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ROLE-PLAYING GAME



SMUGGLER'S GUIDE TO THE RIM

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Dive into Reputation rules, Iconic Distinctions, and more!



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Smugglers! Grab your guns and some extra fuel cells. Fly the Good Shepherd's Run! Easy as pie. Right?



TWO NEW FULL-LENGTH ADVENTURES

Risk your Reputation with "All in the Family" by Margaret Weis and "Circle the Wagons"!



CORTEX PLUS

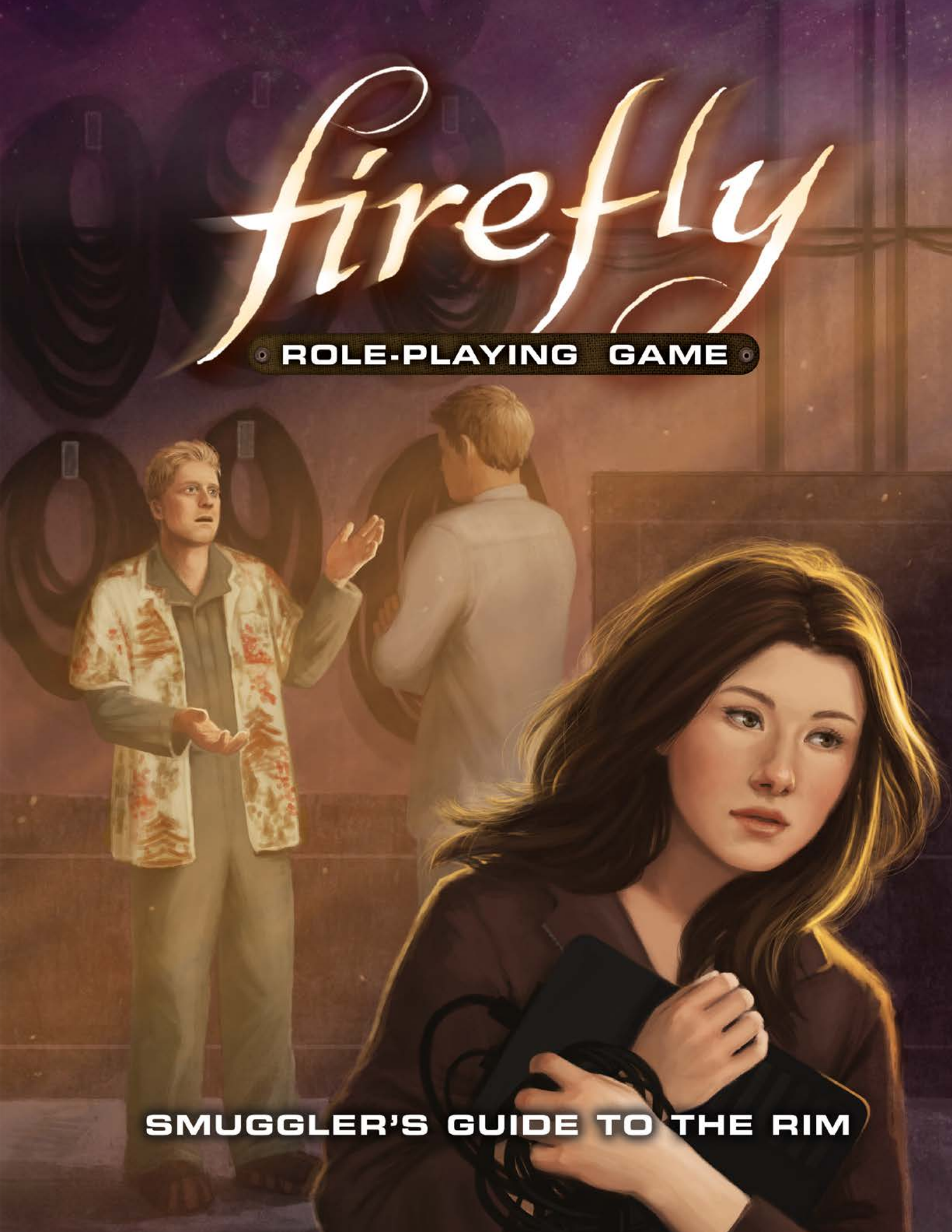
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20th CENTURY FOX

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The **Firefly Role-Playing Game** is based on the popular Fox television series created by Joss Whedon. For more information about this game, visit **www.margaretweis.com**.

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ROLE-PLAYING GAME
SMUGGLER'S GUIDE TO THE RIM



SMUGGLER'S GUIDE TO THE RIM

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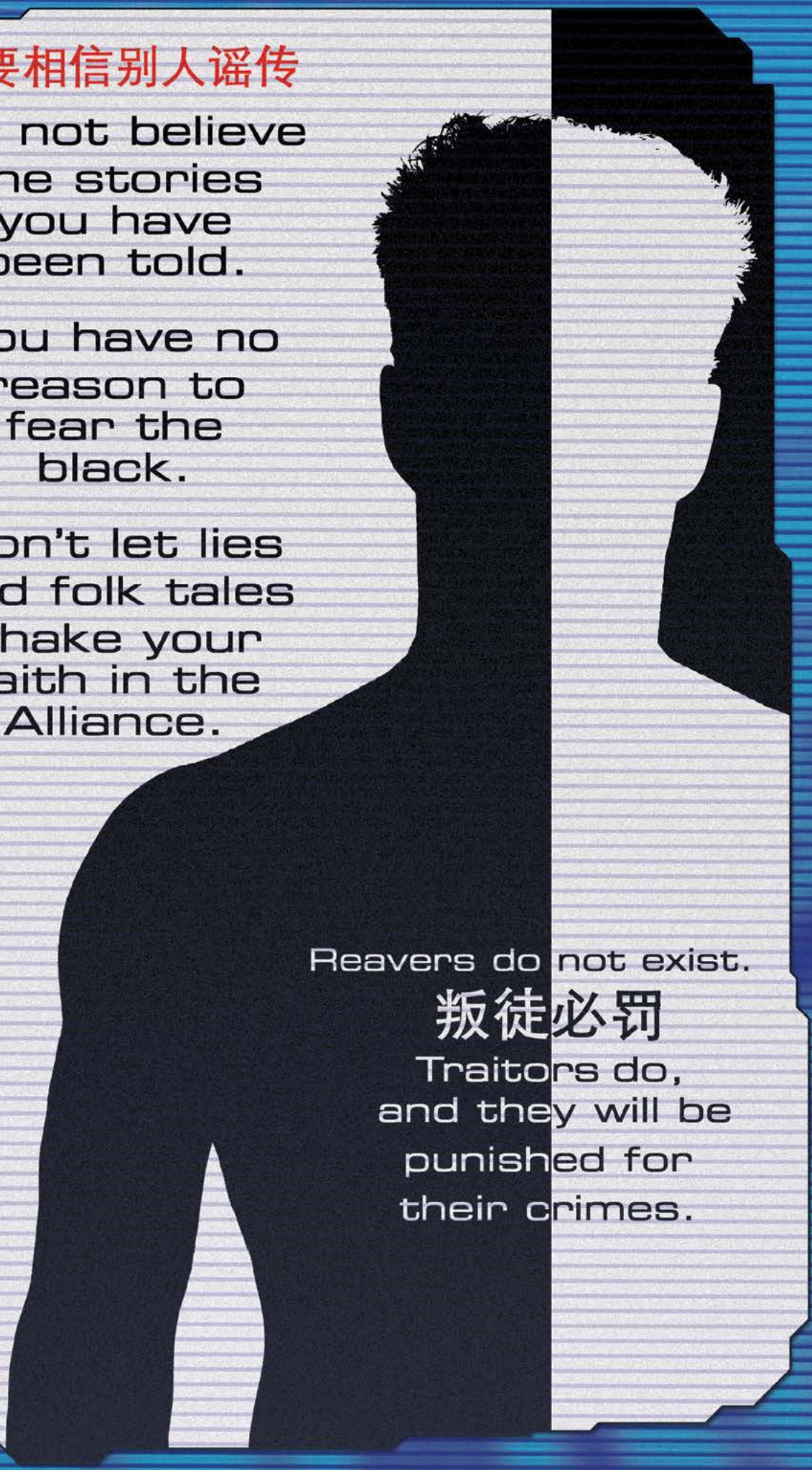
OFFICIAL ANNOUNCEMENT

不要相信别人谣传

Do not believe the stories you have been told.

You have no reason to fear the black.

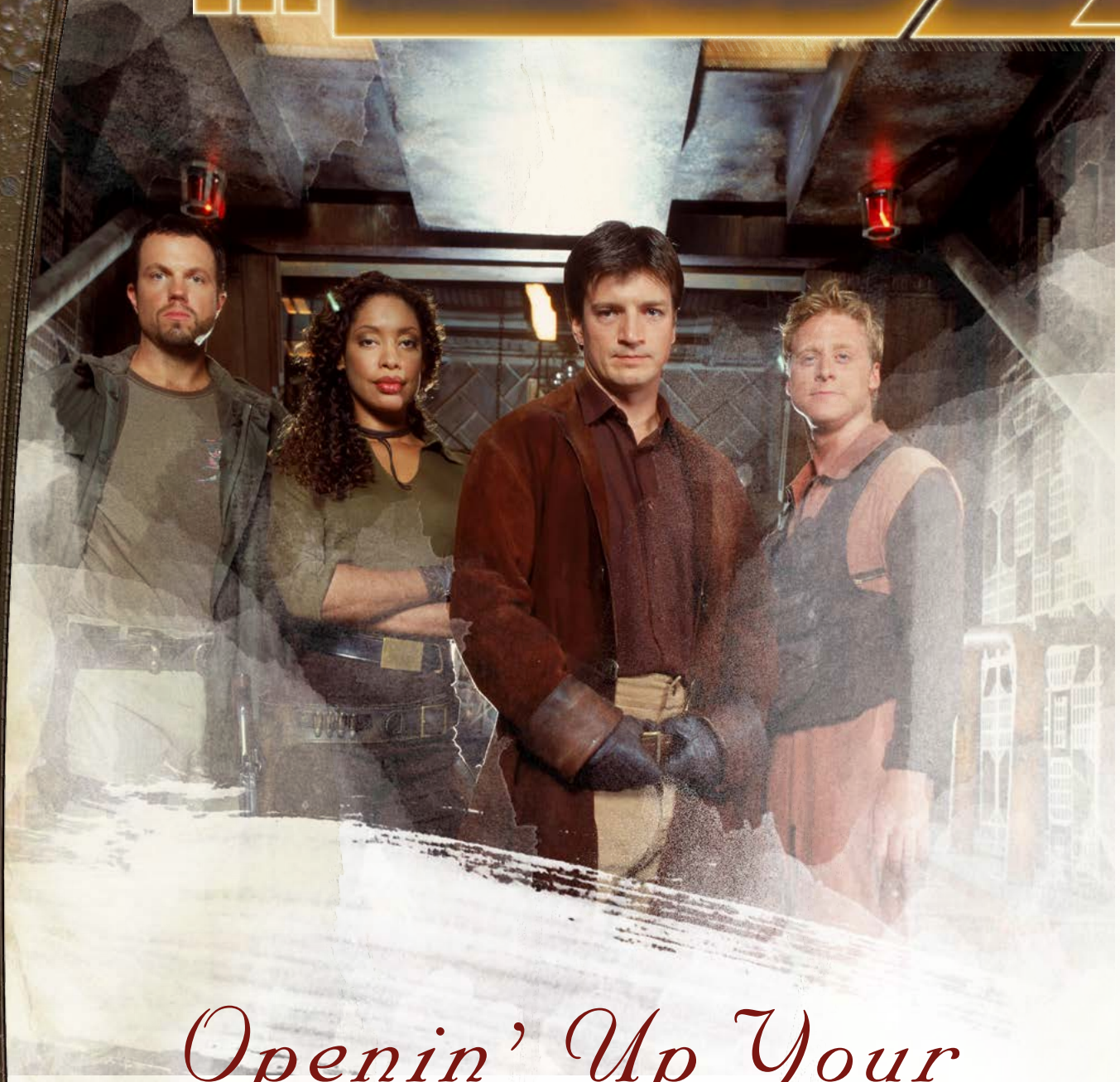
Don't let lies and folk tales shake your faith in the Alliance.



Reavers do not exist.

叛徒必罚

Traitors do, and they will be punished for their crimes.



Openin' Up Your Smuggler's Guide

Like the Firefly RPG core book, the *Smuggler's Guide to the Rim* **is** designed for both players and GMs. You'll find out how you can risk your Reputation, what the four Factions of the 'Verse are, read two new Episodes, and dive into dozens of new Distinctions, Signature Assets with triggers, and ships, too.

These new rules are thrown against a backdrop that'll take you from the Blue Sun System to the Kalidasa System and back again. Each location in the Good Shepherd's Run is presented like a brand new Episode, a place for you to do a little crime with the help of your Crew—and get your hands on some loot in the process. Are you brave enough to explore the secrets of the Rim? Grab your dice and find out!

HOW'S YOUR REP?

Relationships are important in the **FIREFLY RPG**—with your fellow Crewmembers, as well as all the local color of the 'Verse. Just about everyone from the Core to the Rim can be described as belongin' to a general group of folk, which we call Factions; the governing **Alliance**, the former Independents known as **Browncoats**, the various privately run **Corporations,** and all manner of **Criminals**. These Factions ain't organized groups, mind you; they're stereotypes, and once people figure you for belongin' to a certain stereotype, they think of you in a particular way—for good or bad.

Your Reputation can help or hinder you in dealin' with Gamemaster characters, and the rules introduced in Chapter 2 will help you figure that out. How you and your fellow Crewmembers think about each other is up to you—your Rep only affects GMCs. Don't you worry none. We've got all sorts of shiny new rules that will help you take advantage of your Rep.

CHAPTER BREAKDOWN

Before you start flyin', the *Smuggler's Guide to the Rim* introduces Reputation rules that Crewmembers can use to add a new layer of storytellin' to the game. Be sure to read through those rules before you dive into the Good Shepherd's Run, otherwise certain terms won't make no sense. That said, there's a second chapter you'll want to check out, if'n you're the type who's itchin' to create a brand new Crewmember and kick off an Episode usin' this here book.

CHAPTER 1: OPENIN' UP YOUR SMUGGLER'S GUIDE

This here section gives you an overview of what's in the *Smuggler's Guide to the Rim*. It's pretty short on account of the fact that you'll probably want to get to the good stuff. The next couple of chapters will provide you with a brand new way to think about your Episodes—so pay attention! You're gonna need to focus if you want to fly around the Rim and survive the trip!

CHAPTER 2: USIN' YOUR REPUTATION

If'n you want to try out the new rules to risk your Reputation, then read on. Find out how to earn it, how to lose it, and how to make it count. While Reputation rules are player-facing, Gamemaster characters will employ Dispositions to guide interactions with the Crew. In addition to the new Reputation rules, you'll also dive into plenty of examples, read about the four Factions in the 'Verse, and get an overview of Dispositions, too!

CONNECTED TO ANONYMOUS FORUM

PRIVATE CHAT ACTIVE

GOODTOGO: ALL THE WAY TO WHITTIER? PLUS GETTING PAST PATROLS TO LAND? NOT CHEAP. COST YOU AT LEAST A THOUSAND.

CATTLELORD: NOT A CHANCE. COULD BUY MY OWN SHIP FOR THAT! 200, MAX.

GOODTOGO: NO GORRAMN WAY. GO AHEAD. BUY A SHIP. WON'T HAVE MY CREW.

CATTLELORD: AND WHAT IF YOU DON'T DELIVER? IF I MISS THE DROP, THE DEAL'S DEAD!

GOODTOGO: I'LL DELIVER. ON TIME. GUARANTEED.

[FLYFREE HAS ENTERED THE CHAT]

FLYFREE: COULDN'T HELP OVERHEARING. I'LL TAKE IT ON FOR 800.

GOODTOGO: OVERHEARING? A PRIVATE CHAT?

FLYFREE: SHARP EARS, JUNIOR.

CATTLELORD: 800? GOT CREDENTIALS?

FLYFREE: SENDING THEM NOW.

[CATTLELORD HAS REQUESTED PRIVATE IDENTITY VERIFICATION.]

[FLYFREE HAS APPROVED PRIVATE IDENTITY VERIFICATION.]

CATTLELORD: ALL RIGHT, LET'S SET THIS UP.

GOODTOGO: WHAT, YOU'RE NOT DEMANDING A GUARANTEE? YOU'RE A PIECE OF *GO SE*!

CATTLELORD: NO NEED. HE'S GOOD FOR IT.

[GOODTOGO HAS LEFT THE CHAT]

FLYFREE: NOW THAT IT'S JUST US ADULTS, LET'S GO OVER THE DETAILS...

CHAPTER 3: CREWMEMBERS AND BOATS

If'n you want to risk your Reputation, you may want to revisit the rules on your Crew Sheet and Ship Sheet. In this chapter, you'll read about the suggested Reputation die ratings for the *Serenity* Crew and discover twelve, brand new archetypes. They are:

- **Alliance Contractor:** You're a transporter, moving goods from one location to another, and you've been doin' it all your life. Sometimes you end up transporting a few extra things that the Alliance might not take kindly to. Page 38.
- **Alliance Dogfighter:** You are an ace pilot serving the Alliance. But when you're practicing, getting your flyin' hours in, you like to do side jobs to get some extra coin. Page 39.
- **Alliance General:** When you were climbin' the ranks in the Alliance military you started smuggling in order to make some cash. Now you're in command, and your side businesses are keeping you well-to-do. Page 40.
- **Folk Hero:** You were an Independent before it was cool. You didn't have much, but when the Alliance came and took it away, all you had left to fight for was your freedom. And you were one of the best at doing it. A bloody hero you were, but now that the War's over you're tryin' to find your way. Page 41.
- **Freedom Fighter:** The Unification War is over, but not for you, or for a handful of people like you. You're just biding your time now, waiting for the moment to strike. Page 42.
- **Roving Medic:** You joined the Independents as a fresh-faced medical school graduate, but your experiences hardened you, and molded your hatred of the Alliance. Now all you do is help people, but the Alliance don't care for that, and you've had multiple run-ins with them. Page 43.
- **Corporate Broker:** Deal, or no deal? That is the question. Fortunately for you, you're good at completin' deals. You don't want for nothing, but you take a little off the top and put it away for a good cause. Page 44.
- **Corporate Lackey:** You were born with a silver spoon in your mouth, but you spat it out with just one mistake. Now you do jobs for the corporations, some of which you owe debts to. Page 45.
- **Corporate Researcher:** You're on the bleedin' edge of knowledge and you're wielding the blade. Your corporate overlords have got you in a nice situation and you're poised to make historical breakthroughs, you just know it. Page 46.
- **Friendly Face:** Everybody likes you, and you've made that serve you well. Your fingers are in many pots, wallets, and address books. Page 47.
- **Lone Hood:** You started out a common thief but as your skills advanced you saw the injustice in the 'Verse and became a modern day Robin Hood. Now you fly your ship 'round the 'Verse making coin where you can, and savin' some for those who need it a mite bit more. Page 48.
- **Shady Entrepreneur:** You're a smooth-talkin' business-person who started poor, but now you're rich. You're the grease that lubricates the economy of the 'Verse. You and your fancy hat. Page 49.

