you help anyone else.
- [ ] *Shift Blame*: When you take a social Complication, spend 1 PP to step it back and give it to your sister.

Highlighted Skills: **Notice**, **Treat**, **Trick**

Trained Singer D8

Your voice is one of the sweetest things in the 'Verse.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Private Audience*: When you need to get someone alone, spend 1 PP to force their entourage to wait outside.
- [ ] *Perfect Pitch*: When you fail a **Perform** roll, spend 1 PP to reroll a die. When you fail a **Notice** roll, take or step up a **Sensitive Ears** Complication to reroll a die.

Highlighted Skills: **Craft**, **Notice**, **Perform**

Veteran of the Unification War D8

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: **Fight**, **Shoot**, **Survive**

Virtuoso D8

True virtuosity is rare in this 'Verse. You're more than gifted; you're transcendent.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Music Therapy*: When you play beautiful music to soothe a Crewmember's **Mental** complication, you may use **Perform** instead of **Treat** for the Action.
- ☐ *Stradivari*: When you play your best instrument for a public audience, double or step up the Signature Asset for your instrument for the Action. Spend 1 PP to do both.

Highlighted Skills: **Craft**, **Perform**, **Throw**

Wet Behind the Ears D8

Folks say you're naïve. It ain't that. You just grew up a mite sheltered, is all.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Easy Mark*: Gain 1 PP when you are tricked by more worldly folk or whenever someone takes advantage of your naiveté.
- ☐ *Optimist*: Spend 1 PP to double **Treat** when helping a Crewmember recover from a mental Complication.

Highlighted Skills: **Drive**, **Fix**, **Treat**

World Weary D8

You've seen a lot of things during your time in the black and little is left to surprise you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Been There*: Create a D8 Asset when you ask for help from an old contact. If you use this Asset in a roll and fail, your contact turns against you. The Gamemaster will reveal why they set you up for a fall.
- ☐ *Done That*: When you tell a Crewmember about a situation from your past similar to the one you face now, gain a new specialty for the rest of the scene. Take or step up a social Complication reflecting your past.

Highlighted Skills: **Focus**, **Notice**, **Sneak**

STEP 3. CHOOSE DISTINCTION TRIGGERS

Every Distinction in Step 2 lists three triggers. Triggers are special tricks you can use to affect the dice you add to your pool or to gain Plot Points, special Assets, or other benefits. Generally, each trigger has **benefits** and **drawbacks**—bonuses that your character gets for activating the trigger and costs that are incurred to activate it.

When you choose a Distinction, you automatically get the "Gain 1 Plot Point when you roll a D4 instead of a D8" trigger for each one. You may unlock a total of **two** more triggers, in any order, from the Distinctions you've selected.

The remaining Distinction triggers stay locked until you advance your character over the course of multiple Episodes. Take a look at the *Find a Job* chapter on page 234 to learn more about unlocking additional triggers for your character.



STEP 4. STEP UP SKILLS

Every character has access to all of the Skills. To start, you are an untrained Crewmember with a **D4** die rating in every Skill. You can try using the Skill, but your chance of success is slim and your odds of rolling a jinx are great. If you want to do better than that, you need to step up your Skills to the next available die rating—or higher.

HIGHLIGHTED SKILLS

In Step 2, you chose three Distinctions. Beneath these Distinctions, you probably noticed three Skills that were closely associated with it. These are called **highlighted Skills**. Underline these Skills on your Crew Sheet and step up their die rating from **D4** to **D6**. If you have two or more Distinctions with the same highlighted Skill, step the Skill up again for a total of three die ratings.

You've selected three Distinctions: **True Faith**, **Unprincipled**, and **First Mate**. When you review your Skills, you notice that **Influence** is listed in the highlighted Skills for each Distinction. Thus, you step up your **Influence** Skill from **D4** to **D6**, then from **D6** to **D8**, and finally from **D8** to **D10**.

SPENDING POINTS

After you've stepped up your highlighted Skills, you get 9 points to spend. No Skill may be stepped up beyond **D12**. You may spend these 9 points in one of two ways:

- **Highlighted Skills**: Step up the die rating one step for every point you spend.
- **Basic Skills**: For a Skill that isn't listed on your Distinctions, spend 2 points to step it up by one die rating. To take a **D4** to a **D6**, you'll need to spend two points, reducing your total points from 9 to 7.

You can find a list of Skills at the beginning of the chapter and on your Crew Sheet in the *Appendix* on page 366.

ALTERING HIGHLIGHTED SKILLS

When you create your character, you may feel that the highlighted Skills don't reflect how you want to build your character. As long as your Gamemaster is okay with the change, feel free to alter the list of Skills for your Distinction.

For example, you might feel like **Ship's Doctor** **D8** should include **Focus** instead of **Know**, as you plan on playing a surgeon who knows less about medicine in general and more about the steely reserve it takes to cut someone open and fix what's wrong with 'em. Or you might think that someone who is **Elderly** **D8** should highlight **Know** instead of **Notice**, to reflect a lifetime of experiences.

STEP 5. CHOOSE SPECIALTIES AND SIGNATURE ASSETS

In this Step, you'll assign points to your Skill specialties and Signature Assets.

SKILL SPECIALTIES

Specialties are subsets of Skills that cover specific areas or subjects otherwise included with the Skill. If you want your Crewmember to be especially talented in a certain area, take a specialty in a Skill.

- All specialties add an additional **D6** to your dice pool when applicable.
- Skills with a **D4** rating cannot be assigned a specialty.
- If you have a **Know** rating of **D6** or higher, you may assign a **Know** specialty for free when assigning specialties. This free **Know** specialty does not count against the total number of specialties you can mark in this Step.
- Examples of specialties include Zoe's *Carbines* specialty for **Shoot**, Kaylee's *Engines* specialty for **Fix**, and Mal's *Leadership* specialty for **Influence**.



SIGNATURE ASSETS

Signature Assets are personal possessions that your Crewmember has a special connection to. These add a die to your dice pool whenever you decide to use them. You can't share Signature Assets with other characters, but it's possible that you might steal one and eventually make it your own! If'n you're looking for ideas, each archetype has two sample Signature Assets. There are also Signature Assets on the Crew Sheets of several members of the Main Cast and the characters found in *What's Yours Is Mine*, on page 298.

Now, it may not make sense for your Crewmember to have a Signature Asset. Folks ain't always tied to possessions, relying more on their training than on anything they own. Inara and River, for example, have more Skill specialties to reflect their training and experiences. Remember, you're making decisions for your character at the start of a Season; they'll grow and change as you play the game. Though both River and Inara start off without any Signature Assets, both could add them after playing through a few Episodes.

Examples of Signature Assets from the Main Cast include Mal's **Serenity**, Jayne's **Vera**, and Shepherd Book's **Bible**.

ADDING TRIGGERS TO SIGNATURE ASSETS



Signature Assets can also have triggers. While you can't add these triggers at character creation, you can spend your Episodes training up your Signature Assets to add triggers such as "*Autofire*: Spend 1 PP to double **Shoot** when you're outnumbered" or "*Unlucky Coin*: Whenever you take a Complication that starts at a D10 or above, gain 1 Plot Point."

These triggers help flesh out your Signature Assets and offer you new ways to use your prized possessions durin' the game. You'll learn more about unlocking triggers in *Find a Job* on page 234.

ASSIGNING POINTS TO SPECIALTIES AND SIGNATURE ASSETS

You have five points to assign to specialties and Signature Assets at character creation. Each point may be used to:

- Add a specialty to a Skill rated at a D6 or higher
- Create a Signature Asset at a D6
- Step up a D6 Signature Asset to a D8

With your five points you might:

- Assign five specialties and create no Signature Assets
- Assign four specialties and create one D6 Signature Asset
- Assign three specialties and create one D8 Signature Asset
- Assign two specialties and create three D6 Signature Assets
- Assign one specialty and create one D8 and two D6 Signature Assets

Once you've assigned all your points to specialties and Signature Assets, remember to assign your free **Know** specialty if you have at least a D6 in that Skill.

STEP 6. BIOGRAPHICAL INFO

Last, but certainly not least, you'll want to add a few details:

- **Your Name:** What do folks call ya?
- **Birthplace:** Where were you born? On a Border Planet? In the Core?
- **What You Look Like:** Got a telltale birthmark? Blonde hair? Tall and stout? Short and thin?

To further flesh out your character background, take a peek at the Distinctions you've chosen and think about:

- Where you've been the last few years.
- Where you're going in the near future.
- What your role was in the Unification War.
- What you're doing to keep your head above water.
- How you feel about the politics of the 'Verse (the Alliance, the War, etc.).
- Which planet, space station, or moon you hail from.
- What you think about the other four systems.
- If you believe in Reavers or think there's a monster waitin' for you in the black.
- Why you want to be in a Crew.
- Whether or not you're the spiritual sort.
- What kinds of foods, music, and clothing you fancy.

Congratulations! You've got a shiny new Crewmember!

SHIP SHEET

Your ship is more than a vehicle to get you from place to place; it's your home in the black. Your Ship Sheet shows you what Traits—Attributes, Crew dice, Signature Assets, and Ship Distinctions—you use when you put together rolls using your ship.

SHIP NAME

Each and every ship in the 'Verse has got a name. What do you call your boat?

CLASS

What type of ship did you pick up to run jobs? Is it a transport, a cruise liner, or a warship? To start building your boat, turn to page 208.

HISTORY

Ships always got stories to 'em. No Captain just goes down to the local market to pick a ship up at the store. How did you get your ship? What did it cost you?

SIGNATURE ASSETS

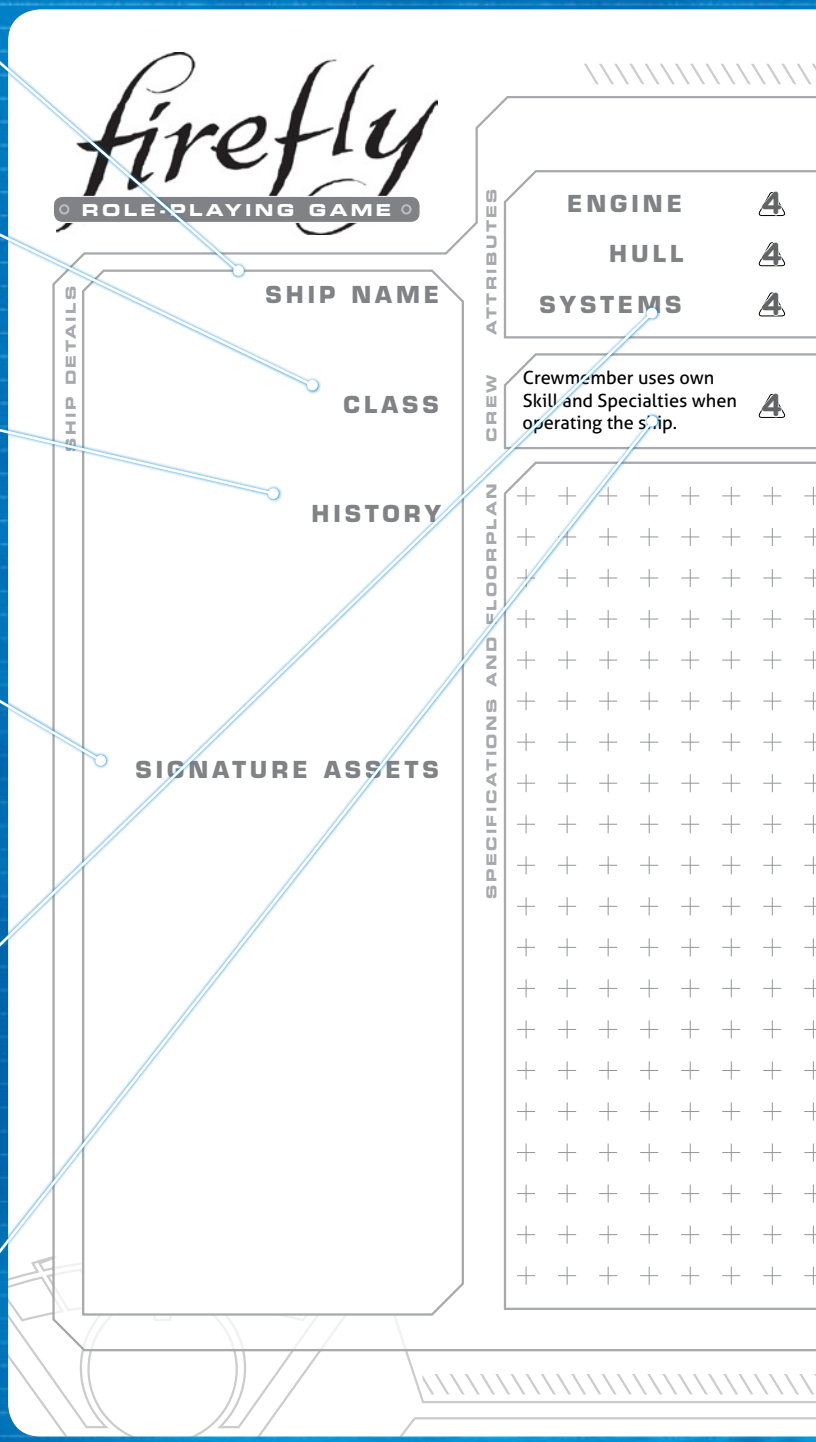
Like Crewmembers, your boat also has **Signature Assets**. Sometimes a ship's Signature Assets are weapons, better engines, or special gear like mining equipment and sensor arrays. For more on ship's Signature Assets, see page 211.

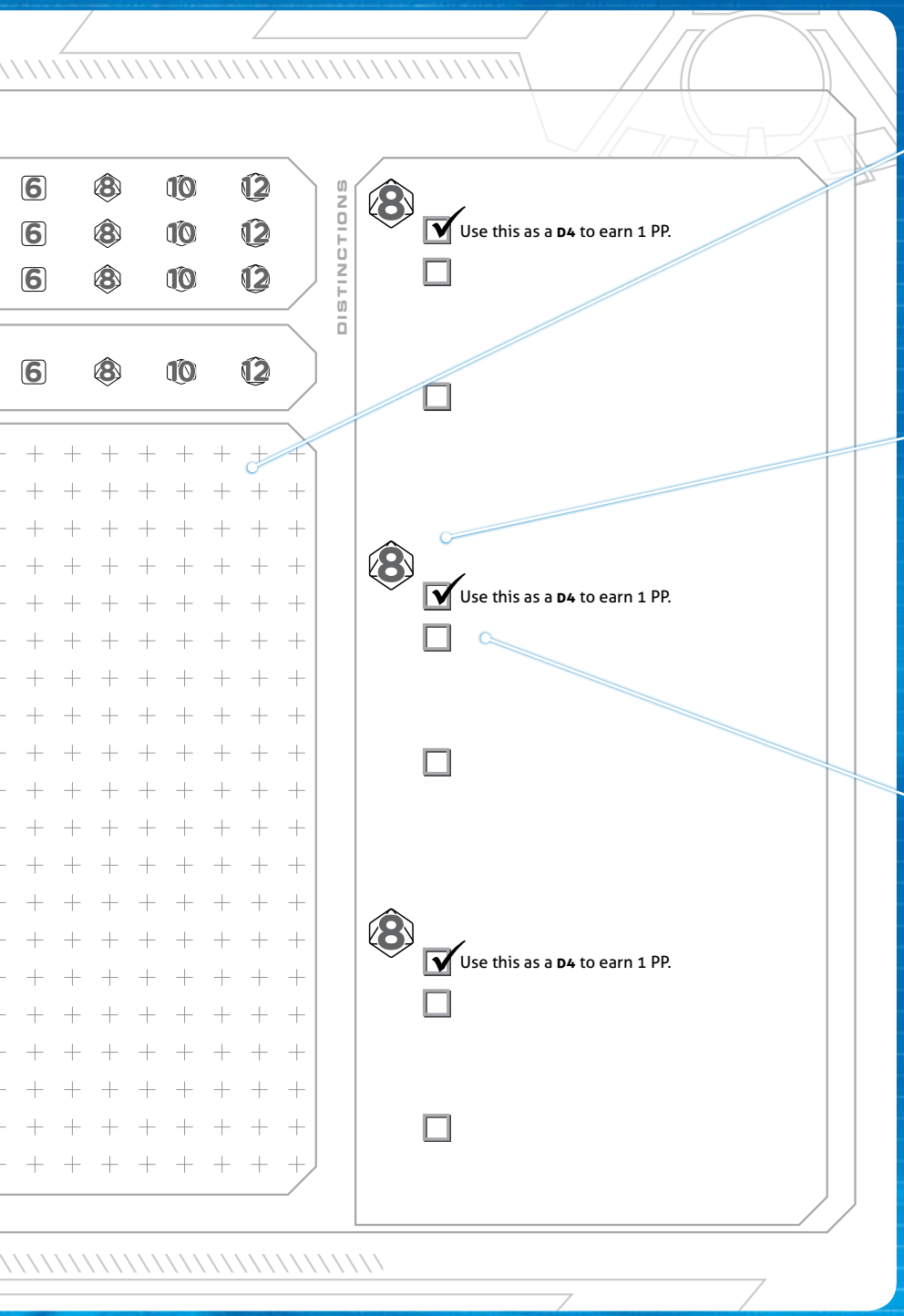
SHIP ATTRIBUTES

Your ship has three **Attributes**—Engines, Hull, and Sensors—that represent how your ship stacks up against other boats in the 'Verse. When you make use of your ship, swap out your Attribute for the appropriate ship Attribute. For more on ship Attributes, see page 209.

CREW

If no one's playing the pilot, select a Crew die to reflect how skilled your Crew is. More experienced Crews add higher dice to the pool. Of course, if a Crewmember is flyin' the boat or working the computers, use the Crewmember's Skills instead. For more on the Crew die, see page 209.





SPECIFICATIONS AND FLOORPLANS

Your ship's Attributes, Class, and History ain't always the most important thing to your Episode. Sometimes you'll want to make some notes about your ship's floorplan or other details. Here's the place for that info—use it wisely.

DISTINCTIONS

Your Ship has three Distinctions—Traits that describe your ship's type, background, and customizations you've done to keep her flyin'. When a Distinction works in your favor while using the ship, add a **D8** to your dice pool. For more on Distinctions, see page 210.

DISTINCTION TRIGGERS

All Distinctions start with one free Distinction trigger unlocked— you can opt to take a **D4** instead of the **D8** and gain a Plot Point from the Gamemaster's pile. You can only use one Ship Distinction at a time, but you can use both a Crewmember Distinction and a Ship Distinction at the same time. You might even take a **D4** for both and earn two Plot Points! For more on Distinction triggers, see page 210.



Find a Ship

"You like ships. Don't seem to be looking at the destinations. What you care about is the ships and mine is the nicest."

– Kaylee, "Serenity"

When you're out in the black, you'd best have a good boat to rely on and a Crewmember who can fly, fix, jerry-rig, and connect with her. The 'Verse is filled with all kinds of ships, from Alliance cruisers to small transports and everything in between. Each boat has her own crew, history, and character, and ships can perform all manner of functions from transporters to patrol ships to med ships and beyond.

In *Firefly*, ships are more than just vehicles for transportin' folks from places like Persephone to Ariel. In many ways, your boat is part of your Crew. Treat her right and she'll serve you well.



RULES FOR YOUR BOAT

In the **FIREFLY RPG**, starships work similarly to how your character does. Or, to put it nice and simple like, you'll be working in *tandem* with your ship, just like Mal and his crew do on *Serenity*.

When you take an Action using a starship—whether you're the pilot flyin' her, the gunner shooting cannons, or the first mate operating the com—you create a dice pool. A basic dice pool includes a combination of your ship's rules and your own. You always use an Attribute from the boat itself and the Crewmember's appropriate Skill. You might also add the boat's and/or the Crewmember's Distinctions, and maybe some Assets, too. We'll tell you about all those pieces next.

To keep track of what your boat can do, use a Ship Sheet. Your Ship Sheet is where you list your ship's Attributes, Distinctions, Assets, and triggers so that you've got them ready for play. As you go through this chapter, you can follow along on a blank Ship Sheet, found in the *Appendix* on page 365.

MASTERIN' THE GAME: GAMEMASTER CHARACTER SHIPS

By now, you've probably figured out that ships won't fly or operate without the use of your Crew's Skills. Now, that's easy enough if you're a player, but if you're the Gamemaster? Typically, you use a fourth Attribute called **Crew** instead of a character's Skill.

If the boat won't be flown by any named friend or foe, make a roll by taking your ship's appropriate Attribute + **Crew**. A higher **Crew** die rating indicates your boat is flown by a veteran crew familiar with all the ship's inner and outer workings. A lower **Crew** die rating means you've got an inexperienced (or otherwise complicated) crew tryin' to fly that ship.

ATTRIBUTES

Ships come in all shapes and sizes. Some boats zip through the atmosphere and others crawl along the Rim. Though they may look mighty different, all ships in the 'Verse have three Attributes—Engines, Hull, and Systems.

ENGINES

Engines make your ship go. Some boats are better at maneuvering and others have more raw speed. The Engines drive the ship from one end of the 'Verse to the other. The higher the Engines die rating, the faster and more agile the ship is. A lower Engines die rating might indicate the ship is awkward to fly or just plain slow.

You might create a dice pool using the Engines for a variety of circumstances. Here are some example rolls:

- Roll **Engines** + your character's **Fly** Skill to lose an Alliance patrol ship in an asteroid field.
- Roll **Engines** + **Fix** to give your pilot an extra boost dodging Reavers.
- Roll **Engines** + **Focus** to keep your ship steady while a firefight is going on just outside the cockpit.

Example **Engines** Complications:

- **Out of Gas**
- **Tailspin**
- **Fire!**

HULL

The **Hull** is the structure that contains the interior of the vessel and keeps everything together. A higher **Hull** die rating don't mean your boat's invincible, but it might indicate your ship has a reinforced chassis or a high storage capacity for passengers, crew, and loot. A low **Hull** die rating might indicate your boat's not very good in a firefight or it could mean you've got a small, cramped vessel like a shuttle.

Example **Hull** rolls:

- Roll **Hull** + your character's **Fly** Skill to survive a rough landing.
- Roll **Hull** + **Fix** to make sure that gunfire ain't piercin' any important systems.
- Roll **Hull** + **Sneak** to hide your ship in the middle of a salvage heap.

Example Hull Complications:

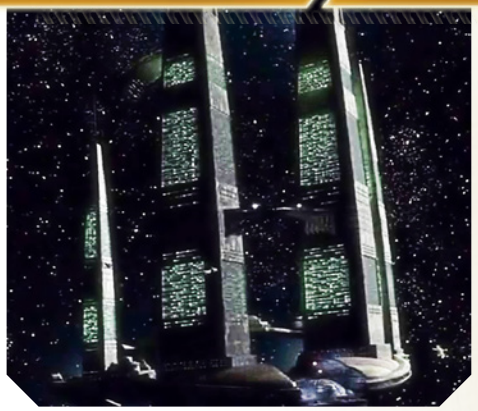
- **Violent Shaking**
- **Air Leak**
- **Cracked Wing**

IT'S COMPLICATED



Complications are a natural occurrence—even for your ship. Sometimes your fuel cells are plain used up or your wing's cracked. Complications are any problems that could crop up and cause you trouble later. They may affect just you or the entire ship you're on. A Complication like a **Fuel Leak** will likely impact your ship's pilot, but if **Life Support's Down**, that'll affect everybody on board who needs to breathe.

Each Attribute in this section has a few example Complications for the GM to mull over and use when you roll a jinx, but they ain't the only ones. When you're flyin' from planet to planet, dodging Alliance, Reavers, and the like, trouble'll find you.



SYSTEMS

Systems are the computerized systems that help the ship operate, including life support, communications, Cortex access, targeting computers, and astrogation. The higher the **Systems** die rating, the more technically sophisticated the ship is. A lower **Systems** die rating indicates a no-frills ship, or one with a lot of hotwired parts.

Example Systems rolls:

- Roll **Systems** + your character's **Notice** Skill to scan for a hidden scout ship.
- Roll **Systems** + **Operate** to jam outgoing communications.
- Roll **Systems** + **Shoot** to target and fire ship-mounted weapons.

Example Systems Complications:

- **Cortex Disconnect**
- **Gravity Issues**
- **Lost in the Black**

DISTINCTIONS

Your ship's Distinctions, like your Crewmember's, may be used as a **D8** in cases where it's beneficial to you, and each Distinction has a number of triggers that can be used as benefits or drawbacks.

When you're taking an Action using a ship, you'll most likely use one of the ship's Distinctions to create your dice pool. If you have an appropriate Distinction of your own (like **Ship's Pilot**), you can add that die, too.

Ships have three types of Distinctions:

- **Class** determines the ship's starting Attributes and indicates the ship's base model.
- **History** reveals how old or new the ship is. It can also indicate the ship's current use.
- **Customization** reveals how the ship has been modified, remodeled, or upgraded since its initial build.

In the **FIREFLY RPG**, you can either create your ship's Distinctions or choose them from the lists in this chapter. No matter which Distinctions you choose, all three combined capture the essence of your ship in a few short phrases.

TALKIN' LIKE KAYLEE

Can't make heads or tails of what's what on your boat? Use the following guide to introduce some technobabble when you're dealin' with engineering. Remember though, when you're fluent in technobabble, that leads to all kinds of trouble in the **FIREFLY RPG**. It takes hard work, elbow grease, money for parts, and a little luck to get you out of it.

If'n all hell has broken loose or a part's failing, roll **3D12** to generate a phrase that'll help ya communicate what's wrong!

ENGINE RELATED

D12	Adjective	Noun	Is Verbing
1	COMPRESSION	COIL	DISCHARGING
2	MAGNETIC	THROTTLE	LEAKING
3	ELECTRIC	GEAR	GRINDING
4	COOLANT	TURBINE	OVERHEATING
5	RESONANT	FEEDER	SHAKING
6	HEAT	GENERATOR	CLOGGING
7	FUEL	PRESSURIZER	RADIATING
8	LUBRICANT	EXCHANGER	BENDING
9	THERMAL	CATALYST	SHUDDERING
10	GRAVITIC	ACTUATOR	SEIZING
11	NUCLEAR	THRUSTERS	SHIFTING
12	QUANTUM	EXHAUST	DEVIATING

HULL RELATED

D12	Adjective	Noun	Is Verbing
1	STEEL	COUPLING	BENDING
2	COMPOSITE	PYLON	SNAPPING
3	AIRLOCK	RING	BULGING
4	ENGINE	FORK	CRACKING
5	CARGO	BULKHEAD	BREAKING
6	JEFFRIES	MOUNT	SAGGING
7	SCARF	CASING	OXIDIZING
8	ENGINE	FRAME	TWISTING
9	PORT	JACKET	TEARING
10	STARBOARD	TUBE	FRACTURING
11	FORE	PLATE	SPLITTING
12	AFT	DOOR	ABLATING

SYSTEMS RELATED

D12	Adjective	Noun	Is Verbing
1	OXYGEN	EXCHANGER	LEAKING
2	WEAPONS	COMPUTER	SPARKING
3	COMMUNICATIONS	LUBRICANT	FLUCTUATING
4	WASTE	ANTENNA	CRASHING
5	CARBON DIOXIDE	ELIMINATOR	SPRAYING
6	HEAT	RADIATOR	DEVIATING
7	WATER	PURIFIER	ARCING
8	SENSOR	RECYCLER	SCORCHING
9	ELECTRICAL	RELAY	HESITATING
10	GRAVITY	GENERATOR	OSCILLATING
11	VISUAL	WIRES	GHOSTING
12	HYDRAULIC	TUBES	VIBRATING

SIGNATURE ASSETS

Now, it ain't no secret that no two boats are alike. Besides being tougher, faster, and more high-tech, your boat might have a Signature Asset like a fancy medical bay or some extra firepower.

Your ship's Signature Assets represent added features that are purely beneficial for you and your Crew to use. What makes them so special? Well, those areas ain't exactly standard to the class of ship you're flyin'.

In your game, a Signature Asset adds an extra die to your dice pools on account of it bein' so useful. Not to mention, an Asset often has an extra beneficial trigger like a Distinction. 'Member, though, if you want to use your Asset, think of how it'll affect your story. If you're tryin' to outrun one of Niska's boys, your Companion's Mighty Fine Quarters ain't gonna do you a heap of good.

If'n your ship don't have a Signature Asset, that don't mean it's lacking—that area's just not an important part of your boat.

ASSETS ON THE FLY



You dyin' to upgrade your boat? If you're a Crewmember on board your ship, you can spend Plot Points to create shiny new ship Assets on the fly, just like your own Assets. Now, you wouldn't be able to remodel the entire cargo bay if you don't have the tools to do so, but you might be able to upgrade your nav system if'n you've got the proper parts. There ain't no hard and fast rule for creatin' Assets. Just do what makes sense.



MAKING YOUR OWN SHIP

In this section, you'll find the rules for making your own ship—and enough options to fill the 'Verse with all the different spacecraft you could cook up. From smuggler transports and fancy cruise ships, to armed carriers and decommissioned warships, we've got everything your discerning crew might want to get up and into the black to get the job done.

As you're buildin' your own boat, be sure to grab a blank Ship Sheet from the *Appendix* on page 365. Making a ship from scratch don't take more than a few minutes, but you'll want to take notes on your choices so that you can use your ship's Attributes, Distinctions, and triggers in play.

STEP 1: PICK A CLASS

First things first. Choose the class of ship you or your Crew will be flyin'. Some options are listed below. The class of your ship is its first Distinction and determines its Attributes.

CLASS

Your ship's class Distinction is the most important one to consider, since it can have an impact on the type of adventures that your Crew will experience. Although many of the classes fit certain archetypes well, don't worry much about staying true to that. You can always modify your ship with the other Distinctions you choose.

WE'RE GOING TO NEED A BIGGER BOAT

Most ships listed under class are balanced to have an average Attribute of D8. A few, like the Alliance cruiser, are specialty ships that only certain, Alliance-friendly Crews should be flyin'. If'n you want a boat with a higher Attribute to reflect your aims, talk to your Gamemaster first—just remember size ain't everythin'. You can always select different Distinctions, triggers, or Signature Assets to improve your ship. If'n you want faster engines, for example, get a Signature Asset that adds an additional D8!

MILITARY VESSELS

The Unification War may be over, but there are still a lot of military vessels flyin' around the black. Some are Alliance boats used in active service by the rank-and-file to hunt down illegal scavengers, protect trade routes, or whatever else the central government deems necessary. Independent ships, on the other hand, have been "officially" decommissioned and are illegal to use for aggressive negotiations. That means these former warships have been sold to freelance mercenaries, junkyards, collectors, or they've been converted for civilian use.

Flyin' a military vessel is dangerous if you ain't authorized to. When these boats appear, it's like blowin' an airhorn to tell the Law you've arrived. These vessels in particular are scrutinized and often boarded for inspections regardless of where they're spotted in the 'Verse—though it should be said that folks on the Rim have taken a liking to fixin' 'em up and flyin' 'em.

Arbitrator Class Alliance Patrol Boat 8

Engines 8 **Hull** 8 **Systems** 8

Also known as the "Cutter," this Alliance-owned ship is fast and has a generous cargo hold. This state-of-the-art military vessel has a thick hull and is primarily used to target scavengers and the like. The Cutter is well-armed and can hold its own in a fight.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Official Sanction*: When you create an Asset or take a Complication involving official Alliance channels, step it up.
- ☐ *Regularly Inspected*: Spend 1 PP to reroll a pool when rolling to **Fix** the ship.

Justice Class Alliance Gunship 8

Engines 12 **Hull** 4 **Systems** 8

Although these small one-man fighters have very short range, they pack quite a punch in or out of atmo. In the hands of a skilled pilot they can be mighty deadly.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Pilot Assisted Targeting:* Step back **Systems** for an action to double the pilot's **Shoot** for an action.
- ☐ *One Hit, One Kill:* When you are attacking another ship, double **Systems** for the Action. If you fail to raise the stakes on that roll, take or step up a Complication relating to your exposed position.

Lieshou Class Alliance Destroyer 8

Engines 8 **Hull** 6 **Systems** 10

These smaller military class vessels form the backbone of the Alliance navy and ply the lanes investigating smugglers, protecting freighters, and dealing with pirates. They have excellent sensor suites and can surprise criminals with sudden bursts of speed.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Flank Speed:* When involved in a chase, step back **Systems** for the rest of the scene to step up **Engines** for the rest of the scene.
- ☐ *Prepare To Be Boarded:* Spend 1 PP to create an **Alliance Marines** D8 Asset when boarding another ship.

Road Runner Class Independent Blockade Runner 8

Engines 10 **Hull** 6 **Systems** 8

These blockade runners were manufactured by Weyland-Yutani during the Unification War and were used primarily to break through Alliance blockades surrounding besieged worlds. These ships land vertically in order to allow a quick take-off if they are discovered on the ground. After the War, they were confiscated by the Alliance and decommissioned. Now, mechanics and salvagers can find these vessels in spaceship junkyards throughout the 'Verse.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Catch Me If You Can!:* Spend 1 PP to step up a Complication inflicted on another ship that is chasing you.
- ☐ *Quick Off the Ground:* Spend 1 PP to double **Engines** when launching from a planetary surface.

Orion Class Alliance Enforcement Craft 8

Engines 10 **Hull** 6 **Systems** 8

Roughly the size of a Firefly class transport, these patrol craft are quick and well armed. They are primarily used by Alliance-sanctioned local law enforcement rather than the military. Those who fly these ships will seek to disable targeted vessels with electromagnetic pulse missiles and bombs rather than destroy them.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Like My Circuits Fried:* Spend 1 PP to step up a Complication you just inflicted related to disabling electronics.
- ☐ *You Can Run, But You Can't Hide:* Spend 1 PP to step up or double **Systems** when trying to track or identify someone or a ship.



Tohuku Class Alliance Cruiser 8

Engines 8 **Hull** 12 **Systems** 10

The development of this spaceship helped tilt the balance of the Unification War towards the Alliance. Now these bastions of power represent the control the Alliance holds over the entire 'Verse.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Let's Go Help These People*: When you overlook minor criminal activity to answer an Alliance distress beacon, gain 1 PP.
- ☐ *Power Projection*: When ordering another ship to stand down and prepare to be boarded, the captain may spend 1 PP to step up or double **Influence** for one action.

Wraith Class Black Ops Ship 8

Engines 12 **Hull** 6 **Systems** 10

This small, crescent shaped ship is one of the most advanced ships in the 'Verse. It may look small, but it's got all manner of surprises that just ain't fair. Worse yet, it tends to show up at the least convenient moments, when things already ain't going smooth.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Alliance High-Tech*: Step back **Systems** to add a scale die to your dice pool for one Action.
- ☐ *Uncanny Intelligence*: While pursuing a fugitive on an official mission, spend 1 PP to appear in a scene in which the fugitive is trying to escape trouble. If an Action Order is underway, take your turn immediately upon appearing in the scene.

Transport Vessels

Ships that fly folks and cargo 'round the 'Verse are the most common type of boat. They can be bought or rented from shipyards or cobbled together from parts found in derelict vessels or junkyards. Most often, the size of the ship determines where you'd acquire it. Larger ships are often built in the Kalidasa System or they're commissioned in orbit. Smaller vessels can be found and customized anywhere—even on a podunk moon or in the bowels of another ship. The more elaborate the boat, the longer it'll take to build, and the pickier its owner tends to be—red velvet seats, high quality music systems, and gilded embellishments ain't exactly common or easy to install.

Now, flyin' an unremarkable, mid-sized boat with few customizations comes with its own set of challenges, for those types of ships are in high demand—which means a plainer vessel is more likely to get stolen than a specialized one.

Marco Polo Class Space Bazaar 8

Engines 4 **Hull** 12 **Systems** 8

These small, mobile space stations were designed and manufactured by the Blue Sun Corporation to function as mobile trading posts. Not only do they pick up cargo to transport between worlds, but they also serve as a valuable hub of commerce in the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Buy Low, Sell High:* When you spend 1 PP to keep a physical Asset for the rest of an Episode, you may step it up.
- ☐ *Mingling Marketplace:* When you are in orbit around a world and have people on your station trading, a Crewmember on the trading deck may step up or double **Know**. Spend 1 PP to do both.

Baumstark Class Bulk Freighter 8

Engines 4 **Hull** 12 **Systems** 8

When you have a whole lotta cargo to move but don't much care how long it takes to get there, this here is the ship you want. It's ugly. It's slow. But it can take a beatin'. Its spacious cargo bay can be divided into compartments, keeping contents—and nosy intruders—safe and separate.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Cows Move Faster:* Step up a Complication related to how slow or clumsy your ship is to gain 1 PP.
- ☐ *Modular Cargo Bay:* Spend 1 PP to create a **Maze of Containers** D8 Asset when someone forcibly boards your ship.



Firefly Class Transport 8

Engines 10 **Hull** 8 **Systems** 6

Designed as a multi-purpose boat, this mid-bulk ship is extremely versatile and can be used as a salvager out in deep space or to haul passengers from one town to another. Though variations exist, all Firefly ships have the capacity to take off and land vertically and are engineered with certain fixed compartments: cargo hold, engine room, quarters, and bridge.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Connected Operations*: When rolling to fix a ship's Complication, you may step up the difficulty die to fix two Complications at once. Step up any Complication that results from this roll.
- ☐ *Everybody Has One*: When you create an Asset or take a Complication related to everybody knowing your kind of ship, step it up.

Hades Class Prison Transport 8

Engines 6 **Hull** 10 **Systems** 8

Prisons, work camps, and military compounds are scattered throughout the 'Verse. These privately-owned ships transport inmates to their places of incarceration and can be put in service by anyone—Alliance or otherwise—with the credits to do so. Typically, these transports are well-armed and have a small contingent of security personnel to ensure their prisoners are secure.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Guards! Guards!:* Spend 1 PP to create a **Security Personnel** D8 Asset when dealing with unruly prisoners or uninvited guests on board the ship.
- ☐ *Lockdown:* Spend 1 PP to create a **Secured Doors and Bulkheads** D8 Asset that affects anyone trying to move from location to location within the ship without keycards.

Kintsugi Class Salvage Ship 8

Engines 8 **Hull** 8 **Systems** 8

Although quite large, the bulk of these vessels serve mainly to anchor smaller ships in place while the crew dismantles, strips, or repairs them. All sorts of things can be found in a salvage ship's cargo hold, from the personal effects of stranded travelers to critical and rare parts that can repair almost any ship.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Parts 'R Us:* Spend 1 PP to create a D8 Asset when you're looking for a part to fix a ship.
- ☐ *Rippin' and Fixin' Montage:* Spend 1 PP at the beginning of a Timed Action involving repairing a ship or gathering salvage. For each of your rolls during the Timed Action, your Crew may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.

Pogo Class Short Range Transport 8

Engines 6 **Hull** 10 **Systems** 8

These short-range cargo haulers have limited life support and lack engines capable of a hard burn. They're used most for transporting goods from moon to moon within a planetary system.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Efficient Packing:* Step down **Systems** for the rest of the scene to step up **Hull** for the rest of the scene.
- ☐ *Runnin' On Empty:* Create a **Low Fuel** D8 Complication to step up **Engines** for the rest of the scene.

Polaris Class Cargo Liner 8

Engines 6 **Hull** 10 **Systems** 8

This mid-sized cargo liner is an older model that's distinguished by its slower speed and thickened hull. Though it's small for its class, the Polaris is a heavier ship that was once manufactured by the Trans-U shipping company. Because it's not widely used and is no longer in production, pilots who recognize this ship will find it odd no matter who's at the helm....

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Useful Cargo:* Personal Assets created while aboard the ship begin stepped up.
- ☐ *Spacious:* When using a location-based Asset or other Trait in your pool, spend a Plot Point to step up or double that Asset or Trait for that roll.



Tchaikovsky Class Passenger Liner 8

Engines 6 **Hull** 10 **Systems** 8

Popular in the Core, the Tchaikovsky Class liner is manufactured by the elite SDG Corporation and caters to the gentry. Most citizens who book passage on one of these vessels are mighty particular and want to be seen flyin' in style. These fashionable ships not only get folks to their destination, they do it with all the grace a boat can muster.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Spared No Expense:* When you hold a shindig on your ship, create a D8 Asset related to it. After the scene, take or step up a social Complication that results from the party.
- ☐ *'Verse-class Entertainment:* After spending an hour relaxing on board the ship, any Crewmember can spend 1 PP to step back a physical or mental Complication.

Viper Class Courier 8

Engines 10 **Hull** 4 **Systems** 10

Other than Alliance Gunships, very few vessels have the speed to catch these small and needle-shaped messenger ships. Their computers are top notch, with excellent encryption and high storage capacities. Information is power, and this is a conduit. What it gains in speed, the courier lacks in other ways: the thin hull is easy to penetrate and the vessel's reduced cargo capacity can barely service a skeleton crew.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hardened Computers:* When your computers are attacked electronically or with EMP weapons, spend 1 PP to step up or double **Systems**.
- ☐ *Turbo!:* Spend 1 PP to create an **Afterburners** D10 Asset. Each time you include **Afterburners** in a dice pool, step it back after you roll.

SERVICE VESSELS

Sometimes, a Crew might need a boat that's highly specialized for a particular line of work. If'n that's the case, you'll want a service vessel to fulfill your needs. In many ways, service vessels are invisible to both the Alliance and criminals alike, because they're often taken for granted. Most folk expect to see a science vessel at some point knowin' that there's data that needs gatherin' or folk who need healin'.

Because service-related boats fill a specific need, they aren't commonly found wherever ships are bought, rented, or sold. You'll need the help of a professional agent or corporate fleet to find them. Provided the deal is attractive to both sides, service vessels don't necessarily have to be purchased. They can be leased or rented for a specific period of time up to two years.

Anyone who's lookin' to get their hands on a service vessel and doesn't have the background or qualifications to do so might want to search in a city or space junkyard. Most city junkyards, like the one on Ariel, aren't closely monitored on account of almost nonexistent civilian demand for these types of ships. Space junkyards, on the other hand, can only exist by makin' deals, so any ship part—service vessel or not—ain't free.

Canuck Class Explorer 8

Engines 4 **Hull** 8 **Systems** 12

This ship has one of the best sensor systems in the 'Verse and was designed for getting a bead on anomalous mineral deposits on asteroids and planets. Its sensors have been known to pick up everything from silica to rich veins of copper to crashed vessels abandoned for decades. Favored by scientists, miners, and treasure hunters, crews often customize the vessel with additional equipment specifically geared toward analysis, retrieval, and storage.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Curiosity Killed the Cat:* Spend 1 PP to reroll a die when you're using the ship sensors. On your next roll, both 1s and 2s count as jinxes.
- ☐ *Whatcha Got There, Eh?:* Create a D8 Asset representing something you just found while exploring a site. Take or step up a Complication associated with that Asset.



Grasshopper Class Short Range Shuttle 8

Engines 10 **Hull** 4 **Systems** 10

Originally designed to flit amongst the Core worlds, short range vessels are now commonly found in every system. These smaller ships don't have enough propulsion or fuel to fly between systems and their engines are designed with a failsafe: to protect the occupants, the engines shut down if an attempt is made to leave the system. Grasshoppers can carry up to five passengers and their personal belongings. Favored by many, these vessels are quite maneuverable in atmo.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Airfoil Stabilizers:* While airborne, flyin' within a planet's or moon's atmosphere, spend 1 PP to double **Engines**.
- ☐ *Can't Take a Hit:* When you take a Complication related to being hit by weapons fire, step up that Complication to gain 1 PP.

Cobb Class Science Ship 8

Engines 6 **Hull** 6 **Systems** 12

A newer class of ship, the SDG Corporation began manufacturing this research vessel for the Alliance a few years ago. Named for the astronomer Rollie W. Cobb, who's credited with discovering the first planets in the 'Verse, this ship is designed to collect and analyze astronomical data. The ship sports numerous sensors, telescopes, and advanced computers and is favored by many Academy and corporate scientists.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Pale Blue Dot:* Step back your ship's **Engines** for the rest of the scene to double **Systems** for the rest of the scene when exploring or analyzing anomalies.
- ☐ *Science!:* Any Crewmember may spend 1 PP to step up or double **Know** for a scene when they are analyzing objects gathered from a world.

Wakinyan Class Surveyor 8

Engines 10 **Hull** 4 **Systems** 10

The Wakinyan, or "Thunderbird" in the Sioux tongue from Earth-That-Was, is a small, agile vessel used mostly to prospect asteroids for minerals. The cargo capacity is small and the crew quarters cramped. Another ship is needed to actually extract the minerals. However, its speed, agility, and stealthiness make the Wakinyan attractive to bounty hunters, criminals on-the-run, and illegal salvagers.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Can You See Me Now?:* When another ship is attempting to detect your ship, the pilot may spend 1 PP to double **Sneak** for the roll.
- ☐ *Mighty Zippy:* Spend 1 PP to step up or double your ship's **Engines** Attribute for one Action when attempting a complex or dangerous maneuver.



Yang Class Rescue Ship 8

Engines 10 **Hull** 6 **Systems** 8

Typically, rescue ships are privately owned and travel along the borders of the five systems. In exchange for credits or goods, crews'll provide assistance and medical care to travelers in need. These ships—named after Yang Liwei, the first Chinese citizen from Earth-That-Was to travel into space—are manufactured by the Tàikōng Corporation and have excellent medical facilities and strong engines to get them to stranded vessels quickly.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Code Orange:* While using the ship's medical facilities, a Crewmember can spend 1 PP to ignore a Complication for a die roll that includes **Treat**.
- ☐ *Get There Stat!:* While racing to a stranded or afflicted ship, the pilot may reroll any dice that come up 1s instead of accepting Plot Points. On the rerolls, 1s and 2s count as jinxes.

Hong Kong Class Skyplex

Engines 4 **Hull** 12 **Systems** 8

Skyplexes are massive space stations owned by corporations, the Alliance, or private entities who have enough resources to operate and maintain these expensive terminals. Due to their size, skyplexes are typically found in orbit above a planet or moon and maintain their own artificial gravity. While their position isn't fixed, these artificial environments may only be moved with the aid of space tugs.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Massive Hull:* When you include **Hull** and a Scale die in your dice pool, spend 1 PP to double **Hull**.
- ☐ *Needs a Tow:* You can only include **Engines** in a dice pool when you are being towed. Gain 1 PP when the lack of engines puts the station in danger.

STEP 2: CHOOSE TWO MORE DISTINCTIONS

Every boat has three Distinctions. So, including class, you get three different Distinctions at D8. Distinction triggers are listed beneath their corresponding Distinction. Don't worry 'bout them just yet. You'll get to those in Step 3.

Your ship's role, advantages, and disadvantages can be modified significantly by choosing appropriate **history** and **customization Distinctions** as well as **Signature Assets**.

For example, if'n you want to carry folk between worlds, you don't have to have a Tchaikovsky Class Passenger Liner. Instead, you could pick a Road Runner Class Blockade Runner and modify it with Beautiful Lines, Cruisin' the 'Verse, and Mighty Fine Quarters to create a first class swift transport, the kind that transports fancy dignitaries or the extremely rich.

HISTORY

When choosing your ship's history Distinction, think about what she's been through before she came into your hands. Did she fight in the Unification War? Is she notorious or distinct for some reason? Or, are you her first owner?

Battle-Scarred

Your ship proudly displays the scars of many battles fought during the Unification War. Though she's showing signs of wear, your boat's still here. Guess that means somethin'.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Come On Baby, Hold Together:* When you push your ship to the limits, ignore a Complication for a roll. After the roll, step that Complication up.
- ☐ *That Part Don't Work Anyway:* Step back your ship's **Hull** Attribute for the rest of the scene to step back a new Complication that's just been inflicted on your ship.

Bad Reputation

You know that the previous owners of your ship were members of a criminal organization. You just didn't realize how bad until you realized folks get mighty ornery whenever they spot your boat in the sky.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Revenge Is a Dish Best Served Cold:* Take or step up a Complication involving your boat's nasty reputation to gain 1 PP.
- ☐ *Yes, It Is That Ship:* When you're tryin' to intimidate someone with your ship, spend 1 PP to create a **Scary Ship** D8 Asset.



Beautiful Lines

Some ships aren't just functional but pretty. Something about the smooth surface of your ship and beautiful lines appeals to your aesthetic nature. Shiny!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Ain't She a Pretty Thing?:* The ship's captain can spend 1 PP to step up or double **Social** when impressing someone with the appearance of the ship.
- ☐ *Not a Scratch On Her:* Step back **Hull** for the rest of the scene to step back a Complication related to damaging the vessel.

Been Around the 'Verse

Your boat has been in service a long while. It's probably had a few different owners and crew in its time, but it's also got a fair amount of charm.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Well-Loved*: Crewmembers on board may share Plot Points with another Crewmember who's operatin' the ship.
- ☐ *They Don't Make 'Em Like This Anymore*: Step back the difficulty die when making a **Fix** roll to repair the ship. Step up any Complications that result.

Brand Spankin' New

A fancy new boat is the best damn investment a captain could make. You've splurged some, but you've got no regrets.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *No, Not the Paint!:* When the ship takes damage, the ship's captain can take a **The Paint Job Is Ruined!** D8 Complication to gain 1 PP.
- ☐ *Still In Warranty:* When you take a Complication related to the reliability of your ship, immediately step it back.

Cobbled Together

Your ship was built from salvage parts and space junk. She looks kinda ugly, but she sure can surprise folk when she needs to.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Frankenstein's Boat:* Spend 1 PP to switch the die ratings of **Engines** and **Systems** for the rest of the scene.
- ☐ *She's Got Class, Lots of Class:* Spend 1 PP to create an **Unknown Ship Class** D8 Asset when someone tries to identify your ship.

Coming Apart at the Seams

"Some folk don't care much about taking care of their boat. They push their ships hard and when things start to go wrong, they keep pushing. Folk like them be mighty dangerous."

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Unsettling Visage:* Spend 1 PP to go first in an Action Order when someone sees your ship for the first time.
- ☐ *Uncontained Core:* Take a **Dangerous Radiation** D8 Complication to step up or double **Engines** for an Action.

Cursed

You always wondered why this ship was so gorramn cheap. Now you know. Weird things just "happen" to this ship. Things break for no reason. The Alliance shows up when it's most inconvenient. Bad things.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Never Challenge Worse:* Start every Episode with a **Cursed Ship** D6 Complication. Step it up to reroll a die on a failed Action. Once it exceeds D12, your ship is Taken Out until the end of the scene.
- ☐ *Unlucky:* Take a **That's Gorramn Strange** D8 ship Complication to gain 1 PP.

Defanged Tiger

Once a combat vessel, this ship's original military grade weapons have since been removed and outlawed. If'n your boat is caught with weapons of those kind, the Alliance will throw you in the brink. Lucky for you, the removal of weapons control has sped up your computer system.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Mean, Lean, Computing Machine:* Spend 1 PP at the beginning of a Timed Action involving your computer system. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.
- ☐ *Hear Me Roar:* Spend 1 PP to create a **I'm a Mean Ship, Rawr!** D8 Asset when trying to bluff your way out of a situation.

Former Laboratory

Even now, you still find residue left behind by the strange experiments that were conducted on your ship. And then there's that weird smell that happens every 23 days.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *They Didn't Delete Everything:* Spend 1 PP to step up or double **Systems** when you are investigating scientific and technological phenomena.
- ☐ *Unsettling Atmosphere:* When you create an Asset or take a Complication related to past scientific experiments carried out on your boat, step it up.

Off the Grid

For whatever reason, your ship never got properly registered. Even when you file all the necessary forms, they don't get processed right.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Where Did She Go?:* Spend 1 PP to create a **No Record Found** D8 Asset when trying to prevent someone from tracking you through the Cortex.
- ☐ *Things Go Smooth...er:* Take or step up a Complication related to your ship's missing identification to reroll a die when dealing with the Law.

Famous

Tarnation! Ain't that the ship that did the whatchamacallit to the whoever it was?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Known 'round the 'Verse:* Take a D8 Complication related to your ship's celebrity status to gain 1 PP.
- ☐ *Crazy Lucky:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.

Former Salvage

She don't look like much. But she was lonely and you rescued her.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Watch This!:* When your pilot tries an impressive maneuver and fails, take or step up a Complication relating to your ship's worn out parts to gain 1 PP.
- ☐ *What a Piece of Junk!:* Spend 1 PP to create a D8 Asset when someone verbally disparages your boat.



Held Together with Duct Tape and Chewin' Gum

Right 'bout now you're wishing you listened to your mechanic when she said you needed a blah blah blah blah for the blah blah.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Did Something Fall Off?:* Start every Episode with a **Busted Up Parts** D6 Complication. Step it up to reroll a die on a failed Action. Once it exceeds D12, your ship is Taken Out.
- [ ] *It Can Wait:* Step up a Complication related to delaying a needed repair to gain 1 PP.

In the Line of Duty

You and your crew are involved in some kind of official service. You may think of your ship as yours, but you only have use of it while your boss or government allows it.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Send the Bill to My Boss*: Spend 1 PP to convert a ship Complication to a social Complication and step it back.
- [ ] *You Have Your Orders*: Gain 1 PP when you abandon your current objective because of a direct order.



Rerouted Internals

Your ship has had so many modifications and repairs done to her that the wiring is all mixed up, and the hoses go to and fro. Makes it tricky to fix her, but amazingly she's a lot more resilient to damage too.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Chaos Is Resilience:* Step back your ship's **Systems** to step back a **Systems** related Complication you just received.
- [ ] *This One Goes Here, That One Goes There!:* When you are trying to repair parts associated with electronics or fluids in the ship, step back your **Fix** for the roll to gain 1 PP.

Stolen

You didn't come by your boat fair and square. The previous owner is probably still looking for it.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Flagged*: Gain 1 PP when the Law notices your ship's status.
- [ ] *Spoofed Systems*: Spend 1 PP to reroll a pool containing **Systems** against any attempt to find the ship.



They Don't Make These Anymore

Your ship's model is old. Really old. Still, the fact that she's still flyin' means that you've got a gem on your hands, and there is a lot of advice on the Cortex for fixin' her. Still hard to get parts though.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Crowdsourcing Repair Advice:* As long as the ship has Cortex access, the ship's engineer can step back a Complication involving a broken part of your ship by consulting the Cortex and stepping back **Focus** for the rest of a scene.
- [ ] *We Don't Carry That:* Take or step up a Complication involving the unavailability of parts you need to fix your ship to gain 1 PP.

Unsafe

"Why officer, of course my boat is full up on her inspections. Why do you ask?"

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *She's Flyin' Apart!* When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.
- [ ] *Loose Internals:* When a crewmember takes a Complication related to being injured while on the ship, the crewmember can step up the Complication to gain 1 PP.

Won Her in a Card Game

You gamble more than you should, but one time you really stuck your neck out and you won big.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *All In:* When your ship is about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to keep your ship in the fight.
- [ ] *Passed Through Many Hands:* Take or step up a Complication related to the weird repair jobs previous owners have done to gain 1 PP.

CUSTOMIZATIONS

For your ship's customizations, consider what your Crew has done to fix her up since you first acquired her. These Distinctions represent modifications to the entire ship, not just an added piece of equipment here or there. Do you want to make your ship's role more general, or do you want to specialize? For example, you can add weapons to a Canuck Class Explorer to give it some teeth or you could make your Yang Class Rescue Ship a Registered Mobile Hospital.



Armed and Dangerous

When you're being attacked by pirates out in the black, the only ship you can count on is you. And if some sommbitch decides to bite you, well... you can bite back, too.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Banned Modifications:* Take a **You Can't Have Those** D8 Complication when the Alliance discovers that your ship has been illegally altered to gain 1 PP.
- ☐ *Y'All Are Outgunned:* Spend 1 PP to double **Systems** when fighting a ship that lacks your firepower.

Automated Controls

You've automated many of the systems used to fly your ship. You don't have to pay as much for crew, but if things don't go smooth...

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Didn't Expect To Take Us Into Combat!:* Take a **System Override** D8 Complication to gain 1 PP.
- ☐ *Fewer Shares:* When you need to pay for parts or services, spend 1 PP to create a **Don't Need to Pay Crew I Don't Have** D8 Asset.

Broadcasting to the 'Verse

Your ship has all sorts of antennas and dishes, allowing easy communication across the 'Verse. People send information to you, and you sell information to others. Or blackmail them.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Knowledge is Power:* Any Crewmember can spend 1 PP to step up or double **Know** when communicating with other people from your ship.
- ☐ *Would Be a Shame If These Pictures Came Out:* Spend 1 PP to create a **Blackmail** D8 Asset when trying to intimidate someone.

Bull in a China Shop

You've reinforced the fore of your ship such that she's a weapon all on her own. Who needs guns when you can blow right through an enemy ship like she were paper?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Bit of a Gas Guzzler:* Step back **Engines** for the rest of the scene to gain 1 PP.
- ☐ *Ramming Speed!:* Take or step up a **Minor Hull Damage** Complication when you successfully ram another ship to step up a Complication that you just inflicted on that ship.

Built for Speed

Sometimes, all that matters out in the black is being faster than everyone else.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Focused Thrust*: When using **Engines** for raw speed, double **Engines**. Remove the highest rolling die and add three dice together for the result.
- ☐ *Full Burn*: Spend 1 PP to reroll a pool containing the **Engines** dice. On your subsequent roll, both 1s and 2s count for Complications.

Built for Stealth

You've painted your ship black, lined it with thermal insulators, and installed directional communications arrays. Your boat is like a needle in a haystack. But shutting down your short-range radar makes it easier for others to get the jump on you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Passive Sensors Only:* Take a **Surprised** D8 Complication on the first round of combat with another ship to gain 1 PP.
- ☐ *Run Silent:* Step back **Systems** for the rest of the scene to create an **Exceptional Stealth** D8 Asset.

Cruisin' the 'Verse

Your berths are first class, with plush velvet seats, stunning chandeliers, and lovely music. While the food is excellent and the service impeccable, these fineries come with a price: snooty passengers.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *The Customer is Always Right, Unfortunately*: Start every Episode with an **Unreasonable Customer Demands** D6 Complication. Step it up to reroll a die on a failed Action. Once it exceeds D12, your ship is Taken Out until you can get into port and pick up a new set of passengers.
- ☐ *Service is Our Number One Priority:* Crewmembers may spend Plot Points for any other Crewmember on board your ship when those Crewmembers are interacting with the ship's passengers.

Deep Space Ready

Your pantry is stuffed with protein bars and canned goods. You've got extra fuel cells, ammo, spare parts, and a meager library. You're ready to be alone. Mighty, mighty alone.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Knew That Was Gonna Happen:* When you create an Asset—like **Extra Oxygen Tanks** D6 or **Long-Range Homing Beacon** D6—that reflects how you anticipated a particular deep space problem, , step it up.
- ☐ *Radio Silence:* When you're floatin' in the black and there ain't a ship, moon, or planet on your radar, take a **We're All Alone** D8 Complication to gain 1 PP.

Electronic Warfare

Your ship's computer systems and transmitters have been modified to jam enemy sensors. Unfortunately, the massive amount of electromagnetic radiation you emit tends to blind your sensors as well.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Blinded By the Light:* Step back **Systems** for the rest of the scene to create an **Electronic Countermeasures** D8 Asset.
- ☐ *They're Locking On Us!:* Reroll a die when your ship is being attacked. On your next roll, both 1s and 2s count as Complications.



Experimental

Outfitted with cutting edge technology, what better place to test it than out in the 'Verse?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Experimental Settings*: When using a ship's Signature Asset, you may step up or double that die. Step up any Complications that arise from that roll.
- ☐ *Advanced Networking*: In any pool containing **Systems**, you may replace two dice of the same size for one stepped-up die.

Livestock Hauler

You've modified your boat to gently carry livestock and other animals from world to world. Your cargo bay is mighty comfortable and your medsuite is arguably better for your animals than for your crew.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *People Are Animals Too, Right?:* When making use of the ship's veterinary equipment to treat human patients, a Crewmember may step back **Treat** for a roll to gain 1 PP.
- ☐ *Soft Cow, Warm Cow:* Spend 1 PP to step back a Complication related to the animals you are carrying in your cargo bay.

Optimized for Atmo

Your boat has aerodynamic stabilizers and heat shielding. Both improve the smoothness of her ride when you're flyin' in a world's atmosphere. Only trouble is, them modifications are mighty finicky.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *High Temp Threshold:* When you enter atmo during a Timed Action, spend 1 PP before you roll to treat any success as an Extraordinary Success. If you lose the roll, take a **Failing Heat Shield** D8 Complication.
- ☐ *Zig Zag:* While in atmo, step back **Engines** for the rest of the scene to create a **Nimble Ship** D8 Asset.

Registered Mobile Hospital

Not only do you have a fancy Alliance-sanctioned medsuite, but you've set up your cargo area as a triage center and converted your passenger quarters into hospital beds. You've got the credentials to buy, store, and resell plenty of high-tech medical equipment and drugs. Unfortunately, all this high-tech gear makes you a target.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Better Living Through Chemistry:* Spend 1 PP to step back a Complication involving being injured, poisoned, or fatigued.
- ☐ *Code Blue!:* When treating a patient in the medsuite, you may choose to reroll any dice that come up as jinxes instead of taking Plot Points.

Smuggler's Delight

Certain ships have been modified to address the needs of "privacy-minded" crews.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hidey Holes*: When a Crewmember is trying to conceal cargo, add the ship's **Hull** die to the roll.
- ☐ *Covert*: When making a **Sneak** roll with the ship, the pilot may spend 1 PP to reroll.

Green Livin'

You've got plants in every nook and cranny in your ship. You've almost perfected your recycling system, and you've figured out how to reconstitute them protein bars. Just don't tell your guests what they're drinking.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Like Trees:* Whenever a stressed-out Crewmember finds time to relax on board the ship, spend 1 PP to step back a related mental Complication.
- ☐ *Organic Life Support:* When your ship takes a Complication related to damaged life support or its other self-sustaining systems, step it back.

Ordinary

You don't much like messin' around with your boat. Besides which, it's easy peasy to get parts. But then everyone knows what your ship can do.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Familiarity Breeds Contempt:* Turn one of your ship's Assets into a Complication of the same die rating to gain 1 PP.
- ☐ *These Ships, They're All the Same:* Spend 1 PP to find exactly the parts you need at a salvage yard, junk shop, or trash heap. The part enters play as a D8 Asset.

Sundiver

You've modified your ship so that you can get mighty close to a star. Solar panels and batteries give you extra energy and you even have scoop ramjets to give you an extra boost of speed while in a star's or gas giant's atmosphere. Extra coolant keeps you alive.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Needs SPF 10,000:* Create a D8 Complication related to a system failing due to heat to gain 1 PP.
- ☐ *Sundrinker:* Spend 1 PP to create an **Extra Energy** D8 Asset when you are close to a star.

Turtlin'

It's dangerous up in the black. Your armor-plated hull and reinforcing struts help, but you're a mite slower than other boats. She may not look purty, but she's a tank.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Brace For Impact!:* When your ship is about to be Taken Out, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.
- ☐ *Like Turning the Titanic:* Step back you ship's **Engines** for the rest of the scene to step up your ship's **Hull** for the rest of the scene.

STEP 3: SELECT UNIQUE DISTINCTION TRIGGERS

In the **FIREFLY RPG**, your newly designed boat may have a total of five Distinction triggers: the three "free" triggers and two you get to pick.

Here are the Distinction triggers you get:

- ☑ **Free for every ship Distinction:** Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ Unlock another Distinction trigger from one of the class, history, or customization Distinctions you've chosen.
- ☐ Unlock a final Distinction trigger from one of the class, history, or customization Distinctions you've chosen.

After you've chosen all your Distinction triggers, go on to choose Signature Assets. Don't forget to write these triggers on your Ship Sheet!

STEP 4: SELECT SIGNATURE ASSETS

When you create your boat, choose two Signature Assets or Advanced Signature Assets rated at D8. Choose your preferred Signature Assets from the list below or visit *Find a Job* on page 254 to create your own.

SIGNATURE ASSETS

Chapel

Abbeys aren't the only places folk can attain spiritual enlightenment. Sometimes you need to bring a bit of your religiosity with you into the black.

Crybaby

This device is perfect for those who've turned to a life of crime. The Crybaby is a modified satellite that sends out a fake distress call to distract the Law. Unlike most other Signature Assets, the Crybaby can be deployed far from the ship and then retrieved for later use when the coast is clear.

Electromagnetic Shielding

Your systems have been upgraded with advanced shielding and programs designed to keep hackers out and your digital and heat signature in. When power is shut down to minimal safe amounts, it's nearly impossible to detect your ship from a distance.

EMP Weapons

Your ship is equipped with electromagnetic pulse missiles and bombs capable of disabling another boat's electronics. These weapons require Alliance registration and give crews the chance to take a ship without destroying it.

Flares and Chaff

When you can't outrun pirates and the Alliance, not allowing 'em to lock onto your ship can be a mite useful. By releasin' burning flares and metallic chaff you can spoof missiles and give yourself enough time to escape.

Grapplers

Most grapplers are large, magnetic clamps that are fired at a second spaceship with the intent to attack. Once secured, the clamp retracts and pulls the second ship closer to the first.

Hidden Storage

Salvaging derelicts is good work, providing a captain has the license for it. For those operating outside the Law, hidden storage compartments provide ways to stash precious cargo, illegal salvage, etc.

Hauling Equipment

Perfect for ships with a variety of uses, hauling equipment can take on many forms from basic pulleys to elaborate riggings and everything in between. Hauling equipment is easily repaired and may be modified for special cargo.

Internal Security

Sometimes you need to protect your boat from your own passengers. These integrated systems consist of cameras, weapons checks, and communication systems. In a dire emergency, knock out gas can be dispatched into the life support system. Armed crewmembers not included.

Laser Cannons

If you're the type that expects trouble, don't be afraid to mount a laser cannon (or three) on the prow. These can be mounted offensively in full view or defensively in strategic places to fend off attackers.

Laser Cooling System

For use when you need to reduce your thermal signature or to rapidly cool off your ship, this system allows you to maintain the ship's temperature to safe values by using a laser that rapidly cools gasses in the engine's refrigeration unit.

Medsuite

Most boats come with a medical bay, but yours has an entire suite of rooms with state-of-the-art equipment and fancy patient beds. Additionally you've got room for extra storage and private quarters, too.

Mighty Fine Quarters

One or more of the living quarters in your ship have been dressed with the finest in furniture, fabrics, and frippery. They can prove to be useful in impressing clients and visitors. As long as you can keep it clean.

Mining Equipment

Once you get a bead on some valuable minerals, you might have a notion to get at 'em. All sorts of laser cutters, pounders, explosives, and other such usefulness will make extraction easy peasy.

Portable Airlock

When salvagin' or rescuin', portable airlocks come in mighty handy. This equipment can be attached and anchored to the hull, window, or door of another ship, allowing you to equalize pressure and board safely without running the risk of explosive decompression.

Reinforced Armor

Some captains don't feel safe without a strong hull that can withstand a few dents, dings, and bullets along the way. Hulls may be reinforced with all types of metals and synthetic fibers to avoid weighing the ship down.

Shuttles

Every captain knows that having an extra shuttle or two is handy in a pinch and can provide some extra cash to those who can afford the rent. Ship hulls are measured and then modified to fit.

Tractor Beam Emitter

Why get into a spacesuit when you can grab rocks, salvage, ships and other knickknacks from the warm comfort of your ship?

Warheads

Military captains and veteran Browncoats who opt for boats with a lot of firepower make sure they have High-Velocity Tachyon Rockets or warheads like the XT-15 torpedoes on board.

ADVANCED SIGNATURE ASSETS

Some Signature Assets can do more than just add a die to your dice pool. These advanced Signature Assets include ship-related triggers that work just like your Crewmember's Distinction triggers do.

Advanced Signature Asset triggers are locked when you first start playin' to reflect your inexperience flyin' your boat. These triggers can be unlocked over the course of a Season. See page 234 in *Find a Job* to get the lowdown!

Advanced Weapons Control Suite

You've installed and upgraded the weapons control program on your computer. It's capable of tracking and targeting multiple ships, and firing weapons at peak efficiency.

- ☐ *You May Fire When Ready:* Spend 1 PP to double your ship's **Systems** Attribute for one Action when you attack with your ship's weapons.

Command Communications Suite

Your communications and display systems have been upgraded to allow easy and efficient communication and coordination with multiple spaceships, even when they are spread over large sections of the black. In addition, the comms array allows for high bandwidth access to the Cortex.

- ☐ *Command and Control*: You may spend Plot Points for anyone with whom you are in contact via your communications suite.

Cortex Code Breakers

You've added augmented hardware and software to your computer systems that allow you to more easily hack into secured areas of the Cortex. You can also break encryption faster than normal.

- ☐ *Hackasaurus Rex:* Spend 1 PP to create an **Advanced Decryption Algorithm** D8 Asset when you are breaking into secured Cortex files or databases.



Fancy Sensor Array

Extra-efficient antennas, cameras, and dishes have been mounted on your ship, along with the requisite boosts to computing power to analyze the information they provide. Only the best for digging up hidden gems wherever you fly.

☐ *Finding Needles in Haystacks:* Step back your ship's **Engines** for the rest of the scene to step up or double your ship's **Systems** when trying to detect something with your sensors.

Hidden Weapons

You've added some weapons onto your hull, but they're small enough that they can be hidden within camouflaged gun ports.

☐ *Surprise!:* Spend 1 PP to go first in a scene before any weapons or attacks can be made. On your Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Maneuvering Thrusters

Sometimes raw speed isn't what you want, but quick or subtle maneuvering, especially in close quarters with another vessel. These thrusters are mounted at various parts of the ship, allowing the pilot to make very fine adjustments on the alignment and position of the ship.

☐ *Crazy Ivan:* When the pilot tries to outmaneuver a ship, he can spend 1 PP to step up or double **Engines** for a roll.

Nuclear Fuel Injection System

Your engines have been modified to allow sudden prodigious bursts of speed. Those occasional core leaks are a mite annoying though.

☐ *Hold On To Your Butts:* Take a **D8 Reactor Leak** Complication to create a **Speed Boost D10** Asset. Each time you include **Speed Boost** in a dice pool, step it back after you roll.

Salvaging Equipment

Consisting of laser cutting torches, electronic code breakers, magnetic grapplers, gravitic haulers and boxes, this set of equipment contains all the best stuff for getting into, cutting up, and towing stranded boats.

☐ *Chop Chop:* When you create an Asset related to salvaged parts while dismantling a ship, it lasts for the rest of the Episode.

Self-Sealing Bulkheads

Getting a hole in your hull doesn't need to mean disaster. These bulkheads automatically seal off compartments within the ship that are exposed to vacuum.

☐ *Isolate That Compartment!:* Take a **Can't Go There D8** Complication to step back a Complication related to a hull breach.

STEP 5: NAME YOUR SHIP

Congratulations! You've reached the last step and you've successfully created a ship. Now comes the hard part—you need to name it and give your boat a little personality.

If you can't figure out a name, roll **2D12**. For a two part name, match your result to the "Describe" column. Then, roll again and do the same for "A Thing." Combined, these words will give your ship a little character. If you prefer a single name, roll and take a peek at the "All-In-One" column. What'd you come up with? Mix and match to your likin' or come up with your own!

Now that you've named your boat, take a second and describe her. Examples of personal touches include weight benches, old books, fancy dresses, family heirlooms, souvenirs, a tea set, sweet-smelling candles, or a statue. By adding a few details, your ship'll come to life.

Don't forget to draw your boat out on your Ship Sheet. If'n you've got the talent to do so, you'll impress your Crew!

SHIP NAMES

2D12	Describe	A Thing	All-In-One
2	Royal	Tooth	Jambalaya
3	Shiny	Delight	Ogre
4	Celestial	Catcher	Saffron
5	Jade	Rover	Mako
6	Rat	Clementine	Hammerhead
7	Darling	Bullet	Ai-Ai
8	Red	Cloud	Houston
9	Open	Tea	Lexington
10	Silver	Angel	Beaufort
11	Lone	Star	Xiu Xiu
12	Jasmine	Oak	Ophelia
13	Strong	Halo	Bao
14	Closed	Puff	Lassiter
15	Holy	Master	Rampart
16	Hot	Fish	Triplehorn
17	Fresh	Dumpling	Stratocaster
18	Lotus	Blade	Taniwha
19	Sapphire	Dream	Marauder
20	Rascal	Fist	Harbinger
21	Gold	Claw	Rocinante
22	Drunken	Dragon	Phenomenon
23	Iron	Gauntlet	Pacifist
24	Thunder	Swallow	Scimitar

FLYIN' YOUR SHIP AROUND THE 'VERSE

Now that you've got your shiny new ship, you best make sure to keep her airborne. This section covers how to handle being chased by pirates, conducting the inevitable repairs, and handlin' situations where one ship has a mighty big advantage over another.

SHIP ASSETS AND COMPLICATIONS

Whether you're flyin' through an asteroid belt, or being buzzed by Alliance scout ships, your new boat is bound to be part of the action. That means Assets and Complications are sure to come into play. In your game, there's no difference rules-wise between Assets, Complications, and recovery rolls for your Crewmember and your boat. For more information on how these rules work, be sure to read *Find a Job* on page 234.

ASSETS

Creating clever ship-related Assets can help get you out of trouble. A Timely Shuttle D6 might be helpful if you're runnin' on empty, as will having your weapons Locked on Target D6 in a dogfight, or Airlocks Open to the Black D6 if a fire is threaten' to consume your boat. Mayhap the gear required to make your boat run smoothly existed already! By spending a Plot Point, you give these elements narrative heft. Now they ain't lurking in the background. Now they *matter*.

Ship Assets can also be shared and used by any Crewmember. As long as it's appropriate, you and your Crew'll have that extra D6 for the rest of the scene. Don't forget, if you spend a second Plot Point, you can make that ship Asset last the entire Episode. These Assets are treated like your Crewmember Assets, too, so you can turn 'em into a Signature Asset if'n you fancy it.

COMPLICATIONS

Keep in mind that Assets and Complications affecting your ship can involve any Crewmember—not just the pilot or the mechanic. When your boat gets hit by an asteroid, the Gamemaster can inflict a Hull Breach in the Kitchen D8 Complication that Book has to deal with or a Fire in the Medsuite D8 that Simon needs to put out. Complications aren't just location dependent either; they can impact the whole ship, like Damaged Stabilizers D8, Those Gorramn Reavers Followed Us! D12, or **Smoke Throughout the Ship** D6.

Some Complications up the drama by inflicting a ship-wide Complication that can Take Out the whole Crew, like Life Support Failure D6. When that happens, you and your Crew'll be thrown into a Timed Action to fix the problem before those important systems fail. For an example, review "Out of Gas" in the *Episode Guide* on page 81.

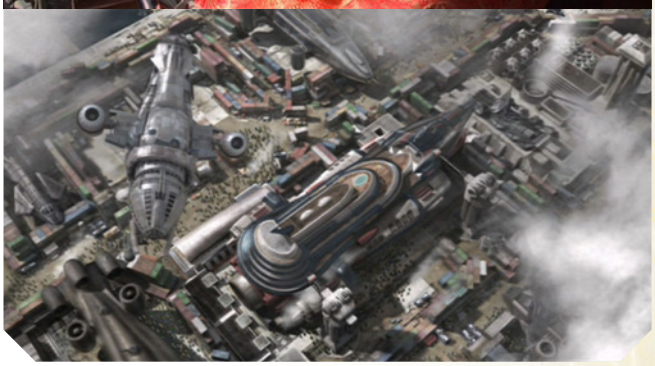
PATCHING UP YOUR BOAT

Broken parts are represented by Complications. Fixing up your boat will require you to make a recovery roll—just like you would for Complications related to your Crewmember. You can make as many ship-based recovery rolls as you wish, but you can only try to recover each Complication once per scene. You'll often need a part in order to make a recovery roll, but your Gamemaster will tell you whether or not you have what you need. Don't you worry none, for all is not lost. If'n you don't have that compression coil, you might find one by jerry-rigging it, salvaging a derelict boat, buying one at a junkyard, etc. Some of your triggers will help you fix your boat, so read through 'em carefully!

When fixin' up your ship, Assets can be a mighty boon. Create an Asset that would be useful in getting the job done, ranging from the part you need to a specific tool or piece of gear. Remember that you might not always have the part you need on hand—Mal can't just create a nuclear weapon in a bar fight as an Asset by spending a Plot Point. It's got to be something he can reasonably find!







SCALE DICE

Attackin' an Alliance cruiser seems like it would be a bit tweaked, and you'd be right. Whenever there is a large scale difference between both sides in an Action, the side with an overwhelming advantage in the contest adds a **D8** and a third die to the total for free.

You and your Crew are flyin' in a blockade runner carrying stolen Alliance goods. You're trying to escape off a backwater moon's surface. Just when you think you're clear, you find a gorramn Alliance cruiser blocking your path. Well, you ain't about to let the Alliance get the better of you. So, you decide to fire a few warning shots and fly straight toward that cruiser. You really have no chance to damage that flyin' hunk of metal. It's a gutsy move and you're hopin' to bluff your way past her. The GM rules this maneuver won't Take Out the Alliance cruiser. If'n you're successful, you could earn a **D6** Asset as a reward.

The soldiers on board that Alliance cruiser sets the stakes as the defender: **Hull D12** + **Crew D8** + **Alliance Cruiser D8**. They also get to add a **D8** Scale die to their dice pool since your blockade runner's weapons are nothin' but pea shooters to a ship like that.



Normally, the total is 17. By adding the Scale die, a third die is added to their total at no cost. The sum of the three highest dice is 21. Oh, crap!

Your gunner tries to raise the stakes: **Systems D8** + **Shoot D10** + **Armed and Dangerous D8** + **Laser Cannons D8**.



Your Crewmember's two highest-rolling dice total 15. To win this conflict, your gunner has a few options: either spend two Plot Points and add both remaining dice to get a total of 22, use an appropriate trigger to reroll dice, or roll a banked Big Damn Hero die. If'n your Crewmember doesn't succeed, then the Alliance'll be laughin' at ya!

The Scale die is used any time one side significantly outmatches the other—not just when your ship's weapons are ineffective against a larger boat! While this makes it more difficult for the inferior side to successfully set or raise the stakes, an ample expenditure of Plot Points and careful planning can overcome the advantage the Scale die provides. If the advantage is so overwhelming that the inferior side doesn't have a chance, the Gamemaster will probably just narrate the action rather than spend time rolling dice.

Situations where you might see the Scale die applied include: using personal firearms against a hover tank, trying to outrun a horse on foot, or attemptin' to intimidate a dozen ships with your lowly Firefly class boat.

PART-SPECIFIC SAMPLES

To put Assets, Complications, and recovery rolls into perspective, here are some samples showin' you some possibilities based on a specific part. Use these suggestions as a guide to flesh out how you describe your troubles. For example, your boat's electronic systems—like your weapons control or her navigation—will likely be affected by faulty wires or sabotage. When those go bad, that system'll glitch on account of that tube bein' cracked or corroded. Other parts on your ship might just break or fracture outright, leavin' you with busted pipes and ruined gears.

Part	Complication	Asset	Recovery Roll
Compression Coil	Inner Ring Busted	Compression Calibration Kit	Mental + Fix
Magnetic Throttle	Throttle Stuck	Crowbar	Physical + Labor
Airlock Ring	Pressure Rising in the Airlock	Airlock Software Hack	Mental + Operate
Gravity Generator	Shipwide Gravity Fluctuations	Gravity Compensator Manual	Mental + Fix
Carbon Dioxide Eliminator	Clogged Filter	Vacuum Cleaner	Physical + Focus
Engine Pylon	Cracked Engine Pylon	Vacuum Certified Welder	Mental + Fix
Fuel Pressurizer	Cracked Cylinder	Stop-Up Goo	Mental + Fix
Main Computer	Sparking Motherboard	Circuit Diverter	Mental + Fix
Communications Array	Broken Antenna Mount	Duct Tape	Physical + Labor
Heat Exchanger	Steam Venting into Kitchen	Oven Mitts	Physical + Labor
Cargo Bay Floor	Massive Amounts of Cow Dung	Waste Disposal Team	Social + Influence
Water Purifier	Corroded Electrodes	Electrode Reset Fluid	Mental + Fix
Nav Computer	Lost In Space	Sextant	Mental + Focus
Fire Suppression System	Fire!	Open Airlock	Mental + Operate
Outer Hull	Hull Breach	Sealant Foam	Physical + Labor
Helm Controls	Fixed Heading	Helm Circuit Diagrams	Mental + Fix
Nuclear Turbine	Engines Pushed Beyond the Limits	Remote Engine Adjuster	Mental + Fix

THE DARK HAWK

ENGINES 10 HULL 6 SYSTEMS 8

DISTINCTIONS

ROAD RUNNER CLASS INDEPENDENT BLOCKADE RUNNER 8

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

BAD REPUTATION 8

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Revenge is a Dish Best Served Cold:* Take or step up a Complication involving your boat's nasty reputation to gain 1 PP.

ARMED AND DANGEROUS 8

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Y'All Are Outgunned:* Spend 1 PP to double **Systems** when fighting a ship that lacks your firepower.

SIGNATURE ASSETS

LASER CANNONS 8

PORTABLE AIRLOCK 8

SERENITY

ENGINES 10 HULL 8 SYSTEMS 6

DISTINCTIONS

FIREFLY CLASS TRANSPORT 8

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

BEEN AROUND THE 'VERSE 8

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Well-Loved*: Crewmembers on board may share Plot Points with another Crewmember who's operatin' the ship.

SMUGGLER'S DELIGHT 8

☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

☑ *Hidey Holes*: When a Crewmember is trying to conceal cargo, add the ship's **Hull** die to the roll.

SIGNATURE ASSETS

CRYBABY 8

MEDSUITE 8

CHASE THAT SHIP...OR FLY AWAY!

Chases can be handled like a gunfight on the ground. In a big showdown where everybody's shootin', participants maneuver around some, creating Assets that help them get a Clear Line of Sight or provide Cover Fire, and inflict Complications like a Shot to the Gut or Jammed Pistol. Same goes for a chase scene, too. Pilots usually start the Action, but as the chase progresses, other Crewmembers become involved as Complications are inflicted and Assets are created.

Now that you've got it clear in your mind how the rules for boats work, put that knowledge to good use. Here's a sample ship chase that shows how the *Serenity* Crew deals with some nasty pirates over the course of two Actions.

Can you guess what dice you'd roll and when?

A SAMPLE CHASE: SERENITY VS. THE DARK HAWK

Mal and the Crew are flyin' from Hera to Regina when a pirate-owned, armed Road Runner named *The Dark Hawk* comes right at 'em. Outgunned, Mal decides to make like a rabbit and run. The Gamemaster declares that a success or failure in this Action will result in one ship or the other being Taken Out. On Mal's orders, Wash guns it.

This chase takes place over two beats.

BEAT 1: THE DARK HAWK APPROACHES

The Dark Hawk sets the stakes, adding **Engines D10** + **Crew D8** to its pool, as well as its **Armed and Dangerous D8** Distinction, and its **Laser Cannons D8** Signature Asset. The pirates roll:

6 5 3 3

The pirates keep the top two rolling dice, making their result a 11.

Wash rolls *Serenity*'s **Engines D10** plus his **Fly D12**, a **D6** die for his *Transports* specialty, his **Ship's Pilot D8** Distinction, and his **Serenity D6** Signature Asset. He also takes a **Firefly Class Transport D4** for *Serenity*'s class Distinction to represent that he's outgunned in this chase. He gains a Plot Point for taking the Distinction as a **D4**. Wash rolls his dice:

10 2 6 5 2 4

Wash keeps the two highest rolling dice for a total of 16. Since Wash's result is five or more higher than the pirates', it counts as an Extraordinary Success; he gets a Big Damn Hero die with a **D10** rating, as that was the highest rolling die in *The Dark Hawk's* die pool.

Rather than gettin' Taken Out, the GM spends a Plot Point to keep the pirates in the chase. The GM asks Wash what Complication he wants to impose on the pirates; Wash decides to inflict a **Serenity Is Escaping** Complication for their troubles, with a die rating of **D12**, since that is the highest rolling die in Wash's dice pool.

Beat 2: We're Getting' Away!

In response, the pirates fire their **Laser Cannons** again, trying to knock out *Serenity*'s engines.

Wash sets the stakes: **Engines D10** + **Fly D12** + *Transports* **D6** + **Ship's Pilot D8** + **Firefly Class Transport D4** + **Serenity D6** + **Serenity is Escaping D12**. Since *The Dark Hawk* has a **D12** Complication resulting from the first leg of the chase, Wash gets to add that to his dice pool for free. He also gains another PP for taking **Firefly Class Transport** as a **D4**. Wash rolls:

4 1 3 4 6 1 2

The total of Wash's two highest rolling dice is only a 10, and he gets two jinxes to boot. The GM inflicts an **Engine Fire D8** Complication on *Serenity*, starting it out at **D6** for the first jinx, and then using the second jinx to step it up to a **D8**. Since the GM bought both jinxes at once, Wash only gets 1 Plot Point in exchange.

The pirates then try to raise the stakes: **Engines D10** + **Crew D8** + **Armed and Dangerous D8** + **Laser Cannons D8** + **Engine Fire D8**. Like Wash, they get to add *Serenity*'s **D8** Complication for free. The pirates roll:

1 7 4 3 3

The pirates only get a total of 11 and give the Crew one Opportunity. Kaylee takes advantage of the Opportunity by spending 1 PP to step back the **Engine Fire** Complication to a **D6**.

Wash then spends a Plot Point and rolls the Big Damn Hero **D10** die he gained on the last Action, gets a 6, and adds that to his result. The new result of 16 prevents the pirates from raising the stakes.

4 1 3 4 6 1 2 6

The pirates spend 1 PP to stay in the fight, but Wash chooses to step up the **Serenity Is Escaping D12** Complication rather than create a new one.

Thanks to Wash, *Serenity* can keep flyin'!



SAMPLE SHIP ROLLS

Confused on what to do if'n you're on the run? Got a broken part? This here set of examples will help you and your Crew figure out how to handle a variety of ship-related Actions. Use these as inspiration and come up with your own!

If the Crewmember wants to...	The Player rolls...	The GM rolls...
detect a ship hiding in an asteroid belt	Systems + Operate	GMC's Hull +Sneak
find iron on a moon's surface in the Rim	Systems + Operate	Challenging D8 + Iron Deposits D6
find gold on a planet's surface in the Core	Systems + Operate	Really Hard D12 + Gold Deposits D12
run from another ship	Engines + Fly	GMC's Engines + Fly
quickly dock with a skyplex without them noticing	Engines + Fly	GMC's Systems + Notice
dodge incoming weapons fire from another ship	Engines + Fly	GMC's Systems + Shoot
take weapons fire hoping your hull doesn't get penetrated	Hull + Fly	GMC's Systems + Shoot
shield another ship from weapons fire	Hull + Fly	GMC's Systems + Shoot
open airlocks remotely to evacuate air from your ship during a fire	Systems + Operate	Easy D6 + Fire! D10
impress a passenger with the appearance of her ship	Hull + Influence	GMC's Social + Focus
repair a broken compression coil while far away from port	Mental + Fix	Challenging D10 + Broken Compression Coil D10

RULES FOR WAGONS AND FISHING BOATS

In addition to spaceships, your Crew will use a variety of other vehicles found throughout the 'Verse. While a ship will take you from moon to moon or system to system, you might need a horse, hovercar, or sailboat to finish the job and get paid.

The rules for a specific land or water vehicle vary in complexity. A simple vehicle has a minor role and will either be represented by a single Trait or a Crewmember's Signature Asset like Speeding Train D10 or My Father's Boat D6. On occasion, these simple vehicles may include a trigger that makes the Asset more useful, too. Remember, your boat will most likely take precedence over any other form of transportation in your story, but a train or ATV *can* help you perform some thrillin' heroics, too—just like your ship!

Complex vehicles that have a greater impact on your story will have Attributes similar to space ship Attributes. To reflect the nature of that Attribute, names will vary depending on how it's built. For example, a riverboat has Hull, Maneuverability, and Power Attributes while a truck has Body, Handling, and Speed as Attributes. These more complex vehicles might also have a few Signature Assets with accompanying triggers as well.

Most times, land and water vehicles will show up in your game as an Asset or Signature Asset, which is why rules for these methods of transportation are included in this here chapter.

The difference between a complex and simple land vehicle ain't about a vehicle's size, but how that horse or truck will affect an Action's outcome.

As a general rule of thumb, if you plan to use a vehicle several times during an Episode—like for a hover race or a high speed chase down the streets of Ariel—you're better off using the complex vehicle rules. Otherwise, the simpler rules will do just fine.

USING OTHER VEHICLES

When you're in the driver's seat, you will treat that vehicle just like you would your spaceship by swapping out your Attribute for that vehicle's Attribute. Most times, though, you will add a vehicle to your roll like you would an Asset.

If'n you decide to make a land or water vehicle your primary method of transportation—*instead* of a spaceship—add extra Distinctions to make it your own.

FINDIN' YOUR RIDE

Looking for a ride? Look no further! In a salvage yard you can find:

- Spaceship parts
- Derelict hovercrafts
- Junked four-wheelers

In a marina you can find:

- Fishin' boats
- Yachts
- Schooners

In a town on a Border or Rim world you can find:

- Horses or Mules
- Covered Wagons
- Public Trains

On a Core world's city street you can find:

- Luxury hovercraft
- Vintage automobiles
- Elevated trains

In a spaceport you can find:

- Civilian spaceships
- Rental trams
- Rickshaws

At an Alliance base you can find:

- Military trucks
- Infantry tanks
- Subterranean drills



SIMPLE LAND VEHICLES

Simple land vehicles typically show up as Assets or scene Traits created by the Gamemaster. Like other Assets or Traits, they add a single die to the roll equal to their die size when appropriate.

Horses 8

If you find yourself in the Border or Rim, get yourself a horse—the fastest and most common mode of transportation in non-industrialized areas of the 'Verse. Some riders even call their horse their best friend.

Maglev Train D10

When you need to transport goods or people quickly on the ground between cities, there isn't a much more efficient way than going by maglev train. These trains hover above magnetized rails and are capable of incredible speed, though you'd be hard-pressed to find them on backwater planets.

Mule Train 8

Mule trains are long lines of mules and donkeys guided by men and women on foot. They're very slow but can move through difficult terrain without much trouble. That is, as long as the mules want to keep movin'.

☐ *Stubborn as Me:* Create a **Stubborn as a Mule** D8 Complication to gain 1 PP.

COMPLEX LAND VEHICLES

Complex vehicles make use of Attributes—Body, Handling, and Speed—that replace the Crewmember's Attribute in appropriate rolls. In addition to the Attributes featured on complex vehicles, you can add Signature Assets, too.

ARMORED TROOP HOVER CARRIER

Body 12 **Handling** 6 **Speed** 6

Manufactured by Song Chi Dynamics, these anti-grav troop carriers provide ample protection against small arms fire. They're a mite bit slow and not very maneuverable, but are often armed with their own anti-personnel weapons.

ALL TERRAIN VEHICLE

Body 6 **Handling** 10 **Speed** 8

You don't need some fancy anti-grav vehicle to get you where you're goin'. Sometimes something as simple as a battery powered, wheeled, all-terrain vehicle is all you need.

HOVERCRAFT

Body 8 **Handling** 8 **Speed** 8

Hovering just a couple of feet off the ground through the use of anti-gravity generators, hovercrafts come in a variety of models. Some are single person transports, others can carry a small amount of cargo, or even mount a heavy gun.



SAMPLE WATERCRAFT

Just like land vehicles, watercraft comes in simple and complex types. The simple types tend to be engineered for a single use, a way to get across a body of water or out of a dangerous situation. More interesting vehicles—like submarines and racing boats that have a bigger role in the story—are complex vehicles with Attributes that replace your Crewmember's Attribute in a roll.

SIMPLE WATER VEHICLES

Simple water vehicles typically show up as Assets or scene Traits created by the Gamemaster. Like other Assets or Traits, they add a single die to the roll equal to their die size when appropriate.

Coastal Cutter 8
Some boats are armed with guns and are used to patrol shorelines looking for smugglers and other miscreants.

Solar Sailboat 8
With the light of five suns to propel them, these quiet boats have banks of solar panels extended much like sailing ships from Earth-That-Was. Batteries power the motors when it gets too dark.

Raft 8
If your spaceship crashes in the middle of the ocean, and you find yourself on a deserted island, this might be all you can scrounge up.

☐ *Lost at Sea*: Spend 1 Plot Point to create a **Signal Flares** D8 Asset when you're looking for assistance on the open water.

COMPLEX WATER VEHICLES

Complex vehicles make use of Attributes—Hull, Maneuverability, and Power—that replace the Crewmember's Attribute in appropriate rolls. In addition to the Attributes featured on complex vehicles, you can also add Signature Assets.

FAN BOAT

Hull 6 **Maneuverability** 10 **Power** 8

These boats have a flat bottom and can move through shallow water like that found in swamps. They're propelled by a gigantic fan attached to the back of the boat.

SPEED BOAT

Hull 8 **Maneuverability** 6 **Power** 10

Water-borne boats are used as short-haul surface transports for those who can't afford air or space transport from place to place on a world. They're also used for recreational purposes.

SUBMARINE

Hull 12 **Maneuverability** 4 **Power** 8

A boat designed for submerging beneath the surface of the water. They tend to not be very fast or maneuverable but can take immense pressures.



SIGNATURE ASSETS FOR LAND AND WATER VEHICLES

If you need to add more details to your complex vehicles, add Signature Assets to flesh them out. Listed below are Signature Assets suited for ground-and-water based vehicles.

Alliance Band Scanner d8
When you're tryin' to stay away from the authorities, it's a mite useful to know when they're on to you.

Armored d8
You've added some plating to the exterior, makin' it a bit bulletproof and protecting the more important parts of your vehicle. And you.

Cargo Webbing d8
You don't have enough room in your vehicle for your cargo, so you've attached straps and the like so you can haul it on the outside. Just hope it don't fall off.

Camouflage Netting d8
Sometimes you don't want the authorities—or other varmints—to find your stuff, or your vehicle. This netting can help you keep them unsavory types away.

Crop Sprayer d8
When you have enough of a field that you don't want to weed it by hand, spraying chemicals or fertilizer from the air can be mighty useful.

Fast Engine d8
Your boat's engine is particularly powerful, giving you a leg up in any boat races you might find yourself in.

Fishin' Gear d8
For when you want to catch some food, or zone out enjoying the quiet times. 'Specially useful when floating in the middle of the ocean with your boat capsized.

GPS Navigation d8
When you're lost and away from any civilization, these navigation aids can be life itself.

Guns and Ammo Galore d8
We got rifles, we got pistols, we got bullets, we got grenades, we got rockets, we got...

High Speed Stabilizers d8
When you go fast, you want to make sure you still have control over your vehicle. These help.

Lifeboat d8
Boats sink. So sometimes you actually need a smaller boat.

Off-Road Tires d8
These are crucial when you're off the beaten track and you can't afford a hovercraft. They're strong, durable, and have a good grip.

Radar d8
When you're on patrol, looking for smugglers and the like, having radar is like having a superior set of eyes.

Racing Stripes d8
You don't just want to win races, you want to win in style. Old tales say that red stripes are faster.

Rifle Tripods d8
When your vehicle is moving and you're tryin' to shoot someone, these can steady your aim quite a bit.

Sonar d8
Sonar is great for findin' stuff under water: boots, fish, sunken ships...

Tow Equipment d8
For those times where you find someone dead in the water that needs your help. For a price.

Twin Engines d8
Not only do two engines give you the twice the power of one, if you lose one of them you're not dead in the water.

Viewports d8
When you're underwater, it's nice to be able to see the amazing sights.

SAMPLE WATER AND LAND VEHICLE ROLLS

Here are some sample Actions your Crew might take involving land and water vehicles, possible Traits you might add, and what Traits your GM might roll to set the stakes.

If the Crewmember wants to...	The Player rolls...	The GM rolls...
lead a mule train over a mountain pass	Mental + Labor + Mules d8	Hard d10 + Difficult Terrain d10
dive a submarine into a deep trench	Submarine's Hull + Focus	Easy d6 + Deep Trench d10
jump onto a moving maglev train	Physical + Move	Hard d10 + Maglev Train d10
drive cattle from one ranch to another on your favorite horse	Physical + Focus + Horses d8	Challenging d8 + Cattle d8
race two hovercraft down a street	Hovercraft's Speed + Drive	GMC Hovercraft's Speed + Drive
drive around a series of traffic cones	Car's Handling + Drive	Easy d6 + Traffic Cones d6
ram another boat with their own	Boat's Power or Hull + Drive	GMC boat's Hull + Drive
do vehicle stunts to impress a crowd	Car's Handling + Perform	Easy d6 + Skeptical Crowd d8



Find a Job

"Doc did good, coming up with this job. Don't mean I like him any better... but nothing buys bygones quicker'n cash."
– Jayne, "Ariel"

If'n this is your first flight tryin' out a role-playing game, welcome! This chapter gives you a brief but thorough explanation of how to do things 'round these parts, so make sure everyone who wants to play gets a gander at it. In here you'll find rules on how to perform thrillin' heroics, ideas for putting together your Crew, and instructions for creating custom Distinctions and triggers. You'll also find information on Advancing Your Crewmember! Before you jump into this section, though, build your Crewmember and your boat. The rules and terms will make more sense when you do!



A FEW GOOD TERMS

Before you get to the exciting stuff—rolling dice—there's a few terms you need to know. Many of these terms have been introduced before. In this here chapter, you'll get a refresher and the lowdown on how these fiddly bits work during your turn.

Anytime your Crewmember decides to do something that's a bit risky, your Gamemaster will call for you to take an **Action**. Each Action represents a suspenseful beat of your story when the outcome is uncertain. If the feat you're about to perform is guaranteed to succeed, like Jayne reloadin' Vera or Inara accessing her personal records on the Cortex, your Gamemaster won't bother asking you to roll dice. If'n you're asked to raise the stakes, it's because there's a chance you could fail—which triggers an interesting result.

In those cases, you'll assemble a **dice pool** to determine what happens next. While each roll is a little different, you'll be tryin' to get your total up higher than the Gamemaster's.

On your Crew Sheet, you'll find **Traits** with **die ratings** that determine the size of die you add to your dice pool and how many dice you get to roll. The more dice you have and they bigger they are, the more likely you are to succeed.

Now, you don't just add dice willy-nilly. You can only add dice to your pool if it makes sense to do so. If a Trait doesn't apply—for example using your **Shoot** Skill to make breakfast for the rest of the Crew—then the die that goes with it can't be added in to your roll. *Dong ma?*

Your dice pool *will always* have:

- Attribute die
- Skill die

Your dice pool *may* also have:

- Specialty die
- Distinction die
- Signature Asset
- Assets in favor of your Crewmember
- Complications in favor of your Crewmember
- Scale die if you have the advantage
- Skill dice lent to you by other Crewmembers
- Big Damn Hero Die

After you've put together your dice pool, roll those dice and add the two highest results together for your **total**.

Say you're playing Jayne and you want to use your fists to teach some sucker a lesson for makin' fun of the cunning hat your ma gave you. You create a dice pool by adding your **Physical** D10 die (an Attribute), your **Fight** D10 die (a Skill), and your **Family Ties** D8 Distinction—because nobody talks about your mother that way! If your total on two dice is higher than the stakes set up by the Gamemaster, you'll knock out that punk with your big fists. If your total is lower, he might just pull the rug out from under you instead.

Each time you roll the dice, compare your total to the stakes set by your opponent. If you fail to raise the stakes, your luck takes a turn for the worse. If your total is higher, you perform some thrillin' heroics. It's that simple.

ATTRIBUTES

Every Crewmember has three core Traits called **Attributes**. These are **Mental**, **Physical**, and **Social**.

Inara has mastered the art of social interaction through years of careful training. While she's pretty sharp—**Mental** D8—her strongest Attribute die is her **Social** D10. With such a strong **Social** die, she can run circles around people trying to fool or bully her, and she's usually able to one up Mal when he tries to engage in clever banter, i.e. flirting. Any time she's engaged in a conflict that centers around her social strengths, she starts building her dice pool with a D10.

All Actions fall into one of these three categories. Your Attribute die will be first one you pick up for any Action and you'll always add it to your pool no matter what.

SKILLS

What your Crewmember can do is covered by **Skills**. Every character has at least a **D4** in each Skill, which represents an untrained level of expertise. If you've got some idea of what you're doing due to talent, training, or experience, your rating's between a **D6** to a **D12**. A Skill always gets added into your dice pool, just like an Attribute.

Simon is a trained doctor who hails from a privileged, wealthy family back on Osiris. All that training and schooling adds up to some strong Skills in his chosen profession—he's got **Know D8**, **Operate D10**, and **Treat D12**. But his fancy upbringing also means that he's not much use in a fight. He's untrained (**D4**) in **Fight** and **Shoot**, and he's only got **Move D6** to get out of harm's way.

Whatever Skills your Crewmember starts the game with ain't fixed forever. Your Crewmember can gain new Skills as you adventure through multiple Episodes, learning lessons about the 'Verse and the folks who live in it.

SKILL SPECIALTIES

If any of your Skills has an additional word or phrase next to it—like **Know** (*Religion*), **Shoot** (*Trick Shots*), or **Perform** (*Courtroom Etiquette*)—your Crewmember has a **specialty** in that area. You get to add an additional **D6** to any dice pool when your specialty can be used in a particular scene. Specialties are tied to that particular Skill, you can't switch up your Skills and specialties willy-nilly.

While there might be folks who shoot better, run faster, or talk prettier, Kaylee has **Fix D12** with a specialty in *Engines*. That means that anytime Kaylee's trying to get *Serenity* up and running, she gets to throw a **D12** and a **D6** into her dice pool. Those dice, along with her **Mental D8**, mean that it's pretty tough to keep *Serenity* down when Kaylee's on the boat. She'll get *Serenity* workin' right matter what.

Most specialties are pretty broad, so you'll find use for them in more than one situation. If you've got a *Trick Shots* specialty, you'll find that's useful for disarmin' folk with a well-placed bullet and for hitting difficult targets. Anytime you're throwing **Shoot** into a pool, you'll be looking to take a trick shot that'll allow you to add your specialty.

MANAGING ASSETS AND COMPLICATIONS

When you start rolling dice, there's a good chance you'll have more than one Asset and Complication on the table. Since both may be used over and over again during an Episode, you'll want to track them by using notecards, sticky notes, or a wipe-off board.

If you're stuck, don't be afraid to ask for help. Brainstorming with your Crew will help you remember what's what and tell an awesome story!



DISTINCTIONS

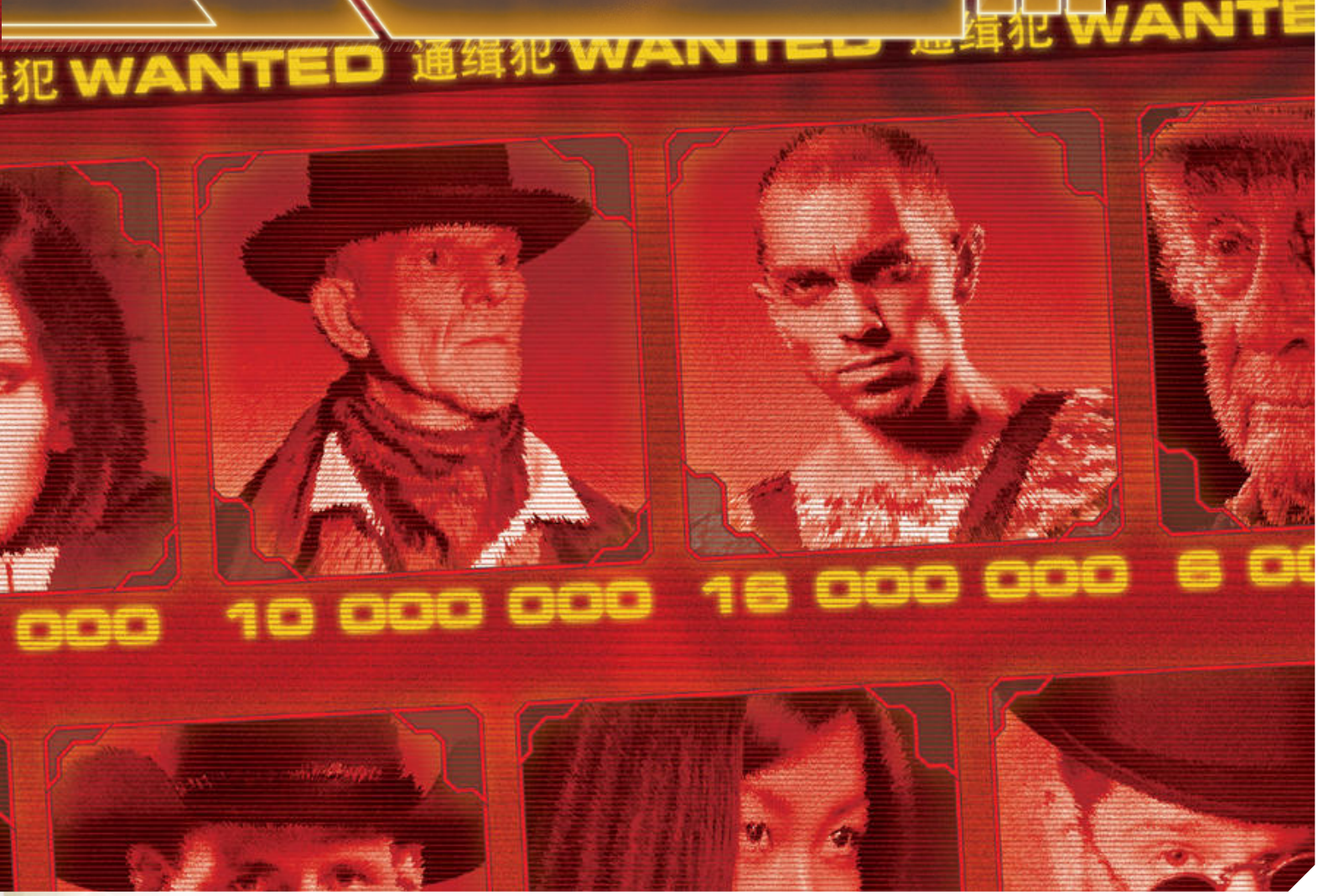
Distinctions are Traits that define your Crewmember's personality, history, and background. Whenever a Distinction applies positively to a roll, you can add a **D8** to your dice pool. Distinctions are written broadly so you can add this die regularly. At the same time, you can only add one Distinction to each roll you make.

All Distinctions have up to three **triggers** that showcase your character's strengths and weaknesses. Some of these triggers allow you to step up or double dice in your dice pool, while others help you gain Plot Points or have other interestin' effects.

For example, the first Distinction trigger allows you to gain a Plot Point when you add a **D4** to your dice pool instead of adding a **D8**. To use this trigger in your game, describe your Distinction in a way that shows how that Trait makes it more difficult to accomplish your goals.

Mal's got the Distinction **Veteran of the Unification War**. Whenever he runs into an old Browncoat buddy or sticks it to a proud Alliance citizen, you can add a **D8** to your dice pool. Now, this part of Mal's background will get him in trouble when he talks to a soldier he knows he shouldn't, faces a dandy who never served, or drinks in an Alliance bar on Unification Day. Those times? Add a **D4** to your dice pool instead and gain a Plot Point.

If you're brand new to role-playing games, don't worry about the other triggers on your Crew Sheet for now. Just keep the above example in mind—it's easy to remember and comes in awful handy for earnin' Plot Points.



ASSETS

By spending a Plot Point, you can create **Assets** to help you in your scene. To create an Asset, describe something helpful like a **Pile of Crates** or an **Old Friend** and spend a Plot Point.

Wash heads into a dusty saloon with Zoe and Mal to talk to some rough characters who have a job for the Crew. You know Wash isn't so great in a fight, so you decide he'll need a little help if there's any violence. You spend a Plot Point to create an Asset—**I'm with Zoe** D6. If any trouble goes down in the saloon, you'll add that die to your pool since everyone knows Wash is with a lady who's mighty handy with a gun.

When an Asset will help you accomplish your Action add an extra D6 to your dice pool during that scene. Then, narrate how you hide behind that **Pile of Crates** or visit an **Old Friend** to dig up dirt on the local sheriff. If an Asset is one you expect your Crewmember to use a lot, spend another Plot Point to make it last for the entire Episode.

SIGNATURE ASSETS

In addition to the Assets you create during play, some characters also have Signature Assets. These Assets are fixed to their Crew Sheet and travel with them from Episode to Episode. Usually, a Signature Asset represents important gear (like Mal's **Liberty Hammer**) or relationships (Kaylee's connection to *Serenity*), but it could also reflect a specific emotional attitude (an Alliance Officer's **Heart of Stone**) or gang of friends (a hoverbiker gang leader's **Roughneck Gang**). Like regular Assets, Signature Assets can be added to any dice pool without paying an additional cost—and don't cost a Plot Point to bring into a scene.

Jayne needs to climb a building to get into sniping position for a heist the Crew is pulling on Santo. He's got **Vera** D8 with him, of course, but he figures that, with such a precarious perch, a little more gear wouldn't hurt when it comes time to make his shot. He spends two Plot Points to create two Assets: **Mal's Orders** D6 and **Sturdy Rope** D6. After all, he's not going up there without some very specific instructions from Mal and a rope to make sure he doesn't fall off the gorramn building when he takes his shot. When the time comes for Jayne to do some snipin', he'll have **Vera** D8, **Sturdy Rope** D6, and **Mal's Orders** D6 to add to his dice pool.

To create a Signature Asset, you can do so in one of two ways: by adding Signature Assets to your Crew Sheet when you create your Crewmember or by turning an Asset from an Episode into a Signature Asset by advancing your character.

COMPLICATIONS

Similar to Assets, **Complications** tell a little story about the bad luck your Crewmember's encountering. Though they represent trouble, Complications add to the fun and give you more chances to be a big damn hero.

Complications give your opponent an extra die when things don't go smooth and typically show up when you roll a **jinx**—a 1—on your dice. When you roll jinxes, your GM can give you Plot Points to create or step up Complications. Just be careful, because if you roll all 1s you get a **botch**. When you do, you're humped! Your GM will create a *free* Complication without having to spend a Plot Point.

Now, just 'cause you earn a Complication doesn't mean your bad luck will always affect you. Your Gamemaster will only add Complications to his dice pool if'n it makes sense to do so. There's no limit to the amount of Complications your GM can add—multiple injuries and malfunctions on your boat can stack up real quick!

After Wash gets himself in trouble with in the locals during a poker game, Zoe's forced to rescue her husband and get him back to the ship—'cept they're under heavy fire. After a few rolls, she's picked up a **Filled With Rage** D8 and a **Bruised Rib** D8 Complication while tryin' to keep Wash safe. In the next big showdown, the GM only gets to add her **Bruised Rib** D8 Complication to the gang's roll, unless there's some reason that Zoe bein' **Filled With Rage** would make her miss a shot at the gang trying to kill her husband.

Though the GM creates Complications when you roll a jinx, you can also use them to your advantage. When you're facing off against Gamemaster characters and other Crewmembers, add their Complications to your dice pool and use them like any other Trait. There's no limit to how many Complications you use against your opponent—it just has to make sense for your Action.

Simon is caring for River in *Serenity*'s medbay, but she's suffering from a **Psychic Flashes** D8 Complication and he's having a hard time of it. Luckily, he's managed to give her a few sedatives that resulted in her taking a new Complication, **Drugged** D10. When Simon puts together his roll to convince her to calm down, he can use the **Drugged** D10 in his dice pool, but the **Psychic Flashes** D8 won't help him at all.

Complications can be used throughout an Episode and disappear when they don't make sense anymore. Once the story moves to a new location or you've had the chance to clean up the mess, your character will no longer suffer from their effects. The only Complications that stick around are those with a little more stayin' power—injuries, broken parts, and other consequences that logically follow your character into the next scene or Episode.

If'n you're worried about Complications, you can change your luck! To reduce or get rid of Complications, take an Action against them. This is called a **recovery roll**.

You can also recover from Complications by waitin' to see how lucky your GM is. When your GM rolls a 1, that's called an **Opportunity**. To seize it, spend a Plot Point and step back one of the Complications that's giving you trouble.

SCALE DIE

In *Find a Ship* on page 227, you learned that the **Scale die** comes into play when there's a significant difference between you and an opponent. When you find yourself outmatched and outgunned, your opponent adds a D8 when building a dice pool and also adds a third die to the total for free.

Most time, you won't be adding a Scale die to your dice pool unless you've overwhelmed your opponents and they'd be hard-pressed to win. The Scale die will primarily be used in space between two ships—like a Firefly class boat goin' up against an Alliance cruiser!

BIG DAMN HERO DICE

If you're taking an Action and the total you rolled exceeds the total your opponent rolled by 5 or more, that's an **extraordinary success**. Shiny! These successes allow you to bank a die for a future roll called a **Big Damn Hero Die**. The dice you bank as Big Damn Hero Dice are equal to the highest rolling die type in the opposing dice pool—the bigger the danger, the greater the glory. When you earn one of these dice, mark it down on your Crew Sheet as a Big Damn Hero Die under the appropriate die type.

Unlike all the other dice you roll, Big Damn Hero Dice only get rolled *after* you roll your normal pool and are added to your total. Like Assets and Complications, you can add as many Big Damn Hero Dice to your roll as you'd like, but you have to pay a Plot Point to use each and every one.

DICE POOL TERMINOLOGY

Certain rules, like Distinction triggers, fiddle with your dice pool in specific ways. Here are a few terms that will help you understand how to use triggers to adjust your Crewmember's dice pool.

Stepping up a die means taking that die out and replacing it with the next highest die type. So, instead of rolling a D6, you'd roll a D8.

Stepping back a die means taking it out and replacing it with the next smallest die type. So, instead of rolling a D6, you'd roll a D4.

When you **double** a die, you include an additional die of the same type in your pool. Instead of rolling a D6, you'd add a second one for a total of 2D6.

PLOT POINTS

In addition to your Traits, you also have a supply of **Plot Points** on your Crew Sheet. Plot Points give your Crewmember more control over what happens in the story, allowing you to improve your dice pool and change the outcome of your rolls. The more Plot Points you have, the more you can do to alter the course of the Episode.

Players can use a Plot Point to:

- Keep an additional die from your pool and add it to your total after you roll
- Activate a Distinction trigger that requires a Plot Point
- Create an Asset at a **D6** that lasts until the end of the scene
- Make an existing Asset last until the end of the Episode
- Roll a Big Damn Hero Die and add it to your total after you roll
- Stay in the fight when a high stakes roll results in you being Taken Out

Players begin the Episode with one Plot Point but gain more of them when:

- You activate a Distinction trigger that gives you a Plot Point. For example, rolling a Distinction as a **D4** instead of a **D8**
- The GM buys a Complication after you've rolled a jinx
- The GM decides you deserve one for great play, a snappy one-liner, or a scene description that impresses your Crew

Later in this chapter, you'll learn how to use Plot Points, but for now this comprehensive list will help you start thinking about how they influence the game. It's also a great place to come back to later if you've forgotten exactly what Plot Points can do!



SAMPLE ASSETS AND COMPLICATIONS

Not quite sure what kind of Assets and Complications to think up for your Episode? Here's a list of common situations that you might find yourself in while taking care of jobs across the 'Verse, along with a few Assets that you might want to include in your roll and Complications that might crop up if you roll jinxes.

If the Crewmember wants to...	Potential Assets include...	Potential Complications include...
throw a punch at a Major Gamemaster character	Sucker Punch	He Brought Friends
shoot at a thug	Armor Piercing Ammo	Jammed Gun
sneak into a secure Alliance area	False Identification	Cortex Wave Alert
notice a Major Gamemaster character sneaking up on them	I Heard Footsteps...	One Beat Behind
remember a Browncoat's military service	Previous Service Together	Black Ops History
fix a boat in drydock	My Ship, My Life	Missing Vital Parts
sweet talk a saloon gal for info about the town	Charming Eyes	She's Seen Folk Like You Before
con a savvy merchant into a lower price	Fast Talk	Not His First Day
impress a Major GMC with dancing	Years of Dancing Lessons	Too Many Eyes Watching

ROLLING DICE

Now that you've got a few important terms clear in your mind, it's time to go through the anatomy of a turn. Here's how a basic turn typically goes down:

- Your Gamemaster **sets the stakes** by rolling the opposition's dice and then adding the two highest numbers rolled to get one total. The Gamemaster may spend Plot Points to add additional dice to the total after the roll to keep more than two dice. Any dice that come up 1s, however, don't count toward the total. These are Opportunities that get set aside.
- You, as the Crewmember, will then attempt to **raise the stakes** by rolling your dice pool and adding the two highest numbers rolled. Like your GM, you may add additional dice to your total by spending additional Plot Points. Again, set aside any 1s that you rolled. These are jinxes.
- If the Crewmember exceeds the GM's total, the player raised the stakes and the Action succeeds. If the result is a tie or lower than the GM's, then the player failed to raise the stakes and the story changes in an unexpected way.

When you and your Crew succeed in your Actions during an Episode, things mostly go according to plan. You manage to convince smugglers to sell the goods your Crew needs for dirt cheap, you bluff your way past Alliance security, and bar fights generally work out in your favor. When you and your Crew fails, however, that's when your fortunes take a turn for the worst. Thesmugglers jack the prices up the prices so high you can't afford to pay 'em, the security guards find out you're using fake identification cards, and patrons turn a bar fight into a full-scale brawl. These twists and turns drive the story—now you and your Crew have to find new ways to finish the job, get paid, and keep flyin'.



Shepherd Book takes a crack at interviewing the locals about a corrupt magistrate the Crew is planning to rob. He wanders around the townsfolk's humble parish on Sunday, talking to the faithful and asking discrete questions about the magistrate. The Gamemaster gathers a few dice to represent the challenge (**Easy Difficulty** D6 + **Polite Townsfolk** D6) and rolls:

4 4

The GM sets the stakes for this roll at 8, a total Book feels confident he can beat. Book gathers his own dice to try and raise the stakes, picking up **Social** D8, **Influence** D8, and **Caring** D8. After all, he's just a simple shepherd who cares about folk and wants to help! He rolls:

6 4 3

Book's top two dice total 10, successfully raising the stakes. The GM tells Book the townsfolk are buzzin' about the magistrate's new wife. It's said, they whisper, that she's really an Alliance spy sent to keep the magistrate in line.

When you perform a Basic Action like scouting out the area, talking to folk, or grabbing supplies, your GM may not jump on your jinxes right from the get-go. Some GMs will hand out Assets during scenes like that if'n you take risks to twist the story some, just so you can get a leg up early on.

COMING UP SHORT

Sometimes, no matter how well you think you roll, you might come up short. When that happens, you can:

- Add a Big Damn Hero die
- Activate a relevant Distinction trigger
- Spend Plot Points to keep extra dice in your roll

The easiest way to bump your total up is to spend a Plot Point to keep one of the extra dice you rolled. Most times, since you're going to be rollin' four or five dice at a time, it's likely that you've got another die that'll help you raise the stakes. If that's the case, give the Gamemaster a Plot Point to keep an extra die and add that number directly to your total.



Wash is piloting *Serenity* through the black when the proximity alarm goes off! The Crew has wandered too close to Reaver territory and there's a Reaver ship close by. Wash wants to shut down *Serenity*'s primary systems before Reavers catch on that she's there.

The Gamemaster gathers up dice to represent the challenge (**Hard Difficulty** D10 + **Reaver Ship** D10 + **Reaver Space** D8) and rolls:

8 3 7

The GM sets the stakes for the roll at a 15, a tough challenge for Wash to beat. Wash has one Plot Point already, so he's feeling like he can raise the stakes. The pilot builds his dice pool (**Mental** D8 + **Operate** D8 + *Shipboard Computers* D6

+ **A Little Nervous** D4) and rolls, narrating how he bumbles around a bit because he's so nervous about the Reavers nearby:

5 5 3 4

Wash comes up short—his total comes to 10. Now, his Action ain't over yet. Wash gets a Plot Point for taking his **A Little Nervous** Distinction as a D4, so he's now got two Plot Points on hand to change his luck. He decides to spend both Plot Points and adds his remaining dice to his total:

5 5 3 4

His new total is 17, more than enough to raise the stakes on the Reavers! Wash managed to power down all of *Serenity*'s systems by using his Plot Points to keep the extra dice he needed to win.

You can keep as many extra dice as you'd like, but you've got to pay a Plot Point for each one you add. Just remember, this rule isn't just for Crewmembers—it applies to Gamemaster characters, too!

USING DISTINCTION TRIGGERS

While you're limited to one Attribute, one Skill, and one Distinction per roll, you are free to use as many Distinction triggers as you'd like. Triggers will allow you to step up, double, or keep extra dice, create Assets, help Crewmembers, etc. There's no limit on how many triggers you activate, provided you're willing to pay the price for doing so. That cost is spelled out for you in the trigger itself. Usually, you'll be spendin' a Plot Point to get that trigger's benefit. You all-fired up yet?

ADDING EXTRA ATTRIBUTES, SKILLS, DISTINCTIONS

In other versions of Cortex Plus, you can spend a Plot Point to include a second Distinction or other die in your dice pool. In the **FIREFLY RPG**, however, there's no way to add extra Attributes, Skills, or Distinctions to your roll unless you activate a trigger that says you can. Another Crewmember may lend you a Skill die, which will expose both of ya to danger. Beyond the first Attribute, Skill, specialty, and Distinction, you can only add to your dice pool through Assets, Complications, and Big Damn Hero Dice or by activating a trigger.

DEFENDERS SET THE STAKES

Your Gamemaster isn't the only one who can set the stakes during a conflict. Since the defender sets the stakes, whoever is on the receiving end of that Action rolls first to lock in the total, or stakes. This total is what the attacker needs to beat to win the conflict.

If you wind up on the defensive—either because another Crewmember is actively pushin' the conflict or because a Gamemaster character goes on the offensive—the GM will tell you to set the stakes.



One of Inara's old friends, a GMC Companion named Marshall, has called a meeting so he can dig up information on Malcolm Reynolds. Turns out the captain robbed one of Marshall's clients and he's none too happy 'bout that. Inara artfully dodges Marshall's questions and avoids revealing too much information. Eventually, Marshall gets uptight and demands that Inara should she tell him what she knows—or else. Since Marshall is aggressively trying to uncover the truth, Inara has to set the stakes.

She gathers her dice pool (**Social** D10, **Focus** D6, **Registered Companion** D8) and rolls to set the stakes:

5 5 4

Inara feels like her total of 10 is good enough and elects not to spend any Plot Points to improve her roll. She thinks she's got Marshall fooled.

Marshall's got some dice of his own to roll, however. He puts together his dice pool (**Social** D8, **Influence** D8, **Convincing** D8) and rolls:

7 3 2

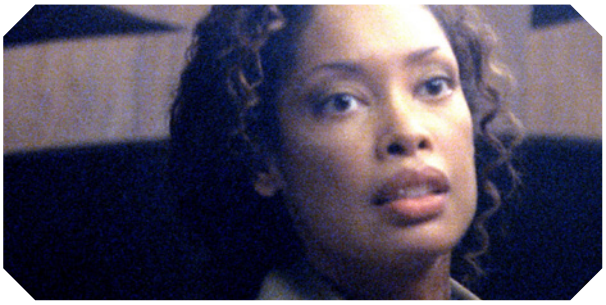
His first two dice are only enough to tie Inara, but the Gamemaster spends a Plot Point for Marshall to add a third die to the total. Since Inara didn't spend a Plot Point to add a third die into her roll earlier, she can't do it now. She'll have to spill her secrets unless she's a got a trigger or a Big Damn Hero Die that she can use to keep Marshall from raising the stakes.

Since the stakes are set by the defender, if'n you go on the offensive you know what total you have to beat to win the roll. In the 'Verse, fortune favors the bold—your characters are encouraged to jump into the thick of it without worrying about the consequences. As long as you're forcing your opponents to set the stakes, you'll have a much easier time raising them!

LENDING A SKILL DIE

Other Crewmembers can lend you Skill dice, *only* if they can describe how their Skill helps you accomplish your task. If you're about to **Fix** an engine, another Crewmember's Skill in **Labor** or **Operate** would be mighty helpful to have around—especially if you need to lift big parts or decipher specialized equipment.

Crewmembers who add their Skill dice to your roll put themselves at risk. If you don't raise the stakes or if you roll jinxes, that Crewmember'll suffer the same consequences you will. Often, this means the Gamemaster gets to create multiple Complications as the result of a single roll without having to pay additional Plot Points.



While Mal and Jayne are off delivering some cargo, Zoe is left to negotiate the Crew's next job with Badger. Hoping to have a little backup, she brings along Book and Inara to help her keep Badger honest. Neither of them is an experienced negotiator when it comes to these kinds of jobs, but Zoe hopes that they can help her cover for Mal.

When Badger starts to fast talk Zoe into an overly dangerous run through Reaver territory, she plays hardball and demands an easier job and higher pay. As she gathers her dice, both Inara and Book lend their respective **Influence** D10 and **Influence** D8 Skills to her roll. If things go poorly in this roll with Badger, all three of them are on the hook.

You might be wonderin' why you can't lend Signature Assets like Jayne's **Vera** D8 or Mal's **Liberty Hammer** D6 to your Crewmembers. After all, anyone can pick up a weapon and use it, right? What makes Mal's or Jayne's connection to his gun so special?

The dice associated with any Signature Asset don't determine who can use it. It's true that anyone can pick up **Vera** and fire her, but Jayne's connection to **Vera** grants him special advantages. Not only does he get the benefit of his Signature Asset's extra die step, he can also use **Vera** D8 whenever he wants without having to spend Plot Points. If other Crewmembers want to fire her, they can spend a Plot Point or two to create and use a **Vera** D6 Asset for either a scene or entire Episode.

USING BIG DAMN HERO DICE

Big Damn Hero Dice are special dice that allow you to do some thrillin' heroics. If you ever find that your roll comes up short—either when you set the stakes or when you're trying to raise them—you can spend a Plot Point and roll a Big Damn Hero Die. The result of that roll is then added to your new total. That new number affects whether or not you'll raise the stakes. This uses up the Big Damn Hero Die—which you should mark off your sheet—and usually results in a win. You might even earn another Big Damn Hero Die on account of you earnin' a new extraordinary success!

Simon is rummaging through some salvage in *Serenity*'s cargo bay hoping to find something useful to restock his medical bay and patch up the Crew's hurts. The Gamemaster gathers a few dice (**Challenging Difficulty** D8 and **Messy Salvage** D10) and rolls:

4 5

The GM has an average roll, setting the stakes at 9.

Simon gathers his dice—**Mental** D10, **Know** D8, *Medicine* D6, and **Ship's Doctor** D8. He rolls:

9 5 2 3

The doctor's total comes to 14 and beats the GM's total by 5 or more to earn a Big Damn Hero Die. Not only does he find the weaves, swabs, and medicine he needs, Simon also keeps a D10 Big Damn Hero Die—to represent the highest die type the GM rolled.

Later in the Episode, Simon finds himself pinned down by Alliance agents when the Crew tries to rob an Alliance supply ship blind. He tries to tackle an Alliance soldier to get off the boat, but his roll fails to raise the stakes. Simon decides to spend a PP and adds a Big Damn Hero Die D8 to his roll, representin' the one he earned earlier. The D8 comes up as an 8 and the doctor adds that to his total—more than enough to barrel into an Alliance soldier and knock him down. Simon marks off the D8 from his Crew Sheet. Then, he'll check to see if he earned himself another Big Damn Hero Die with his new total.



You can add as many Big Damn Hero Dice as you like to a roll, provided you've got the Plot Points to pay for them. If'n you find you're rolling dice against another Crewmember, you both can use the Big Damn Hero Dice. It's fine to go back and forth a few times to figure out who the real Big Damn Hero is in a tense situation.

LOSING BIG DAMN HERO DICE

Generally, you get to keep all your Big Damn Hero dice until you activate them by spending a Plot Point or the Episode ends. But if your Gamemaster rolls a total that exceeds *yours* by 5 or more, you lose one of your banked Big Damn Hero dice. Aw, shucks!

Here's the good news. Your Gamemaster can only remove a Big Damn Hero Die that's equal to or smaller than the highest rolling die in the GMC's pool. That means if your GM rolled **4D6** and got an extraordinary success, you'll only lose a Big Damn Hero die with a **D6** rating.

Also, your GM can't take away a banked die from a Crewmember not involved in the roll. However, this rule does impact those times when you lend a Skill die. If your GM gets an extraordinary success, you *both* could lose a Big Damn Hero die.



BIG DAMN...JINX?

While Big Damn Hero dice are mighty helpful, there will be times when you roll a jinx. When that happens, you can't add the 1 to your total and your GM gets to add a Complication by giving you a Plot Point.

All ain't lost, though! If'n you roll your Big Damn Hero die and get a jinx, you can take it back and tell your GM you ain't accepting that Plot Point. You don't lose the die, but you will find yourself in trouble if you didn't raise the stakes.

SAMPLE DICE POOLS

Not sure what types of dice to throw together? Here are some common situations Crewmembers might get into over the course of an Episode. These are *suggestions* to help you create dice pools—don't be afraid to take these dice pools as inspiration and come up with your own. Remember to adjust your dice pool before you set the stakes!

If the Crewmember wants to...	The Player rolls...	The GM rolls...
throw a punch at a Major Gamemaster character	Physical + Fight	GMC's Physical + Fight
shoot at a thug	Physical + Shoot	Thug D6 + Easy D6
sneak into a secure Alliance area	Physical + Sneak	Alliance Guard D8 + Hard D10
notice a Major Gamemaster character sneaking up on them	Mental + Notice	GMC's Physical + Sneak
remember a Browncoat's military service	Mental + Know	Browncoat D8 + Challenging D8
fix a boat in drydock	Mental + Fix	Hull D6 + the Complication you're trying to remove
sweet talk a saloon gal for info about the town	Social + Influence	Saloon Gal D8 + Easy D6
con a savvy merchant into a lower price	Social + Trick	Savvy Merchant D10 + Challenging D8
impress a Major GMC with dancing	Social + Perform	GMC's Social + Focus

ASSETS IN ACTION

Unless you have a Distinction or Signature Asset trigger that says otherwise, the Assets you create stay at a **D6** rating. However, you can create as many Assets as you'd like—go ahead and burn through three or four Plot Points if you really need to have a bunch of Assets for a roll.



While trying to get an unconscious Mal out of a dangerous situation, Shepherd Book gets caught in a firefight with some unsavory cattle rustlers on Sweethome. Since Book has four Plot Points on hand, he decides to create a few Assets to help him—and Mal—get out alive.

Book starts by spending a Plot Point to create a **Not My First Firefight D6** Asset to reflect his past experience with this kind of situation. Kaylee or Simon wouldn't be able to add this kind of Asset, but everyone knows that Book is more than just a simple shepherd. He's got a history with this sort of thing!

The preacher then spends another Plot Point to create a **Mal Is My Captain D6** Asset to represent how much he cares about Mal's well-being. Book will already get to add his **Caring D8** Distinction to all his rolls for the conflict, but he also wants to make it clear that part of this conflict is about getting the captain to safety.

Finally, the shepherd spends his third Plot Point to create a **Liberty Hammer D6** Asset to pick up Mal's gun and return fire. Book typically doesn't fire a gun to resolve a conflict, but he figures this is a time of great need. He'll aim for the rustlers' kneecaps.

After the firefight, Book spends his last Plot Point to turn **Mal Is My Captain D6** into an Episode-length Asset. It looks like they aren't out of trouble yet, and Book's commitment to Mal may be the only thing that sees them through to safety.

While almost all Assets start at a **D6**, there are Distinction or Signature Asset triggers that allow characters to step up Assets or create new Assets at a **D8**. These triggers usually allow you to create an Asset that's relevant to your Distinction at a small cost, such as stepping up a Complication or stepping back a Skill or Attribute for a scene. Like other Assets, Assets created by triggers only last for a scene, unless you spend an additional Plot Point to make the Asset last for the Episode.

Don't be afraid to push the boundaries of your story by creating Assets that reflects where you are (and who you know) in the 'Verse. Tryin' to get into a fancy party? An **I Know the Mayor's Daughter** Asset is a great way to ask around for tickets. You might even ask the Mayor's daughter herself since you established that you know her by creating the Asset!

At the same time, you can't create Assets that don't make no sense like **Nuclear-Powered Paint Gun**, **Planet-Killing Bomb**, or **Giant Pink Hedgehog**. The trick to Asset creation is to focus on how you can add relationships, resources, and other setting-related elements to influence your story. Use that power responsibly! Don't abuse Asset creation by dropping in nonsense just to win a conflict or stay in a fight. Your Gamemaster has final say on whether or not an Asset works for the story. Besides, don't you want practical, useful Assets to help you raise the stakes? As long as you think about what's best for you and your Crew, you'll have no trouble coming up with great ideas for Assets.

FLASHBACKS

A **flashback** is a special Asset that relates to a mini-scene from a Crewmember's past. The Gamemaster can call for a flashback scene any time a Crewmember creates an Asset by spending a Plot Point—especially when the Asset represents previous experiences or points out resources that might've had a powerful impact on the Crewmember. The Gamemaster can only call for one flashback scene per character per Episode.



Mal and Zoe are trapped a hundred yards from *Serenity*, pinned by Alliance security forces outside the docks. Mal spends a Plot Point to create a **Browncoat Tactics D6** Asset, hoping to use it to distract the Alliance guards and sneak onto the docks. The Gamemaster thinks that a scene about Mal's Browncoat training would be interesting and calls on him to make it a flashback.

Mal picks Zoe to help and the two of them play through a flashback 'bout the first day they met. The rest of the players and the Gamemaster are amused by the banter between them. When the scene is over, Mal steps up the **Browncoat Tactics D6** Asset to a **Browncoat Tactics D8** Asset. The Gamemaster decides the flashback was pretty interesting and returns the Plot Point to Mal.

When you create a flashback Asset, pick at least one other Crewmember to be involved in the flashback mini-scene. Working with the other Crewmember, play out what happened in your past. The Episode's main plot will pause to give your fellow players the chance to see what really happened. Once the flashback is over, step up the Asset you created by one die type. If the mini-scene is really interesting, the Gamemaster can opt to give you back your Plot Point, so pour your heart into it!

COMPLICATIONS IN PLAY

When you roll a 1 on any of your die, you earned yourself a **jinx**. Your GM can give you a Plot Point to create a Complication to reflect your bad luck. The Complication die starts out at a **D6** and increases for each jinx you rolled in your dice pool. Jinxes affect your dice pool in other ways, too. They don't count toward your total, can't be added to any additional rolls or used for triggers and the like, either. A jinxed die is effectively dead in the water. Darn!



River is obsessed with a strange device the Crew found on Newhall. The contraption looks like a treasure box, but no one else can get the gorramn thing open. River figures she can use her mighty big brainpan to do the job and grabs some dice.

The GM gathers a few dice (**Challenging Difficulty D8** + **Puzzle Box D10**) and sets the stakes by rolling:



The GM's roll is pretty low, only a total of 6. River's got this—no problem! She gathers her dice—**Mental D10**, **Focus D6**, **Government Experiment D8**—and rolls:



Unfortunately for River, two of her dice come up jinxes, leaving her with only one die for her total. The total of 7 on her **D10** is enough to open up the puzzle box, but River ain't free and clear just yet. The GM spends 1 Plot Point to give River a **Poisoned D8** Complication as the box's defenses push a tiny needle into her palm. Since there are two jinxes, the GM stepped up the normal **D6** Complication to a **D8** without having to spend another Plot Point!

There are other ways to get Complications, too, through Distinction triggers or by staying in a fight when you've been Taken Out. On rare occasions, your GM may start your game with a Complication in play to reflect the dangers you'll be facin'. You can also earn or buy Complications if'n you're rolling against one of your Crew—but remember those Complications still cost Plot Points. Better to save 'em for a big showdown than stick it to a Crewmember.

Truth be told, the primary way you gain Complications is by rolling a jinx when you're trying to raise the stakes against your GM. Like Assets, GMs won't abuse Complications to make your life miserable. Every time you roll, there's a small chance you'll find yourself neck-deep in trouble, even if you succeed at your Action—just like Mal and the *Serenity* crew. Getting out of it is half the fun!

BIG, FAT NOTHING

If all of your dice come up jinxes, though, you're gonna face a far, far worse outcome—a **botch**. When you roll a botch, you've earned a big, fat zero on your roll. Nada. Zip. Not only will your opponent beat you in your Action—you don't even have a total to fight back!—it's also a signal for your GM to lay on the trouble good and thick. Your luck is so bad, your GM gives you a free Complication that starts at **D6** and steps up once for every *additional* jinx in your dice pool. You don't even get a Plot Point, neither. *Gou shi!*

While the Crew's loadin' some stolen cargo onto the mule, Jayne's doing a little "public relations" work. He's tusslin' with a few Triad members attemptin' to snatch what the Crew stole fair and square! As the goons try to surround Jayne, the Gamemaster gathers up a few dice (**Challenging Difficulty D8**, **Physical D8**, **Triad Goons 3D8**) and rolls:



The Gamemaster gets a total of 13 for the Triad goons, narrating how they start to swarm Jayne, punching and kicking him. Jayne's having a grand time of it.

Jayne gathers up his own dice to raise the stakes. He's got a bunch of Plot Points, so he spends one to create an Asset before the roll: **Been Looking for a Fight D6**. He was just telling Mal about how he wanted to punch some jerks in the face! He gathers all his dice (**Physical D10**, **Fight D10**, **Mercenary D8**, and **Been Looking for A Fight D6**) and rolls:



Despite his strong dice pool, Jayne ends up with a complete botch. The goons fall on him and before he knows what's going on, they've knocked him to the ground, stabbed him in the ribs, and are dragging him off away from the Crew. It turns out the Triad didn't care about the stolen cargo at all—they came for Jayne!

Since Jayne rolled four jinxes, the GM gives him a **Stabbed D12** Complication. Usually Jayne would get a Plot Point for the Complication, but the botch means that the GM gets the Complication for free. To really add insult to injury, the GM also gets to take away one of Jayne's Big Damn Hero **D8** since the GMC's total beat Jayne's roll by more than 5!

Apparently, somebody wants Jayne Cobb bad enough to hire a bunch of Triad goons to kidnap him. With his nasty **Stabbed D12** Complication, Jayne's in one heck of a predicament.

When things go this bad, old foes come lookin' for you, simple tasks are impossible to complete, or you get hurt. Bad. A botch isn't just another failure—it's an invitation for your Gamemaster to spring a whole new world of pain on you and your Crew. A Complication might make your life tougher, but the trouble that a botch brings goes way beyond what you might get from a jinx. Don't be afraid to participate in your troubles by talking to your GM, too.

WHERE'D THOSE BULLET HOLES GO?



Keep in mind that Complications don't represent every moment in your game—your Crewmembers experience all kinds of things that may not be reflected in a Complication on the table. What's more, some Complications vanish with a single recovery roll or at the end of the scene, like a **Grazed Bullet Wound** or a **Frayed Rope**.

Complications in play represent current problems that matter to your story, just like Assets. If you're firing a gun that's not an Asset, it don't mean you don't have a gun in your hand. It just means the gun ain't as important as the gunslinger who's holding it. The same goes for Complications—if you patch up Jayne's **Shot to the Arm** D10 and remove the Complication, he don't magically heal. It just means that Jayne's **Shot to the Arm** won't impact what happens next—which is why your GM has final say on how and when you can remove them.

TAKING OPPORTUNITIES

If any dice rolled in your Gamemaster's dice pool come up as a 1, any player may take the **Opportunity** to spend a Plot Point and step back an existing Complication to a smaller die. You can spend Plot Points and step back Complications for each 1 rolled. If a Complication is stepped back from a D6, it's removed from the game.

The Complications you step back don't have to apply to the current situation—you can step back *any* Complication on the table. Like jinxes, Opportunities don't count toward the total, so the Gamemaster should set them aside immediately after rolling them.

When you buy an Opportunity, it's your turn to tell the Gamemaster how you caught a lucky break. Maybe the **Gunshot Wound** is just a scratch or you found the right part to fix your ship's **Busted Engine** that's been plaguing the Crew since the start of the Episode.

Zoe's scanning the crowd for Wash in a bar, hoping to catch his attention before he gets himself into any trouble. Earlier in the day, however, the two of them got in a fight, and Zoe's still **Irritated with Wash** D8. She's not sure where he is. Though she wants to make sure he's safe, Zoe's not all that excited to find him.

When the Gamemaster rolls to set the stakes for Zoe, two Opportunities come up on the dice. Zoe spends a Plot Point to step back **Irritated with Wash** D8 to **Irritated with Wash** D6. Since there are two Opportunities, the Complication steps back further to a D4 and is removed completely. Zoe narrates how she spots Wash smiling and remembers why she loves him so much.

Opportunities can be taken advantage of by any player at the table. As long as the player who rolled against the GM gets to go first, anyone can step in to pay a Plot Point and step back any Complication on the table. As with jinxes, you only have to pay one Plot Point to step back a die multiple times, so you might find that spending a single Plot Point is enough to remove a large Complication even when you're not on screen!

Wash himself has his own problems. While Zoe's out looking for him, he's not impressing the locals much and is disrupting a game of poker. A card sharp has decided that Wash is bad for business. Wash isn't much of a fighter, so it's tough for him to resolve this with his fists. Worse yet, a few jinxes during the game have resulted in an **Outnumbered by Bar Patrons** D8 Complication, courtesy of the GM.

If Zoe was to pass on her two Opportunities, Wash could step in and pay a Plot Point himself to completely remove the **Outnumbered by Bar Patrons** D8 Complication. He would tell the GM that he pulls the old "Look that way!" trick

and slips behind the bar. Those poker players might keep searchin' for him, but they won't have the **D8** to add to their die pool when they do.

Opportunities are your chance to be a clever hero at just the right moment, even if it happens off screen, so make good use of 'em!

MAKING A RECOVERY ROLL

You don't have to wait for the Gamemaster to roll an Opportunity to try and remove a Complication. If you want to get out from under the Complication's negative effects, you (or another Crewmember) can put together a recovery roll with the appropriate Attribute, Skill, etc. against a dice pool featuring the Complication and a difficulty die.

If your recovery roll is successful, remove the Complication completely. If you fail, step back the Complication die one step to represent the progress you've made patching up a broken limb or smoothing things over with the local color. Remember: any **D6** Complications stepped back to a **D4** are fully recovered and you can remove them from play. As long you don't roll any jinxes, you'll be shiny! Well...*shinier*.



River's had a nasty bout of **Psychic Flashes** **D10** after she was almost kidnapped off *Serenity* by the Hands of Blue. With the help of her brother, she starts a new round of medications and tries to get the visions under control by making a recovery roll. Simon spends a Plot Point to create a **Core World Medication** **D6** Asset, and River settles in to try and meditate a bit with Inara's help.

The Gamemaster takes the Complication River's trying to recover from—**Psychic Flashes** **D10**—adds a difficulty die—**Hard Difficulty** **D10**—and rolls:

8 7

The GM sets the stakes at 15, a pretty high total for River to beat alone. Luckily, she's got her friends with her! In addition to the medicine Simon procured on Ariel, Inara lends a die to River, exposing herself to danger to support her friend.

River collects her dice—**Mental** **D10**, **Focus** **D6**, **Core World Medication** **D6**, and Inara's **Focus** **D6**. None of River's Distinctions seem to fit, though she briefly considers taking her **Government Experiment** Distinction as a **D4** to gain a Plot Point. However, she decides that she's ready to move past the terrible visions and doesn't want to risk the jinx. She rolls:

7 5 4 2

River comes up short with a total of 12. That's not enough to get rid of the **Psychic Flashes** entirely, but since she didn't roll any jinxes she can step it back from a **D10** to a **D8**. Stepping the **Psychic Flashes** back makes it less likely that River loses rolls and a lot easier for her to eventually recover from the Complication completely later.

Rather than accept her failure, however, River spends a Plot Point to bring another die into her total:

7 5 4 2

With the Plot Point, she's got a 16, enough to banish the **Psychic Flashes** completely. Thanks to Simon and Inara's help, she's starting to heal.

There are a few limits on recovery rolls—you may only attempt to remove a Complication once per scene and the GM may rule that it's impossible for you to attempt a recovery roll in your current situation. It's pretty tough to clean up an **Acid Spill** **D8** without the proper gear to mop up the mess. It's even harder to get a bullet wound patched up when you're tied up and stuck in the middle of a desert.

It's also possible that you roll a jinx on a recovery roll, resulting in a worsenin' situation. If you roll a jinx on a *successful* recovery roll, the GM can hand over a Plot Point to introduce a new Complication related to the old one—your **Broken Arm** **D8** is now a **Splinted Limb** **D6**. If you roll a jinx on a *failed* roll, your Complication gets worse by one step for every jinx you rolled—and the GM doesn't have to pay you any Plot Points at all, just like a botch.

After overplaying a hand of *Pai Gow Poker*, Wash seems **Especially Suspicious** **D8** to the casino guards and wants to make a recovery roll. To get them off his back, Wash and Zoe try to head back to their room, natural-like.

The Gamemaster gathers the Complication and Difficulty dice (**Especially Suspicious** **D8** + **Hard Difficulty** **D10**)—ruling that it's going to be pretty tough to throw off security—and rolls:

6 8

The GM sets the stakes at 14—the guards coordinate their efforts, tracking Zoe and Wash on multiple cameras found all over the ship.

Wash responds by building his own dice pool—**Social** **D8**, **Trick** **D6**, and **A Little Nervous** **D4**—and gets a Plot Point from the GM for taking his Distinction at a **D4**. Zoe helps out by keeping a special eye out for guards with her **Notice** **D10**. Wash rolls:

4 7 4 1

Wash's first two dice don't help much. He's only got an 11 for a total. Even worse, he's got a jinx! Not only do Zoe and Wash fail to recover Wash's Complication, but now the guards have taken an even greater interest in their weird behavior, raising Wash's **Especially Suspicious** from a **D8** to a **D10** and adding it to Zoe as well. Since Zoe helped with the roll, she's now on the hook for the outcome.

Wash is getting a little nervous and thinks that bad news is going to get them thrown off the ship or into the brig. He spends a Plot Point to keep an extra die:

4 7 4 1

Wash's new total of 15 is enough to beat the guard's roll. That avoids the terrible outcome his failure would have brought down on the Crew. The new jinx, however, means the GM can add a brand new Complication for Wash and Zoe. The GM figures the security staff ignores Wash and Zoe for now, but puts their **Files on Record** D6 with the cruise ship's administration. See how the new Complication feeds off the old one to tell your story?

Of course, not all Complications are easily dismissed; it's pretty hard for Book to deal with a **Slashed Shoulder** all by himself and Jayne is likely to get pinched after he **Broke the Nose of the Lawman's Son**! When in doubt, turn to your GM who'll help you manage the logistics of what Complications you can remove and when. Keep in mind that, like Opportunities, you'll want to be smart about which Complications you target. After all, some only stick around for a single scene and will disappear automatically!

HIGH STAKES CONFLICT

Some conflicts have more immediate consequences for the characters than just jinxes and Complications. If a Crewmember or Gamemaster character is undertaking a dangerous action or is engaged in a **high stakes** conflict, there's a chance that a character may be **Taken Out** and forced to leave the scene. Maybe the loser is knocked out by an opponent's punch, sits fuming in a corner after an intense debate, marches off in a huff when embarrassed by a perfectly timed insult, or lies bleeding out on a rock from a gunshot wound to the head.

Not every conflict results in a character being Taken Out. Whenever the stakes get high, the Gamemaster should note what the consequences are if you lose this roll. It's up to the GM to tell you exactly what will happen before you roll—the whole Crew should know what you're getting into when y'all roll the dice.



Let's go back to Jayne versus the fashion critic who made fun of his momma's hat. Jayne's basic dice pool included **Physical** D10 + **Fight** D10 + **Family Ties** D8. The fashion critic is a Minor Gamemaster character, so the GM decides that character's dice pool includes a **Physical** D6 and a **Fight** D8.

Since Jayne is trying to punch the fashion critic in the face, the Gamemaster rules that this is a high stakes conflict, one that will result in the loser being Taken Out. If Jayne misses, the goon who made fun of his hat will strike back with a punch of his own. Either way, someone is going to hit the floor.

The GM sets the stakes by rolling **Physical** D6 + **Fight** D8:

4 3

Jayne rolls **Physical** D10 + **Fight** D10 + **Family Ties** D8:

6 3 2

The fashion critic sets the stakes at 7 on his two dice, but Jayne raises the stakes with a solid 9. WHAM! The critic is Taken Out of the fight with a sharp left hook.

Not every high stakes roll is equally dangerous for both participants. Sometimes one character is in danger while the other character is totally safe or secure. Usually this happens when there's some great physical or social distance between the characters, making it difficult for one side to really land a solid enough hit to Take Out the other side. After all, almost no one in the 'Verse wants to fight fair when the stakes get high enough.

Let's say Zoe is shooting at Crow from a distance with a sniper rifle and Crow is rushing to cover. The Gamemaster might rule that this is a high stakes roll, but that only Crow is in danger of being Taken Out. Zoe, sitting pretty half a mile away, is safe and sound. Crow would have to cover the distance between them before he could use his knives to Take Out Zoe.

You might see similar situations if you're facing a powerful political figure in the heart of Londonium or if you try to hack into a complex computer network protected by Cortex hackers ready to fry your ship's computers. Anytime that it's unrealistic for both sides to be Taken Out by the roll, the Gamemaster can declare a one-sided high stakes roll.