In addition to these shiny new archetypes, you'll also get your hands on a new pile of rules like brand new Signature Asset triggers, and customizations to help you build an original Crewmember and a new boat to use with your Reputation rules, too.

CHAPTER 4: GOOD SHEPHERD'S RUN

Betcha been waitin' to get to the good part! On the Good Shepherd's Run, you'll travel all around the Rim to meet old "friends" like Rance Burgess and new allies, like Shepherd Dan, to find, stash, and smuggle all kinds of loot.

Each location is presented like a brand new Episode. As you fly from location to location, you'll dive into the setting, meet new Gamemaster characters, find new Chinese phrases, read about shiny new weapons, loot, ships, and hideyholes—and find new adventure ideas, too!

When you're visiting the Good Shepherd's Run, you'll fly to:

- **Deadwood**: Our journey begins on a little Podunk planet in the Blue Sun System. It ain't much, but **Rance Burgess** has claimed what's there as his, though he lets **Cheng Sorington** play at being mayor. **Janet "Calamity" Clay** is the chief thorn in Rance's side, but his wife, **Belinda**, may not be as loyal as she seems. You'll find horses, drugs, and some mighty powerful weapons everyone thought gone for good.
- **Ghost**: The labs on Ghost are a corporate dream. With little to no Alliance snoopin', COmantix is free to conduct research that'd never fly in the Core. Runnin' the whole show is **Cicely Montauk**, the COmantix-installed Magistrate. There's food, medicine, all manner of high-tech toys, and more secrets than you can shake a stick at—and **Willard Cho** can help you ship it anywhere in the 'Verse.

- **Kuan Lo**: A pirate haven run by a bona fide pirate queen—**Penelope Durant** keeps this moon from tearin' itself apart so it can get on with the business of minin'. Whether you need petroleum, natural gas, or even drilling equipment, they've got it in spades. Also, if you're looking to reinvent yourself, you won't find better forged ident papers this side of the Rim.
- **Constance**: What do you do with the hardest, nastiest criminals in the 'Verse? Ship 'em to Detention Facility Q7A. Some of the ex-cons, like **Brother Wise**, have found religion. Others are looking for work, legitimate or otherwise. Either way, folk here have a tendency to disappear— especially those with the misfortune of running into **Edmund Price,** a "human resources" manager.
- **The Nest**: This ragtag mish mash of derelict ships is held together by duct tape and chewing gum, and there ain't a soul on board that's willing to risk the wrath of founder **Zoraida "Quick Draw" Roberts**, or the threat of ventin' atmo with an unlucky blast. It's a den of thieves, but they're polite-like. You won't find none politer than **Liu Bailong**, especially if you're in the market for authentic forgeries. Otherwise, The Nest is the place for gear to detect, confuse, or sneak by troublesome ships—Alliance or Reaver.
- **Highgate**: 'Neath the rubble, hidden under a dead city, you'll find the deadliest poisons in the 'Verse. A few gangs eke out a livin' in this ghost town within a ghost town, but **Margaret "Mags" Klesse** is the big cheese, even if the toll of her conscience has made her a little crusty around the edges. If you're lookin' to commit mass murder, Mags's poison'll do the trick—you just have to find her first.
- **Uroborus**: Ain't no conspiracy like an Uroborus conspiracy. Ghosts? Secret corporate labs? Aliens? Classified Alliance military operations? You name it, and someone's pinned it on Uroborus. Run into **Kaori "Suki" Waterman** and you can hear a theory for yourself. Venture into this asteroid belt and you might be surprised by what you find.
- **Shepherd's Mission**: The last stop on the Good Shepherd's Run, Shepherd's Mission is a salve for the ailin' soul. With the only source of fresh produce on the Rim, it's a sweet respite for those willin' to work—and lay down arms—to get it. Besides food and salt, it offers protection from the greatest terror in the 'Verse: Reavers. Just tell 'em **Shepherd Dan** sent ya.

CHAPTER 5: ALL IN THE FAMILY

Nothing's more important than family, 'cept maybe a big ole strongbox of gold coins. **Bao-Huang Qin**, the leader of the Dragon Tong, has tasked your Crew with recoverin' his loot, thought lost after it'd been confiscated by the Alliance. Qin ain't askin', though—he's holdin' Jayne's momma as collateral and his daughter, **Fang-Hua Qin**, is accompanying the Crew on this job. Easy, right? Problem is it's on a wreck floatin' in Reaver space, and some mercs sent by Qin's unlikely rival **Agnes Pierce** will be racin' your Crew to the prize—and they don't give a damn about Jayne's momma.

CHAPTER 6: CIRCLING THE WAGONS

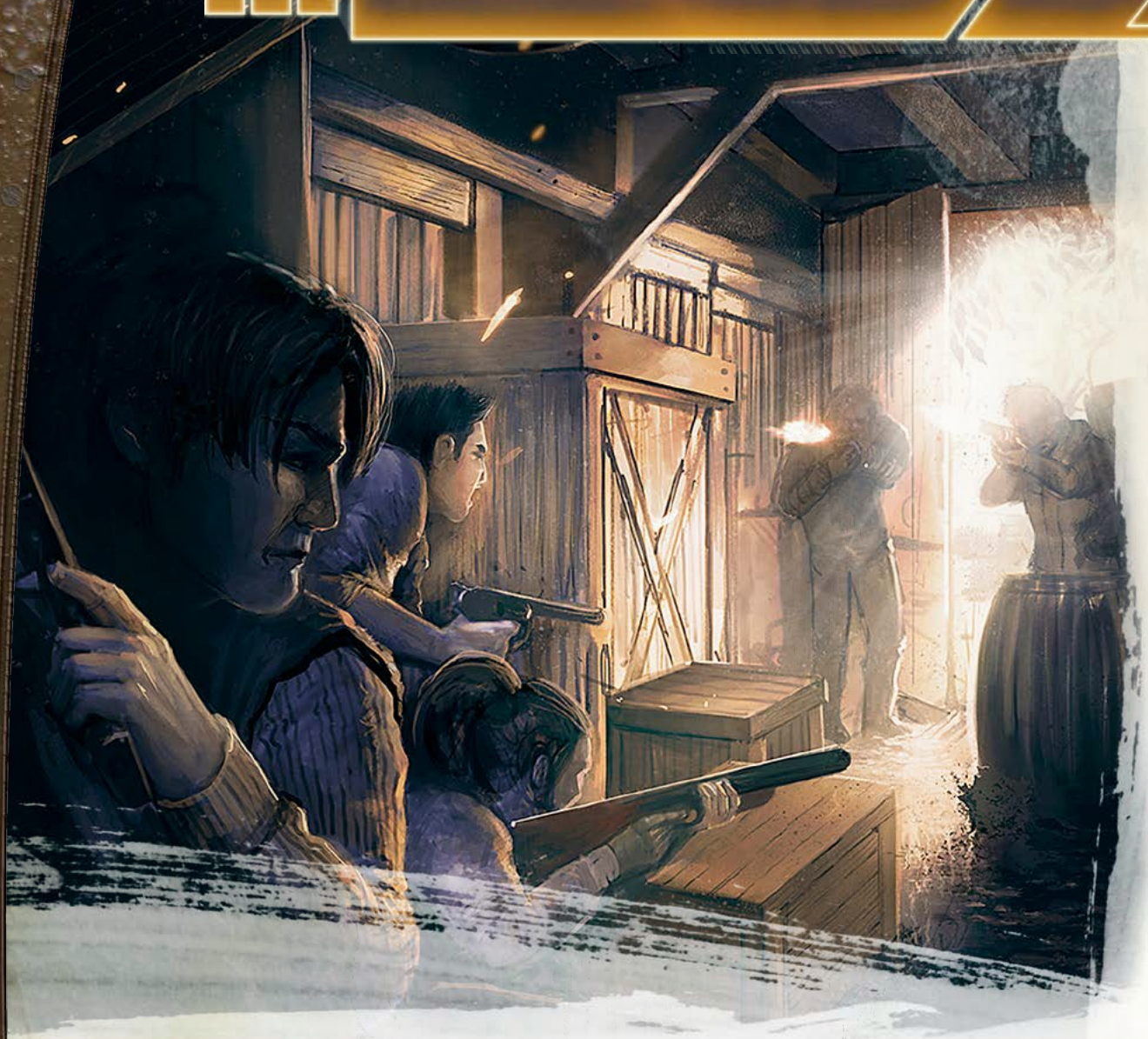
Folk in the Core think they can put a leash on damn near everyone else in the 'Verse, and one of their leashes is named Special Independent Investigator **Garth Mandrake**. But a leash matters less to them what love power than who's holdin' it. Mandrake's found himself caught between two political cliques within the Alliance. Their tiff strands him on an uncharted rock facetiously known as Barry's Kingdom, with each side hiring a ship—the Crew and their greatest rivals—to pick him up and get him under their control. The Crews got to deal with double-dealing, rampaging wrecks and the namesake of the planetoid to get the SII in hand while he's still breathing. And that's before the Reavers show up.

APPENDIX

Back by popular demand! You told us how much you loved the Chinese translations from the **Corebook**, so we added a bunch that are right in line with the Factions. We've also continued our tradition of answering your burnin' questions with a brand new FAQ, collated all the Distinctions, added in the maps for the Kalidasa and Blue Sun Systems, and included a set of brand new tools for players and GMs—an Advancement Sheet that includes Reputation die ratings and a set of GMC Sheets, too!

QUESTIONS ABOUT REPUTATION RULES?

It might be that you read these rules and you're a mite confused. If'n that's the case, don't be afraid to hop on over to our forums at www.margaretweis.com. There's a number of friendly folk milling about that'll help answer your burnin' questions—don't be afraid to dive right in!



Usin' Your Reputation

"Do you know what a reputation is? It's people talking, gossip, it's not... to hold, touch it, you can't. Not from gossip. Now I also have a reputation, not so pleasant, I think you know."

– Adelai Niska, "The Train Job"

Before you fly off to your first stop on the Good Shepherd's Run, this here chapter introduces a new rule for the **FIREFLY RPG**—for your reputation! These rules are perfect for smugglers like yourself; or, if you've got a hankering to play a lawdog, you can do that, too.

If'n you're the type of Crewmember who, like Niska and Mal, cares about what other characters think of you, then listen up. The Reputation rules presented in *Smuggler's Guide to the Rim* offer new ways for you and your GM to explore this aspect of your story. When you roll dice, you'll be telling your GM to put a greater emphasis on your Crewmember's actions and relationships with your GM's characters.

When you use these rules, you are sending the signal that your Crewmember has a **Reputation** that *matters*. Your Reputation is represented by a set of Trait dice that speak to how other characters feel about how you fit into four stereotypical groups called **Factions**.

Generally speaking, when you use your Reputation to raise or set the stakes, you will replace certain Skill dice with your Reputation dice to indicate that your Reputation is important to the story. The Traits you have determine how well or how poorly others think of your Crewmember, and how they'll interact with you, too. *Dong ma?*

WHAT ARE FACTIONS?

There are four major **Factions** in the **FIREFLY RPG**—**Alliance**, **Browncoats**, **Corporations**, and **Criminals**. Don't think of these as distinct groups; each Faction acts as a shortcut for what folk think of you. In other words, they are stereotypes. An individual person could be a petty thug, a crime boss, or a member of the Triad, for example, but what all these folk have in common is that they're all **Criminals** who have a hankering for doing crime.

While there are lots of stereotypes for the folk who live in the 'Verse, we've narrowed them down to four that are present throughout every system. Each Faction represents characters, like your Crewmember, who'll likely have similar attitudes, values, goals, and opinions. A corporate secretary might be lumped in with the **Corporations** Faction, alongside a Blue Sun Corporation representative. A Londinium bureaucrat might be a face for the **Alliance**, but in general most folk will step carefully around anyone they feel is associated with the government.

Other examples of people associated with these Factions include:

- **Alliance:** Companions, members of Parliament, federal marshals like Lawrence Dobson, politicians and magistrates, generals, loyalists, agents, soldiers, Core citizens, Guild traders, and Alliance spies.
- **Browncoats:** Former Independents who fought during the Unification War like Mal and Zoe, sympathizers, settlers out on the Rim, homeless and hard luck cases, insurgents fighting against the Alliance.
- **Corporations:** Bankers, traders, brokers, corporate pilots, secretaries, Alliance subcontractors, and other company employees like those who work for the Blue Sun Corporation.
- **Criminals:** Thieves, gangs, smugglers, pirates, disreputable business owners like Badger, shady politicians like Patience, and organized criminal groups like Niska and his men or the Triad.

When you put your Crewmember's Reputation on the line, Gamemaster characters can change how others think about you through the lens of these Factions. How they act depends upon their **Disposition**—a positive or negative rating—in a given Faction. As long as you remember that each Faction represents a heap of assumptions—and not a group of specific people who belong to it—you'll be shiny. Keep in mind, this new term is part of the rules. Folk in the 'Verse don't refer to "Factions," either!

By attaching your Reputation to a set of Trait dice, you'll further help shape your Crewmember's interactions with the GMCs you come across based on who you are, what you say, and what you do. In turn, the GMCs can—through reports, gossip, rumors, and accolades—impact your Crewmember's Reputation both narratively and mechanically at your GM's discretion.

For this reason, Reputation is tied to the relationship between your Crewmember and Gamemaster characters. It can't be used as a rule to impact how others think of your Crew as a whole. To see Reputation Rules in action, be sure to flip to the Main Cast for specific examples on page 34.



2

FACTION OVERVIEW

THE ALLIANCE

The **Alliance** Faction is, in a nutshell, the government that oversees and rules the various worlds in the 'Verse. It includes the omnipresent "Big Brother" government of the Anglo-Sino Alliance, but also incorporates small, local governments that might be found on small moons or desolate planets outside of the Core.

The Anglo-Sino Alliance governs the entire 'Verse; its center of power lies in the Core. Life there can be oppressive for those who resist, with the widespread use of surveillance and monitoring of the population, including tapping communications and a massive network of spies and agents. Most people, like the Tam family, have learned not to buck the system and obey the rules. Or else.

You might interact with members of the **Alliance** Faction when:

- Visiting a Core World
- Being scanned by an Alliance cruiser
- Getting past Port Authority
- Dealing with the Guilds, like the Companion's and Trader's Guild
- Running into the Law
- Negotiating jobs with government agents
- Turning your fellow Crewmembers in for a reward
- Shipping supplies for government scientists
- Filing forms with any government official in the Core
- Visiting a small-time magistrate who owns a moon outside the Core

Members of the **Alliance** Faction are often government agents, bureaucrats, soldiers, politicians, and law enforcement. Anytime the Crew needs to deal with the government, especially in the Core and Border Worlds, they'll probably end up dealing with someone in this Faction.

The Rim tends to not have much of an Alliance presence, but that don't mean the government doesn't exist. However, the technology found here is more rustic and the surveillance network isn't nearly as pervasive—unless an individual like Rance Burgess can cut a deal. Though the Cortex still operates out on the Rim, the **Alliance** Faction tends to focus on the Core and Border Planets where they're more likely to find bigger and more dangerous threats.

SAMPLE ASSETS AND COMPLICATIONS

Assets and Complications that pop up during play will be relevant to the folk involved. Here are some sample Assets that you might get for working with or being a member of the **Alliance** Faction:

- **Expense Account**
- **Surveillance Recording**
- **A Word in an Ear**
- **Immunity Deal**

And here are some sample Complications your GM might inflict on you if you oppose the **Alliance**:

- **Cortex Yellow Flag**
- **Arrest Warrant**
- **Loads of Red Tape**
- **Location Tracker**

FRIENDS AND ENEMIES

Members of the **Alliance** Faction have strong opinions about the other three Factions in the 'Verse. Here's what they tend to think and stereotype these groups as:

- **Browncoats**: Most folk in the Core don't dare talk about the War. Locations in the White Sun System often have a neutral or negative Disposition toward **Browncoats**—for good reason. However, out on the Border or Rim planets tensions run higher, especially 'round Unification Day. Most of the battles of the War were primarily fought outside the Core, so just about everybody who hails from the other systems were impacted more directly by the War.

The **Browncoats** as a Faction are still resisting the Alliance in some way, either passively, like Mal, or actively, like the resistance cells that seek to thwart the Alliance's rule. It's those people that members of the **Alliance** Faction feel strongly about. Browncoat veterans who now act like good Alliance citizens are pretty much treated as such—unless they give folk reason to think otherwise.

- **Corporations:** Many corporations built their headquarters in the White Sun System and employ thousands of upstanding Alliance citizens. Advertising and propaganda help improve folk's impressions, too, so most locations in the Core have a positive Disposition toward **Corporations**. Not all areas of the Core are well off, though, and in those pockets of economic disparity the **Corporations** are viewed negatively.

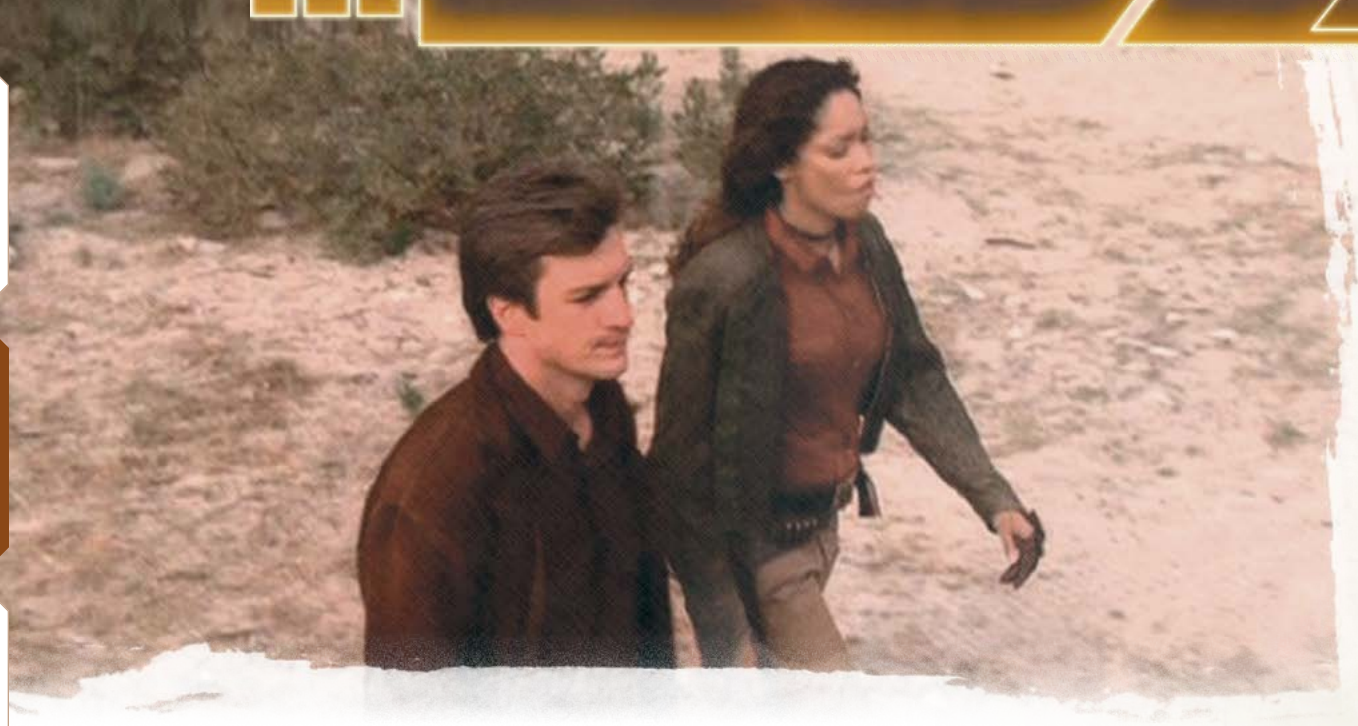
Members of the Alliance government have a sophisticated and more neutral view of the **Corporations.** They know that while their interests may align most of the time, corporations are certainly self-interested. Locations on the Border and Rim worlds are a different story, however, because the **Alliance** tends to look the other way outside the Core. What they don't know? Won't matter.

- **Criminals:** By definition, criminals are acting against the Law and thus chafe under the government's rules. The thing to remember is that the Alliance makes the rules! So, most **Alliance** members and locations have a negative Disposition toward **Criminals**, simply because that's the status quo. Then, there are the rare criminals who the Alliance actually hires to do dirty work that they don't want to get directly involved in, like bounty hunters. The folk that hire these criminals tend to have a neutral Disposition toward them, and see **Criminals** as a means to an end. Corrupt Alliance officials are most likely to have a positive Disposition toward the **Criminals** Faction—they're paid well enough.

UNIT NAMES

Are you an Alliance loyalist? To generate a random name for an Alliance military unit or squad, roll a **D6** and a **D12**.

D6 & D12		Describe	A Thing	All-In-One
1-3	1	Golden	Eagles	The Big Red One
1-3	2	Sky	Angels	Tie Jin Gang (Invincible)
1-3	3	Finnigan's	Talons	Vampirjägers
1-3	4	Beck's	Cyclones	The Menacing Myrmidons
1-3	5	Red	Thunderbolts	The Swift Spartans
1-3	6	Blue	Teeth	Mo Quan (Hellhounds)
1-3	7	Black	Devils	The Trouncing Hoplites
1-3	8	Purple	Division	Gamma Blue
1-3	9	Honey	Valkyries	The Striking Centurions
1-3	10	Space	Dragoons	Yang Ja Nu Jiang (Yang Amazons)
1-3	11	Bernadette	Timberwolves	Zhue Ge Nu Shou (Operators of the Zhue Ge Repeating Crossbows)
1-3	12	Londinium	Wolverines	Guan Bing (Guan's Soldiers)
4-6	1	Sihnon	Squadron	Hong Jian (Red Arrow)
4-6	2	Liann Jiun	Spears	Lei Shen (Thor)
4-6	3	Gonghe	Highlanders	Tian Ying (Celestial Falcon)
4-6	4	Rubicon	Gordons	Quan Wang "Maulers"
4-6	5	Osiris	Rifles	The Valiant Omegas
4-6	6	Santo	Guards	Justice Brigade
4-6	7	Valentine	Rangers	The Walloping Watchers
4-6	8	Bellerophon	Canucks	The Thrashing Cossacks
4-6	9	Ariel	Yankees	The Blasting Furies
4-6	10	Albion	Flames	The Flying Lions
4-6	11	Persephone	Stars	The Inspired Serpents
4-6	12	Pelorum	Grenadiers	The Smashing Singularities



BROWNCOATS

Although the Independents were defeated in the Unification War, most former Browncoats still believe that they were fighting for the right side, and if they just had better manpower, tech, or leadership, they would have emerged victorious. Just because one side lost that War doesn't mean that the feelings and opinions of those fighters has changed one bit.

Members of the **Browncoats** Faction are still resisting the strengthening influence and power of the Alliance in any way they can. They believe in the freedom to make their own choices, the liberty that comes from not colluding with an all-powerful governing body that has no business outside of the Core.

Some Browncoats are still fighting the War, too, but in a more covert fashion. Instead of open combat, Browncoats have taken their fight underground, forming resistance cells that have blended in with the general population. No one knows much—if anything—about the Resistance as a whole, other than a few precious facts. There is a Resistance that's actively trying to take down the Alliance, this group helped Simon on Ariel and on Osiris, and many of its members are former Independents who have not abandoned their cause.

You might interact with members of the **Browncoats** Faction when:

- Hiding from the Alliance
- Needing an alias to get past security in the Core
- Smuggling supplies to the Border or Rim worlds
- Dealing with independently-owned freighter crews
- Coordinating an attack on an Alliance-run facility
- Floating past an isolated moon in the black
- Doing jail time in the Border or Rim
- Fixing up a junker in a shipyard

Other former Independents, like Mal, are passively resisting the Alliance. They're still members of the **Browncoats** Faction, but are trying, futilely, to ignore the ever-expanding influence of the Alliance into the Border and Rim. These folk tend to be more criminally inclined because they're hard up for cash, and rarely set down roots.

SAMPLE ASSETS AND COMPLICATIONS

Stuck for ideas on how Assets and Complications relate to what's happening at your table? Here are some sample Assets that you might get for being associated with the **Browncoat** Faction:

- **Safe House**
- **Weapons Cache**
- **Timely Warning**
- **Disguise Expert**

And here are some sample Complications your GM might inflict on you if you oppose the **Browncoats**:

- **Nasty Rumors**
- **Phantom Cell Structure**
- **Merged with the Crowd**
- **No Distinguishing Marks**

FRIENDS AND ENEMIES

Members of the **Browncoats** Faction have powerful thoughts about the other players in the 'Verse. Here's what they think about the other three Factions:

- **Alliance**: Memories of their defeat in the Unification War are still fresh and the wounds still raw. Most **Browncoats** have a negative Disposition toward the **Alliance**, and at best may have a neutral Disposition if'n they've done well since the end of the War. It's a rare

Browncoat that'd have a positive Disposition toward the **Alliance**—the Alliance would have had to do something exceptionally good to improve a Browncoat's attitude that much.

- **Corporations: Browncoats** often see corporations as an extension of the Alliance. However, many valued supplies and luxuries on the Border and Rim worlds are legally sold and distributed by corporations through Guild permits and the like. Since some corporations sided with the Independents during the War, mainly by bargaining with various leaders outside of the Core, many **Browncoats** see **Corporations** in a neutral light.

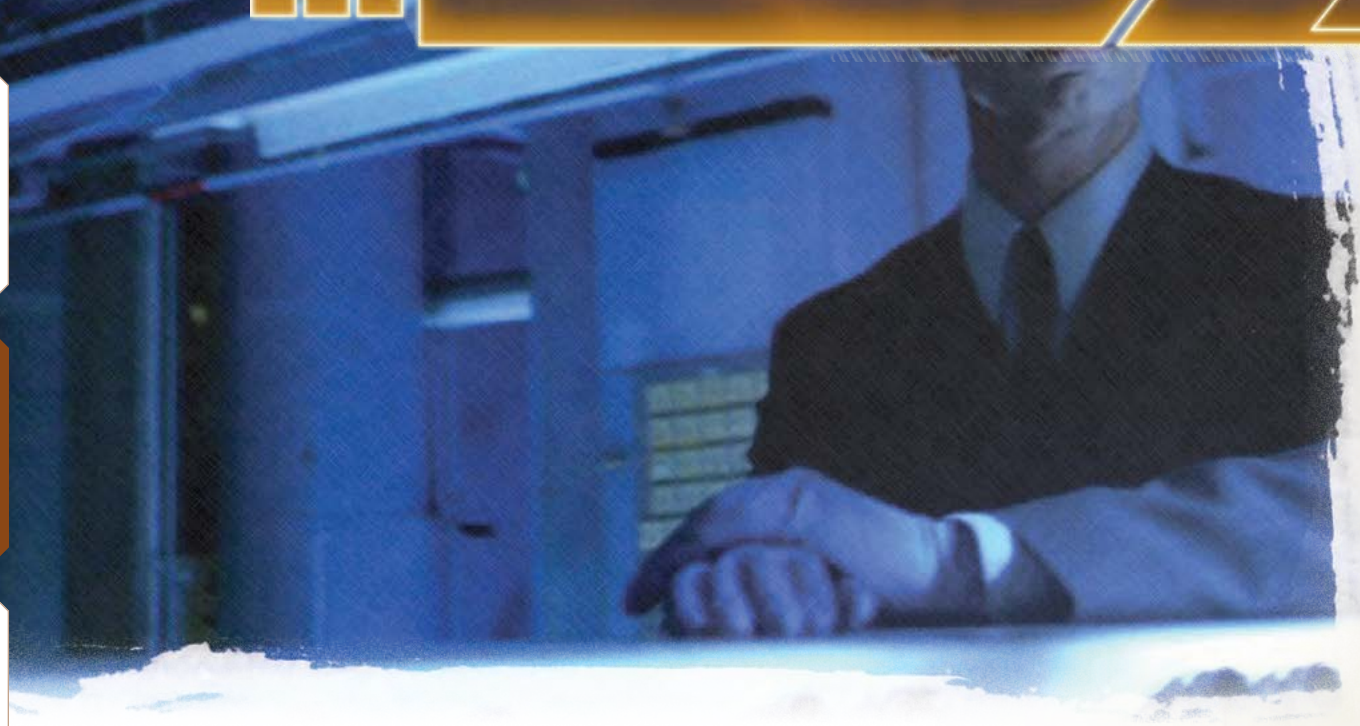
  However, some of the more radical or angry **Browncoats** see increased **Corporations** Faction activity as sign that they're colluding with the enemy—and tend to view this Faction with a negative Disposition. **Browncoats** that have close connections with Independent-leaning corporations might view the **Corporations** Faction more positively. When all is said and done, the **Browncoats** Faction tends to judge the **Corporations** Faction based on who its members are allied with.

- **Criminals**: Now that the War is over, many **Browncoats** who still harbor anger toward the Alliance find themselves allying with the **Criminals** Faction and hold a positive Disposition with them. However, most people do understand that criminals aren't above violence or shady tactics and view the **Criminals** Faction with a negative Disposition when their actions become personal. That said, in some areas the Law is merely words-on-digital paper, and organized crime maintains order in exchange for going about its business. These locations have either a neutral or positive Disposition toward the **Criminals** Faction as long as its members are not directly harming innocents.

RESISTANCE CELL (OR FORMER PLATOON) NAMES

To generate a random name for a Browncoat resistance cell or a former Independent platoon, roll a **D6** and a **D12**.

D6 & D12		Describe	A Thing
1-3	1	Freedom	Patriots
1-3	2	Independent	Cell
1-3	3	Griffith's	Express
1-3	4	Wong's	Irregulars
1-3	5	Xiu's	Guerrillas
1-3	6	Liberation	Eagles
1-3	7	Rugolo's	Brigade
1-3	8	Wagner's	Regiment
1-3	9	Brooks's	Company
1-3	10	Davies's	Rebels
1-3	11	Walker's	Militia
1-3	12	Willis's	Squad
4-6	1	Baker's	Warriors
4-6	2	Lazarus's	Freedom Fighters
4-6	3	Bertran's	Guards
4-6	4	Wilson's	Flight
4-6	5	Murphy's	Rockets
4-6	6	Major's	Shadows
4-6	7	Allen's	Assassins
4-6	8	Augusto's	Hussars
4-6	9	Rocha's	Yi Dao (Righteous Blades)
4-6	10	Randall's	Yi Yong Bing (Minutemen)
4-6	11	Itsou's	Di Long (Earth Dragons)
4-6	12	Foster's	Shen Li (Divine Strength)



CORPORATIONS

Members of the **Corporations** Faction include companies that are massive in scope—megacorporations—often with headquarters on multiple worlds and business interests throughout the 'Verse, as well as small-to-medium sized businesses. Smaller operations can include owners of a local brewery or a distributor that ships goods on a single planet.

Anyone who tries to make a profit as a legal entity, mostly within the confines of the Law—can be considered a member of the **Corporations** Faction. Although run by people, **Corporations** sometimes act without ethics to increase their bottom line, which may cause harm to others. The larger the company, the more likely it is to favor profits over people. And, unlike on Earth-That-Was, there's no shortage of locations for a megacorporation to carry out its business.

You might interact with members of the **Corporations** Faction when:

- Transporting corporate goods—illegal and legal
- Investigating a corporation's competitor
- Attacking a corporate ship out in the black
- Hiring a specialist that's not government-owned
- Hunting down an Alliance contractor
- Wanting to buy manufactured goods in bulk
- Investing in a start-up operation
- Acquiring Guild-approved goods or services
- Negotiating a deal on behalf of (or with) a corporation

Corporations, especially megacorporations, sometimes work in tandem with the Alliance. The corporations gain financial and security support from the Alliance, and then the Alliance gains the fruit of the corporations's work. Some corporations are large enough though to have their own significant surveillance and security sections and don't necessarily need the Law to help guard their operations.

SAMPLE ASSETS AND COMPLICATIONS

Belonging to the corporate Faction comes with its own set of perks and drawbacks. Here are some sample Assets that you might get for being affiliated with the **Corporations** Faction:

- **Expense Account**
- **Legal Team**
- **Lobbyists**
- **Phone a "Friend"**

And, here are some sample Complications your GM might inflict on you if you oppose the **Corporations**:

- **On a Blacklist**
- **They're Digging Through Your Life**
- **Astroturfers**
- **Frozen Bank Accounts**

FRIENDS AND ENEMIES

Corporate types make assumptions about other people in the 'Verse just like everybody else. Here's what members of the **Corporations** Faction think about the other three Factions:

- **Alliance**: Most corporations enjoy the peace that the Alliance has maintained since the end of the War, but don't always agree on the finer details of how the Anglo-Sino Alliance governs humanity. Some corporations, like the Blue Sun Corporation, have business interests that align with the **Alliance** Faction and have a positive Disposition toward them. Other corporations go with the flow and don't much care who rules as long as their profits remain steady.

Still, some corporations did throw their lot in with the Independents during the War, but have since adjusted to the new reality and are neutral toward the **Alliance**. Because corporations generally need a stable law system to operate, it's rare to find a business that has a negative Disposition toward the **Alliance**. Corporations with negative Dispositions toward the Alliance will likely be those that can't stomach their rule or have criminal tendencies.

- **Browncoats**: Since the Browncoats aren't a recognizable body with any political weight, most companies will have a neutral Disposition toward them and assume members of the **Browncoats** Faction are veterans of the Unification War. While the War was problematic for many corporations, what's important now is the next quarter's results. However, some corporations, like Weyland-Yutani, manufactured ships for the Independents. Establishments like these might have a positive Disposition toward the **Browncoats** for nostalgia's sake—which is especially true of companies that operate outside of the Core.
- **Criminals**: The **Criminals** Faction is the unlikely rival of the **Corporations** Faction. They compete for the same markets not through legal means, but by stealing from them. Almost all **Corporations** HQs have a negative Disposition toward the **Criminals** Faction. Even lesser locations will probably at *best* have a neutral Disposition. Some of the shadier corporations may have people within them who have a positive Disposition toward **Criminals**, seein' how criminals can often do things the corporations can't—at least openly. But, in general? Since **Criminals** threaten the healthy profits of any business, if a company isn't colluding with one, they're likely avoiding or protecting themselves from their influence.

CORPORATION NAMES

To generate a random name for a corporation, roll a **D6** and a **D12**.

D6 & D12		Describe	A Thing
1-3	1	Universal	Ships
1-3	2	Pan-Global	Materials
1-3	3	White Sun	Mining
1-3	4	Red Sun	Manufacturing
1-3	5	Georgia	Acoustics
1-3	6	Blue Sun	Plastics
1-3	7	Kalidasa	Acquisitions
1-3	8	Londinium	Exploration
1-3	9	Sihnon	Foods
1-3	10	Western	Terraforming
1-3	11	Eastern	Transport
1-3	12	Northern	Security
4-6	1	Southern	Genetics
4-6	2	Terra	Entertainment
4-6	3	Solar	Services
4-6	4	SCA	Investigations
4-6	5	LGG	Communications
4-6	6	KDG	Computers
4-6	7	Basic	Vehicles
4-6	8	Advanced	Corporation
4-6	9	[name],[name], and [another name]	Company
4-6	10	[name] – [another name]	and Partners
4-6	11	[name]'s	and Associates
4-6	12	[name] & [another name]	.wave

CRIMINALS

There are always folk who don't care to follow the Law, and some are more sophisticated than others. Of all the Factions, the **Criminals** Faction is the most diverse one. Members can include an anonymous petty thief or a massive criminal organization that spans the entire 'Verse.