HIGH STAKES BETWEEN CREWMEMBERS

If'n you're thinking you may someday roll dice in a high stakes conflict against your own Crew, you'd be right. Most of the time your Crew will mosey along friendly-like, so the times you do roll dice against each other tend to be pretty intense. Folk will try to boss each other around, trick each other into falling for scams and cons, and even get into physical fights that might result in bumps, scrapes, bruises, and bullet wounds.

After *Serenity* lands on Bellerophon, Kaylee decides that she wants to visit the Cloud Gardens floating high above a well-trafficked port town called Glaucus Row. The only problem? Mal's told everyone to stay on the ship while he, Zoe, and Jayne go meet with someone who might have a job for the Crew.

Kaylee decides that she's going to head out against Mal's orders, but she'd feel safer if Simon came with her. She catches Simon in his bunk and tries to sweet talk him into going on an adventure. Simon's resistant, so Kaylee starts to

put together a dice pool to convince him. The Gamemaster rules that this is a high stakes conflict—if Simon wins, Kaylee has to leave him alone, and if Kaylee wins, Simon has to head out on an adventure.

In this case, Simon sets the stakes with **Mental** D10, **Focus** D6, and **On the Run** D8. He's not excited about exposing himself or River to danger needlessly. He rolls:



Simon's total is a 15, setting the stakes pretty high for Kaylee. She tries to raise the stakes with **Social** D8, **Influence** D8, **Charming** D6, and **Sweet & Cheerful** D8. There ain't many in the 'Verse as charming as Kaylee when she's up to trouble. She rolls:



Kaylee's got a solid roll, but since it's a tie, it ain't enough to raise the stakes in the conflict. Simon chides Kaylee for being so risky and reminds her that he's not on *Serenity* to play games. She runs off crying, leaving Simon alone in his bunk.

When two Crewmembers go up against each other, the Gamemaster often sets the consequences pretty high as both parties are looking to get their way in the conflict. Remember that being Taken Out ain't just getting dropped by a bullet or knocked out by a solid right hook—it's also running away from a conflict or givin' in to someone bigger, stronger, or more convincing than you. But it's also not the end of things. If you're Taken Out, you can still stay in the fight if you're willing to pay the price.

STAYING IN THE FIGHT

Don't want to be Taken Out of a scene? You can choose to press on by paying a Plot Point and accepting a Complication equal to the highest rolling die in your opponent's dice pool. This represents you taking a beating or slipping into an argument. On account of how stubborn you are, you refuse to fall down and give in.

Typically, the GM'll tell you what Complication you take. Feel free to suggest ideas that make the story interesting! The Complication you take should be related to the conflict that almost knocked you out. Do you keep fighting with a **Bullet Lodged in your Leg** or did that gunshot leave you **Dazed and Confused**?

It's also possible that the right Complication is one you already have. If'n it makes sense to do so, your GM may decide to step up one of your existing Complications to equal the highest rolling die in the GMC character's pool. If that **Broken Collarbone** is already at a D8, then the GM will step it up to a D10, instead. Either way, you ain't off the hook if your existing Complications match the GMC's dice.

Because you can always spend a Plot Point to stay in the fight during a high stakes roll, most players try to keep a Plot Point or two around to avoid being Taken Out. That's smart thinking, but remember that you can always take a Distinction as a D4 instead of a D8 to get a Plot Point, too. Since you earn that Plot Point as soon as you throw the D4 into your pool, you can almost always generate a Plot Point to stay in the fight during a conflict—and risk a jinx of course!

LOW STAKES ROLLS?

Calling some rolls high stakes don't mean the other rolls don't matter. If you're talking to a bartender to get information about a murder, trying to set a trap for some nasty thugs, or are attempting to break into an unguarded safe, your Actions are important. Failure, regardless of what Action you take, has consequences—the bartender rats you out later, the trap doesn't work when you need it to, or the safe turns out to have a silent alarm. High stakes rolls designate times that you (or your opponent) might get Taken Out with one roll of the dice.

Remember, though, you won't be rolling if the outcome isn't in question, high stakes or not. If Jayne's got a local yokel in Vera's sights who can't see he's coming, the Gamemaster might just rule that Jayne Takes him Out, no roll required.

THEM PESKY GMCS

Think Dobson is down for the count? Guess again! Your GM can make use of this rule to keep Gamemaster characters (GMCs) in the fight when they're about to get Taken Out. Now the tables are turned. When your GM protects a character by spending a Plot Point to stay in the fight, you get to call the shots and describe what Complication occurs. You can also step up an existing Complication rather than give the GMC a brand new one, too. Just make sure you ain't hoggin' the spotlight. Let the Crewmember who's opposing that GMC go first—but by all means talk it through!

TAKEN OUT BY COMPLICATIONS

While you can always spend a Plot Point to stay in the fight—assuming you have Plot Points to spend—eventually all your trials and tribulations will catch up with ya.

In the **FIREFLY RPG**, you get dragged down when one of your Complications is stepped up beyond a D12, Taking you Out even *if* you've still got Plot Points to spend. Unlike being Taken Out by a high stakes conflict, there's no way to avoid being Taken Out by a D12+ Complication, so you might want to use recovery rolls to step back your Complications before it gets to that point.

There are number of ways you can be Taken Out by a D12+ Complication, including:

- The Gamemaster buys a jinx that steps up a D12 Complication
- The GM creates a Complication from a botch with five or more dice
- Your opponent in a high stakes conflict decides to step up a D12 Complication when you stay in the fight

Any of these situations will result in you being Taken Out by the Complication, just as if you lost a high stakes conflict and didn't have any Plot Points left to stay in the fight.

Tired and exhausted after fleeing from a platoon of Alliance Soldiers, Mal has a **Run Down** D12 Complication and a **Bleeding** D8 Complication. Things don't look so good. He decides to try to signal *Serenity* to let them know where he is, putting together a roll with his **Physical** D8, **Shoot** D10, and **Veteran of the Unification War** D8 to attract the Crew's attention with a flare gun.

Unfortunately for Mal, his roll comes up with a jinx! The GM pays Mal a Plot Point to step up his **Run Down** Complication past D12, Taking Mal Out. Even as the flare streaks up into the sky, the Alliance forces catch up to him.

Regardless of how you're Taken Out, the effect is pretty much the same. You're knocked unconscious, captured, shamed into keeping quiet, confused and bewildered by the words of your opponents, or otherwise unable to fully participate in the scene. Being Taken Out doesn't mean you're dead, but it does mean that it's pretty tough to take action. You're vulnerable now—physically wounded, emotionally wrecked, or socially destroyed—and the rest of the Crew has to get you back on your feet.

DYING CREWMEMBERS AND DEATH



Though getting Taken Out won't trigger your funeral, that don't mean death is off the table. If'n your Crew is facing some nasty folk, you might find that being Taken Out might have more serious consequences—assuming that's the kind of game you want to play. One way to handle this subject is to have a discussion about character death with your Gamemaster before your Episode or Season starts. While the default setting in the **FIREFLY RPG** is geared toward helpin' the Crew escape in the nick of time, your group might prefer to play the game with character death explicitly on the table, signaling that high stakes rolls and Complications can be deadly in the right circumstances.

LIMITED ACTIONS

Being Taken Out don't mean that you're totally useless to the rest of the Crew. If you're still in the scene after you've been Taken Out, you can still take **Limited Actions** that make sense for your character—but they cost you a Plot Point and you only get to keep *one* die for your total after you roll. You can keep adding more dice by spending additional Plot Points.

Since spending a Plot Point just to roll dice is pretty costly, save up your Limited Actions for just the right moment—like when Jayne took out Crow while he was Taken Out by Simon's sedative. If you're hoping to find the chance to summon all your willpower and strength to make one last heroic stand, look no further!

After a few dumb outbursts at an important dinner, Mal finds himself on the sharp end of Inara's wit. She verbally guts him in front of everyone, finally shutting him up. Mal's Taken Out and decides not to stay in the fight, opting to save his remaining three Plot Points and quietly eat his dinner. But when a noble Duke starts to insult Inara directly, Mal's gentlemanly nature kicks in—he tells the fancy lord to stuff it or face a solid beating courtesy of the captain's capable fists.

In order to make a roll that shuts up this arrogant noble, Mal's got to spend a Plot Point to take a Limited Action. Since Mal's been Taken Out, nobody's going to listen to a damn thing he says unless he puts in some special effort. He spends the Plot Point to make the roll—leaving two more to spend on the roll itself—and gathers his dice.

The gamemaster rolls first to set the stakes, adding in a **Hard Difficulty** D10, **Royal Noble** D8, and **Social** D8 for the Duke, a Minor GMC. The GM rolls:

8 7 7

The GM opts to make this tough for Mal, spending a Plot Point from the GM's bank to add a third die to the Duke's roll. The Duke's total is 22, more than Mal could probably beat on a normal roll.

Mal's already got his dice ready—**Social** D8, **Influence** D10, and his **Veteran of the Unification War** D8. He rolls:

9 8 6

Mal rolls well, but since it's a Limited Action he can only use one die for his total. He decides to go for broke to impress Inara. He spends his remaining two Plot Points to add the other two dice to his roll, coming up with a total of 23, just enough to beat the Duke. The noble's tongue catches in his throat, and the man says nothing. Mal gives Inara a big smile and goes back to eating his dinner. The Duke behaves himself and Inara is mildly impressed.

Sometimes, the GM may rule that you can't act because you aren't able to muster up the strength for a Limited Action. If being Taken Out meant that you got knocked unconscious or that you had to physically leave the scene, it's pretty tough

for you to justify taking any Actions at all. But if you're trying to drag yourself into your pilot's chair to fly your boat or are summoning up the strength to shoot a bully who's already knocked you into the dirt, a Limited Action is the perfect way to show your character rising to the occasion despite the obstacles you face.

COMING BACK INTO A SCENE

Of course, no Crewmember is Taken Out for the rest of an Episode on account of a single roll, even one that puts a bullet in you. Eventually you crawl to your feet and press on to get the job done, especially if your captain is yellin' at you to get back into the fight!

If you're Taken Out by a high stakes conflict, you can come back into the scene when the conflict that took you out has been resolved. Usually this occurs when you enter a new scene or when the scene changes direction or location. For example, if you're knocked out in a bar fight, you'll come back to the scene after the fight, perhaps nursing a bruised jaw with an ice pack.

When Simon leaves River in Shepherd Book's care while he joins Mal and Inara on a job on Ariel, Book finds that the young girl is more than he can handle—within the first week she's pulled apart his Bible, asked him dozens of inappropriate questions, and refused to eat anything besides oatmeal. At one point he breaks down and attempts a high stakes roll to convince her to listen once in a while. But River wins the roll and Takes him Out, driving Book back into his room 'cause he's lost his patience.

Since Book doesn't spend any Plot Points to stay in the fight, he doesn't acquire any Complications. When both sides have a chance to calm down, perhaps through a conversation with Inara or Wash, Book could return to the scene free and clear, ready to reengage River and find some way to make their time together work.

When you're Taken Out by a Complication, however, you need to recover the Complication before you can take Basic Actions again as normal. This usually involves doctors pulling bullets out of your body or Cortex hacks that erase all records of you from an Alliance tracking system. Until those kinds of extreme actions get taken, you're out of commission for a little while. Of course, some Complications do eventually go away, especially if you're lucky enough to be Taken Out by a situational Complication that won't follow you from scene to scene.

After a big gunfight outside an Alliance depot, Mal ends up getting Taken Out by a D12+ Complication **Trapped by Alliance Gunfire**. Outgunned and outmanned, Mal has to sit and wait for the Alliance to pull up stakes and move on or find some way to free himself with Limited Actions. Without many resources, his best shot is to wait for the Alliance to forget about him so he can try to sneak out after dark.

Of course, if the Crew caused trouble at some *other* location, the Alliance might completely leave the depot, allowing Mal to escape by removing the Complication without a direct recovery roll. If Mal's out of Plot Points and the Crew isn't in a position to mount a direct rescue, the indirect option is probably Mal's best hope.

You'll notice this means that you're much more likely to get back on your feet if you go down early in the fight with fewer Complications. The longer and harder you push to get your way in a conflict, the more likely it is that you're going to have to deal with the consequences later. If you hang on to the bitter end, you may find it much harder to come back from the edge.

SAMPLE HIGH STAKES RECOVERY ROLLS

Wondering what kinds of conditions your Gamemaster might put on your recovery rolls? Here are a few examples of what might happen when you try to recover from being Taken Out in a high stakes situation. Remember, these are only suggestions—your GM will tell you what to roll during your Episode in these situations.

If the Crewmember was...	Recovery could require...	Recovery roll could be...
knocked out by a GMC in a fight	Cold water to the face	Physical + Throw
shot by a thug	Medical attention from a doctor	Mental + Treat
captured by the Alliance	False identification	Social + Trick
trapped by a sneaky assailant in an alley	A distraction in the alley	Physical + Move
stumped by a difficult puzzle	Time to think through the puzzle with friends	Mental + Know
frustrated by the broken parts on a ship	The right parts	Physical + Fix
shamed by a saloon girl in a bar	Kind words from your friends	Social + Focus
conned by an unethical merchant	Getting the merchant alone to get your money	Social + Influence
embarrassed by a GMC's laughter while dancing	Attention from other GMCs in the scene	Social + Perform

MAKING THE 'VERSE YOUR OWN

While the **FIREFLY RPG COREBOOK** has over a hundred Distinctions, hundreds of triggers, and dozens of examples of Signature Assets, the 'Verse is a big place. With over two hundred planets and moons across five systems, the 'Verse is filled to the brim with folk who hail from unique cultures with personalities, roles, and backgrounds all their own.

If'n you find that your Crewmember or ship needs new Distinctions, triggers, or Signature Assets beyond the ones presented in this rulebook, use these step-by-step processes to help you do just that.

CREATING YOUR OWN DISTINCTIONS

Distinctions ain't nothing more than a good character description followed by custom triggers that bring it to life. A great Distinction:

- Conveys a character's role, personality, or background
- Works both for *and* against the character
- Provides triggers that support the Distinction's concept

If you've got a need for a Distinction that ain't in the book, feel free to use this step-by-step process and create your own!

STEP ONE: NAME THE DISTINCTION

Pick a role, personality, background, or other character descriptor and boil it down to a short phrase. For example, if your Crewmember spent the last few years locked in a cryosleep chamber as part of some strange experiment, you might want to start with a phrase like **Just Woke Up** or **Out of Place and Time**. Try to select phrases that are complex enough to be used in multiple situations without being so general that they lose their punch: **Mean** or **Strong** are a whole lot less interesting than **Nasty to Newcomers** or **Circus Strongman**, but they'll both work okay if you can't think of anything else.



Wash is **A Little Nervous** at the start of the show, but he gains a lot of confidence and experience over the course of the first few Episodes. By the time he's been kidnapped and tortured by Niska late in the Season, he's learned how to hold his own in a fight and how to keep his wits about him when times get tough.

After "War Stories," Wash decides to create a new Distinction to replace **A Little Nervous**. Figuring he's seen a few battles in his time as the **Ship's Pilot**, he creates a Distinction called **Tough Enough**. He hasn't chosen a Distinction like **Dead Eye** or **Hard Luck Case** because he still wants to be the Crew's comic relief, but he figures that he's earned his stripes.

Creating a good Distinction name isn't just an exercise. Remember, you'll use the name both positively and negatively to justify adding a **D8** or a **D4** to your roll. If you take an **Always Awesome** Distinction, it'll be hard to get any Plot Points by using it as a **D4**. A Distinction like **Sad and Lonely** is the same—not many reasons to use it as a **D8**. The best Distinctions, like **Veteran of the Unification War** or **On the Run**, cut both ways and can be used in multiple situations.

STEP TWO: PICK OR CREATE DISTINCTION TRIGGERS

The first *free* trigger for every Distinction will always be the same: "Gain 1 Plot Point when you roll a **D4** instead of a **D8**." This is a default trigger that you have to take. For your second and third triggers, look through other Distinctions and either swap out a trigger that fits or create your own from scratch. A full list of Distinctions is provided in the *Appendix* on page 344.



After creating a name for his **Tough Enough** Distinction, Wash adds in his first trigger for free ("Gain 1 Plot Point when you roll a **D4** instead of a **D8**.") and starts to look for two more triggers. He wants **Tough Enough** to give him a little boost when he's got to stand up for himself or endure pain, but he also wants to make sure that it's not too serious. He's still planning on wearing his fancy shirts. *Dong ma?*

After reviewing the full list of Distinctions, Wash decides *Honor Demands It* from the **Code of Honor** Distinction helps to convey what he wants to do with **Tough Enough**:

Honor Demands It: Gain 1 PP when you act against your best interests because of your code or make a show of satisfying your honor.

Wash slightly alters the *Honor Demands It* Distinction trigger to put the focus on his friends and family instead of his internal code and comes up with:

Swore to Love: Gain 1 PP when you put yourself in danger to protect your family and friends.

He'll need to pick or create one more Distinction trigger before he's done with **Tough Enough**, but this trigger will come in handy for him!

Triggers you pick or create should make sense. It's fine to have triggers that step up your **Fight** or double your **Shoot**, but if you create an **Animal Tamer** Distinction, neither of those Skills makes much sense in context.

Keep in mind that taking your inspiration from an existing trigger is a lot easier than coming up with your own. When you're creating a new Distinction trigger, a good rule of thumb is to try it in a few sample scenarios before making it "official" for your next Episode. If you get stuck, talk to your GM!

STEP THREE: PICK HIGHLIGHTED SKILLS

If you've already played through your first Episode, you can skip this step and proceed to Step Four. Haven't sat down to play yet? Pick three Skills that reflect the knowledge or training your Crewmember has as a result of that Distinction.

The Crewmember who **Just Woke Up**, for example, might have **Focus**, **Know**, and **Notice** to represent the character's active search for knowledge about the 'Verse. You can't choose the same Skill twice, but you can choose any three Skills you want for a new Distinction.

Highlighted Skills are only used during character creation—for GMCs or for Crewmembers. If you would like to create a Distinction that either your fellow players or GM can use in the future, choose these Skills now while you have it clear in your mind.

STEP FOUR: FINALIZE YOUR DISTINCTION

Once you've got your Distinction's name, triggers, and highlighted Skills, you're pretty much done. You might want to give it a short descriptive phrase that helps to convey what you're trying to do, but the important pieces are finished. Shiny!

CREATING YOUR OWN TRIGGERS

Many of the existing triggers can easily be reused in your new Distinction or Signature Asset, but sometimes you want to build new triggers from scratch.

A great trigger:

- Conveys what makes the Crewmember or Asset interesting
- Offers a meaningful benefit at a meaningful cost
- Contextualizes the benefits and costs in the story

While you can model new triggers on the ones already presented in the **FIREFLY RPG COREBOOK**, you can also build them from the ground up by combining benefits and drawbacks to make new triggers to perfectly fit what you need.

BENEFITS AND DRAWBACKS

To build a new Distinction trigger or Signature Asset trigger, think about the kinds of situations in which you want the trigger to be used, and then pick a drawback and a benefit from the lists below that make sense for that situation.

Trigger Benefits:

- Earn a Plot Point
- Step up a beneficial die (usually a Skill or Asset, like "step up **Shoot**")
- Double a beneficial die (usually a Skill or Asset, like "double **Shoot**")
- Step back a non-beneficial die (usually a Complication or a GMC Asset)
- Introduce a non-dice related story detail ("I know how to find the exact parts we need…")
- Rename a Complication to change its nature ("I'm not **Sickened**, I'm **Angry**")
- Reroll a single die after a failed roll
- Create a **D8** Asset for the rest of the scene

Trigger Drawbacks:

- Spend a Plot Point (very common)
- Step back a beneficial die (usually an Attribute, Skill, or Asset)
- Choose to do something risky or complicated ("When you walk right into the Alliance outpost and start causing trouble…")
- Take or step up a broad Complication (like "Take or step up a Complication that represents your physical exhaustion")
- Take a specific **D8** Complication (like "Take a **Heat Exhaustion** **D8** Complication")

When creating triggers, think of the drawback and benefit as balancing each other out, each contributing a meaningful part to the trigger. If the benefits and drawback are out of balance—if it feels like the trigger doesn't really have a cost or benefit—go back to the drawing board. A trigger without a cost will get used too often and a trigger without a benefit won't ever get used.

As a general rule of thumb, find a mix of benefits and drawbacks for your trigger so that it gets used a few times per Episode. If you find a trigger is being used too frequently—or not often enough—that's your cue to rejigger it to fit your Crewmember.

SIMILAR IDEAS, DIFFERENT MIXES

There are many different ways for you to represent similar ideas by choosing different mixes of benefits and drawbacks. If you're creating a trigger called *Peacekeeper* to represent your character's ability to disarm conflicts, for example, you might choose to do any one of the following:

- **Earn a Plot Point by doing something risky.** "*Peacekeeper*: When you go into a potentially violent situation unarmed, gain 1 Plot Point."
- **Double or step up a beneficial die by stepping back a beneficial die.** "*Peacekeeper*: When you intervene in a potentially violent situation, double or step up **Influence**. Step back **Focus** or **Move**."
- **Step back a non-beneficial die by spending a Plot Point.** "*Peacekeeper*: When you try to protect someone from a violent aggressor, spend 1 Plot Point to step back a Complication on the victim."
- **Introduce a non-game system story detail by taking or stepping up a broad Complication.** "*Peacekeeper*: To get the aggressor in a potentially violent situation to speak to you privately, take or step up a Complication reflecting your vulnerable position."
- **Rename a Complication by spending a Plot Point.** "*Peacekeeper*: When you take a physical Complication trying to disarm a tense situation, spend 1 Plot Point to rename it to a mental or social Complication."
- **Reroll a single die by taking or stepping up a broad Complication.** "*Peacekeeper*: When you try to intervene in a violent situation, take or step up a physical Complication to reroll a die in a failed roll."
- **Create a D8 Asset by taking a specific D8 Complication.** "*Peacekeeper*: When you try to intervene in a conflict, create a **Disarming Aura** D8 Asset. After the conflict is over, take an **Intrusive** D8 Complication."
- And dozens of other combinations….

Try to pick benefits and drawbacks that meaningfully affect your character. While it may seem tempting to pick up a trigger where the drawback doesn't really matter to your Crewmember, the FIREFLY RPG is a lot more fun when trigger costs impact your story. The same goes for the benefits—pick an advantage that you'll actually use when you sit down to play. Your GM will watch how you use triggers in your Episode to ensure you have a well-balanced character.

MORE THAN ONE BENEFIT OR DRAWBACK

It's also possible to take two benefits, as long as you include two drawbacks to balance them out. The trigger is still balanced for play so long as it's balanced internally. Here are a few more examples using the *Peacekeeper* theme:

- *Peacekeeper*: When you take a physical Complication trying to disarm a tense situation, step back **Fight** or **Shoot** for the rest of the scene to rename the Complication as a mental or social Complication. Spend 1 PP to also step back the Complication as well.
- *Peacekeeper*: When you intervene in a potentially violent situation, step back **Focus** or **Move** to double or step up **Influence** for the rest of the scene. Step back both **Focus** and **Move** to both double and step up **Influence** for the rest of the scene.

You can keep this going and keep picking benefits and drawbacks—as long as they cancel out—but generally two of each is about as much as a trigger can handle before it starts to get too complicated.

FIST FULL OF STORY

All of these sample triggers—and the triggers found elsewhere in the FIREFLY RPG COREBOOK—include some story details that tell you when you can activate them. Include those in every trigger you design so that you have some idea of when you should use them. For example, "*Peacekeeper*: Step back your **Physical** Attribute to double your **Influence** Skill" is a perfectly fine trigger, but it will be unremarkable when you use it in your game. Without that fictional direction, the trigger will be flat and boring, not really conveying anything about your character or indicating when it should be used.

CREATING YOUR OWN SIGNATURE ASSETS

There ain't much on your Crew Sheet more personal than your Signature Assets. They go with you wherever you go, get you out of jams and tight spots, and even offer you a chance to pick up new triggers!

A great Signature Asset:

- Conveys what makes the Crewmember or Asset interesting
- Offers a meaningful benefit at a meaningful cost
- Contextualizes the benefits and costs in the story

Of course, Signature Assets also have to represent what makes your character unique and special. If'n you're looking to create your own Signature Assets, here's how you do it:

STEP 1: NAME AN IMPORTANT OBJECT, RELATIONSHIP, OR ASSET

In order to build a Signature Asset, you need to identify what sorts of things your Crewmember really cares about. Is it your father's pocket watch? A trusted gun? Or a relationship to someone on the Crew that you really care about? Think about what's mattered to your Crewmemember in the past and what might motivate you in the future to take action. Try to make your Signature Asset more than just a fancy weapon!

Once you've figured out what you want your Signature Asset to focus on, give it a name that reflects that focus. If it's a simple piece of gear, like Mal's **Liberty Hammer**, it's fine to just name it, but you might want to take some time to think about what you want the Asset to be called.



Mal's looking to add a new Signature Asset to his Crew Sheet, and he's thinking that he'd like to make his relationship with Zoe something he can draw on for dice. After all, she's always got his back! He thinks a little bit about the best way to name the relationship, and he decides that **Zoe Has My Back** is a pretty good way to sum up what he's hoping to do with the Signature Asset.

In addition to adding Signature Assets when you create your Crewmember, you can add an existing Asset as a Signature Asset at the end of an Episode.

STEP 2: CREATE A DESCRIPTION

After you come up with a name for the Signature Asset, take a few minutes to write up a brief description. This shouldn't be more than a few sentences, but it helps make sure that you, the Gamemaster, and the rest of your Crew are on the same page about what this Asset is supposed to do in the Episode. There's nothing worse than thinking you've got a big gun to fire when the Gamemaster expected you to use a Signature Asset to threaten people.

After a thrillin' heist, Mal's got a new Signature Asset: **Criminal Reputation** D6. When he decides to turn it into a Signature Asset, he adds a brief description: "Mal's had his run of bad luck, but the last few jobs have confirmed that he knows what he's doing. The police may not care much about him, but other criminals definitely know who he is." Mal plans on rolling his **Criminal Reputation** mostly in social interactions, especially when other criminals are involved.

The description is important because it clarifies when the Signature Asset should be added to the dice pool. If all you have is a name and die size for the Signature Asset, it's sometimes hard to know when it should be added to a pool.

STEP 3: ADD SIGNATURE ASSET TRIGGERS

After you finish the Signature Asset name and description, you might want to also add Signature Asset triggers. You can skip this step if you can't unlock additional triggers at this time, but it's nice to give yourself a sense of where the Asset might develop. Remember that a D6 Signature Asset can only have one trigger, while a D8 Signature Asset can have up to two triggers.

Creating Signature Asset triggers works exactly like creating your own Distinction triggers. For each trigger, you select at least one benefit and a complementary set of drawbacks that can be triggered by using the Signature Asset. This is easy to envision and implement for weapons ("*Autofire*: Spend 1 Plot Point to step up **Shoot** for the roll.") and other useful tools like a toolbox ("*Well-Equipped*: Gain 1 Plot Point when you take on a D10 or greater Complication using the tools from your toolbox.")

For example, Mal might add the following to his **Serenity** D8 Signature Asset:

- *Stable Comms*: Spend 1 Plot Point to get in radio contact with *Serenity* no matter the circumstances, so long as you're both on the same planet.
- *It's My Boat*: When you try to stand your ground in the face of insubordinate Crewmembers, take a **Stern Captain** D8 Complication to double **Focus** for the roll once per scene.
- *Live Like Real People*: Take or step up a Complication reflecting your limited financial resources to step back a social Complication.

Note that Mal can't take all of these at one time for his D8 Signature Asset. He can only have two of them at a time and buying the third one means replacing one of the first two. He'll also need to spend Episodes to add them to his Crew Sheet, since he doesn't get any of them at the start of play.

ADVANCING YOUR CREWMEMBER

If you're just playing through a single Episode, the Crew Sheet you've got will handle the job just fine. Aside from a few temporary Complications and Assets being added to your Sheet, very little on your Crew Sheet will change.

As you and your Crew go through a Season of Episodes, though, you'll probably want to make changes to your Crewmember's rules to improve some of your Skills and to unlock new triggers on your Distinctions and Signature Assets. You might even want to swap out the Distinctions you're using or alter your Attributes to reflect how your Crewmember has changed over time. While your Crewmember is already highly competent and skilled from the get-go, your character isn't static.

EPISODE GUIDE

Before you can change anything on your Crew Sheet, you've got to play through some Episodes. Each time your Crewmember finishes an Episode, you should note the name of that adventure. Your Episode Guide is a list of the missions you and your Crew have accomplished and provides you with a clear record of what you've experienced.

Naming Episodes is a fun exercise you and your Crew can do together at the end of every game. You might opt for a repeated, simple structure like "That time we got arrested visiting Li Shen's Bazaar" and "That time we robbed the Triad on Santo" or you might try to be more artful, identifying the themes of the Episode in simple phrases like "Inferno" and "Sweethome." Either way, naming the Episode helps fix the adventure in everyone's minds and helps you advance your Crewmember.

CALLBACKS

Once you've got your Episode Guide filled in with an Episode or two, you can start makin' **callbacks** to previous Episodes—in-character references to your past adventures that get you a small benefit.

Every time you mention that a certain criminal plan is "just like that time we robbed that baron on Higgin's Moon" or that an Alliance officer reminds you "of that time that we snuck past the Alliance on Three Hills," you can substitute the callback for a Plot Point. A callback lets you do all the things that spending a Plot Point would do like keeping an extra die in your roll, activating a trigger, or creating an Asset.

You can only use a callback once per Episode, but at the end of each Episode, the callbacks refresh. You are then free to use them again in the next Episode.



TRAINING UP

Rather than using your old Episodes as callbacks, you might prefer to use them to **train up** your Skills, swap out Distinctions, or add Signature Assets and triggers to your Crew Sheet. Each of these changes to your Crew Sheet has a cost, measured by the number of Episodes required to train up your Crewmember to make the change.

Training up always occurs between Episodes, after your Crew has wrapped up one adventure and before you start another.

You can spend your Episodes to:

- Turn an Asset from an Episode into a **D6** Signature Asset: 1 Episode
- Switch out a Distinction for a new Distinction: 1 Episode
- Add a Signature Asset trigger: 1 Episode
- Add a new specialty to a **D6** or higher Skill: 1 Episode
- Step up a **D6** Signature Asset to a **D8**: 2 Episodes
- Unlock a new Distinction trigger: 2 Episodes
- Step up a Skill from a **D4** to a **D6**: 2 Episodes
- Step up a Skill to a **D8** or higher: 3 Episodes
- Step up one Attribute and step back another: 3 Episodes

Remember that your Crew Sheet is limited by a few additional rules:

- Signature Assets at **D6** can have at most 1 trigger
- Signature Assets at **D8** can have at most 2 triggers
- Signature Assets cannot be stepped up beyond **D8**
- Attributes and Skills cannot be stepped up beyond **D12**

When possible, try to match the events of the Episodes with the advancements you purchase. For example, an Episode in which you used your **Ship's Captain** Distinction is a great Episode to use to unlock a new **Ship's Captain** trigger; an Episode in which you're reunited with your long-lost sister is a fantastic Episode to swap out your current **On the Run** Distinction for a new **Sisters** Distinction.

Using your Episodes to train up means they're permanently crossed off on your Episode Guide and you can't use them again to advance your Crewmember or make a callback. They stay on your Episode Guide so you can remember your Crew's adventures, though! When you cross off that Episode, that means your Crewmember has experienced a *permanent* change—which is why you can't revisit that moment or use it train up your character any further.

TRAINING UP ATTRIBUTES AND SKILLS

On occasion, you might find that your Crewmember's Attributes and Skills don't match up with how you view your character. You might want to be stronger instead of smarter or better able to fly the boat since you're taking on more piloting duties. In either case, you can spend a few Episodes moving around your Attributes, increasing your Skills, or adding Skill specialties by spending Episodes.

Buying up a Skill from Untrained (**D4**) to Competent (**D6**) costs two Episodes, while raising a Skill beyond **D6** or adjusting your Attributes costs three Episodes. Adding a Skill specialty to a Skill that you currently have at a **D6** or higher costs only one Episode. Neither Attributes nor Skills can be stepped up beyond **D12**; you also can't add a Skill specialty to a Skill in which you are untrained.

Raising Skills or adding Skill specialties gives your character new areas of conflict to engage during an Episode. If Shepherd Book raised **Fix** from **D4** to **D6** or took a new *Firefly Class Transports* Skill specialty in **Know**, for example, he'd probably be planning to do more work on the ship, perhaps even taking a few lessons from Kaylee on how to keep *Serenity* running. Increasing a Skill or adding a specialty—especially stepping up a Skill from **D4** to **D6**—means that your character is now able to engage in conflicts that were previously alien and dangerous.

Changing your Attributes has an even greater effect on the kinds of conflicts that are familiar to your character. Wash, for example, starts play with three even Attributes: **Mental** **D8**, **Physical** **D8**, and **Social** **D8**. That means that he's pretty evenhanded in his approach to problems; he's going to look to his Skills much more than his Attributes to figure out how to handle trouble. But if Wash stepped up his Mental and stepped back his Physical (**Mental** **D10**, **Physical** **D6**, **Social** **D8**), he'd be looking to solve problems using his brain much more than his body.

You'll notice that spending Episodes on increasing your Skills or changing Attributes isn't a very effective way to improve your Crewmember. Stepping up your **Fight** from a **D4** to a **D6** will cost you two Episodes, and stepping up the Skill again will cost you an additional three Episodes. It would take a whole Season's worth of Episodes for Kaylee to step up her **Fight** **D4** to match Jayne's **Fight** **D10**. If you're looking to get the most bang for your buck from your Episodes, focus on buying new Signature Assets and triggers.



SWAPPING DISTINCTIONS AND UNLOCKING TRIGGERS

One of the most common purchases is to swap out a current Distinction for a new Distinction or unlocking a trigger on an existing Distinction. Swapping Distinctions only costs one Episode and unlocking a trigger on an existing Distinction costs two Episodes. If you take a new Distinction, the new Distinction has as many triggers unlocked as the old Distinction had unlocked before the switch.

Swapping out a Distinction gives you a chance to reflect your character's story on your Crew Sheet. Maybe your Crewmember stops drinking after finding God—swapping out **Drunk** for **True Faith**—or maybe a death in the Crew makes your Crewmember turn to the bottle—swapping out **Sweet and Cheerful** for **Drunk**. These changes make it much more likely that the triggers you've got on your Crew Sheet reflect what you're actually playin' in the Episode, making it much more likely you'll earn Plot Points and have the triggers that fit your Crewmember's Actions.

River Tam starts play as a **Reader** who was the subject of a **Government Experiment** and **On the Run** from the Alliance. As her mind heals under the care of her brother, though, she may decide that being an experiment no longer fits her character, spending an Episode to swap out the **Government Experiment** Distinction for something like **Family Ties** or **Steely Reserves**.

Similarly, she may decide that **On the Run** no longer fits her story—especially if she and Simon can resolve things with the Alliance—and spends an Episode to swap out **On the Run** for either **Wit's End** to show that she's really struggling with the position she's in or **Ship's Pilot** to take on a new job with the Crew. River's new Distinctions reflect the changes she's gone through during the Episodes she's spending, so she crosses them off her Episode Guide.

When she completes any of these swaps, River gets to pick new Distinction triggers equal to the Distinction triggers she already had unlocked. She doesn't have access to the old triggers that were part of her old Distinctions, but her total number of triggers stays the same.

If you're pretty happy with your Distinctions and don't want to make any swaps, you can spend two Episodes to unlock a new Distinction trigger from the list of available triggers already listed. You can also talk with your Gamemaster about creating your own triggers or borrowing one from another Distinction, too.

ADDING NEW SIGNATURE ASSETS AND SIGNATURE ASSET TRIGGERS

By far, the most common way to advance your Crewmember is to add new Signature Assets to your Crew Sheet or unlock Signature Asset triggers on Signature Assets you *already* have. Both of these improvements only cost one Episode and usually result from events in the Episode that just occurred.

In the case of adding a new Signature Asset, first make the item or relationship matter to the Episode by spending a Plot Point to turn it into an Asset in play. Once that's done, you can spend an Episode to add it your Crew Sheet as a **D6** Signature Asset and use it whenever it would be helpful.

Say Kaylee created an **Engineer's Toolbox** **D6** as an Asset during an Episode to get *Serenity* up and running. Since she's already used that Asset, Kaylee could spend an Episode from her Episode Guide to add that to her Crew Sheet as an **Engineer's Toolbox** **D6** Signature Asset.

When she adds the **Engineer's Toolbox** to her Crew Sheet as a Signature Asset, Kaylee gets to have access to the toolbox pretty much all the time, barring some crazy situation like being kidnapped off *Serenity*, and she can add in the Signature Asset's die to her rolls for free.

If Kaylee continued to use her toolbox on a regular basis, she might decide to spend two more Episodes to step it up to a **Engineer's Toolbox** **D8** Signature Asset.

You'll most likely add triggers to your Signature Assets when those items and relationships are prominently featured in the Episode. For example, Jayne could add a *Sniper* trigger to **Vera** **D8** after he acted as a lookout sniper for Mal on Whitefall: "*Sniper*: Spend 1 Plot Point to double **Focus** when you take up a sniper position with this weapon." Adding the trigger in at this point in the story helps make Jayne's use of Vera more exciting and interesting because he's already shown that he's good at that sort of thing.

There's no limit to the number of Signature Assets you can have on your Crew Sheet, but remember that each Signature Asset can only have a maximum of two Signature Asset triggers—one trigger for a **D6** Signature Asset and two for a **D8**. You'll have to spend two Episodes to step up your Signature Asset from a **D6** to a **D8** before you can add a second trigger. If you decide that you no longer want one of your Signature Asset's existing triggers, you can replace the unwanted trigger with a new one when you purchase it between Episodes.

ADVANCING YOUR SHIP



In addition to spending Episodes to train up your character, you can also spend them to improve your ship. In fact, your Crew can share the cost of training up your ship, each spending Episodes to collectively add a Signature Asset or unlock a Distinction trigger. If a ship improvement costs three Episodes, three different members of your Crew can each spend one Episode or one Crewmember can spend three Episodes to purchase that improvement.

As a Crew, you can spend Episodes to:

- Turn a ship Asset from an Episode into a **D6** ship Signature Asset: 2 Episodes
- Add a Signature Asset trigger: 3 Episodes
- Step up a Signature Asset from **D6** to **D8**: 3 Episodes
- Unlock a new ship Distinction trigger: 4 Episodes

Unlike your Crew Sheet, though, you can't purchase every improvement by spending Episodes. Your class Distinction, for example, can't ever change—unless you get a brand new ship—and any other Distinction swaps need to be justified in your story. If you want to get a new Distinction, let your Gamemaster know. It's probably a great seed for an Episode!



Keep Flyin'

"Way of things not always so plain as on the central planets. Rules can be a mite fuzzier."
–Book, "Bushwhacked"

If'n you're reading this chapter, you have a burning desire to step into the shoes of a Gamemaster and run an episode of the **Firefly Role-Playing Game**. That's great!

Before you can plan your first Episode, you'll need to be well-versed in the rules from both sides of the coin: players and GM. Now, a lot of the rules and game terms you need to stuff into that brainpan of yours have already been covered.



Here is a chapter-by-chapter breakdown of what you've learned up to this point:

INTRODUCTION

In the *Introduction* on page 11, you found a list of the materials needed to play the game. As the GM, it's a good idea to have extra dice on hand of every shape, a big pile of poker chips to use as Plot Points, and note cards or sticky notes to write Assets and Complications on.

EPISODE GUIDE

The *Episode Guide* gave you a recap of each *Firefly* TV episode, broke down the locations and gear found in the show, introduced new terms, and provided relevant examples from each episode that are designed to teach you and your players how the rules work.

You were also given rules for the secondary cast members and ships found in the show, along with brand new Gamemaster characters and boats, too. Episode by episode, here are the highlights of rules and game-related terms you'll find in each show:

- "Serenity"—Find rules for Badger, Patience, and Lawrence Dobson. Learn how the basic gameplay works and introduce a Reaver ship into your Episode. Page 17.
- "The Train Job"—Read about how Basic Actions, Limited Actions, and Assets function. Rules are presented for Niska's henchmen and Sheriff Bourne, too. Page 28.
- "Bushwacked"—Get an introduction to Complications, jinxes, botches, Distinctions, and triggers. Rules are provided for the Survivor, Commander Harken, and an Alliance cruiser. Page 37.
- "Shindig"—Learn about opportunities and recovery rolls along with stepping up and stepping back die types. Atherton Wing and Lord Warwick Harrow's rules are provided for you in addition to sample Minor Gamemaster characters. Page 45.
- "Safe"—This episode introduces Gamemaster character Extras and provides a more detailed glance at what ship Attributes and Distinctions mean. Page 55.
- "Our Mrs. Reynolds"—Timed Actions are a tool you can use to set the pace for your Episode. Find a beat-by-beat example of a Timed Action that reflects Saffron's goal to sabotage *Serenity* and her crew. Page 65.
- "Jaynestown"—Big Damn Hero Dice are explained in this episode. You'll also find rules for Magistrate and Fess Higgins, and an example of Jayne's fight with Stitch Hessian. Page 74.
- "Out of Gas"—Learn more about the key parts of a ship, using flashbacks, and a beat-by-beat Timed Action example of Mal struggling to fix *Serenity* while he's hurt and the air is running out. Page 81.
- "Ariel"—This episode digs deeper into River's rules, persistent Complications, and Signature Asset triggers. It also introduces the Hands of Blue, their rules, and how to assist a Crewmember in a Timed Action chase. Page 88.
- "War Stories"—Skill specialties are covered here, as is how to advance both your Crewmembers and Gamemaster characters. Page 99.
- "Trash"—Sometimes a GMC like Saffron will return; this episode gives an example on how to advance and rearrange the rules for those recurring GMCs. It also gives new rules for YoSaffBridge. Page 107.
- "The Message"—Get tips on how to structure an Episode, including starting an Episode with a Complication. You will also find rules for Tracey, Womack, and an example of an extended chase scene. Page 116.
- "Heart of Gold"—Follow the big shootout at the Heart of Gold beat-by-beat, while learning how to create your own Distinctions, Signature Asset triggers. Find rules for Rance Burgess, Nandi, and others, too. Page 125.
- "Objects in Space"—Learn how to create your own Crewmember by choosing an archetype and how to build your own ship. You will also find rules for Jubal Early. Page 136.



FIND A CREW

Characters are the beatin' heart of each and every **FIREFLY RPG** Episode. That's why three types of character creation, along with their corresponding rules, were introduced in *Find a Crew*. The Crew Sheet is found in the *Appendix* on page 366 at the back of this here book.

- *Main Cast*—Players can step into the main cast's shoes using the pre-generated rules found for Mal, Zoe, and the seven other *Serenity* crewmembers.
- *Archetypes*—These 24 templates require your players to make a few, simple decisions to customize each character to their liking.
- *Original Characters*—Last but not least, all the rules to create a unique, original character. Sample Distinctions have been provided in this section, but more are found in the *Appendix*.

Gamemaster characters, or GMCs, come in three flavors—Major GMCs, Minor GMCs, and Extras. Major GMCs are a lot like normal Crewmembers, so you'll find the rules in the *Find a Crew* chapter helpful. Minor GMCs and Extras use fewer traits than the Major GMCs, so they are easier to create on the spot.

FIND A SHIP

To fly from one system to another, your players'll need a boat of their very own. On page 208, the *Find a Ship* chapter provides in-depth rules to either build a ship from scratch or pilot *Serenity*. You can find the Ship Sheet in the *Appendix*. You'll also find sample Assets and Complications along with other rules like the Scale die and land and water vehicles, too.

Keep in mind these rules are valuable to you as a GM, too. If'n you need a boat to feature in your upcoming Episode, you'll design her with the rules found in this chapter and give her a fancy name. Ships found in the *Episode Guide* and *What's Yours is Mine* adventure were created using these rules.

FIND A JOB

As soon as your players have Crewmembers and a boat, they are ready to start playin' the game. *Find a Job*, on page 234, provides players with an overview of the rules they need to raise the stakes, use Plot Points, buy Assets, reduce Complication, and Advance a Crewmember.

If you plan on running a game, you'll want to read this chapter from start to finish so you have a clear understanding of the player's perspective. The examples will also show you what your role is for player-driven rules like creating Assets, making recovery rolls, etc. The rules for creating Distinctions and Signature Assets are also found in this chapter, too. Shiny!

ARE YOU A NEW GM?

If'n you've never been a Gamemaster before, take some time to read through the rules, *Into the Black* on page 274, and the sample Episode *What's Yours Is Mine* found on page 298. You'll want to understand the basics of storytelling before you plan your first Episode. Don't spin your wheels designing towns, boats, and GMCs willy-nilly without a plot in mind—otherwise you'll have great characters and no story to tell!

BASIC GAMEPLAY

In every Episode, conflict drives the twists and turns the story takes. If Wash didn't pull off a Crazy Ivan, the Reavers would've caught up with *Serenity* in the pilot episode. If Simon's tranquilizer didn't work on Jayne in "The Train Job," Jayne could've taken over and left Mal and Zoe behind. Every story you tell will be rooted in conflict and resolved by the Crew's Actions to overcome the bad guys, save the ship, and win the day.

By now, you should have a clear idea of what a basic roll looks like. Here's a quick refresher to ensure that you understand the terms for this important part of the game. When the Crew takes Action, you **set the stakes** by creating a dice pool, rolling the dice, and adding the two highest results together. The players then attempt to **raise the stakes** by creating and rolling their own dice pool, hoping to exceed the GM's total. This is called an Action or **Basic Action**.

BEATS

All Actions happen in the space of a **beat**, the smallest unit of time in an Episode. Beats don't have a fixed length; they last just long enough for a Crewmember to take a single Action with one roll. Some beats last for days or weeks—like when Wash pilots *Serenity* across the black while avoidin' Alliance cruisers—while other beats last a few seconds. There are no fixed number of beats in a scene. Their primary function is to help you keep track of how the Action flows from scene to scene.

You don't have to spell out the precise length of a beat to your players before they roll the dice. However, it can be useful to give your players an estimate of what that beat means. Will Jayne's roll resolve the entire bar fight? Or just one punch that Zoe'll throw? You'll also want to spend some time thinking about the roll's stakes—is this a high stakes roll that could result in someone being Taken Out?

CALL THE SHOTS!

Though the **FIREFLY RPG** is a collaborative storytelling game, you have the final say-so when it comes to the rules and whether or not the story makes sense. Maybe you don't think Wash can handle a recovery roll to fix *Serenity*'s computer virus while navigating through the Motherlode. Maybe you feel that Inara's attempt to use her **Registered Companion** Distinction as a **D4** in front of the Alliance brass is pretty thin. Maybe you believe that Kaylee creating a **Layer Cake Dress** **D6** Asset won't help her fight off Reavers. If that's the case, don't be shy! Make the call to keep the Episode running smoothly and mosey along to the next Action.

STAKES

When you set the stakes by building a dice pool and rolling them bones, you are telling the Crew what outcome their Actions might be. Death-defying stunts and deadly hijinks fall under **high stakes** conflicts. The losing side in a high stakes conflict may get Taken Out of the scene. The key to managing a high stakes situation is to clearly lay out the consequences of the Action to your players before the dice are rolled.

Low stakes conflicts won't result in a Crewmember being Taken Out but they *should* have an impact on your story. Dice should only be rolled if a failure has interesting side effects. Simon should be able to access his set of encyclopedias anytime he wants to—except when you decide a failure means your Episode will take an unexpected turn.

Remember, your players are looking to you for guidance: so don't be afraid to speak up!

ACTION ORDER

Sometimes, things get a mite hectic—especially when guns are drawn. When it's important to know who goes first, set an **Action Order**. You don't need to set an Action Order for every conflict, but you'll want to clarify who gets to go next when more than one or two characters get involved.

As GM, you pick which player goes first based on the situation. For example, you might decide that Jayne's itchy trigger finger makes him best prepared to shoot first or that Zoe's sharp eyes mean that she sees the Reavers coming before anyone else. It's okay to pick a Gamemaster character to go first, especially if they have the drop on the players because of an ambush or the Crewmembers' poor planning.

When you decide a player goes first, that person declares an Action, you set the stakes for that Action, and then the player makes a roll. Once that Action is resolved, that player gets to pick who goes next—either another Crewmember or a GMC you control. The Action Order continues until the last player has had a turn. After all the characters—including GMCs—have taken one action, the last character to act starts up the next round by picking a new character in the Action Order, perhaps even himself, to go next.

You can stop an Action Order at any time. Typically, it makes sense to end the Action Order after the scene is over, when a Crewmember or GMC scores a decisive win, or if there are no more GMCs present in a fight because they've been Taken Out.

GANGING UP

Often the opposing GMCs outnumber the Crewmembers. After all, folks like Badger and Patience believe in hiring more goons to protect them! When this happens, you don't have to roll individually for each thug that's opposing the Crew. Instead, you can rule that the characters are **ganging up** on a Crewmember and treat each additional GMC as a Trait in the opposition roll. No matter how many GMCs are ganging up, however, the GM still only gets to keep two dice for the GMC's total.

Inara is trying to bluff her way past a few Alliance guards to rescue Mal from the clutches of an Alliance prison. When the four **Alliance Guards** D8 roll to set the stakes, the Gamemaster rules that they're ganging up on her, all working together to ask her questions and try to poke holes in her story. The Gamemaster rolls **5**D8—a D8 for each guard and a D8 for a challenging difficulty—but only keeps the top two dice for the total. Inara has to raise the stakes with her own roll to talk her way into the prison.

If the Crew tries to Take Out GMCs who are ganging up on them, a success on a roll Takes Out one of the GMCs, eliminating a die from the opposing pool. An extraordinary success, in addition to generating a Big Damn Hero Die, Takes Out two GMCs. When a Major GMC opposes the characters and is using a gang, the Major GMC can opt to have a member of the gang be Taken Out instead of paying a Plot Point and suffering a Complication. This allows the gang to bear the brunt of the fight.

TIMED ACTIONS

When tensions run high and the Crew's lives are on the line, consider using a **Timed Action**. This special type of Action represents time-sensitive tasks—it's created by stringing a series of Basic Actions together.

In a Timed Action, time is measured and counted down in a specific number of beats—each beat is equivalent to a single roll of the dice. The more beats you provide your players, the more time they have to complete their task. Each time Crewmembers roll the dice, they use one beat. You can use checkboxes or tokens to keep track of beats. As GM, you determine when a Timed Action is applicable, how many beats it has, and how many players it involves.

Mal and Zoe have run into an old war buddy in a backwater bar, a friend who's fallen on hard times. Unfortunately, the Browncoat has activated a bomb and won't listen to reason. Instead of escaping, Mal and Zoe want to save the patrons in the bar (including their friend!) and deactivate the bomb.

DIFFICULTY DICE RATING



The higher the stakes, the harder it is for Crewmembers to accomplish tasks. Choose dice based on the ratings below to relay how easy (or hard) it'll be for a Crewmember to complete an Action. Remember, you only assign a difficulty die to your dice pool if a Major GMC is *not* involved in the roll.

- D4: Very easy
- D6: Easy
- D8: Challenging
- D10: Hard
- D12: Really hard

You declare that diffusing the bomb requires three Actions—finding the bomb in the bar, cracking open the bomb case without setting it off, and defusing the bomb itself. Since the old friend has already activated the bomb, you give Mal and Zoe five beats to clear the bomb before it goes off.

For the first Action, Mal rolls **Mental** + **Notice** to find the explosives. He's successful, so he spots the bomb under the bar wrapped in the old Browncoat jacket his friend used to wear. He uses up one beat—they've got four beats left.

Zoe tackles the next Action by rolling **Physical** + **Labor** to force the bomb casing open far enough for Mal to get a look at the detonator. She gets an extraordinary success and rips open the clumsy casing with her bare hands, saving them a beat. Mal and Zoe still have four beats left.

Mal rolls **Mental** + **Know** to see if he remembers anything about disarming this kind of bomb. He fails, and eats up one of their remaining four beats. They only have three beats left!

Mal makes his roll again and succeeds. He remembers that he's seen this kind of weaponry before, and he shuts down the bomb before anyone gets hurt. Because they finish the Actions before the beats run out, the bomb doesn't go off.

If players beat your total, it only costs them the time spent, one beat. If they achieve an extraordinary success, it means the Crew found a shortcut and don't lose any time at all—not only does that Crewmember earn a Big Damn Hero Die, no beats are lost. If they fail to raise the stakes, they didn't accomplish what they set out to do, and the beat is still lost. Move on to the next stage of the Timed Action.

For an example of how to use two different types of Timed Actions in an Episode, follow the examples in *What's Yours Is Mine* on page 298.

ROLLING FOR THE OPPOSITION

Though you direct the Episode, you also interact with your players to help shape the story. Most of the time, you're fillin' the shoes of a character who's actively opposing a Crewmember. In those cases, your dice pools mirror the choices the players take to create their own. Refer back to *Find a Job* on page 234 to refresh your memory about how players put together their dice pools.

Dice pools you create on behalf of a Major Gamemaster character always provide you with more dice to roll. These dice pools might include:

- Attribute
- Skill
- Trait die representing the situation or location
- Distinction or Distinction trigger
- Signature Asset
- Complications that work against the player

Sometimes, though, a Crewmember wants to take an Action that isn't opposed by another Major Gamemaster character. Inara wants to send an important wave while she's in a restricted area. Kaylee wants to fix the engine's catalyzer. Mal wants to illegally salvage a derelict vessel. These Actions might fail in interesting ways, so they're worth rolling for. However, they don't necessarily include a *character* opposing the Crewmember's success.

Remember, your dice pool must always include a minimum of two dice. Any dice pool you build that's not centered around a Major GMC must include at least one **difficulty die** to represent how hard the Action is to complete. The dice you could add to a basic GM dice pool might include:

- Difficulty die
- Trait die representing the situation or location
- Minor GMC or Extra die
- Scale die
- Complications that work against the player

LIMITING DISTINCTION TRIGGER USE

There's no hard and fast rule for making sure a trigger isn't too powerful, but keep an eye on how often players use the triggers available to them for their dice pools. Any trigger that's repeatedly used for every scene *probably* needs to be reined in. Otherwise, the Action will get monotonous real quick.

For example, you may decide that extremely broad or strong triggers—like spending a Plot Point to increase a Complication on a GMC—are limited to once per scene or to a specific circumstance like "when you catch a GMC off-guard and alone."

BUILDING OPPOSING DICE POOLS

Dice pools are created according to who (or what) opposes the Crewmember. If the Crewmember is opposing a Major GMC with a full set of rules, you assemble a pool based on that character the same way a player does for his Crewmember. A difficulty die is only added to a roll when there are no Major GMCs involved in the Action to oppose that Crewmember.

You can also build your dice pool by picking up one or more dice based on appropriate Traits from the location, opposing characters, ship, etc. A **Trait die** can have a variety of ratings—ranging from **D4** to **D12**. Sometimes these obstacles are small like a Slippery Floor **D6**, but they can be tough, troublesome problems like an Ambush **D10** or a Warzone Firefight **D12**.

Kaylee is on board an abandoned derelict vessel and is tryin' to extract valuable data from the ship's computers. In this case, an Action is definitely required because failing to restore power will make the Crew's life more difficult.

First thing you do as the Gamemaster is grab a difficulty die. Let's say that the information Kaylee wants to learn will save their lives, so you add a **D10** to your dice pool. You decide to improvise a little bit and assign two brand new Traits to the computer systems: **Encrypted** **D6** and **Outdated** **D8**. Now, instead of tinkering with an old computer set-up, Kaylee has to break the code to access the derelict's outdated data files. You roll:



You add a 7 and 6 together to set the stakes at 13. Kaylee has to work hard to get this computer cranking again. You could spend Plot Points from your bank to improve the outcome, but you think this level of opposition makes sense.

To try and raise the stakes, Kaylee creates her dice pool. She starts by adding an Attribute and a Skill. Then, she may add a Distinction, triggers, Signature Asset, any relevant Assets in her possession, or Complications that might work in her favor.

Kaylee builds her dice pool based on her **Mental** **D8** Attribute and **Operate** **D10** Skill. She rolls, comes up with a 15, and successfully decrypts the computer to learn that the Alliance is still tapped into the derelict's computers. The derelict is a trap and the Alliance is now on their way!

You can add location or scene Traits for free at any time to reflect what's happening in that moment—just like an Asset. If you want a GMC to access surveillance information, for example, then create an Alliance Surveillance **D8** Trait to add as a scene or location Trait for any appropriate roll. You don't have to spend a PP to create these Traits!

SUCCESS AND FAILURE

After the smoke clears, you'll find out who won the Action. There's always a winner—ties go to the defender who set the stakes in the conflict. Once you've figured out who had the higher total, describe the effects of the Action. If the roll is a high stakes roll, the outcome is pretty clear. The loser gets Taken Out and the winner gets to revel in the glory of trouncing the opposition. The losing character can avoid being Taken Out by spending a Plot Point and taking a Complication to stay in the fight. Don't forget that high stakes rolls sometimes have other consequences, too!

Book has to convince Duke Onran he's a weapons dealer from Santo. When the two meet, you ask Book to make a roll to keep his cool.

A *success* probably means that the Duke trusts Book more—especially if he believes that Book is a veteran arms dealer. If you're feeling generous, you could even give Book a free **Tough Guy** D6 Asset to boot.

A *failure*, on the other hand, means that Book is sweating when he faces off against the Duke. He's likely to give away something he shouldn't or have a hard time convincin' Onran he's a tough weapons dealer. Failure won't take Book out—it's not a high stakes roll—but it may mean the Duke verifies his credentials or interrogates him further.

Rolls with lower stakes give you a lot more room to maneuver—you get to choose what success and failure looks like for the Crew. Remember that you shouldn't Take Out a Crewmember on a roll with lower stakes, but that doesn't mean you can't make life a little more interestin' for them when their dice come up short or lighten their load when they get a win. You might even hand out an additional Asset or Complication if it fits the story.

EXTRAORDINARY SUCCESSES

When a Crewmember gets an extraordinary success—raising the stakes by 5 or more—don't just hand them a Big Damn Hero Die and call it a day. Use it as a chance to let the Crewmember shine and call attention to how awesome and impressive they are in that moment. One way to ensure the extraordinary success is exceptional in your game is to let the players narrate their success. Have them tell you how amazing their Crewmembers were when they fended off those ugly thugs or swindled that selfish noble. Be prepared to provide that kind of narration yourself, if the players aren't up for it.

Now, there may be times where a Crewmember gets a result of 10 or 15 higher than your roll. While multiples of 5 are impressive, they don't give the Crewmembers any additional bonus either in the form of more Big Damn Hero dice or free Assets, etc. Once the Crew beats the total by 5, they've earned that extraordinary success—there's no such thing as an extraordinary, *extraordinary* success.

Remember, though, you can earn an extraordinary success for your GMCs. If *you* beat the Crewmember's roll by 5 or more, you get to take away one of their Big Damn Hero dice equal to the highest rolling die in *your* pool. Rolling that high is a nice way to keep the Crew on their toes!

JINXES AND OPPORTUNITIES

When the Crewmembers are rolling against the opposition you provide—or against each other—they will occasionally roll 1s on their dice, **jinxes** that represent how their luck is working against them. Regardless of who is opposing whom in the situation, you can always buy those jinxes with Plot Points to create Complications. These Complications represent damage, twists of fate, and bad circumstances that the Crewmembers will have to overcome.

When you roll 1s on your dice, set those aside as **Opportunities**. These can be purchased by the Crewmembers to step back Complications at a rate of one die step per Opportunity. If a Complication is stepped back from a D6 to a D4, it's removed from the game. Players can step back any Complication on the table regardless of whether or not it applies to the present scene.

BOTCHES

When a Crewmember rolls all jinxes, that character has rolled a **botch**. You, as the GM, hand out a free Complication in response to this terrible roll.

When a Crewmember botches:

- **Remember what's really at stake.** Though botches relate to a specific Action, those Actions are happening in context of a larger scene. Determine what the scene is really about and how the roll fits into that outcome.
- **Determine the worst way it can go awry.** Again, this isn't about a simple failure or the introduction of a new Complication. What happens next should skew the outcome in a new and unexpected direction.
- **Step it back one notch.** Though botches are pretty bad, your objective should never be to destroy the Crewmembers—taking a Complication one step too far will hurt feelings and make the game less fun. Instead of the worst outcome you can think of, go for the *second* worst—one that'll leave the Crew will a little bit of hope left.
- **Listen to the players.** Players will often volunteer ideas for the worst that could happen—especially if they're vested in the game. Though you could probably come up with a result on your own, most times your players will help you yank the rug out from under them.

Above all else, remember that botches are supposed to be fun. It's dangerously easy to slip into punishing a Crewmember in an unentertaining way when you describe a botch.

DRIVE EPISODES WITH COMPLICATIONS

Complications drive the story forward in interesting and unpredictable directions. One of your most important jobs as a GM is to create good Complications that increase tension, drama, and suspense. Your secondary role will be to manage those Complications and rule when they don't make sense for the fiction anymore.

Some Complications, like Floor of Broken Glass will fade away when the Crew changes locations from a rundown saloon back to their ship. Other times, a Complication like Nandi's All Riled Up will stick around long past that scene is over because you created a character-specific Complication.

Here's an example of how two different Complications for the same scene can impact your Episode:

When Wash tries to convince that Alliance customs agent to let *Serenity* land on Boros and winds up with a jinx, the **Under Observation D6** Complication you create tells the players something new about their predicament. Now, instead of a **Landlocked D6** Complication that the Crew can try and hack their way out of—suddenly their *opponents* are suspicious of them!

Using this example as inspiration, the first time you buy a Complication, think about how it propels the story forward. Ask yourself a few questions about the scene's risk, Crewmembers' Actions, and their opposition.

- **Risk:** What's at stake in the scene?
- **Action:** What's influencing your Crewmember's Actions?
- **Opposition:** Who's opposing your Crewmember?

Changing what's at risk affects the trouble the Crew's in—a Complication like Knifed D6 turns a fistfight into a life and death struggle. When you introduce a new Complication, you could also exchange one type of danger for another. A Complication like Wanted by the Local Law D8 will turn a typical barfight into an all-out frenzy just so the Crew avoids getting pinched.

Affecting a Crewmember's Actions removes some options—a Complication like Broken Leg D10 means there's no easy escape anymore. It also translates to new decisions and sub-plots—a Complication like Zoe's Been Framed D8 gives her a chance to prove she was set up.

Mixing up the Crewmember's opposition impacts the Crew's antagonists—a Complication like Found by Niska D8 signals the Crewmember has to worry about Niska's men *on top of* the existing opposition in that scene. Switching up the opposition may swap an existing force with another, too. For example, a Alliance Soldiers Are Coming For Us D8 Complication means that Niska's thugs are taken care of, but they've just been replaced with a platoon of well-armed Alliance soldiers.

REWARD PLAYERS WITH FREE ASSETS

Though Complications are part and parcel to *Firefly*, so are Assets. Sometimes, your players'll need a little prodding to create Assets by spending their hard-won Plot Points. To make sure Assets are in play, you might want to add Assets even when the Crewmembers haven't spent Plot Points to do so. If the Crew tackles a problem successfully, you can offer them a free D6 Asset to reward them for thrillin' heroics. As with all other Assets, a Crewmember can spend a Plot Point to make it last for the rest of the Episode.



COMPLICATIONS AS DAMAGE

Crewmembers are liable to get in all kinds of trouble, and they're more'n likely to get a bit banged up. Representing damage in the **FIREFLY RPG** is a matter of Complications. If a Crewmember rolls a jinx and the fiction fits the situation, then you can give that Crewmember a Complication representing harm. For example, if Zoe's in a bar fight and succeeds on her roll but gets a few jinxes, then the GM might pay her a Plot Point to turn those jinxes into a Stabbed with a Shard of Glass Complication. She fends off the brawlers, but doesn't come through unscathed.

In addition to jinxes, Crewmembers can also get Complications that track damage when they elect to spend a Plot Point instead of being Taken Out in a fight. If Zoe had lost the roll against the brawlers but spent a Plot Point to avoid being Taken Out, she might end up with a Stabbed with a Shard of Glass Complication equal to the brawler's highest rolling die. Of course, if she rolled jinxes as well, you might give that Plot Point right back to step up the Complication on the spot, pushing her closer to being Taken Out by the Complication.

DEATH AND DYING IN FIREFLY



The **FIREFLY RPG** is all about Crews getting out of trouble by the skin of their teeth—especially when trouble comes their way. That's why in most sessions a D12+ Complication won't kill a character, but it will certainly put that Crewmember in the medbay for some time. To manage life-threatening injuries in your game, talk with your players beforehand. Decide what being Taken Out implies and what'll happen to them if they get a D12+ Complication. If they decide that death is on the table, be prepared for a thrillin' adventure!

LONG-TERM DAMAGE

Since there aren't any specific stress tracks or damage tracks for you to keep record of for your players, you might wonder how those Complications represent damage that accumulates over time. In order to track long-term damage, you'll use each Complication as a unique stress track, a measure of how far each Crewmember has been pushed in that scene. A Crewmember might start with a Bullet Wound D6, but a few more gunshots could push that same Crewmember to a Bullet Wound D12. That's a near catastrophe!

Jayne is fighting some of Niska's goons. He starts shooting at Crow, and Crow happily runs toward him, knives out. First, Jayne rolls **Physical** + **Shoot** vs. Crow's **Physical** + **Move**. Jayne wins the roll, but the GM spends a Plot Point from the bank to keep Crow in the fight. Since the highest rolling die in Jayne's pool was a D10, Crow gets a **Gunshot** D10 Complication.

Crow then attacks Jayne with a knife in another high stakes roll, rolling **Physical** + **Fight** vs. Jayne's **Physical** + **Fight**. Crow wins the roll, forcing Jayne to spend a PP to stay in the fight with a **Knife Wound** D10 Complication. Jayne was able to add **Crow's Gunshot** D10 to his roll for free, but it didn't help him with this particular Action.

In the next beat, Jayne wins the roll to Take Out Crow, and the GM chooses not to spend any more PPs to keep Crow in the fight. Crow is Taken Out. However, Jayne rolls a jinx on his successful roll. The GM gives Jayne's player a PP to step the **Knife Wound** D10 up to **Knife Wound** D12.

At this point, Jayne is right on the verge of being Taken Out by his D12 Complication. If he rolls another jinx or chooses to take a Complication instead of being Taken Out, his **Knife Wound** D12 could go to D12+ and he'll be Taken Out anyway. He needs to get to medical help to recover the Complication right away.

Complications also act as a unique damage tracker for each character. Jayne is likely to see Complications that come from getting in physical fights while Inara will get Complications from social losses in tense situations. Mechanically both Jayne and Inara are exposed to the same level of "damage," but the **FIREFLY RPG** preserves the tone of the conflicts by allowing your group to find the right Complication for the character for that particular moment in the story.

Many of the damage-based examples in the *Episode Guide* on page 81 cover how to handle long-term Complications using the main cast as examples. Be sure to give "Out of Gas" a read-through!



INCREASE DRAMA WITH PLOT POINTS

The GM has two pools of Plot Points: an unlimited pile to give to players—**the pile**—and a limited group—the **bank**—to spend on rolls opposing the Crew.

To manage your pile, you'll hand Plot Points out to Crewmembers whenever a Distinction trigger calls for it *or* when a player says something particularly witty, funny, or dramatic. There's no limit to how many Plot Points GMs can give out to Crewmembers from the pile. When players spend Plot Points to activate their own triggers or to buy Opportunities, those points return to the pile.

You can use Plot Points from the pile to:

- Buy a D6 Complication (or higher) when a player rolls a jinx
- Step up a Complication when a player rolls a jinx
- Reward players for great moments in the Episode

In contrast, you start each Episode with a bank of one Plot Point per player. These Plot Points can be used to help you provide more active resistance to the Crew. GMCs can put more Plot Points in the bank when they use their Distinction triggers and Signature Asset triggers. No matter how many you have though, remember that Plot Points in the bank don't carry over from Episode to Episode.

You can use Plot Points from the bank to:

- Keep additional dice in your total during an Action
- Activate a Distinction or Signature Asset trigger for a Major GMC
- Allow a Major or Minor GMC to stay in the fight instead of being Taken Out

Plot Points are the **FIREFLY RPG**'s in-game currency, so be generous when you hand these out to the players. A single Plot Point can dramatically impact the outcome of a roll. The less players have on hand, the more difficult it'll be for them to raise the stakes—and win the day!

ONE BIG DAMN PILE





If you don't like keeping track of two different sets of Plot Points—the pile vs. the bank—you can instead have **One Big Damn Pile** of Plot Points to use each session. If you use the One Big Damn Pile, any Plot Points you spend during the session on behalf of your GMCs go straight to the player affected by the Plot Point being spent. For example, spending a Plot Point to keep an extra die means that the player you're rolling against gets a free Plot Point.

If you activate a trigger or use a Distinction that should earn you a Plot Point when using the One Big Damn Pile, set aside a D6. One of your GMCs can add that D6 to a roll at a later time. These free D6s don't cost anything to add to a roll, but they're gone once they're used by a GMC.

BUILDING GAMEMASTER CHARACTERS

Before you create a GMC, you'll need to understand the basics of how they function in an Episode. Not every GMC holds the same weight. Patience adds a lot more value to the story than one of her thugs. The following chapter *Into the Black* offers some more advice on how to hook GMCs into the plot of your Episodes and use them to reveal interestin' facts about the Crew. If you're stuck, read through that chapter first and then flip back to the rules found here.

To help you assign a value to your characters, think about how GMCs:

- **Support the Crew.** Great GMCs are as complex as Niska and as cunning as Patience. Though you may fall in love with the GMCs you create, remember that they serve a supporting role in your Episode. They may take up a lot of screen time, but your Crewmembers are the true stars of the show, so don't worry about protecting them and put the Crew's schemes before your own.
- **Can Be Useful Long-Term.** Reusing GMCs who've already made an appearance helps the Crew feel more at home in the 'Verse. In fact, recycling GMCs keeps the story focused on the Crewmembers by showing the players how their actions have influenced these GMCs. If you're stuck for ideas, take a look at how Niska, Badger, the Hands of Blue, and YoSaffBridge were used in the show.
- **Instigate the Crew's Response.** As you create more GMCs throughout your Season, pay attention to the Crewmembers' interactions with them during your Episode. If the Crew takes an interest in your assassin's Triad connections, then emphasize that detail. By cueing off of your players' responses, you'll keep them interested in the plot and help them connect with your GMCs.

Now that you've got a basic idea of how GMCs can impact your Episode, you're ready to start creating 'em. There are three main types of GM characters: **Major GMCs**, **Minor GMCs**, and **Extras**. Each of them has a different purpose in the Episode; their rules fit their roles.



MAJOR CHARACTERS

These folk are the most important GMCs by far. They act as the sources of tension, the primary antagonists within the Episodes, and the people who most push the Crewmembers and other named GMCs of note. If the Crew's plans go awry, chances are their bad luck was caused by a Major GMC who stands to gain credits, power, and glory if the Crew loses. Niska from "The Train Job" and "War Stories" is an example of a Major GMC.

Every **Major GMC** has the same rules a Crewmember does including Attributes, Distinctions, Skills, specialties, and Signature Assets. These definitions and rules are found in the *Find a Crew* chapter on page 146. To further reflect their varying weight in your story, Major GMCs have three power levels: **Light**, **Medium**, and **Heavy**.

THREE TYPES OF MAJOR GMCS

Light Major GMCs are the most common of the Major GMCs. While they're able to give the Crew some trouble in opposed rolls, the Light Major GMCs are at a significant disadvantage when facing a Crewmember. An example of a Light Major GMC is Patience, the backward matriarch of Whitefall. She's not much of a fight one on one, but she's got tricks up her sleeve and whole bunch of goons.

For a **Light** Major GMC, use these guidelines to build your character:

- Attributes start at **D6**
- 3 Distinctions, 1-2 additional triggers
- 4 additional Skill points beyond those granted by the highlighted Skills
- 2 specialties or Signature Asset points with a **D6** Signature Asset cap

Medium Major GMCs are on the same level as the Crewmembers are. When you're plotting an Episode, use these characters wisely. If'n a Medium Major GMC and a Crewmember go toe-to-toe, there's no tellin' who would win. An example of a Medium Major GMC is Alliance Commander Harken from "Bushwhacked." He's got to have the juice to interrogate the Crew, and he's a cunning interrogator all on his own.

For a Medium Major GMC, use the following Traits:

- Attributes start at **D8**
- 3 Distinctions, 2-3 additional triggers
- 9 additional Skill points beyond those granted by the highlighted Skills
- 5 specialties or Signature Asset points with a **D8** Signature Asset cap



Heavy Major GMCs include characters that represent the most extreme threats in the 'Verse. These GMCs spell big trouble for Crewmembers and should be used sparingly. A particularly frightening, dangerous, or powerful GMC is a Heavy and includes Saffron, the cunning con artist who almost sold *Serenity* out to scavengers and thieves!

For a Heavy Major GMC, use the following Traits:

- Attributes start at **D10**
- 3 Distinctions, 3-4 additional triggers
- 14 additional Skill points beyond those granted by the highlighted Skills
- 8 specialties or Signature Asset points with a **D10** Signature Asset cap

USING CREWMEMBERS AS GMCS

Sometimes, you have to turn Crewmembers into GMCs. Maybe you're using the *Firefly* cast and you've got extra characters running around. Maybe you have a player missing an Episode and the player wants you to keep the game running smoothly. Either way, take special care when using one of these known Crewmembers as a GMC.

When you take on a Crewmember as a GMC:

Keep the game focused on active Crewmembers. It's easy to fall in love with portraying a beloved main character as a protagonist. Take a step back and put Crewmember GMCs in background roles, even if you feel they should have a larger role. If your Crew is facing a challenge, avoid resolving that with your Crewmember GMC. Let an active Crewmember be the big, damn hero!

Avoid rolling dice against yourself. If you find yourself in a sticky situation where you might wind up rolling dice against yourself, twist the plot so another active Crewmember takes the lead. For example, if you're playing Inara and you've been insulted by Atherton Wing, instead of rolling dice to intimidate the spoiled dandy, turn to Mal and ask for his advice.

Understand that Crewmember GMC rules matter, too. Rules-wise, there's no difference between a Crewmember GMC and an active Crewmember. That means you can lend dice, encourage Crewmembers to buy Assets, and leverage your Distinction triggers, too.

If you decide to take on a Crewmember as a GMC, be sure to revisit *Find a Crew* on page 146 and *Find a Ship* on page 208.