You might interact with members of the **Criminals** Faction when:

- Being hired to smuggle illicit goods
- Performing a task without the Alliance knowing about it
- Selling goods you've rightly stolen or salvaged illegally
- Being pickpocketed
- Looking for payback after crossing someone
- Protecting yourself from a random attack
- Being boarded by a rival crew of thieves

Criminals come in all shapes and sizes. They can include gang bosses, pirates, smugglers, and bounty hunters who break the Law more than follow it. Or, alternatively, members of other Factions who thwart the letter of the Law to get what they want.

SAMPLE ASSETS AND COMPLICATIONS

Does bribery work? Create an Asset or a Complication and find out! Here are some sample Assets that you might get for working with or being a member of the **Criminals** Faction:

- **Get Out of Jail Free Card**
- **Threats**
- **Mooks**
- **Unregistered Firearm**

And here are some sample Complications your GM might inflict on you if you oppose the **Criminals**:

- **Broken Finger(s)**
- **A Shame if Something Would Happen to...**
- **An Offer You Can't Refuse**
- **Reputation Is Not Gossip**

FRIENDS AND ENEMIES

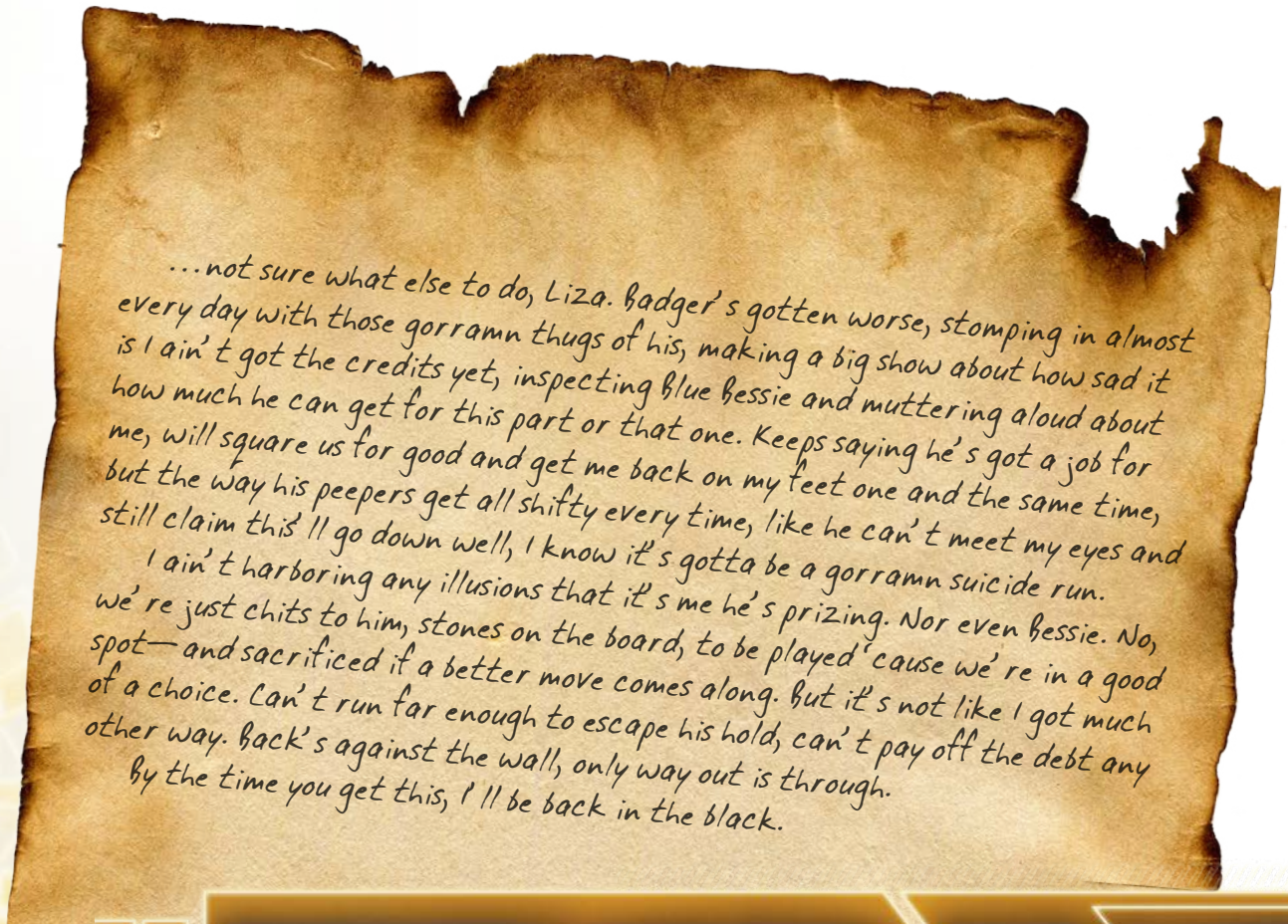
In general, there are many different degrees of crime—which impacts how members of the **Criminals** Faction interacts with other people in the 'Verse. Here's what members of the **Criminals** Faction think about the other three:

- **Alliance**: By definition, criminals are acting against the Law and thus avoid the Alliance like the plague. Most members of the **Criminals** Faction will have a negative Disposition toward the **Alliance** unless there's a good reason not to. That said, some folk do work on the knife's edge of legality and have a neutral view of the **Alliance**. Then, there are the rare criminals who the Alliance actually hires to do dirty work that they don't want to get directly involved in. Those folk take a positive Disposition toward the **Alliance**.
- **Browncoats**: Most criminals hold a neutral or a positive view of the **Browncoats** and romanticize their position. **Browncoats** who organize against the Alliance serve as a ready market for stolen weapons and supplies, and they're not likely to snitch. Some members of the **Criminals** Faction are also members of the **Browncoats** Faction—they've taken to messin' with the Alliance any way they can. Those criminals who take a negative view of **Browncoats** are probably folk who either don't care about politics or were caught in the crossfire during the War and blame the **Browncoats** for their troubles.
- **Corporations**: Criminals usually look at corporations like lionesses to gazelles—as prey. It's not that criminals don't think highly of **Corporations**, they're simply the suppliers of the things criminals like to steal. That said, most hold a neutral view toward businesses, but will perk up if a mark becomes available. However, some corporations do tread on the turf of some gangs and gang bosses, and they might not take that kindly—which results in a negative Disposition toward **Corporations**. Criminals who take a positive leaning toward **Corporations** are most likely to be closest to the legal line, or occasional contractors for those companies.

GANG NAMES

To generate a random name for a gang or criminal organization, roll a **D6** and a **D12**.

D6 & D12		Describe	A Thing	Organization
1-3	1	Black	Snake	Brotherhood
1-3	2	Red	Crow	Sisterhood
1-3	3	Brown	Dragon	Syndicate
1-3	4	Bloody	Razor	Gang
1-3	5	Nasty	Shadow	Band
1-3	6	Sharp	Assassin	Disciples
1-3	7	Killer	Devil	Mafia
1-3	8	Ruby	Vulture	Family
1-3	9	Onyx	Water	Assassins
1-3	10	Saber	Underworld	Soldiers
1-3	11	[name]'s	Damned	Ravagers
1-3	12	Fire	Raven	Pirates
4-6	1	Flame	Wolf	Posse
4-6	2	Grim	Demon	Kings
4-6	3	Constance	Shark	Queens
4-6	4	Delphi	Vampire	Yakuza
4-6	5	Heaven	Monster	Nation
4-6	6	Verbena	Tech	Crew
4-6	7	Beaumonde	Money	Boys
4-6	8	Meridian	Star	Girls
4-6	9	New Canaan	Planet	Men
4-6	10	Fury	Shade	Women
4-6	11	Muir	Gun	Cartel
4-6	12	Deadwood	Knife	Saints



REPUTATION RATINGS

Your Crewmember will have four Reputation die ratings based on these Factions that range from **D4** to **D12**. Each die represents how other characters judge your Crewmember's alignment with the goals, opinions, and activities of the **Alliance**, **Browncoats**, **Corporations**, and **Criminals**.

Generally speaking, the higher your Crewmember's die rating, the more your actions and opinions are right in line with the common perceptions of a specific Faction. Lower die ratings represent how out of touch (or how insignificant and unworthy) you are.

Here's what the Reputation die ratings mean:

- **D4**: a negative rating. Characters associated with this Faction strongly dislike you and it's harder for you to improve your Reputation with them. *Example*: Your Crewmember has a **Criminals Rep D4**. You may be a lawdog or a Shepherd who always takes the high road. It'll be pretty challenging for folk to think you're enjoying a life of crime.
- **D6**: a neutral rating. As far as most people are concerned, you aren't even a member of this Faction. You've got nowhere to go but "up." *Example*: Your Crewmember has a **Corporation Rep D6**. You may be looking for work or just took on a job working for "the man," but nothing about you screams "corporate stooge."
- **D8**: a favorable rating. Most folk believe that you're a representative of a Faction based on your deeds, how you carry yourself, and who you associate with. *Example*: Your Crewmember has an **Alliance Rep D8**. You could be a loyalist spreading the word about how great the Alliance is, or a devoted citizen who hails from the Core.
- **D10**: a strongly positive rating. You've got some notoriety, even common folk might have heard of you, and you are strongly associated with that Faction. *Example*: Your Crewmember has a **Browncoats Rep D10**. You could have been a war hero, or a survivor who harbors Browncoat veterans in your settlement.
- **D12**: an exceptionally positive rating. You're considered an icon or hero. Most folk have probably heard of you, and their opinions of you are completely associated with the Faction you're aligned with.

In order to have a Reputation at a **D12**, your Crewmember must also have an **Iconic Distinction,** which represents a role or deed that would give you the highest rating in that Faction. The two are tied together, so keep that in mind when you're Advancing your character. Should you swap out an Iconic Distinction when you have a **Corporations Rep D12**, step back your **D12** to a **D10** unless you're replacing it with another, appropriate Iconic Distinction. If you want to get another **Corporations Rep D12** in the future, you'll need to gain Reputation and swap one of your Distinctions for an Iconic Distinction again.

Not sure what kind of deed would fit? A set of sample Iconic Distinctions are offered for you on page 24 later on in this chapter. You will also find a list of them in the Appendix on page 283, too.

USING REPUTATION DICE

You can use one of your Reputation dice whenever you take an Action using **Influence**, **Perform**, or **Trick** against a Gamemaster character that's associated with an appropriate Faction. Spend one Plot Point to replace your Skill die with a single Reputation die in your dice pool. The exception to this rule is when you choose to replace an **Influence**, **Perform**, or **Trick** Skill that's rated at a **D6** or higher with a **D4** Reputation Trait. In those cases, you won't have to spend a PP, but will earn one instead.

Over the course of your scene or Episode, you can use a Reputation Trait as many times as you care to, provided you pay the PP cost each time. If you lend an **Influence**, **Perform**, or **Trick** Skill die to another Crewmember for a roll, you can replace that Skill die with your Reputation die provided you spend a PP and select the die that's appropriate to the Faction relevant to that scene.

PLAYIN' THE GAME: A PAIR OF GUIDELINES

When most folk think about their rep, they believe it's something they can control. Truth is, your Reputation ain't exactly up to you. It's strictly how other people think about you as a member of a Faction, not what you think about that Faction or your role in it. You can be the nicest, most kind-hearted, upstandin' Alliance commander all you like, but that don't change how people feel about the Anglo-Sino Alliance. Top brass could think you're one heck of an exemplary soldier, too, but fly out to the Rim? You'd probably get the cold shoulder or a gun pointed at you.

Second, the Factions aren't cohesive groups of people—they're not monolithic organizations that have a single plan or a set of shared opinions. They're stereotypes. Even within the government, folk have varied opinions about the Alliance, too, so don't get tripped up by thinkin' everybody's the same.

If'n you get confused, your GM will help guide you and your Crew by focusing on Dispositions, which are introduced on page 29, to strengthen the Factions in your Episode.

Here's an example of how your Reputation dice work:

After many jobs, Jayne has managed to get his **Criminals Rep** to a **D10** rating, and he's found himself in a pickle. He's unarmed and surrounded by three members of Asante Okoro's Attack Squad who are aimin' their pistols right at him! He stares them down and says, "You know who I am. You know what I can do. Funny thing is, I have you outnumbered. 1 to 3."

After the Attack Squad members set the stakes with a total of 15, Jayne gathers his dice. Instead of rolling his **Influence** **D6** Skill, he spends a Plot Point and replaces it with his **Criminals Rep** **D10**. Now his dice pool has these dice: **Social** **D8** + **Criminals Rep** **D10** + *Intimidation* **D6** + **Crude** **D8**. He rolls:



Using his Reputation with the **Criminals** Faction**,** Jayne rolled a total of 18 and successfully raises the stakes. The Attack Squad stands down, letting Jayne get away—with his Reputation die rating intact!

If'n you have a **D4** Reputation with a Faction that the GMC is associated with, there may be times when you want to replace your **Influence**, **Perform**, or **Trick** Skill with that die. Provided your Skill dice are rated at a **D6** or higher, you get a Plot Point when you do!

This rule is similar to if you'd use a Distinction trigger to add a **D4** to your dice pool instead of the usual **D8.** You can only use a **D4** Reputation when it's narratively appropriate, like if you had an **Alliance Rep** **D4** and you're trying to convince a federal marshal to look the other way during criminal dealings.

Take note that adding a Reputation Trait replaces your Skill die in the dice pool; it doesn't step the Skill die back to a **D4**. So, if you've got a trigger that doubles or steps up your **Influence**, **Perform**, or **Trick** Skill, you'll have to activate it before you replace that die with your Reputation Trait.

In "Ariel," an Alliance agent by the name of McGinnis captures Simon, River, and Jayne. Simon stands up, demanding to know what is going to happen to them.

Agent McGinnis sets the stakes with a strong total of 16. Simon compiles his dice pool: **Social** **D8** + **Influence** **D6** + **Family Ties** **D8**. Simon has a pair of **D6** Big Damn Hero Dice but only one Plot Point, so he decides to replace his **Influence** **D6** in his dice pool with a **D4** due to his **Alliance Rep** **D4** and gets a Plot Point.

Simon rolls:



Simon's total is only 10, not enough to raise the stakes. Fortunately, Simon has his two **D6** Big Damn Hero Dice. He spends a Plot Point to roll one of his **D6** Big Damn Hero Dice:



Adding that 2 to his previous total of 10 still isn't enough to beat McGinnis's 16, so Simon spends another Plot Point to roll his remaining **D6** Big Damn Hero Die. It comes up:



Simon's final total is 17, just enough to raise the stakes. McGinnis tells Simon what's in store for him and his sister. And it's not good news.

Unlike Distinctions, your Reputation die ratings aren't static and can be stepped up or back just like any other Trait during play. Triggers, from Distinctions, Signature Assets, and scene and location dice, may also temporarily increase or decrease your Reputation die ratings, too.

STARTING REPUTATION RATINGS

Though your Reputation Traits may ebb and flow during the game, you get to decide what your set of four Faction ratings are before you begin usin' this new rule.

When you're reviewing the die steps, keep two simple rules in the back of your brainpan: the sum of your new Crewmember's Reputation ratings cannot exceed a total of 24 on all four dice, and you can't assign a **D12** rating with an Iconic Distinction from the get-go. As long as you remember that when assigning your Reputation Traits, you'll be shiny!

DURING CREWMEMBER CREATION

Custom Crewmembers and archetypes begin with a Reputation die rating of **D6** in each Faction. You can adjust individual Traits during character creation by stepping up one Reputation die rating at the cost of stepping down another.

If you're usin' Crewmembers from the Main Cast, you'll find their starting Reputation die ratings on page 34.

Tannis has created her Crewmember based on the Derelict Salvager archetype. Her Reputation Traits start at **Alliance Rep** **D6**, **Browncoats Rep** **D6**, **Corporations Rep** **D6**, and **Criminals Rep** **D6**.

Tannis decides that her Crewmember has been salvaging ships illegally by mostly targeting broken-down boats from various corporations. She doesn't have a Guild Permit, so

the cargo she's taken to fence ain't exactly legal—but she knows well enough to steer clear of the Alliance and the Browncoats. Her shenanigans have gotten businesses within the **Corporations** Faction a mite irritated, but various organizations and individuals within the **Criminals** Faction are quite pleased with the goods she's acquired.

So, Tannis steps up her **Criminals Rep** die rating to a **D8** by stepping back her **Corporations Rep** to a **D4**.

AFTER AN EPISODE OR TWO

If'n your Gamemaster is introducing Reputation Traits to your game after you've played one or more Episodes, allocate the die ratings to your Reputations as if you're starting from scratch. Then, customize your die ratings to better fit your Crewmember's role in the 'Verse.

Here's an example:

After several Episodes, Russell's Gamemaster introduces Reputation to his game. Over the past several Episodes, Russell's Crewmember, The Raven, a Blue Sun Corporate Assassin, has had run-ins with all kinds of folk, most notably the **Alliance** and the **Browncoats.** In fact, The Raven has managed to piss off important figures in both Factions. Though that's true, the Blue Sun Corporation has been quite pleased with his performance.

Starting with a **D6** rating in all four Reputation Traits, Russell steps up The Raven's **Corporations Rep** twice to a **D10**, and steps back his **Browncoats Rep** and **Alliance Rep** to a **D4**. The Raven might have had trouble with the **Criminals** Faction, but Russell couldn't step back his **Criminals Rep** die to step up his **Corporations Rep** a third time without having an Iconic Distinction that reflects his role in the Blue Sun Corporation.

Thus, The Raven's final Reputation Traits are: **Alliance Rep D4**, **Browncoats Rep D4**, **Corporations Rep D10**, and **Criminals Rep D6**.

Your Reputation Traits can't be stepped up in Advancement by spending Episodes, nor can they be gained through interactions with other Crewmembers. You can, however, use Advancement to gain an Iconic Distinction, which would allow you to max out a Reputation die rating in a specific Faction. In order for you to step up your Reputation die ratings you have to earn the right to step up those Traits!

GAINING REPUTATION

Crewmembers can **gain Reputation** die ratings by taking on jobs, assignments, or special tasks that earn them more credibility in the eyes of a particular Faction. Don't be afraid to dream up a grand scheme with this in mind! Pinching an Alliance hospital is a lot different than pick-pocketing a sick grandmother, after all.

When you gain Reputation, you'll step up the Reputation Trait die associated with the appropriate Faction. That increased die rating will stick around from Episode to Episode. Your Reputation Trait can still be stepped up or back during an Episode by triggers and the like, but your new base Reputation die rating is now higher.

Reputation die ratings do come with a few strings attached. They are:

- **The sum of your Crewmember's Reputation die ratings can never exceed a total of 32 on all four dice.** You may need to step down a different Reputation die rating in order to gain the benefit of your favored Faction.
- **Your Crewmember can only have one Iconic Distinction.** Thus, you can only have one **D12** Reputation die rating.
- **Declaring that you want to gain Reputation is not a guarantee that you'll step up your die rating after an Episode.** You'll need to collaborate with your GM and actively work toward earning that higher die step. This would be the time to perform some thrillin' heroics!

For example, if your Crewmember has **Alliance Rep D4**, **Browncoats Rep D6**, **Corporations Rep D8**, and **Criminals Rep D8**, the sum of these Reputation die ratings is 26, so stepping up a die type won't exceed the total. However, if a Crewmember has a **D8** with all four Factions, raising one of the Crewmember's Reputations to a **D10** will require lowering another one to a **D6**. When that's the case, step down the Reputation die rating that makes the most sense. If you're a tried-and-true purple belly, you'll probably step down your **Browncoats Rep**. Or, if you're a smuggler who robs from the Core to donate to folk on the Rim, you might step down your **Corporations Rep** on account of your kind heart so you can meet your total.

PLAYIN' THE GAME: REPUTATION AND YOUR CREW

Reputation rules were designed to add dice to your Crewmember's interactions with Gamemaster characters throughout the 'Verse. For this reason, your Crewmember won't be usin' Reputation die ratings when dealing with another member of your Crew, nor does your Reputation impact the entire Crew. In certain circumstances, it might color how GMCs respond to you depending upon how your captain orders your Crew around. But, in the end, your Reputation die ratings boil to the Actions you take against GMCs!

Think of it this way: Book and Inara have one hell of a Reputation with the **Alliance**. Just 'cause they do, however, don't mean that Zoe or Mal has a stellar rep with them purple bellies—not unless they help 'em out!



STAKING YOUR REPUTATION

To step up a Reputation die rating, you'll **stake your Crewmember's Reputation** on a job. You can signal the GM that you want to do this in any number of ways, the two most common being that you'll declare you're hoping to improve your Crewmember's Reputation with a specific Faction or you use your Reputation dice while you're negotiating a job with a member of a particular Faction. When you declare your intent, your GM will create an opportunity to help you out!

If you successfully complete the job, your GM may permanently step up your Crewmember's Reputation with the appropriate Faction. The difficulty and importance of the job does matter in these cases to justify an increase—it'd be hard for any captain to gain an **Alliance Rep** D12 by simply running supplies between Core Planets.

Multiple players can stake their Crewmembers's Reputation on the same job provided it makes sense for their characters to do so. For example:

Kaylee has accompanied Mal and Zoe to a meeting with an agent of the SDG Corporation. The agent wants to recover one of her corporation's lost ships that was severely damaged in an attack somewhere in the Kalidasa System. During the negotiation, the SDG agent questions whether or not Mal's crew has what it takes to find the ship, repair it, and fly her back to safety.

Mal smiles. "Oh, I don't think that'll be a problem."

Mal's player tells the Gamemaster that he's staking his Reputation with the **Corporations** Faction on this job.

Kaylee is fumin' a bit at the slight. "There ain't no ship in the 'Verse that I can't fix. In fact, you'll pay us 10% more 'cause I'll have that ship fixed so quick we'll be back to you a week earlier than your deadline." She also tells the GM that she's staking her Reputation with **Corporations** Faction on this job—by finishing it a week early.

MASTERIN' THE GAME: PUTTIN' THE HEAT ON YOUR CREW

For some tasks, you may decide that a Crewmember has to stake their Reputation as a sign of trust. Remember when Niska offered a job to Mal in "The Train Job"? No dice rolling would have been needed in that exchange, because Niska refuses to give the Serenity Crew that job unless Mal stakes his Reputation. In this way, you can use GMCs to encourage the use of Reputation dice—even if their Reputation die rating is at a D4!

If'n you're taking an Action while negotiating and securing a job with a particular Faction, and you spend a Plot Point to replace **Influence**, **Perform**, or **Trick** in your dice pool—or another Crewmember's dice pool if you lent a Skill die—you automatically stake your Reputation for that job with that Faction. Should you lend a Reputation die, both you and your fellow Crewmember will both stake your Reputations!

Mal is trying to negotiate payment for smuggling certain Alliance-owned medications to Kuan Lo for Wellatyme, a pharmaceutical company on Greenleaf. Turns out Simon has managed to raise his **Corporations Rep** to a D10 rating after performing various medical-related tasks for certain companies and offers to help out if needed.

After the Wellatyme representative set the stakes at 15, Simon lends Mal his **Influence** D6 Skill die but immediately spends 1 PP to replace that die with **Corporations Rep** D10. By doing so, both Simon and Mal are automatically staking their Reputations with the **Corporations** Faction.

LOSING REPUTATION

If a job that you've staked your Reputation on goes bad or a particularly nasty incident occurs—even if it involves another Faction—the GM may rule that you're in danger of **losing Reputation**.

Losing Reputation with a Faction means that you step back your base die rating for that Faction. You can still temporarily step up or step back your Reputation using triggers, but the only way to regain Reputation is to impress the Faction you're dealin' with.

The criteria for losing Reputation with a specific Faction are:

- **Grabbing the Wrong Kind of Attention:** The choice or action you take is significant enough to attract the attention of that Faction—like choosin' to renege on your word to complete the job, or harming or embarrassing an important member of that Faction.
- **Word Will Spread:** The impact of your choice or action will eventually spread to other members of that Faction. If you kidnap an Alliance muckety-muck in the middle of the black with no witnesses around to watch, the **Alliance** Faction won't know you did it—unless you make it known.

If the situation doesn't improve (or you follow through on an action that'll make a Faction a mite ornery), the GM may rule that the Reputation die rating for that Faction is stepped back by one level.

In "The Train Job," Mal and Zoe discover that the cargo they stole is critically needed medicine for miners in Paradiso. Mal ain't the sort of man who will leave the sick and weak in the lurch just for some cash—even if he needs it. So, he decides to return the cargo and return the advance Niska gave him... and take out a few of his goons in the process, too.

Unfortunately, Niska ain't the understandin' sort and the GM rules that Mal's **Criminals Rep** D8 gets stepped back to a D6.

You can attempt to recover your Crewmember's lost Reputation die ratings by covering your tracks or convincing important members of a Faction that the situation was out of your control. These recovery rolls are made as normal, but include the lost Reputation die in the *opposing* dice pool—it's harder to keep an iconic status in the 'Verse than it is to stay relatively unnoticed.

Similar to gainin' Reputation, you can't lose Reputation through interactions with other Crewmembers—just with GMCs.

ICONIC DISTINCTIONS

In order to have a D12 Reputation with a particular Faction, Crewmembers must first replace one of their Distinctions with an Iconic Distinction through Advancement.

There are limitations, however; for while you may perform thrillin' heroics—you ain't no superhero! You are limited to having one Iconic Distinction at any given time, and can't add these Distinctions during character creation. Iconic Distinctions represent lofty positions in the 'Verse, so it's best if you work toward fillin' those shoes before adding that role—and the D12 Reputation die rating that usually follows along with it. In order to swap in an Iconic Distinction, you must have a positive Reputation—at least a D8—with the appropriate Faction.

Iconic Distinctions have more narrative weight than normal Distinctions and are specific to a single Faction. Distinctions describe you, but there are plenty more folk who may have similar Traits. For example, there are lots of folk who could have the **Veteran of the Unification War** Distinction.

With an Iconic Distinction, there are very few—if any—other people in the 'Verse like you, at least as far as a Faction is concerned. You're not just an Alliance War Hero, you're *the* Alliance War Hero. You're not just a Corporate Assassin, you're *the best* Corporate Assassin.

MASTERIN' THE GAME: GMCS AND ICONIC DISTINCTIONS

Since Iconic Distinctions interact heavily with Reputation die ratings, a Crewmember-only rule, your GMCs won't get much use out of the triggers associated with these Distinctions. That don't mean GMCs can't take 'em, but these Distinctions won't be as useful as they are for Crewmembers.

As far as writing triggers for Iconic Distinctions, use the same guidelines for creating Distinctions as shown on page 252 of the **FIREFLY RPG COREBOOK**. The triggers provided here tie into the Reputation rules.

You'll find sample Iconic Distinctions below, sorted by Faction.

ALLIANCE ICONIC DISTINCTIONS

Alliance Engineered Celebrity

You're easy on the eyes and you've got a bit of talent. But you believe in the Alliance and they'll keep you a star as long as you toe the line.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Mandated Audience:* When you are in a location with a positive **Alliance** Disposition you do not need to spend a Plot Point to replace your **Perform** with your **Alliance Reputation**. When you make a roll that includes **Influence**, **Perform**, or **Trick** in a location with a negative **Alliance** Disposition, you must replace your Skill with a **D4**. You don't get a PP for this.
- ☐ *Not Just a Pretty Face:* When you spend 1 PP to replace a Skill die with your **Alliance Reputation**, you may instead use a **D4** and gain a Big Damn Hero Die equal to your **Alliance Reputation** normal die rating if your roll is successful.

Highlighted Skills: Craft, Move, Perform

Head of [Redacted]

Only the [redacted] even know about [redacted]. It's your job to keep it that way.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Redacted:* When you try to silence an information leak, step up **Operate** or **Shoot** for the Action. Spend 1 PP to do both. 1s and 2s count as jinxes for the roll.
- ☐ *We See All:* You may spend 1 PP to replace your **Know** with your **Alliance Reputation** when gathering information about criminals, terrorists, and seditionists.

Highlighted Skills: Know, **Operate**, **Shoot**



Minister of Truth

There are threats to our way of life, threats that we must be vigilant against at all times. Trust in the Alliance. Do not let the terrorists win.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Bully Pulpit:* Gain 1 PP when you take advantage of your position and push an agenda despite more pressing matters.
- ☐ *Scare Tactics:* When trying to frighten or bully someone into a course of action and you use your **Alliance Reputation** to replace a Skill die, spend 1 PP to double your **Alliance Reputation** for the Action.

Highlighted Skills: Influence, **Perform**, **Trick**

Parliament Ideologue

The Alliance is an idea. My idea.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *A Quiet Word:* When you lend your **Influence** die to a Crewmember or political ally trying to curry favor with Alliance officials, you may spend 1 PP to prevent you from sharing any consequences of the roll, including jinxes, additional Complications, or lost Big Damn Hero dice.
- ☐ *Thought Leader:* When you use Alliance ideology as the basis of your argument and spend a Plot Point to roll and add a Big Damn Hero Die, you may roll and add your **Alliance Reputation** die instead. Discard the Big Damn Hero Die as usual.

Highlighted Skills: Influence, Know, Notice

Top Brass

As a senior commander in the Alliance military, it is your duty to protect the government from threats both foreign and domestic.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Commandeer:* When in a location with a positive **Alliance** Disposition, you may spend a Big Damn Hero Die to commandeer a vehicle or equipment from a civilian. Create an appropriate Asset of the same size as the BDHD you spent.
- ☐ *Call in the Troops:* Once per session, you may make a **Social** + **Influence** roll to try to call in troops for an armed assault. A tactical strike squad consists of five **Squaddies** **D6** and a **Squad Leader** **D8**. Step up the first Complication created from any jinxes in a roll that includes any of the squad.

Highlighted Skills: Drive, **Operate**, **Shoot**

BROWNCOAT ICONIC DISTINCTIONS

Keeper of the Flame

Independence will never die. Not so long as people are willing to fight for freedom.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Rabble Rouser:* When you try to deflect attention from you or your Crew by starting a fight between your opponents, spend 1 PP to step up **Influence** for the Action.
- ☐ *Flame of Freedom:* Once per Episode, when you are in a location that does not have a positive **Alliance** Disposition, you may take a **Social** + **Influence** Action to create a **Local Browncoats** D6 Asset. Step up the Asset if the location has a positive **Browncoats** Disposition and/or a negative **Alliance** Disposition. Each time someone uses that Asset in a roll, step it back. If it's stepped back from D6, it goes away.

Highlighted Skills: Influence, Sneak, Throw

Independent War Hero

You made your name in battle, struck a hard won victory for the Independents and fairly shamed the Alliance in the process.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Bug Out:* When fighting in a location with a positive **Alliance** Disposition, you may spend 1 PP to replace your **Move** with your **Browncoats Reputation**.
- ☐ *Last One Standing:* The first time you spend a Plot Point to avoid being Taken Out in a firefight you may step back the Complication you receive doing so.

Highlighted Skills: Drive, Shoot, Sneak



Political Martyr

Like so many great leaders before you, you lead your cause because everything you had was taken from you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ The People Cannot Be Silenced: When someone else in a scene with you speaks out against the tyranny of the Alliance, you may take an Eyes of the Alliance Are on Me D8 Complication to roll and add one of your Big Damn Hero Dice to the total.
- ☐ Nonviolence: When you choose to publicly surrender to Alliance authorities, you gain a Big Damn Hero Die equal to your Browncoats Reputation.

Highlighted Skills: Focus, Know, Survive

Spirit of Independence

You're the Browncoats's Browncoat, the embodiment of the Independent cause.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *All Alone in the Black:* When you are alone and do not need to look out for others, spend 1 PP to step up **Survive**. You may spend another PP to double it as well.
- ☐ *Got No Masters:* When you are in a location with a positive **Alliance** Disposition, spend 1 PP to step up your **Focus** for the scene.

Highlighted Skills: Focus, Influence, Survive

The One Who Never Surrendered

People say the Unification War ended after Serenity Valley. It only ended for the weak.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Forever War:* When you attack a Major GMC with a negative **Browncoats** Disposition, you may spend 1 PP to replace your **Fight** or **Shoot** with your **Browncoats Reputation**.
- ☐ *Never Peace:* Spend 1 PP to step up or double your **Focus** when someone tries to talk you down from a violent confrontation.

Highlighted Skills: Shoot, Survive, Throw

CORPORATE ICONIC DISTINCTIONS

Core Bank President

At your bank, you protect their credits as if they were yours.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Frozen Assets:* When in a location with a positive **Corporations** Disposition, spend 1 PP to create **Frozen Assets** D8 Complication for a character in the scene. You may spend another PP to step up that Complication.
- ☐ *Liquidity:* Once per Episode, when you are in the Core and in a location with a positive **Alliance** Disposition, you may spend 1 PP to create a **Liquid Assets** Asset with a die rating equal to your **Corporations Reputation**.

Highlighted Skills: Fly, Focus, Treat

Corporate Guru

When profits are down, you get a call, a pile of credits, and a free pass to get those earnings back up.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Efficiency Measures:* When you threaten someone with unemployment or financial setbacks, spend 1 PP to step up or double your **Influence** for the Action.
- ☐ *I Have an Appointment:* When you are in a location with a positive **Corporations** Disposition, you may spend one D8 or larger Big Damn Hero Die to get complete, unfettered access to even the most secure sections of the area.

Highlighted Skills: Focus, Influence, Know

Executive of the Year

Half inherited wealth, half natural charm, and half canny business sense, you're positively unquantifiable.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Media Glitz:* When you attend an event or arrive on a new planet, you may spend a Big Damn Hero Die to have the media cover your arrival and create a **Media Swarm** Asset of the same size as the Big Damn Hero Die.
- ☐ *Reality Distortion Field:* When someone tries to change your mind about a business decision, you may spend 1 PP to replace your **Focus** with your **Corporations Reputation**.

Highlighted Skills: Drive, Influence, Operate

Face of the Company

You might not be the one in charge, but your voice is what people hear when your company speaks—and people listen.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Corporate Bennies:* Spend 1 PP to step up or double your **Social** when in a location with a positive **Corporations** Disposition.
- ☐ *Prepared Statement:* When you follow corporate guidelines or orders, you may spend 1 PP to step up or double **Perform** for the Action.

Highlighted Skills: Notice, Operate, Perform

Guild Leader

For anyone operating under Guild license, your word is law.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Pay to Play:* When your opponent spends a PP to stay in the fight instead of being Taken Out, instead of your opponent taking a Complication you may gain a **Kickback** Asset of the same size.
- ☐ *Trade Regulations:* When you cite Guild law or trade regulations to someone with a positive **Corporations** Disposition, you may spend 1 PP to replace your **Know** with your **Corporations Reputation**.

Highlighted Skills: Craft, Labor, Notice



CRIMINAL ICONIC DISTINCTIONS

Best Smuggler Flyin'

Why are you the best? Simple: you pull more heists and haul in more loot than anyone else flyin'.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Top Dog:* Spend 1 PP to step up or double your **Influence** when asserting your dominance over other Criminals.
- ☐ *Profits:* At the start of an Episode, you may spend 1 PP to create a **Latest Score** Asset equal to your **Criminals Reputation**. Each time anyone uses that Asset in a roll, step it back. When you step it back from D6, it goes away.

Highlighted Skills: Craft, Labor, Sneak

Public Enemy Number One

Bein' an interplanetary criminal wanted by the feds has its upside. Doesn't it?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Smash 'n Grab:* When committing armed robbery, you may spend 1 PP to replace your **Shoot** with your **Criminals Reputation**. Or, you may choose to replace your **Shoot** with a D4 for the Action. If you successfully raise the stakes in the Action, gain a Big Damn Hero Die equal to your **Shoot**.
- ☐ *You May've Heard o' Me:* You may spend 1 PP to replace your **Influence** with your **Criminals Reputation** even when dealing with non-**Criminals**, but you must step back your **Criminals Reputation** when dealing with non-**Criminals**. 1s or 2s count as jinxes for the roll.