TRIGGERING FLASHBACKS

A **flashback** is a special Asset that's tied to a Crewmember's past. Say Mal spends a Plot Point to create an Asset **Secret Hidey Hole** **D6** that relates to knowledge he earned during the Unification War. You can call for a flashback scene and ask Mal and another Crewmember—likely Zoe—to narrate how he knows where the best hiding places are in Serenity Valley. Once the flashback scene is over, Mal steps that Asset to a **D8** as a reward.

Major GMC encounters, like Mal running into Niska in "War Stories" or Monty in "Trash," are great fodder for flashback Assets to round out the story you're telling. Since you can only use flashbacks at a limit of one per character per Episode, inspire the Crew and point out opportunities when you can. That extra die step could make all the difference in the world to your players and help them fend off your GMCs!

MINOR CHARACTERS

Minor GMCs don't get as much screen time as Major GMCs do, which is why these characters aren't designed to give the Crew a run for their money. To create a focused and effective Minor GMC, figure out what the GMC wants and how the GMC pursues that goal. Like Major GMCs, they can be recurring characters or show up in a single Episode. The Prod from "Jaynestown" is an example of a Minor GMC.

Minor GMCs should have at least three Traits but no more than six. None of those Traits should be higher than a **D10**. Each Trait should tell the players how the Minor GMC takes action to pursue his goal. An Alliance commander might have Traits like: By the Book **D4**, Hates the Independents **D6**, and Alliance Commander **D8**. If you ever find a Minor GMC has six or more Traits, strongly consider converting that GMC to a Major GMC.

The Traits you assign to Minor GMCs are descriptions with dice attached. You could use many different combinations of dice, but a good rule of thumb is to use a:

- **D8** for a one-line character summary
- **D6** for a personality Trait
- **D4** for a Trait that represents a character flaw

Feel free to use other combinations, however, like a **D6** for all Traits, or a **D8** Trait and two **D6** Traits. Unique combinations of Traits will produce Minor GMCs at varying levels of capability.

Remember, just because a character only has a few dice doesn't mean that the character is weak or easily overcome. An Alliance sniper with Physical **D8**, Shoot **D8**, and Sharpshooter **D8** can pack a mean punch if the Crew is caught with their collective pants down.

ARCHETYPES AS GMCS

The **FIREFLY RPG** employs the use of Crewmember archetypes to represent secondary characters found in the 'Verse. These characters are inspired by Major and Minor GMCs from the *Firefly* TV show and were designed to give players more ideas for gameplay. They range from Alliance-friendly characters like the Alliance Engineer to shadier characters like the Minor League Hustler. With a few tweaks, these characters can be quickly customized to fit a Major GMC of your choosing—use them as inspiration to either help or hinder the Crew! You can find archetypes in the *Find a Crew* chapter on page 146.

ONE-TIME VS. RECURRING GMCS

If a specific GMC is important to you and will matter to the story, flesh out that character using one of the three Major GMC templates before you use them in an Episode. Your game session will be easier to run if you aren't scrambling during the story to build a character on-the-fly.

Now, you may not know from the get go if your GMC is crucial to your plot. That's where GMC advancement comes in. Any Gamemaster character can reappear for an encore!

EXTRAS

Extras are characters that appear once in an Episode, typically as backup for a Major or Minor GMC. They flesh out the scene by providing clues or adding some color. In most cases, their introduction to the plot is resolved with a single, simple roll. A local barfly who's talkin' smack about the Independents? That GMC is an Extra. Durran Haymer's maid and the local police in "Trash" are examples of Extras.

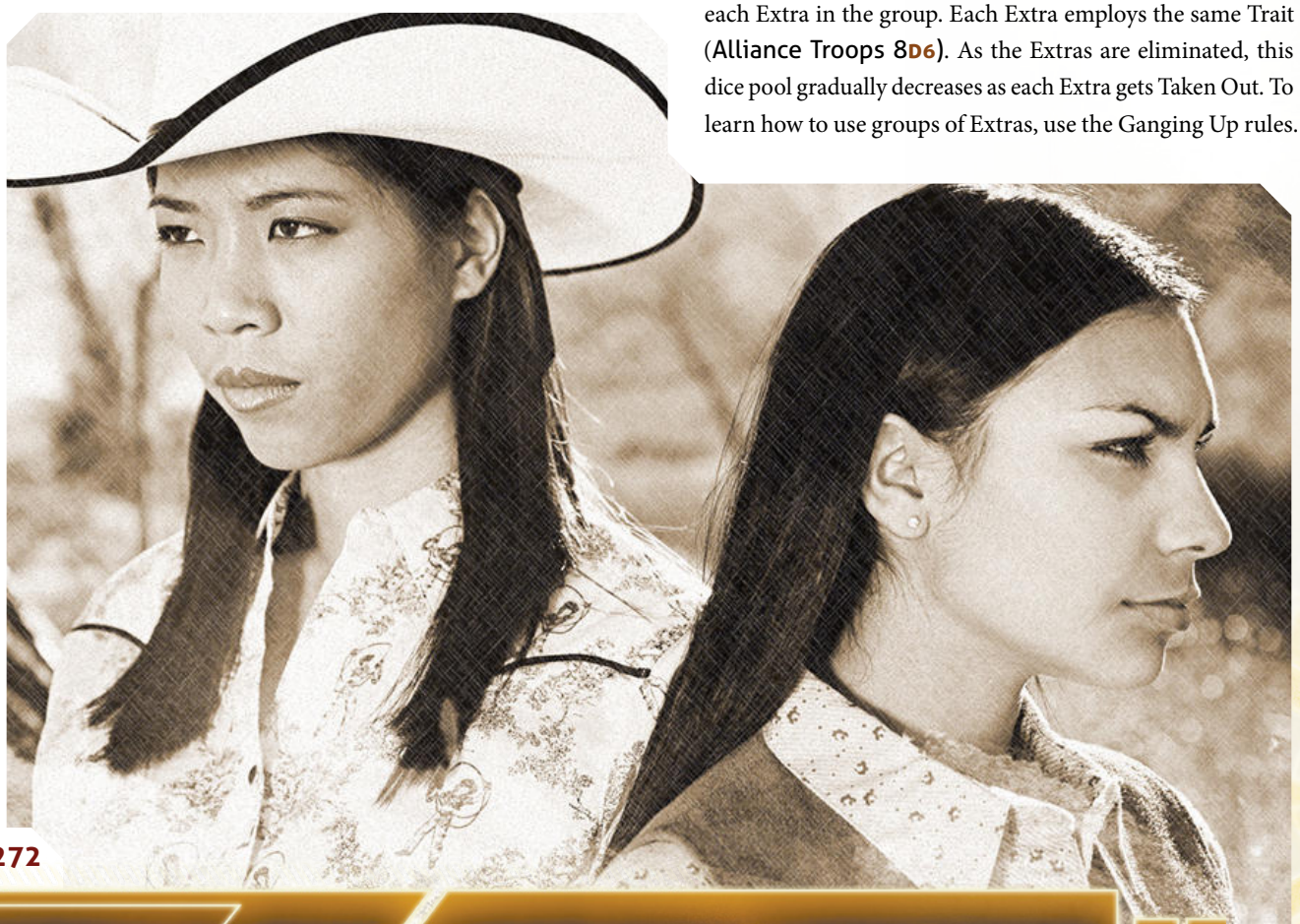
For these reasons, Extras are represented by a single Trait like Thug **D6** or Engineer **D10**. This die covers whatever function they're likely to have in the story, which is why Extras typically don't have names or complicated personalities.

When creating these GMCs, give each Extra a single Trait in this range:

- *Common*: Most Extras you create should have a **D6** ranking.
- *Exceptional*: For exceptional Extras, use a **D8** ranking. For example, highly trained Alliance marines might be **Soldier D8** Extras.
- *Outstanding*: Extras who are phenomenally capable, like black ops agents, should have a **D10** ranking.

To design a focused and effective Extra, decide what bodies the story needs and fill those positions accordingly. An Alliance commander wouldn't go aboard the Crewmembers' ship without having a squadron of soldiers (Alliance Marine **D8**) with her. A preacher won't hold a service without his congregation (Worshipper **D6**) in attendance.

A passel of Extras is represented by several dice, one for each Extra in the group. Each Extra employs the same Trait (Alliance Troops 8**D6**). As the Extras are eliminated, this dice pool gradually decreases as each Extra gets Taken Out. To learn how to use groups of Extras, use the Ganging Up rules.



ADVANCING GAMEMASTER CHARACTERS

Like Crewmembers, your GMCs can be advanced as well to better fit their role in your Episodes. You can advance GMCs from Extras to Minors, Minors to Majors, or from Light Majors to Medium or Heavy Majors. While you can advance any GMC in between Episodes, you'll definitely want to think about why you're doing so and how that impacts your plot.

Extras don't have enough identifying marks for them to meaningfully reappear in an upcoming Episode unless your plot develops in an unexpected way. When it does, advance that Extra into a Minor GMC or Major GMC. An Extra you advance to a Minor GMC can keep its original Trait and gains at least two more. An Extra upgraded into a Major GMC should be designed fresh.

If a **Minor GMC** appears a second time, upgrade that Minor GMC to a Light Major GMC. Though you should create that character from scratch, take inspiration from the Minor GMC's first appearance. Remember that moving up a Minor to a Major GMC is a pretty big step in power level for that character. Be thoughtful when you make the enemies tougher, as they are more likely to give the Crew a hard time when it counts.



ADVANCING MAJOR CHARACTERS

If a **Light** or **Medium Major GMC**'s dramatic importance has increased in your plot, then upgrade that character by one or two levels. Use this technique in between Episodes to reflect changes that occurred off screen. You won't need to advance every recurring Major GMC—just the characters who enhanced their abilities or those who'll play a larger role in your story.

A **Heavy GMC**, like Saffron, can't be upgraded any further. However, you do have the option of swapping out Distinctions to better fit an Episode—just like YoSaffBridge in "Trash."

Here's the costs associated with advancing Major Gamemaster characters:

To advance a **Light to a Medium Major GMC**, increase their Attributes to a base of **D8**. You should also:

- Unlock an additional trigger
- Add 5 additional Skill points beyond those granted by the highlighted Skills
- Include 3 specialties or Signature Asset points with a **D8** Signature Asset cap

Advancing a **Light to a Heavy Major GMC** means that your character's role has dramatically increased in your story. Increase the GMC's Attributes to a base of **D10**. You should also:

- Unlock 2 additional triggers
- Add 10 additional Skill points beyond those granted by the highlighted Skills
- Spend 6 specialties or Signature Asset points with a **D10** Signature Asset cap

Advancing a **Medium to a Heavy Major GMC** means that your character has significant weight in your story. Increase the GMC's Attributes to a base of **D10**. You should also:

- Unlock 1 additional trigger
- Add 5 additional Skill points beyond those granted by the highlighted Skills
- Spend 3 specialties or Signature Asset points with a **D10** Signature Asset cap

Remember: all GMCs, regardless of their rules, support the Crew. To make them interesting, you don't need to toughen them up by adding more dice to your pool. You should, however, give each character a set of motivations and thematic questions that help you focus on the elements of those characters you wish to portray.



Into the Black

"Psychic, though? That sounds like something out of science fiction!"
– Wash, "Objects in Space"

As a Gamemaster, your role is a little more complicated than the players'. If the players are the actors starring in their very own *Firefly* Episode, then you're the Director, Producer, Writer, and Audience Member cheering them on. Filling the Gamemaster's boots requires you to balance these roles and work with your players. Sometimes, you'll push the story forward and show them how to be big, damn heroes. Other times, your Crew will take their cue and narrate how it's done.

This chapter teaches you how to run the **FIREFLY RPG** by showing you how to use Gamemaster characters, build out the 'Verse, and narrate the setting. If'n this is your first time at the dance, don't worry—read through this chapter and continue on to the sample adventure, *What's Yours Is Mine* on page 298. With all that learning in your head, you'll be two-stepping in no time, creatin' your very own Episodes. Experienced Gamemasters can probably learn a thing or two here as well, so give this chapter a gander before you move on to your first Episode.

Into the Black is split up into your specific roles as a GM. Here's a brief overview of the four major hats you'll put on as you and your players go on a wild ride through the 'Verse. Hang on to those hats!

WRITER

When you're wearing your Writer's hat, you're sitting down to write your very own *Firefly* TV show. You're sketching out settings, creating characters, and pitchin' concepts for your own Episodes. You're mulling over possible dramatic arcs and action sequences that'll make your Episode sparkle like the stars in the black. You're doing what a writer does best—creating situations, places, and people for others to explore.

Keep in mind that you're not creating an ironclad script of what's going to happen. As the Director, you'll see the actual Episode through at the table, and that usually requires some changes to the script on the fly. When you're the Writer, your job is to make sure that the Director *has* a script to throw at the Crew.

DIRECTOR

The Director's job is to make sure that each Episode runs smooth, clean, and clever. When you're wearing the Director's hat, you're running the game at the table. You're focusing on keeping the Episode moving, rolling dice, and encouraging the players to use their Crew Sheets to accomplish big things. You're using the rules and dice to collaborate with the players and guide the story toward thrillin' action.

While your Writer's hat gives you a starting position for each Episode, it's your Director's hat that helps you figure out where each Episode goes. No script survives contact with the players, and you've got to think quick on your feet to keep the story moving once they start taking Actions.

PRODUCER

The Producer's job is to plan for the long haul. When you're wearing the Producer's hat, you're thinking about what's waiting for the Crew on the other side of each Episode and beyond. You're pondering how to take each Episode into the next, building a whole Season's worth of stories. As a Producer, you're looking at character growth and plot development over the course of a whole Season, rather than a single Episode.

You're also probably thinking about what it'll take to get your players back together for the next session—or what snacks the players need to bring for the next week of gaming. Out of all the hats you wear, the Producer's hat is most concerned with elements that fall outside of the Episode you're currently playing.

AUDIENCE MEMBER

The Audience Member's job is to be excited, invested, and fully on board with where the Episode is going. When you're wearing the Audience Member's hat, you're paying attention to the things that are happening at the table and attentively listening to everyone on the Crew. You're taking cues from the players to plot your next move in the Episode. You're acting like the kid who hears tell of adventure in the black and blows the story up bigger and bigger with each telling.

Unlike the other hats, you need to focus on your Audience Member hat pretty much all the time. By thinking about what you'd like to see the Crewmembers do to change the 'Verse and listening to what the players are saying about the game, you can better support them in being big damn heroes.

BALANCING YOUR ROLES

One of the toughest parts about being the Gamemaster is balancing all the different priorities you've got. Though playin' the game is lots of fun, there's a lot of responsibility resting on your shoulders. Have you ever thrown a dinner party? Running an Episode is very similar. Not only do you plan the menu; you also have to set the ambiance, lead the conversation, and make sure everythin' is cooked just right—and on time, too.

Most of the time, when things do go smooth, it's because the Gamemaster has kept the balance between the roles, creating just enough structure to make sure that the Episode has legs, but not so much that folk feel like their actions don't matter. Wearing all these hats is a challenge, but there's nothing like knocking it out of the park as a Gamemaster—it's like having your very own *Firefly* Episode play out right in front of you!

HAS YOUR EPISODE STALLED?

If you're in the middle of an Episode and not sure what to do next, use one of these tricks to keep your plot moving:

- Frame a new scene
- Set off a coiled spring
- Ask probing questions
- Design a GMC around a new question
- Up the ante with Complications

Usually, one of these techniques will jumpstart your Crewmembers and steer them in a new and exciting direction—especially if you leverage details that the players are interested in from previous scenes.

WRITER

As the Head Writer for the **FIREFLY RPG**, you'll be building out the 'Verse and creating outlines for scenes to narrate in an individual Episode. Most of the time, being a Writer means that you have a plan in place that'll help you prepare for your next Episode. On a simple level, you'll need a place to tell your story and Gamemaster characters that breathe life into your plot.

Let's start with the setting first, by talking about a few building blocks.

FILLING OUT THE 'VERSE

Need a Podunk town? Want to build a brand new settlement or create towering skyscrapers? Here's a handy guide to help you get started. Remember that your Episode will take place six years after the interplanetary Unification War and that culture has greatly evolved and expanded in this futuristic, post-War setting. There's a lot of room for expansion, so don't be afraid to come up with your own interpretation of the 'Verse.

This step-by-step guide assumes you've read the **FIREFLY RPG COREBOOK** up to this point, so if'n you didn't read through each chapter from the very beginning, go back and refresh your memory.

STEP 1: DETERMINE SCOPE

Before you can think about your setting, you need to come up with a basic concept for your upcoming Episode and determine how big that story will be. If your story's designed to last for a single Episode, you need just enough setting for each scene to propel the plot. You'll find a great example of this in *What's Yours Is Mine* on page 298 when you read about Sweethome.

However, if you have a major story arc that lasts for multiple Episodes, you either need to flesh out one planet—with Persephone being the easiest—or several locations that span a few areas. Don't let the size of your plot intimidate you. Focus on the bits that matter to the story and you won't be in danger of straying off track. Bigger stories need a bit more room to breathe, so give your Crew a bigger sandbox to play in if'n you're going to be running several Episodes.

The scope of your story is incredibly important to the setting. The bigger the plot, the more locations you'll need. If you create these ahead of time, you'll be a lot more confident as a GM, because you won't be scrambling at the last minute.

STEP 2: SELECT A REGION

Next, pick what region of the 'Verse you want your Episode to take place in—Core, Border, or Rim. Use that region's basic concepts to narrow down your options and ensure that your descriptions make sense in context. A huge metropolitan area *could* make sense outside of the Core provided you can justify why and how that cityscape exists. In the same way, a Core planet could be barren and empty, so long as you've got good reasons for why it's so desolate. Thinking about these things are great ways to generate plot hooks as you flesh out your setting!

Assume your players have seen *Firefly*; if you reinforce certain aspects of the series, the setting will feel more believable. To do that, take another look at the details found in the *Episode Guide* to help you pick and choose what works for you. Look at the Gear and Transportation sections, as both of those have imagery that can be used to drive your setting home to your players.

If'n your Episode takes place somewhere in the black, which region you'll be flyin' through matters. Reavers tend to favor the less inhabited planets in the Blue Sun and Georgia Systems—they have yet to reach the Core—and Alliance Cruisers are much more likely to be found close to the Central Planets than wandering around the 'Verse at random.

STEP 3: CHOOSE A SYSTEM

With five systems at your disposal, there are a lot of options to choose from. The kind of story you want to tell helps you narrow down the choices. Say you have a conspiracy-driven plot that involves a network like the Triad, Alliance, or Blue Sun Corporations. Since big, sophisticated groups of people like these can hide more easily in a well-populated system with billions of people, the Central Planets might be a good pick. An elaborate smuggling ring on a sparsely populated backwater Border moon will get caught eventually, because it sticks out like a sore thumb. This isn't to say you *have* to pick the Core—after all, both the Alliance and the Triad make their power and presence known throughout the 'Verse—but it may be the logical choice.

If you're looking for a story that's action-centric with more rugged, "Old West" elements, take a look at the Georgia or Red Sun Systems. There's still paperwork to be filed and regulations to follow, but the Law has a hard time keeping up in these regions. Risky ventures can take place anywhere in the 'Verse, but often make more sense with little to no Alliance involvement—and for that you'd choose either the young Blue Sun System or the industrial Kalidasa System.



STEP 4: PINPOINT A PLANET, MOON, OR SPACE STATION

With so many moons and planets at your disposal, there's no hard and fast rule for you to follow in terms of which one you pick. Each system, with the exception of the Blue Sun System, generally has over a dozen planets and twice as many moons. The planets and moons mentioned in this book tend to be the most habitable, populated, and well-traveled worlds in the 'Verse.

Finding a place with a little less complexity ain't difficult. There are many planetary bodies that have yet to be terraformed or are quarantined, like Glynis, Muir, Silverhold, Three Hills, and Ormudz, and many more that only have one town or mine to speak of like Higgins' Moon, Sweethome, Clio, Isabel, Shepherd's Mission, and Blackwood. Space stations, like Niska's Skyplex, are great opportunities to create unique, character-shaped settings.

Avoid putting all your focus on one general area or detail and ignoring the rest of the landscape. While your job should be to create a thrillin' location for your current Episode, leave enough room in your design to expand. Here, the scope of your story also comes into play. If all there is on a planet is a small company town, then it's difficult to revisit that world again and again. The same is true when a world has a consistent landscape, like rocky sand, or a weather pattern, like snow.

If you want to build a recurring planet or moon of your own creation, use the systems as your guide—the closer you get to the Core, the more populated and established worlds become. At the same time, the further you stray from familiar locations, the more flexibility you have to make them your own. Persephone, in many ways, is often your best bet for a planet to revisit time and time again because that world closely resembles Earth-That-Was and can be physically seen in the "Serenity Pilot" and "Shindig." That way, if your Crew gets land-locked or you run out of ideas, you can expand to highlight more of a familiar world.

STEP 5: DECIDE ON A THEME

At the beginning of this process, you came up with the basic idea for your Episode. Now, it's time to hone in on a possible theme to highlight in your setting.

Because you've already gone through the trouble of selecting a system and a specific location, you likely have a fair idea how that setting will contribute to your plot. A theme amplifies that signal and boosts the atmosphere. For example, a town filled with innocent folk just trying to get by personalizes the wanton destruction the Reavers cause in a Reaver-centric campaign. If you want to flaunt the military might of the Alliance in an Episode about a settlement that doesn't think the War is over, try contrasting those sleek Alliance gunships and shiny outposts with the rundown village's supply shortage, worn-down war bunkers, and outdated weapon caches.

Your theme isn't an afterschool special or boring political message—it's a guide to help you find the imagery and characters that make sense for your story. One of your big jobs as the Writer is to give the Crew the details they need to feel like the 'Verse is real, and your theme will help you do that in a coherent and consistent way.

STEP 6: ZERO IN ON A SETTLEMENT, TOWN, OR CITY

You started big, now it's time to think small. Determine the specific locations needed for your plot by mulling over what those places mean to your story. Adding a brothel, for example, may add some local color to your town. However, if the Crew drops by and they don't find any clues to propel the plot? Then your Crew'll be chasin' rabbits, not juicy bits of information that'll give them what they need to be big, damn heroes.

This step can be a trap if you're not careful. It is very easy to fall in love with building out each planet to your heart's desire. If you want to do that? Great! But for the purposes of this here game, all those stores, mines, docks, houses, and buildings don't mean a heap of beans unless there's a compelling Gamemaster character lurking nearby.

Now, that don't mean atmosphere don't mean nothin'—it certainly does. To keep you focused, come up with ten to fifteen compelling locations per Episode. That's more than what you need to run a single Episode, but enough in case your Crew decides to go off in an unexpected direction. If you get stuck, think about your theme and how specific locations would help amplify it. Figure out how needs like food, water, and power are fulfilled. Then add in some *Firefly*-specific bits like an Abbey, Magistrate's house, dusty saloon, or a junkyard filled with ship parts.

In no time flat, you'll have a list of locations that's specific to the Episode you want to run. Shiny!

SAMPLE TOWN

Got a town or city in your head? By using these steps, you should begin to see the differences between the Core, Border, and Rim. When navigating the five systems, do yourself a favor—start big and zoom in small.

Here's an example showing you how these steps work:

Say you're itchin' to run an Episode about a shady medkit manufacturer accused of multiple crimes like minting counterfeit coins and diluting the potency of the drugs they distribute. Turns out, the Alliance has had a fair bit of trouble catchin' these folk in the act. There's a call out on the Cortex for information—and a hefty reward, too. Given the size of your story, you realize that you'll either need multiple locations that span across several worlds or one decent-sized city on a single planet.

You decide on the latter, and figure your city should have a medium amount of technology and less Alliance influence to allow your Crew to move about freely. That means you'd likely pick the Border or Rim Planets as your preferred region of space.

Now, it's time to pick a system. Since the Kalidasa System's claim to fame is industrialism, your Episode could easily be placed there. What's more, your players would likely find it more believable to find a company-owned city there, provided you play up the corporate angle.

Before you can create your city, though, you need a habitable planet, like Constance, that's toward the heart of the system. Since Constance is a decent size, has varied terrain, and is positioned far from the Core, it's got a lot of potential.

With these details in place, you think about your Episode's theme and recognize that greed gone awry will work perfectly. So, to build your city, you decide that the corporation has taken all kinds of shortcuts for its factories—it won't exactly be "environmentally friendly." The corporation needs a physical location where they can commit the crimes they're accused of. You need a mint, a printer, and worker housing.

From there, you build each structure of the city by prioritizing the private and public regions most important to your upcoming Episode. Using ten locations as your guide, you opt to go with places relevant to this part of your story and choose a factory, bank, fancy restaurant, watering hole, ship dock, mansion, temple, tailor, doctor's office, and warehouse. All the while, you're thinking about the types of Gamemaster characters that might work or visit these establishments. Finally, you add in unique details like burgeoning smokestacks, zig-zagging alleyways, sooty electronic windows, rusty equipment, and abandoned warehouses to give it the feel you want and bring out the flavor.

Congratulations! You now have plenty of setting to run a short campaign. Now all you need to do is give your shiny new town a name and flesh out more details with Gamemaster characters and the like.

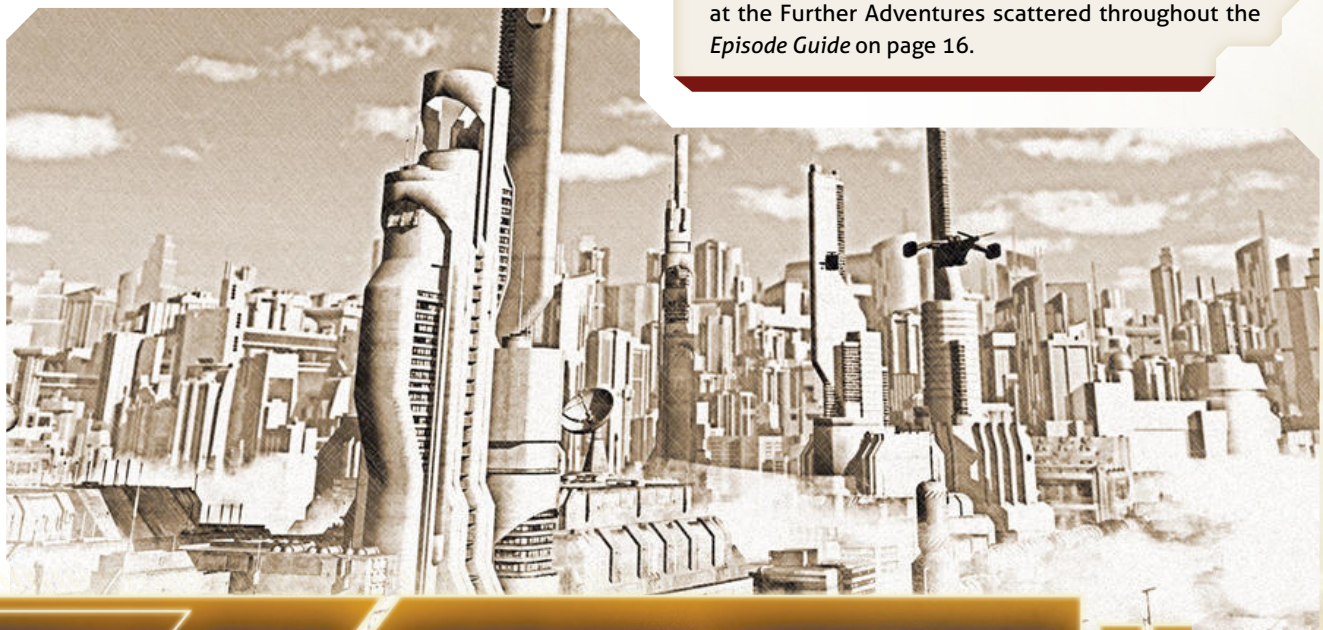
FOCUS, GRASSHOPPER!

Firefly focuses on a main cast of characters who have repeated adventures together. Despite the 'Verse raging around them, nothing matters as much as the people the audience tunes in to follow each and every week.

The same is true for the **FIREFLY RPG**—your Gamemaster characters, small towns, and mysteries of the known 'Verse aren't as important as each and every Crewmember. As a GM, your primary goal is to keep the story's focus on the Crew. This is something you should always keep tucked away in the back of your mind, for when you're caught up in the fun it's easy to lose sight of this goal.

If'n your Crew aren't the stars, your plot will feel forced because your players aren't engaged. To ensure that you achieve this goal, start small. Develop your plot by figuring out how your story affects the Crew. Don't expect your players to care about a political conflict halfway across the 'Verse unless you give them a reason to care and a way to get involved.

To find ideas for Crew-centric Episodes, take a peek at the Further Adventures scattered throughout the *Episode Guide* on page 16.



ADD COILED SPRINGS

Once you've got a setting, you'll need to add GMCs and details that can serve as Assets or Complications before the start of your next Episode. These fiddly bits, for simplicity's sake, are called "coiled springs."

Coiled springs are bits of setting that will trigger a connection with a Crewmember. As a Writer, your job is to wind the spring up before your Episode begins. Focus on the Crew by developing new connections and plot around each detail. This takes the guesswork out of scene-building because you're not scrambling to design new locations, characters, etc. on-the-fly. Don't worry about using coiled springs right now, though. You'll set the spring loose as the Director.

For now, let's build a sample Episode and add a few coiled springs.

You decide your upcoming Episode takes place on Ariel, a Central Planet, with the understanding that Alliance influence is heavier there. You think a library archive specializin' in printed books in a bohemian-esque neighborhood in Ariel City will really draw your players in.

Once you get a general sense where the library is, you focus on its coiled springs. These details will be important in your Episode. As the Crew interacts with your setting, they'll activate these springs and propel the plot forward. What GMCs will you create to flesh out your library? Will there be any preserved books lying about for the Crew to steal? What happens when that "book" just so happens to be an antique bible?

Say you decide that the library is run by a retired Alliance diplomat who shuns technology. Now, the Crew is scoping out the place for an eccentric buyer who'd love to get his hands on a priceless antique tome, a book that survived the trip from Earth-That-Was intact. Rumor has it that this library has a special walk-in safe that houses part of its archive. There's no guarantee the room exists or that any of the books are five hundred years old, but that's part of the mystery—and the fun!

Now that you have this library and a plot clear in your mind, practice describing it before your Episode begins.

Here's a way to narrate the library for your Crew. If you see a word that looks like *this*, that means it's a coiled spring.

When you first see the library, you're impressed with its size and beauty. This archive is housed in a *big building* decorated with *marble* statues and *gold* filigree. As you walk into the library through its massive wood doors, you're struck by the scent of *musty paper* and *old leather*. Inside, you have a hard time telling where to go next. A *maze of bookshelves* stretches to the ceiling. On their shelves, you find books *salvaged* from all across the 'Verse. As you look around, you notice that the *front desk* is just behind one of the shelves. Behind it, an *older-looking man* dressed in a coat and tie peers through his thick, round glasses at a *paper ledger*. Other than the gentleman at the front desk, you notice a *handful of librarians* scurrying to re-shelve books on *automatic lifts*.

Take another look at the library's coiled springs from the player's perspective. Here are some sample reactions your Crew might have. Each of these details, once activated, will push your story in interesting directions.

- *Big building*—Lots of rooms to explore. May be difficult to find a particular item or make a quick getaway.
- *Marble, gold*—Signs of wealth. Could indicate Alliance.
- *Musty paper, old leather*—Odd collection for someone who lives in the Core. Why collect something that old? Can't they reprint the books?
- *Maze of bookshelves*— Easy to get lost or hide in.
- *Salvaged books*— Were these stolen during the War? Where'd they come from? Am I missing a book?
- *Front desk*— A place to go for more information.
- *Older-looking man*— Has to be the person in charge.
- *Paper ledger*— Could be that he doesn't like the Cortex all that much. Or, maybe he doesn't want a digital record of what he's up to so nobody can hack that information.
- *Handful of librarians*—Extra eyes and ears. Could be friend or foe.
- *Automatic Lifts*—Could come in handy, maybe get a good view from above and see what's on top.



DESIGN GMCS BY ASKING QUESTIONS

GMCs can be more than simply characters within the story. They can be the means for you to explore the themes and questions that define the Crewmembers. One way to do this is to ask a Crewmember-related question that serves as the basis for a new GMC. Don't be afraid to ask a lot of questions and come up with a list you can use throughout several Episodes.

Here's how you ask a question and build a GMC around it:

- **Pick out a specific Crewmember or Crewmembers.** If you already have a concept in mind for a new GMC, think about how that character matches up against each Crewmember and what questions you can ask. The key is to decide which Crewmembers the GMC is most likely to affect, interact with, or reveal more about. Look for similarities and for differences.
- **Sketch out what you want to know about that Crewmember.** This can include questions about the Crewmember's past or connections, but it might be more interesting to focus on how the Crewmember thinks, acts, or feels. Active dilemmas are much more thrilling than passive facts—what impossible choices do you want to see them make? Consider whether you want the question to be open-ended or a simple yes or no. Each has merits and drawbacks. As you're phrasing the question, think about possible answers to test whether it's the question you want it to be.
- **Build the GMC with that question in mind.** As you're picking out Traits for your new GMC, think about how those Traits revolve around a particular question. For example, if the GMC's question is "What (or who) would the Crew's peace-lovin' preacher be willing to take up arms for?" then you'll choose Traits that provide the Crewmember with something to fight for or against.

Here's an example of a GMC that's targeted toward Shepherd Book:

Book hasn't been getting a lot of screen time in recent Episodes, so you think building a GMC that explores his past will help put him back in the spotlight. You're thinking it might be an old friend, someone he knew from before he was a simple preacher. You name this old friend Antok Griffen, and decide that she worked with Book side by side for some time.

Now, you think about what you'd like to learn about the shepherd's mysterious past. Of course, you'd like to know what he did for the Alliance, but that might not be terribly interesting all by itself. Instead, you focus on the fact that Book keeps his past so mysterious: "How far Book will go to keep his secrets?" You think that it will be interesting to have Antok complicate Book's life by asking for his help in a way that draws the whole Crew into trouble.

Knowing that this question is the focus for the new GMC, you make **Social** Antok's primary Attribute. After all, she's not going to get into a fistfight with an old friend! You also add in plenty of **Influence**, **Treat**, and **Trick** to make sure that she can keep Book on his toes, along with the Distinctions **Honest Eyes** and **Loyal Friend**. Finally, you give her the same **Alliance Ident Card** that Book has, so that the whole Crew will know they are connected.

Building a GMC around a question gives the character a direction in the story—and gives the story a direction, too! If you just throw GMCs in without thinking about why they're there, you might end up with an Episode where the pieces don't quite add up to something more. Asking the question first helps to keep you focused, especially as things get chaotic during an Episode.

SHADOWS OF THE UNIFICATION WAR

By far the most important event in recent times was the Unification War, the interplanetary conflagration that pitted the Independents against the Alliance. The Unification War has left its mark across the 'Verse in a number of different ways—remember, the War hasn't been over for very long. Though the Alliance is mighty powerful, this conflict ended just six years ago.

If'n you're looking to tie your GMCs to the setting, tap into the storytelling potential the War has to offer. Keep the recent past in mind when you're settling on Traits, personalities, and histories for your GMCs. Ask yourself some of the following questions:

Did this GMC participate in the Unification War? On which side? In what capacity —soldier, medic, general, supplier?

Did this GMC come out of the War better or worse off than when he or she went in? This could mean anything from emotional, physical, or mental well-being, to social or political standing.

How did the war change how this GMC deals with other people? How did the War change how the GMC solves problems?

Does the GMC carry any scars, mental or physical, from the War?

Who did this GMC know that was affected by the War? How deeply does the GMC care?

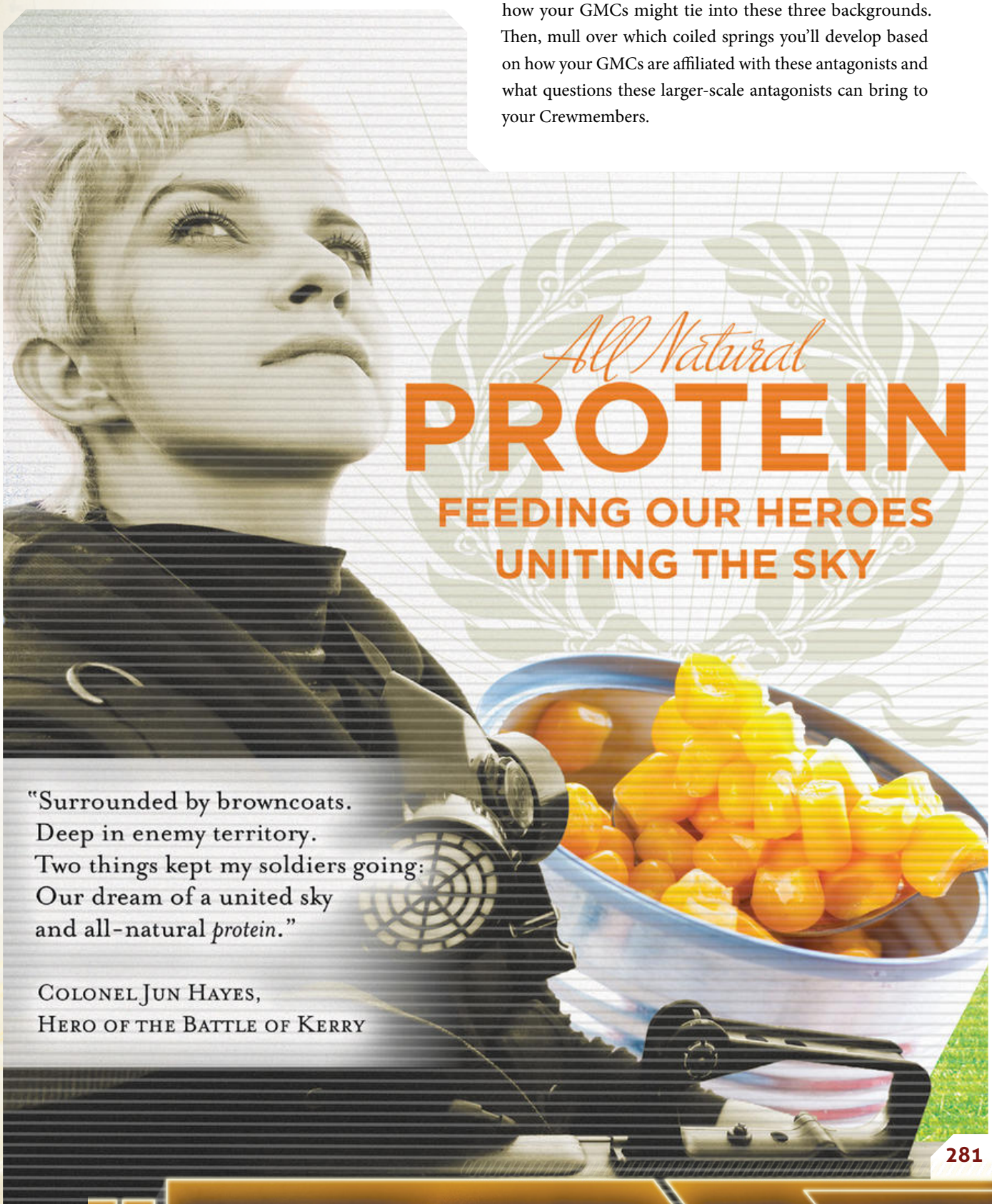
What skills does the GMC have now as a result of experiences in the War?

LARGER-SCALE ANTAGONISTS

So far, you've created locations and scenes filled with coiled springs and Gamemaster characters that will draw your Crew into conflicts that drive Episodes. Your GMCs may either operate independently or be part of a larger organization, as one lone con artist with a plan can be as dangerous as a whole Alliance platoon when you're out in the black!

Sometimes you'll be looking to create antagonists who work at a slightly larger scale. In this section, you'll find three types of antagonists that will create trouble for your Crew in a big way—governments, mega-corporations, and criminal organizations.

As you read about each type of antagonist, think about how your GMCs might tie into these three backgrounds. Then, mull over which coiled springs you'll develop based on how your GMCs are affiliated with these antagonists and what questions these larger-scale antagonists can bring to your Crewmembers.



GOVERNMENTS

No matter where the Crew travels, they'll run into dozens of mayors, city councilors, local police, and small town warlords ready and willing to cause trouble for the Crew—not to mention the Alliance itself!

Sample GMCs associated with a government include:

- **Law enforcement agents.** These individuals ensure that laws are enforced, using the threat of violence and physical power. Law enforcement agents include the actual officers who carry the guns into dangerous situations to enforce the law, as well as their commanders and the investigators who look into crimes. They are obedient, dutiful, capable, sometimes noble, sometimes just, sometimes corrupt, and occasionally savage.
- **Politicians.** This includes bureaucrats within the government. These individuals hold political power within the government and ostensibly serve the people. In reality, many of them serve themselves and their own ends. They're manipulative, charming, and knowledgeable about the system in which they work.
- **Military forces.** Soldiers and their commanding officers are invested in enforcing the rule of law and the power of the government, but with much more direct methods than law enforcement agents. The military is brutal, efficient, powerful, and close-minded.

When you oppose the Crew with a government, you'll want to introduce characters that:

- **Pursue order.** Wherever a government has interests or agents, the institution will typically enforce order over chaos. Its agents ensure that law is followed, crime is quashed, and disorder or anarchy is put under control. Use GMCs that will ensure the letter—not the spirit—of the law is followed.
- **Throw up obstacles.** Government agents create difficulties that put pressure on the Crew, including everything from bureaucratic paperwork to impromptu searches. It doesn't matter if the Crew is filled with Alliance military personnel or not—the presence of a government agent may indicate that an inspection is on the horizon.
- **Take what the system wants.** The Alliance has a tendency to stand aside when people need help, but come forward when they want something. Government agents won't hesitate to kidnap or take what they need, especially when they're given orders to do so. This is not a hard-and-fast rule, however, for there are individuals who make exceptions depending upon the circumstance.
- **Sometimes, reveal corruption.** Not every government agent, politician, or military individual is corrupt, but there are plenty of Alliance brass who are. When you create these GMCs, their actions will conflict with the Alliance's standard operating procedures. Corrupt government agents foster chaos, offer ways past obstacles, and gather things for themselves instead of the system. Nothing is free, however, and corrupt government agents will typically expect payment upfront.
- **Sometimes, reveal humanity.** The higher up agents are within the government, the less likely it is that they have empathy for "ordinary" people. Lower level officials, on the other hand, can make exceptions provided the Crew has won them over. If they do, portray these GMCs with sympathy.

OPPOSING ALLIANCE-FRIENDLY CREWS

You may find that your Crew has decided to side with the Anglo-Sino Alliance. Just because a Crew is filled with true believers don't mean that the Alliance won't stand in their way. In fact, Crewmembers who have faith in the government may be hard-pressed to believe the Alliance would ever do anything to hurt or experiment on its own citizens—use that. For a dramatic Episode, take your Crew's pride and show a different side of the Alliance's face and watch them struggle to cope with the truth, just like the Tams did when River ended up at the Academy.

SAMPLE GOVERNMENT: THE ANGLO-SINO ALLIANCE

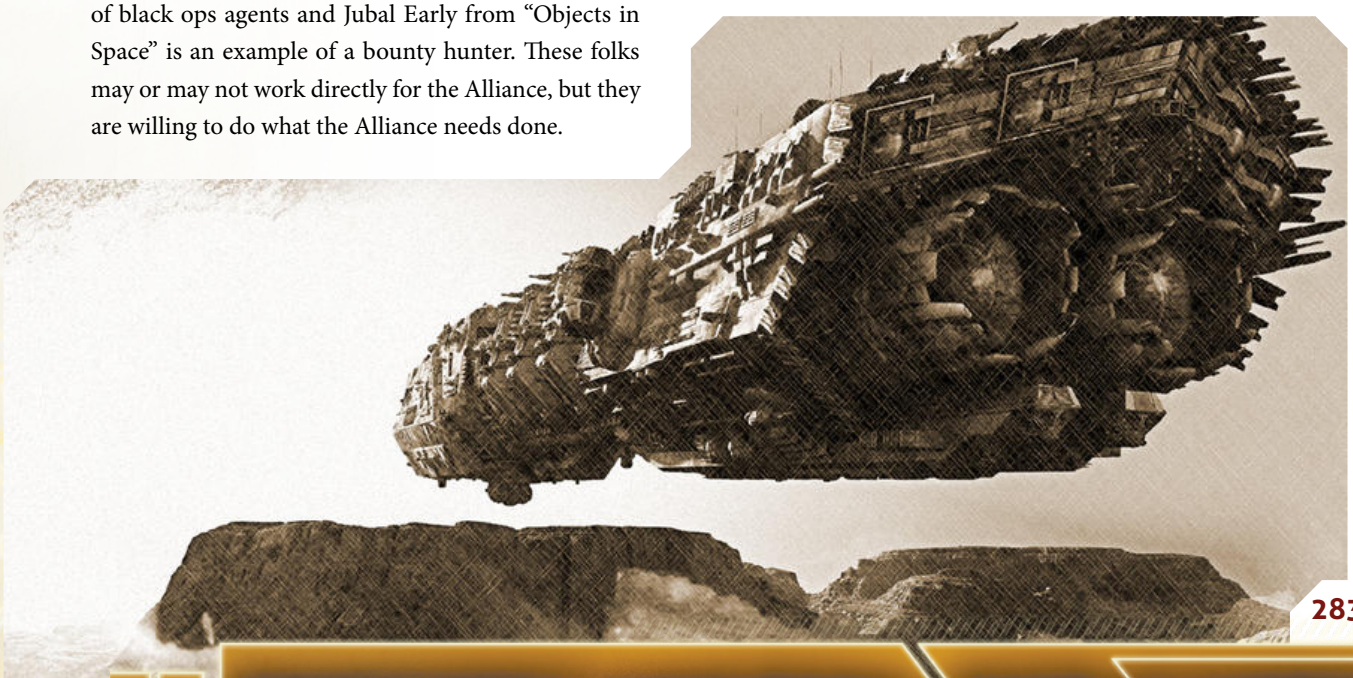
The Anglo-Sino Alliance is not afraid to flex its muscles. Citizens know that the best way to deal with the Alliance is to either play by the rules or avoid them entirely. Though the Alliance's red tape is more prevalent in the Core, the government's bureaucracy stretches throughout every system. It has an enormous military and swathes of specialized, competent agents to pursue order, throw up obstacles, and take what it wants. The Alliance is large enough that any encounter with it in your game can be customized, ranging from solo agents pursuing the Crew to organized manhunts that span multiple systems.

When you prepare the Alliance for your game, give it:

- **A fleet of vessels.** Be prepared to bring in an Alliance cruiser at a moment's notice. You don't need to create every single boat in its armada before the start of an Episode. However, it's always a good idea to identify a few Alliance cruisers, gunships, and patrol boats in a particular region of space. When you build your boat, give it a name and design a Minor or Major GMC to command it, too.
- **Dirt on the Crew**. The Alliance has records on citizens all across the 'Verse. It certainly has records on the Crewmembers—unless they specifically have Distinctions that say otherwise. Before play, decide what those records tell the Alliance and how the Alliance will treat the Crew upon first sight. This opinion isn't binding, but it guides you when portray the Alliance's interactions with the Crew. During play you can adjust this impression as needed, if you need to generate a Complication, or if it doesn't make sense for the moment.
- **Bounty Hunters and Black Ops Agents**. The Alliance has many different ships, soldiers, commanders, and agents to carry out its will. These include bounty hunters and black ops agents. Should the Crew cross them or the Alliance, these GMCs will keep coming after the Crew no matter how long it may take. In the *Episode Guide* on page 92, the Hands of Blue from "Ariel" are examples of black ops agents and Jubal Early from "Objects in Space" is an example of a bounty hunter. These folks may or may not work directly for the Alliance, but they are willing to do what the Alliance needs done.

When you portray the Alliance during an Episode:

- **Make it omnipresent.** The Alliance doesn't have to make a showing in every single Episode, but its presence should be felt, even if only on the horizon. Don't forget that local law enforcement on the Rim can always threaten to call out the Alliance, even if there's no certainty that the Alliance will come. In the Core, the Alliance's power is ironclad and total. Describe Alliance troopers moving along streets, or helping protect important personages.
- **Threaten the Crew.** The Alliance, though supposedly benevolent, has a habit of making the Crew's life more difficult. It threatens to take the Crew's hard-won earnings, ruin what matters most to the Crewmembers, and interrupt the pursuit of their goals. Bounty hunters and the like are a very specific form of these threats—use them wisely.
- **Show its power.** The Alliance is particularly dangerous because information is passed from one Alliance crew to another through the Cortex. If the Alliance marks the Crew as outlaws, then another Alliance crew will identify them as such and treat them the same. The Union of the Allied Planets is a terrifying foe to stand against because no other organization in the 'Verse has the same massive capabilities or resources. Emphasize this imbalance by pointing out that wherever the Crew runs, the Alliance is there waiting for them.



MEGA-CORPORATIONS

Mega-corporations are powerful, wealthy institutions that employ millions of people. Spread across several planets, these businesses may have a unique goal or set of goals. Though smaller conglomerates do exist, mega-corporations are similar to the Alliance in that they're present throughout the 'Verse and have a tendency to favor profitability over humanity.

Sample GMCs associated with a mega-corporation include:

- **Corporate Agents.** People who serve a mega-corporation carry out its wishes whether they're aware of their employer's true aims or not. When you create GMCs for a mega-corporation, think about what secrets they're aware of and how they'll oppose the Crew. Many corporate agents will absolve themselves of guilt and claim that they had no choice to commit a heinous act—they're only following orders.
- **Middle and Upper Management.** Running a megacorporation requires a level of cunning and skill reserved for GMCs well-versed in high society and political infrastructures. Those who work in management-related positions tend to be disconnected from the real world. To them, their life is like the ancient Chinese game *Go*, where the mega-corporation is represented by the black stones and the rest of the 'Verse is the white.



When you oppose the Crew with a mega-corporation:

- **Use Goliath's strengths.** A mega-corporation won't hesitate to roll over a small Crew. It doesn't matter if that Crew is part of the Alliance or not. Businesses on this scale have incredible resources at their disposal including ships, weapons, technology, research, and political affiliations. GMCs shouldn't hesitate to pull strings and attempt to make their "problem"—e.g. the Crew—disappear.
- **Introduce high-level mysteries.** Most mega-corporations have a simple, but far-fetched goal like developing cybernetic technology, overthrowing the Alliance, or taking over a specific planetary system. Because it may take decades to bring these plans to fruition, each "big" secret has the potential to hatch hundreds of little plots that the Crew may stumble into. Create your goal, but keep the mega-corporations true aims a mystery by focusing on how the Crew interacts with the GMCs on a smaller scale.
- **Work through agents.** If a situation calls for security guards, technological experts, or professors who speak ancient Latin, a mega-corporation will have access to these GMCs. Any mega-corporation has the ability to call upon a great number of Extras, Minor GMCs with specifically tailored skill sets, and Major GMCs who are more than capable of getting the job done. Keep that in mind when you're planning an encounter for your Crew.
- **Remain unrelenting and focused.** Though a mega-corporation is composed of millions of workers, its eye will always be fixed on an aspect of its true goal. In many cases, the mega-corporation will err on the side of overkill by dispatching more than enough forces to make sure the job is done. As an antagonist, this is one of the reasons why a mega-corporation is so awe-inspiring. When one group of workers can't get the job done, a mega-corp will simply send in another round.
- **Sometimes, reveal empathy.** Corporate foes usually include heartless mercenaries or business folk who feel no remorse for their greed, but sometimes the Crew'll encounter the common worker or blackmailed individual just trying to get by. These GMCs could respond positively to Crewmembers depending upon their interactions with the Crew and, more importantly, where a particular scene is taking place. GMCs who are working at a satellite office for a mega-corporation have more freedom than those who are physically at the home office.

SAMPLE MEGA-CORPORATION: THE BLUE SUN CORPORATION

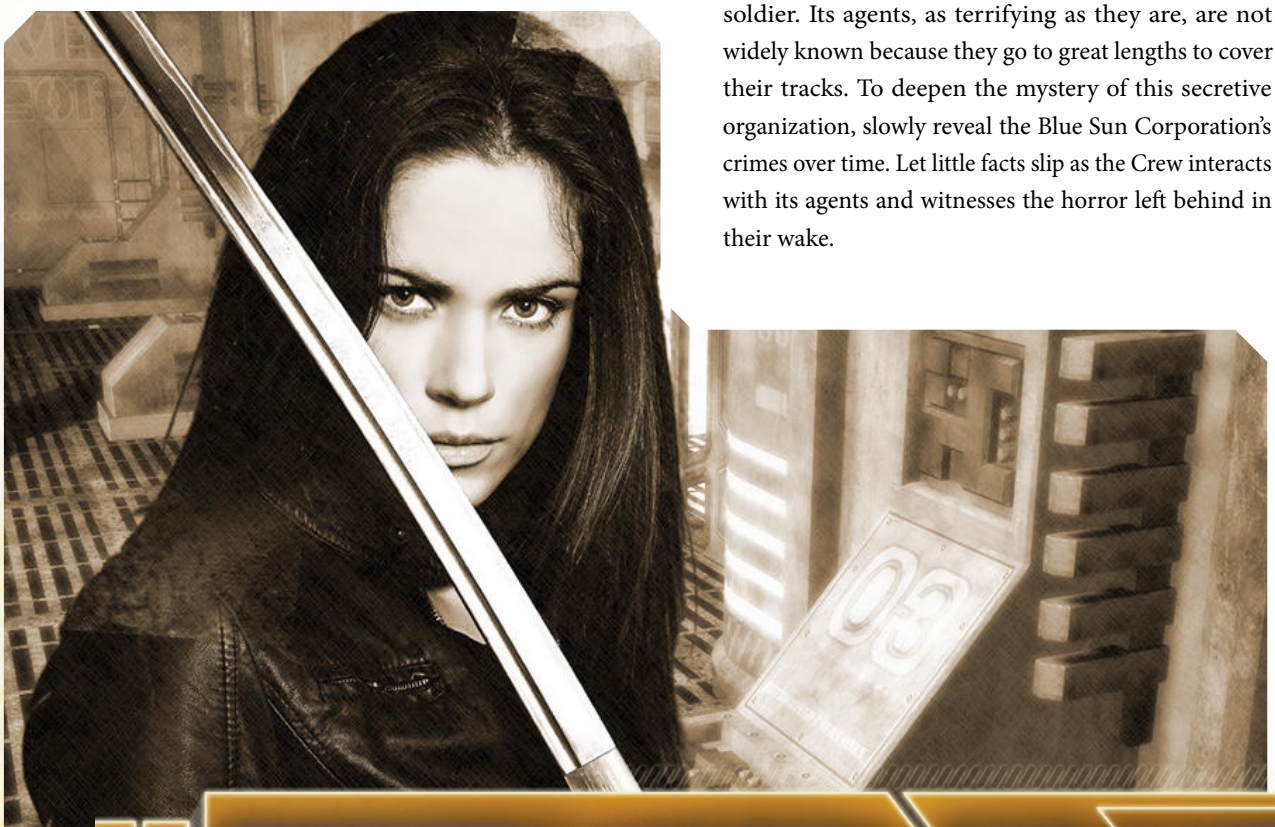
The Blue Sun Corporation is a perfect example of an antagonistic mega-corporation. The Blue Sun Corp. has multiple goals and it has the resources to pursue those interests. Its elite agents are sent out on secret missions. Though its true aim isn't clear, it's rumored that the Blue Sun Corp. conducts illegal scientific experiments to create the perfect assassin. The truth is that the Blue Sun Corporation's interests are widespread and driven by several of its leaders' personal plans and schemes.

When you prepare Blue Sun Corporation for your game, give it:

- **Concrete Goals.** Watch the *Firefly* TV show for inspiration. The goals you create, like testing a new vaccine on suffering miners or infiltrating a government-run Academy to steal valuable data, should incorporate short-term and long-term interests. By breaking up a major story arc into smaller, more manageable desires, the Crew has the opportunity to thwart parts of the Blue Sun Corporation's plan during their travels.
- **Dedicated and Effective Agents.** Develop specific Major GMCs who consistently work towards the mega-corporation's goal. As a general rule, create a minimum of two and up to four of these agents. Because they should be ultra-competent in a particular area, consider building Heavy Major GMCs right from the start.
- **Unique Weapons.** Though this mega-corporation distributes and manufacturers goods throughout the 'Verse, it also creates weapons through its munitions branch. These armaments can range from guns to high-tech, one-of-a-kind instruments. The key is to create a weapon that acts as an agent's calling card and gives the Crew a sense of dread.

When you portray the Blue Sun Corporation during an Episode:

- **Pursue its goals and interests.** In the *Firefly* TV show, the Blue Sun's corporate agenda is not clear-cut because its goals and relationship with the Alliance were strongly hinted at, but never clearly revealed. However, the Blue Sun Corp. had an impact in many of the show's episodes. Even if the Blue Sun Corp. won't directly impact a specific plot, keep the goals you create in mind throughout each Episode. Revisit "Ariel" found on page 88 in the *Episode Guide* for inspiration.
- **Create terror**. The Major GMCs you create should become "the face" for the Blue Sun Corporation. Make their actions reflect the company's inhumanity and sinister nature. Blue Sun agents should wreak collateral damage and, if it's required of them, murder innocent folk without remorse. Generate fear through your GMC's actions and the words they speak. Remember, when you're narrating a tense scene, body gestures and few words will unnerve your Crew a lot faster than a lengthy monologue.
- **Slowly reveal the truth**. Blue Sun's full aims, reach, and crimes aren't obvious to the average citizen or Alliance soldier. Its agents, as terrifying as they are, are not widely known because they go to great lengths to cover their tracks. To deepen the mystery of this secretive organization, slowly reveal the Blue Sun Corporation's crimes over time. Let little facts slip as the Crew interacts with its agents and witnesses the horror left behind in their wake.



CRIMINAL ORGANIZATIONS

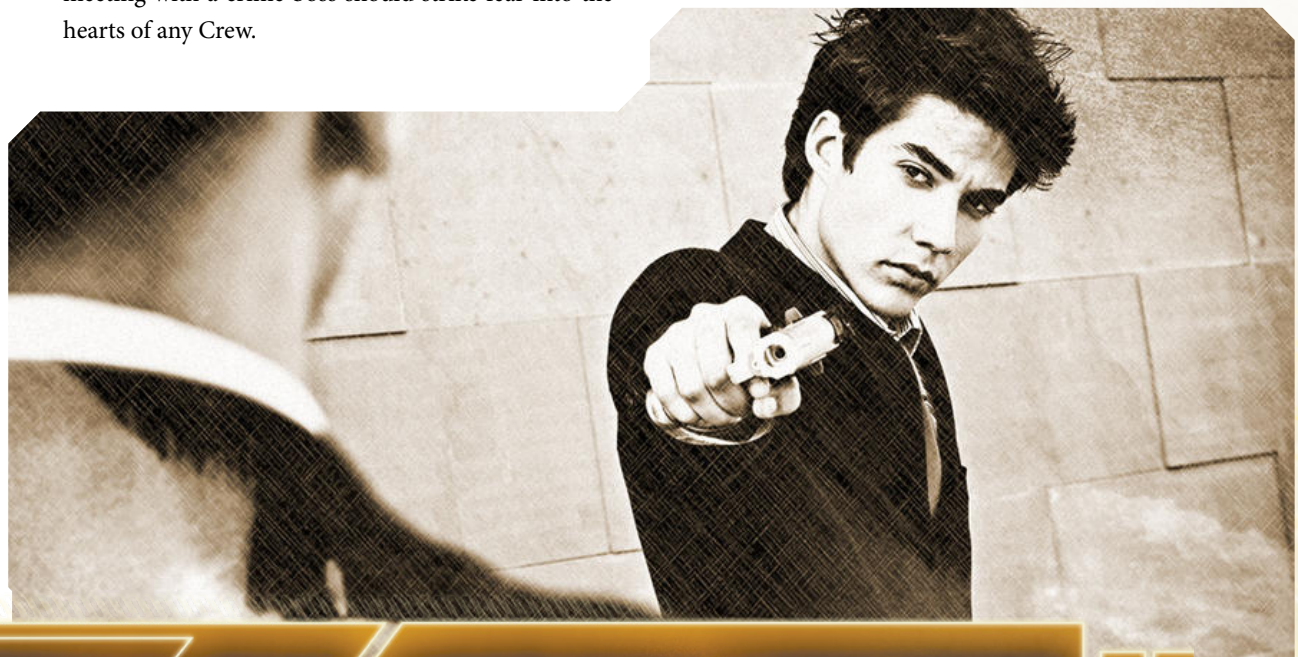
Criminal organizations are greedy and pervasive; they're difficult to get rid of and even harder to fight directly. Defined by illegal activity, they subvert the law to protect their ill-gotten gains. Most cartels carry out different types of crime including theft, organ smuggling, murder, and drug dealing. While some criminal organizations might provide the Crew employment, working for these folk is a dangerous game—one in which the Crew might just end up dead.

When the Crew interacts with criminals, they typically interact with GMCs on varying levels of the organization. Sample GMCs include:

- **Enforcers.** Enforcers are one step up from a grunt. They are criminals who make sure the will of the organization is obeyed. They're no strangers to violence, and use it to enforce obedience and cooperation. Enforcers typically follow orders because they know what fate awaits them if they disobey their leaders. These GMCs tend to be simple thugs satisfied with their station. Some enforcers, however, will view their position as a stepping-stone to a larger role within the organization.
- **Deal-Makers.** These criminals offer jobs, buy and sell goods, and negotiate on their employer's behalf. They are often confused with independent middle-men and small town crooks because they blend into the background so well. Deal-makers are business types who tend to let the enforcers do their dirty work for them. Though they'll do whatever it takes to bring money into their organization, the deal-makers are painfully aware that their authority has limits.
- **Crime Bosses.** Crime bosses tend to climb their way up through the ranks of a major criminal syndicate by leveraging their sharp wits and ruthless tendencies. GMCs who take the helm of a criminal organization are liable to care deeply about their reputation and prefer to be feared rather than loved. Though they come with their own eccentricities and quirks, a face-to-face meeting with a crime boss should strike fear into the hearts of any Crew.

When you oppose the Crew with a criminal organization:

- **Use the Crew as pawns.** Criminal organizations won't survive long if they aren't careful. Often, cartels use mules or unsuspecting pawns to send messages in order to operate under the radar. Most criminal organizations would much rather use a mobile Crew as its pawn than wipe them out just because a Crewmember mouthed off to an enforcer in a bar. Don't be afraid to offer the Crew a job on a criminal organization's behalf. That opportunity could either come through as a direct invitation or from an independent middle man.
- **Sink deep hooks.** Criminal organizations worm their way into as many communities as possible and are commonly found in larger, more populated areas. Many syndicates will attempt to control or infiltrate a vital piece of a city's infrastructure like a hospital, local corporation, or courier service. By revealing how widespread a criminal organization is, you'll show the Crew how deep it has sunk its hooks into new and surprising locations.
- **Strike unfairly from the shadows.** Though their methods may vary, criminal organizations don't play fair and aren't interested in fighting honorably or openly—that's why they're called criminal! When a criminal organization attacks, use an unexpected angle to cheat, lie, and get under the Crew's skin. As soon as the playing field levels, force the criminal organization to retreat. Then, strike at the Crew again when they least suspect it or when the crime syndicate has a clear advantage.



SAMPLE CRIMINAL ORGANIZATION: THE TRIAD

In the **FIREFLY RPG**, **The Triad** is a large scale criminal organization that includes thousands of agents. Because there are so many crime syndicates, when the Crew is carrying out an illegal job, there's a good chance a larger antagonist like the Triad might be involved.

The Triad doesn't operate out of a specific location; it has many branches scattered throughout the 'Verse. Each operation feeds into a nearby cell—take down a single branch and two or three others may fall. Keep that in mind when you're customizing an individual branch of the Triad for a specific Episode.

When you prepare the Triad for your game, designate a particular branch. Then, you'll want to:

- **Assign a leader.** Build a Major GMC as you would a crime lord. The Triad's leaders will appear as a local crime boss in charge of a specific branch or as a bigwig masquerading as a politician or some other person of note. A Triad's crime boss will be well versed in the syndicate's motivations, desires, and goals for a specific territory. Don't be afraid to let a plan or two slip. Secrets like these encourage the Crew to take matters into their own hands and set up future Episodes.
- **Create their enforcers.** In *Firefly*, Triad enforcers are middle management. They cause havoc and send a "message" to a specific target on behalf of the organization. This particular job is tough to get and even tougher to keep. To introduce an enforcer, make two to three different Major GMCs that are capable of introducing the crime syndicate's will. If you need help, refer to the Triad Enforcer archetype found on page 171 in *Find a Crew*.
- **Determine what their primary trade is.** Any one particular branch may perform all kinds of crime, but its likely there will be a specific type that it specializes in. Decide what that crime is before you introduce a GMC. Theft, arson, kidnapping, bribery, blackmail, murder, drug dealing, and organ smuggling are all options for you to explore. Then, once you have a trade, you can build new GMCs and introduce jobs based on that specialization.



When you portray the Triad during an Episode:

- **Attempt to recruit.** The Triad is always searching for capable, trustworthy individuals who don't have a home to call their own. This makes the Crew a perfect target because Crewmembers tend to ditch their attachments to live life on their own terms. Triad enforcers will attempt to recruit any Crewmembers who seem competent and useful. When using these GMCs, intimidate the Crew by threatening what matters to them. If that doesn't work, lure them into working for the Triad. Should any Crewmember accept a role within this organization, they'll need to be initiated through a secret ceremony and be marked in some way to indicate their rank and branch. Membership is permanent.
- **Punish betrayals.** No criminal organization tolerates betrayal, and the Triad is no different. Should the Crew work directly with them, any failure to complete—or in some instances, turn down—a lucrative job offer will trigger an attack or investigation. The Triad won't always resort to violence to resolve their differences. They've got access to the Cortex and plenty of tech-savvy soldiers at their command to dig up dirt on the Crew. If the Crew does wind up betraying the Triad, look to Mr. Niska and what he did to the Crew for inspiration.
- **Reveal their presence.** The Triad has power that seeps into the nooks and crannies of every civilized society in the 'Verse. Reveal that power from time to time. Let the Crew know that the fresh water they shipped to a remote research station was actually on behalf of the Triad through a string of proxy agents. Reveal that a Crewmember's former ally has been killed for failing to pay debts to the Triad. Let the Crew know that the Triad lurks in the shadows everywhere to remind them what they're up against if they decide to deal with this organization.

DIRECTOR

When you're sitting down at the table with your players, most of the time you'll be wearing the Director's hat. A good Director will think about what to do and say before narrating a particular scene. Making new decisions on the fly, embellishing on plots, and taking your Episodes into new, unplanned directions are all part of the Director's bailiwick, too.

When you're narrating your game and building dice pools, you'll be wearing this hat. That's why the Director's main goal—to direct a cinematic style game—needs to be at the forefront of your brain the entire time you're sitting at the table.

DIRECT A CINEMATIC-STYLE GAME

The **FIREFLY ROLE-PLAYING GAME** is designed to produce stories like those found in the *Firefly* TV show. Those stories have a very particular flavor that makes them special, a mix of exciting action and heartfelt reactions that draw viewers into the show.

Your goal as Director is to make Episodes feel like the episodes of the TV show by introducing:

- **Action**: Shootouts. Chases. Barfights. Heists. *Firefly* has action in spades. When you're running an Episode, exciting and fast-paced action scenes are critical. They keep the blood pumping and the plot rolling like a freight train. Stopping a scene to calculate the trajectory of a bullet will bring the action to a screeching halt, so balance the details you narrate accordingly.
- **Drama**: Difficult choices. Complicated relationships. Heaps of tears and heaps of shouting. *Firefly* is full of deep emotions roiling at the surface, ready to burst under the pressure of living in an Alliance-run 'Verse. Folk out there in the black have it hard, and their lives and words show the strain.
- **Humor and Hope**: For all the danger and the drama throughout the *Firefly* TV show, there are plenty of light moments. Humor, hope, celebration, and happiness all find a home on the Crew's ship. These touching moments sharply contrast the bad times and create good memories.

USING CREWMEMBER NAMES

When you narrate the game, one way to keep your players in the scene is to call them by their Crewmembers' names. Instead of asking, "Bill, what does Mal do at the bar?" You can ask: "Mal, there's an Alliance guy over there who's been trying to pick a fight with you. What do you do to him?" The longer you use this technique, the more comfortable your players will feel, and the stronger your Episode will become.

FRAMING SCENES

A game session is called an **Episode**. Multiple Episodes can be strung together into a **Season**, but you can play just a single Episode all by itself if you're not interested in a long-running series.

Episodes are broken down into **scenes**, the individual encounters the Crewmembers play out. As the Gamemaster, you'll frame the scene much like a Director frames a scene in a TV show—describing what troublesome situation the Crew's neck deep in to propel the story forward.

Scenes end when the primary conflict or goal is resolved. For example, a bank robbery scene might end when the Crew cracks open the safe of a local robber baron. While a chase might immediately follow the robbery, it's a new scene based around an emerging conflict. Lots of rules depend on starting and ending scenes, so always make it clear to your players when one scene is ending and a new scene is starting.

When you frame scenes:

- **Think like a TV director**. Think about how the camera descends into the scene. What does the audience see as the scene begins? What music is playing? Think about who needs to be present in the scene, but also think about whether the camera shows somebody secretly listening in. Tell the players about the movements of the camera, the music playing behind the action, and the secret things the audience knows but the characters can't see.
- **Frame scenes hard**. Skip past the borin' bits and cut to commercial. Start up the scene with something interesting like a brawl or a tense negotiation. Or, frame a quiet scene by giving a Crewmember the chance to practice the fiddle or to read a message from an old friend. Remember that travel time isn't all that important, *unless* something important happens during your trip. It's better to frame a scene with the Crew showing up at their destination, ready to get to work, than it is to frame a scene midway, with nothing going on but the boat gliding through space.
- **Use flashbacks, monologues, and other devices.** Flashbacks, monologues, and other television tricks can be used to great effect in scene framing. Ask a Crewmember to do a voice-over monologue at the start of the scene. Frame a scene as a flashback to elaborate on the current situation. Use all your TV tricks to kick off the start of each scene. Think of your favorite TV shows and the techniques they use, and borrow away!

ASK PROBING QUESTIONS

You might find yourself out in the figurative black as a Director when the story goes in unexpected directions. Maybe the Crew's wandered to a planet or moon you didn't flesh out as a Writer. Maybe fate—through the roll of the dice—pushes you places unforeseen. That's fine! This is a great opportunity to get your players involved, and to reveal something equally unexpected about their Crewmember. When you're out in this narrative black, ask your players some probing questions. After all, they're co-writing your Episode!

When you introduce a sly corporate raider, ask the players why their Crewmembers have an antagonistic relationship with him. When you breathe life into a corrupt merchant, ask the players why they like doing business with her. When you add something to the story, let your players make it real.



Say your Crew takes a surprise detour to hunt for clues about a nasty employer. You didn't prepare for this when you had your Writer's hat on, but not to fret!

"So, where are you going?" you ask.

"Where can we go?" says one of the players.

"Why don't you tell me? Where'd you fly last time you needed to dig up dirt on Li Shen?"

The player smiles and says, "Last time, I went to Beaumonde and met with a crazy computer hacker!"

"Shiny!" you say. "So, why'd you vow to never speak to this guy—let's call him Rudolph—again?"

You've just asked a loaded question. Why did she turn away from Rudolph in the first place? Why is she willing to go back to him now?

Based on your player's responses, you'll soon have more than enough to spin the Episode in a new direction—starring Rudolph the hacker.

You can also use probing questions to reveal a character's inner-workings. Ask a Crewmember like Jayne how he felt the first time he killed someone in a gunfight. Ask a Crewmember like Inara what she does in her free time to let off steam. Ask Crewmembers like Wash and Kaylee what their hopes or dreams are when they hear about a big score.

Once you have those answers, use them to construct hooks in the adventure that emotionally engage the Crew. Remind Jayne of the first guy he killed when he's looking at someone through Vera's crosshairs. Make opportunities for Inara to meet folks on backwater worlds who share her love for relaxing tea ceremonies. Let whatever dreams Wash and Kaylee spill about the big score show up in the story to keep them focused on the job.

Your goal is to get at what their innermost feelings are and then draw those feelings into the story. If you let the players define pieces of the world, you'll find that they do most of the work for you.

It's the beginning of an Episode, before the Crew's really in the fire yet. You ask Kaylee's player, Kim, what Kaylee's doing as *Serenity*'s coasting through the black toward Ariel. Kim says that Kaylee's down in the engine room, tinkering with the machinery.

"Shiny! So, you're twisting something, tightening it, and the camera lingers on the tool you're turning. Who gave you the tool? Who's the first person who showed you how to use it?" You're asking probing questions now about who Kaylee really is, and where she comes from.

Kim thinks for a moment, and then replies: "It was my dad, right? I helped him repair things, and it became this bonding activity between us, this little game we'd play, where he'd give me something broken, and I'd give it back when I'd fixed it. For my 12th birthday, he decided it was finally time that I had a toolset, all my own."

That's exactly the kind of answer you wanted! "Fantastic!" you say.

Now you've got plenty of fodder for use throughout the Episode. You can drive for another similar relationship between a parent and a child, to draw out Kaylee's sympathies, or threaten those tools that Kaylee's father gave her, forcing her to choose what's really valuable. You might even work Kaylee's father into the Episode!

GIVE YOUR GMCS CLEAR GOALS

Every named or important Gamemaster character should have a clear-cut goal in every scene, something that the character wants and is willing to act to get *right now*. The goal shouldn't be complicated or hard to understand. Money, pleasure, power, promotion, survival, and fame are all strong goals that make the 'Verse go round. After all, when your characters desire something that the Crew opposes, that introduces conflict—and some great storytelling.

Pick a desire based on what you know of the character, and keep it simple. A tradesman on the Rim wants to sell goods for money. An enforcer for a local crime lord wants to get promoted for his service to the boss. A Blue Sun assassin wants to get the job done and get paid without too much trouble. Usually these folk are Major and Minor GMCs, but you might create an Extra or two that has deeper desires than just being an Alliance Guard or a Crafty Shopkeeper.

Picking a clear goal for each GMC—just like primary goals for Crewmembers—helps you play them throughout a scene, and also helps inform what they might do between scenes or between Episodes. Most GMCs stay focused on their goals—like making money or keeping their jobs or honoring the church—because they believe in them. Putting the focus on the goal during each scene helps to keep each Episode fresh and lively.

This isn't to say that GMCs should be single-minded machines—they might change what they want during an Episode, especially after a few run-ins with the Crew. For example, a greedy Gamemaster character hunting the Crewmembers for a high bounty might change course when the Crew offers a higher bribe to leave them alone; money's money, after all. The GMC's desire for money lets you know that this kind of tactic would work. If the bounty hunter's desire was to impress his employers, then he might not take the bribe.