Highlighted Skills: Fight, Fly, Shoot

Pulled a Legendary Caper

You landed the biggest score of the century, and everybody knows it, too.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Ace Up My Sleeve:* While in a location with a positive **Criminals** Disposition, you may spend 1 PP to replace your **Sneak** with your **Criminals Reputation**.
- ☐ *Buy Me a Drink:* When you replace your **Influence** with your **Criminals Reputation**, spend 1 PP to create an **Everyone Loves a Good Story** D8 Asset.

Highlighted Skills: Fix, Move, Sneak

Ruler of a Fine Thieves's Den

You've set up quite the establishment for criminals like yourself. That is, if they can find it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *My Place, My Rules:* When in your place and you Take Out an opponent during a social conflict, create or step up an **Anyone Else Wanna Argue?** D6 Asset.
- ☐ *The House Opinion:* When in your place, you may spend 1 PP to step up or step back a Crewmember's **Criminals Reputation** for the scene.

Highlighted Skills: Know, Notice, Operate

Spider in the Web

You've never done anything illegal. Not even jaywalked. But, oh, the crimes done at your behest.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Pulling Threads:* When you replace your **Influence** with your **Criminals Reputation**, you may spend 1 PP to double it for the Action.
- ☐ *Invisible:* Your **Criminals Reputation** is considered a D8 for the purposes of calculating the sum of your Reputation dice.

Highlighted Skills: Know, Notice, Sneak



DISPOSITIONS

Dispositions are a group of attitudes that GMCs have toward a particular Faction. Unlike your Reputation die ratings, Dispositions don't have dice attached to them. Through the interaction of Reputations and Dispositions, your GM will narrate a GMC's initial reaction to you that's relevant to both.

LOCATIONS AND GMCS

Every major location has a Disposition toward each of the four Factions: **Alliance**, **Browncoats**, **Corporations**, and **Criminals**. Locations can be entire worlds or big cities; it's up to the GM to scope out a major location that's relevant to your Episode.

Dispositions represent default attitudes of GMCs native to that location toward those Factions. This doesn't mean that all GMCs have the same Disposition, though—individuals, especially Major and Minor GMCs, those folk not native to the area, and representatives of other GMCs can and will have different Dispositions. Typically, a location's Disposition is a guide for how the natives—usually Extras—think and feel about the various Factions.

MASTERIN' THE GAME: MAJOR GMCS AND DISPOSITION

Major GMCs have as many positive or negative Dispositions as appropriate. The combination of Dispositions will be a snapshot of the Major GMC's loyalties and dislikes. An Alliance officer with a positive Disposition toward **Criminals** is probably corrupt, while a Browncoat captain with a positive Disposition toward the **Alliance** might have been a prisoner who was treated well while incarcerated during the War.

Also, the Dispositions of the folk Major GMCs hire tend to match up with their interests. Patience's bodyguards, for example, are loyal to her, so you can bet they're doin' what they're told.

Like your Reputation, a Disposition reflects how the people generally feel about the area—not necessarily how an individual GMC might want them to. Dispositions can be positive, neutral, or negative. If a location or GMC doesn't have a Disposition listed for a Faction, the rating would be neutral.

Positive Dispositions are represented by a thumbs up icon. *Example*: Ariel City on Ariel has a positive Disposition toward the **Alliance** and **Corporations** Factions.

Negative Dispositions are indicated by a thumbs down icon. *Example*: Bellerophon, the wealthiest planet in the Core, has a negative Disposition toward the **Criminals** and **Browncoats** Factions.

Each major location should have at *least* one positive Disposition or one negative Disposition. The recommended number of Dispositions is two, but there may be locations out on the Rim, sparsely populated towns and the like, where it's difficult for the GM to come up with more than one. In most cases, though, assigning two or more Dispositions should be pretty easy to do!

DISPOSITION IN PLAY

When a GMC shares a positive Disposition toward a Faction with a Crewmember's positive Reputation die rating—**D8**, **D10**, or **D12**—then that GMC will probably like, respect, appreciate, or support that character. GMs should take their cue from these ratings, and step down any difficulty die included in Actions involving that GMC, or even eliminate the need for an Action to convince the GMC to offer a Crewmember aid, depending upon the situation.

When a GMC has a Disposition that runs counter to a Crewmember's Reputation—either a negative Disposition and a positive Reputation or a positive Disposition and a negative Reputation—then the GMC will probably dislike, disrespect, dismiss, or deny support. That can mean that when the Crewmember interacts with that GMC, the difficulty die gets stepped up, there's more Extras floating around than usual, the location and scene Traits are more intense, or the GMC flat out refuses to talk or starts shooting. The impact of being at odds with a GMC should be relevant to the situation, but also apparent both in the rules the GM uses and the story.

Guy Foster is a former Browncoat with an **Alliance Rep D4** and **Corporations Rep D10**. He's negotiatin' a job with the SDG Corporation. Turns out that the GMC he's talking to lost a sister in the War fighting against the Independents, and has a negative **Browncoats** Disposition.

As a representative of SDG Corporation, which is also heavily aligned with Alliance interests, she has a positive **Corporations** and **Alliance** Disposition.

Guy's negative **Alliance Reputation** tarnishes him in the eyes of the GMC. The rep treats him coldly when she first meets him, and Guy'll need to prove himself to her.

However, even if a GMC's Disposition opposes a Crewmember's Reputation, he won't automatically shoot to kill Crewmembers he "thinks" he doesn't like. Dispositions are another flavor of Reputations; they are still stereotypes that guide a character's assumptions and characters with Dispositions are predisposed toward certain groups.

That's why the die ratings matter. Soldiers with a positive Disposition toward the **Alliance** Faction are more likely to arrest a low-life captain with an **Alliance Rep D4** than

they are to gun him down in the street. If the captain had an **Alliance Rep D6**, however, the soldiers wouldn't be jumpin' to any conclusions. A captain with an **Alliance Rep D8**, **D10**, or **D12** will get treated far better!

CONFLICTING DISPOSITIONS

There are times, however, when Dispositions and Reputations don't tie up all nice and neat-like. A Crewmember could have a positive Disposition with two Factions and the GMC has a negative Disposition to one and a positive Disposition to the other.

To manage conflicts like this, the GM will gauge the situation and narrate appropriately. The Gamemaster will need to make a judgment call on how significant the conflict between the two Reputations is, depending on their relative die Ratings.

Here's an example where a Crewmember has a positive Reputation with two Factions, but one of them is negatively viewed by a GMC:

The Crewmember is a corrupt politician named Alice Foster who has an **Alliance Rep D8** and a **Criminals Rep D10**. She's talking to Badger, who has a positive **Criminals** Disposition and a negative **Alliance** Disposition. He's impressed with Alice's ability to get things done, and normally he'd be thrilled to have someone like her doing a job for him.

However, Alice's association with the **Alliance** makes him distrustful. So, Badger forces her to stake her Reputation on the job she's negotiatin'—or else he won't involve her.

Alternatively, if Alice had an **Alliance Rep D12** and a **Criminals Rep D10,** Badger might make her prove she's trustworthy, in addition to having her stake her **Criminals Rep** on the job.



SAMPLE DISPOSITIONS

When assigning Dispositions to major locations, GMs should think about the history of the location and current situation that the folk there are dealing with. Some locations, like House Madrassa, will be pretty easy to figure out. Others, like the Eavesdown Docks, might take a bit more consideration.

Is the location a hub of commercial activity? Then, it'll probably be positive to **Corporations**. Is it associated with the Alliance government or in the Core? Then the location will probably have a positive **Alliance** Disposition. Remember, too, that a location could be an enclave within a larger area. While Ariel City has a positive **Alliance** Disposition, there may be a **Browncoats** safehouse within the city that has a negative **Alliance** Disposition.

Here is a list of sample locations that were featured in the show along with their Dispositions:

- **Eavesdown Docks (Persephone):**
  CORPORATIONS  **CRIMINALS** 
  The Docks are a place of commerce, so most people have good relations with the corporations that trade here. But a lot of shady activity goes on as well, and the Docks are a great place for Crews to find a job.
- **House Madrassa (Sihnon):**
  ALLIANCE  **CRIMINALS** 
  This Companion training facility sits in the Core, on a capital planet. The positive Disposition toward the government is obvious. The House will not tolerate lawbreakers, though, and Companions who do, leave in disgrace.
- **Niska's Skyplex (Ezra):**
  ALLIANCE  **CRIMINALS** 
  As Niska's base of operations, his skyplex obviously supports the **Criminals** Faction. A legendary mob boss, the Alliance would love for Niska to go down—if they can get hard evidence to put him away.
- **Plum Orchid (Persephone):**
  ALLIANCE  **BROWNCOATS** 
  A fancy hotel on Persephone, the Orchid's staff and owners host Persephone's elite members of the **Alliance**. **Browncoats** are considered less desirable than **Criminals**, on account of their role in the War.

- **Canton (Higgins's Moon):**
  Corporations  **Criminals** 
  Canton is a good example of a location that has different Dispositions than the GMC who controls it. While Higgins himself is a member of the **Corporations** and **Alliance** Factions, and both him and his managers have a positive Disposition toward them, the general population—the Mudders—feels very differently. They are akin to indentured servants who hate "the man" and revere Jayne Cobb who spread the wealth to help 'em out!
- **Ariel City (Ariel):**
  Alliance  **Corporations** 
  A shining beacon to government and corporate progress, Ariel City as a whole has a positive Disposition to both Factions. Though there is an active criminal and rebellious underground on Ariel, **Criminals** and **Browncoats** threaten Ariel City's untarnished image. That said, there are locations within Ariel City that might have different Dispositions, some which may favor smugglers.
- **Haymer Estate (Bellerophon):**
  Browncoats  **Criminals** 
  Almost everyone who lives here is rich, and therefore favors the government and corporations that keep them that way—none more than Alliance war hero Durran Haymer. Criminals and con artists might try to break in and take what they got, which is why security is extra tight to fend them off. As for those Independents, well they were mighty uppity, but got put back in their place.

REPUTATION DOS AND DON'TS

When using Reputation,

PLAYERS

- **Do** include Assets and Complications that still are narratively appropriate when a Skill die is replaced with a Reputation die. They still have to make sense in context of the Faction involved.
- **Do** check to see if the relevant Skill Specialty is still valid.
- **Don't** stake your Reputation by dealing with another Crewmember. Reputation is strictly an interaction between a Crewmember and a Gamemaster character.
- **Don't** start the game with a **D12** Disposition or an Iconic Disposition. Earn the right to be a Faction's big, damn hero!

GAMEMASTERS

- **Do** ensure the Crew has to make a hard choice when a Crewmember stakes his Reputation on a job.
- **Do** leverage high stakes conflicts, Timed Actions, and higher Difficulty dice whenever Reputation is involved.
- **Don't** narrate GMCs as static characters by overly relying on Dispositions. A Disposition may guide the GMC's initial reaction to the Crew, but it can change over time depending upon what transpires.
- **Don't** forget to assign more than one Disposition to a location whenever possible.





Reputations, Crewmembers, and Boats

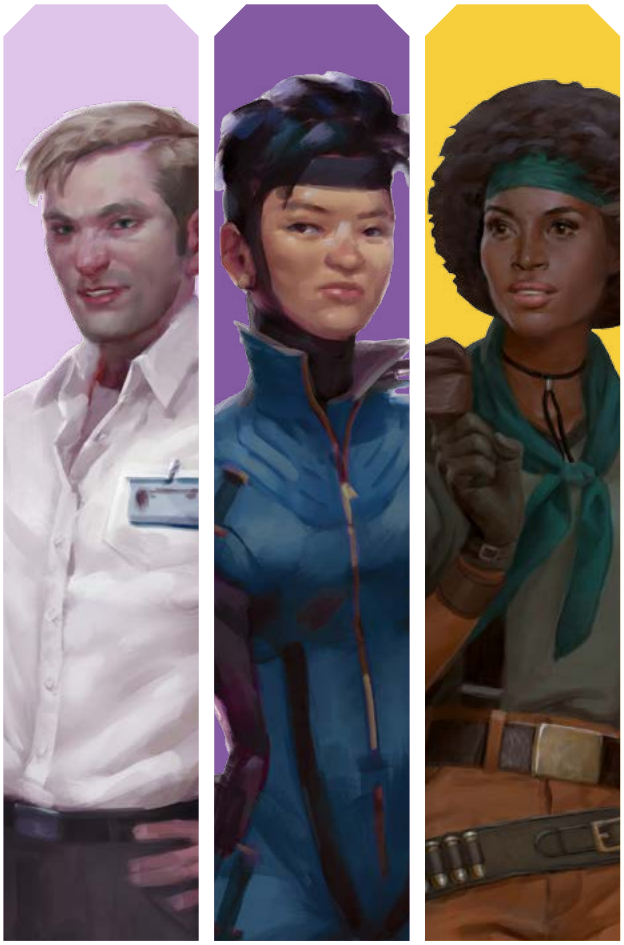
Now that you're all learned about how to use the new Reputation rules, you might be wonderin' how you apply it to your Crewmember. In this chapter, you'll see how the Reputation rules apply to the Main Cast through the lens of the Factions.

You'll also find twelve, new Archetypes, three for each Faction, and a boatload of options for buildin' a new Crewmember and recommendations for your boats, too.

Here's where you can find what you're looking for:

- **Main Cast's Reputation:** Starting Reputation Traits for each member of the *Serenity* crew begin on page 34.
- **New Crewmember Archetypes:** Rules are found on page 36 and the new archetypes begin on page 38.
- **New Crewmembers for Factions:** Turn to page 50 to find suggestions to build a shiny new Crewmember or spiff up your existing one!
- **Customizing Your Boat:** To enhance your boat, turn to page 72 and see our recommendations for the four Factions.
- **Sample Boats:** On page 72, you'll find new ships commonly found within the four Factions. Shiny!

As you're going through this chapter, pay attention to the suggestions for Crewmembers of an unsavory nature. The **Criminals** Faction is presented with smugglers in mind—perfect if you're hopin' to take good advantage of the Good Shepherd's Run!





MAIN CAST'S REPUTATION

The crew's individual reputations came up often in the *Firefly* TV show—especially whenever Adelai Niska was involved. When Mal put his reputation on the line with Niska, later both him and his crew had hell to pay when he didn't live up to it. Not so solid.

Listed below are the starting Reputation Traits for the Main Cast. These die ratings are based on how the Factions felt about the characters at the beginning of the show. You'll also read suggestions for how each member of the Main Cast might stake their Reputation in an Episode. Use this section as a guide to add Reputation die ratings to your new or existing game—shiny!



MALCOLM REYNOLDS

Starting Reputation: **Alliance Rep** D4, **Browncoats Rep** D8, **Corporations Rep** D6, **Criminals Rep** D8

Mal spent years fighting the Alliance during the Unification War. Since then, he's decided to live on the edge of the government's influence. He's known to them, given how he flies around with *Serenity* performin' illegal salvage and the like, but ain't on their radar—just yet.

The **Browncoats** love him, though, even if Mal lost his faith, seein' how he fought in the Battle of Serenity Valley. His shady activities have garnered him some criminal attention, especially from the likes of Badger, Patience, and Niska.

As the captain, Mal often will have the opportunity to stake his Reputation with practically any job he's involved with. That said, he'd probably take it as an insult if he ever improved his **Alliance Rep**.



ZOE ALLEYNE WASHBURNE

Starting Reputation: **Alliance Rep** D6, **Browncoats Rep** D8, **Corporations Rep** D6, **Criminals Rep** D8

Zoe's almost as much of an Independent war hero as Mal is. That said, even though she's been Mal's first mate on *Serenity* over the past several years, the **Alliance** hasn't taken much notice of her. Yet. The **Criminals** Faction, on the other hand, see her as Mal's muscle—and know she's one heck of a great shot. Still, the **Corporations** Faction pays her no mind, not unless she gives 'em a good reason to.

Since Zoe often accompanies Mal when negotiatin' a job, she'll also have lots of chances to stake her Reputation. If Mal's ever occupied, Zoe's more than capable of stakin' her Reputation on a job, too.

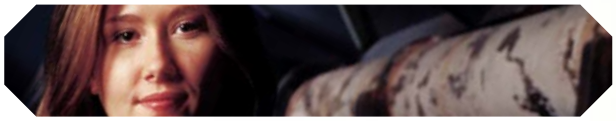


HOBAN "WASH" WASHBURNE

Starting Reputation: **Alliance Rep** D6, **Browncoats Rep** D6, **Corporations Rep** D8, **Criminals Rep** D6

Other than being an ace pilot, Wash hasn't done much to distinguish himself with any of the Factions—'cept for **Corporations**. He's skilled, but Wash's lip is zipped about the War, and hasn't had many run-ins with criminals just yet. Word about Wash's flyin' skills on previous jobs has started to get around, though, which means more than a few business folk might be interested in hirin' him.

Wash's role as a pilot may come up from time to time on the job. For Wash to stake his Reputation, the task that needs doin' will likely be related to his abilities to fly, navigate, plan routes, etc.

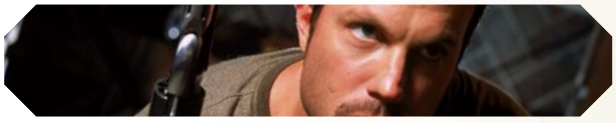


KAYWINNET LEE "KAYLEE" FRYE

Starting Reputation: **Alliance Rep** D6, **Browncoats Rep** D6, **Corporations Rep** D6, **Criminals Rep** D6

Like Wash, Kaylee has been working behind the scenes on *Serenity*, mostly to keep the ship runnin' smooth. Kaylee has her fair share of opinions, but she's young and fairly new to the 'Verse. Joining *Serenity* as the ship's mechanic is the first job she took off her home planet.

Kaylee's talents are tied to fixing up, jerry rigging, and maintaining mechanical workings. In fact, Kaylee will stake her Reputation on what she knows and what she can do. Jobs relating to fixing up derelict boats, strippin' ships and other machines for the right parts, hacking into old systems—Kaylee will gladly lend a hand to help her Crew out.



JAYNE COBB

Starting Reputation: **Alliance Rep** D6, **Browncoats Rep** D6, **Corporations Rep** D6, **Criminals Rep** D8

Jayne don't care none about politics and the like. Credits, Vera, a boat to fly in—that's pretty much it. Though he's had run-ins with them, Jayne hasn't made any impression yet with

the **Alliance**, **Corporations**, or **Browncoats** Factions. On the other hand, the **Criminals** Faction pegs him as a capable mercenary-for-hire who'll switch sides if given enough coin.

Jayne's the muscle on board Serenity and doesn't talk all fancy-like, so he won't typically stake his Reputation unless he's forced to do it. That said, Jayne Cobb is an opportunist who's always looking for way to earn extra cash. He might seek to increase his Reputation with the **Alliance**—especially if it involves turnin' over a couple of fugitives.



SHEPHERD DERRIAL BOOK

Starting Reputation: Alliance Rep D10, Browncoats Rep D6, Corporations Rep D8, Criminals Rep D4

Serenity's crew don't know it, but the **Alliance** thinks highly of Book due to his mysterious past. Some members of the **Criminals** Faction know about him, too, but much less favorably. On account of who he was and the Alliance contractors he dealt with, Book's known to some businesses. To **Browncoats**, he's a non-entity and, to some, his work as a Shepherd makes it seem like he's ditched the Alliance altogether.

While the **Criminals** Faction may not know who Book really is, some of the more knowledgeable members might figure he's not a simple man of God. Most folk who want to do a little crime, though, will think twice when they notice he's a Shepherd.

Book's a passenger on board *Serenity* who needed to get away for a while. Right now, it's unlikely he'd stake his Reputation—unless he decides to improve or maintain his relationship with any of the four Factions.



INARA SERRA

Starting Reputation: Alliance Rep D8, Browncoats Rep D6, Corporations Rep D8, Criminals Rep D6

Inara's got a diverse clientele, and many of her wealthier clients are Alliance muckety-mucks from the government and nobility. Also, many important people in the **Corporations** Faction have used her services, so they view Inara favorably.

Mal wanted a legitimate Companion like Inara to open up doors that otherwise would be closed to him. Inara might stake her Reputation to convince uncertain folk to give the Crew jobs. In some cases, she might even be the person who negotiates the job and puts Mal in his place—it all depends on where the Crew is lookin' to find work and who they plan on doin' it with. Should Mal take on more work in the Core, it's a good bet that Inara will be involved somehow.



SIMON TAM

Starting Reputation: Alliance Rep D4, Browncoats Rep D6, Corporations Rep D6, Criminals Rep D4

Simon's been on the run since freeing his sister, and the **Alliance** are more interested in capturin' him than doin' him any favors. Some **Browncoats** helped Simon out on Osiris, but until he proves himself with them they've got a neutral, if not sympathetic, view of him.

Until the Blue Sun Corporation puts the word out about the Tams to other contractors, most **Corporations** don't even know the doctor exists. But with a big ole bounty on his head, many members of the **Criminals** Faction would be perfectly happy to get reward money for turning him in.

As a fugitive, Simon tends to stay low and tries to fly under the radar. He takes great pride in what he knows as a doctor, but since he's hoping the Alliance won't notice him, he'd rather increase his Reputation with those that can help him.



RIVER TAM

Starting Reputation: Alliance Rep D4, Browncoats Rep D6, Corporations Rep D6, Criminals Rep D4

River's got a leaky brainpan on account of unethical experiments conducted by the Alliance and the Blue Sun Corporation. At the start of the show, members of the **Alliance** and **Criminals** Factions are seekin' her out—but no one else, other than a few handful of Blue Sun agents, knows she exists. If it weren't for the bounty on her and her brother's head, most thieves and smugglers wouldn't care. Though her notoriety changes over time, River first joins the Crew fresh out of the Academy, so the other two Factions have a neutral view of her.

Like her brother, she's mostly out of sight when it comes to negotiatin' jobs. However, once the job is underway, her unique set of skills could allow her some notice. Especially if she starts tellin' folk about her visions.

While River's not likely to improve her **Alliance Rep** no way no how, she might find ways to win support from the **Browncoats** or turn the **Criminals** Faction into sympathizers.

USING NEW CREWMEMBER ARCHETYPES

Twelve new sample archetypes appear in this book, and they're grouped under to the Faction they're associated with. After you pick the one that strikes your fancy, you'll need to make a few decisions to finish up the rules associated with your new Crewmember.

Each archetype comes with Attributes, Distinctions, and several Skills already selected for you. There's a sample background, too, that you can change to make the character your own.

To finish the process, follow these easy steps:

STEP 1: PICK AN ARCHETYPE

First, pick which archetype you want to play. Here's a summary of the archetypes in *Smuggler's Guide to the Rim*, grouped by Faction:

ALLIANCE

- **Alliance Contractor:** You're a transporter, moving goods from one location to another, and you've been doin' it all your life. Sometimes you end up transporting a few extra things that the Alliance might not take kindly to. Page 38.
- **Alliance Dogfighter:** You are an ace pilot serving the Alliance. But when you're practicing, getting your flyin' hours in, you like to do side jobs to get some extra coin. Page 39.
- **Alliance General:** When you were climbin' the ranks in the Alliance military you started smuggling in order to make some cash. Now you're in command, and your side businesses are keeping you well-to-do. Page 40.

BROWNCOATS

- **Folk Hero:** You were an Independent before it was cool. You didn't have much, but when the Alliance came and took it away, all you had left to fight for was your freedom. And you were one of the best at doing it. A bloody hero you were, but now that the War's over you're tryin' to find your way. Page 41.
- **Freedom Fighter:** The Unification War is over, but not for you, or for a handful of people like you. You're just biding your time now, waiting for the moment to strike. Page 42.
- **Roving Medic:** You joined the Independents as a fresh-faced medical school graduate, but your experiences hardened you, and molded your hatred of the Alliance. Now all you do is help people, but the Alliance don't care for that, and you've had multiple run-ins with them. Page 43.

CORPORATIONS

- **Corporate Broker:** Deal, or no deal? That is the question. Fortunately for you, you're good at completin' deals. You don't want for nothing, but you take a little off the top and put it away for a good cause. Page 44.
- **Corporate Lackey:** You were born with a silver spoon in your mouth, but you spat it out with just one mistake. Now you do jobs for the corporations, some of which you owe debts to. Page 45.
- **Corporate Researcher:** You're on the bleedin' edge of knowledge and you're wielding the blade. Your corporate overlords have got you in a nice situation and you're poised to make historical breakthroughs, you just know it. Page 46.

CRIMINALS

- **Friendly Face:** Everybody likes you, and you've made that serve you well. Your fingers are in many pots, wallets, and address books. Page 47.
- **Lone Hood:** You started out a common thief but as your skills advanced you saw the injustice in the 'Verse and became a modern day Robin Hood. Now you fly your ship 'round the 'Verse making coin where you can, and savin' some for those who need it a mite bit more. Page 48.
- **Shady Entrepreneur:** You're a smooth-talkin' businessperson who started poor, but now you're rich. You're the grease that lubricates the economy of the 'Verse. You and your fancy hat. Page 49.

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 list of Distinctions in the *Appendix* on Page 279, and there are more you can choose from in the **FIREFLY RPG COREBOOK** and *Things Don't Go Smooth*.

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 the *Find a Job* chapter on page 234 of the **FIREFLY RPG COREBOOK**.

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 page 256 of the **FIREFLY RPG COREBOOK** 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. If you want to customize your new Crewmember further, there are other options listed on Page 66.

STEP 6: CHOOSE YOUR STARTING REPUTATIONS

You start with a D6 rating in each of the four Reputations: **Alliance**, **Browncoats**, **Corporations**, and **Criminals**. You can step up a Reputation with one Faction by stepping down your Reputation with another. You can do this as many times as you wish but you can't go below a D4 or above a D10. The total on all four dice should be 24 or less. Be sure to use the new Crew Sheet on page 288 of the Appendix to track your die rating!

STEP 7: NAME YOUR CHARACTER

One more quick decision and then you're all done! All you have to do is name your character.

After you're done, share your new character with your Crewmembers and the Gamemaster. Congratulations! You've got a shiny new Crewmember that's right in line with the new Reputation rules.



ALLIANCE CONTRACTOR

"I've got your boxes right here—you're ready to sign for them, right?"

Ever since you were a kid you've enjoyed moving, and you moved around a lot. Your parents were always on the job, transporting wares from place to place. You followed in their footsteps and picked up where they left off, taking a job as a contractor for the Alliance when the time came for you to start workin'. You love your job. There aren't many people who can say it, but you're one of 'em.

Transporting goods is your expertise and you know the ins and outs of your ship, and many like it, just like the back of your hand. You know the ways of shipping logs and datasheets like other people know the names of family. It serves you well in your job, and serves even better in the light of what you do on the side. As much as you love what you do, it don't pay well, and more money can often be made under the table, as it were.

You've taken a chance and started using some of the nooks and crannies of your ship to smuggle goods from place to place. Sometimes it's for good, and sometimes the gigs are a little trickier. You do your best to keep your nose clean, but once or twice someone's caught wind of what you were doing. You're so good at your job, though, that the military and Parliament make people turn their gorramn heads from the deals you've made and just give you a slap on the wrist and send you on your way.

Your ship is your life, and you treat it well. Without it, you wouldn't have any of what you have now—and you intend to make sure you keep it. If that means a few deals and a couple of secret compartments get filled, then so be it. .

ATTRIBUTES

Mental	8	Physical	6	Social	10

SKILLS

Craft	4		Know	6	*Business Insider*	Shoot	4	
Drive	4					Sneak	6	
Fight	4		Labor	4		Survive	4	
Fix	4		Move	6		Throw	4	
Fly	4		Notice	4		Treat	6	
Focus	6		Operate	4		Trick	6	*Bluff*
Influence	8	*Negotiation*	Perform	6				

DISTINCTIONS

Reputable 8

I deal plain, ask any of my associates. There'll be a hard bargain driven but, in the end, everyone will be happy.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Art of Negotiation:* While negotiating goods and services, you may step up or double **Influence** for the Action. 1s and 2s count as jinxes for the Action.
- ☐ *Perspicacious:* When you size someone up with a **Notice** Action, spend 1 PP to roll and add your **Know** to the action.

Highlighted Skills: Focus, Influence, Know

Parliamentary Pardon 8

It's nice having a free pass for mayhem.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Shift the Blame:* Spend a Big Damn Hero Die that's D8 or larger to shift one of your social or legal Complications to another Crewmember or GMC.
- ☐ *Slide on By:* When you try to bluff or bully your way in somewhere by mentioning your powerful connections, take a **Won't Forget Your Face** D8 Complication to step up **Trick** for the Action.

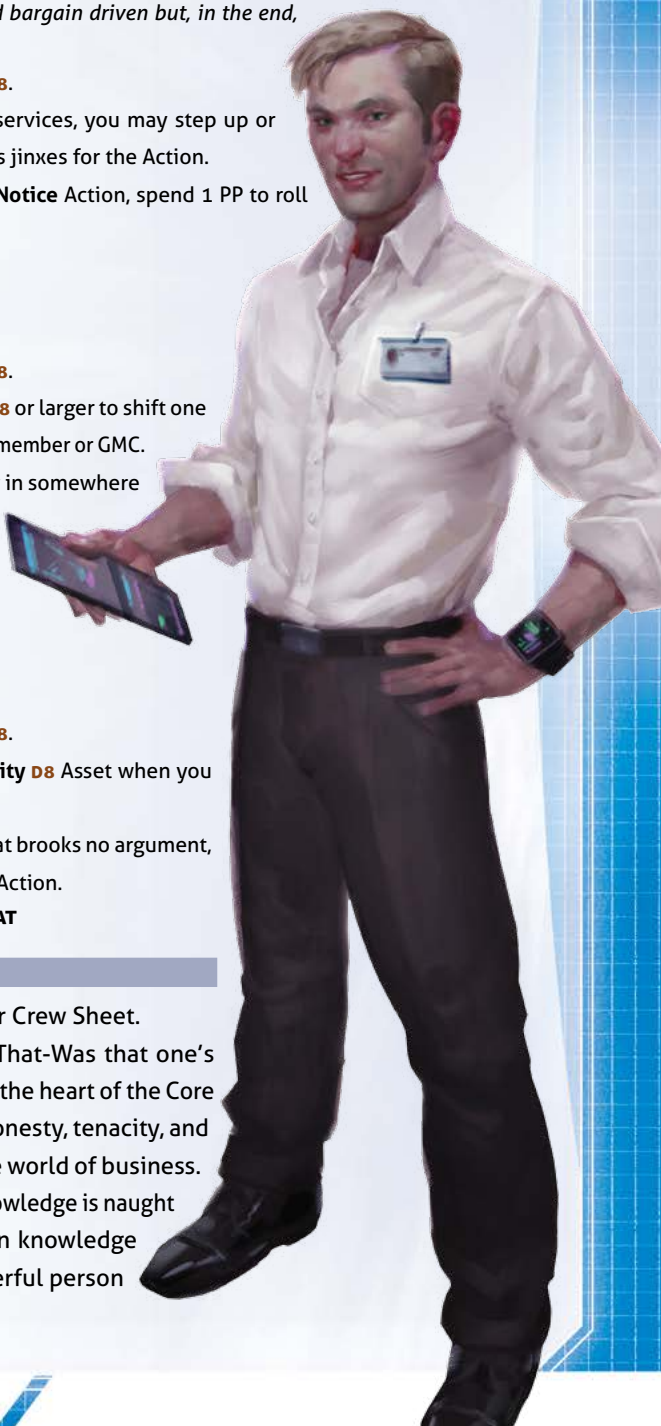
Highlighted Skills: Move, Sneak, Trick

Clean Cut 8

If you want respect, dress as if respect is your due.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Power Tie:* Spend 1 PP to create an **Aura of Authority** D8 Asset when you dress to assert your dominance.
- ☐ *Snap and Point:* When you issue orders in a tone that brooks no argument, spend 1 PP to step up or double **Influence** for the Action.

Highlighted Skills: Influence, Perform, Treat



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Sterling Reputation D8: The saying from Earth-That-Was that one's reputation is all that matters holds true even in the heart of the Core Worlds. A carefully cultivated reputation for honesty, tenacity, and trustworthiness makes all the difference in the world of business.

Portable Cortex Box D8: Knowledge is power and knowledge is naught but information. With the sum total of human knowledge at your fingertips you could be the most powerful person in the 'Verse.

ALLIANCE DOGFIGHTER

"I'm in, all or nothin'."

When it comes to the air, you rule. You are raw power and finesse, an expert at the art of flight. Some might even say you're the best there is—including you. You came into the game early, and you have a natural gift.

Ever since you was small, you dreamed of taking to the skies. You came from a quiet background, where you didn't have much and such ideas were destined to stay dreams. You practiced as much as you could, but it was hard to do without a ship of your own. But then you got lucky. Someone took notice of you and took you under his wing. He saw the potential in you—the talent.

Didn't take much long after that for you to find your place in the fleet. You still had a lot to learn but it wasn't like you couldn't take flight the minute you had wings. With every success story comes some failure, though, and you were in the thick of it. You had never been good at respectin' authority, but, for a while, your mentor had changed that. Eventually, though, even that didn't stick. You found yourself pinin' for days of freedom long gone in the wake of following Alliance orders. Failure to follow orders, it turns out, still counts as failure. You done got yourself into trouble one of those nights when you went out to a poker game instead of falling in like you should've.

But you bucked up. You got it together. Now you're the best in the fleet. You might not always listen when you're told what to do, but you do all right since you found another outlet for your rebelliousness: illicit business. When everyone's back is turned, you take a spin around in that ship of yours to drop off pocket-sized goods—and the small ones are always the most expensive. Funny enough, your partners in crime are more often good guys than not. Now what's that say?

ATTRIBUTES

Mental	Physical	Social
6	10	8

SKILLS

Craft	4	Influence	4	Shoot	6
Drive	4	Know	4	Sneak	4
Fight	6	Labor	4	Survive	4
Fix	4	Move	4	Throw	6
Fly	6 *Fighters, Stunts*	Notice	4	Treat	4
Focus	6	Operate	6	Trick	6
		Perform	6		

DISTINCTIONS

Rowdy 8

Lemme tell you, never get into a drinkin' contest with a pirate crew. Sore losers, they are.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Good Old-Fashioned Scrap:* When you start a fight by throwing the first punch, step up your **Fight** for the scene. Take a D8 social Complication once the fight is over.
- ☐ *Just One Drink:* Spend 1 PP to double your **Social** when asking someone to join you for a drink.

Highlighted Skills: Fight, Perform, Throw

Poker Face 8

People seem to think you could stare down a wall and not blink.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Written on Their Faces:* When you spend a scene talking with a Major or Minor GMC, spend 1 Big Damn Hero Die at the end of the scene to learn the GMC's true loyalties or plan of action.
- ☐ *Wait It Out:* When someone asks you a question and you stonewall them, spend 1 PP to step up or double **Focus** for the action.

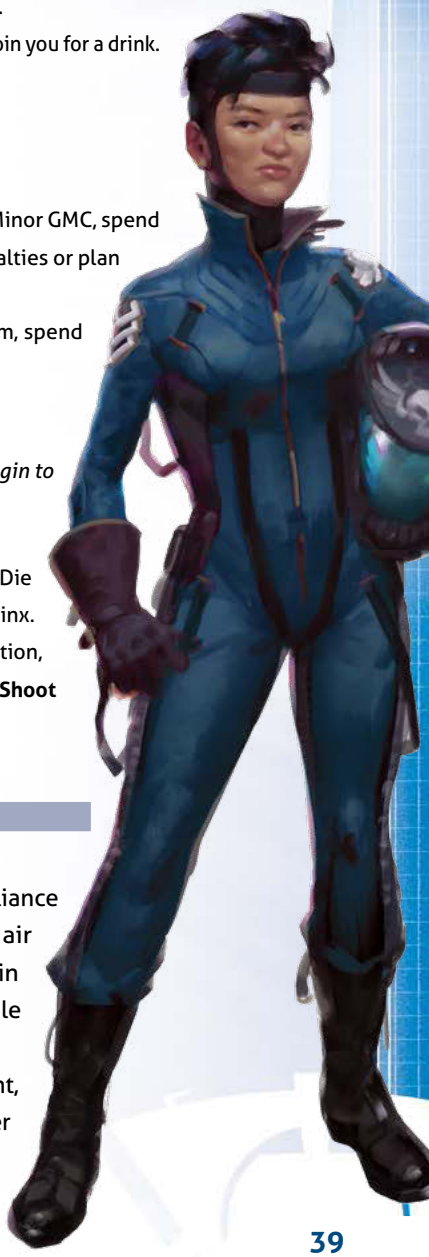
Highlighted Skills: Focus, Notice, Trick

Hot Shot 8

I can shoot a penny off a table at four hundred meters. "Good" doesn't even begin to describe me.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Bull's-Eye:* When you spend a Plot Point to roll and add a Big Damn Hero Die during a **Shoot** Action, you may reroll the BDHD for free, if it comes up a jinx.
- ☐ *Ace:* When you achieve an Extraordinary Success on a **Fly** or **Shoot** Action, you may spend 1 PP to bank a Big Damn Hero Die equal to your **Fly** or **Shoot** instead of your opponent's highest rolling die.