LET YOUR GMCS ACT

As the Director, don't play GMCs cautiously. GMCs act decisively, working towards their goals and desires. They make plans and act on those plans, even if they don't have all the time to work out every detail. They certainly don't stop their plans because Crewmembers are in their way.

Treat your GMCs like guided missiles. They fly straight and fast toward their targets. They don't sit around doing nothing, waiting for the Crewmembers to come to them. They take action, even if that action's leadin' them right into a trap. A GMC who wants money above all shouldn't hesitate to pickpocket a Crewmember, even if the Crewmember wears a pistol on her belt. A GMC who wants promotion shouldn't hesitate to chase after a dangerous criminal Crewmember if it will impress his superiors—'less, of course, the Crewmember's glaring at the GMC. That's your cue to up the ante!

Taking extreme action may put the GMCs in danger of meeting their maker. Don't hesitate to put the GMCs right into the bullet's path. GMCs are guided missiles, and that means that sometimes they go boom when they hit their targets. The GMC who pickpockets the Crewmember might get shot. If so, that tells you something about the Crewmember who did the shooting, and it means the GMC has served a purpose. The GMC who wants to impress superiors might be running right into the Crewmembers' planned trap. That's great! That GMC should run headlong into it, even if it means death.

Play your GMCs like they care about their goals even if it means that the GMCs are not long for this world. It's always tempting to try to protect a GMC like Crow—a fascinating antagonist that you can see using over and over again to haunt the Crew—but you know that Crow isn't going to take the money back to Mr. Niska. It's better to let Mal drive the story by kicking Crow into the engines than it is to betray who Crow is as a GMC and what goals he's actually pursuing.

COMPLICATIONS REDUX

When a Crewmember rolls a jinx and you're handing out a Complication, don't invent something that's completely unpredictable. Crewmembers who roll a jinx in a gunfight shouldn't suddenly contract smallpox—much more likely a bullet finds them, or their guns jam up. Sometimes the obvious Complication is the right one.

Complications are also a great way to push the story in unexpected directions. If a Crewmember rolls a jinx in a fight after you've talked about biohazard-labeled Alliance canisters sitting against the wall of the ship, give the Crewmember a **Deadly Illness** Complication as one of the canisters is ruptured by stray weapons fire. Turns out the Alliance had some old chemical weapons stored here, and the Crew is going to have to investigate the situation to get the medication they need to save the Crewmember's life!

Reveals—and jinxes—are great ways to make the things you planned as a Writer show up in the story. Don't introduce your planned materials in a forced way. Let the things you came up with as a Writer help guide the story, and look for opportunities during play to organically introduce these elements. If a particular character or event doesn't come up, don't worry about it! You can use it in the next Episode.

To jog your memory on how best to use Complications, turn to *Keep Flyin'* on page 267 and re-read the section on Complications.

SET SPRINGS LOOSE

In the Writer's section, you learned about coiled springs and how to introduce them into your Episode. Now that you're directing the story, don't forget to set those springs loose at the right moment. Activating coiled springs will help propel the plot forward by throwing up obstacles or presenting new opportunities in an organic and satisfying way.

If you've been describing a one-eyed tough glancing at the coin passing from a Crewmember's hands, have her snatch up the Crewmember's coin purse during a gunfight. If you've been describing an odd brown-green drink as some fruity fermented sludge that burns the mouth, then when the Crewmember splashes it in someone's face, describe how the victim screams and clutches at his eyes.

Here's an example that takes you through all the steps of handling springs, from start to finish. This example is taken from "The Train Job."

Mal chooses to go to a bar and drink. You create a setting with springs by saying it's an Alliance-friendly bar, and it's Unification Day. That suggests another spring, a GMC—a drunken Alliance supporter who gives a toast to the Alliance and insults the Browncoats.

When Mal chooses to get up from his corner and get another drink, you wind up the spring—the purple-belly tries to get Mal to drink with him, and then notices that Mal's coat is brown. Now, the Alliance supporter is primed for action, and Mal can already tell he's going to be a nuisance.

When Mal refuses to toast the Alliance and acts uppity at the Independents being insulted, you let the coiled spring loose—the Alliance thug angles for a fight with Mal. He's moving into action and demanding a response from Mal. The spring has sprung.

When Zoe cold clocks the purple-belly from behind, you take that opportunity to set loose a few more springs—other purple-bellies get up from their tables on seeing one of their own getting struck. They leap into action when they charge Mal and Zoe, after the two former Browncoats refuse to back down. And thus, your springs have sprung loose a barfight! Shiny!

Setting springs loose doesn't always mean that things work out worse for the Crew. If'n you've been winding up the spring of a big fish that has grown to trust the Crew more and more as part of a long con, then setting loose the spring might mean that Crew has an opportunity for a big score. Things might not go smooth when they take on the job, but the Crew shouldn't always end up worse off when the spring is sprung. Keep things interesting!

GIVE THE CREW WHAT THEY EARNED

When it's all said and done—and the Crewmembers have overcome the obstacles in their way—don't hesitate to let them bring home what they've earned. Don't shortchange the Crew, steal from them at the last moment, or have your GMCs outsmart them on a technicality. Make sure the Crew's actions have consequences that matter. Once they work for their rewards, give them what they earned.

Keep in mind that what the Crew worked for in an Episode won't always be a huge pile of cash. Sometimes, the Crew might deserve a quiet moment of respite, more time to escape from an enemy, answers to their questions, or information that'll help them in the future.

What's more, by giving the Crewmembers what they've earned during the Episode, you keep the attention focused on them.

OF COURSE, THAT'S THE TRUTH!

Rule of thumb: If what you say to the Crewmembers can have "*of course*" added to it and still make sense, then you're letting the story guide your moves as a Gamemaster. This isn't about literally saying exactly what's happening to the players; it's about stating cause, stating effect, and linking them with "of course."

When you describe what happens, say something based on the:

Motivations of the GMCs—"She's actually interested in killing the captain, so *of course* her lipstick is poison."

Elements in the environment—"When you have a gunfight in the engine room, *of course* you risk hurting the engine."

Complications already in play—"You've got a Complication of **Hunted** D6 already, so *of course* the Alliance marines catch up to you."

Prior actions of the Crewmembers—"Last time you were here on Persephone, you blew up a bar, so *of course* there are police waiting for you when you land there."

PRODUCER

As a Producer, you'll coordinate the logistics of the game, including managing schedules to get your players together on a semi-regular basis to run an Episode. But alongside all that scheduling *Sudoku*, you'll also have the more creative task of crafting Season-wide arcs, determining how many Episodes your group can manage in a Season, and where you'd like the over-arching story to go next.

When putting together your Season, it's useful to think about the different kinds of Episodes you'll run. These include a typical five act Episode, a Season Premiere and a one-shot Episode.

Before diving into the types of Episodes you'll be producing, take a look at the five-act structure.

USING THE FIVE ACT STRUCTURE

When you're building and running Episodes, you can employ the five act structure that's used in *What's Yours Is Mine*—the adventure found on page 298—and the other **Echoes of War** adventures. This five act structure mimics the flow of a *Firefly* television show. It's also the best method for learning how to run the **FIREFLY RPG**, because this structure will clearly show you how to frame scenes hard and keep the focus on your Crew.

The five act structure typically contains five major scenes, though each Act isn't limited to one scene. In some cases, a sixth scene may be introduced to wind down a particularly intense Episode.







These Acts are:

- Prelude—Engaging the Crew
- Act I—Setting the Scene
- Act II—Getting in Trouble
- Act III—Striking Back
- Act IV—Finishing the Job
- Epilogue—Tying up Loose Ends

THE PRELUDE

In the Prelude, your goal is to get the Crew involved with the Episode. The Prelude is, as the name suggests, an introduction or an overture. You use the Prelude to introduce a job and get the Crew interested in its potential rewards. You can also use the Prelude to get the players rollin' some dice and earning much-needed Plot Points.

To get the most out of your Prelude:

- Start simple, focus on a few Crewmembers
- Introduce the job and one or two important GMCs
- Look for some die rolls, but avoid larger-scale conflicts

You may not always need a Prelude—it's possible to start the game right with Act I. The benefit of using a Prelude is to warm up your players before the action begins.

ACT I

In Act I, your goal is to set up the Episode. Act I is all about exposition and set-up. By the end of Act I, the players should have a clear idea of where this particular job is set, who the most important GMCs are for this Episode, and what roadblocks stand in their way.

To get the most out of your Act I:

- Describe the Crew's surroundings with detail and flavor to set the scene
- Usher in the most important GMCs
- Drop hints about the Crew's biggest obstacles

Act I is also a perfect time to note the Crew's choices at this point in the Episode. The decisions they make in this act may send the story reeling off into a new, unplanned direction.

ACT II

In Act II, your goal is to put the Crew and their goals in jeopardy. Act II is the rising action of the story, when the going starts getting tough. The trouble and Complications that you set up in Act I start to come alive in Act II.

To get the most out of your Act II:

- Threaten the Crewmembers with your GMCs
- Reveal twists, turns, and surprising truths
- Push the Crew by challenging them

Whatever the reason, the Crew usually finds that they're in serious trouble by the end of this Act. Regardless, make sure that the Crew understands who or what they're up against.

ACT III

In Act III, your goal is to help the Crewmembers set their plans into motion. By Act III, the Crew should have a very clear picture of the situation and the problems in their way. Act III is the heart of the Episode where the Crew starts fighting back and works toward their goals.

To get the most out of Act III:

- Ask them questions to explore the plans they've set up
- Frame scenes around what they want to do, instead of to portray specific situations
- Make sure they've done all they need to do before passing into the climax

Encourage the Crewmembers to come up with their own plans. Let them do what they want to explore the situation and set up their own path to victory. Don't let up the pressure from whichever antagonists you've introduced. Be a fan of the Crewmembers and cheer them on as they switch from being reactive to proactive.

ACT IV

In Act IV, your goal is to make the climax of the Episode cinematic and thrillin'. Act IV is when the Crewmembers see the fruits of all the decisions and paths they've taken, all the plans they've made, all the work they've put into the Episode. The final shootout, the thrillin' heist, the daring rescue—these are the stuff of Act IV.

To get the most out of Act IV:

- Make the climax as dramatic, action-packed, and intense as you can
- Play up the Crewmembers in their big damn hero moments
- Close out of the Act once the outcome is clear

By the end of Act IV, you'll know whether or not the Crewmembers will be successful or walk away bruised, battered, and empty-handed. In Act IV, bring to bear all of that trouble set up in the prior Acts and reward the Crew for the actions they've taken over the course of the Episode.

EPILOGUE

Where the Prelude gives you a quiet lead into the Episode, the Epilogue will wind down the story. The Epilogue allows you to set up a final scene to bring the plot to a satisfying conclusion. At the same time, this sixth Act can also introduce plot hooks for an upcoming Episode, tie up a larger story arc, or drop hints about recurring GMCs.

To get the most out of the Epilogue:

- Tie up dangling threads
- Put each and every Crewmember in the spotlight
- Plant clues for new Episodes or recurring GMCs

If you're playing a one-shot Episode or mini-series, you may want to use an Epilogue to close off the story and give your players closure. Typically, an Epilogue will pop up at the end of a Season to tie up any long simmering plot arcs, or kick off the next Season with a cliffhanger.

RUNNING A MINISERIES



If you've got a short story arc clear in your mind that's definitely longer than a one-shot but less than a full-blown Season, think about running a miniseries. A miniseries is a complete story played over a handful of Episodes. Each Episode should be unique enough to stand on its own. But, when combined, those two or three Episodes will paint a larger picture—just like regular Episodes in a Season.

When plotting a miniseries, keep a close watch on your pacing. As a general rule, each scene typically lasts for about an hour. You can adjust the pacing by cutting your scenes aggressively, narrating a transition between scenes, or by providing shorter scenes that gives your Crew the chance to check out a town or have a conversation.

RUNNING A SEASON PREMIERE

A **Season Premiere** is the first Episode of a Season, and it has a different role than the rest of the Episodes. The Premiere sets up the overarching tone and themes of the Season, while introducing the primary characters and their central conflicts.

When you're preparing to run a Season Premiere:

- **Come up with a question for each Crewmember**. Ask yourself—what's the most important question you want answered for each member of the Crew? This question is a tool for driving the story forward in a limited amount of time. Write your questions down to help you keep track. Questions for the Premiere should be obvious and based on your first instinct.
- **Plan an appropriate job.** For the Premiere, the Crew should be doing what they do best. The Premiere ain't the place to deviate from the norm; it's where you set the norm. Before play, come up with a job that represents what you know the Crew does regularly. If they're Alliance, come up with a job that has 'em pursuing criminals. If they're scavengers, come up with a job that has 'em scavenging. This job is a spark to set alight the fire. It's not meant to take up the whole Premiere, but its consequences will highlight those questions you're burnin' to get the answers to.
- **Create a varied group of GMCs.** When you're preparing for your Season Premiere, create a few different GMCs who might be useful. Make at least one character who'll be a business associate, a person from the Crew's past, a flat-out hindrance, and the Crew's friend or ally. You might not use all of these GMCs in the Season Premiere, but don't fret. You can always bring them in later.

When you're running a Season Premiere, be sure to:

- **Start the Crew in the middle of the job.** Cut straight to what matters most. Go directly to the Crewmembers in action, portraying what their lives are like on a regular basis. Include die rolls quickly, to increase the tension and generate Complications. Introduce hindrances or obstacles that require attention. Build the first scene on the job you came up with in prep.
- **Give them opportunities to do what they're best at.** Give each Crewmember opportunities to do what he or she is best at. This doesn't need to be pre-planned—it can all come organically out of playing the game. Look for every opportunity to do something that will feature the Crewmembers' best abilities. Players love to show off what makes their characters awesome, and giving them chances to do so is exactly what you need to make that first Episode a great time.
- **Introduce difficulties that will show off their hardships**. In the **FIREFLY RPG**, the things that give a Crewmember difficulty are just as important as what they're best at. Bring up their hardships, but don't resolve the problems. Just like above, players love to show off what makes their characters awesome, even if that means the things that give them trouble.

PRODUCING A ONE-SHOT

A one-shot is a standalone, self-contained Episode. GMs run one-shots most often at conventions or when their group can only get together for a single session of a game. One-shots aren't meant to lead into a Season. They need to be satisfying all on their own, rather than building to the additional development that a Season can provide like a Season Premiere would.

When you're preparing to run a one-shot:

- **Decide on the Crew.** One-shot Episodes are typically run within a shorter period of time. For that reason, design your Episode with a sample Crew in mind. If you don't have a lot of time to explain how character and ship creation works, have characters and a ship on hand before you get started.
- **Create the job.** What is a job? Simply put, a job is a task that you expect the Crew to accomplish during an Episode. A good job includes a target, a goal, an opposition, and a reward. As such, jobs don't always need to start with "The Crew was hired to...." They might involve valuable weapons (a target) to be salvaged (a goal) from a shipwreck that the Alliance will be finding any time now (opposition), to sell those weapons to Badger for plenty of money (a reward). A job could involve townsfolk (a target) to be protected (a goal) from bandit raiders (opposition) in exchange for good favor and moral rectitude (a reward). Don't fill in every single detail. A one-paragraph outline will be enough to get you started.
- **Create the GMCs.** Build at least three Major GMCs. These Major GMCs should include any important GMCs related to the target, the most important opposing GMC, and the GMC offering the reward. For example, create an innocent mayor's daughter who has taken a liking to the Crew (related to the target); the leader of the bandits (opposition); and the mayor of the town being saved (reward). You can make one or two more Major GMCs to supplement or expand any of these roles. It's important to have additional GMCs prepared in case you need them during the one-shot.

- **Build your Set.** Take the time to have a town, city, or skyplex ready and waiting to go before you launch into an Episode. You will need a minimum of ten smaller locations that include one-to-two coiled springs per area before you begin. These areas can be as simple as a local watering hole or as complex as an underground bunker. By having these areas developed ahead of time, you'll be more confident when you run your Episode because you won't have to scramble to come up with unique details for each scene.

When you're running a one-shot:

- **Go for the throat.** Make Complications that carry heavy consequences. Take Actions with very high potential consequences. Speak straight to what matters; don't be subtle. When the Crew gets into a gunfight, don't just inflict Complications like wounds that might matter more down the road. Threaten the lives of the Crew and people the Crew cares about. In a one-shot, you have a limited amount of time to produce a memorable and fun Episode. Don't waste any time on anything unimportant to immediate entertainment.
- **Give everybody plenty of time in the spotlight.** There's no additional Episode after this to give Crewmembers greater focus or attention. Make sure that you don't neglect anyone for very long. Frame scenes with multiple Crewmembers—or the whole Crew—as much as possible. Within those scenes, focus the camera on individual Crewmembers to showcase everyone. Ask the players what they're doing in turn to make sure that everybody is doing something.
- **Have a satisfying conclusion.** One-shots need to be entirely self-contained. Don't end them on questions or unresolved threads. End them with a spectacular climax, a moment of high action like one of the images you came up with during preparation. Follow up the climax with scenes that wrap-up the remaining threads. Cut to the chase in these scenes and don't resort to the dice much if at all. After all these scenes are over, you can ask for a single epilogue scene from each player to wrap things up completely. Epilogue scenes should be short and simply described moments about the individual Crewmembers.

RUNNING EPISODES WITHOUT PREPARATION

Sometimes, you'll be called upon to run an Episode without having had time to prepare. Don't panic! Rely on the five act structure to help you keep your plot running smoothly.

Here are some additional techniques that'll help you narrate an Episode without any prep time:

- **Start simple.** When you start the Episode, begin with a very simple idea or scene. This idea should be expressible in a short sentence like "The Crew finds a derelict ship adrift in the black" or "Pirates hunt down the Crew and board their ship." The simple idea is a seed from which the rest of the story can grow. A good simple idea is one that you can immediately ask more questions about that will develop during the Episode, like "Why is the ship derelict?" The answer tells you more about what's happening and leads to more action.
- **Ask questions and build on the players' answers.** Ask the players how their Crewmembers arrived at the town where the Episode starts, why it matters to them, and what it looks like. If there's a derelict ship, ask them if they recognize what kind of ship it is. If pirates board their boat, ask the Crew if they recognize their tattoos. Use a question-and-answer technique to propel the story forward and you won't ever have to worry about getting stuck.
- **Let Complications direct the story.** Complications can be used to reveal unwelcome truths about what's happening in the Episode, which sends the story in interesting directions. When a Crewmember rolls a jinx trying to dock with the derelict ship, make the Complication reveal something new, like the fact that the ship's been booby-trapped by Reavers. The reveal should be something problematic, as it's coming from a Complication, but it should always move the story forward.
- **Use the resources at your disposal.** Don't invent new GMCs on the fly if you have GMCs from prior games that you could use. Use the example characters in this book, or from other **FIREFLY RPG** resources. Borrow plot ideas from your favorite science fiction or western stories. Don't hesitate to crib from other sources to get yourself started.

AUDIENCE MEMBER

Playing the **FIREFLY RPG** is all about creatin' stories that are fun everyone involved, just like the *Firefly* TV show was all about telling stories that'd keep audiences glued to their screens. When you're wearing the Audience Member's hat, you're making sure that you're keeping everyone interested in the whole story by putting yourself into the shoes of the folks watching the stories unfold from home.

Being a good Audience Member simply means that you're a GM who's prepared to listen to your players and encourage feedback. Your goal is to keep everyone interested—including yourself. Getting feedback from your players is the best way to learn how to be a great GM.

If somebody isn't interested in the stories you're telling, in what might happen next Episode, in whether or not the Crew will get out of a dangerous firefight alive, then something needs to change. Most of the time, fixing that problem comes down to talking with the unengaged players, asking them what would interest them, and then incorporating that into the game through the other roles.

BE YOUR CREW'S BIGGEST FAN

Ask yourself what you would most want to see next as the Crew's biggest fan and let that guide you in your other roles as Gamemaster. If you're keen on exploring a love triangle between two Crewmembers, be sure to set up some coiled springs and situations that push the two together when you're writing the Episode. If you'd like to see Zoe perform some quick-drawing action, give her the opportunity when you're narrating the scene as a Director.

Being a fan doesn't mean that you always make things easy, though. In fact, the best parts of the *Firefly* show are when Mal and his crew overcome obstacles and hardships. As the Crew's biggest fan, you're going to want to give them challenges that really push them sometimes, like when Wash got kidnapped by Mr. Niska. Playing against their strengths is a powerful way to show that they really are big damn heroes. At the same time, avoid pitfalls like forcing the Crew into impossible situations that render them helpless.

In "War Stories," Mal and Wash are caught and held by Niska. Mr. Niska may seem like he's a pleasant man, but he has a reputation to protect. Because the Crew crossed him in "The Train Job," it should come as no surprise when Niska starts torturing the Crewmembers because it's what that crime boss would do. At the same time, you're a fan of the Crewmembers' stories. You don't want to just see these two tortured and broken until they die—you want to see them get out and get even with Niska.

During the torture scene, you ask: "What are you doing to resist the pain?" You're not assuming that Mal and Wash are broken beyond repair. As a fan, you want to see them hang tough. The question you ask the players will elicit a response—they're bantering back and forth to keep each other angry and focused on other things. Shiny! That's exactly the kind of thing you want to see as a fan, so you ask them to actually play it out for a bit. What a great scene!

GIVE EACH CREWMEMBER SOMETHING TO DO

When you're the Crew's fan, you want to see each of them be a big, damn hero. That means you'll give them opportunities to show off based on their area of expertise. If you get stuck, take a look at the Crew Sheets your players filled out to jog your memory. If'n you've got a pilot for a Crewmember, add a little ship chase or battle to let that particular Crewmember shine.

Though a specific scene may focus on an individual Crewmember, remember to balance the Action by including the rest of the Crew. Find out what they're up to and what plans they're hatching. If you haven't heard from a specific Crewmember for a while, ask questions like: "So what are you doing right now?" or narrate a new scene that offers fresh chances for the Crew to act. Remind your players about the tools they have at their disposal like Plot Points and their Big Damn Hero dice!

BE HONEST

Always tell the players the truth about what exactly is going on in the Episode. If they ask you if Patience is dangerous, tell them exactly how worrisome she is, even if the answer is that she's mostly a pushover—thanks to Mal. Share the information the Crew needs to make informed choices.

Occasionally give the players clear knowledge of events that their characters couldn't possibly have. Dramatic irony, where the audience knows something that the characters involved in the fiction don't know, is one of the most time-honored storytelling devices. It's pretty scary to know that Mr. Niska is ready to kidnap one of the Crewmembers when you land on Persephone, which makes the trip all that much more interesting!

Being honest is also about avoiding deception. It's not enjoyable for anyone playing the game if they feel that the Gamemaster lied in some capacity. Players are relying on you to provide them with the details they need to know about the scene. You can turn those requests into probing questions. Just remember that you'll need to live by their answers, and you shouldn't undermine your players.

ASK FOR ROSES AND THORNS

This very simple technique is useful for starting conversations about the game and for getting everyone on the same page. At the end of each Episode, go around your group and have each player say one Rose and one Thorn. A Rose is a noteworthy and positive memory that player had. Examples include: memorable GMCs, exchanges with other Crewmembers, or thrillin' heroics. A Thorn is a piece of the game that the player feels can be improved for next time. Examples include: weak GMCs, moments that fell flat, confusion about what to do (and when), or boring conclusions.

Giving each player a say ensures that more vocal players don't overwhelm the voices of quieter players. This technique also provides clear, decisive feedback about each Episode that you can build upon for future Episodes. Finally, giving players a place to voice their opinions without fear of judgment or negative feedback is a very good release valve in case there were any real problems. Use Roses and Thorns to make your game as positive an experience for everyone involved as possible.

Here's the step-by-step process for using Roses and Thorns:

- **At the end of each session, go around and ask for Roses.** Start with a different player each Episode if you can. If somebody asks for a moment to think, turn to someone else and come back to the thinker later. For the first session, start with yourself. Try to focus on what the other players did that made the game feel special and exciting. Talk about what you liked in the session that was unique to this particular experience together.
- **Support the Roses the players give you.** When the other players give Roses, respond affirmatively. Support those Roses. Nod your head. Ask clarifying questions to explore the Rose a bit, but not to undermine it or suggest that it's somehow incorrect. Make sure that every other player is heard. Take notes on what the other players are saying so that you know what to emphasize in later Episodes.
- **After everybody has given a Rose, go around again and have everybody give a Thorn.** Use the same order as you did for Roses. If somebody asks for time to think, move on to somebody else and come back later. Thorns are constructive. Phrase your Thorn so it emphasizes something to fix, pay attention to, or improve for next time. If you need to talk about a specific player, talk about how you and that other player can work together to make next Episode better, not how that player made a mistake or needs to flat out improve.
- **Support the Thorns the players give you.** When the other players give Thorns, respond affirmatively. Resist the urge to explain why things went the way they did during the session, especially if there's something folks didn't like. Ask questions to ensure you understand their Thorns, but don't argue with the players about what happened during the session. Take notes so you know what to focus on to improve for next time.
- **Spend some time alone absorbing the Roses and Thorns.** While the players have excellent feedback for you about what they liked and didn't like, don't immediately change everything about what you're doing quite yet. Spend some time reflecting after your Episode, reviewing the feedback in your mind to get a sense of what your players were feeling and thinking at the time. Think about ways that you can shift your priorities without throwin' your other hats to the wind!

After a session, you run through Roses and Thorns with your group, listening to what they have to say about the session.

- Jim, Jayne's player, says, "I liked the fight scene in the skyplex. I thought it was a neat end to the Episode."
- Martin, Mal's player, says, "The negotiation with Badger was fun!"
- Isabella, Inara's player, says, "I loved that I was able to convince Lord Mahler to side with us in that tense moment at the ball."

You write all this down, thinking carefully about which pieces of the story appealed to each player. Given that each of them has highlighted a very different piece of the Episode, you're going to have to keep giving them balanced Episodes with lots to do!

When you and your players reach the point where you can talk freely about your game, you'll understand each other's tastes, likes, and dislikes. Understanding your Crew's preferences will help you better navigate the 'Verse. You'll be able to refine what Episodes you prepare and how you narrate the game. Talking about an Episode after it happens is one of the best ways to grow as a Gamemaster and provide your players with the best experience possible.

Good luck!

MASTERIN' THE GAME: HAVE A QUESTION?

Have a question about the rules? Need advice before you run your first Episode? Drop by www.margaretweis.com and sign up for our forums. There, you'll be able to find questions and answers about the Cortex Plus system along with posts from members of our community and writing team.

Hope to see you there!



What's Yours Is Mine

"I'm thinking, since we're unarmed, we should take them by surprise all at once."

– Simon, "Shindig"

THE WAY OF THINGS

The **Way of Things** acts as a synopsis of the Episode. You'll read a little bit about the plot, setting, and some of the characters the Crew'll be encounterin'. This overview puts the story in your head so, by the time you get to the **Casting Call**, you'll have a fair idea of who's who in this here part of the 'Verse.

In *What's Yours Is Mine*, the Crew is hired by Marion Morrison, former head of the Morrison Mining Company, to reclaim her lost company after years of unjust incarceration. Morrison wants them to help rob and ruin the company's current boss, Etienne du Bujac, who framed her for murder just so he could steal her company and all its assets. On account of his spiteful nature, du Bujac never did change the mine's name, neither.

Most of the action takes place on Sweethome, the fourth moon in orbit around the planet Elphame in the Georgia System. Now, Sweethome is a powerfully desolate place. Though it has a profitable mine and a town called Hannibal, it don't have much else. The local economy is largely tied to the profitability of Morrison Mine, the bank, and the general store—which are all part of Morrison Co. Unfortunately, du Bujac has been fleecing the workers, leavin' them in dire straits. On top of that, he nearly ran the bank into ground by takin' its profits to buy off the Sheriff and his cronies. Whatever savings the townsfolk had have long been used up on account of the way their boss has been runnin' things.

Since du Bujac took over, the mine's yield has dropped considerably and has been operatin' at a loss for over three years. Recently, though, there's been some excitement around town. A rich vein of precious metals has been discovered and its yield is the biggest the town has seen in twenty years. Du Bujac has made quite the fuss about the mine and has scheduled a fresh lode to be sent to his ship called the *Zhan che*. He's promised the workers he'll pay them what they're owed and then some—for the profits gleaned from one shipment will wipe out his debts and all the townsfolk's, too. Whether or not du Bujac will make good on that deal is another story entirely.

Unbeknownst to du Bujac, Morrison has been freed and she's lookin' to get back what's rightfully hers. Morrison knows du Bujac is a powerful foe and hasn't gone home yet to face him. Though she's laid low so far, the old mining boss still has kind-hearted friends around town—not only does she know about the scheduled shipment, she also understands that du Bujac's in debt up to his eyeballs. According to her informants, few townsfolk have bought du Bujac's "nice boss" act.

Almost everybody in the town has been thrown into the pokey at one point or another just 'cause du Bujac was havin' a bad day. The miners ain't fools, neither; they know whoever runs the mine in town makes the rules. Should the Crew look around some, they'll find that both the miners and townsfolk are scared and need a little convincin' to stand up to du Bujac. One feller the Crew'll run into is the new mining foreman, Grady Hopkins, who needs some help—his spirited daughter, Remember, is bein' held hostage by du Bujac.

Pulling this job off won't be a picnic, but this heist guarantees that the Crew has plenty of chances to be big, damn heroes. Du Bujac has more guards, more guns, and more than a few surprises waitin' for 'em. Between the Teng sisters and his ship—the *Zhan che*—the Crew'll have their hands plenty full. If the Crew can snag the shipment between the time it's taken up into the black and before du Bujac's decommissioned warship leaves for Ariel, not only will they put du Bujac in a hole, they'll claim a nice payday for themselves, too. They'll also liberate a sad, little company town and likely make a whole passel of enemies in the process, but that's the price of doing business in the 'Verse—especially if you're the type that loves sticking it to varmints like du Bujac.

MASTERIN' THE GAME: CUT TO COMMERCIAL!

Managing your scenes is a technique you'll need to master in order to ensure your Episode keeps on tickin' at a good pace. An easy way to direct where the Crew'll be next is to clearly end each Act by wrapping up the scene with a short phrase: "Cut to Commercial!"

When you cut to commercial, that's your cue to wipe the slate clean before the next Act begins. Wrap up the previous scene's Assets and Complications and show the players what trouble or boons'll be sticking around. In addition to dealing with Assets and Complications, give your Crew a breather! Each scene typically lasts about an hour, depending on the number of players, so let 'em take a quick break to stretch their legs or grab a drink.

When the Crew is ready to move on to the next Act, set the mood. Describe the atmosphere and tell 'em if they're back on board their ship or if they're right outside the mouth of a cave. Read the sample script provided for you at the beginning of each Act or come up with your own fancy way of talkin'—don't be shy! By using this simple technique, not only will your Crew stay focused on the job, you'll make each and every one of your Crewmembers feel like they're starring in their very own television episode. Shiny!

CASTING CALL

The Casting Call is a collection of **Major Gamemaster characters**, **Minor GMCs**, and **Extras** that are relevant to the events takin' place in the Episode.

Major Gamemaster characters are considered to be the guest stars of *What's Yours Is Mine*. Now, the Major GMCs you'll find here are a lot like the folks you'll find in the *Episode Guide*. Minor GMCs and Extras are a touch more straightforward. If'n you want to refresh your memory on the differences, turn to *Keep Flyin'* on page 270 for a definition.

When readin' through this section, keep in mind that all of the characters come with a lot of details related to their specific background and the plot. You may not use every Distinction, Signature Asset, or thug provided for you—and that's okay! If'n you do, each character will flesh out your game some, so you might want to budget more than one evening's worth of entertainment for your Crew. The Acts are structured all nice and clear-like, so if you need a break, there are plenty of starting and stopping points for you to stretch your Episode out into a two-parter.

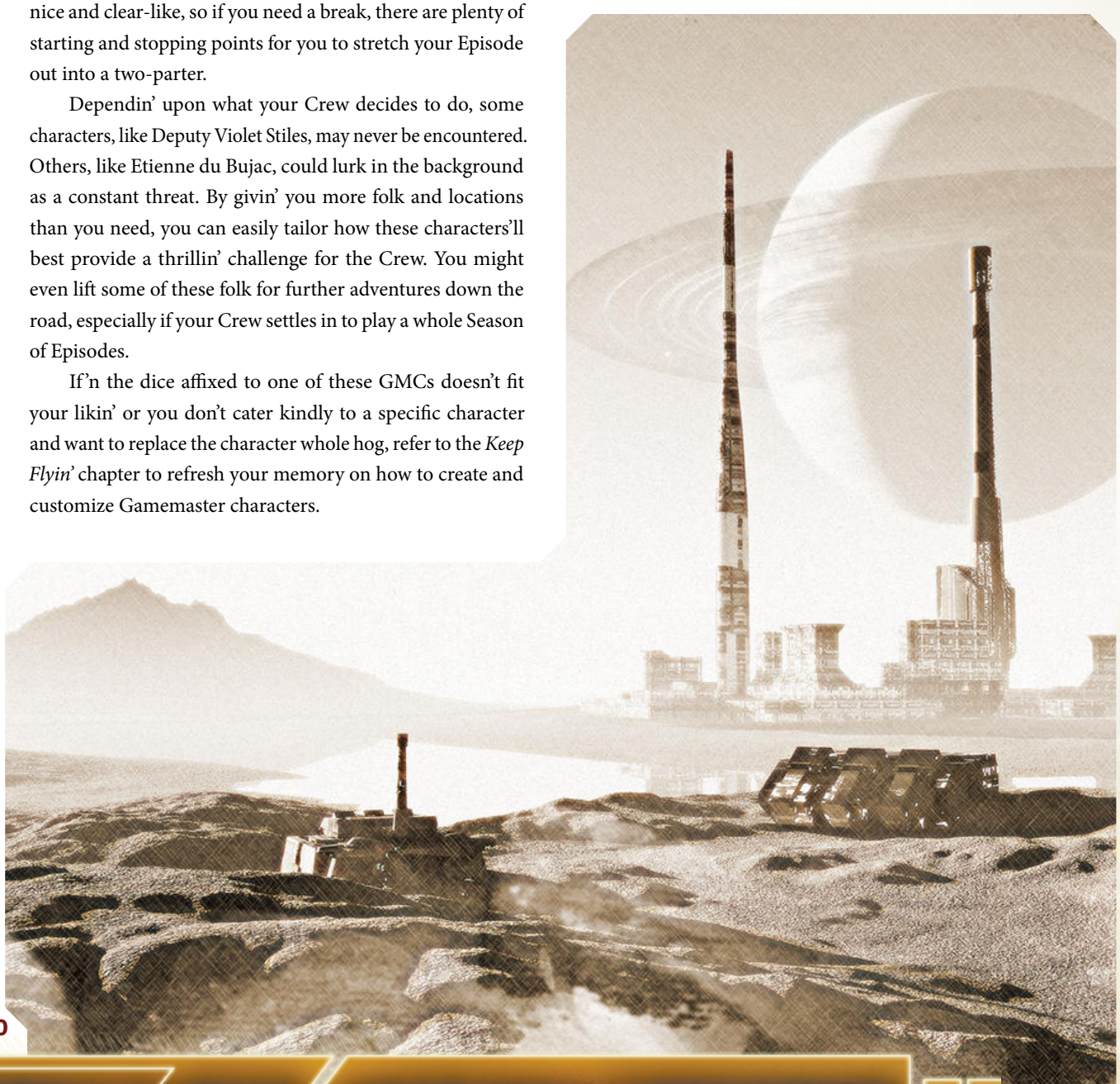
Dependin' upon what your Crew decides to do, some characters, like Deputy Violet Stiles, may never be encountered. Others, like Etienne du Bujac, could lurk in the background as a constant threat. By givin' you more folk and locations than you need, you can easily tailor how these characters'll best provide a thrillin' challenge for the Crew. You might even lift some of these folk for further adventures down the road, especially if your Crew settles in to play a whole Season of Episodes.

If'n the dice affixed to one of these GMCs doesn't fit your likin' or you don't cater kindly to a specific character and want to replace the character whole hog, refer to the *Keep Flyin'* chapter to refresh your memory on how to create and customize Gamemaster characters.

MASTERIN' THE GAME: MAIN CAST OR A NEW POSSE?

What's Yours Is Mine references Mal, Zoe, and the rest of the *Serenity* crew throughout each Act. If this is your first time directing an Episode for the **FIREFLY RPG**, consider inviting players to step into the Main Cast's shoes. By narrating the story with characters everyone knows and loves, it'll be a lot easier to teach 'em how to roll dice and make decisions that best fit their characters.

Have more experience? No worries! Episodes can be run with any group of players, whether they consist of archetypes, *Serenity* crewmembers, or original concepts. You may need to create more dice pools relevant to your Crew in order to keep the action flowing. Shiny!



MARION MORRISON

"I've got nothing to lose, little to risk, and lots to gain."

Character Type: Determined Ex-Con

Role: Hires the Crew to help her get back what was wrongfully taken from her.

Acts: Prelude

Character Description: Known for her tough-but-fair demeanor, Marion Morrison was a former miner and self-made businesswoman. As a miner, she took a big risk by standin' up to some corrupt bosses and wound up striking out on her own to build Morrison Mining on Sweethome, a moon in the Georgia System. Though she'd seen first-hand how to cut profits by mistreatin' workers, Morrison stuck to her guns and ran her business properly, never using slaves or indentured workers to cut costs and rack up profits she didn't feel she rightfully earned. Her workers liked her and she treated them like family.

Morrison's ethics got her in trouble, though, for she had a reputation for punishing thieves and cheats harshly. Her "white hat" manner won her many admirers, sure, but it came with a price: Etienne du Bujac, a jealous enemy who would one day cause her downfall.

Du Bujac framed Morrison for murder by falsely accusing her of murdering Pierre du Bujac—his grandfather and the town's aging sheriff—over a personal dispute. Morrison's trial was swift. The eyewitness testimony provided by Isaac Demsky, who claimed to have caught Morrison in the act, ensured her conviction. Morrison was sentenced to serve time in an Alliance-run work camp for fifty years and ordered to make reparations. Since all of the mining boss's assets were tied up in her company, she was forced to relinquish control to du Bujac. As soon as Morrison left Sweethome, Demsky's boss, Etienne du Bujac, took control of Morrison Co.

Now, after five years of doing hard labor for a crime she didn't commit, Morrison is free and wants her old life back. During an uprising, the former mining boss saved the life of a high-ranking Alliance officer. Though her record was not completely expunged, Morrison was released for "good behavior." That's part of the reason why Morrison can't take on du Bujac herself. If she so much as gets flagged for suspicious behavior on the Cortex, she'll go straight back to prison.

Physically, Morrison is tall and middle-aged, with short, graying hair and an intense stare. Though the former mine owner is healthy, her time in the camps has also aged her prematurely. Morrison doesn't smile much anymore, except to give folk a weary half-grin. She carries some gravitas, but it's clear that she's lost something because of du Bujac's treachery, even if it's just a bit of spring in her step.

Likes and Dislikes: Morrison's got a wry wit and makes friends easily provided they share her sense of integrity. Though she's been to prison, most folk would never know it, for she's got a way about her that puts most at ease—provided the subject of her incarceration doesn't make it into the conversation. A private woman, Morrison has put a lot on the line for this heist and is often preoccupied thinking about how she can best clear her name and reclaim the life that was stolen from her.

Flashbacks and Echoes: Though not a combatant herself, Morrison was sympathetic to the plight of the Independents. She sold supplies at a good price, allowed refueling and docking with her operation in emergency situations, and guaranteed the jobs of any soldier who went off to fight in the War—Alliance and Independents alike. Though Morrison had officially declared herself neutral, her actions marked her as an Independent sympathizer, a status that affected the final outcome of her murder trial.

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Craft	6	
Fight	6	
Focus	8	*Ignoring Pain*
Influence	8	
Know	6	*Mining*
Labor	6	
Shoot	6	
Sneak	6	
Survive	6	



DISTINCTIONS

Done Time 8

You've done time in the pokey. It may have changed you, but you didn't break.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Keep Your Head Down*: When you take a social Complication, step it back by stepping back **Influence** for the scene.

Holds a Grudge 8

An elephant never forgets. Anyone calls you an elephant, you'll dent their brainpan.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Tough as an Old Leather Boot 8

You built your empire with your own hands. You may be a rich man now, but you're still the same sommbitch on the inside.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Singin' the Blues:* Gain 1 PP when you step back your **Social** die during a roll due to your melancholy over what you lost to get where you are.

SIGNATURE ASSET

Broken Pocket Watch d6: Fresh out of prison, Morrison doesn't have much in the way of worldly possessions. What she has been able to hang on to is a single token of her life before du Bujac's frame job. This bronze timepiece was a gift from her friend, the old Sheriff Pierre du Bujac, the man Morrison allegedly murdered. Even though the pocket watch is broken, she'll take it out and check it from time-to-time to remind herself of the life she so desperately wants to get back.

ETIENNE DU BUJAC

"Everything can be had for the right price. You just have to figure what that is and who's going to pay it."

Character Type: Disreputable Businessman

Role: Primary antagonist who runs the town of Hannibal, its adjacent mine, and a transport ship called the *Zhan che.*

Acts: I, II, III, and IV

Character Description: Du Bujac grew up in Hannibal under the care of his doting grandfather. New to Sweethome, Morrison took pity on the old man and hired Pierre du Bujac to work security at her mine. The kind-but-tough gentleman did so well, Morrison supported Pierre's bid for town sheriff as soon as Hannibal grew big enough to need a full-time peacekeeper. Thing is, though Morrison was partially responsible for keeping food on his family's table, Etienne blamed the mining boss for their meager way of life. Never content with scraping out a life in the frontier, du Bujac left during the War to make a name for himself.

Right after the War ended, du Bujac returned and impressed the townsfolk by claiming he was head of a small shipping company. Though that was true, the young man wasn't entirely forthcoming: du Bujac struck a deal with Adelai Niska and promised him a stake in Morrison Mine. Pierre du Bujac, believing his grandson had turned a corner, asked Morrison to hire Etienne to handle her shipping needs. Once the mining boss offered him a lucrative contract, du Bujac planned to sabotage the mine to force Morrison out of business.

In a twist of fate, Pierre found out about his grandson's plans and tried to stop him. The two got into a nasty argument and the old man fell and hit his head. Not long afterward, the old Sheriff was found dead just outside the town of Hannibal. Never one to ignore an opportunity, du Bujac framed Morrison for his grandfather's death and demanded reparations for her "treachery."

Since then, du Bujac has relentlessly muscled his way into the mine and the town of Hannibal. Not only did he install his own pet sheriff, Isaac Demsky, he also hired a small army of mercenaries and silenced any who stood against him. By the time some townsfolk suspected Morrison wasn't the real murderer, du Bujac was already firmly in control and no one dared confront him.

All fine cigars and expensive suits, Etienne du Bujac doesn't look much like a mining boss or a bully. He is acutely aware of how fragile his position is and he tries to protect himself accordingly. Paranoid to a fault, du Bujac doesn't cut corners with security, personal or otherwise, and won't shortchange those who keep him safe. Instead, he'll cheat everyone else he comes across and has no qualms ordering other folk around to do it, too—provided they can follow orders.

Likes and Dislikes: Du Bujac is younger and plainer than he appears. Without his fancy hat and well-groomed moustache, he'd be easy enough to overlook. Fact is, du Bujac has a spending problem. He likes to smoke the best cigars, drink the best liquor, and be surrounded by admirers. Fancying himself a gentleman, du Bujac has worked hard to speak properly and carry himself like a lord. Though he won't tolerate anyone who dares to laugh at him, he's a patient fellow who will strike when the time is right—provided Mr. Niska doesn't collect his debts first.

Flashbacks and Echoes: Occasionally, du Bujac'll tell stories about the War that range from his heroic efforts carrying an Alliance general across enemy lines to a fancy ball he attended on Bellerophon. To the average listener, it's impossible to tell if these stories are true or simply pretty lies.

ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Fly	6	
Focus	6	
Influence	8	*Subtle Threat*
Know	6	*Fashion*
Notice	8	
Shoot	6	
Sneak	6	
Survive	6	
Trick	10	



DISTINCTIONS

Company Magistrate 8

As a magistrate, you are the boss, mayor, judge, and jury of this company town.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Middle Management*: Double or step up **Trick** for a scene. If you do, take or a **Corporate Oversight** D8 Complication.

Debt 8

You're in deep, and it's a hole you can't climb out of easily. But for the time being, you've got resources.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Unprincipled 8

You'd sell your own mother to the Reavers to make some coin. Your pappy you'd throw in for free.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Curse Your Sudden, But Inevitable Betrayal:* When you betray an ally, gain 1 PP and double the highest Complication die in the ally's roll.

SIGNATURE ASSETS

Pick one of these two Signature Assets to use in the Episode.

Ear to the Ground d8: Du Bujac has agents, stoolies, and informants scattered across Sweethome. If the Crew isn't careful, there's a chance du Bujac will know what they're up to and anticipate their every move.

Minikin Hold-Out Pistol d8: All the rage in the Core Worlds, this miniature pistol is strapped to the wrist and can be fired with a quick flick of the palm. The Minikin is often more effective when the wearer uses it as a surprise—once an opponent knows the wearer has one, this pistol usually isn't as effective.

SHERIFF ISAAC "IZZY" DEMSKY

"See this badge? I got no patience for troublemakers in my town."

Character Type: Corrupt Sheriff

Role: Hannibal's chief law enforcer.

Acts: I and III

Character Description: Isaac Demsky is a Unification War veteran hired by Etienne du Bujac to keep the workers and townsfolk in line. He's not the worst sort of official, but he's definitely in du Bujac's pocket. As long as the credits keep flowing, Demsky won't make a move against him. In fact, Demsky isn't likely to do much he isn't paid for, meaning he won't expend much time or energy investigating or stopping any crimes that don't endanger du Bujac's interests or the general peace unless someone bribes him.

Demsky views himself as a respected member of his employer's organization and treats du Bujac's mercenaries and guards with a thinly masked contempt. To him, they're guns-for-hire destined to rack up the body count for a little gold. After all, he's seen folk like Lin Teng do terrible things without much provocation at all—which is somethin' he wouldn't do. Arrest folk? Yes. Torture 'em? No.

The sheriff knows he's corrupt, but he's determined to keep the peace without help from outsiders. Though Demsky won't gun down a miner in cold blood with no provocation, he will book 'em on a dummy charge like "resisting arrest." Beyond that, he isn't interested in fair fights or giving anyone the benefit of the doubt. Despite his feelings about du Bujac's mercenaries, Demsky will rely on them to help him out if the sheriff is faced with a fierce opponent he can't arrest or take down with the help of his deputies.

Demsky may be a weasel, but he sure don't look like one. Though most backwater sheriffs can't afford one, Demsky wears a custom-made uniform replete with a shiny tin badge and a tie. Always in his "sheriff suit," the Hannibal native's got a thick hide, strong chin, and beady little eyes. Demsky tends to bring a few deputies with him wherever he goes, just in case the local townsfolk forget who's in charge.

Likes and Dislikes: Sheriff Demsky is happy being du Bujac's pet lawman and doesn't have any designs beyond taking his boss's orders or his money. Though he's content right where he is, Demsky does have one sore spot—most of the townsfolk think he's a yellow-bellied coward. Accusing the sheriff of bein' du Bujac's patsy or abandoning his duties is sure to make Demsky a mite twitchy. Otherwise, Demsky is level-headed enough to keep his cool.

Flashbacks and Echoes: Demsky had been recruited to fight for the Alliance in the Unification War, but he wound up ditchin' his duties and hitched a ride back to Hannibal. Sometimes, Demsky complains that the Independents were high-minded fools, but that's as political as he gets. He don't like to talk about the War much, if at all, or draw any unwanted Alliance attention.

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Fight	8	
Focus	8	
Influence	6	
Know	6	*Local Statutes*
Notice	8	
Shoot	6	
Sneak	8	*Ambushes*



DISTINCTIONS

Backwater Sheriff 8

One good man is all a town needs to keep the peace. Sometimes, that's all it has.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Playing the Bumpkin:* Step back your **Know** for a scene to step up your **Notice** to catch a suspect off guard.

Something to Prove 8

You may not look tough, but you've got steel inside waiting to come out. You'll show 'em.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Big Man with a Gun:* Gain 1 PP when you needlessly escalate a conflict, such as pulling a gun in a fistfight or attacking someone who verbally threatens you.

Steady 8

It takes a lot to throw you off-balance.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSET

Well-Polished Badge d6: Demsky hides behind the tin star du Bujac bought for him and makes sure it's on display wherever he goes. If the sheriff needs to throw his weight around, he'll point at his badge and give folk a knowing glance. For a man like Isaac Demsky, as long as he's wearin' a star stamped "sheriff," he can't be hurt.

THE TENG SISTERS

"I don't know what you're talking about. I don't have a twin."

Character Type: Identical Triplet Assassins

Role: du Bujac's best (and most expensive) mercenaries

Acts: I, II, and III

Character Description: The Teng sisters are an unusual family of hired killers who typically work on contract. Masquerading as a single assassin, Lin Teng was hired by du Bujac to eliminate those who threaten his shaky hold on the town. Even he is unaware that Lin has two identical sisters.

Shrouded in mystery, the Teng triplets are an effective, deadly force. When they target their prey, the sisters rely on their identical appearance to confuse and distract their enemy. Survivors claim they'd been attacked by a woman who moved faster than a rogue ship dodging an Alliance patrol boat. Other witnesses report that the assassin replicated herself right in front of their very eyes. Though the sisters could assassinate their targets cleanly, they encourage rumors to spread in their wake. The greater Lin Teng's legend swells, the more credits they can charge.

The sisters are similar in height and weight; they all have black hair, too. However, a few traits distinguish each one from the other. Because they were trained similarly and share an uncanny number of traits, one set of Attributes, Skills, and Distinctions has been provided for these sisters.

Lin has a half-moon scar around her right eye. She's the most outwardly cheerful of the trio and prefers to use a set of twin pistols as her weapon of choice. Lin is almost always the sister who negotiates their contract and interacts with clients.

Lam prefers shooting her prey with a long rifle. She is the only sister who smokes and favors gambling. Though she's adventurous, Lam enjoys being the lookout and will spend her time scoping out their targets and gathering information.

Lei is adept with swords and knives, She has a long scar on her left hand that she covers up by wearing gloves. The calmest of the three, Lei usually decides when it's time to end a contract.

To be more effective, the three sisters operate out of different locations in and around town. Lin has chosen to remain in the town of Hannibal and regularly interacts with du Bujac. Lam, on the other hand, is masquerading as a miner to keep an eye on the foreman. Lei is currently in orbit above Sweethome monitoring the skies on board the *Zhan che* and is disguised as a ship's mechanic.

Likes and Dislikes: The Teng sisters care about two things: family and honor. To them, contracts are an agreement sealed in blood. The only way they will cease working for a man like du Bujac is if he breaks their deal or if one of the sisters is hurt or killed. If that happens, there'll be hell to pay.

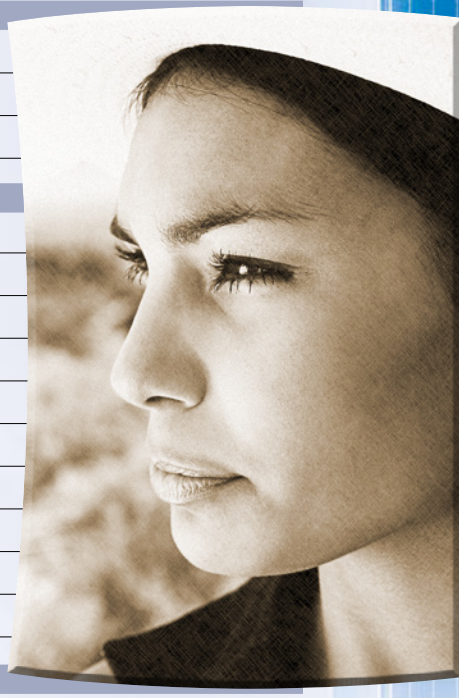
Flashbacks and Echoes: Compared to the War, the forces that shaped the Teng sisters into this terrible trio of assassins were much darker. Readers who come in contact with the Tengs will sense the conflicted shadows behind their masks.

ATTRIBUTES

Mental	8
Physical	8
Social	8

SKILLS

Fight	10	*Coordinated Tactics*
Focus	6	
Influence	8	*Threats*
Move	10	
Notice	6	
Shoot	8	
Sneak	6	
Survive	6	
Treat	6	
Trick	8	*Misdirection*



DISTINCTIONS

Bad Reputation 8

Folks whisper your name when they see you coming. And hope you leave as soon as possible.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Don't Get Him Riled:* Step back your **Notice** die to step up your**Fight** die for the scene.

Sisters 8

No one understands you like your sister. You've always stood together.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

One with the Shadows 8

Fight fair? Honey, why would I do that?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Sniper.* Spend 1 PP to enter a scene hidden and in a position to do some harm. Take or step up a Complication representing a tenuous or precarious position to create a **Sniper Nest d8** Asset.

SIGNATURE ASSETS:

The Teng Sisters'll favor their personal Signature Asset. Each one is a formidable opponent, but together they'll wreak all kinds of havoc.

Lin's Twin PEB H6 Pistols d8: Lin is a great shot with her dual pistols. These sidearms are very powerful, and they've been customized to her grip. One has Lam's name written in Chinese on the handle; the other Lei's. Both are etched in silver.

Lam's LRP 42 Long-Range Pulse Rifle d8: Lam uses this rifle as if she were born with it in her hand. Her expertise using this weapon is powerful indeed, for when she's tossed into close range combat, Lam'll use it like a baton.

Lei's Throwing Knives d8: Lei uses her knives as a weapon and warning to those who dare to walk in her path. She carries a variety of throwing knives that are all shapes and sizes, including knives so small they can be concealed in the folds of her clothes.

KOSTYA

"Allow me to ask you a question: are you smart? Because if you're lying to me, you probably aren't."

Character Type: Unassuming Enforcer

Role: Adelai Niska's employee charged with ensuring du Bujac makes good on his debt.

Acts: II, Epilogue

Character Description: Kostya works for the legendary crime boss Adelai Niska. He lurks in the background of du Bujac's operation and won't make himself known until absolutely necessary. Though outward appearances would suggest otherwise, du Bujac answers to Kostya. Wherever du Bujac is, Kostya is sure to be one step behind.

When Kostya senses a problem, he works diligently and rationally to isolate, address, and solve it. Beginning with the task at hand, Niska's enforcer will collect details and patiently analyze them until he arrives at an intuitive conclusion. Though he professes to be a scientific man, often he relies on his uncanny instincts. Kostya'd never admit the truth, on account of the fact that he's uncomfortable with his gifts, but many suspect that he might be a reader.

Other than the spectacles Kostya wears, there is nothing remarkable about him. He has a plain appearance that makes it hard to guess his age and lets him blends easily into a crowd. No one can remember seeing him laugh, cry, or express any strong emotion. Though he prefers to remain inconspicuous, Kostya typically dresses in fine clothes and tends to be well groomed, drawing attention on some backwater moons.

Those traits, coupled with his tendency to speak only when necessary, has made du Bujac more than a little uncomfortable. While he works for a criminal mastermind, Kostya rarely carries weapons and prefers, instead, to resolve conflicts by making others get their hands dirty. He will, when backed into a corner, take hostages and create chaos so he can slip away and return with reinforcements.

Likes and Dislikes: Kostya prefers his work to be neat and tidy. He hates loose ends, wasted resources, and anything that displeases his boss. Though he has no qualms about killing, he'd rather hire someone else to commit the acts necessary to keep Niska's house in order. This enforcer prefers to work quietly and efficiently, and always knows more than he's letting on.

Flashbacks and Echoes: Kostya did not fight for either side in the War because he believes it was a waste of time and resources. The Alliance, given their size and reach, was bound to win and the Independents martyred themselves for nothing. Those who talk to him about the War may learn a valuable lesson: that Kostya doesn't believe in religions, causes, or philosophies. He cares only about survival of the fittest and, to a man brave enough to be Niska's enforcer, that'd be him.



ATTRIBUTES

Mental	10
Physical	10
Social	10

SKILLS

Drive	6	
Fight	10	*Chokeholds*
Fly	6	
Focus	10	
Influence	10	*Negotiation, Intimidation*
Know	10	*Syndicate, Triad*
Move	6	
Notice	8	
Shoot	6	*Pistols*
Sneak	8	

DISTINCTIONS

Mysterious Past 8

You weren't born to the life you're livin' now.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Cortex Specter:* Whenever anyone uses an information-based Asset against you, spend 1 PP to turn it into a **No Data Found** Complication of the same die rating.

Intuitive 8

You ain't a reader, not as such. But the way folk carry themselves, how they move, that's the language you speak.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Now Is Not Your Time*: When someone tries to attack you the first time in a scene, spend 1 PP to instead make them set the stakes against a **Social** + **Influence** intimidation Action. If you raise the stakes, they cannot attack you until you roll a jinx.

Scary Lieutenant 8

When your boss says to break a man's legs, you already gone and picked out one that you like.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSET:

Antique Eyeglasses d10: Kostya claims his wire-rimmed spectacles are an ancient artifact from Earth-That-Was. While few believe him, even fewer want to dispute his claim. Regardless, Kostya often finds that wearing the eyeglasses allows him to focus on important details. His longtime associates know that when this enforcer puts his glasses on, terrible violence is about to erupt.

MINOR CHARACTERS

Minor Gamemaster characters, or Minor GMCs, are supporting characters important to various parts of the adventure but less dangerous, impressive, or central to the action than the Major GMCs. Many of them will stand in opposition to the antagonists, but could also be potential allies for the Crew with the right incentives.

Avoid forcing an encounter with a character and focus on scene management instead. If'n the Crew doesn't pick up on the fact that Remember is a hostage and finds a different way to stick it to du Bujac—that's okay! Truth be told, the Crew could have their hands full with Sheriff Demsky, too. Don't overwhelm the Crew by tossin' them in the line of Chief Deputy Stiles' fire just because you feel obligated to.

Minor GMCs further drive the plot by giving the Crew new choices to make that are relevant to the job. Not sure how to use Minor Gamemaster characters? Want to create your own? Flip back to the *Keep Flyin'* chapter on page 270 and jog your memory to learn how.

REMEMBER HOPKINS

"It's a good thing I got my wits about me."

Character Type: Hostage

Role: Knows du Bujac's secret and was punished for it.

Acts: Act I, II, and III

Character Description: When she first met Etienne du Bujac, Remember Hopkins was charmed by his sophisticated ways and expensive tastes. Like many teenage girls, she briefly fancied herself in love with him and followed the smooth-talking du Bujac wherever he went—by spying on him.

Curious to a fault, Remember overheard Kostya and du Bujac talking about how the mine was dried up and du Bujac was in serious trouble. Just as she was about to run back to her father with the news, Kostya caught her snooping and locked her up. Though she's been treated well, Remember's been living in du Bujac's home ever since.

Remember may be a hostage, but that don't mean she's fragile and weak. This teenage girl has seen du Bujac's true colors and will cause trouble the first chance she gets. She knows better than to scream or kick her way out, for she's deathly afraid Kostya will hurt her daddy if she tries. Given the right circumstance, Remember'll do anything to free herself and save her father from du Bujac's grasp.

Traits: **Mental** D6, **Physical** D4, **Social** D8

Influence D8, **Move** D6, **Perform** D6, **Curious** D8

GRADY HOPKINS

"I ain't used to purty words. You want my help? Do somethin' for me, first."

Character Type: Grizzled Mine Foreman

Role: Manages miners. Unwillingly serves du Bujac.

Acts: II and III

Character Description: Grady Hopkins worked the mine from the very beginning and was Morrison's assistant under her charge. When du Bujac took over five years ago, Hopkins confronted him and told the man he didn't know a thing about mining. Du Bujac agreed and offered him a job but, at first, Hopkins refused, opting to work in the town saloon as a bartender instead.

A few months ago, du Bujac kidnapped his daughter, Remember, at Kostya's behest. Using her as leverage, du Bujac forced her father to get the mine back up-and-running by handing him an ultimatum: if the mine wasn't profitable, du Bujac warned, Remember would suffer the consequences. Either Hopkins worked the mine, or he'd be arrested and never see his daughter again.

Ever since that fateful day, Grady Hopkins has worked himself and the miners to the bone to fill du Bujac's pockets. His knowledge has paid off, for Hopkins is responsible for finding the new vein of precious metals. A wiry, thin man, the mining foreman looks like he's never had a day off in his life.

Traits: **Mental** D6, **Physical** D6, **Social** D6

Operate D8, **Fight** D6, **Influence** D6, **Mining Foreman** D8

CHIEF DEPUTY VIOLET STILES

"See that guy in uniform over there? That's the sheriff. You'd best not cross him or me."

Character Type: Bitter Instigator

Role: Causes trouble for the townsfolk so Demsky can throw his weight around and look like a hero.

Acts: Act II and III

Character Description: Violet Stiles was born and bred in the town of Hannibal. Her family fell on hard times after the War, on account of her father and brothers never making it back home safe from the Battle of Du-Khang. She took personal issue with anybody who fought for the Independents and blamed the lot of them for her troubles. Sadly, Violet never recovered from the loss and spends her days starin' at the bottom of a bottle.

A vocal Alliance supporter, Stiles supported Demsky and riled up the townsfolk against Morrison. Though she didn't ask for it, du Bujac offered her the job of Chief Deputy alongside town's new sheriff. Stiles never hesitated—she needed the money and wanted to put the hurt on the townsfolk who didn't lend her a helping hand when she needed it.

Nowadays, the drunken deputy spends her time nosing around town to make Demsky look good in front of du Bujac. She ain't much of a physical threat on account of her inability to stand up straight most days, but if Violet feels like she's been backed into a corner, she'll abuse her position and toss her opponents in jail.

Traits: **Mental** D4, **Physical** D6, **Social** D8

Fight D8, **Influence** D6, **Shoot** D6, **Trick** D6, **Born and Bred on Hannibal** D8

EXTRAS

Extras are characters that primarily support Major and Minor GMCs, either by propelling the plot forward by offering a single clue or by standing in the Crew's way by causing them heaps of trouble. Because they don't add a lot of weight, Extras typically have a single trait. Add a few personality quirks to these Extras to make 'em stand out some—that way they don't all look, sound, and act the same!

Turn to *Keep Flyin'* on page 272 if'n you'd like to learn more about Extras.

DEMSKY'S DEPUTIES

Though Stiles is Demsky's chief deputy, the sheriff has a dozen other thugs in his employ. These deputies ain't the best fighters and barely know the laws they're supposed to be enforcing. Still, they can be a danger to the Crew and the townsfolk if'n Demsky or Stiles gives 'em the order.

Here are a few of the deputies working for Sheriff Demsky:

- **Clem, Annie, Hank, and Cheng:** Ex-miners who took the job because bein' a deputy was better than slaving away in the mine. First to run or hide when things get tough.
- **Cousin Rupert:** This deputy is one of the few family members Deputy Stiles has left. He's meaner than Violet is, but even less competent. Though he's not much of a threat, Stiles has put him in charge of the other deputies.
- **Zhang, Bao, and Chomsky:** These three came home from the War and needed a job. They fought for the Alliance but never got the chance to be big, damn heroes. Though they know how to point and shoot a gun, they aren't as tough as they look.

Traits: Demsky's Deputy D6

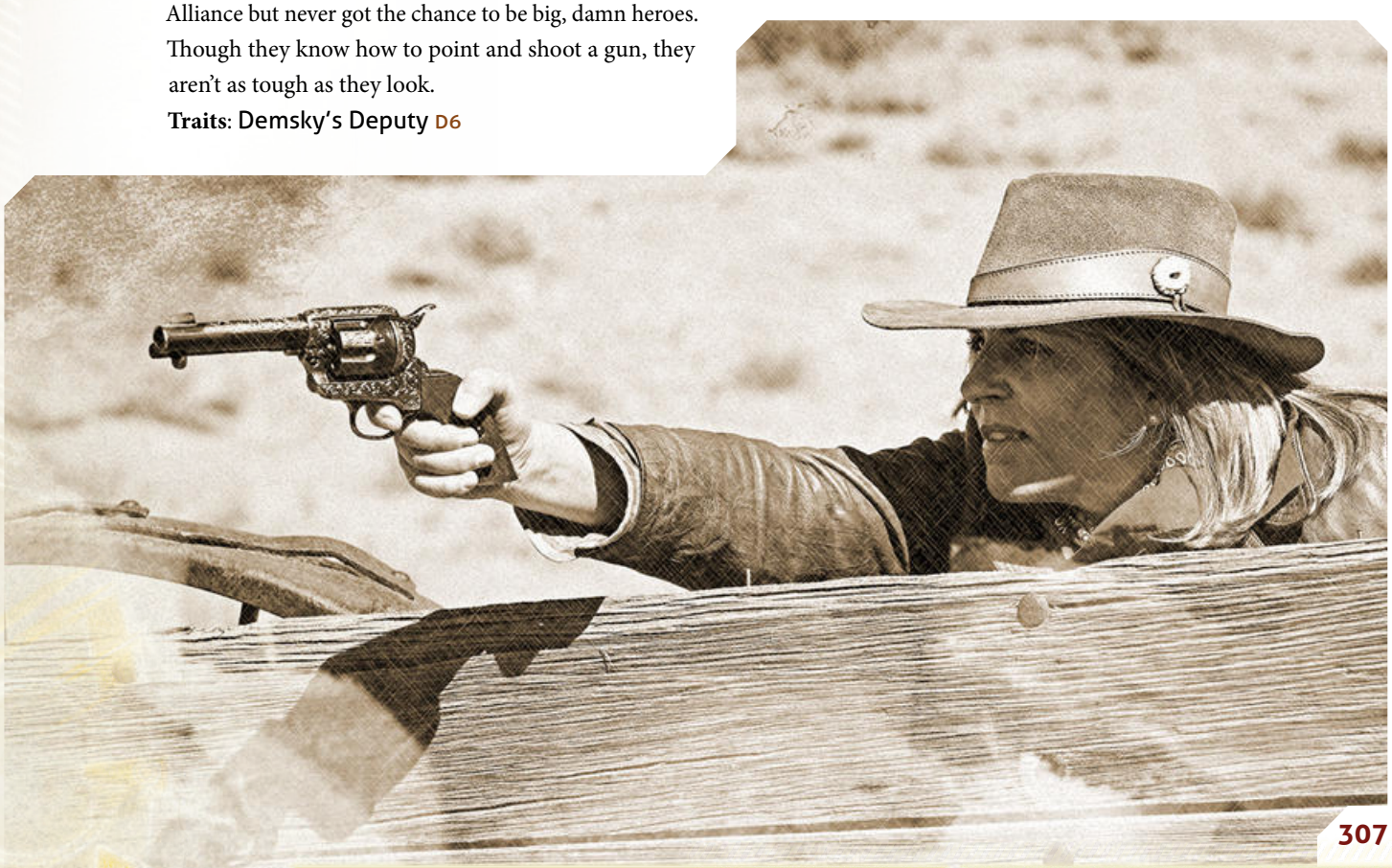
DU BUJAC'S MERCS

In addition to the rest of the cast, du Bujac has dozens of mercenaries working for him. Because his operation is funded by Niska, du Bujac is able to hire a variety of outfits. These underlings are dangerous, provided they get paid. If their coin dries up, the mercs will report back to Kostya and find another contract.

Stationed at the mine, du Bujac's fancy manor, and on the *Zhan che* as guards, use as many (or as few) of these mercenaries as you need to maintain a challenge for the Crew. If'n you need to add more flavor to your story, don't be afraid to come up with your own mercenaries, too.

- **Henrik and Hennessy:** Two scruffy-looking mercs who still wear their Alliance fatigues with the unit patches removed. They are fond of cigars and crackin' knock-knock jokes.
- **Cortez:** An imposing thug with a nasty scar along his jawline, he wanders around town playin' an accordion. Most townsfolk fear what'll happen if Cortez sets aside his instrument and picks up his gun instead.
- **Rosie, Frank, Lucinda, and "Dirty Steve" Morgan:** Outlaws on-the-run from the Blue Sun Corporation. This secretive group stole corporate secrets and sold them for a pittance. Unfortunately, they've got a bounty on their heads and are stranded on Sweethome until they can raise enough credits to disappear into the black.

Traits: Mercenary D8



MORRISON'S MINERS

The workers at the Morrison Mining Company and their families make up the bulk of the population of the town of Hannibal. These men and women make their living working the earth and many have toiled in mines across multiple worlds before settling on Sweethome. It's a hard life, but it puts food on the table and a roof over their loved ones' heads. A few of 'em served in the Unification War and wound up in Hannibal, running from many of the same memories that plague Crewmembers like Mal and Zoe.

Of course, since du Bujac took over, life for the townsfolk hasn't been all that great. Most can't make enough to get ahead or book passage on a transport flyin' back to Persephone or some other well-populated planet to find a better job.

The miners serve to put a face to the good townsfolk of Hannibal. Many of them will remember Morrison and, with a little nudging, can help point the Crew in the right direction.

- **Rusty Breckenridge:** A tough, bearded man in his forties, Rusty Breckenridge is a former Independent who's been working a mine most of his life. He's got a wife, Anabelle, and two children, Molly and Shane.
- **Bolo and Cort:** These cheerful young brothers spend most of their extra pay buying the other miners a drink or two in order to keep up morale. Despite their burly size and tendency to be a bit loud, they're amicable and decent folk.
- **Chao Ping:** Short and stocky, this middle-aged miner is a skilled mechanic. Chao helps keep the mine's substandard equipment running. Many of the miners call her Jiě Jiě, or "Big Sister." Rumor has it she served on an Alliance warship during the War.
- **Billy Ganders:** A young runaway who arrived on Sweethome on a supply ship, Billy works in the mine because there ain't no other jobs to get. He's got big plans to go to an Academy in the Core, but that ain't going to happen without a better source of income.
- **Gidel Humphrey:** Gidel is a devout man who supervises work crews in charge of opening up new shafts and tunnels. He's got a young, pretty wife, Babette, who operates a small laundromat out of their home.
- **Lily Hornwood:** A former gang member from the Eavestown Docks, Lily "Lady" Hornwood is an ex-con. Morrison gave Lily a second chance, which is something she's never forgotten. She'll die for Morrison if'n the opportunity arises, and will kill for her twice to prove how much she cares for her former boss.

Traits: Miner D6



MASTERIN' THE GAME: RECOMMENDIN' RULES

In each Act, you'll find sample dice pools, Assets and Complications, and results based on how well the Crewmembers raise the stakes. These dice pools, which are focused on a particular Action, are examples of what *could* happen in a particular scene. Don't get confused into thinking that these are the only Actions the Crew needs to take or that Crewmembers have to do the listed Actions to move through the story. These are just ideas to help you think about what your Crew might do and offer suggestions if they get stuck.

Often, you don't even need to get out the dice to keep things moving. Setting and raising the stakes isn't always necessary every time the Crew wants to talk to another character or throw a punch. Don't force a roll just because the rules say you should. Balance how failure and success will influence the plot by judging how the outcome affects a story. If you ignore a roll because it's not relevant to your Crew, that's okay!

SCENES AND LOCATIONS

"Hannibal, Sweethome. Population 300. Main exports are silver, copper, and coal. Perfect mining conditions. It never rains."
– River

Though the 'Verse is plenty big, what with its five systems and all, once a Crew lands on the surface of a backwater moon like Sweethome, their world contracts. Instead of peering into the black, the Crew'll be walkin' into parts unknown. The setting for your Episode will help focus the plot and give your Crewmembers places to explore.

In *What's Yours Is Mine*, there are a few locations the Crew'll visit. Here's a breakdown of where they're headed:

- In the Prelude, the Crew will visit with Marion Morrison in a bar called the *Broken Rose*. This Eavesdown Docks saloon is on the planet Persephone in the White Sun System.
- The town of Hannibal and its adjacent mine, located on Sweethome in the Georgia System, are integral to Acts I, II, III, and the Epilogue.
- The black is crucial to Act IV. High above Sweethome's atmosphere, the Crew'll run into two of du Bujac's ships—the *Zhan che* and *The Force Majeure*.

Both the town and the mine—places where the Crew'll be explorin' to find allies and dig for clues—are described in great detail here. You'll find information about the *Broken Rose*, the *Zhan che*, and *The Force Majeure* in their respective Acts.

HANNIBAL

"There ain't even a stinkin' junkyard in this crappy town. Lame."
– Kaylee

The town of Hannibal sprung up to serve the needs of the mine's workers and their families. Like many other mining towns scattered throughout the 'Verse, if'n the mine shuts down, its more than likely the town will, too. The people of Hannibal ain't about to hold a cultural fair to celebrate what little their town has to offer, but they're mighty proud of what they've been able to do here on this moon. They'd be mighty sad to see it go under. After all, it is their home.

That said, Hannibal has a few charms if you know where to look. The folk that came to Sweethome to work at the Morrison Mining Co. knew they were leaving their lives behind on other worlds, and they made sure to bring a bit of the 'Verse they cared about to their new home. Things may be tough now under du Bujac, but there's plenty in Hannibal that shows how the miners keep their eyes on a better future.

Here are a few notable places that can be visited in Hannibal:

- **Alliance Outpost:** There ain't much of an Alliance presence on Hannibal, just two soldiers at a time keeping the peace (**Alliance Soldiers** D8). After all, no one much cares about a small mining moon with little to no strategic value and even less financial promise. But the Alliance stations a few folks out on Sweethome just to make sure they've got a hand in every pot. These two Alliance soldiers—who got stuck out here on account of bad behavior and unfortunate luck—spend most of their time trying to figure out a way off the moon. They're happy to stay out of du Bujac's way after he promised them he would help get them reassigned.
- **Dry River Saloon:** The local saloon on Hannibal is one of the few bright spots in the moon's recent history. Sally Zhang (**Saloon Owner** D6) moved to Hannibal a few years ago to work in the mine, but ended up taking over the local brewpub when the owner dropped dead of a heart attack. Since then, she's built it up into a local institution that features dancin', gamblin', and drinkin' at a rate the miners can afford. The name, of course, is ironic. There ain't any rivers near Hannibal, let alone dry ones.
- **Du Bujac's Manor:** What little money's been pulled out of the Morrison mine in the last few years has gone into projects like du Bujac's manor. Sitting on a hill overlooking the mine itself, the manor is a large, three-story building with columns out front and a sloping roof that shows off the brand new roofing that du Bujac installed last year. The whole house is an eyesore, a reminder that du Bujac runs Hannibal with an iron fist and terrible taste.
- **Doc Wilson's Office:** Doc Wilson's been on Sweethome for almost twenty-five years. A long-time resident, Doc still feels guilty about testifying against Marion Morrison in her trial. As the company's town doctor (**Town Doctor** D8), he was responsible for the autopsy that was used in Morrison's case, and the bribe he took from du Bujac to fake the autopsy paperwork allowed him to buy his own office building outright. Though the bribe secured his future, it wasn't big enough to set his mind at ease. Most folk on Sweethome don't know about his role, and you can usually find one or two people at his office at all times, asking him for his advice and counsel.



- **Morrison Co. Supply Store:** The company store is one of the primary ways that du Bujac steals from the very miners he employs. On the surface, it's a normal general goods store; fine fabrics, gilded lamps from the Core, ropes, and candles are displayed in the front windows. The walls are bare, but the place is generally clean and pleasant. Under the surface, however, it's pretty clear that all the most useful things are marked up pretty high, and that many of the goods that miners need, like canned beans, soap, batteries, helmets, and pickaxes, are only available in small quantities. Needless to say, Ralph Cha (**Shopkeeper** D6) is on du Bujac's payroll and drives up prices whenever he feels like it.
- **Morrison Co. Bank:** Perhaps more painful than any other change on Sweethome, the complete reversal of the Morrison Co. Bank has devastated the savings of the miners on the moon. When Morrison was in charge, she founded the bank in a small building on the edge of town, hoping to help miners save up enough to send their kids to university. Now, du Bujac uses the bank to fleece people. He built a large building in the center of town and drove the other bank out of business to ensure that all the money in Hannibal flows through his hands. The bank manager, Amelia Warren (**Town Banker** D6) is an honest sort, but she's powerless to do much without crossing du Bujac.
- **Shrine of the Fallen:** About half a mile away from the mine, the miners have set up a shrine to their fellow workers who have died in mine accidents since Morrison left. The centerpiece of the shrine is a large crossbeam that Tom Zhao (**Miner** D6) hauled out of the mine after the first major cave-in of the du Bujac era. While people leave silk flowers and holo-pics at the site, the primary way that the miners honor the fallen is by scratching their names into the crossbeam, a permanent reminder of the fragility of their human bodies while performing this work. Zhao still maintains the site, but the continuing deaths are weighing on him pretty hard.

Since du Bujac took over the mine, many of the buildings have fallen into disrepair and a few businesses have had to close up shop on Sweethome. Most of the commerce in the city flows through the company supply store, and du Bujac makes sure to charge a premium for everything that miners need, including the batteries that fuel their headlamps. The company bank ain't much better, what with the fees on all the transactions miners make, including cashing company checks. It's all a rigged game and the house always takes a cut.

Though many businesses dried up, some of the town's more enterprisin' folks have set up shop in their own homes. Credits (and gold) are mighty scarce, which is why it's not uncommon to see neighbors swapping goods or services to get by.

MORRISON MINE

"Look on the bright side. It may be a hole in the ground, but at least it's a pretty hole."

– Wash

The Morrison Mining Company opened its signature mine twenty-five years ago. Other than a temporary hiccup, the mine continues to operate to this day.

The mouth of the mine is surrounded on three sides by fortified walls; its remaining side is bordered by a set of water tanks, steep cliffs, and jagged rocks. The mine's tunnels burrow deeply into the side of the cliff. A network of winding, dark tunnels gives the miners access to veins of precious ore and minerals. When Morrison was running the mine, several veins were being worked on at the same time. Safety measures, like superior lighting and an emergency alert system, were established under her guidance, and she took personal responsibility for every accident that happened on her watch.

Now that du Bujac has taken over, he's concentrating all his resources to extract metals from a single, rich vein. The Advanced Mining Equipment D6 he's providing to the townsfolk comes at a hefty price, for du Bujac is sacrificing safety for speed. The light is now spotty and workers are required to buy their own uniforms and personal safety gear. Worse, accidents are on the rise as he pushes forward to make his shipment on time. Almost everyone who lives in Hannibal knows someone who met their end in the mines, and a few dozen people who would get off this rock if they only had a better option waitin' in the black.

In addition to the mercenary types guarding the mine, imposing, big-barreled Remote-Controlled Mounted Guns D8 circle the perimeter of du Bujuac's property and his landing pad. These armaments are programmable and the control pad that controls the guns can be found in du Bujac's safe, hidden behind a painting in his manor.

COMINGS AND GOINGS

By now, you should have a general understanding of the plot for *What's Yours Is Mine*. If'n it ain't exactly clear in your head, don't worry. **Comings and Goings** reinforces the story arc some by giving you an overview of what happens and which characters will see the most action in each Act.

What's Yours Is Mine begins with the **Prelude**, set at the *Broken Rose* saloon located in the familiar Eavesdown Docks. The Crew is swappin' stories, havin' a beer, and waiting for their client, Marion Morrison. Before this scene ends, they'll learn about the job some and get themselves caught up in a bar fight before they leave for Sweethome. This scene tends to be the shortest of all the acts because the Prelude exists to clue the Crew in on a new job and get 'em warmed up by rollin' some dice.

Act I takes place in the streets of Hannibal. You'll set the scene by describin' the mining town and who's in it. Maybe you mention the armed guards walkin' the streets with guns as big as houses. Maybe you tell the Crew how the townsfolk can't look them straight in the eye. Give the Crew an idea of what that good-for-nothin' varmint Etienne du Bujac is like and who they'll need to overcome to get the job done. Once the Crew's had a chance to poke around—and learn about Morrison's long time friend Grady Hopkins—du Bujac's lackey Sheriff Demsky will take notice. He and his deputies'll attempt to corral the Crew and arrest 'em. This could lead to a brawl and a chase, if the Crew don't come quietly. In the end, one or more Crewmembers'll find themselves thrown in the pokey.

After you cut to commercial, **Act II** opens in a mining tunnel. The Crewmembers who got themselves arrested are mining for precious ore and minerals alongside Grady Hopkins. After a tunnel collapses, the Crew'll have a chance at savin' some miners and winnin' the respect of the foreman. They'll learn that the foreman's daughter—Remember Hopkins—is being held captive by du Bujac. Freeing her will guarantee the support of Hopkins, along with the rest of the miners and townsfolk. She's also got access to all manner of du Bujac's secrets in his fancy mansion. Now, the events of this Act can go a mighty number of different ways, dependin' on the path the Crew takes. Trouble—in the form of a collapsing mine or a run-in with the Teng sisters for those not arrested—gives the Crew a chance to be big, damn heroes and impress the townsfolk. This doesn't mean Act II has a bunch of shootouts—after all, not every problem is solved with a gun. In the end, the Crew'll have a fairly clear mission—rescue Remember.

Act III gives the Crew a chance to regroup on board their boat, go over their plan, and gear up for a thrillin' midnight rescue. They know Grady Hopkins' daughter is being held captive in du Bujac's heavily guarded estate. Rescuing her will give the Crew a much-needed ally and inside knowledge of du Bujac's plans. Now, how the Crew goes about this wildly dangerous stunt is up to them. A full-fledged ground assault might not be advisable for most Crews; instead, Grady suggests an aerial rescue, complete with a dashin' rope pick-up. 'Course, it ain't going to be easy, especially once du Bujac's mercenaries get wind of what's happening. Whether the Crew is successful or not, by the end of this Act they'll be headed spaceward to intercept the shipment—which is being picked up that very night!

Act IV is the culmination of the Crew's plans and all the decisions that they've made up to this point. The Crew's mission is to get the cargo before *Zhan che* has a chance to pick it up in orbit. When they fly up and into space, however, they're in for a surprise. The slow, lumbering *Zhan che* is protecting an unarmed transport ship known as *The Force Majeure*—and it's diving hard and fast into the atmosphere toward the surface! Du Bujac is one slippery snake; seems he's given the townsfolk false information about the shipment. Instead of a slow cargo hauler, he's planning on snagging the freight with a new, fast-moving blockade runner. Will the Crew successfully race this boat to the surface and intercept the shipment in time? Or, will they improvise and find some other way of saving the day? The story reaches a dramatic climax in Act IV. Shiny!

Every Episode may have some loose ends that need tyin' up or a final scene that brings the plot to a satisfyin' conclusion. Here, the **Epilogue** is an optional scene introducing Kostya, the man pulling du Bujac's strings, and the chance to make a deal. Now, the Crew doesn't have to take Kostya's offer, but they might want to consider it. Kostya is willing to transfer ownership of the mine to Marion Morrison, provided she agrees to take over du Bujac's debt. Morrison gets the mine back, Mr. Niska gets his money, and the townsfolk live happily ever after. But are the Crewmembers willing to leave Morrison in debt to Niska to take their cut of the job?



PRELUDE: PROSPECTIN'

The Prelude gives you a chance to help your Crew get settled into their characters by easing 'em into the story some. This scene's purpose is to teach players what dice to roll by providing them with an opportunity to learn more about the job and fend off a few hired thugs.

The Crew meets their new client, Marion Morrison, to hear about a job she's got for them on Sweethome. The conversation takes a turn when goons show up, forcing the Crewmembers to prove their qualifications.

INT: The Broken Rose (DAY)

The Broken Rose is built into the remains of a notorious pirate ship that crashed on the Eavesdown Docks. Though the derelict vessel has been stripped of all functioning parts, an entrepreneur bought the land it's sittin' on and built a whiskey still in the ship's former engine room. The saloon is downright cozy. Stools and tables are creatively positioned and screwed into the floor. War memorabilia from both sides decorate the walls.

MAL and JAYNE are sitting in a converted mess hall, surrounded by rusty pots and pans. MAL winks at JAYNE and they both take a swig of fresh moonshine. As soon as the liquor hits their mouths, they make a face and swallow it down hard.

JAYNE: How come we didn't meet at Badger's office?

MAL: What? And give Badger a cut of our profits? Tell me you're not going soft and gushy on me, Jayne.

JAYNE: (pauses) Oh, right. Good thinkin'.

MAL: I knew you wouldn't be.

THE LOWDOWN: STRIKIN' GOLD. SORT OF.

The Crew has landed on a spaceport near the Eavesdown Docks. They are having a round of drinks at a saloon called the *Broken Rose* and are waiting to meet Marion Morrison. The *Broken Rose* is a tourist attraction cleverly built into the back of a legendary crashed ship that used to run under the same name. Because the locals tend to avoid the derelict pirate boat with equal parts disdain and snobbery, the saloon serves as a fine meeting place for travelers and crews hopin' for a little privacy.

So far, the Crew only knows that they were personally referred to Morrison by a former client who told her that the Crew has a reputation for taking on hard-luck cases—provided the pay is good. What offer will she make?

TROUBLE: HARD LUCK, HARD PLAN

Marion Morrison is easy enough to pick out among the locals. She's sitting with her back to the bar, peering into the crowd, slowly nursing a mug of ale. If the Crew doesn't introduce themselves first, she'll quickly notice them and order them a round of drinks. Morrison'll offer the captain a strong handshake and sit down to discuss the job's details.

This meeting gives the Crew an impression of Morrison's personality. She'll speak clearly but quietly, will chafe at any crude remarks, and won't hesitate to talk business. Though she's friendly enough, savvy Crewmembers proficient in Social will likely notice Morrison is determined, desperate, and haunted by her past.

Once seated, Morrison will tell the Crew about the job, outlining the score that awaits them if they follow her plan. She'll explain that the Morrison Mining Company is now run by a "no good *fei fei pì gu* by the name of Etienne du Bujac," and that the new owner is eager to finish a shipment that will make or break his business. Morrison is of the opinion the shipment's rightfully hers and is willing to part with half of it if the Crew can help swipe it from du Bujac. When pressed, she'll explain that interrupting du Bujac's trade is half the fun. The job is difficult, but not impossible. According to Morrison, several of her friends, like Grady Hopkins, and her old employees are likely still living and working in the town of Hannibal.

Despite being light on a few of the details, Morrison's got a plan that just might work. Since du Bujac doesn't have any ships that can pick up the shipment directly from the surface, he'll have to use a short-haul tugship to get the shipment into orbit so that the *Zhan che* can load it up and take it to the nearest ore market. A quick transport ship, like a Firefly class transport, should have no trouble grabbing the shipment from orbit before du Bujac's slow moving warship can load up the cargo. Pickin' the cargo up from the ground is out of the question, since it's likely to be guarded by du Bujac's army of mercenaries.

Morrison is hesitant to spill all the details about her past history with du Bujac. She won't be dodgy or hold back vital information; the newly released ex-convict is still getting used to life outside the work camps. Full of pride, she's not interested in exposing the skeletons in her closet and will avoid talking about life in prison and how she was framed for murder. She will, when pressed, tell the Crew du Bujac stole the mine out from under her and she'd like it back, but it will take a few drinks or a persuasive Crewmember to get the full story out of her.

On the off chance anyone asks Morrison why she needs the Crew's help, she'll explain that she's got no love for the Alliance and that she'd prefer to take matters into her own hands instead of running to the Alliance to fix her problems. For any Crewmember sympathetic to the Alliance, this statement may ruffle some feathers. If'n that's the case, change the subject. Explore a different angle by bringing up how poorly du Bujac treats the miners on Sweethome. When du Bujac loses ownership of the mine, Morrison can buy it back with her half of the job's proceeds and put back the safety protocols that kept the miners safe for all those years that she ran the mine. Even the most hardened Crewmember will realize that while Morrison is looking to get even by doing a little crime, her heart's in the right place.

GAIN MORRISON'S TRUST

After Morrison provides them with these basic details, she will ask them for an answer. If they still want to learn more before agreeing to take the job, she'll only divulge if she feels they are competent and trustworthy. Like many of the Crew's other clients, Morrison is just being careful and doesn't want to expose how badly du Bujac hurt her by taking away her mine and setting her up for murder.

If the Crewmembers want to try to dig deeper, have one of them take a Basic Action to try to earn Morrison's trust and uncover her deeper motives. Ask the Crewmember to describe the Action and pick out an Attribute and Skill that best describe that Action for the Crewmember's dice pool. If the Crewmember wants to persuade Morrison to reveal more, use Social + Influence; trying to trick Morrison into revealing too much would be Mental + Trick.

Here are some sample dice pools and outcomes that will help you to see how this kind of Action will look at your table, including some possible Assets players might purchase with Plot Points and a few potential Complications that you can give to the players if they roll jinxes.

Crewmember Dice Pool: Social + Influence, Mental + Trick

Gamemaster Dice Pool: Morrison's Social D6 + Influence D8 + Tough as Old Boot Leather D8

Possible Assets: Let's Have a Few Drinks, Got a Right to Know What We're Up Against, Heard Good Things About You

Possible Complications: Off to a Bad Start, Not Sure I Trust Ya, Suspicious Questions

Example Results:

- **Failure to Raise the Stakes:** Morrison's information on du Bujac's operation seems incomplete and sketchy. She isn't willing to trust the Crew with what she really knows. Give the Crew a **Sketchy Details** D6 Complication that lasts until they get to Sweethome and start looking around for themselves.
- **Raise the Stakes:** The Crew manages to impress Morrison a bit. She'll note that du Bujac allegedly spends a lot of money on mercenaries and has the local law in his pocket. She'll even identify a few people that work for him in advance of the Crew meeting them. She'll also tell them more about her history with du Bujac.
- **Extraordinary Success:** As above. Morrison is impressed with the Crew. She'll send a wave ahead of the Crew to put in a good word with her former associate, Grady Hopkins, to help 'em out, and she reveals why she really wants to set du Bujac up in full.

Though Morrison is well informed, she doesn't know every detail. She's aware du Bujac has a lot of mercs guarding the mine and has guessed that the town is under his thumb. Because she's out of the loop, she'll encourage the Crew to head to Hannibal, rile up some help, and find out more information about the upcoming shipment. Morrison has confirmed that the mine'll be shipping out a valuable haul; she's just not certain exactly when the transfer is happenin' and suspects du Bujac's keeping a tight lid on that particular fact.

While the Crew is haggling with Morrison and asking her pointed questions, they'll sense that the saloon has gotten quiet. The saloon has cleared out and a passel of thugs is heading toward the Crew.



MASTERIN' THE GAME: PAST CONNECTIONS

A good way of creating the plot for any Episode is to establish a connection between the client and a Crewmember before the job is presented to the Crew.

Here are some suggestions:

War Veteran—Anybody who fought in the War could have gotten shelter or supplies from Morrison. She wouldn't have risked her personal safety to aid them, but she would have given soldiers on both sides a place to rest their bones, refuel their ships, and sit a spell before getting back to the fightin'.

Former Employee—A miner, mechanic, salvager, trader, medic, repairman, and the like could have worked for Morrison at some point, either directly or indirectly. She was known as a tough but fair boss who cared for her employees, treating them better than most.

Fellow Prisoner—An ex-con could have served some time with Morrison while she was imprisoned, or perhaps knew someone else who did. Those who know Morrison from her days in the work camp will remark that she kept to herself and seemed out of place. Even hardened criminals will recognize she didn't belong in prison.

Family Ties—Morrison could be an old family friend. She's spent most of her life in the Red Sun System buildin' up friends and connections. Anyone who hails from that part of the 'Verse could be connected to the former Morrison empire.

Companion Registry—Like many, Morrison did hire the occasional Companion over the years. Her reputation with them has been very positive, but since these files are confidential, even a Companion won't learn more details than the basics of her reputation.

One of the Faithful—A traveling shepherd might have visited the town of Hannibal to spread the Good Word and learned of Morrison while staying there. It's not uncommon for missionaries and the like to visit mining towns like this one, though they usually stay with one of the faithful or set up camp outside.

THE SHOWDOWN: BRINGING WOOD TO PUT OUT A FIRE

The goons staring down the Crew are on their way to Sweethome to work for du Bujac. They're loud, stupid, and have big mouths—they're after anybody who may cut into their own profits and won't hesitate to tell du Bujac about the Crew, either. While this ain't a tough fight, it's serious enough to give the Crew a taste of what's to come.

Morrison's role in the fight, like other non-combat-heavy Crewmembers, is flexible. She can shout commands, crash beer mugs over a goon's head, search for a handy weapon, etc. For a more active role, use the rules provided in Casting Call to give Morrison greater flexibility. She's tough and ain't afraid to help out when she needs to. Remember that the focus of the scene should be on the Crew, so you can have Morrison lend a die to the Crewmembers whenever she helps out in a roll rather than have her roll against the goons herself.

The thugs that du Bujac sent aren't much on their own (Hired Goon D6), but they can gang up on the Crew to pool their resources and put up a decent fight. For each additional thug that a Crewmember tries to take on, add a D6 to the GM's roll, as the extra goons effectively lend a die to the goon the Crewmember is targeting. Check out the Gang Up rules in *Keep Flyin'* on page 264 for more information on ganging up on Crewmembers.

MASTERIN' THE GAME: MORE THAN ONE WAY TO SKIN A CAT

You might notice that different Attribute and Skill combinations are listed within the same Action, like **Social + Influence** and **Physical + Fight** when the Crew takes on du Bujac's hired goons. That's because there are a lot of different ways for Crewmembers to try to accomplish the same goal in the **FIREFLY RPG.** If you were usin' the Main Cast, for example:

Inara might try to persuade the goons that getting into a fight wasn't a good idea with **Social + Influence**

Book might try to convince them that they've got the wrong Morrison with **Mental + Trick**

Jayne might punch the goons in the face (or hit them with a barstool) with **Physical + Fight**

This here adventure is geared to support all the different tactics your players might try to use. Just remember that it's up to each Crewmember to decide how best to jump into the fray!

FIGHTING DU BUJAC'S GOONS

Crewmember Dice Pool: Social + Influence, Mental + Trick, Physical + Fight

Gamemaster Dice Pool: Challenging Difficulty D8 + Hired Goon XD6

Possible Assets: Friendly Bartender, Flipped Table, Sturdy Barstool

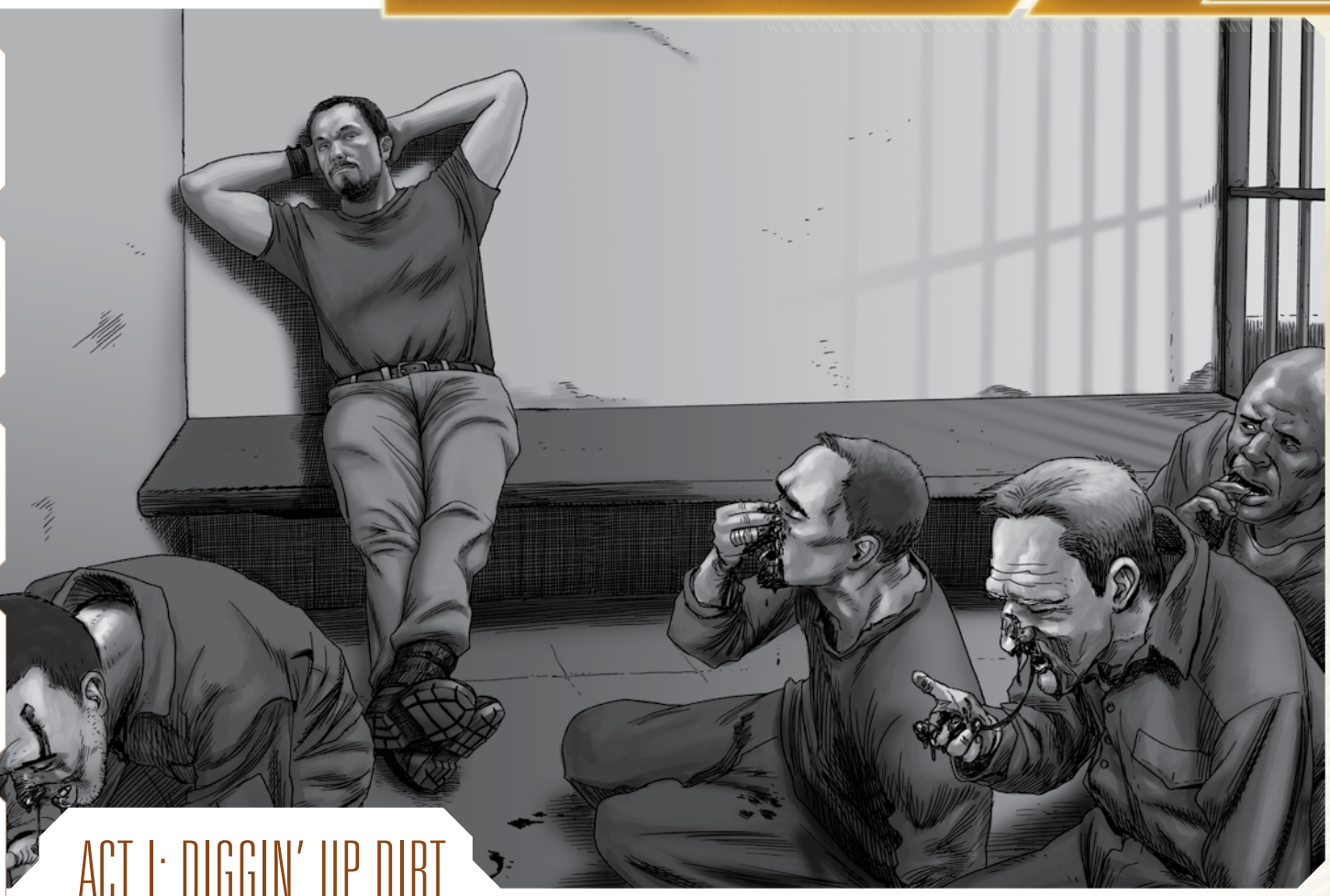
Possible Complications: Got Us Surrounded, Morrison Takes a Hit, Message to du Bujac

Example Results:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by the local goons. The Crewmember can spend a Plot Point and accept a Complication equal to the highest rolling die in the **Hired Goon's** dice pool to stay in the fight.
- **Raise the Stakes:** POW! The Crewmember takes down one of the locals. Remove a **Hired Goon D6** from the Gamemaster's Dice Pool.
- **Extraordinary Success:** WHAM! THUD! The Crewmember takes down two of the locals. Remove two **Hired Goon D6** from the Gamemaster's Dice Pool.

After the fight is over, wrap up the scene quickly. If the Crew decides to inspect the fallen thugs, one of them will whisper that they are on their way to Sweethome to work for "some big shot mining boss." Though the assailants don't know anything more than that, a savvy Crew will come to the conclusion that these hirelings may have already alerted du Bujac of their plans—whether they take the job or not. If they don't reach that conclusion on their own, Morrison will offer that detail and suggest that takin' her up on her offer is the best way to get even. Sure, the Crew could take out the mercenaries, but as paranoid as du Bujac is, he'll be sure to start askin' questions. Word gets around quick and there's all kinds of unsavory folk lookin' for an edge or a pile of extra credits on Persephone.

The end of this Prelude should conclude with the Crew acceptin' the job and decidin' if Morrison will be communicating with them remotely or helpin' 'em out by tagging along. Once that's clear, it's time to cut to commercial!



ACT I: DIGGIN' UP DIRT

The first Act of an Episode is usually all about investigatin' and diggin' up dirt on a job. In this case, the Crewmembers will explore a small town to find information about who and what they're up against, so they can formulate a plan. This is the perfect scene to introduce sub-plots by presenting new characters for the Crew to fight, sneak past, cheat, stare down, or chat up. Crewmembers typically encounter some trouble with a capital "T" in the first Act that is related to a specific character's goal or a problem in the environment.

The Crew walks the streets of Hannibal to gather intel and hunt down Grady Hopkins when they have a run-in with the local law.

INT: Hannibal, Main Street (DAY)

Hannibal is a town cobbled together from scrap lumber and spare parts. It's sturdy enough to survive Sweethome's blustery winds, but other than du Bujac's white manor, it's far from pretty. ZOE and BOOK are standing between an overgrown gravesite that hasn't been tended to in some time and an unpaved dirt road.

ZOE: Well, ain't Hannibal a fine bit of nothing.

BOOK: Oh, I'm sure this place has its own hidden charms. I'm sure it has...wonderful ale.

ZOE: Really, Preacher?

BOOK: No, but it seemed like the charitable thing to say.

THE LOWDOWN: HOW HARD CAN THIS BE?

Though Morrison gave 'em a run-down, the Crew'll need to gather information about du Bujac's operation and his armed transport before they can hijack the shipment. More than anything, they'll need to know when du Bujac is launching the shipment into orbit so they can sneak in and steal it. After all, they can't steal anything if the ore is loaded into the *Zhan che* while their ship is sitting on the dock, waitin' to take off.

This Act is also the perfect time for the Crew to explore the town of Hannibal and meet the townsfolk. The townsfolk are nervous and skeptical of the newcomers, but won't be especially hostile. They've been beaten into submission and will try not to stare, even if a Companion walks into their midst. Townsfolk who perceive the Crew is capable in a fight will assume they're either working with du Bujac or answer to Kostya. Simply put, this town doesn't have a lot of fight left, not while so many forces are arrayed against it.

Give the Crew the opportunity to learn details that are satisfying and they'll run along. Introduce Grady Hopkins, Sheriff Demsky, or Etienne du Bujac through the eyes of the other townsfolk. Let them hear rumors of "that poor Remember Hopkins." Don't be afraid to pull their heartstrings by telling them tales of how bad things have gotten since du Bujac took over the mine, or showing how someone brightens at the very mention of Morrison's name. Whatever history Morrison didn't entrust the Crew with in the Prelude should be brought forward here to show them the job is worth doin'. If Morrison did spill the beans, describe how bad folks have been faring since du Bujac took over.

The trick to keeping the story moving at a steady pace here (or whenever the Crew is explorin' a new area) is to provide them with enough to keep goin'—but don't hand 'em the farm. Leave a few mysteries unresolved and interrupt their investigation with a little bad luck, courtesy of a downright foul sheriff, bought and paid for by Etienne du Bujac.

TROUBLE: GETTING THE LAY OF THE LAND

On account of the town bein' mighty small, everybody knows everybody else—and everyone definitely knows Grady Hopkins. The mining foreman's got a reputation of being tough, honest, and fair. Most folks know about the situation with Grady's daughter, a sweet young thing named Remember who du Bujac is keeping hostage to keep the foreman in line. They'll talk about how she had a powerful crush on du Bujac despite his terrible treatment of the people of Hannibal and how it's mighty curious du Bujac took her hostage. Though he's a right foul git, du Bujac didn't seem the kidnappin' sort.

MASTERIN' THE GAME: DRIVING MS. MORRISON

Marion Morrison can be both a boon and a bane to the Crew. If du Bujac catches wind she's around, he may send Lin Teng after her. However, Morrison hasn't been forgotten by the townsfolk. If'n she shows her face around town or meets with Grady Hopkins, she'll encourage her friends to work with the Crew. 'Course, Morrison's appearance will trigger consequences—the Crew won't be able to stroll around much on account of Sheriff Demsky's orders.

Regardless of how big a role Morrison has in this Episode, offer a way for the Crew to easily communicate with her. Be sure to bring up the notion that Morrison's a little twitchy about using an unsecured line when communicating with folk on Sweethome. If'n the Crew ignores her warning, you can be sure Kostya is listening in and laying plans to make sure Morrison can't just come waltzing back into town.

SETTIN' NERVOUS TOWNSFOLK AT EASE

Du Bujac has an iron grip on the hearts of the downtrodden townsfolk, for if he closes the mine the town'll fold. Though the town's residents aren't cowering in fear, they won't stand up for themselves without a little prompting for fear of losing their jobs and goin' hungry. Although outsiders aren't common on Sweethome, the townsfolk know that du Bujac doesn't want them blabbing to the first offworlder who shows up near the mine.

The Crew who makes a fuss or throws their weight around will find the townsfolk ain't all that interested in dealin' with 'em. After all, the good people of Hannibal already know how to keep their mouths shut. It's openin' 'em back up that's the problem. If the Crew wants to get more information out of the citizens of Hannibal, they best be ready to persuade folk to get to talkin'.

Crewmember Dice Pool: Social + Influence, Mental + Trick

Gamemaster Dice Pool: Challenging Difficulty D8 + Distrustful Townsfolk D8

Possible Assets: Charming Demeanor, Let Me Buy You a Drink, Shameless Flattery

Possible Complications: Don't Like the Look of You, You're Not from Around Here, Scared of du Bujac

Example Results:

- **Failure to Raise the Stakes:** The Crew can't seem to get anyone to open up. Give the Crew a **Bad First Impression** D6 Complication to reflect how the townsfolk are thinkin' about the Crew at this point.
- **Raise the Stakes:** The townsfolk will tell them Grady Hopkins is the mining foreman who can be found workin' the mine day and night. Other than taking his meals at the Dry River Saloon, he spends most of his time drinkin' there on account of his poor daughter, Remember.
- **Extraordinary Success:** As above. The Crew will also learn that lately, du Bujac's men have been dragging newcomers into the mine who are "asked" to work it alongside Grady. Seems like the whole mine is operating faster than it has in years, a pace many suspect is not all that safe.

The location of Grady Hopkins and the news about du Bujac holdin' his daughter hostage are the most important details the Crew can glean from the townsfolk. Before they meet either member of the Hopkins family face-to-face, the Crew'll have to contend with the local law.

SHOWDOWN: BAD COP, BAD COP

Charged with protecting du Bujac's interests, Sheriff Demsky has been ordered to lock up any troublemakers until after his shipment has left Sweethome far behind. Regardless of where the Crew is or who they're talkin' to, the Sheriff will arrive on the scene with Deputy Violet Stiles in tow. On du Bujac's orders, he will arrest any Crewmember and cuff 'em on sight for trumped up charges. The Crew can either go along peaceably or resist arrest.

Make it clear that this ain't a fight the Crew can win easily. If 'n the Crew gets trigger-happy, surround 'em with deputies and other unsavory folk. This can be an especially powerful move if you tie Demsky's entrance to a Complication purchased from a jinx—like adding a Local Law Enforcement Complication as Demsky catches up with the Crew.

No matter how many (or how few) Crewmembers get arrested, this Act should close with a least one of 'em or their allies in custody. If that person happens to be Marion Morrison and it seems like the Crew's ready to cut and run, re-introduce the townsfolk. Give them the chance to hire the Crew by having them scrape together a pile of credits (or raw, precious metals) as an *extra* reward for finishing the job Morrison hired 'em to do. Or, lead 'em around the bend by introducin' them to Grady Hopkins.

RESISTING ARREST

The Crew might decide to not go along so quietly. The way the Crew resists arrest will determine the exact die rolls and characters involved. If the Crew throws a few punches or tries to flee, Demsky won't hesitate to pull his gun and warn them to stop (an action which gets him a Plot Point for escalating the situation due to his Something to Prove Distinction). He'll try and cold cock them with the butt of his pistol if they don't try to draw their own weapons, but Demsky will shoot any Crewmember who draws on him or his deputies. His deputies will follow his lead, though Deputy Stiles will be especially rough with any Crewmember she attacks or restrains.

Starting a full-on gunfight here could blow the whole job and is sure to bring du Bujac's mercenaries running once the shooting starts. Still, if a Crew is insistent on acting like gun-happy idgits, let them. Either way, you'll want to use the rules for Ganging Up to resolve this Action.

Crewmember Dice Pool: Physical + Move, Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Demsky's Physical D6 + Focus D8 + Backwater Sheriff D8 + Local Deputies XD6

Possible Assets: Got the Drop on 'Em, Timely Distraction, Townsfolk Warning

Possible Complications: Got You Surrounded, Out in the Open, More Deputies Arrive

Example Results:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by the Law unless they spend a Plot Point to stay in the fight. If the Crewmember does so, the GM can create a Complication equal to the highest rolling die in the opposition's pool to reflect their injuries, or step up an already existing Complication.
- **Raise the Stakes:** The Crewmember manages to evade capture, either by slipping away from Sheriff Demsky or scaring him and his deputies off. At this point, there's no chance that du Bujac knows they're on Sweethome and probably working for Morrison. Demsky can stay in the fight by spending a Plot Point from the bank to try to keep pace with the Crewmember, but he'll get a Complication equal to the highest rolling die in the Crewmember's pool.
- **Extraordinary Success:** The Crewmember gets away from Demsky, either by evading the Sheriff or scaring him off. Demsky can still spend a Plot Point from the bank to avoid being Taken Out, but he'll get a Complication equal to the highest rolling die in the Crewmember's pool. At this point, there's enough chaos that no one is really sure who the Crew works for or what they're up to on Sweethome.

To flesh out this scene, you can also up the stakes beyond the Crew's initial confrontation with the sheriff. Introduce one of the Teng sisters, hold a Crewmember hostage, kidnap Morrison, or disable their ship. Make it clear that Demsky isn't messing around. He's following orders. The trouble the Crew gets into here gives them another opportunity to take down obstacles that'll affect them later on.

Should the Crew escape from Demsky altogether, don't fret. The Crew is on the run now and du Bujac will turn out all his mercenaries and goons to look for 'em. They can't hide forever and folks like Lin Teng and Cortez are exactly the kind of killers du Bujac keeps on staff to stop troublemakers on his property. Track 'em down and bring 'em in!

HIDING IN HANNIBAL

After the confrontation, the Crew will need to lay low to avoid another dust up. They might try to sneak back to their ship (which at this point has either been impounded, landlocked, or sabotaged) or find a clever place to hide. They might even try to convince some of the townsfolk to take them in and hide them from du Bujac's mercenaries.

Crewmember Dice Pool: Physical + Sneak, Mental + Trick, Social + Trick

Gamemaster Dice Pool: Hard Difficulty D10 + Whole Town Looking for Them D10 + du Bujac's Mercenaries XD8

Possible Assets: Abandoned Building, Townsfolk Disguise, Morrison's Friends

Possible Complications: Demsky's Bloodhounds, Bounty on Your Head, Townsfolk Sell You Out

Example Results:

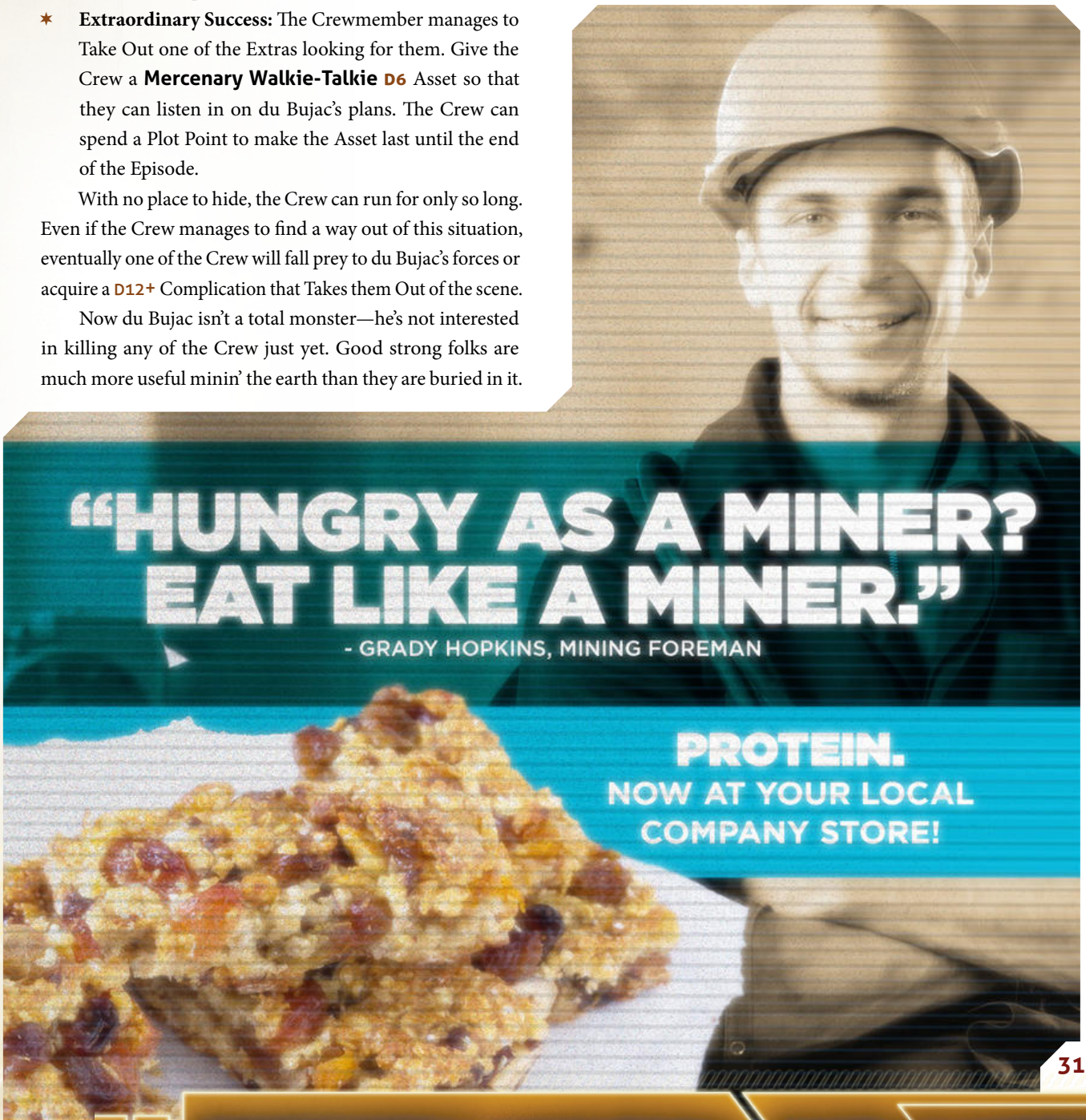
- **Failure to Raise the Stakes:** The Crewmember is Taken Out by the folk looking for them in Hannibal unless they spend a Plot Point to stay in the fight. If the Crewmember does so, the GM can create a Complication equal to the highest rolling die in the opposition's pool to reflect their injuries, or step up an already existing Complication.
- **Raise the Stakes:** The Crewmember manages to evade capture long enough to get back to their ship or reunite with the rest of the Crew in a secret location. They aren't totally safe as long as they stay on Sweethome, but they earn a brief reprieve from the hunt.
- **Extraordinary Success:** The Crewmember manages to Take Out one of the Extras looking for them. Give the Crew a **Mercenary Walkie-Talkie** D6 Asset so that they can listen in on du Bujac's plans. The Crew can spend a Plot Point to make the Asset last until the end of the Episode.

With no place to hide, the Crew can run for only so long. Even if the Crew manages to find a way out of this situation, eventually one of the Crew will fall prey to du Bujac's forces or acquire a D12+ Complication that Takes them Out of the scene.

Now du Bujac isn't a total monster—he's not interested in killing any of the Crew just yet. Good strong folks are much more useful minin' the earth than they are buried in it.

MASTERIN' THE GAME: DON'T SPLIT THE PARTY?!

At this point, it's quite possible that the Crew has split up to cover more ground. If so, roll with it. You can shift the spotlight back and forth between Crewmembers to keep the plot moving. The Crewmembers wandering around Hannibal will encounter the Sheriff or any one of his deputies. Other Crewmembers who stick to their ship or the mine will find out later who got arrested, tossed in the pokey, and "sentenced" to hard labor. Don't forget to clearly manage how those scenes play out. Sharp direction from you will keep the pressure on the Crew to come together and face the music.





ACT II: A GOOD FOREMAN IS HARD TO FIND

The second Act in the Episode is usually nothin' but hard times, but it's the kind of bad luck the Crew can change for the better to increase their chances of finishing the job. Forced into the mines, the Crew can get a first-hand look at what they're dealing with—but that comes with a price. While they'll find Grady Hopkins, he's not exactly ready and willing to help the Crew—unless they can prove their worth.

INT: Morrison Mine (UNDERGROUND)

Dust hangs in the air. A tunnel has collapsed. SIMON, JAYNE, and MAL stand in front of a narrow opening covered with dirt and jagged rocks. The muffled sounds of trapped miners vibrate through the debris.

SIMON: (coughs) Guess I should have brought my med kit.

MAL: (clicks the radio) Uh, Wash we got ourselves a little situation here. Can you ask Inara to bring Simon's med kit? Quick as she can, okay?

WASH: (on radio) Roger that.

JAYNE: I say we leave 'em. This whole gorramn mine is going to fall right on top of us.

MAL: Did I say you could talk? Get diggin'.

THE LOWDOWN: HI-HO! HI-HO...

Characters who were arrested in the last Act will find themselves deep within the Morrison Mine with a short pickaxe in their hands. Because du Bujac's operation is falling behind schedule, the Sheriff "negotiated" to swap jail time with the prisoners for hard labor to help get things back on track. Any Crewmember who was not arrested or dragged into the mine may show up and "volunteer." While the area is well-guarded and du Bujac is too arrogant to think anybody would dare attack him here, anyone who looks out of place or acts suspicious may need to make a **Physical** + **Trick** roll to get past the guards.

Fortunately for the Crew, the mine is also where they'll find Grady Hopkins. The foreman will be barkin' orders at the mouth of a tunnel to a group of rookie miners. Hopkins is a salt-of-the-earth type who does his job because he has to—he is desperate to get Remember back safely and hopeful he'll prevent miners from bein' harmed due to du Bujac's stupidity. Though he wasn't directly involved, the foreman feels responsible for what happened to his former boss, and will seek amends if he's able. He's also fiercely loyal to the men and women who continue to toil in the mines, despite the difficult and dangerous conditions.

When the Crew approaches the foreman, Hopkins'll greet them with a curt nod and keep his feelings to himself. He'll order them to start work double-checking an area that had already been stripped clean. Grady is hinting that this is one of the safest areas in the mine and a place where they can talk freely.

Right as their conversation ends, the Crew hears a rumbling sound followed by the shouts of panicked workers and dust filling the air—a section of the mine has collapsed!

MASTERIN' THE GAME: WHAT ELSE IS THERE TO DO?

Grady and Remember Hopkins can offer aid that'll make the Crew's job easier, but the part they play will only develop if the Crew gets caught up in their story. That means not every character is going to care about the mine itself, especially since there are plenty of automated guns and scary-lookin' goons around. Crewmembers, who aren't already at the mine by this point, can perform a variety of tasks that'll be hugely beneficial later in the Episode.

If the entire Crew isn't already at the mine, the remaining Crewmembers might:

- face the Teng Sisters
- fix or free the ship
- gather supplies
- cause trouble for Sheriff Demsky
- speak to Morrison and gather more intel
- take count of how many guns and mercenaries there are
- try and rescue the Crew from the mine
- get a stern warning from Kostya
- have a conversation with du Bujac and his mercenaries
- disguise Morrison and sneak her into town
- search the Cortex datafiles for intel
- hunt down information about du Bujac's ship
- lay low and hide or...
- ...wait for the captain's instructions

No matter what happens, the Crew's decisions in this Act will greatly influence what happens next. If'n they've separated, allow the Crew to circle the wagons and compare notes some before you set the next scene and move ahead.



SHOWDOWN: THERE A DOCTOR IN THE HOUSE?

Though part of the tunnel has already collapsed, the mine is stable overall and in no danger of collapsing. Hopkins will reassure the Crew that these accidents happen every few weeks on account of the lapsed safety measures du Bujac refuses to address. Then, he'll bark out orders to clear away the rubble and rescue the folk who were trapped by the cave-in.

If the Crew is a touch paranoid about the mine's safety, give them the opportunity to roll Mental + Notice against Hopkins. Even a failure should tell them that Hopkins is telling the truth; a success might grant them an Asset like Hopkins Is a Pro or Trust the Mining Foreman. He's got a few decades worth of experience and knows what he's talking about.

Now that the rumblings have stopped, Hopkins encourages the Crew to lend him a hand. There are a few types of Actions the Crewmembers can take to save the miners and win over Hopkins.

CLEARING THE RUBBLE

Even the least physically imposing Crewmember can help clear the rubble—don't be afraid to encourage 'em to use their hands or pickaxes. This is also a great opportunity to remind the Crew to create Assets by spending Plot Points. The gear the Crew'll pick up in the mine has a lot of uses for this scene and can help give 'em more dice. Plus, if'n they spend another Plot Point, it'll last the rest of the Episode—after all a pickaxe is a pretty decent weapon, even against the Teng Sisters!

Crewmember Dice Pool: Physical + Labor, Mental + Notice

Gamemaster Dice Pool: Challenging Difficulty D8 + Mine Rubble D8

Possible Assets: Pickaxe Shovel, High-Powered Flashlight, A Rush of Fresh Air

Possible Complications: Broken Leg, Knocked Silly by a Support Beam, Miner's Family Arrives

Example Results:

- **Failure to Raise the Stakes:** The Crewmember is able to pull a miner free after a great deal of effort, but the man or woman trapped in the rubble is badly hurt. It looks like they are probably going to die if the Crew can't get them some medical attention quickly.
- **Raise the Stakes:** The Crewmember gets a miner free in the nick of time. The tunnel collapses further as soon as the miner is clear of danger.
- **Extraordinary Success:** The Crewmember finds a miner who has already mostly dug out. It looks like the struts and supports could be reinforced to keep this part of the mine up and running.

CALMING DOWN SURVIVORS

Trapped miners can communicate with Hopkins through their Wireless Radios D6 and air holes that dot the mine. Some miners might panic a bit and need to hear a friendly voice. That's where the Crew comes in. With Hopkins running around the mine trying to keep the rescue operation organized, they're the only folk who can step up and keep the survivors from panicking.

Crewmember Dice Pool: Social + Influence, Mental + Treat

Gamemaster Dice Pool: Challenging Difficulty D8 + Panicking Miner D8

Possible Assets: Singing Their Favorite Song, "Don't You Die on Me, Man!," Favorite Lighter

Possible Complications: Air Running Out, Survivors Ready to Riot, Just Out of Reach

Example Results:

- **Failure to Raise the Stakes:** The Crewmember can't keep the miner from losing it. Give the Crew a **Miner Panic!** Complication to reflect that things are getting out of control.
- **Raise the Stakes:** The Crewmember keeps the miner's spirits up long enough for others to get them free. The other miners, including Hopkins, start to treat the Crew with a little bit more respect.
- **Extraordinary Success:** The Crewmember keeps the miner calm long enough for the other miners to get the lost miner free. The miners, including Hopkins, are impressed. Give the Crew a **One of Us** D6 Asset. The Crew can spend a Plot Point to make the Asset last for the Episode.

HEAL THE HURTING

While the collapse was minor, there are still plenty of folk who need help. Providing basic first aid will endear the Crew to the townsfolk right quick. Though old Doc Wilson is milling about, more hands are needed. Some Crewmembers, like a Ship's Doctor or someone with some training as a Medical Student, might have some medical supplies nearby, but it's more likely that the Crew will have to scrounge up some supplies that can be used to splint broken bones and cover open wounds. There isn't a major medical facility on Sweethome, but there are company doctors that will eventually get to the people hurt in the accident. The Crew just has to buy them some time.

Crewmember Dice Pool: Mental + Treat, Mental + Notice

Gamemaster Dice Pool: Challenging Difficulty D8 + Injured Miners D10

Possible Assets: Medical Kit, Bottle of Booze, "Anyone Know CPR?"

Possible Complications: Jumpy Mercs, Wails of Pain, So Much Dust

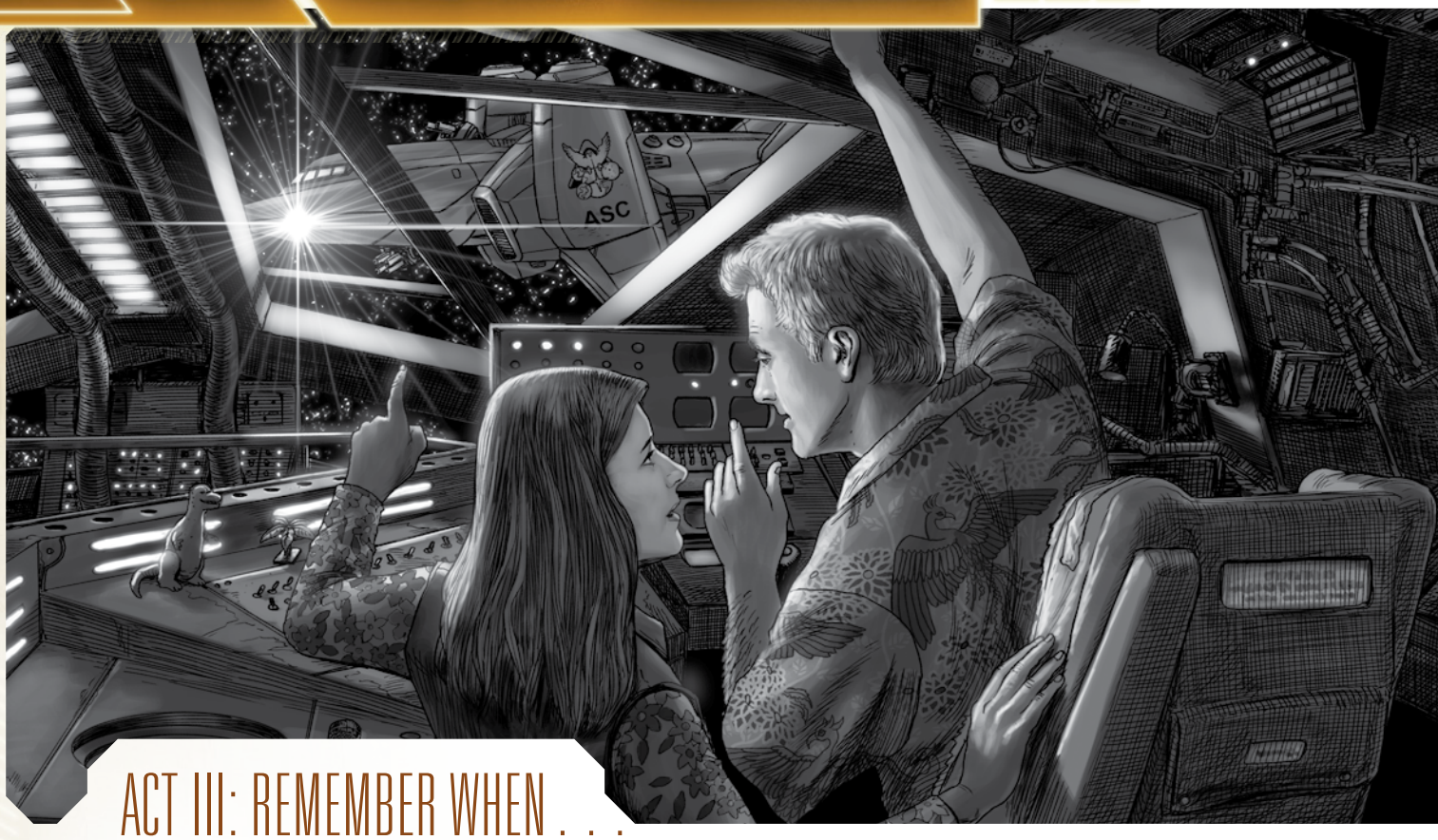
Example Results:

- **Failure to Raise the Stakes:** The Crewmember can't do much for the survivors but stays with them until their last few breaths. Hopkins is impressed that they tried, but the Crewmembers who sat with the dying miners in the dark are a little shook up by the experience. Give them a **Touched by Death** D6 Complication to represent their experience in the mines.
- **Raise the Stakes:** The Crewmember patches the miners up as well as he can in this situation. It's not enough to close and suture gaping wounds, but the miners will live. Hopkins and the other miners note that the Crew is helping out in a time of great need.
- **Extraordinary Success:** The Crewmember manages to find some medical equipment (or brought it with them) and makes great strides in patching up the survivors. It looks like they might be able to walk out of the mine instead of being carried out on a stretcher. Give the Crew a **Miner Allies** D6 Asset. The Crew can spend a Plot Point to make the Asset last until the end of the Episode.

After the miners are rescued, Hopkins shakes the Crewmember's hands and thanks them for their help. Du Bujac will make an appearance to half-heartedly congratulate the Crew on their heroic efforts. He will secure their release—noting that their arrest was surely just an accident to begin with—and ask them what their plans are for the evening. If there's been violence involving du Bujac's mercenaries or Sheriff Demsky, du Bujac will be doubly apologetic and might even offer to give the Crew some money or fuel to make up for the misunderstanding.

Hopkins will immediately step in, wink at the captain, and tell du Bujac the Crew is leaving in the morning. He will personally escort them back to their ship to celebrate their big rescue. Now, du Bujac will believe whatever Hopkins has to say, simply because this varmint has the foreman's daughter and du Bujac is too arrogant to believe that Hopkins could lie to him. He'll check his watch, stick his hands back in his pockets, and give Hopkins a nod. The Crewmembers are free to go.

If'n the rest of the Crew seems surprised, clear du Bujac out as fast as possible and give them the chance to have a quick conversation with the mine's foreman. Hopkins'll tell 'em it's best to chat where nobody can hear, and that's back on board the Crew's ship. As soon as no one is listening, Hopkins'll tell the Crew he'll help 'em put the hurt on du Bujac provided they do something first—rescue his daughter.



ACT III: REMEMBER WHEN . . .

Act III closely follows the events of Act II by giving the Crew the chance to be big, damn heroes and get everything they need together for the big finale. Now that Hopkins has given them an attractive offer, the Crew'll use their ship to perform some thrillin' heroics. The reward? Information that'll help 'em finish the job. Though this here Act puts the ship's mechanic and pilot up front and center—there's still plenty of sneakin', shootin', and connivin' to be done by the other members of the Crew.

INT: SERENITY (Cockpit)

MAL and WASH are staring out of SERENITY's front window into the night sky. They peer down to see armed guards strolling the perimeter of a tall, white manor. Candles gleam in all but one of its windows. A teenage girl in a calico dress, REMEMBER HOPKINS, throws an arm out a window and waves at them.

MAL (pats WASH on the shoulder): Wash? That's our cue.

WASH (fiddles with controls): Deng yi huir. I have a bad feeling about this.

MAL: And just how is that unusual again?

WASH: Mal, I counted. There are two dozen armed guards down there and one of me.

MAL: Aw, come on now. Where's your sense of adventure?

WASH: Not here!

THE LOWDOWN: SAY WHAT NOW?

The Crew is back on board their ship with Grady Hopkins in tow. If'n Marion Morrison is around, the pair'll have a short reunion to catch up on old times. Since du Bujac is no longer hovering over Hopkins shoulder, the foreman opens up and tells the Crew he's been communicating with his daughter all along. Turns out the devoted father taught his little girl a secret code the pair used in the deep, dark recesses of the mine. As soon as Remember got her hands on a flashlight, she'd start sending messages when du Bujac's men weren't lookin'.

Hopkins tells the Crew that Remember has been spyin' on du Bujac when she can and has learned all kinds of useful information—but there's only so much she can say via code. She's told Hopkins about du Bujac's debts and the movements of his hired goons and killers, but she also says that she knows more about the ship that's coming to get the shipment. In fact, she says that the shipment is headed out that very night! Rescue her and the *Zhan che* is as good as robbed.

Now, Hopkins already has a plan to free his daughter—fly the Crew's ship up to the manor and yank her through her bedroom window. The Crew don't have to worry none, he'll make sure Remember knows they're coming. Du Bujac is an arrogant *hun dan* who's more interested in what's happening on the ground. Even if du Bujac figures out that the Crew and Hopkins are planning a jailbreak, he'll concentrate all his firepower on the front door. The arrogant mine owner won't think anybody'd be crazy (or stupid) enough to fly a ship into the middle of town. Apparently, he doesn't really know the Crew.

TROUBLE: MATH IS HARD

Hopkins'll ask to stay on board the Crew's ship to help with the rescue. As any father would be, he's anxious to reunite with his daughter and thinks he can get her to open up about the shipment faster than the Crew might. Though she's spirited, his daughter is probably scared on account of du Bujac gettin' more tense. He knows that leaving her in du Bujac's clutches for much longer is asking for trouble. The father's involvement in this Act is optional, of course, but Grady can be useful if need be. If the Crew makes him leave, he'll demand a rendezvous in a remote location, like on the other side of the town, as soon as the job is done.

Now, Hopkins may not have the specifics down right, but he thinks the best chance for a rescue would be to fly in, lower a Crewmember down in a harness, and grab her. Sure, that takes some calculation—which is where the Crew comes in.

THE SHOWDOWN: FORGET-ME-NOT

Rescuing Remember requires the Crew to perform a series of successful Actions in a short period of time. To free her, Crewmembers will tackle a Timed Action with five beats. 'Member, each time the Crew rolls the dice, they use a beat, lest they get an Extraordinary Success. With each passing beat, the situation'll get worse, for the minute that alarm's sounded more of du Bujac's hired help will rush to his aid.

If the Crew can't find a way to get Remember out of du Bujac's manor in five beats, one of his bought-and-paid-for deputies will either lay down firepower heavy enough to drive the Crew's ship away without her or break into her room and tie her up real good.

Here are some sample Actions the Crew might take to rescue Miss Hopkins.

MANEUVER INTO POSITION

Before any Crewmember can lower down and rescue Remember, they'll need to get their ship into the right spot without causing too much of a stir. The deputies and mercenaries guarding the du Bujac manor will notice the ship eventually, but those first few seconds count!

Crewmember Dice Pool: Engines + Fly, Hull + Sneak, Systems + Operate

Gamemaster Dice Pool: Hard Difficulty D10 + Du Bujac's Mercenaries D8

Possible Assets: Deputies Are a Bit Drunk, Low Cloud Cover, Silent Engines

Possible Complications: Lin Teng Is Watching, Heavy Moonlight, Graviton Failure

Example Results:

- **Failure to Raise the Stakes:** The deputies spot the ship and alert the rest of du Bujac's goons. They don't have anything to take down a ship…yet. Now the **Mercs Are Warned** D6 for the rest of the scene. Lose one beat.
- **Raise the Stakes:** The Crewmember piloting the ship pulls it into position near the house. Lose one beat.
- **Extraordinary Success:** The Crewmember piloting the ship manages to evade all the deputies and mercenaries, quickly moving the ship into position without using any beats. Shiny!

TOSS THE HARNESS

Whoever volunteered to pull Remember out of that window will need to lower down and toss her a harness. Since aim is everything, there are a lot of creative possibilities for this Action. A Crewmember might just use that harness to jump from the ship, toss Remember a second one, and provide cover fire while she's bein' pulled up.

Crewmember Dice Pool: Physical + Move, Physical + Throw

Gamemaster Dice Pool: Hard Difficulty D10 + Strong Winds D8 + Small Window D8

Possible Assets: Well-Timed Grab, Pre-Arranged Signal, Remember Fights Back

Possible Complications: Coming from All Sides, Du Bujac Knows the Plan, Izzy Rounded Up a Posse

Example Results:

- **Failure to Raise the Stakes:** The attempts to throw the harness close enough to Remember's window fall short. Lose one beat.
- **Raise the Stakes:** The Crewmember who is throwing the harness lands it in Remember's window. She can climb into the harness so that they can pull her up. Lose one beat.
- **Extraordinary Success:** The Crewmember who is throwing the harness places it perfectly inside the window, allowing Remember to immediately scamper inside it. Lose no beats.

DUCK AND COVER

Defending against gunfire means the Crew'll have to take cover any way they can—or shoot right back! Though most GMCs near the manor are two-bit goons, Demsky or Teng have the best chance of landing a shot against the Crew.

Crewmember Dice Pool: Physical + Move, Physical + Shoot



Gamesmaster Dice Pool: Demsky's Physical D6 + Fight/Shoot D8 + Backwater Sheriff D8 or Teng's Physical D8 + Shoot D8 + One With The Shadows D8 + Pistol/Rifle Asset D8

Possible Assets: Metal Siding, Plenty of Ammo, Quick Reflexes

Possible Complications: Exposed Position, Armor Piercing Bullets, They've Got Snipers!

Example Results:

- **Failure to Raise the Stakes:** The shot hit its mark. The Crewmember is Taken Out and must spend a Plot Point to take or step up a Complication equal to the highest rolling die in the opposing dice pool to stay in the fight. Lose one beat.
- **Raise the Stakes:** The Crewmember successfully dodges a bullet. Whew! Lose one beat.
- **Extraordinary Success:** Not only does the Crewmember miss getting hit, the bullet ricochets and Takes Out one of the thugs. Lose no beats.

RAININ' BULLETS DOWN FROM HEAVEN

Crewmembers can distract the guards the old-fashioned way—by shooting at 'em. Most ships have a few places to shoot from, but the Crew may need to open up a hatch or the cargo bay doors to be more effective. If they do, remind them that the return fire could Take them Out.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Challenging Difficulty D8 + Mercenaries XD8 or Deputies XD6

Possible Assets: Sniper Scope, Higher Ground, Time to Aim

Possible Complications: Uneven Balance, Return Fire, Queasy Aim

Example Results:

- **Failure to Raise the Stakes:** The Crewmember doesn't have much luck. Though lots of bullets were fired, no goons have been Taken Out. Give the Crewmember a **Shot in the Leg** D6 Complication to represent damage caused by the mercenaries' return fire. Lose one beat.
- **Raise the Stakes:** The Crewmember Takes Out one thug. Lose one beat.
- **Extraordinary Success:** The Crewmember Takes Out two of du Bujac's hired help. Lose no beats.

HAUL HER UP, SHIP 'EM OUT

Remember is secured in the harness, but the Crew ain't out of the woods yet. They'll need to pull her up and into the cargo bay. They might have a winch or the Crew'll have to use some elbow grease. Either way, Remember ain't safe until she's on board.

Crewmember Dice Pool: Physical + Move, Physical + Operate

Gamemaster Dice Pool: Hard Difficulty D10 + Crosswinds Near the Manor D8

Possible Assets: Working Winch, Calm Engines, Not Far to the Ship

Possible Complications: Weak Cable, Busted Foreclamp System, Remember Is Afraid of Heights

Example Results:

- **Failure to Raise the Stakes:** The cable holding Remember up snaps, dropping her into the crowd. The Crew will have to go on without her or get off the ship and fight deputies, mercenaries, and hired thugs to get her back. Lose one beat.
- **Raise the Stakes:** Remember is hauled up safely into the ship. She immediately starts blabbin' about du Bujac's operation. Lose one beat.
- **Extraordinary Success:** The Crew hauls Remember into the ship so quickly that du Bujac's goons can't believe their eyes. Remember starts tellin' the Crew all about the second ship, *The Force Majeure*. Create a **Clean Getaway** D6 Asset for the Crew to represent their smooth operation. The Crew can spend a Plot Point to make the Asset last until the end of the Episode. Lose no beats.

FLY AWAY, LITTLE BIRDIE

Time to duck and run! Remember's harness is secure and the Crew has to fly away quick!

Crewmember Dice Pool: Engines + Fly

Gamemaster Dice Pool: Easy Difficulty D6 + Deputy Gunfire D8

Possible Assets: Locked and Loaded, Prepped Engines, Clear Path to the Black

Possible Complications: Du Bujac Figures It Out, Overheating Engines, Weakened Gravitron Emitter

Example Results:

- **Failure to Raise the Stakes:** The Crew's pilot isn't able to get the ship into atmo fast enough. There are a number of ways this could happen. Maybe the ship has suffered one too many Complications during the fight. Maybe du Bujac is tryin' to landlock their boat. Maybe the ship's too close to the manor and doing a hard burn threatens to set the town on fire. Lose one beat.
- **Raise the Stakes:** The pilot flies the ship out into the black and leaves Sweethome behind. The Timed Action is over and the Crew are big damn heroes!
- **Extraordinary Success:** The Crew has left Sweethome and are now flyin' in the black. The Timed Action is over! Create a **High Spirits** D6 Asset to represent the Crew's success so far in the Episode. Truth be told, the Crew might need that Asset on account of what's going to happen next!

If the Crew's successful, they've managed to rescue Remember and haul her up and into the ship. Don't forget to reunite her with dear ole dad and congratulate the Crewmembers on their thrillin' heroics! As soon as she's done celebratin', Remember will reveal right away that du Bujac is preparing to load the cargo onto his orbiting ship this very minute. To intercept his boat, they'll need to head towards him right now. What's more, Remember is convinced there's a second ship and the *Zhan che* is merely defending it.

If'n they didn't pull this heist off right, Remember'll pull some shenanigans of her own, using the chaos that ensues in the Crew's wake. She'll tie some sheets together and slip right out of that bedroom window while du Bujac's mercenaries are concentratin' on the ship that's hoverin' in the air. She won't be able to immediately deliver the information she has, but she'll get it to the Crew as soon as she can. Unfortunately, it will be too late for them to prepare for *The Force Majeure*.

Luckily, it's not too late for the Crew to finish the job. Du Bujac is wise to the Crew's plan and is hopin' they'll fly up to face the *Zhan che*. There are a number of ways to help the Crew reach this conclusion. Maybe he'll gladly "let" Remember escape just so she can direct them to his decommissioned warship—while he gets ready to send up his cargo. Maybe he's planning to welcome *The Force Majeure* on the ground but makes a lot of noise about how no one'll dare challenge him up in the black. Whatever the Crew decides, it'll now be time for some fancy flyin'. Cut to commercial!

MASTERIN' THE GAME: A GROUND ASSAULT

If the Crew's ship has been damaged or locked down by du Bujac's forces, there's a chance that the Crew has to make a ground assault to get Remember out of the house. Obviously, this puts them in a lot more danger; heading in the front door means they have to face the whole of du Bujac's forces—Sheriff Demsky and his deputies, Lin Teng and the other mercenaries, and at least one or two miners that are willing to guard Remember for a little extra pay from du Bujac.

To run the fight that results when the Crew launches a ground assault:

Use an Action Order to keep the fight on track. Each character, including Major GMCs, get one Action per beat to try to knock the other side into the ground.

Set the stakes using Difficulty dice when the Crew sets up the assault. Switch to using Major GMCs to set the stakes when the Crewmembers start shooting at the bad guys. Build rolls using **Physical** + **Fight** or **Physical** + **Shoot** to attack the Crewmembers and switch to **Physical** + **Move** or **Physical** + **Sneak** when the bad guys try to get out of the way or get to cover.

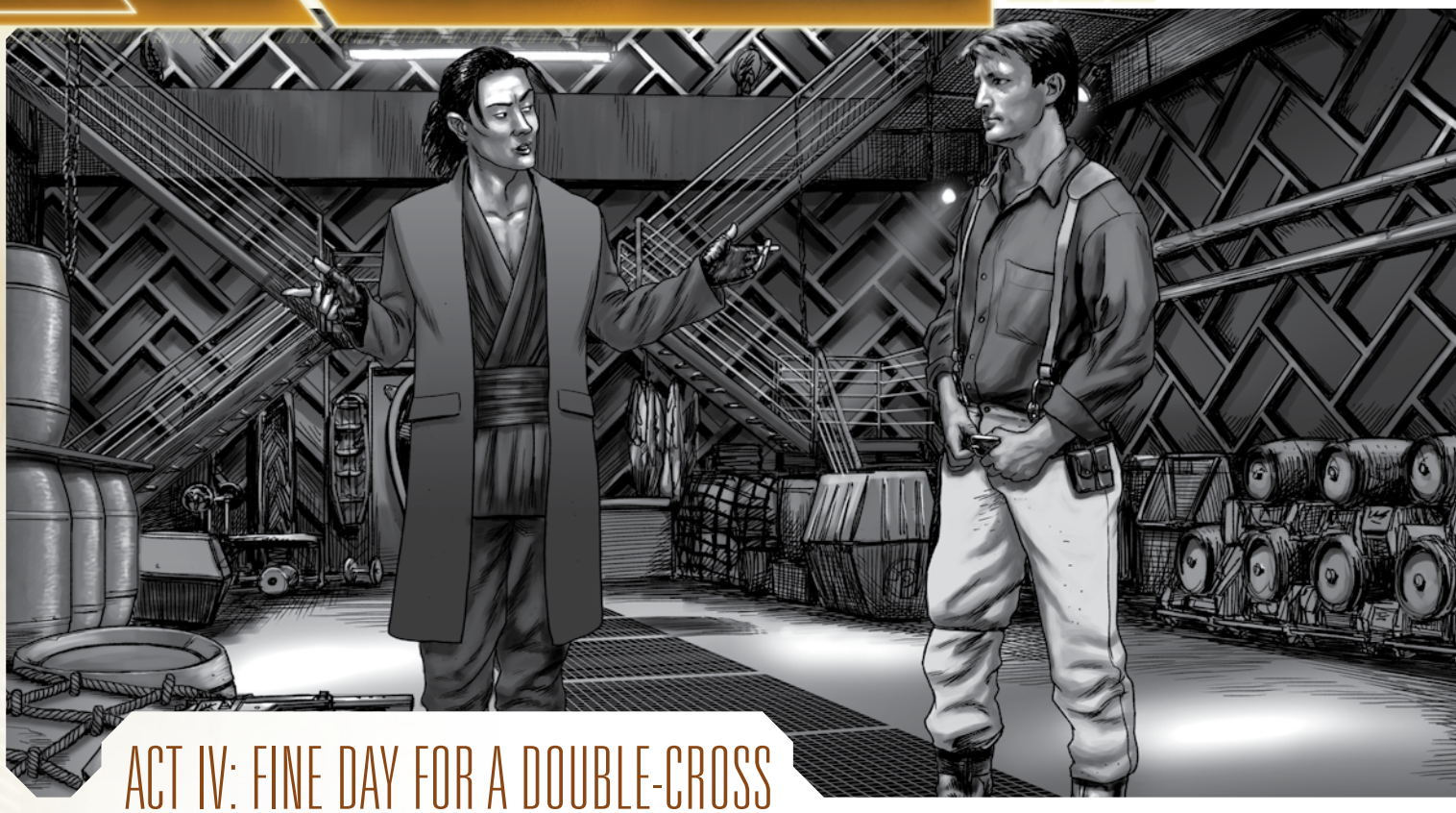
Lend dice instead of rolling for every character. Morrison, Hopkins, and other allies lend a Skill die to the Crewmembers instead of rolling their own dice. Extras and Minor GMCs lend a Trait to Major GMCs instead of rolling for themselves.

Sacrifice Minor GMCs and Extras to keep Major GMCs in the fight when the Crew Takes them Out. Demsky, for example, can sacrifice a deputy when the Crew lands a good hit on him. Eventually he won't have anyone to throw under the bus, but letting them take the brunt of the first few rolls will make Demsky a challenge.

Spend Plot Points early in the combat to raise the tension. Don't save your Plot Points until the end because it makes the assault drag right when things should wrap up quickly. Hit the Crew with a few good shots early on to scare them!

Let Remember help. She's a scrappy kid, and she'll happily Take Out Extras or lend dice to Crewmembers as soon as she can get close to actively help out.

Don't forget that du Bujac doesn't have much the Crew can steal. You can show how broke he is by revealing that his safe is pretty much empty—except for a few command codes for the mine security systems and information about another ship the Crew hasn't seen before called *The Force Majeure*.



ACT IV: FINE DAY FOR A DOUBLE-CROSS

The last Act brings *What's Yours Is Mine* to a heart-thumpin', breath-takin' conclusion. Everything the Crew has done up unto this point culminates in the last, thrillin' scene. The information they've learned about the shipment puts the Crew up into space—just off to their right they'll see du Bujac's warship, the *Zhan che*, hovering among the stars like a lump of coal. Turns out, du Bujac ain't exactly as single-minded as the Crew thought—he's got quite the surprise waitin' for 'em. Will they stop du Bujac's second ship from reaching the surface in time?

INT: SERENITY (Engine Room)

KAYLEE is running around Serenity's engine room, pullin' wires and jiggering gears. RIVER steps through the door and tilts her head expectantly.

RIVER: They look like snakes. Poisonous ones. The kind that'll—

KAYLEE (fiddles with her wrench): Not now, River! Wash's wantin' to pull a zebra maneuver so we don't have to leave the ship to snag that gorramn ore. Come back later!

RIVER: Which ship?

KAYLEE (turns a knob): What do you mean which ship? The Zhan che, of course. Serenity's downright scared of her.

WASH (over radio): You ready yet, Kaylee?

KAYLEE: Give me a second!

RIVER turns around, grabbing the doorframe as she leaves.

RIVER (over her shoulder): That's not the right ship.

THE LOWDOWN: MEASURE TWICE, HEIST ONCE

Du Bujac has taken every precaution by hiding his ship, the *Zhan che*, on the other side of the moon. As this Act progresses, he'll continue to inch his converted warship forward toward the orbital rendezvous. All he needs to do is get this shipment off Sweethome to close his debts with Niska, finalize his claim on Morrison's mine, and secure his life of relative luxury.

Now, the *Zhan che* is a slow, lumbering ship with a lot of munitions. It ain't fast nor is it practical—which is why du Bujac has a second, unarmed transport ship known as *The Force Majeure* ready to go at the first whiff of trouble. Dependin' on how the Crew has gotten under his skin, du Bujac may have given Remember false information to ensure *The Force Majeure* is free to land on Sweethome. If 'n they've managed to sneak around without raising his hackles, the Crew may get as far as boarding her, not knowing they've made a terrible mistake. Not only is the cargo's not on board, the *Zhan che* has a few surprises in store for 'em.

- **Well-Stocked Armory** D8: The mercenaries have a vast array of weapons to choose from to repel any boarders. They carry pistols and automatic rifles when on duty, but if the alarm is sounded, they will break out better military grade hardware.
- **Laser Cannons** D8: These are mounted on the top and the bottom of the ship to keep any approaching vessels at bay. They have excellent arcs of fire, though their addition came with some blind spots. The top turret can't shoot forward due to the command deck and the bottom turret can't shoot behind due to the engines.

- **Warheads D8**: Fire and forget missiles that lock onto a ship's systems signature and home in. These are more destructive than the laser cannons, but can be dodged or shaken with an excellent pilot. Du Bujac couldn't afford to equip a ship as big as the *Zhan che* with the most modern warheads, so many of these are old and outdated missiles left over from the War.
- **Blast Doors D8**: Another addition to the ship is the heavy blast doors that can be locked town to trap boarders in a specific section in the ship. Of course, anything trapped inside with the Crew also can't get out either.
- **Redundant Power Systems D8:** Any Crew trying to cut the power will have to deal with the oversized generators du Bujac installed to power all his modifications. That means knocking out the ship's power is not only hard to do, but might require a half-a-dozen Crewmembers to tackle the problem simultaneously.

However this scene progresses, the Crew'll soon learn that du Bujac has ordered the *Zhan che* to open fire on any other ships besides *The Force Majeure* tryin' to steal his cargo.

ZHAN CHE

ATTRIBUTES AND SKILLS

Engines 8
Hull 12
Systems 10
Crew 8

DISTINCTIONS

Tohoku Class Alliance Cruiser 8
☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Battle-Scarred 8
☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Turtlin' 8
☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
☑ *Brace for Impact!:* When your ship is about to be Taken Out, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.
☑ *Like Turning the Titanic:* Step back you ship's Engines for the rest of the scene to step up your ship's Hull for the rest of the scene.

SIGNATURE ASSETS

Well-Stocked Armory 8
Laser Cannons 8
Warheads 8
Blast Doors 8
Redundant Power Systems 8

THE FORCE MAJEURE

ATTRIBUTES AND SKILLS

Engines D10
Hull 6
Systems 8
Crew 6

DISTINCTIONS

Road Runner Class Independent Blockade Runner 8
☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
☑ *Catch Me if You Can!:* Spend 1 PP to step up a Complication inflicted on another ship that is chasing you.

Brand Spankin' New 8
☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
☑ *No, Not the Paint!:* When the ship takes damage, the ship's captain can take a **The Paint Job Is Ruined!** D8 Complication to gain 1 PP.

Smuggler's Delight 8
☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Electromagnetic Shielding 8
Mighty Fine Quarters 8

JADE MONKEY

ATTRIBUTES AND SKILLS

Engines 10
Hull 4
Systems 10
Crew 8

DISTINCTIONS

Viper Class Courier 8
☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
☑ *Hardened Computers:* When your computers are attacked electronically or with EMP weapons, spend 1 PP to step up or double **Systems**.

Off the Grid 8
☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

Optimized for Atmo 8
☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
☑ *Zig Zag:* While in atmo, step back Engines for the rest of the scene to create a Nimble Ship D8 Asset.

SIGNATURE ASSETS

Laser Cannons 8
Warheads 8



MASTERIN' THE GAME: MONKEYS? IN SPAAAAAAACE!

Your Crew not all that scared by a mighty big warship? Up the ante by introducing the *Jade Monkey*. This ship doesn't look like much, but its purpose is simple: to provide a more mobile distraction while the real ship—*The Force Majeure*—gets a head start to the planet's surface. The *Jade Monkey* is armed with these Signature Assets:

- **Laser Cannons d8**: Du Bujac isn't really much for ship-to-ship combat, but he knows that protecting his cargo from pirates and thieves might eventually involve some violence. He's had these laser cannons installed on the *Jade Monkey* at Lin Teng's request, who pointed out that a fast moving ship with lasers could create enough chaos to allow *The Force Majeure* to slip away in the event of a confrontation.
- **Warheads d8**: Lin also requested that du Bujac install warheads on *Jade Monkey* to bring down larger prey. At first, Du Bujac was confused by Lin's multiple requests for weapons but honored them anyway, figuring that he paid her to determine the best way to keep his property safe. What he has yet to figure out, is that Lin ain't the one flyin' this ship—it's Lam.

MASTERIN' THE GAME: USING THE CREW ATTRIBUTE

If you've got a Major GMC piloting one of these ships, like if one of the Teng sisters is flyin' *The Force Majeure*, use the GMC's **Fly** and **Operate** Skills when setting the stakes for the Crew. But when du Bujac's goons and lackeys are piloting these ships, use the Crew Attribute provided with each vessel to represent the crew's Skills when flyin', fixing, or otherwise operating a GMC ship. There are benefits and drawbacks to both types of pilots; use the character that makes sense for your story.

TROUBLE: THAT'S NO MOON

As the Crew waits by the orbital rendezvous for the tugship to arrive, du Bujac sends the captain a wave. Overconfident to a fault, du Bujac has called 'em to gloat—he's won! He knows what the Crew is up to and has heard Morrison is back in action, but that doesn't matter. He's perhaps been fooled, misled, or outsmarted by the Crew thus far, but he's got them dead to rights now!

Turns out, du Bujac reveals he never planned on using his decommissioned warship to ship out the ore. After all, the *Zhan che* moves at a powerful slow pace and he doesn't have that kind of time. Instead, du Bujac bought a newer, faster ship, *The Force Majeure*, to land near the mine so he can force the workers to load up the ore and sell it at market. Here's how he customized her!

- ✶ **Electromagnetic Shielding** D8: Du Bujac has made sure that *The Force Majeure* is his perfect ace in the hole, a fast ship with extra cargo space ready to drop into atmo to pick up the shipment. He's not about to leave it electronically undefended, and he's put some of his extra funds he picked up from Niska toward shielding the ship from any sort of electronic warfare.
- ✶ **Mighty Fine Quarters** D8: While du Bujac's primary interest in *The Force Majeure* is its role as a transport, he couldn't resist getting his own quarters refurbished when he purchased it. They aren't much use in a chase, but if someone ends up on the ship, du Bujac's fancy living arrangements will wear down even the most resistant troublemaker with the comforts of the Core.

Du Bujac brags there's no possible way the Crew can grab the shipment before his brand new blockade runner snags it. It's not like their ineffective ship could possibly catch *The Force Majeure*. Of course, for Crews that rescued Remember, this cocky boast should come as no surprise.

As soon as the message fades, the Crew sees *The Force Majeure* coming out of the black and heading toward Sweethome. Their only hope is to chase that boat down and beat it to the shipment!

THE SHOWDOWN: GET A MOVE ON!

Whether or not the Crew gets the loot and ruins du Bujac all comes down to this final moment. The outcome of this race determines who wins—and, more importantly, who gets paid. If the Crew can get to the site before *The Force Majeure*, they can load it up and take off before du Bujac knows what hit him! All they have to do is Take Out *The Force Majeure* by getting to the moon first.



That said, du Bujac's smaller ship moves fast—and Lin Teng is the gorramn pilot! The race to the surface of Sweethome is another Timed Action. The Crew only has three beats to get to the cargo before *The Force Majeure* lands and loads up the shipment the Crew came to steal. If the Crew can't get there within a trio of beats, the cargo is going to be taken off Sweethome, destroying any hopes Morrison has for getting the mine back from du Bujac.

While the Crew can simply push their ship's engines to the max and try to blast their way to the surface before *The Force Majeure* lands, smart Crews may want to take a few additional Actions to throw *The Force Majeure* off and buy themselves some extra time. After all, *The Force Majeure* can always spend a Plot Point to stay in the chase—at least until du Bujac's Road Runner ends up with a D12+ Complication.

Here are a few Actions the Crew could take during the Timed Action. These suggestions will either Take Out *The Force Majeure* or help the Crew outrun the ship. Remember, if the Crew wants to repeat a task, like Kaylee wishin' to knock off *The Force Majeure*'s radar, each time they perform that specific Action it'll count as a separate beat.

Don't forget to wish the Crew luck!

PEDAL TO THE METAL

Getting to the surface before *The Force Majeure* lands means that the Crew needs to win the race and Take Out the other ship. If that happens, you can spend a Plot Point to keep *The Force Majeure* in the race and take a Complication equal to the highest rolling die in the Crewmember's pool.

Crewmember Dice Pool: Engines + Fly

Gamemaster Dice Pool: *The Force Majeure*'s Engines D10 + Crew D6 + Road Runner Class Independent Blockade Runner D8

Possible Assets: Ready for the Decoy, Engines Are Shiny!, Best Pilot in the 'Verse

Possible Complications: Too Close to the Other Ship, Falling Behind, Bent Thermal Catalyst

Example Results:

- **Failure to Raise the Stakes:** The Crew's ship falls behind *The Force Majeure* and is Taken Out. They lose the race and du Bujac gets the cargo. The pilot must spend a Plot Point and take or step up a Complication equal to the highest rolling die in *The Force Majeure's* dice pool to stay in the chase. Lose one beat.
- **Raise the Stakes:** The Crew's ship manages to catch up to *The Force Majeure* and pass it on the way to Sweethome's surface, Taking Out du Bujac's ship. If *The Force Majeure* wants to stay in the chase, its crew will have to pay a

Plot Point and take a Complication equal to the highest rolling die in the Crewmember's dice pool. Lose one beat.

- **Extraordinary Success:** The Crew's ship manages to catch up to *The Force Majeure* and pass it on the way to Sweethome's surface, Taking Out du Bujac's ship. If *The Force Majeure* wants to stay in the chase, its crew will have to pay a Plot Point and take a Complication equal to the highest rolling die in the Crewmember's dice pool. The Crew is so quick to catch *The Force Majeure* that no beats are used.

SAY HELLO TO THE LITTLE SHIP

The Force Majeure has strict orders from du Bujac, but that doesn't mean that its crew can't be distracted. A close call with another ship might throw off *The Force Majeure* and buy the Crew precious time—a success here means extra beats for the Timed Action.

Crewmember Dice Pool: Engines + Trick, Engines + Perform

Gamemaster Dice Pool: *The Force Majeure*'s Systems D8 + Crew D6 + Road Runner Class Independent Blockade Runner D8

Possible Assets: Spewing Waste, Too Close for Comfort, Burst of Speed

Possible Complications: Actual Collision, Compression Coil Malfunction, Wrong Descent Angle

Example Results:

- **Failure to Raise the Stakes:** The Crew isn't able to distract or disrupt *The Force Majeure*'s descent toward Sweethome. The blast of radar energy bounces uselessly off of the ship's hull. Lose one beat.
- **Raise the Stakes:** The Crew's ship manages to throw *The Force Majeure* off course. As they race toward the surface of the moon, *The Force Majeure* has to recalibrate its descent trajectory to get back on course. Gain one beat.
- **Extraordinary Success:** The attempt to throw *The Force Majeure* off is extraordinarily successful. The blockade runner is thrown off, spinning wildly out of control. Gain two beats.

SCRAMBLE THAT RADAR!

Getting down to the surface of Sweethome means utilizing *The Force Majeure's* advanced systems, so a big blast of radar energy directed at *The Force Majeure* might just throw off the craft, perhaps even knocking them off course. Success here means extra beats for the Crew to try to catch the Road Runner.

Crewmember Dice Pool: Systems + Operate, Systems + Fix

Gamemaster Dice Pool: *The Force Majeure's* Systems D8 + Crew D6 + Brand Spanking New D4 + Electromagnetic Shielding D8

Possible Assets: Radar Booster, Perfect Frequency, I Used to Work on Road Runners

Possible Complications: Radar Bounceback, Overloaded Computers, Resistant Systems

Example Results:

- **Failure to Raise the Stakes:** The Crew isn't able to distract or disrupt *The Force Majeure*'s descent toward Sweethome. The blast of radar energy bounces uselessly off of the ship's hull. Lose one beat.
- **Raise the Stakes:** The Crew's ship manages to throw *The Force Majeure* off course. As they race toward the surface of the moon, *The Force Majeure* has to recalibrate its descent trajectory to get back on course. Gain one beat.
- **Extraordinary Success:** The attempt to throw *The Force Majeure* off is extraordinarily successful. The blockade runner is thrown off, spinning wildly out of control. Gain two beats.

If the Crew wins the race, they'll land on Sweethome near the shipment, finding it only guarded by a single man—Kostya. While they might be expecting to see Demsky, Teng, or du Bujac, only Kostya awaits them on the moon's surface. He informs them that he isn't interested in fighting with them over the ore, and that they are welcome to load it up and take it away. As a representative of du Bujac's debtor, it's become clear to Kostya that du Bujac isn't worth protecting any longer.

Once the cargo is loaded then, and *only* then, will Kostya reveal Mr. Niska's interest in this matter. Meanwhile, du Bujac will be arrested for fraud and his mercenaries will scatter. Seems even Kostya is not above buying off the Law. He's had enough of du Bujac's shenanigans, and the last thing he wants is for the Crew and du Bujac to get in a gunfight over the shipment when du Bujac is so clearly unfit to run the mine. To Kostya, chaos and murder seems wasteful.

Now, if the Crew doesn't win, the townsfolk and miners will riot against the mercenaries, spreading rumors that du Bujac is dead broke and the shipment ain't worth much. While that's not entirely true, hysteria will spread and as soon as the paid goons get word there's no more money in this job for 'em, they'll leave or ransack du Bujac's manor. Morrison may or may not get her mine back, dependin' on what deals she makes with the survivin' miners. But the Crew? They come up empty-handed. And Kostya? He disappears without a trace.

EPILOGUE: DEAL WITH THE DEVIL YOU KNOW

"I can't say I approve of the deals you make, Mal, but in this case… maybe you should think about taking his offer."
– Inara

Every Episode may have some loose ends that need tyin' up or a final scene to wrap up the plot. The **Epilogue** here introduces Kostya, the man pulling du Bujac's strings, and the chance for the Crew to make a deal that will get them what they want… with some wicked strings attached. This is an optional scene to end the Episode by revealing who'll own the mine once the Crew leaves. Consider tossing it in if you sense the Crew needs a clear-cut ending or if certain Crewmembers did not get the opportunity to get much screen time.

Kostya opens the negotiations by revealing that Mr. Niska isn't particularly interested in continuing to own the Sweethome mine. It takes a lot of effort to run this kind of operation, especially when gits like du Bujac keep pullin' the rug out from under the profits. Mr. Niska would prefer to reclaim a fair market value for the property, assuming someone is willing to cover du Bujac's debts. If Morrison is willing to take on the lien Mr. Niska has on du Bujac's operation, he'll be willing to sell her the mine for a fair price. The lien is serious—the entire shipment will barely cover what du Bujac owes Niska.

Now, the Crew doesn't have to negotiate with Kostya, but they might want to consider it. Kostya's offer is real—he's willing to transfer ownership of the mine to Marion Morrison, provided she agrees to take over du Bujac's debt. Morrison gets the mine back, Mr. Niska gets his money, and the townsfolk live happily ever after. Or do they? Isn't taking on du Bujac's "debts" what Morrison's been doing since she was framed for the death of the cowardly miner's grandfather? And if the Crew is still taking a cut of the shipment, they're going to end up leaving Morrison in the debt of Mr. Niska.

Kostya is willing to hear the Crew out. However, he tells them that he will hold them personally responsible if Morrison doesn't deliver on the debt in due time. Remember, Morrison is desperate to reclaim what is hers. Though she doesn't know the condition of the mine, she's eager to get her life back, even if that means cleaning up du Bujac's mess.

MASTERIN' THE GAME: OH, IT'S "THAT" MR. NISKA....

The mere mention of Adelai Niska's name might send the Crew running—which is why it's important to hold onto this important detail as long as possible. Wash, Zoe, Mal, and the rest of the *Serenity* crew will likely have a specific (if not a mite predictable) reaction to this news.

Original Crewmembers or archetypes—who've never encountered the crime boss before—may not understand the gravity of the situation. Though Niska is a legend among certain circles, even Mal wasn't aware of who he was until Book supplied that information in "The Train Job." That gives you a leg up to make good use of the crime boss in a later Episode.

INFLUENCING KOSTYA

Some Crews might not like Kostya's offer and will try to persuade him otherwise. While the Crew can attempt to influence Kostya to sweeten Morrison's deal by actin' all tough, feel free to make good use of Kostya's *Now Is Not Your Time* trigger to keep the fighting to a minimum. Kostya's not a man who likes using violence to get his way. Though, Mr. Niska's employee is quite capable of injuring or killing Crewmembers if he needs to do so. If he feels like he's backed into a corner, Kostya is more likely to make a quick exit and come back with an army than take on the whole Crew by himself.

That said, Kostya's willing to hear the Crew out—especially if they put together a decent counteroffer. Sly Crews might try to trick Niska's enforcer and if'n they do, they'll get on Kostya's bad side real quick. This is the one time a Crew *should* play it straight!

Crewmember Dice Pool: Social + Influence, Mental + Trick

Gamemaster Dice Pool: Kostya's Social D10 + Influence D10 + Negotiation D6 + Intuitive D8

Possible Assets: Morrison Will Do It, Du Bujac Deserves Payback, Firing Squad

Possible Complications: Hidden Armor, Crippling Shot, Remember Cries Out

Example Results:

- **Failure to Raise the Stakes:** Kostya's mind has not changed. He'll remain in Hannibal and will refuse to transfer ownership to Morrison. She can manage the mine, but it belongs to Mr. Niska now. That is, unless Morrison wants to take on du Bujac's debts.

- **Raise the Stakes:** Kostya is willing to entrust the mine to Marion Morrison. If she can get it back up-and-running within 90 days, he will transfer ownership to her provided she gives Mr. Niska what the land is worth plus a significant "finder's fee."
- **Extraordinary Success:** Kostya blames himself for du Bujac's failure and perceives that Morrison will be better equipped to run the mine. Kostya decides to take du Bujac back to Niska to "settle his debts" and hands over the mine free and clear, provided Morrison is wiling to pay for the land with proceeds from the shipment. Morrison is so grateful, she'll give the Crew a percentage of the profits.

Once the dust settles, give the Crew an opportunity to either celebrate, get paid, or say their good-byes to the now-liberated townsfolk. If'n they're looking for some glory, have Grady Hopkins throw the Crew a big shindig right in the center of town—they've earned it!

ROLL CREDITS

The main plot has just finished wrapping up and the credits have started to roll. Well done!

Now that the Crew has played through their first Episode, you are free to cast them in a new Episode or continue this story in a two- (or even five-) part Season. These longer chains of Episodes are great to push the Crewmembers into new directions and develop characters like Morrison, the Teng Sisters, du Bujac, and Kostya into recurring roles.

Sub-plots you introduced through Major or Minor GMCs are great fodder for brand new Episodes, especially if the Crew managed to wound or kill the Teng Sisters, Sheriff Demsky, or any of the other mercenaries who have vengeance on their minds.

Want to use *What's Yours Is Mine* as inspiration for a new Episode? Here are some ideas to get you started. Good luck!

TURNABOUT IS UNFAIR PLAY

Assuming he survives, du Bujac decides to get even with the Crew for ruining his life and fortune. He pays off one of the Crew's business contacts (maybe Patience?) to offer a fake job on the distant planet Victoria in the Kalidasa System. When the Crew arrives in a ghost town that puts Hannibal to shame, du Bujac tries to hijack their ship and strand them there. He doesn't have his small army and loads of money anymore, but he's a slippery bastard and has convinced Demsky, Stiles, and a few of the other deputies whose jobs the Crew ruined to help out. After all, they can't very well stay on Sweethome and work for Morrison, can they?

THIS WILL KOSTYA

Kostya contacts the Crew with a job, one that requires some sensitive dealings. He wants them to help secure the last will and testament of a wealthy merchant, Habitha Swift, who hails from Osiris and had past dealings with Niska. Habitha was recently killed in an accident and it was discovered she'd changed her will to leave all her holdings to her children and none to her business partner, Niska. Niska, of course, believes the new will to be a fake. Since all of Niska's people are well known to Habitha's children, Kostya needs to find a Crew willing to work for Niska without revealing their allegiances. Kostya can get them access to the family during the funeral, but he needs them to convince the family to find the real will before the fake one is read and notarized. He's willing to pay a small fortune, but is the Crew willing to mess around in the affairs of a dead woman?

MORRISON'S MAGIC MAN

Morrison's spent the last few years in a prison camp, and she thought that her old flame Ryvelle Cunningham, had moved on to find someone new. Yet, as soon as she gets back control of the mine, he comes calling, lookin' for a place he can hide out from some Triad folk he crossed on Ariel. Morrison's not such a romantic that she wants to rekindle things with an old flame, but she don't want to hang him out to dry. She sends a Cortex wave out to the Crew wondering if they might take Ryvelle somewhere safe while she tries to negotiate things. Can the Crew put up with Morrison's ex-boyfriend long enough to get him to a place out of the Triad's reach?

REMEMBER, REMEMBER

Now that she's free of du Bujac's clutches, Remember decides that she's had enough of Sweethome. There's a whole 'Verse waitin' to be explored, she figures, and there's no reason to keep hanging around Hannibal waiting for her luck to change. The only problem is that she knows her father will never leave Sweethome and he won't permit her to go on her own. She skips all the goodbyes and stows away on the Crew's ship, only to turn up when the Crew is thousands of miles away from Sweethome. Will the Crew send her packing on her way alone? Or will her thirst for adventure earn her a spot on the Crew?

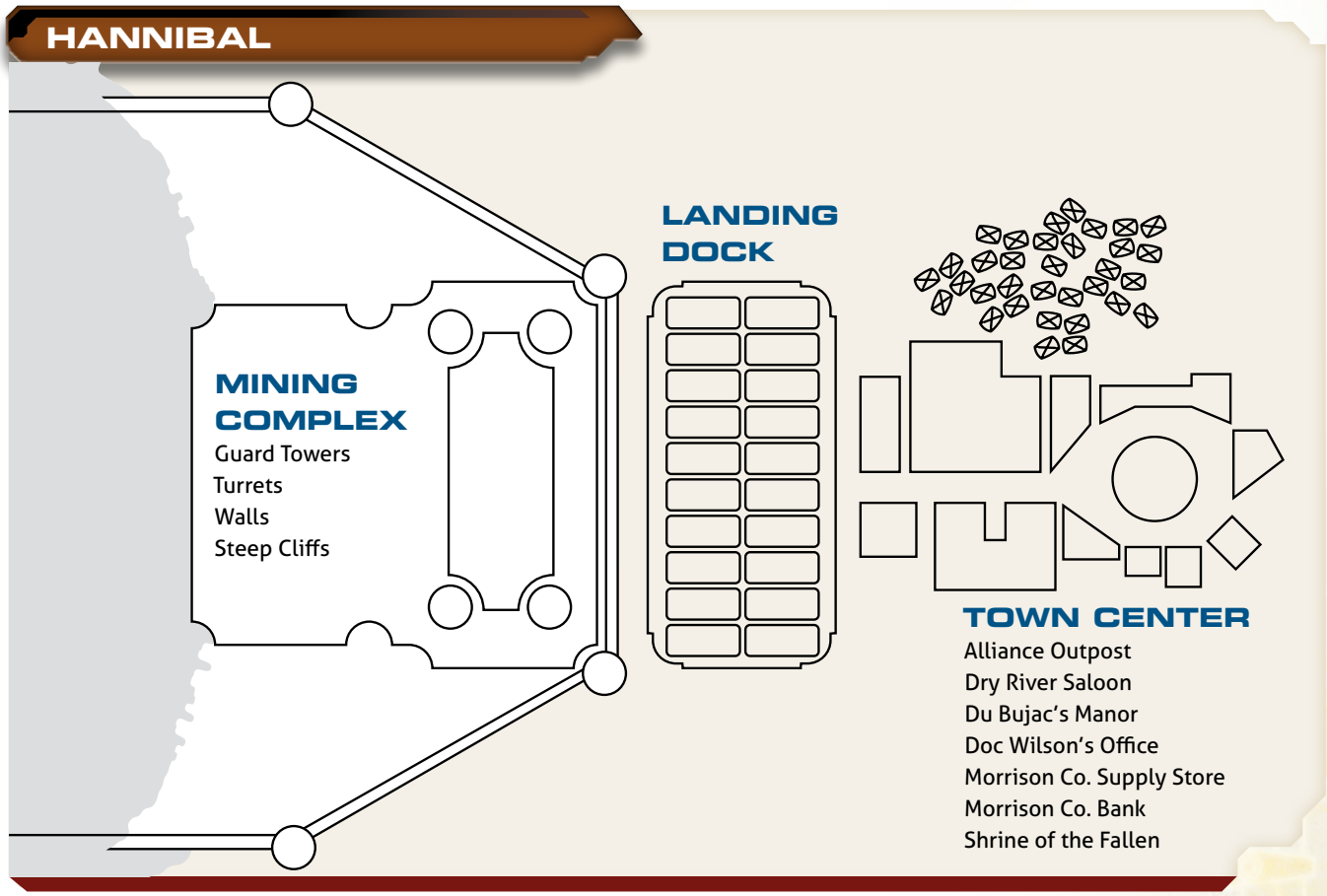
GOLD IN THEM THERE MINES

Before they take off and leave from Sweethome, the Crew hears from the miners that there's a local legend about gold that the famous bank thief Sue Sunshine stashed on Sweethome just before her arrest fifteen years ago. Everyone know that Sue—a legend among the Independents who viewed her tale as one of a lone woman striking out against Alliance oppression—was killed by Alliance officials. But the locals also claim that she buried a whole mountain of gold in the mining tunnels that had been stripped clean years before she was gunned down. There are even a few folks who say they have maps and other evidence that Sue left behind to ensure that someone would benefit from all that Alliance treasure. Will the Crew stick around Sweethome to investigate the rumors?

HOMECOMING

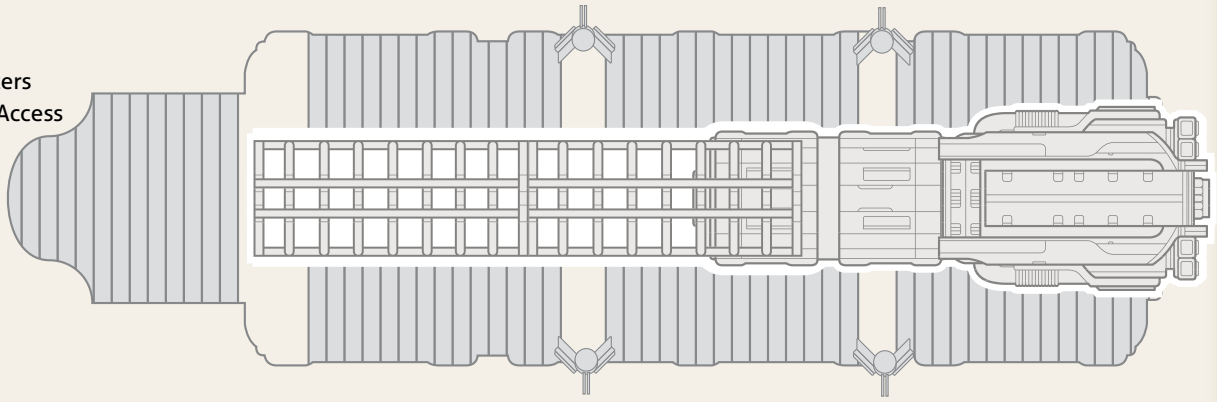
Assuming Morrison's got the mines back, there'll be a whole lot of folks who will head back to Sweethome to return to the Morrison Mining payroll. Working for Morrison was tough work, but it was honest and true, and folks that left Sweethome to seek greener pastures will hop on the first transport they can find to get back to work under her leadership. But when Grady Hopkins is found unconscious outside the Dry River Saloon with a bullet in his chest and no witnesses, the Crew gets a call from Remember asking them to return to Sweethome. The young girl's not sure who to trust in Hannibal anymore and wants the Crew to investigate her father's attempted murder. Was it some newcomer to town that didn't like Hopkins' way of doin' business or did Hopkins and Morrison end up on opposite sides of some new conflict that ain't yet bubbled to the surface?

MAPS



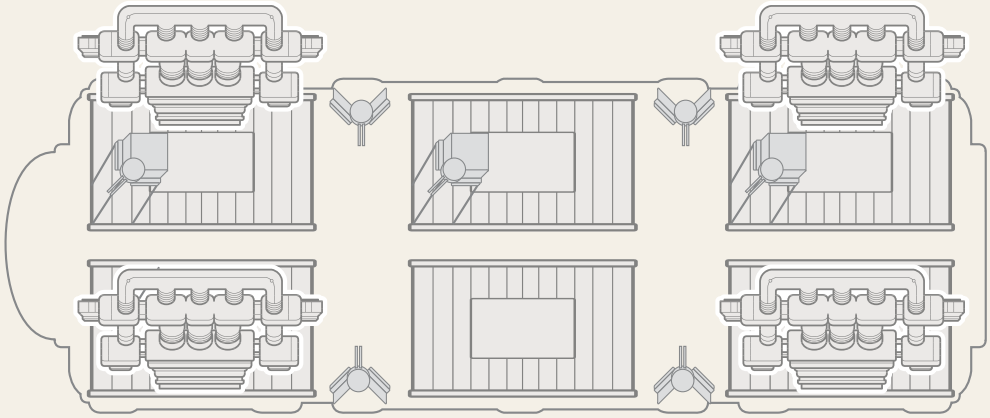
DECK 1

Cockpit
Sensors
Computers
Engine Access
Turrets



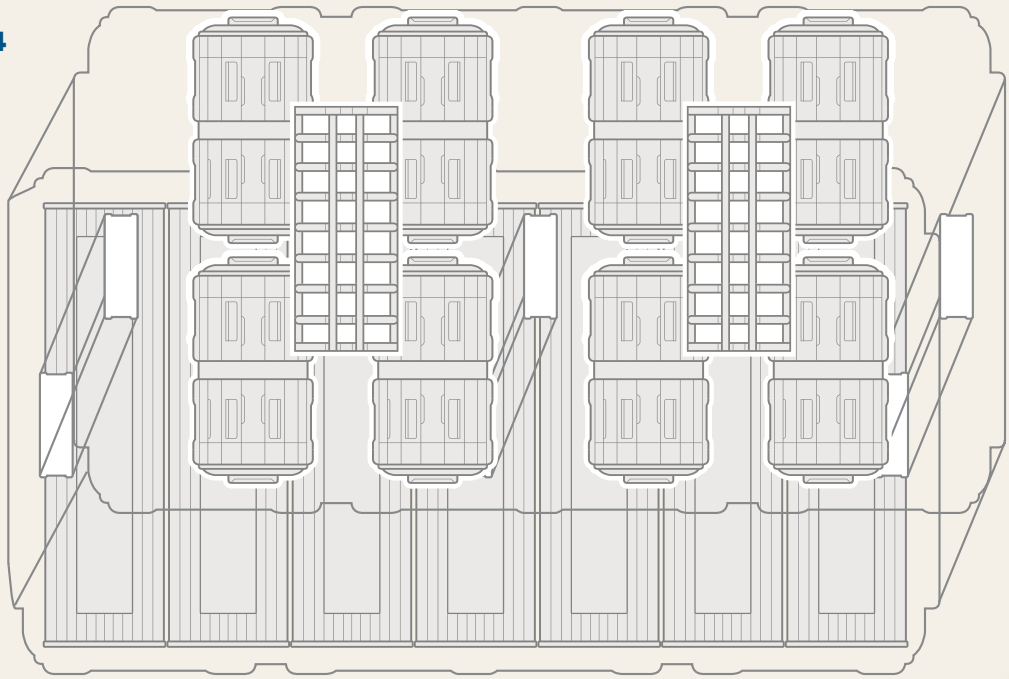
DECK 2

Armory
Weapon Stations
Infirmary
Mess
Interior/
Exterior Turrets



DECKS 3-4

Cargo





Appendix

"I tore these out of your symbol, and they turned into paper—but I want to put them back, so—"
— River, "Jaynestown"

CHINESE IN THE 'VERSE

Folks out in the black palaver on in English and Chinese. English you probably already know something about. That leaves Chinese as the other local color to get into.

Chinese is the oldest surviving language from the Earth-That-Was. The version used in the 'Verse is Mandarin, also known as Putonghua ("common tongue"). While it was the official language of China, Mandarin is based on the dialect from the northern part of the country known as Beijing. Having a unified language for China is actually a fantastic idea, seeing how there were so many different dialects, you could go to the next village just over the hill and the alfalfa desperados there might as well be chatting Greek to you.

The 'Verse is even bigger. So, when the Earth-That-Was got used up and China was left as one half of the Superpowers-That-Be, the notion of everyone being able to mingle a *gan ta de* with "How come things never go smooth?!" came as naturally as a fence shorting you out of your rightful share. It absolutely made for livelier communications, since you could now sweet-talk a belly dancer of Mediterranean descent and mouth off her goon handler of a decidedly fuzzier bloodline in words they'd all understand.

The Chinese culture dates back thousands of years, even before the first ark was a smudge on some engineer's drawing board. A lot of its ancient traditions and customs linger on, carried by humanity into the black. People still celebrate Chinese New Year—despite the fact that the moon used in their lunar calendar has long been left behind. Folks have combined Moon Festival with the American Halloween to make "Ark Day," when people dress up in pioneer costumes and race replica arks on lakes. Integrating Chinese elements—such as dragons and phoenixes—in your fashion and *feng shui* is definitely shiny, if not mandatory. People of various heritages often huddle for a game or ten of *mah jong*. Some uppity folk—especially in Core Worlds full of handy-dandy holo-computers—pride themselves on showing off their custom-made abacus and their daft skills with it.

PRONUNCIATION GUIDE

Chinese is what they call an "analytic" language. That's a fancy way of saying it uses no tenses, verbs don't conjugate, and you don't add little extras like an "s" at the end to make something plural. That makes grammar easy-peasy even for a back-birth. Or Jayne.

For example, the difference between "She flies to Sihnon" and "They fly to Sihnon" is merely the plural *men* after "she." You don't have "flies," "flew," or "flown" gumming up the brainpan because they're all just "fly." You just add the appropriate time to clarify when she's making (or made) the trip. It's plain as today, tomorrow, yesterday, a week back, and a while ago.

Now, given Mandarin is still distant from English in that third cousin's drill sergeant's former accountant kind of way, we'll be using the "pinyin" (拼音) system of phonetic transcriptions for our caper into that language. In short, the system lets you know how you're supposed to say the words. Since pinyin literally translates as "spelled-out sounds," with practice you should rattle off Chinese swears just like any good ole freebooting fringe rat.

CONSONANTS

b: "baw"
c: "ts" as in "hats"
ch: "chir" as in "churn"
d: unaspirated "t" as in "stop"
f: "faw"
g: "guh" as in "gull"
h: as in "hay" and also acceptable as in "hero"
j: "gee" as in "gee whiz"
k: "kuh"
l: "luh"
m: "maw"
n: "nuh"
p: "paw"
q: "ch" as in "cheat"
r: "ir" as "er" in "bigger"
s: "suh"
t: "tuh"
w: "wuh"
x: "sh" as in "she"
y: as in "yes" but pronounced with rounded lips if before a "u"
z: "ds" as in "fads"
zh: "j" as in "Joe"

VOWELS

a: as in "father"
ai: long "i" as in "eye"
an: "ahn" as in "sonogram"
ang: "ahng" an in "angst"
ao: "ow" as in "chow"
e: "uh" as in "bush"
ei: "ay" as in "way"
en: "un" as in "ton"
eng: "ung" as in "tongue"
er: "ar" as in "are"
i: "ee" as in "tea"
ia: "ya" as in "gotcha"
ian: "yan" as in "Cheyenne"
iang: "yahng" as in "y" followed by "angst"
ie: "yeh" as in "yet"
iong: "young" as in "you" followed by "ng"
iu: "you" as in "leo"
i after h or r: "r" as in "grr"
i after s, c, or z: "z" in "buzz"
i elsewhere: "ee" as in "beet"
o: "aw" as in "straw"
ong: "oong" as in "too" followed by "ng"
ou: long "o" as in "so"
u: "oo" as in "too"
uai: "why"
uan: "wan" as in "want"
ueng: "wung" as in "one" followed by "ng"
ui: "way"
un: "one"
u after q, j, x, or y: "oo" as in "goo" quickly followed by "ee" as in "see"
u elsewhere: "oo" as in "pooh"

TONES

You know what really trips up Western speakers about Chinese? The language's got four ways of pronouncing most every word. You move the tongue a click off, the tone ain't gonna come out right and the meaning gets all gorramn butchered.

Take the greenhorns—they pronounce "four" (*sì*) and "die" (*sǐ*) alike. Might raise trouble when your aim's to haggle 'bout pay, not threaten the well-being of your prospective employer.

That's why there are four funny little marks to set them apart, because it's all about pitch pattern.

FIRST TONE

Educated folks call this the macron, the "long mark," looking like this: *ā*. It's spoken with an even but high pitch.

SECOND TONE

This has an acute accent: *á*. Say it with a rising pitch, going from the middle level of your voice to the top. It's kind of like the end of asking a question in English, when you trill a mite.

THIRD TONE

It's something of a trick, this third inflection. A caron, or a small curl, marks the top: *ǎ*. You start in the middle level of your voice range, dip the pitch, then rise it back up (similar to how you'd pronounce the second tone). Be quick and smooth about it, though, or you'll end up with…

FOURTH TONE

…This, the falling pitch, sounding like you're giving someone an order. When you see a grave accent like in *à*, drop the pitch with a heavier, deeper enunciation. This is what you get when you don't lift the inflection to finish the third tone.

NAMING CONVENTIONS

The Chinese put their family name before their personal name. "Malcolm Reynolds" would be addressed as "Reynolds Malcolm" in Chinese, and Liu Yang would be "Mr. Liu," not "Mr. Yang." In a 'Verse where the two languages have been bedfellows for centuries, though, mixing Eastern names with Western and vice versa isn't exactly as rare as honest politicians. The new practice now depends on which name is meant to be more prominent. So, the personal name comes first for Simon Tam and the famous entertainer, Thea Li-Ting Zhuo. If a certain Mr. Reynolds were to adopt an exclusively Chinese personal name, Reynolds would lead off his full appellation.

Married women put their husband's family name before their maiden name. For example, Chiang-Wang Yun Ru is Mrs. Chiang and her maiden name is Wang. Chinese personal names are typically made up of two characters, and parents often give a baby a "milk name" (ru ming) at birth, like Xiao Wa (Little Frog) or repeated words like Ting Ting.

CHINESE WORDS AND PHRASES

Now we've come to the good parts, some useful words and phrases for the 'Verse in Chinese!

DAILY NECESSITIES

All-purpose greeting; how are you: *nǐ hào* (nee how)
Be careful, watch out: *xiǎo xīn* (shee-ow sheeng)
Be mindful: *zhù yì* (juu yee)
Blessing on you: *zhù fú nǐ* (juu foo nee)
Brother, big: *gē* (gur) or *gē gē*
Brother, little: *dì* (dee) or *dì dì*
Come in: *qǐng jìn* (cheeng jeen)
Congratulations: *gōng xǐ* (ghong shee)
Correct: *duì* (dway)
Danger, dangerous: *wēi xiǎn* (weh shee-ann)
Daughter: *nǚ ér* (nuu urr); polite form is *qiān jīn* (chee-an jeen; "a thousand gold," implying preciousness)
Don't: *bù yāo* (buu yeow)
Don't know: *bù zhī dào* (buu jir d'ow)
Everybody: *dà jiā* (da jee-ah)
Excuse me: *bào qiàn* (ba-ow chee-ang)
Father: *bà bà* (buh ba); polite form is *fù qìng* (foo cheeng)
Free (no cost): *miǎn fèi* (mee-an fay)
Good morning: *zǎo ān* (jeow ahn)
Good night: *wǎn ān* (wahn ahn)
Goodbye: *zài jiàn* (jigh jee-an)
Have you eaten?: *chī bǎo le méi?* (chir bow luh meh; doubles as a common greeting)
He/she: *tā* (tah; singular); *tā men* (tah muhn; plural, they/them)
Hello (over non-visual comm or wave): *wèi* (weh)
How much/many?: *duō shǎo?* (dwaw shaow)
How much money do you have?: *nǐ yǒu duō shǎo qián* (nee yo dwaw shaow chyan)
Husband: *zhàng fu* (jahng fuu)
I, me: *wǒ* (woh); *wǒ men* (woh muhn; plural, we/us)
If I may ask: *qǐng wèn* (cheeng wuhn)
Is that so?: *Jiū nà xiē* (jeo nah she-eh)
Maybe, perhaps: *yě xǔ* (yeh shooee)
Miss: *xiǎo jie* (shee-ow jee-eh; follows surname in Chinese)
Mister: *xiān sheng* (shee-an shee-un; follows surname in Chinese)
Mother: *mā mā* (mah ma); polite form is *mǔ qìng* (moo cheeng)
My name is…: *wǒ jiào…* (woh jeow)
No: *bù shì* (buu shr)
No problem: *méi wèn ti* (may wuhn tee)
Of course: *dāng rán* (dahng lun)
OK, good: *hào* (how)
Please: *qǐng* (cheeng)
Quiet down: *ān jìng yī diǎn* (ahn jeeng ee dee-an)
Servant: *pú rén* (puu wren); *nán pú* (nahn puu) for male, *nǚ pú* (nuu puu) for female
Sister, big: *jiě* (jee-eh) or *jiě jiě* (jay jee-eh)
Sister, little: *mèi* (meh) or *mèi mèi* (may-meh)
Son: *ér zī* (urr dzu); polite form is *gōng zī* (goong dzu; "honorable young man")
Sorry: *duì bù qǐ* (dway buu chee)
Take care: *bǎo zhòng* (bow joong; "maintain weight")
Thank you: *xiè xiè* bow joong;
That's all right: *měi guān xī* (may gwung shee)
That's wrong, incorrect: *bù duì* (buu dway)
Understand?: *dǒng ma?* (doong mah)

Very: *hěn* (huhn)
Wait a minute: *děng yī xià* (duhn ee shee-ah)
Welcome: *huān ying* (hwahn eeng)
What: *shén me* (shuun muh)
Where: *nă li* (nah lee)
Which: *nă ge* (nah guh)
Who: *shui* (seh)
Why: *wèi shén me* (way shuun muh)
Wife: *tài tai* (tigh tigh)
Yes: *shì* (shr) or *shì de* (shr duh)
You: *nĭ* (nee); *nĭ men* (nee muhn; plural)
You're welcome: *bù xiè* (buu sheh) or *bù yòng kè qì* (buu yoong kuh chee)

FOLK TALK

Are you joking?: *nĭ kāi wán xiào ma?* (nee kigh wahn shee-ow mah)
Bad luck: *dăo méi* (dow may)
Beyond one's power or authority: *biān cháng mò ji* (bee-an chahng moh jee; "not even the longest whip can reach everywhere")
Brilliant: *jīng căi* (jeeng tsigh)
Crap: *zāo gāo* (zow guh-ow)
Damn my/our luck: *zhēn dăo méi* (jen dow may)
Deliberately avoiding someone or doing something: *tuì bì sān shè* (tway bee sahn sa-uh; "withdrawing for ninety kilometers")
Do you think I'm stupid?: *nĭ dāng wŏ shì shă guā?* (nee dahng woh shr sah goo-ah)
Done for, or imminent doom: *wán dàn* (wahn dahn)
Don't worry: *fàng xīn* (fahng sheen)
Engage brain before speaking: *xiān xiăng zài shuō* (shee-an sha-un zigh shwoh)
Engage in a feces-hurling contest with a monkey: *gēn hóu zi bĭ diū shĭ* (guhn hoh tze bee dio se)
Explosive diarrhea of an elephant: *dà xiang bào zhà shì de lā dù zi* (da shee-ung bow tza shr duh la doo tze)
Genius: *tiān cái* (tee-an tsigh)
Get real: *bù yāo gòu cuò* (buu yeow gow tswoh)
Good luck: *hăo yùn* (how yu-in)
Heaven knows what: *tiān xiăo de* (tee-an shee-ow duh)
Hold on a second: *děng yī xià* (duhng ee shee-ah)
I'll be back: *wŏ mă shàng huí lai* (woh ma sha-un whay ligh)
I'll be in my bunk: *wŏ chuáng shàng děng* (woh shahng shee-ung duhng)
In the name of all that's sacred: *tiān xiăo de* (tee-an shee-ow duh)
Loopy in the head: *fēng le* (fohng luh)
Monkey's butt: *hóu zi de pì gu* (hoh tze duh pee goo)
More or less: *chā bù duō* (tsah buu dwoh)
Mother of god: *wŏ de mā* (who duh mah)
Motherless goat of all motherless goats: *gāo yáng zhōng de gū yang* (guh-ow yuhng jong duh goo yuhng)
Nobody, bit player: *wú ming xiăo zú* (wuu meeng shee-ow joo; "nameless little footman")
Nonsense: *fèi hùa* (fay hwa)
Now, immediately, at once: *mă shàng* (mah shung)
Oh my god!: *wŏ de tiān á!* (woh duh tee-an ah)
Outstanding appearance, achievement, or talent among a crowd of inferiors: *hè lì jī qún* (huh-uh lee jee chwun; "like a crane standing among chickens")
Overkill: *gē jī yòng niú dāo* (gur jee yohng nio dow; "use a poleaxe to kill a chicken")
Overly greedy: *sĭ yào qián* (se yeow chee-an; "asking for money even when dead")
Petty: *suŏ xì* (swoh shee)
Plenty of fight left in one, or with strength to spare: *yú yŏng kĕ gŭ* (yuu yohng kuh goo; "surplus strength for sale")
Poking one's nose into other people's business: *duō guăn xián shi* (dwoh gwuhn shee-an se)
Small change: *ling qián* (leeng chee-an)
So-so, not too bad: *mă ma hū hū* (ma ma hoo hoo)
Sweetheart: *băo bèi* (bow bay)
Talk nonsense: *hú chĕ* (hoo tsuh)
To throw in a monkey wrench: *guăi mă jiăo* (gwigh ma jeeow; "twist a horse's legs while it gallops")
Relying on experience to do something or pull through: *lăo mă shí tú* (la-ow ma shr tuu; "an old horse knows its way")
Ruggedly handsome: *guăng shuài* (kwong swigh)

PETTY THIEVIN'

Ass-kicking killer: *xiōng cán shā shŏu* (shee-ong ts-ung sah shoh)
Assassinate someone to prevent loose ends: *shā rén miè kŏu* (sah wren mee-eh koh)
Bad guy: *huài dàn* (hwigh dahn; "bad egg"); *dà huài dàn* (dah hwigh dahn; for Big Bad)
Bandit, brigand: *tŭ fĕi* (tuu fay)
Bar: *jiŭ bā* (jio ba)
Beer: *pi jiŭ* (pee jio)
Bribe, bribery: *huì lù* (hweh luh-woh); slang is *tián tóu* (tee-an tow; "sweet stuff")
Bulletin alert: *jĭng bào* (jeeng bow)
Caper: *xì nòng* (how shee)
Cheat, swindle: *xing piàn* (chee pee-an)
Con artist: *lăo qiān* (luh-ow chee-an; "old thousand")
Cop, lawman, police: *jĭng chá* (jeeng chah)
Count the money first: *xiān suàn qián* (shee-an swuhn chyan)
Crap, we got trouble (or a problem), something's wrong: *zāo gāo* (jeow guh-ow)
Criminal(s): *zuì fàn* (jway fahn)
Don't shoot!: *bù yāo kāi qiāng!* (buu yeow kigh chee-ung)
Easy mark: *kăi zi* (kigh tse)
Freeze!: *zhàn zhù!* (juhn juu)
Get pinched: *shī shŏu* (shr soh)
Hand over the money: *qián ná lái* (chyan nah ligh)
Heist: *qiāng jié* (chee-ung jeh)
Gang leader: *lóng tóu* (loh-ong toe; "dragon head" for feared crime lords like Niska) or *shé tóu* (shuh toe; "snake head" for sad little kings of sad little hills like Badger)
Kidnap: *bàng jià* (bong jee-ah)
Kill: *gàn* (guhn; slang)
Master thief: *tōng tiān dà dào* (toh-ong tee-an dah dow)
Mistake: *cuò wù* (troh wuu)
Murderer: *xiōng shŏu* (shee-ong soh)
Oddball, goofball: *cài niăo* (tsigh neow)
Old Switcheroo: *diào bāo* (deow bow)
Petty Thief: *xiăo tōu* (shee-ow toe)
Pickpocket: *pá shŏu* (pah soh; "crawling, snatching hand")
Punk, gangster: *tài bāo* (tigh bow)
Psycho, neurotic: *shén jīng* (shuun jeeng)
Resorting to tricks or conspiring to rig outcomes: *shàng xià qí shŏu* (sung shia chee soh; "raising and lowering the hand")
Sheriff: *jĭng zhăng* (jeeng jeong)

Slave: *nú lì* (nuu lee)
Small potato: *xiāo rén wù* (shee-ow wren wuu)
Smuggling: *zǒu sī* (jee-oh shr; "private trafficking")
Snitch (person): *gào mì zhě* (guh-ow mee jir) or *nèi xiàn* (neh shee-an; "inside line")
Snitch (the act): *dǎ xiǎo bào gào* (dah shee-ow bow guh-ow; "give small reports")
Swindler, liar, phony: *piàn zi* (pee-an tse)
Thug: *è gùn* (uh gwuhn) or *bào tú* (bow tuu)
Tie them up: *bǎ tā men bǎng qǐ lái* (bah tah muhn bung chee ligh)
This isn't over: *zhè hái méi huán méi liǎo* (juh hie may wuhn may leow)
Violent lunatic: *xiōng měng de kuáng rén* (shee-ong mohng duh kwung wren)
Wine: *pú tao jiǔ* (puu tuh-ow jio)
You want HOW MUCH?: *nǐ yāo duō shǎo?* (nee yeow dwoh shee-ow)
You'll pay for this!: *zài zhǎo nǐ suàn zhàng!* (jie jeow nee swuhn jung)

THEM'S FIGHTIN' WORDS

Baboon's ass crack: *fèi fèi pì gu* (fay fay pee yen)
Bug-swallowing drama queen: *chī chóng huā dàn* (chr cho-ong hwah dahn)
Bullcrap: *chūi niu* (tray nio)
Castrated bastard(s): *yān guò de hún dàn* (yen gwoh duh hwen dahn)
Cheap floozy: *jiàn huò* (jee-an hwoh)
Cow poop: *niu fèn* (nio fuhn)
Damn, damn it: *tā mā de* (tah ma duh; "his mother's"—also a utilitarian swear encompassing bastard, f-bomb, hell no, etc.)
Dog poo: *gǒu shǐ* (goh se)
Drunken fool: *jiǔ guǐ* (joh gway)
Dumb as a wooden chicken: *dāi rùo mù jī* (digh roh moo jee)
Excrement: *mǐ tián gòng* (mee tee-an guh-ong; derived from the fact that when you stack the three characters—*mi* (rice), *tian* (farm field), and *gong* (public)—from top to bottom in that order, they form the ideograph for excrement.)
Filthy fornicators of livestock: *Hē chù sheng zá jiāo de zāng huò* (huh choo shee-ung tza jeow duh tzung hwoh)
Fink: *hún qíu* (hwuhn cho)
Fool: *shǎ guā* (suh gwah; "silly melon")
Frog-humping hoodlum: *Qīng wā cào de líu máng* (cheeng wah tsao de liou mahng)
Garbage, trash: *lè sè* (luh suh)
Get lost, beat it, scram: *gǔn dàn* (goo-wuhn dahn; "rolling egg")
Go to hell: *qù sǐ* (chui se; "go die")
Jerk: *hún dàn* (hwen dahn) or *wáng bā dàn* (wahn bah dahn)
Junk, useless: *fèi wù* (fay wuu)
Lackey dogs: *zǒu gǒu* (tsoh goh)
Like hell!: *jiàn tā de guǐ!* (jee-an tah duh gway)
Lowly scum: *jiàn huò* (jee-an hoo-oh)
Nothing in the 'Verse can stop me: *tiān xià wú dǐ* (tee-an shia woo dee)
Over my dead body: *chú fēi wǒ sǐ le* (troo fay woh se luh)
Pile of dung: *fèn duī* (fuhn dway)
Piss-soaked piker(s): *niào shī de dǔ guǐ* (neow se duh doo gway)
Remorseless harridan: *bù huǐ hèn de pō fù* (boo hway huhn duh puo foo)
Screw you: *Qù nǐ de* (chur nee duh)
Shut up: *bì zuǐ* (bee zway)
Sissy: *niáng niáng qiāng* (nee-ung nee-ung chee-ung)
Son of a harlot: *biǎo zǐ yǎng de* (bee-yeow dzu duh)
Son of a bitch: *gǒu niáng yǎng de* (goh nee-ung yee-ung duh)
Stupid, idiot: *bèn dàn* (buhn dahn; "stupid egg")
Stupid inbred stack of meat: *bèn tiān shēng de yī duī ròu* (buhn tee-an shee-ung duh ee dway r'lo)
Stupid son of a drooling whore and a monkey: *Líu kǒu shǔi de biǎo zi hé hóu zi de bèn ér zi* (liou coe shway duh bee-ow tze huh hoe tze duh buhn ur tze)
Whore: *biǎo zǐ* (bee-yeow dzu)
You wanna / lookin' to die?!: *nǐ zhǎo sǐ?!* (nee jeow se)
Your cerebral electrodes are malfunctioning: *nǐ nǎo dài kāi huā* (nee nuh-ow digh kigh hwah)

UP IN ARMS

At ease: *shāo xī* (shoh shee)
Attention!: *lì zhèng!* (lee juung; "stand up straight!")
AWOL: *wu yóu quē xí* (wuu yoh chu-eh she)
Brig: *láo fáng* (luh-ow fuhng; "prison house")
Cease fire!: *tíng huǒ!* (teeng hwoh)
Commanding officer: *zhǎng guān* (jung gwuhn)
Court martial: *jūn shěn* (jwin shuhn)
Dead shot, marksman, sharpshooter: *shén qiāng shǒu* (shuhn chee-un soh)
Drop your weapon(s): *fàng xià wǔ qì* (fuhn shia wuu chee)
Fall in: *pái duì* (pigh dway)
Fire at will or terminate with extreme prejudice: *dà kāi shā jiè* (dah kigh sah jeh; "breaking the Buddhist oath against killing")
Fire!: *kāi huǒ!* (kigh hwoh)!
Hold on: *zhuā jīn* (zwa jeen)
Sir, yes, sir!: *shì, zhǎng guān!* (shr, jung gwuhn)
Shore leave: *àn jià* (ahn jah)

'VERSE-RELATED

Alliance, The: *tóng méng* (tohn mohn)
Big Damn Hero/Heroes: *tiān dà yīng xióng* (tee-an dah yeeng shong)
Blue Sun: *lán rì* (luhn rz)
Browncoat: *zōng tào* (jeong tuh-ow)
Companion: *bàn lǚ* (bahn lee-oh)
Firefly: *ying huǒ chóng* (yeeng hwoh chong)
Gorramn: *chòu* (guhn tah duh; "stinkin'")
One 'Verse, two systems: *yī jiè èr tǐ* (ee jeh er tee)
Purple belly, black heart: *hēi xīn zǐ dù* (hay shing tse duu; order reversed for better expression)
Reavers: *lüè shi zú* (lwuh shr jwu; "tribe of plundering cannibals")
Ruttin': *chòu* (choh; "stinkin'")
Shiny: *piào liàng* (peow lee-ung; "beautiful")
Unification War: *tǒng zhàn* (tohn juhn)
Wave: *làng xùn* (lung shi'un)

FREQUENTLY ASKED QUESTIONS

WHAT TIME PERIOD IS THE FIREFLY RPG SET IN?

The game is set six years after the Unification War and leads up to the events that take place in the *Serenity* film. This means the primary focus of the game is on the events of the *Firefly* television series. For example, Reavers are still very mysterious and their origins are unknown. Additionally, certain locations and secondary characters, such as the planet Miranda and Mr. Universe, aren't included since they appeared only in the film.

CAN I PLAY THE FIREFLY RPG USING MY OWN CHARACTER?

While the examples in the book use the main cast, the **FIREFLY RPG** is designed to be run with any character you choose. In the *Find a Crew* chapter on page 146, there are three types of characters. You can step into Mal's shoes, choose from one of 24 archetypes, or create a unique character from scratch.

DO I HAVE TO PLAY A BROWNCOAT?

In *Firefly*, Mal's distrust of the Alliance affected the decisions he made on where to fly and when. That view influences how the **FIREFLY RPG** is presented, for the Alliance is a powerful and prominent antagonist in the show. However, what you do with the materials provided is up to you. If you want to run an Alliance-friendly Crew, you'll find all the rules you need in this book. Your feelings about the government will affect how folk interact with you, but other than that the physical components of the 'Verse are the same for both sides.

WHY DIDN'T YOU EXPLORE THE MAIN CAST'S SECRETS?

Exploring the main cast at the end of their journey would have dramatically altered the presentation of this game. The focus of the **FIREFLY RPG** has been to satisfy the terms of our license and reach out to Browncoats everywhere by reinforcing what we all love about the series.

Secret pasts, budding romances, and friendly rivalries are opportunity for great storytelling in your game. If you have a specific vision of what happened to characters like River or Book, think about how you might breathe life into those events at your gaming table.

WHAT ARE THE MAJOR DIFFERENCES BETWEEN THE FIREFLY RPG AND THE SERENITY RPG?

The **SERENITY ROLE PLAYING GAME** was published in 2005 and was based on the movie, *Serenity*. The RPG employed the first iteration of the Cortex system (which is now called Cortex Classic). The new **FIREFLY ROLE-PLAYING GAME** is based on the Fox television series. The game rules are rooted in the Cortex Plus system and specially designed to suit the *Firefly* setting and mirror how it might feel to be on set for this beloved television show.

I PLAYED THE SERENITY RPG. HOW WILL YOU HELP ME LEARN TO PLAY THE FIREFLY RPG?

Margaret Weis has written *Wedding Planners*, the first adventure in the **Echoes of War** line. You can get the Cortex Classic edition of this adventure in digital format on DriveThruRPG.com. The rules included in that version are fully compatible with the **Cortex Classic System Role Playing Game** book, which is available separately. We also released a Cortex Plus version of *Wedding Planners*.

These two versions of the same adventure are intended to offer fans a way to compare and contrast the two systems to help learn the new rules. When combined with the corebook, you should have a thorough grounding to understand how Cortex Plus works. If you're still having trouble, drop by our website at www.margaretweis.com and interact with our design team on our forums.

WHERE WILL I BE ABLE TO BUY YOUR RELEASES?

Upcoming **FIREFLY RPG** supplements will be available in print through the Margaret Weis Productions, Ltd. online store, your local game store, bookstores, and wherever role-playing games are sold. All digital releases are available exclusively through our digital partner at DriveThruRPG.com.

Small, stand-alone releases, such as the **Echoes of War** adventures, are available in digital through DriveThruRPG.com. In the future, they may be compiled into a print edition.

WHERE CAN I GO TO ASK MORE QUESTIONS? FIND MORE INFORMATION?

You can drop by the Margaret Weis Productions, Ltd. website found at www.margaretweis.com. Our forums are the best place to ask gameplay-related questions and get your queries answered by our staff and fan community. For news, visit our company Twitter (@margaretweispro) or Facebook account (/MargaretWeisPro) to stay on top of new releases and breaking announcements.

Don't forget to check our website often to find more information about the **FIREFLY RPG** game line, including our upcoming release schedule, design notes, and more!

GLOSSARY OF TERMS

Here's a quick explanation of the terms used in the **FIREFLY ROLE-PLAYING GAME**.

act: A series of scenes—several acts make up an Episode.

Action or Basic Action: A use of the dice to determine the outcome of an objective or goal.

Action Order: When it matters who goes first, turns are decided by an Action Order.

Anglo-Sino Alliance: The body of government whose legal, military, and economic power controls most of the 'Verse. Parliament is located on Londinium. Sihnon and Londinium are the two capital planets.

archetype: A character template that players can use to quickly generate a Crewmember.

Asset: Helpful Trait that players may include in a dice pool when appropriate. Assets include gear, relationships, and other advantages. Usually costs a Plot Point to create.

Attribute: Crewmembers and Major Gamemaster characters' core areas of ability: **Mental**, **Physical**, and **Social**.

The bank: The limited pool of Plot Points the Gamemaster has to spend on Gamemaster characters.

beat: The subjective unit of time it takes for a character to carry out a single Action.

benefit: The part of a trigger that gives a character a boon.

Big Damn Hero Dice: Dice players earn from extraordinary successes that can be used in later Actions.

Blue Sun System: The newest set of planets in the 'Verse, located in the Rim. Sparsely populated and nearly absent of all legal presence, the space surrounding it is home to Reavers….

Border Planets: Planets and moons housed in the Red Sun System and the Georgia System, surrounding the Core. Alliance attention waxes and wanes, but the Law still exists here.

botch: All dice are rolled as 1s. Total zero. Big gorramn screw up. This results in a free Complication for the opponent.

Browncoats /Independents: The faction that fought against the Alliance in the Unification War and lost six years ago.

callback: A player-driven bonus that's earned when referring to a previous Episode. Player mentions something similar to an Action, scene, or event in the current Episode for a boon.

Competent: Having a **D6** rating in a Skill.

Complication: An unhelpful Trait die the opposition may use, making it that much harder for the character's own Action to succeed.

The Core or Central Planets: The central hub of the 'Verse; these planets and moons are the seat of civilization.

Crew: All of the characters that the players at the table are playing; all the Crewmembers as a group.

Crew Sheet: The player record sheet that holds the Crewmember's game rules and other character details.

Crewmember: A character played by a player. May be original, an archetype, or one of the stars from the show.

dice pool: Refers to all dice rolled when a character takes an Action.

die rating: The size of die assigned to a Trait—**D4**, **D6**, **D8**, **D10**, or **D12**.

difficulty die: A die that represents how hard a character's Action will be.

Distinction: Trait that represents a character's background, personality, and role in the game. Differentiates them from other Crewmembers and GMCs.

drawback: The part of a trigger that costs a character something.

Episode: An adventure or a single game story; roughly equivalent to an Episode from a TV series in terms of story length.

Episode Guide: All of the Episodes a Crewmember has played through prior to the one they're in. Required for Advancement.

Expert: Having a **D8** rating in a Skill.

Extra: A GMC defined by a single Trait.

extraordinary success: A total that is 5 or more points higher than the stakes set by the opposing roll.

Gamemaster (GM): The person who facilitates the game, presents the Episode, and narrates other characters and scenes in the 'Verse.

gang up: Having more than one Gamemaster character provide assistance to take an Action.

Gamemaster Characters (GMCs): Characters played by the Gamemaster. Includes three tiers: Major, Minor, and Extra.

Georgia System: System of planets bordering the White Sun System and the Core; twice as big as the Red Sun System. Planets are a mix of frontier and civilized settlements.

Grandmaster: Having a **D12** rating in a Skill—one of the best in the 'Verse!

high stakes conflict: Refers to the potential outcome of an Action. At least one of the characters involved in that Action has the potential to be Taken Out.

jinx: Any die that comes up as a 1 when rolled in a player's dice pool. The Gamemaster may pay a Plot Point to turn a jinx into a Complication.

job: Work the Crew takes on to get paid and keep flyin'.

Kalidasa System: A system of planets heavy in industrial manufacturing with some frontier worlds. Located in the Rim.

lent die: A Skill die given by one Crewmember to another Crewmember to help in an Action. The Crewmember who lent the die is subject to the costs and Complications of the Action.

Limited Action: An Action players can take when their Crewmember has been Taken Out. They must pay a Plot Point to take the Action and only get to keep one die from their total instead of two.

Major GMC: A GMC with a major role in the story that has game rules roughly equivalent to a Crewmember. Three levels of rules indicate toughness: Light, Medium, and Heavy.

Master: Having a D10 rating in a Skill—one of the leaders in that field!

Minor GMC: A GMC that has only a handful of game Traits. Somewhat less important or significant than a Major GMC, but more than an Extra.

Opportunity: When the Gamemaster rolls a 1, the players are given an Opportunity to step back an existing Complication.

Plot Point: A resource that's earned and is then spent over the course of the game. Gives the players more agency to impact the success or failure in an Action.

The pile: The unlimited pool of Plot Points the GM has to give to the players under appropriate circumstances.

raise the stakes: Getting a total that's higher than the stakes set by the opposition's dice roll.

recovery Action: Action taken to remove a Complication: success allows a player to remove the Complication completely, and failure allows the player to step it back one die type.

Red Sun System: System of frontier planets. It is approximately half as populated as the Georgia System.

The Rim: The truly dangerous frontier of the 'Verse. Includes the Blue Sun and Kalidasa Systems. Little to no broad-scale Alliance interference.

scale die: A die that is added to the side with a significant size advantage over the other.

scene: A unit of time that covers one event or series of Actions and beats in a story. Typically occurs in one location with a single set of characters.

setting the stakes: The defender in an Action puts together a dice pool to generate a total that indicates the level of difficulty for the opponent to succeed.

Ship Attributes: ENGINES, HULL, and SYSTEMS. Replace Crew Attributes when a Crewmember takes an Action involving a ship.

Signature Asset: Omnipresent Assets that belong to the Crewmember. An item or connection that is always available for the character to use.

Skill: Traits that represent training, expertise, and talent.

Skill Rating: A die rating that measures how capable characters are in that particular Skill. This die is added to the character's dice pool when it's in use.

Specialty: A narrow area of concentration or focus within a Skill.

staying in the fight: Instead of being Taken Out by a failed high stakes roll, a player may opt to spend a Plot Point and take a Complication equal to the opponent's highest rolling die.

Taken Out: The result of a player losing a high stakes conflict; the Crewmember who was Taken Out is forced to leave the scene or encounter, only able to take Limited Actions.

Timed Action: A series of Actions that must be attempted before a certain length of time elapses.

total: Typically, the result of adding the two highest dice together after a dice pool is rolled. Some rules impact the total. Also refers to the target number when the stakes are set and raised.

training up: Customizing a Crewmember by spending Episodes off the Episode Guide to alter a Crew Sheet. Also referred to as Advancement.

Trait: Character or scene stat rated by dice of various sizes. When used to reflect aspects of a scene or character's personality, described with a word or short phrase and assigned to a single die to be added to that character's pool.

trigger: A special effect belonging to a Distinction or Signature Asset that allows a player to influence the story in some way.

Unification War: A full-scale, devastating war that impacted hundreds of planets and moons spread across the 'Verse. Fought between the Alliance and the Independents over the right to rule and self-govern. The Alliance won.

Untrained: Having a D4 rating in a Skill. May still be added to a dice pool.

White Sun System: The first and oldest set of planets settled by humans over five centuries ago. Also referred to as the Core. Home of the Anglo-Sino Alliance. The vast majority of humanity lives here.

MASTER DISTINCTION LIST

For your ease of reference, listed below are all of the Distinctions in the **FIREFLY ROLE-PLAYING GAME.** These Distinctions may also be found in the **ECHOES OF WAR** line of adventures. The Distinctions are classified into three, primary groups. There may be some overlap in the categories of roles, personalities, and backgrounds.

ABOUT THESE DISTINCTIONS

Every Distinction has a free trigger: "Gain 1 Plot Point when you roll a D4 instead of a D8." We've omitted this from the Master Distinction List to increase readability. When you pick your Distinctions, focus on the other triggers you might select. Just don't forget to add that free one back in!

ROLE DISTINCTIONS

AGENT PROVOCATEUR D8
You're a bad influence. Professionally.
Cover Story: When you lie about where you've been or what you were doing, spend 1 PP to create a D8 Asset that confirms your cover story.
Devil on the Shoulder: Spend 1 PP to double **Trick** or **Influence** when persuading someone to do something illegal.
HIGHLIGHTED SKILLS: **INFLUENCE**, **SNEAK**, **TRICK**

ALLIANCE SPY D8
You've got your orders. What you do with them now is up to you.
Alliance Agenda: When you're interacting with any Alliance personnel, spend 1 PP to reveal that you outrank them or function at a more important level than they do.
Espionage: Step back an Asset related to surveillance, investigation, or intelligence gathering in order to reroll your dice in appropriate situations.
HIGHLIGHTED SKILLS: **SHOOT**, **SNEAK**, **TRICK**

ALLIANCE OFFICER D8
You proudly wear the uniform of the organization that brought peace to the universe.
Chain of Command: Gain 1 PP when you step up a Complication because of orders you received from your superiors.
Sir, Yes, Sir: Spend 1 PP to create an Asset at a D8 to represent a specialist under your command.
HIGHLIGHTED SKILLS: **FIGHT**, **NOTICE**, **SHOOT**

BACKWATER MATRIARCH D8
This planet ain't much, but it's better than not running one.
I Didn't Expect to Be Hearing From You: Step up your **Social** die for a scene when you step up a Complication involving someone you don't like.
Go Get 'Em: Spend 1 PP to step up a Complication inflicted by one of your thugs.
HIGHLIGHTED SKILLS: **FOCUS**, **INFLUENCE**, **SHOOT**

BACKWATER MAYOR D8
This town ain't much, but you rule it with an iron grip.
Teach 'Em a Lesson, Boys: Spend 1 PP to step up a Complication inflicted by one of your thugs.
Vicious Glare: Spend 1 PP to remove an Asset from an opponent's roll involving the assistance of townfolks.
HIGHLIGHTED SKILLS: **FOCUS**, **INFLUENCE**, **KNOW**

BACKWATER SHERIFF D8
One good man is all a town needs to keep the peace. Sometimes, that's all it has.
Playing the Bumpkin: Step back your **Know** for a scene to step up your **Notice** to catch a suspect off guard.
Only Law in Town: When you stand up to a group of criminals by yourself, step up or double **Shoot** or spend 1 PP to do both.
HIGHLIGHTED SKILLS: **FIGHT**, **NOTICE**, **SHOOT**

BLUE SUN AGENT D8
They pay you well. But they want concrete results, or they will pull the plug. Your plug, specifically.
Corporate Payoff: Step up a Complication to create a D8 Asset for another character when that character agrees to help you complete your mission.
Failure Is Not an Option: Step up a Complication to step up one of your Skill dice for one roll when completing a vital part of your mission.
HIGHLIGHTED SKILLS: **SHOOT**, **SNEAK**, **TRICK**

BOUNTY HUNTER D8
There are wanted men everywhere in the 'Verse and people who'll pay good money for 'em. This is what you do. You don't have to like it.
Tracker: Spend 1 PP to create a **Quarry** Asset at D6. Choose your target; they don't have to be in your presence. You may use this Asset in any rolls made to track down and capture your target. Every time you use it in a die roll and fail, you may step it up by one. You may only have one **Quarry** Asset at a time.
Cortex Sniffer: Spend 1 PP to use **Operate** instead of **Survive** to track down a fugitive.
HIGHLIGHTED SKILLS: **FIGHT**, **FLY**, **NOTICE**

BRILLIANT GUNSMITH D8
You've got a knack for being a tech wiz. Guns make the most money, so you followed the market.
Design Flaw: Spend 1 PP to step back a firearm Asset (including a Signature Asset) by exploiting an inferior weapon.
Genius Inventor: Spend 1 PP to create a D8 Asset when you fiddle with someone else's gun for a scene.
HIGHLIGHTED SKILLS: **FIX**, **NOTICE**, **SHOOT**

CATTLE BARON D8
Everybody's got to eat. Ain't nothing in the 'Verse like a juicy steak. 'Cept maybe what folks are willing to pay for one.
An Eye for Good Folks: Spend 1 PP to create a D8 Asset representing a servant or ranch hand.
New Money: Step up a Complication involving social graces to reroll a die.
HIGHLIGHTED SKILLS: **INFLUENCE**, **LABOR**, **SURVIVE**

Company Magistrate d8

As a magistrate, you are the boss, mayor, judge, and jury of this company town.

Company Contacts: Spend 1 PP to create a d8 Asset that represents a company specialist or resource.

Middle Management: Double or step up **Trick** for a scene. If you do, take or a **Corporate Oversight** d8 Complication.

Highlighted Skills: **Fly**, **Notice**, **Trick**

Con Artist d8

There's a sucker born every minute. You just gotta put your line in the water.

Instant Expert: When you try to pass yourself off as an expert, take or step up a **Web of Lies** Complication to double **Trick** for the roll.

The Stall: When you act as a distraction for another Crewmember's Action, spend 1 PP to step up or double the die you lend to them.

Highlighted Skills: **Craft**, **Perform**, **Trick**

Contract Miner d8

Pulling ore out of the ground—or out of floating rocks—isn't a vocation for the weak. Every rutting day is a battle against the elements.

Blood, Sweat, and Tears: Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.

Company Ties: Gain 1 PP when your contract or agreement with the mining company forces you to make an unfavorable or unwanted choice.

Highlighted Skills: **Labor**, **Operate**, **Survive**

Core Surgeon d8

You've studied at the best medical academy in the Core. No one is doing to die on your watch.

Dedicated Effort: Spend 1 PP to step up or double **Focus** for the duration of a Timed Action that relies on manual dexterity and endurance, such as an extended surgery.

No Time for the Rules: When you throw caution to the wind and break the rules to try to keep a patient alive, gain 1 PP.

Highlighted Skills: **Focus**, **Operate**, **Treat**

Cortex Technician d8

Waves in the black don't just happen. From world to world, you've made sure nobody stops the signal.

I'm Working Here: Spend 1 PP at the beginning of a Timed Action involving communications, data, or computer equipment. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.

In the Loop: You may spend Plot Points for anyone with whom you are in direct contact via a communications network.

Highlighted Skills: **Fix**, **Know**, **Operate**

Dockyard Worker d8

So many folk come and go at a spacedock, it's like a daily class in other cultures. It's also gorramn drudgery and pays almost nothing, so why not keep an ear open?

Cosmopolitan: Spend 1 PP to add a Specialty in a different culture to your Crew Sheet for a scene.

Unsavory Element: When you create an Asset or take a Complication that relates your less-than-cultured social group of workers, smugglers, and inspectors, step it up.

Highlighted Skills: **Know**, **Labor**, **Operate**

Engineer D8

There are a lot of laws you follow. Newton's second, for example.

Applied Physics: When you have the time to calculate the trajectory of your throw, spend 1 PP to double **Throw** for a roll.

Rush Job: During a Timed Action that requires repairs or construction, you may take or step up a **Shoddy Workmanship** Complication to add an extra beat.

Highlighted Skills: **Craft**, **Fix**, **Throw**

Farmer d8

Terraforming made plenty of work for you, but it's a rough life, whether it's cows, corn, or chemically-altered protein product.

Lay of the Land: Spend 1 PP to reveal a fact about the natural world you're standing on—environmental conditions, weather, or animal life—as a d8 Asset.

Rugged: Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.

Highlighted Skills: **Craft**, **Labor**, **Survive**

Fed d8

You've got a crew, a ship, and a mission. Apprehend criminals runnin' to the black.

Bound By Law: Gain 1 PP when you arrest someone with an outstanding warrant.

Field Work: Double **Know** or **Operate** for a roll when investigating the scene of a crime. Step back your **Social** Attribute for the rest of the scene.

Highlighted Skills: **Know**, **Operate**, **Shoot**

First Mate d8

You're the captain's right hand, but as often as not you're his fist.

Got Your Back, Sir: If your captain fails a die roll in your presence, step up or double your Attribute on your next die roll.

Right Here, Sir: Spend 1 PP to join a scene involving the captain that you weren't already in.

Highlighted Skills: **Fight**, **Influence**, **Notice**

Gambler d8

The greater the risk, the greater the thrill. You're addicted to the luck of the draw.

Risky Business: If you replace your Skill die in a roll with a d4, you get a Big Damn Hero Die equal to that Skill's normal die rating if you successfully set or raise the stakes.

All or Nothing: When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

Highlighted Skills: **Focus**, **Notice**, **Trick**

Gang Boss d8

They are the best muscle money can buy. Too bad you're so cheap.

Menacing Growl: Step up a personal Complication to reroll any pool containing your thugs or goons.

What Do I Pay You For: You may lose one of your thug Assets in your die pool to avoid being Taken Out in a scene.

Highlighted Skills: **Focus**, **Influence**, **Trick**

Gang Member d8

The 'Verse is a hard place. Folk stand together.

Rap Sheet: When you meet a law enforcement agent, take or step up a legal Complication to gain 1 PP.

Strength in Numbers: When you and your Crew outnumber your opponents, step up **Fight**. When your opponents outnumber you and your crew, take an **Outnumbered** d8 Complication.

Highlighted Skills: **Fight**, **Shoot**, **Sneak**

Gentry D8

You've got a fancy title, probably a sash to go with it.

Blue Blood: When you take a Complication that would besmirch your family honor, you can step it up to gain a D8 Big Damn Hero Die.

Noblesse Oblige: When someone less fortunate than you asks for your help, take or step up an **Obliged** Complication to step up **Focus** for the rest of the scene.

Highlighted Skills: **Drive**, **Fly**, **Focus**

Gold Prospector D8

All that glitters ought to be yours.

Camp Life: When making camp in the wild or a putting up a makeshift shelter, step up or double **Survive** for the Action.

Lust for Gold: When directly acting to get more gold, step up or double **Fight**, **Labor**, or **Trick** for the Action. Take or step up a **Gold Fever** Complication.

Highlighted Skills: **Labor**, **Shoot**, **Survive**

Goodwill Ambassador D8

Experienced in matters of diplomacy and decorum, you're the best candidate to send in to parley before the bullets start flyin'.

Speak Now, Or...: Spend 1 PP to go first in a scene before any weapons or attacks can be made. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Talking Points: If an ally or associate fails a roll involving their **Social** Attribute in your presence, step up or double your Attribute on your next die roll.

Highlighted Skills: **Influence**, **Know**, **Treat**

Guild Trader D8

Your business is in moving goods and services from one place to another under Guild contract. It's not as free as you'd like, but there's security.

Get Out of Jail Free: Spend 1 PP when you're imprisoned, locked up, seized, or held. The Trade Guild springs you, but they'll ask you to do something for them later.

Shadow of the Guild: Gain 1 PP when your decision to go against the Trade Guild's policies, practices, or orders puts you in danger or hot water.

Highlighted Skills: **Drive**, **Fly**, **Know**

Handsome Ranch Hand D8

All that hard work in the fields keeps you fit.

Ain't Broke A Sweat: Spend 1 PP to step back a Complication involving hard work or endurance.

Don't Even Know the Word Flirt: Spend 1 PP to double **Influence** when you are trying to charm or seduce another character.

Highlighted Skills: **Influence**, **Labor**, **Treat**

Homesteader D8

You found yourself a home and a family to fill it. Ain't no one gonna take that from you.

Head of the House: When you work side by side with a Crewmember, you may spend 1 PP to step up or double their **Craft**, **Labor**, or **Survive** for their Action.

Slice of Paradise: When you or a Crewmember take a physical Complication while on your homestead, you can spend 1 PP to step it back and rename it to reflect property damage instead.

Highlighted Skills: **Labor**, **Survive**, **Treat**

Invisible Ops D8

I could tell you what I do, but then I'd have to kill you and everyone on this ship and I do hate making a mess.

All Access: When you attempt to bypass physical security, double **Operate** for the Action.

We Were Never Here: When acting on your secret orders, spend 1 PP to step up or double **Sneak** for an Action.

Highlighted Skills: **Know**, **Operate**, **Sneak**

Knife Fighter D8

Hold a knife one way, cuts through an onion for dinner. Hold it another way, cuts someone's throat for upsetting you.

Deep Cut: Spend 1 PP to step up a Complication you inflicted with your blade.

This Is a Knife: When you create a bladed Asset such as a knife or a spear, step it up to a D8.

Highlighted Skills: **Fight**, **Focus**, **Notice**

Local Yokel D8

This land is my land, this land ain't your land. I got a shotgun, and you ain't got one.

Hunter's Instinct: When silently tracking or hunting another character, step up or double **Sneak**. Spend 1 PP to do both.

Rabbit Snare: Spend 1 PP to create a D8 Asset when setting up some kind of trap using your natural knowhow.

Highlighted Skills: **Craft**, **Sneak**, **Survive**

Mama Bear D8

Don't get between Mama and her cubs.

Cubs: Spend 1 PP to take a Complication from another Crewmember. Rename it as a **Grudge** against whoever inflicted the Complication.

Mama's Angry: Spend 1 PP to use a Complication as an Asset in a roll. If the Complication was a **Grudge**, step the Grudge back after the roll.

Highlighted Skills: **Fight**, **Survive**, **Throw**

Master of Disguise D8

You're more comfortable in someone else's skin.

Evil Twin: Gain 1 PP when someone you are disguised as shows up to ruin your illusion.

Mockingbird: Spend 1 PP to step up your **Perform** Skill when you are trying to mimic someone's voice.

Highlighted Skills: **Influence**, **Perform**, **Trick**

Medical Student D8

Y'ain't a doctor yet, but you're the next best thing.

Competitive Academic: When you fail a roll with **Know**, step up **Mental** for your next Action.

Still Practicing: When you try an operation or medical procedure for the first time, step back **Treat** to gain 1 PP.

Highlighted Skills: **Know**, **Operate**, **Treat**

Mercenary D8

They don't pay you to look pretty. They pay you to shoot things.

Highest Bidder: Gain 1 PP when you try to get a better deal than your current contract from the side you're not currently fightin' for.

Time for Some Thrillin' Heroics: Spend 1 PP to go first in any battle or combat scene. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Highlighted Skills: **Fight**, **Move**, **Shoot**

Officer of the Law D8

You're charged with protecting the people and given the authority to do just that.

Public Figure: Spend 1 PP to create a **Respected** D8 Asset when dealing with the people in your jurisdiction.

Talk 'em Down: When you try to defuse a charged situation, step up or double **Influence**. Take or step up a Complication to do both.

Highlighted Skills: **Influence**, **Move**, **Shoot**

Politician d8

You attained public office, acclaim, and people's trust. You have access to the corridors of power, for what that's worth.

Pulling the Strings: When you create an Asset based on political or corporate connections, step it up to a **d8**.

Promises, Promises: Gain 1 PP when an agreement, vote, lobbying effort, or behind-the-scenes deal comes back to cause you grief or unpleasantness.

Highlighted Skills: **Influence**, **Notice**, **Trick**

Registered Companion d8

You have an active license in the Companion Registry, which opens doors and brings you business.

Inside Knowledge: When you create an Asset related to an individual's history, biodata, or Cortex record, step it up.

I Know Your Ways: Spend 1 PP to step up or double **Influence** when you are attempting to follow proper etiquette or put someone at ease.

Highlighted Skills: **Focus**, **Influence**, **Perform**

Relentless Investigator d8

Just the facts, dong ma?

Bloodhound: Step up a Complication involving higher authorities in your jurisdiction to step up your **Notice** skill for a scene.

I've Got Backup: When you create an Asset based on calling in official resources and support, step it up to a **d8**.

Highlighted Skills: **Influence**, **Know**, **Shoot**

Researcher d8

The scientific method isn't just for the lab. It's a way of life.

Eureka!: When you fail a roll trying to gather information or collect data, spend 1 PP to gain a Big Damn Hero Die equal to your **Know**.

Hypothesize: Spend 1 PP to create an Asset based on your current hypothesis. Crewmembers who use the Asset can spend 1 PP to step it up after a successful Action, to a **d10** maximum. If any Action with the Asset fails, remove it from play.

Highlighted Skills: **Craft**, **Fix**, **Fly**

Saboteur d8

Sabotage ain't just about breaking things. It's about breaking them at the right time.

Gremlin: Step up a Complication to remove a gear-based Asset or Signature Asset from an opponent's roll.

Two Steps Ahead: When you reveal that you've already put sabotage into motion, spend 1 PP to create a **Sabotage** **d8** Asset.

Highlighted Skills: **Craft**, **Operate**, **Sneak**

Salvager d8

Folk leave all manner of valuable hulks and crates floatin' around waitin' for you to just swoop in and liberate them. Finder's keepers.

Spare Parts: Spend 1 PP to turn a gear or equipment-based Asset into two new Assets. Step back the die rating of the original Asset to determine the die rating of the new Assets.

This Is Why We Can't Have Nice Things: Turn one of your Assets into a Complication of the same die rating to gain 1 PP.

Highlighted Skills: **Fix**, **Move**, **Operate**

Scary Lieutenant d8

When your boss says to break a man's legs, you already gone and picked out one that you like.

Size Them Up: Spend 1 PP to use your **Fight** die instead of your **Notice** die when checking out an opponent.

Knock Them Down: Step back your **Physical** die for a scene to step up your **Fight** die for a scene.

Highlighted Skills: **Drive**, **Fight**, **Influence**

Scavenger d8

It's everyone for themselves in the black.

Saboteur: Step up your **Fix** die when you use a part that you took from a ship without the owner's knowledge.

Scavenger's Eye: Spend 1 PP when searching a pile of abandoned parts to find a nearly working version of the part you've been lookin' for.

Highlighted Skills: **Fix**, **Operate**, **Sneak**

Shady Business Man d8

You keep tellin' folks you are legitimate. Someday, they might believe you.

Fell Off a Truck: Step up a Complication involving the authorities to create a **d8** Asset that was acquired from less than reputable sources.

Loan Shark: Spend a PP to pass off a social Complication onto another character who owes you something.

Highlighted Skills: **Influence**, **Notice**, **Trick**

Ship's Captain d8

A natural leader, you're responsible for the Crew and the ship you all fly in.

Protect the Crew: When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.

Lead the Crew: When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your **Influence** die rating.

Highlighted Skills: **Fly**, **Focus**, **Influence**

Ship's Doctor d8

Sometimes it seems whoever came up with "First, do no harm" never had to deal with the people you have to deal with.

Experimental Procedure: If you replace your **Operate** or **Treat** Skill with a **d4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

Natural Healer: Spend 1 PP to step back another character's medical or injury-based Complication.

Highlighted Skills: **Know**, **Operate**, **Treat**

Ship's Mechanic d8

A ship's a living thing, no matter what they say. You can feel when she's sick, and she makes you proud when she's well.

Zen & the Art of Engine Maintenance: Spend 1 PP at the beginning of a Timed Action involving ship repair or upgrades. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die.

Miracle Worker: If you replace your **Fix** Skill with a **d4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

Highlighted Skills: **Fix**, **Know**, **Operate**

Ship's Pilot d8

The list of folk wanting to hire you is longer than your arm. You're just that good.

Born Behind the Wheel: Spend 1 PP to step up or double your ship's **Engines** Attribute for your next roll.

I've Never Tried That Before: If you replace your **Fly** or **Operate** Skill with a **d4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

Highlighted Skills: **Fly**, **Notice**, **Operate**

Ship's Shepherd D8
You don't fix faith. It fixes you.
Taken on Faith: When you create an Asset or take on a Complication relating to your religious beliefs or convictions, step it up.
Religiosity: Gain 1 PP when you spend time sharing your faith with the unbelievers or the lost.
Highlighted Skills: **Focus**, **Influence**, **Know**

Shrewd Patron D8
You run a business and are often in need of discreet agents.
Haggler: Double **Mental** when haggling over payment. Both 1s and 2s count as jinxes on the roll.
Got a Job for You: Gain 1 PP when you negotiate a business deal or hire a crew to do a job for you.
Highlighted Skills: **Craft**, **Focus**, **Influence**

Teacher D8
Teaching is a great honor and a heavy responsibility.
Thus Endeth the Lesson: Spend 1 PP to step up or double **Know** for a roll. If the Action fails, step back **Social** until the end of the next scene.
Troubled Students: Gain 1 PP whenever you offer to teach or mentor someone in trouble.
Highlighted Skills: **Know**, **Operate**, **Treat**

Technologist D8
Where do you get all these wonderful toys?
Early Adopter: When you encounter a new technological marvel, step back **Focus** for the scene and create a representative D8 Asset.
Familiar Controls: Step up **Operate** the first time you use a piece of tech that is similar to one of your Signature Assets.
Highlighted Skills: **Drive**, **Fly**, **Operate**

Top Secret D8
Officially, you don't exist. Your job doesn't exist. Your boss doesn't exist. Where's that leave you?
Covert Entry: When bypassing security on a mission, take or step up an **On a Timetable** Complication to double **Operate** for the roll.
Flown Just About Everything: Spend 1 PP to create a **Fly** Specialty for the remainder of the session.
Highlighted Skills: **Fly**, **Operate**, **Perform**

Wudang Style D8
Also known as Practical Tai Chi. Being able to be dangerous without a weapon in your hand is pretty dang practical.
Fighting Spirit: Step up a Complication created to avoid being Taken Out in a fight to reroll your dice.
One-Two Punch: Step up a Complication when you Take Out a Minor Gamemaster character to Take Out an additional Minor character.
Highlighted Skills: **Focus**, **Influence**, **Know**

PERSONALITY DISTINCTIONS

A Little Nervous D8
"Oh God, oh God, we're all gonna die."
On Edge: Step up or double your **Focus** for one Action. After the roll, create or step up the Complication **On Edge**.
Captain Obvious: Gain 1 PP when you point out how dangerous, stupid, or illegal the Crew's plan will be when they execute it.
Highlighted Skills: **Focus**, **Know**, **Survive**

Alluring D8
You're easy on the eyes and cunning enough to use those good looks to your advantage. .
Memorable: Create a **Memorable** D8 Complication on yourself when tryin' to execute a cunning plan. Gain 1 PP.
Turn Heads: When you're using your good looks as a distraction to help an ally, spend 1 PP to give that ally a die equal to your **Influence** die rating for the ally's next Action.
Highlighted Skills: **Influence**, **Perform**, **Trick**

Animal Lover D8
Treat 'em right and they're more loyal than people.
They Can Smell Fear: Step back a Complication involving an angry animal if you walk toward it, unarmed.
Saddle Up: Spend 1 PP to create a D8 Asset representing a trusty animal companion (most likely a horse).
Highlighted Skills: **Labor**, **Move**, **Survive**

Avaricious D8
Folks say you're greedy. They don't understand that your retirement plans involve a big, floaty island to call your own.
A Bigger Cut: When you demand more pay, double **Focus** for the scene. Take or step up a social Complication resulting from your demands.
I'll Take That: Gain 1 PP when you keep something you promised to someone else.
Highlighted Skills: **Fix**, **Focus**, **Trick**

Backstabbin' Git D8
You look out for numero uno. Everyone else is just in the way.
Fickle Friend: When you change sides in an argument, double **Social** for the Action. Take a **Traitor** D8 Complication.
Getaway Driver: When you're at the wheel and being chased, spend 1 PP to step up or double **Drive** for an Action.
Highlighted Skills: **Drive**, **Throw**, **Trick**

Bad Reputation D8
Folks whisper your name when they see you coming. And hope you leave as soon as possible.
Intimidating Build: Spend 1 PP to roll your **Physical** die instead of your **Mental** die when using your **Influence** to scare someone.
Don't Get Him Riled: Step back your **Notice** die to step up your **Fight** die for the scene.
Highlighted Skills: **Fight**, **Influence**, **Survive**

Big Mouth D8
Ain't got no stomach for torture.
Loose Lips: Gain 1 PP when you tell someone everything you know about a subject with minimal prompting.
Why Would I Lie?: Step up a Complication to step up your **Trick** die for your next roll.
Highlighted Skills: **Influence**, **Perform**, **Trick**

Big Plans D8
Always working the best angle.
Milk Run: Spend a Plot point to turn a Complication into an Asset.
Did I Forget to Mention That?: Gain 1 PP when an important detail of your plan "slips your mind."
Highlighted Skills: **Influence**, **Notice**, **Trick**

By the Book D8
According to section 5, subsection c, paragraph 2 of the Federal Alliance Judicial Code...
Standard Operating Procedure: Spend 1 PP to double **Know** for a roll when you rely on your knowledge of Alliance rules, regulations, and procedures.
This Isn't in the Manual: When the GM buys a jinx from you, you may step up a Complication to gain 1 PP.
Highlighted Skills: **Focus**, **Know**, **Operate**

Caring D8

You've a courage and tenacity in carin' for others that most folk don't. You're the light in their darkness.

Heal the Wounded Heart: Spend 1 PP to step back another character's emotional or relationship-based Complication.

Go the Extra Mile: While you are taking care of an incapacitated or grief-stricken character, you or that character may reroll any dice that come up 1s instead of taking Plot Points.

Highlighted Skills: **Focus**, **Influence**, **Treat**

Chatterbox D8

A lot of folk are afraid of a little conversation but not you, you've got the gift of gab, see, and if people want to leave it up to you to carry the conversation, then that's just fine by you, 'cuz...

Blather: Step up or double **Trick** for an Action when you just keep talking. Take or step up an **Annoying** Complication after the roll.

Friendly Banter: Step up **Social** for a scene. The next time the GM buys a Complication after you've rolled a jinx, step the Complication up.

Highlighted Skills: **Influence**, **Perform**, **Trick**

Cocky D8

You're a smug, self-assured sommbitch and you're not afraid to say it.

Pride Goeth Before a Fall: Gain 1 PP when your cocky attitude gets you in a mess of trouble that you could have avoided by being silent.

Confidence: Step up a social Complication to step up or double your **Social** Attribute for your next roll.

Highlighted Skills: **Focus**, **Influence**, **Perform**

Code of Honor D8

To live with honor is difficult. To live without honor is not living at all.

Honor Demands It: Gain 1 PP when you act against your best interests because of your code or make a show of satisfying your honor.

My Word is My Bond: When you make a promise to someone, spend 1 PP to make a D6 Asset that lasts until the end of the session. If you break that promise, turn it into a D8 Complication.

Highlighted Skills: **Focus**, **Know**, **Survive**

Collector of Fine Things D8

You like it? It's one of a kind. Sculpted by Li Xiao, you know.

Pretty Things: When you see something you must have, take an **Obsession** D8 Complication. When you acquire the object, step up the first Asset you create from it.

On Display: Gain 1 PP when you show off your collection to someone you probably shouldn't show it to.

Highlighted Skills: **Know**, **Notice**, **Operate**

Crude D8

You're a little gorramn rough around the edges.

Rough Talk: Double **Influence** when you're trying to intimidate or scare folks with more sensitive proclivities. After your roll, step up or create a social Complication affecting another Crewmember.

Obnoxious: Gain 1 PP when you choose to disrupt, upset, or challenge the social order of things when you have the option of being mannerly or polite.

Highlighted Skills: **Fight**, **Labor**, **Move**

Dead Eye D8

You're cool under fire and a keen shot.

Quick Draw: The first time you set the stakes in a firefight, spend 1 PP to double **Shoot**. If your opponent raises the stakes, step back **Shoot** for the rest of the scene.

Take Aim: Step back **Move** until the end of the scene to create an **In My Crosshairs** D8 Asset.

Highlighted Skills: **Move**, **Notice**, **Shoot**

Dedicated D8

You don't take much sitting down. You have a cause that gives your life meaning.

Never Back Down: When you take a Complication related to your faith in your cause, immediately step it back one die type.

Blood, Toil, Tears and Sweat: Spend 1 PP to add your **Labor** to your next roll in addition to any other Skill you are using.

Highlighted Skills: **Fight**, **Know**, **Focus**

Driven D8

You are willing to pay the ultimate price to restore your good name.

Vengeance is Mine: Step up an opponent's Complication. Step up one of your own Complications after the roll.

Single Minded Pursuit: Gain a PP when you choose your goal over your own happiness or well-being.

Highlighted Skills: **Fight**, **Focus**, **Notice**

Eagle Eyed D8

Not much escapes your attention.

Trained Observer: When a **Notice** Action gives you an Asset, step it up.

20/10: Spend 1 PP to double **Notice** for a roll when you peer into the distance.

Highlighted Skills: **Fix**, **Notice**, **Throw**

Fashionable D8

You attend the most exclusive parties, dress in the latest fashions, and hire the best Companions.

Clout: Step back **Influence** until the end of the next scene to remove a social Complication.

I Don't Wait In Line: You may spend 1 PP to gain entry to an exclusive club or party without an invitation.

Highlighted Skills: **Drive**, **Fly**, **Influence**

Follows Orders D8

The boss gave you a job and you intend to do it.

Don't Think About It: When following orders, step back **Mental** for the scene to double your **Physical** for an Action.

Not My Job: When you try to lead a group, replace your **Influence** with a D4 for the roll to gain 1 PP.

Highlighted Skills: **Fight**, **Fix**, **Labor**

Free Spirit D8

You go where the wind takes you.

New Horizons: Step up or double **Drive** or **Fly** when you first take a vehicle somewhere new.

Unbound: Spend 1 PP to double **Physical** when attempting to escape from bonds or a cell.

Highlighted Skills: **Drive**, **Fly**, **Move**

Heart of Gold D8

You may be rough around the edges, but deep down you're a good person.

Gruff Exterior: Gain 1 PP when you try to scare off a new acquaintance or make a rough first impression.

Softie: When helping a Crewmember, spend 1 PP to step up the die you lend them for the roll.

Highlighted Skills: **Labor**, **Operate**, **Treat**

Heart of Ice and Dust D8

You know the old saying about cold hands, warm heart? You're the exact opposite.

Best Served Cold: Spend 1 PP to step back any Complication involving your emotions or personal relationships.

Every Man for Himself: Gain 1 PP when you abandon an ally in a time of need to further your own agenda.

Highlighted Skills: **Influence**, **Focus**, **Trick**

Here for the Party D8
Let the good times roll. Life is too short to be serious all the time.
Non-Stop Party: Spend 1 PP to create a D8 Asset involving good times, liquor, or loud music.
Enabler: Double your **Social** die when you try to convince another Crewmember to blow off responsibilities in favor of good times.
Highlighted Skills: **Fight**, **Influence**, **Perform**

Hill Folk D8
Ain't everybody in the 'Verse keen on civilization. You and yours lead hard, free lives on your own.
Ain't Got Time to Bleed: When making a recovery Action to remove a physical Complication with makeshift medical supplies, step up **Survive** for the roll.
This is Our Land: Step up or double **Social** when you stare down an interloper in your home. Step up any Complications that result from your roll.
Highlighted Skills: **Fix**, **Labor**, **Survive**

Hired Muscle D8
You look tough, but looks aren't everything.
Blunt Instrument: When you fight dirty or use brute force to solve a problem, step up your **Labor** or **Fight** until the end of the current scene. Step back **Social** until the end of the next scene.
Looming Shadow: When you rely on your imposing size to intimidate someone, use **Physical** instead of **Social**. Both 1s and 2s count as jinxes on the roll.
Highlighted Skills: **Fight**, **Labor**, **Notice**

Holds a Grudge D8
An elephant never forgets. Anyone calls you an elephant, you'll dent their brainpan.
Got What's Comin' to Ya: Step up a Complication to step up your **Shoot** die when you're aiming at someone who wronged you.
The Pain Don't Matter: Spend 1 PP to ignore a Complication for one Action; step up the Complication after the roll.
Highlighted Skills: **Focus**, **Influence**, **Shoot**

Honest Man D8
Honest as the day is long.
Deep Cut: Gain 1 PP when your honesty hurts someone close to you.
Tough Love: Spend 1 PP to step up your **Treat** when you attempt to remove mental Complications by tellin' folks the truth about ugly situations.
Highlighted Skills: **Focus**, **Influence**, **Treat**

Idealist D8
We can be better than we are now. Others scrape by, we push to make the 'Verse a better place.
A Better Tomorrow: Step up a social Complication to gain a D8 Big Damn Hero Die.
Lead by Example: When you take a Complication while standing up for your beliefs, step up a Crewmember's Attribute die on their next Action.
Highlighted Skills: **Fix**, **Survive**, **Treat**

Intuitive D8
You ain't a reader, not as such. But the way folk carry themselves, how they move, that's the language you speak.
Now Is Not Your Time: When someone tries to attack you the first time in a scene, spend 1 PP to instead make them set the stakes against a **Social** + **Influence** intimidation Action. If you raise the stakes, they cannot attack you until you roll a jinx.
Take Measure: When you come into conflict with someone for the first time, you may attempt to size them up with a **Mental** + **Know** Action. Create a **Sized Up** D8 Asset if you succeed or take an **Overconfident** D8 Complication if you fail.
Highlighted Skills: **Focus**, **Influence**, **Notice**

Iron-Fisted D8
I don't give one gorramn bit how dangerous it is. Get those miners back down the shaft or you're fired!
Steely Gaze: Step back **Social** for the rest of the scene to step up **Focus** for the rest of the scene.
Taskmaster: Double **Influence** when throwin' the weight of your office around. At the start of the next scene, take or step up a social Complication that represents the backlash from your hard ways.
Highlighted Skills: **Focus**, **Influence**, **Throw**

Know It All D8
Look, smarty pants, if we wanted schoolin', we'd have gone to school.
Book Learnin': Double your **Know** when you have access to informational resources (the Cortex, an encyclopedia, etc.) and the time to use them.
Pedantic: Gain 1 PP when you correct someone at an inappropriate juncture or tell the crew a fact about a problem that is interesting but not useful.
Highlighted Skills: **Fix**, **Know**, **Treat**

Low Down, Dirty D8
Corrupt is such a strong word, don't you think? You prefer "enterprising."
Illicit Dealings: Gain 1 PP when you take a bribe or deal in illegal merchandise.
Tarnished Authority: Double **Influence** when you abuse your authority. Take or step up a **Corruption** Complication after the roll.
Highlighted Skills: **Shoot**, **Sneak**, **Trick**

Not to be Crossed D8
Just so we're clear: if you cross me, I will end you.
Fair Warning: Step up or double **Influence** when you use the weight of your intimidating reputation. Both 1s and 2s count for jinxes on the roll.
To the Edge of the Black: When you pursue someone who crossed you into obvious danger, create a D8 Asset for the scene.
Highlighted Skills: **Fight**, **Survive**, **Trick**

On a Different Level D8
People aren't up to your speed. The conversation you're actually having is very different from the one they think they're having.
Two Meanings: Gain 1 PP when you withhold information from someone through euphemism and double-talk.
We Don't Have Time for This: During a Timed Action, you may reroll a die in a failed **Trick** roll by taking or stepping up an **Evidence We Were Here** Complication.
Highlighted Skills: **Influence**, **Know**, **Trick**

One with the Shadows D8
Fight fair? Honey, why would I do that?
Get in Position: If you replace your **Sneak** with a D4 for your next roll, gain a Big Damn Hero Die equal to your **Sneak** rating if your roll is successful.
Sniper: Spend 1 PP to enter a scene hidden and in a position to do some harm. Take or step up a Complication representing a tenuous or precarious position to create a **Sniper Nest** D8 Asset.
Highlighted Skills: **Move**, **Shoot**, **Sneak**

Ooh-Rah D8
There's nothing better than a good fight.
Grenadier: Double **Throw** when hurling an explosive. Take a **Ringing Ears** D8 Complication after the roll.
Hail of Bullets: When you Take Out a GMC with a **Shoot** Action, take or step up a Complication to automatically Take Out another from the scene.
Highlighted Skills: **Fight**, **Shoot**, **Throw**

Proselytizer D8
I tell you, good people, that the Lord awaits in heaven for the righteous!
Sermonize: Step up **Influence** for an Action when you preach. Take or step up an **Unbelievers** Complication if the Action fails.
The Lord Provides: When tending to someone who is spiritually lost or hurt, spend 1 PP to step up **Treat** for a scene.
Highlighted Skills: **Influence**, **Know**, **Treat**

Scrapper D8
You've been in more tussles than you can count. Won most of 'em, too.
Sucker Punch: Double **Fight** for the first round of an Action Order. Take or step up a social Complication after the roll.
Victorious: When you Take Out a Major GMC, spend 1 PP to step back a physical Complication twice.
Highlighted Skills: **Fight**, **Labor**, **Move**

Smooth Talker D8
You can talk your way out of a life sentence or into a locked room. Just don't make promises you can't keep.
Gift of Gab: Spend 1 PP to double your **Influence** die for your next roll.
Start Fresh: Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications.
Highlighted Skills: **Influence**, **Know**, **Trick**

Something to Prove D8
You may not look tough, but you've got steel inside waiting to come out. You'll show 'em.
Big Man with a Gun: Gain 1 PP when you needlessly escalate a conflict, such as pulling a gun in a fistfight or attacking someone who verbally threatens you.
Bushwhacker: Spend 1 PP to double Sneak when setting an ambush on someone who's beaten you in a fight prior to the ambush.
Highlighted Skills: **Fight**, **Focus**, **Sneak**

Sore Loser D8
They cheated! You weren't ready! The sun was in your eyes! Double or nothing!
Sulk: Step up a Complication gained in a contest you lost fair and square to gain 1 PP.
Cheat to Win: Create a D8 Asset of your choice when you openly cheat or lie to win a contest.
Highlighted Skills: **Fight**, **Know**, **Focus**

Spoiled Dandy D8
You grew up with a proverbial silver spoon in each hand and never wanted for anything. Some folks think you don't know the value of anything.
Dapper Gent: Gain 1 PP when you protest a task or job you feel is undignified or below your station.
Wild Ride: When you drive recklessly, double **Drive** for the roll. Take a **Reckless** D8 Complication after the roll.
Highlighted Skills: **Drive**, **Fly**, **Trick**

Stalwart Friend D8
You can count on me so long as stars burn in the black.
Kind Words: Once per scene when you take the time to comfort a friend, spend 1 PP to step back a friend's emotional Complication.
Side by Side: Gain a D8 Big Damn Hero Die when you expose yourself to risk—social or physical—for a friend.
Highlighted Skills: **Focus**, **Notice**, **Treat**

Steady D8
It takes a lot to throw you off-balance.
Got It in One: Spend 1 PP to roll your **Focus** and add it to your total.
Sea of Calm: Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.
Highlighted Skills: **Focus**, **Notice**, **Sneak**

Steely Reserves D8
People think you're a pushover. They're always a mite surprised when you don't bend.
Not Today: When you take a Complication to stay in a fight, you can spend 1 PP to double an appropriate Attribute in your next roll.
Undeniable: When standing up for your beliefs or Crew, spend 1 PP to double **Focus** for a roll.
Highlighted Skills: **Focus**, **Shoot**, **Survive**

Strong, Silent Type D8
You're big, strong, and you follow orders. You get trusted with valuable things of all sorts.
Silent Protector: Gain 1 PP when you do what's best for your charge, not your master.
Get Behind Me: Step up a Complication involving your charge to step up an Asset from a D6 to a D8.
Highlighted Skills: **Fight**, **Notice**, **Shoot**

Superstitious D8
You take extra care to stay lucky and keep the spirits happy.
Fickle Fortunes: Spend 1 PP to create a **Lucky** D8 Asset. If you use this Asset and lose the roll, change it to an **Unlucky** Complication of the same die size.
Lucky Number 3: When you roll exactly three jinxes in a single roll, you may reroll all your dice.
Highlighted Skills: **Craft**, **Survive**, **Throw**

Sweet & Cheerful D8
It doesn't seem like there's a power in the 'Verse that can keep you from being cheerful.
Good-Natured: Spend 1 PP to step up or double your **Social** die when you're using your friendly manner to resolve a tense situation.
Straight-Shooter: Gain 1 PP when you openly tell the truth even though it might be to your greater benefit to lie or conceal it.
Highlighted Skills: **Influence**, **Treat**, **Trick**

Temper D8
Some say you're a mite testy when you're courtin' bad news. Truth is, you're a mite testy all the time.
Anger Issues: Gain 1 PP when you make a bad decision on account of the chip on your shoulder or your short fuse gets you in trouble.
Seein' Red: Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.
Highlighted Skills: **Fight**, **Focus**, **Throw**

Tough as an Old Leather Boot D8
You built your empire with your own hands. You may be a rich man now, but you're still the same sumbitch on the inside.
Hard Bargain: Spend 1 PP to step back a Complication during a negotiation.
Singin' the Blues: Gain 1 PP when you step back your **Social** die during a roll due to your melancholy over what you lost to get where you are.
Highlighted Skills: **Focus**, **Influence**, **Know**

True Faith D8
Shepherds aren't the only people in the 'Verse who believe in a higher power.
Lost in Prayer: Step down your **Social** die for a scene to step up your **Mental** die.
Test of Faith: Step up a Complication to step up your **Focus** die for your next roll.
Highlighted Skills: **Focus**, **Influence**, **Trick**

Unprincipled D8
You'd sell your own mother to the Reavers to make some coin. Your pappy you'd throw in for free.
Looking Out For Number One: Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.
Curse Your Sudden, But Inevitable Betrayal: When you betray an ally, gain 1 PP and double the highest Complication die in the ally's roll.
Highlighted Skills: **Influence**, **Survive**, **Trick**

Well-Mannered D8
You're polite, genteel, and unassuming.
Best Foot Forward: When you try to establish a good first impression with a **Social** Action, gain a D8 Big Damn Hero Die if you win the roll. If you fail the roll, take a **Faux Pas** D8 Complication.
Kill 'em With Kindness: When you set the stakes against intimidation by smoothing over the issue or flattering an aggressor, step up **Focus** for the roll.
Highlighted Skills: **Influence**, **Perform**, **Treat**

Wit's End D8
Things ain't been good lately. Now you're getting pretty desperate.
Bad to Worse: When you take a Complication that starts at D8 or higher, you may step it up to gain 1 PP.
Cornered: When you have a D10 or higher Complication, you may double **Shoot** for a roll. If you do, you cannot take a Complication to avoid being Taken Out on that roll.
Highlighted Skills: **Move**, **Shoot**, **Sneak**

Yee-haw!!!! D8
If a plan don't involve explosions, jumping off a building, and laughing while the law chases you, it ain't a plan worth doing.
Double Down: Double your largest die in a pool before you roll. Step up a Complication to that die type or create one equal to that die type.
Cut Both Wires: Step up one of your Complications to reroll a die after you've rolled. On your next roll, both 1s and 2s count for Complications.
Highlighted Skills: **Drive**, **Fight**, **Shoot**

BACKGROUND DISTINCTIONS

A Lawyer's Dream D8
You are surrounded by lawyers. Just as scary as gunmen and they are usually better mannered.
Litigious: Gain 1 PP when you threaten to sue someone out of house and home for a minor reason.
One Call, That's All: Spend 1 PP to step back a Complication when you pass the problem off to your lawyers.
Highlighted Skills: **Focus**, **Influence**, **Know**

Big 'Un D8
Sure, you've packed on a few pounds, but there's no gravity out in the black.
More to Love: Spend 1 PP to step up your **Social** die for a scene when you make light of your physical condition.
Tight Squeeze: Gain 1 PP when you can't get into, or out of, an area because of physical limitations.
Highlighted Skills: **Know**, **Operate**, **Trick**

Blind as a Bat D8
Y'ain't much good without your glasses, four-eyes.
Keen Ears: When you rely only on your hearing, step up **Notice** for the roll.
Myopic: Gain 1 PP when your poor vision causes trouble for you or the Crew.
Highlighted Skills: **Craft**, **Know**, **Perform**

Brain Leech D8
There's a wealth of information all around you. It's in the heads of the people you know.
Big Help: When a Crewmember gives you a die to help you for a roll, you can replace it with a D4. If your roll is successful, gain a D8 Big Damn Hero Die.
Two Heads Are Better Than One: Once per scene, you may spend 1 PP to use the Skill of a Crewmember in the scene instead of your own. After the roll, take or step up a Complication to reflect their memories getting mixed up with your own.
Highlighted Skills: **Craft**, **Focus**, **Notice**

Brothers D8
Nothing can come between you and your brother. 'Cept maybe girls. Or liquor. Or cards. Or....
Squabblin': Gain a PP when you spend a scene arguing with your brother instead of the task at hand.
Thick as Thieves: When you share a scene with your brother, you may share Plot Points with one another.
Highlighted Skills: **Fight**, **Influence**, **Trick**

Child Prodigy D8
Your parents didn't know what to do with you, other than enroll you in the best schools, and wonder at your potential.
Eidetic Memory: Spend 1 PP to roll your **Know** Skill and add it to your total once per scene.
Exceptional Talent: Step up an existing Complication to step up or double a Skill in a non-combat situation.
Highlighted Skills: **Fix**, **Know**, **Operate**

Dancer D8
Anyone can shuffle their feet to a beat. A true dancer exists as beauty through motion.
Enticing: When you perform before an audience, spend 1 PP and name someone who is watching. That person will seek you out after the show.
Grand Jeté: When you take cover or move quickly to avoid being hurt, step up or double **Move** for the Action. If you lose the roll, step back **Move** for the scene.
Highlighted Skills: **Fight**, **Move**, **Perform**

Debt D8
You're in deep, and it's a hole you can't climb out of easily. But for the time being, you've got resources.
Something Borrowed: When you create an Asset by spending money to purchase goods or services, step it up.
Pay It Forward: When you use your financial resources on behalf of another, spend 1 PP to create an appropriate D8 Asset.
Highlighted Skills: **Know**, **Notice**, **Trick**

Decorated D8
You came back from the War with a medal and a story. You're not sure if it was worth the cost.
You're a Gorramn Hero: Spend 1 PP to double your **Social** when dealing with anyone who served on your side.
Guilt: Create a **Guilt** D8 Complication when details of the event that got you your medal come back to haunt you. Gain 1 PP.
Highlighted Skills: **Fight**, **Influence**, **Shoot**

Done Time D8
You've done time in the pokey. It may have changed you, but you didn't break.
Keep Your Head Down: When you take a social Complication, step it back by stepping back **Influence** for the scene.
Breaking Rocks: At the beginning of a Timed Action where endurance is a key factor, spend 1 PP to double **Labor** for the Timed Action.
Highlighted Skills: **Craft**, **Labor**, **Sneak**

Drunk D8

The demon in the bottle drags you in every time. You like to refer to it as having an expertise in beverages; others like to refer to it as a serious problem. One of you is right.

Functional Alcoholic: Start every Episode with a **Drunk** D6 Complication. Step it up to reroll a die on a failed Action. Once it exceeds D12, you are out until given medical treatment.

Gaps in Memory: Gain 1 PP to reveal that you don't remember or recall the events of a previous scene in which you had an active **Drunk** Complication.

Highlighted Skills: **Influence**, **Move**, **Perform**

Duelist D8

There is an art to honorable combat and you're a veritable Picasso of the form.

Code Duello: When you take a Complication that implies a slight upon your honor, you may issue a challenge to a duel and give your opponent a **Challenged to a Duel** D8 Complication.

Mano a Mano: When outnumbered, step back **Fight**. When facing a single opponent, step up or double **Fight**.

Highlighted Skills: **Fight**, **Move**, **Perform**

Elderly D8

You've got as many aches and pains as there are stars in the sky.

Old War Wound: Gain 1 PP when you step back your **Physical** die for a scene as an old injury acts up.

Forgetful: Gain 1 PP when you step back your **Mental** die for a scene as your memory clouds up.

Highlighted Skills: **Craft**, **Influence**, **Notice**

Everything's Shiny D8

Don't worry. Everything's going to come out shiny in the end.

Lightweight: Gain 1 PP when you choose to get knocked out, drunk, or otherwise affected by incapacitating causes instead of rolling dice.

Lighthearted: Spend 1 PP to make light of a situation and step back a Crewmember's Complication on account of your positive outlook.

Highlighted Skills: **Focus**, **Know**, **Survive**

Fall from Grace D8

That's the problem with ambition: the higher you climb, the longer the drop. You really put yourself out there and now you've got to start over.

Coping Mechanism: If you have a Complication at a D10 or higher, you may add your **Focus** to any roll made to avoid being Taken Out.

Out of Your Element: Step up a Complication you have acquired as a result of being in unfamiliar surroundings, situations, or circumstances to gain 1 PP.

Highlighted Skills: **Focus**, **Influence**, **Notice**

Family Ties D8

Everybody is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional.

Family Gifts: When you create an Asset or take a Complication related to your relationship with your family, step it up.

Thicker than Water: Spend 1 PP and invoke a family member's name to reroll your dice.

Highlighted Skills: **Influence**, **Perform**, **Trick**

Filthy Rich D8

Money is power. Folk who don't know that are foolin' themselves.

Leverage: Double **Influence** when you bribe someone or threaten them with financial ruin.

Only the Best: Spend 1 PP to create a D8 Asset when you acquire or make use of new technology, high fashion, or gourmet food.

Highlighted Skills: **Drive**, **Fix**, **Fly**

Former Companion D8

You trained as a Companion, but left that life behind to follow your own path.

Old Habits Die Hard: Step up a Complication to double or step up **Social** for all **Influence**, **Notice**, and **Perform** rolls in a scene.

Fiercely Independent: Gain 1 PP when you reject someone else's plans to strike out on your own.

Highlighted Skills: **Notice**, **Influence**, **Perform**

Friends in High Places D8

The Alliance thinks highly of you. That's the only opinion that matters.

Our Dear Purple Friends: Spend 1 PP to step back a Complication involving Alliance scrutiny.

Let's Just Forget This Little Mess: Step back your **Know** for a scene to change a Complication involving the Alliance into an Asset.

Highlighted Skills: **Focus**, **Know**, **Influence**

Friends in Low Places D8

Those of us on the Rim don't have much, but we stick together. There's a power in that.

I Know a Guy: Spend 1 PP to create a D8 Asset when you call in a shady friend with the skills you need.

Rumor Mill: When you try to get information from your contacts, make a **Social** + **Know** roll. If successful, create a D6 Asset about the information. Take a **Half the Story** D8 Complication to step up the new Asset.

Highlighted Skills: **Craft**, **Labor**, **Throw**

Government Experiment D8

You don't remember what they did to you. Mostly. But now that it's done, you can never go back.

Meddled With: Spend 1 PP to step up your **Mental** Attribute for the scene. Step down your **Social** Attribute for both this scene and the next one.

Two by Two, Hands of Blue: Create a **Painful Memories** D8 Complication to step up your **Know** for the rest of the scene.

Highlighted Skills: **Fix**, **Know**, **Operate**

Hard Luck Case D8

The 'Verse is a hard place, no one knows that better'n you.

Nose for Trouble: Gain 1 PP when you stumble into a situation you shouldn't be in or overhear something you shouldn't.

Trouble on Your Heels: When you are being chased or followed out of a scene, you may step up **Sneak** or **Trick** when you roll to slip away.

Highlighted Skills: **Fix**, **Sneak**, **Survive**

Harmless Looking D8
You blend into a crowd like a rock blends into a quarry.
Couldn't Hurt A Fly: Step back your **Physical** die to step up your **Social** die when convincing someone you're not a threat.
Quick Change: Spend 1 PP to create a D8 Asset to help you disappear into a crowd
Highlighted Skills: **Move**, **Sneak**, **Trick**

Hitched D8
You ever been with a warrior woman?
In Sickness and in Health: When you create an Asset or take a Complication related to your relationship with your spouse, step it up.
For Richer or Poorer: When you share a scene with your spouse, you may share Plot Points with one another.
Highlighted Skills: **Influence**, **Treat**, **Trick**

Invalid D8
You can't get much of anywhere without somebody's help.
Ain't Dead Yet: Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.
I Can't Get Up: Create a D8 Complication on yourself related to your medical condition. Gain 1 PP
Highlighted Skills: **Focus**, **Influence**, **Notice**

Leaky Brainpan D8
Folk say you ain't quite right in the head.
Disjointed Perception: Take or step up a **Fragmented Mind** Complication to reroll a die when you fail a roll in a social situation.
Unstable: When you threaten someone with harm, step up or double **Influence** for the roll. If you lose the roll, attack that person immediately or spend 1 PP.
Highlighted Skills: **Labor**, **Shoot**, **Throw**

Lifetime of Misdeeds D8
This sort of life has a tendency to catch up with you.
Jack of All Trades: Take or step up a **Sins Of My Past** Complication to step up **Shoot** or **Trick** for the rest of the scene.
Trick of the Trade: Spend 1 PP to create an **Operate** or **Sneak** Specialty for the rest of the session.
Highlighted Skills: **Drive**, **Operate**, **Sneak**

Mighty Hideous D8
You weren't pretty to start, but then you got yourself deformed somethin' fierce. Now folks try not to even look at you.
Look at Me!: When you get in someone's face, spend 1 PP to double **Influence** for the roll.
You Call That Pain?: When you activate an Opportunity to step back a physical Complication, step up **Fight** or **Survive** for the rest of the scene.
Highlighted Skills: **Fight**, **Labor**, **Survive**

Mysterious Past D8
You weren't born to the life you're livin' now.
Cortex Specter: Whenever anyone uses an information-based Asset against you, spend 1 PP to turn it into a **No Data Found** Complication of the same die rating.
Ghosts of Yesterday: Create a D8 Complication relating to your history to step up your **Fight**, **Know**, or **Sneak** for a scene. This Complication cannot be stepped back by spending PPs to activate Opportunities.
Highlighted Skills: **Fight**, **Know**, **Sneak**

Never Learned To Read Nor Write D8
They never got around to building a schoolhouse where you're from.
Barely Literate: Gain 1 PP when pretending that you've read and understood something gets you in trouble.
Underestimated: Spend 1 PP to ignore a Complication die for an Action when you try to catch your opponent off-guard.
Highlighted Skills: **Focus**, **Influence**, **Know**

On the Run D8
Someone's after you—Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're trouble.
Hide in Plain Sight: Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
Guilt by Association: Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.
Highlighted Skills: **Move**, **Notice**, **Sneak**

Pampered Upbringing D8
Some would call you spoiled. When they do, you call Daddy.
Daddy's Money: Spend 1 PP to double your **Influence** die when promising a payout from your rich family.
What's That Smell?: When you are out of your element, gain 1 PP by stepping back your **Social** for the scene.
Highlighted Skills: **Know**, **Influence**, **Throw**

Princess of the Rim D8
You turned a nasty nickname into a reputation for kindness.
Charity Ball Staple: Spend 1 PP to run into someone familiar with you and your charity work.
Heal the Wounded Heart: Spend 1 PP to step back another character's emotional or relationship-based Complication.
Highlighted Skills: **Focus**, **Influence**, **Labor**

Reader D8
You know things you shouldn't. Some call you a witch. They're just scared of what you represent.
Secrets, Secrets: When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental** + **Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
Psychic Flashes: Once per scene, spend 1 PP to create a D8 Complication on a Gamemaster character by blurting out a secret or negative fate.
Highlighted Skills: **Focus**, **Influence**, **Notice**

Secret Browncoat D8
Independents aren't appreciated much round these parts. But y'all know how to stick together.
Identity Crisis: When you choose to let the identity slip of one of your fellow hidden Browncoats, gain 1 PP and step up any related Complication.
The Walls Have Ears: When you create an Asset based on things your Browncoats overheard, step it up to a D8 Asset.
Highlighted Skills: **Influence**, **Perform**, **Trick**

Semi-Retired D8
Despite your best efforts to get out, they keep pulling you back in.
I Don't Do That Anymore: Gain 1 PP when you refuse to do a favor for an old acquaintance.
Too Old for This: Spend 1 PP to give someone a **Wanted by the Law** D8 Complication when you call in law enforcement with evidence of their criminal activities.
Highlighted Skills: **Drive**, **Fly**, **Trick**

Shadows of the War D8
Not everyone serves their side on the front lines. Not everyone left what they did behind.
Nightmares: Start every Episode with an **Exhausted** D6 Complication. Step it up to reroll the dice on an Action. Once it exceeds D12, you are out until given medical treatment.
Operational Flexibility: Double your **Focus** when you are working to reconfigure a plan on the fly.
Highlighted Skills: **Fight**, **Focus**, **Sneak**

Sinister Countenance D8
You've got a flinty glare and an evil sneer.
Scare Tactics: Take a **Frightening** D8 Complication to step up **Influence** for a scene.
Typecast: When playing the heavy or the rube, spend 1 PP to double **Perform** for an Action.
Highlighted Skills: **Move**, **Perform**, **Throw**

Sisters D8
No one understands you like your sister. You've always stood together.
Dearest: Step up **Treat** when you help your sister remove a Complication before you help anyone else.
Shift Blame: When you take a social Complication, spend 1 PP to step it back and give it to your sister.
Highlighted Skills: **Notice**, **Treat**, **Trick**

Slim D8
There ain't much meat on your bones.
Hard Target: Spend 1 PP to double **Move** when navigating through a crowd or diving for cover.
Wiggle Room: When you hide in a tiny space, you may use **Move** instead of **Sneak** to avoid detection.
Highlighted Skills: **Drive**, **Move**, **Perform**

Things Don't Go Smooth D8
Life sure seems to be a string of mishaps, mistakes, and misappropriations. But you're still here, ain't you?
Tough as Nails: When you take a Complication representing an injury or physical harm, spend 1 PP to step it back or rename it as a mental or social Complication.
Trouble Magnet: Step up one of your Complications to reroll a die. On your next roll, both 1s and 2s count for Complications.
Highlighted Skills: **Move**, **Notice**, **Survive**

Trained Singer D8
Your voice is one of the sweetest things in the 'Verse.
Private Audience: When you need to get someone alone, spend 1 PP to force their entourage to wait outside.
Perfect Pitch: When you fail a **Perform** roll, spend 1 PP to reroll a die. When you fail a **Notice** roll, take or step up a **Sensitive Ears** Complication to reroll a die.
Highlighted Skills: **Craft**, **Notice**, **Perform**

Triad Ranking D8
You fought, swindled, and bargained your way to a position of minor leadership in the Triad. Only problem is what to do now that you're here.
Brutal: Step up one of your own Complications to step up a Complication you caused another character to acquire this scene.
Gang Warfare: Gain 1 PP when your criminal background and deadly connections lead to violence against you or your allies.
Highlighted Skills: **Fight**, **Influence**, **Trick**

Two by Two D8
You're a pair, you are. Absolutely inseparable.
Did You Catch That?: When you and your partner are actively looking to avoid trouble, step up or double **Notice**. Spend 1 PP to do both. Both 1s and 2s count as jinxes on the roll.
One-Two Punch: When you use an Asset created by another Crewmember, you may step it up. If you do, remove the Asset after the roll.
Highlighted Skills: **Fight**, **Move**, **Notice**

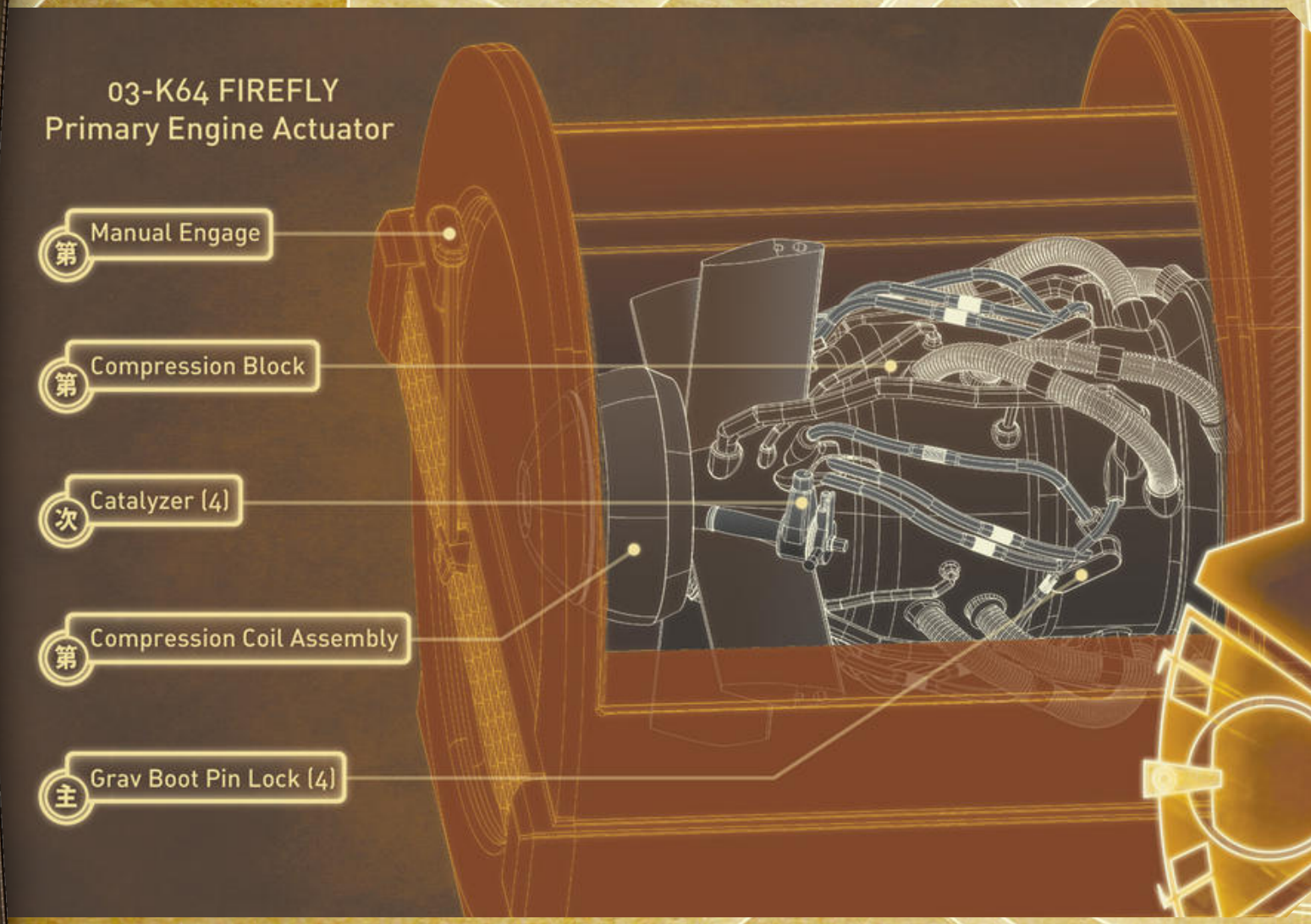
Undercover D8
Is this who you really are? Or are you working for someone else?
Identity Crisis: When you choose to let slip one of your former clients, gain 1 PP and step up any related Complication.
Friends in Low Places: When you create an Asset based on a seedy contact or underworld connection, step it up.
Highlighted Skills: **Influence**, **Perform**, **Trick**

Veteran of the Unification War D8
It don't matter which side you fight on, war leaves a mark on your heart n' soul.
Fightin' Type: Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
War Stories: When you create an Asset or take a Complication related to a wartime flashback, step it up.
Highlighted Skills: **Fight**, **Shoot**, **Survive**

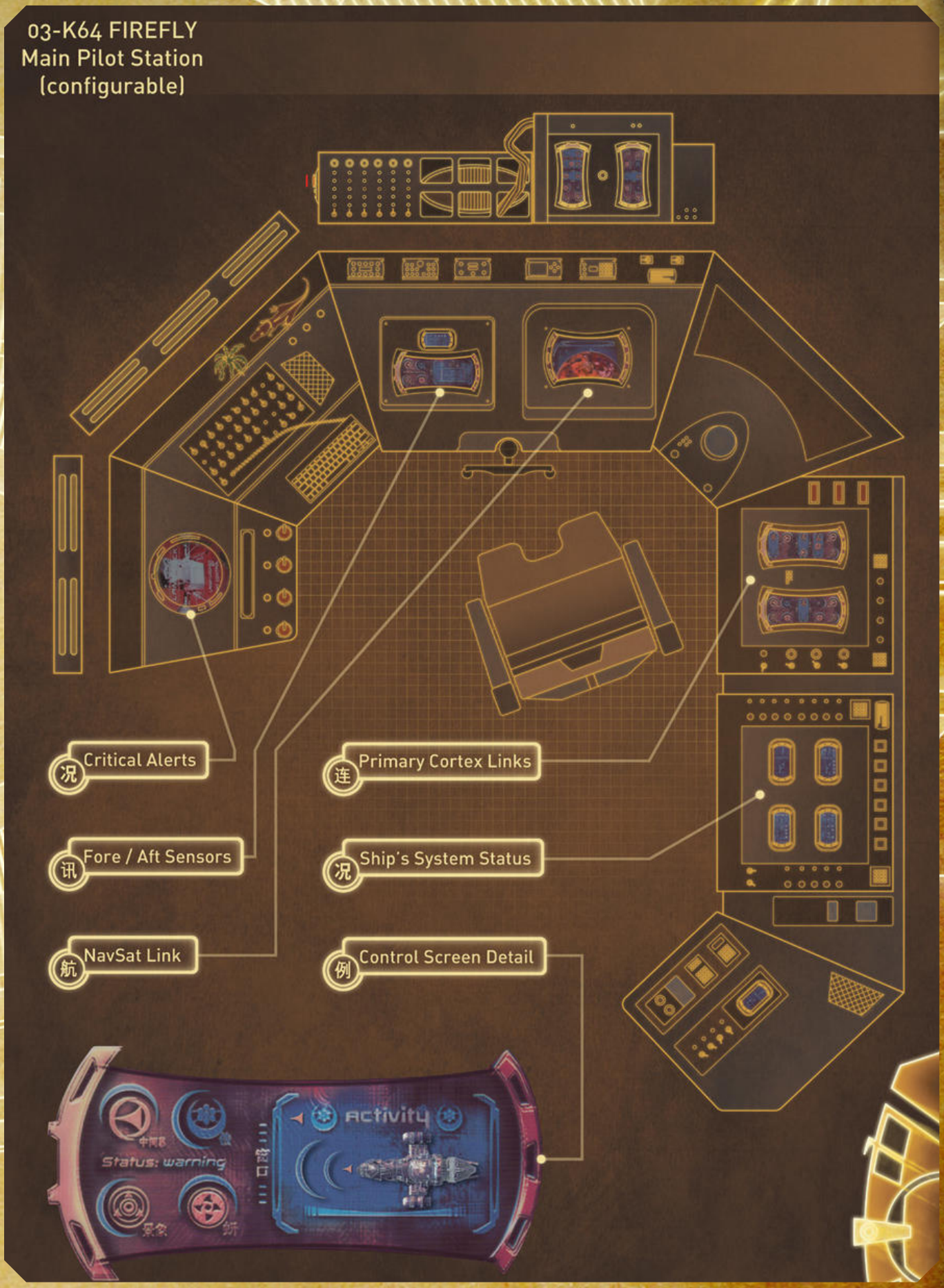
Virtuoso D8
True virtuosity is rare in this 'Verse. You're more than gifted; you're transcendent.
Music Therapy: When you play beautiful music to soothe a Crewmember's **Mental** complication, you may use **Perform** instead of **Treat** for the Action.
Stradivari: When you play your best instrument for a public audience, double or step up the Signature Asset for your instrument for the Action. Spend 1 PP to do both.
Highlighted Skills: **Craft**, **Perform**, **Throw**

Wet Behind the Ears D8
Folks say you're naïve. It ain't that. You just grew up a mite sheltered, is all.
Easy Mark: Gain 1 PP when you are tricked by more worldly folk or whenever someone takes advantage of your naiveté.
Optimist: Spend 1 PP to double **Treat** when helping a Crewmember recover from a mental Complication.
Highlighted Skills: **Drive**, **Fix**, **Treat**

World Weary D8
You've seen a lot of things during your time in the black and little is left to surprise you.
Been There: Create a D8 Asset when you ask for help from an old contact. If you use this Asset in a roll and fail, your contact turns against you. The Gamemaster will reveal why they set you up for a fall.
Done That: When you tell a Crewmember about a situation from your past similar to the one you face now, gain a new Specialty for the rest of the scene. Take or step up a social Complication reflecting your past.
Highlighted Skills: **Focus**, **Notice**, **Sneak**


03-K64 FIREFLY
Primary Engine Actuator
第 Manual Engage
第 Compression Block
次 Catalyzer (4)
第 Compression Coil Assembly
主 Grav Boot Pin Lock (4)

03-K64 FIREFLY
Main Pilot Station
(configurable)





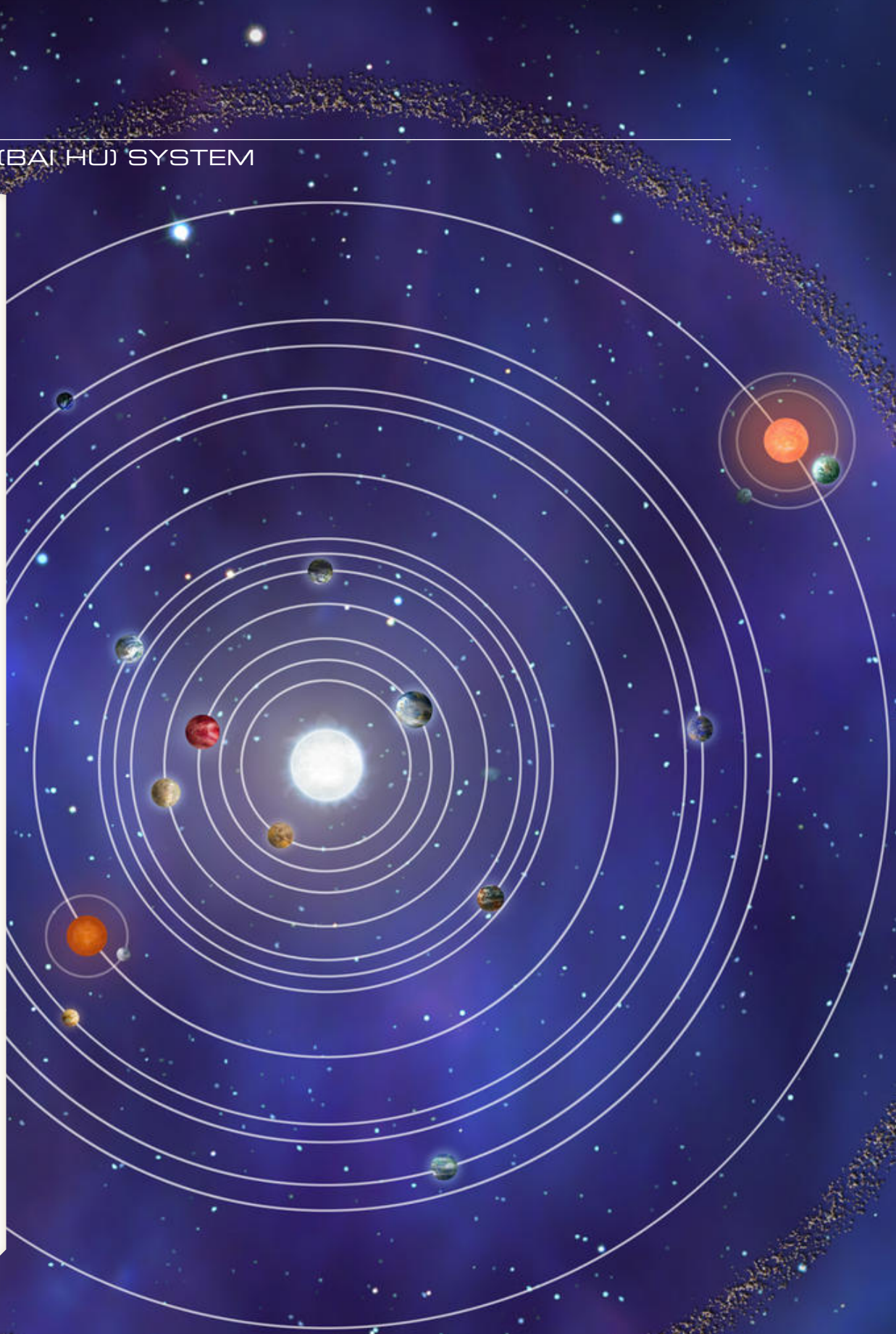


SERENITY

MIDBULK TRANSPORT, STANDARD RADION-ACCELERATOR CORE, CLASSCODE 03-K64, FIREFLY

SYSTEM MAPS

WHITE SUN (BAI HU) SYSTEM



1. **Bernadette**
   Nautilus
   Spinrad
2. **Londinium**
   Colchester
   Balkerne
3. **Sihnon**
   Airen
   Xiaojie
   Xiansheng
4. **Liann Jiun**
   Tiantan
   Fu
5. **Gonghe**
   Xing Yun
6. **Rubicon**
7. **Osiris**
   Epeuva
   Tannhäuser

QIN SHI HUANG*

8. **Santo**
   Tethys
   New Luxor
9. **Valentine**
   Selene
   Chons
10. **Bellerophon**
    Tyrins
    Xanthus
    Parth
11. **Ariel**
    Ariopolis
    Shiva
    Poseidon
12. **Albion**
    Avalon

LUX*

13. **Persephone**
    Hades
    Renao
14. **Pelorum**
    Kaleidoscope
15. **"The Halo"**



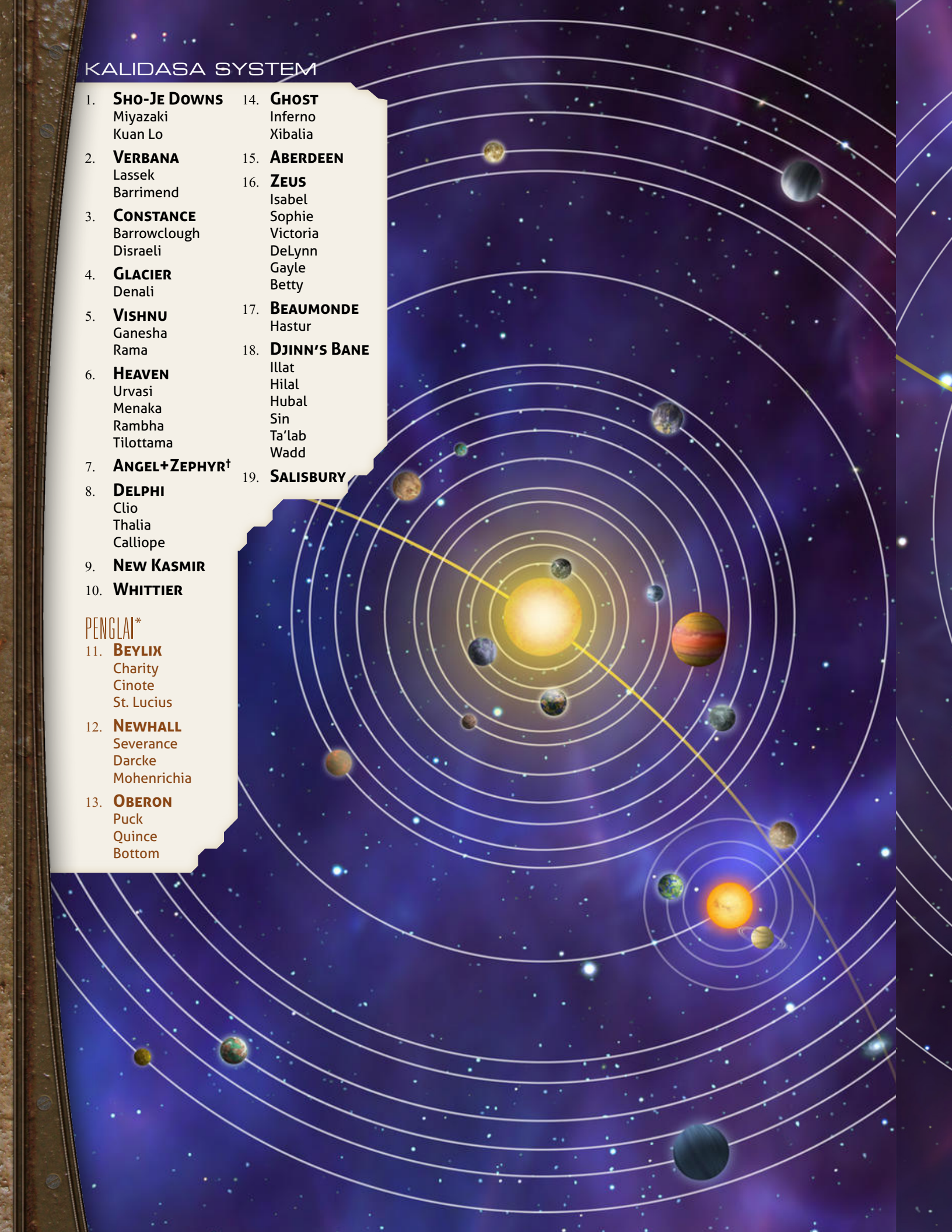
1. **Jiangyin**
   Tongyi
   Dangun
   Rhilidore
2. **New Melbourne**
   Maria
   Destiny
3. **"Motherlode"**
4. **Greenleaf**
   Dyton
   Agyar
   Bryson's Rock
5. **Harvest**
   Farraday
   Higgins' Moon
6. **St. Albans**
   Pi Gu
7. **Anson's World**
   Spider
   Varley
   Steele
8. **Jubilee**
   Covenant

Himinbjørg*

9. **Aesir**
   Bestla
   Borr
   Odin
10. **Moab**
    Red Rock
    Mesa
11. **Brisingamen**
    Freya
    Alberich
    Beowulf
12. **Anvil**
    Hammer

Heinlein*

13. **Triumph**
    Mycroft
14. **Paquin**
    Shinbone
    Clawthorn
15. **Lazarus**
    Dora
16. **Silverhold**
    Beggar's Tin



KALIDASA SYSTEM

1. **Sho-Je Downs**
   Miyazaki
   Kuan Lo
2. **Verbana**
   Lassek
   Barrimend
3. **Constance**
   Barrowclough
   Disraeli
4. **Glacier**
   Denali
5. **Vishnu**
   Ganesha
   Rama
6. **Heaven**
   Urvasi
   Menaka
   Rambha
   Tilottama
7. **Angel+Zephyr†**
8. **Delphi**
   Clio
   Thalia
   Calliope
9. **New Kasmir**
10. **Whittier**

PENGLAI*

11. **Beylix**
    Charity
    Cinote
    St. Lucius
12. **Newhall**
    Severance
    Darcke
    Mohenrichia
13. **Oberon**
    Puck
    Quince
    Bottom
14. **Ghost**
    Inferno
    Xibalia
15. **Aberdeen**
16. **Zeus**
    Isabel
    Sophie
    Victoria
    DeLynn
    Gayle
    Betty
17. **Beaumonde**
    Hastur
18. **Djinn's Bane**
    Illat
    Hilal
    Hubal
    Sin
    Ta'lab
    Wadd
19. **Salisbury**



1. **Ezra**
   Herschel
2. **Regina**
   Alexandria
3. **Boros**
   Ares
   Turrent's Moon
4. **Kerry**
5. **Ithaca + Priam**†
6. **Prophet**
   Perdido
   Dunny
7. **Elphame**
   Summerhome
   Fiddler's Green
   Ithendra
   Sweethome
8. **Di Yu**
   Yama
9. **Athens**
   Ahnooie
   Argabuthon
   Ormuzd
   Whitefall
10. **Daedalus**
    Arvad's Helm
    Notterdam
    Rea
    Box
11. **Newhope**
    The Commons
    Splendor
    Godforsaken
12. **Three Hills**
    New Lafayette
    Conrad
    Bob
13. **Meadow**
    Salyut
    Mir

MURPHY*

14. **Hera**
    Bullet
    Eris
15. **Aphrodite**
    Sturges
    Hill
    Thornley
    Anton
16. **Shadow**
    Branson's Mark
    Ossolambria
    Summerfair

BLUE SUN SYSTEM



1. **Meridian**
   Burnet
2. **New Canaan**
   Ugarit
   Lilac
3. **Muir**
   Arminius
   Shepherd's Mission
4. **Fury**
   Coldstone
   Blackwood
   Seventh Circle
5. **"Uroborus"**
6. **Highgate**
   Perth
7. **Dragon's Egg**
   Yudhishtira
   Bhima
   Nakula
   Sahadeva
   Glynis
8. **Deadwood**
   Haven
   New Omaha

BURNHAM*

9. **Miranda**
   Caliban

firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

HISTORY

SIGNATURE ASSETS

ATTRIBUTES

ENGINE	4 ☐	6 ☐	8 ☐	10 ☐	12 ☐
HULL	4 ☐	6 ☐	8 ☐	10 ☐	12 ☐
SYSTEMS	4 ☐	6 ☐	8 ☐	10 ☐	12 ☐

CREW

Crewmember uses own Skill and Specialties when operating the ship.

4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 ☐

SPECIFICATIONS AND FLOORPLAN

DISTINCTIONS

8 ☑ Use this as a **D4** to earn 1 PP. ☐

☐

8 ☑ Use this as a **D4** to earn 1 PP. ☐

☐

8 ☑ Use this as a **D4** to earn 1 PP. ☐

☐

Firefly Role-Playing Game

Personal Details

NAME

DESCRIPTION

BACKGROUND

SIGNATURE ASSETS

Attributes

	4	6	8	10	12
MENTAL	☐	☐	☐	☐	☐
PHYSICAL	☐	☐	☐	☐	☐
SOCIAL	☐	☐	☐	☐	☐

Skills

	4	6	8	10	12
Craft	☐	☐	☐	☐	☐
Drive	☐	☐	☐	☐	☐
Fight	☐	☐	☐	☐	☐
Fix	☐	☐	☐	☐	☐
Fly	☐	☐	☐	☐	☐
Focus	☐	☐	☐	☐	☐
Influence	☐	☐	☐	☐	☐
Know	☐	☐	☐	☐	☐
Labor	☐	☐	☐	☐	☐
Move	☐	☐	☐	☐	☐
Notice	☐	☐	☐	☐	☐
Operate	☐	☐	☐	☐	☐
Perform	☐	☐	☐	☐	☐
Shoot	☐	☐	☐	☐	☐
Sneak	☐	☐	☐	☐	☐
Survive	☐	☐	☐	☐	☐
Throw	☐	☐	☐	☐	☐
Treat	☐	☐	☐	☐	☐
Trick	☐	☐	☐	☐	☐

Distinctions

d8 ☑ Use this as a **D4** to earn 1 PP.
☐

☐

d8 ☑ Use this as a **D4** to earn 1 PP.
☐

☐

d8 ☑ Use this as a **D4** to earn 1 PP.
☐

☐

PP

Big Damn Hero Dice

4 6 8 10 12