Highlighted Skills: Fly, Operate, Shoot



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Alliance Interceptor D8: Small, maneuverable, and heavily armed, Alliance fighters are most often used to engage enemy craft and for air superiority during planetary assault. Designed for operation in atmo and in the black, fighter craft are some of the most versatile and deadly military craft flying.

Officer's Service Pistol D8: Upon receiving a commission as lieutenant, each Alliance officer is issued a service pistol. The Jiang Hu .45 caliber semi-automatic has been the Alliance service pistol for nearly twenty years due to its reputation for stopping power and reliability.

ALLIANCE GENERAL

"Listen up! We're going to go in fighting and come out winning! Buck up!"

You've spent years earnin' the reputation you have now. Hard work and nothin' else but a steady hand and a steely gaze have led you to this moment of authority. You've got experience no one else could have, since you've been here since before the War was a blink in your past superiors' eyes. You rose quickly to the task once it was set before you: win the War. And win it you did—now you have a number of stars under your collar and the image of clean and clear, good ole Alliance heroism.

Too bad that ain't the truth. Now, you might have gone and done all of those things. You definitely were instrumental in winning the War. But you aren't so clean, and your waters of loyalty are a mite murky. You've done heroic deeds in the name of the Alliance, but when their heads are turned, you've done more than enough to dirty up any slate. You started smugglin' to make good money when you were in the lower ranks—just little things that wouldn't get noticed. But now, you're in control of a fleet, and it's pretty obvious to you how useful that can be.

It don't take much these days to make a dollar if you aren't getting it honest, so you've been doin' fine for yourself. You've got fancy suits and your family wants for nothing, and everyone is willing to pass it off as the luxuries of being an Alliance general. Most people don't ask questions, and those that do sometimes find themselves looking into the deep black when they're sent on an assignment from which they ain't meant to come back.

Power has its perks. You know it truer than true, and you don't intend to lose it any time soon.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4		Influence	8	*Command*	Shoot	6
Drive	4		Know	4		Sneak	4
Fight	4		Labor	4		Survive	6
Fix	4		Move	4		Throw	4
Fly	6	*Command Ships*	Notice	6		Treat	6
			Operate	6		Trick	4
Focus	4		Perform	6			

DISTINCTIONS

Burden of Command 8

There's nothing glamorous about power, about holding lives in your hand. It's the world on your shoulders.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hunker Down:* When you take cover against a barrage of gunfire, spend 1 PP to roll **Survive** and add it to your total after you roll.
- ☐ *Necessary Casualties:* When a Crewmember follows your order to attack, give them a **Marching Orders** Asset equal to your Influence die. Step up the next Complication they receive.

Highlighted Skills: Influence, Notice, Survive

Natural Leader 8

A bright smile, firm handshake, and an easy charm put you in charge.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Cult of Personality:* When you try to inspire others through tales of your own accomplishments, spend 1 PP to step up **Social** for the Action.
- ☐ *Share the Woe:* Crewmembers who seek your counsel to resolve social or emotional Complications may add a **Calming Presence** D8 to the Recovery Action. Step back your **Mental** or **Social** during the following scene.

Highlighted Skills: Influence, Perform, Treat

Fleet Tactician 8

Sun Tzu was brilliant. After three thousand years we brought his doctrine to the stars.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Bombard:* When you give the order to fire upon an enemy ship, Crewmembers may spend 1 PP to step up their **Shoot** on their next Action.
- ☐ *Attack Pattern Delta:* When you lend your **Fly** Skill die to an Action when a pilot is following your battle plan, you can spend a Big Damn Hero Die to avoid any consequences of that Action, like being Taken Out or jinxes.

Highlighted Skills: Fly, Operate, Shoot



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Dress Uniform D8: Worn on formal occasions, the dress uniform is a striking grey-and-black uniform that gives officers an air of martial authority.

Ceremonial Saber D8: The tradition of commanders carrying sabers into battle dates back to Earth-That-Was. While rarely used in modern combat, Alliance regulations stipulate that each saber issued to command officers be battle ready.

FOLK HERO

"After I shot down the last man, I raised the flag high, and waved it in the face of the gorramn Alliance!"

Raised on the finest milk that an empty pocket could buy, you were heart and soul Independent before the War even begun. You grew up somewhere hard, and cold, and there weren't much there for you and yours to have when the Alliance came to take it away. You might've once ended up a farmer, a doctor, or somethin' else fairly normal, but it turns out that when war comes, you gotta make a choice.

You made one hell of a choice. Without that choice, lots of people might not have made it back from the field.

You weren't just a soldier. You were dedicated, and you trained as hard as you could to do the best—the very best. More than anything, you cared about your fellow soldiers like they were family. Comrades-in-arms became dear friends and sometimes something even closer. So when the time came to make an even harder choice, you didn't think twice. You risked your life for others, and did some heroics worth singin' about. A lot of people owe you their lives, and it's sat with them. They spread the word when the War was over.

Speaking of the War being over, it doesn't seem like you've got much to do with your life now that it's been done. You spend a lot of time trying to find a place, doing odd jobs—some odder'n others—and have sometimes lent your soldierin' skills out when someone tough was needed, but most of your time is spent at the bar singing along with songs that praise your name.

ATTRIBUTES

Mental	Physical	Social
8	8	8

SKILLS

Craft	6		Know	4	Sneak	4
Drive	4		Labor	6	Survive	6
Fight	8	*Fisticuffs*	Move	6	Throw	4
Fix	4		Notice	4	Treat	4
Fly	4		Operate	4	Trick	6
Focus	6		Perform	4		
Influence	6	*Stare Down*	Shoot	4		

DISTINCTIONS

Done Some Things 8

Was it that long ago already? There's some truth to what people say about me.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *My Reputation Precedes Me:* When you arrive in a new place, you may spend 1 PP to create a **They've Heard of Me Here** D8 Asset.
- ☐ *Rather Not Talk About It:* When you put yourself in a position to talk about your past, gain 1 PP and take an **Old Wounds** D8 Complication.

Highlighted Skills: Fight, Influence, Survive

Folk Like Me 8

These are your people: they work with their own two hands and make an honest living.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Good People:* When you ask the common folk for help when doing so will attract unwanted attention, step up **Influence** for the Action.
- ☐ *Helping Hand:* When you take the time to help out with hard labor and don't ask for recompense, gain a Big Damn Hero Die equal to your **Labor**.

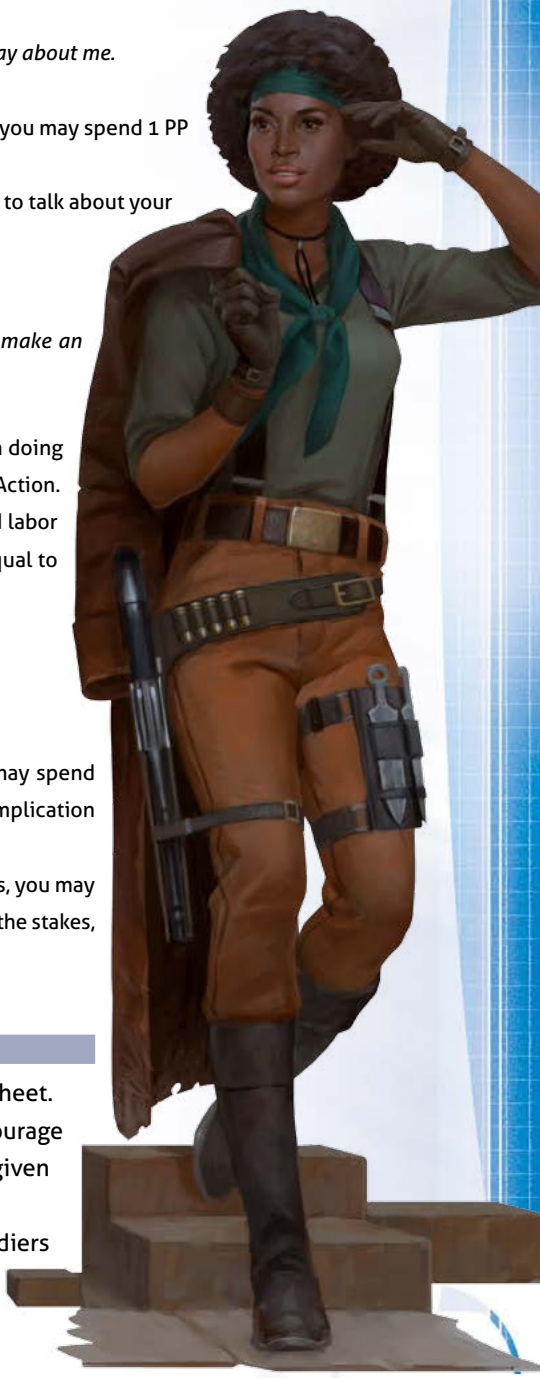
Highlighted Skills: Craft, Focus, Labor

Bravado 8

And I'm telling you, that fish was THIS big, my hand to God.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Blowing Hot Air:* When you succeed at a **Trick** Action, you may spend a Big Damn Hero Die to give a character a **Wrong Idea** Complication of the same size.
- ☐ *Raconteur:* When you embellish a tale for dramatic emphasis, you may roll **Trick** instead of **Perform** for the Action. If you fail to raise the stakes, take an **Embarrassed** D6 Complication.

Highlighted Skills: Fight, Move, Trick



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Medal of Valor D8: Decorated for extraordinary valor and courage in the line of duty. This medal was the highest honor given out by the Independents during the War.

Browncoat D8: The wool jackets worn by Independent soldiers became the symbol of their cause. These rugged coats are calf-length, with a multitude of pockets, and can be worn comfortably in a variety of climates.

FREEDOM FIGHTER

"The War isn't over—don't let those 'uns tell you any different. They're still hunting us down."

Independence is your soul. When the Alliance picked a fight and finished it, you were on the forefront of the battle, hand on your gun and heart on the line. It was a hard fight, and you never gave up, even when your superiors had to take your gun to stop you from shootin' when it was obvious to everyone else that the War was over.

The War is never over.

You watched as the Alliance took over and became, to you, something monstrous. They called it a "quality of life improvement," but to you it felt more like a stranglehold on rights and liberties. You watch 'em closely now, even after all these years, waiting for 'em to slip up, to make one mistake—for the opportunity to pull out your pistol and go guns blazing into the front lines all over again.

You have pockets of contacts all around the system who hold onto independence with their hearts, as well, and when the time comes, you call on 'em, and sometimes you've managed to make life a better living for people when you did. Weren't much of a chance of you finding friends, but fellow soldiers? You won't turn your back on 'em.

It's been a long time since you've trusted anyone truly and you are a bit standoffish when it comes right down to it, but you still need a place to be, and in a ship with a crew or on a field of battle with a unit, either way it's good enough. People don't rely on you too hard but you can always pull out the stops when your ideals are at risk.

You're still a soldier and a fighter, and freedom is your whole life. It don't matter whether the Alliance thinks they won—you know that there's still something worth fightin' for.

ATTRIBUTES

Mental	6	Physical	10	Social	8

SKILLS

Craft	4		Know	4		Sneak	4
Drive	6		Labor	4		Survive	6
Fight	6	*Bayonets*	Move	8		Throw	4
Fix	4		Notice	4		Treat	6
Fly	4		Operate	4		Trick	4
Focus	6		Perform	4			
Influence	6		Shoot	6	*Rifles*		

DISTINCTIONS

Overprotective 8

You've lost so much you can't bear to lose any more.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hardass:* When a Crewmember uses an Asset you created, step it back for the Action to gain 1 PP.
- ☐ *Respect Is Earned:* When a Crewmember earns a D8 or larger Big Damn Hero Die on an extraordinary success, spend 1 PP to give them a D8 Big Damn Hero Die.

Highlighted Skills: Focus, Move, Survive

Drinks on Me 8

Sounds like you could use a beer. I'm buying.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Drown Your Sorrows:* When you listen to a Crewmember's woes over a stiff drink or seven, spend 1 PP to step back a Crewmember's emotional Complication.
- ☐ *One Too Many:* When you overindulge in alcohol, take a **Drunk as a Skunk** Complication and choose a die rating. Gain 1 PP for each step above D4 that reflects how **Drunk You Are**. If this Complication is recovered before it's used in a dice pool, the GM gets Plot Points for the bank equal to the number you gained.

Highlighted Skills: Fight, Influence, Treat

Thrillin' Heroics 8

All I gotta do is base jump down to the moving train, defuse the bomb, and stop it before it crashes into the depot? Five minutes? No sweat.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Ready! Set! Action!:* If you replace your **Shoot** 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.
- ☐ *Special Effects:* When your shot would Take Out an opponent and they spend a PP to stay in the fight, you may spend a Big Damn Hero Die. If you do, you take the Plot Point and your opponent must spend a second Plot Point to stay in the fight.

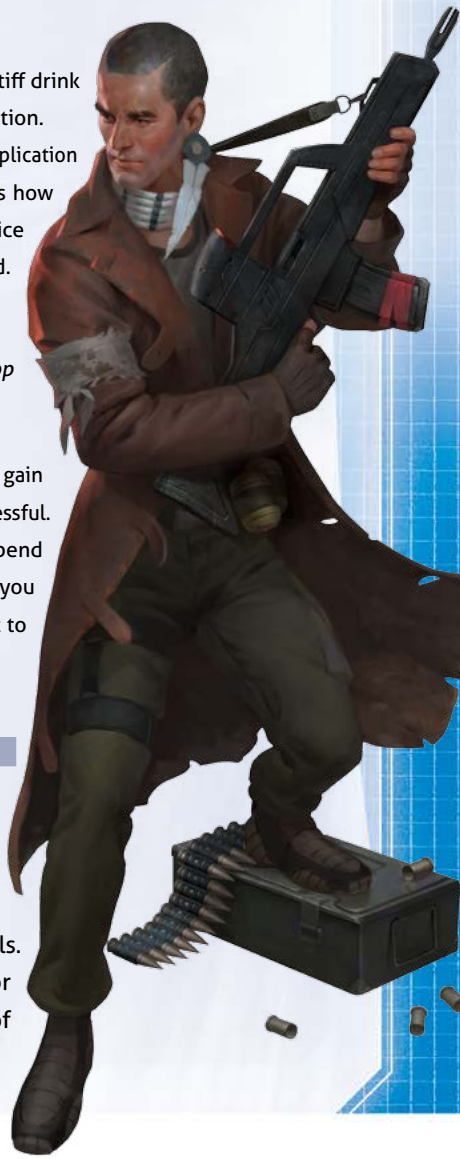
Highlighted Skills: Drive, Move, Shoot

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Marksman Rifle D8: Somewhat larger and heavier than a standard issue carbine, the marksman rifle benefits from higher caliber ammunition and a longer range with greater stopping power. These rifles are only issued to soldiers who demonstrate superior marksmanship skills.

Flak Vest D8: The flak vest is the most common form of infantry armor in the 'Verse. It's lightweight protection that has saved the lives of countless soldiers on both sides of the Unification War.



ROVING MEDIC

"Let me take care of you."

You were a fine student. Top of your class in school, with a knack for healin'. You barely had a minute to be a bona fide doctor before the War started and you found your way as a combat medic for the Independents. The days spent on the field were rough. You spent too much time closing the eyes of the dead and too little time signin' off soldiers to go home safe. You built up a deep hatred for the sight of Alliance cruisers in the sky, and losing the War left you sore deep inside, in a way that no medicine could heal.

When the War was over, you went to walk the world for a while. You traveled off the beaten path, where the Alliance wasn't or where they were less. You tried your hardest to keep under the radar, but your work was noticed. You have a reputation for being a protector, and more than once your good deeds have caught the eye of the Alliance. The Alliance don't like that which don't benefit them, so more than once you've been detained for reasons undefined. This has left you with a bit of a desire to do something more.

Lately you've been seein' evidence of people even more without, and so you've been making a few deals and shaking a few hands. This has meant that a lot more people are doing better and living longer, but it also means that when the time comes, you'll be the one who's gonna take the heat. That don't mean much to you. Life matters to you, and the Alliance seems to be against certain kinds of livin'. You're going to make sure they don't win this time.

ATTRIBUTES

Mental	Physical	Social
8	8	8

SKILLS

Craft	6	*Improvised Medical Tools*	Influence	6		Perform	4
Drive	4		Know	6	*Military History*	Shoot	4
Fight	4		Labor	4		Sneak	4
Fix	6		Move	4		Survive	6
Fly	4		Notice	4		Throw	4
Focus	6		Operate	6		Treat	8 *Triage*
						Trick	4

DISTINCTIONS

Bedside Manner 8

A little compassion goes a long way with the sick and injured.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *A Little TLC:* Before you attempt to heal someone with a **Physical** + **Treat** Action, spend 1 PP to step back one of their physical Complications.
- ☐ *Lasting Gratitude:* When you successfully remove a character's emotional Complication with a **Treat** Action, gain a **Gratitude** D8 Asset.

Highlighted Skills: Influence, Know, Treat

Problem Solver 8

Not now! I've almost finished this puzzle.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Dogged:* When you find a problem that vexes you, declare it and spend 1 PP. Step up your **Mental** for any Action directly related to solving that problem.
- ☐ *Indistractible:* If you replace your **Focus** 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, Focus, Operate

Underappreciated 8

Hey, guys! Did you see that? Mom? Captain?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Never the Hero:* When you get an extraordinary success, you may choose to forgo the Big Damn Hero Die and instead gain two Plot Points.
- ☐ *Utility Hitter:* Once per session when the GM rolls one or more Opportunities, you may spend Plot Points to give a GMC a Complication as if you were the GM buying jinxes.

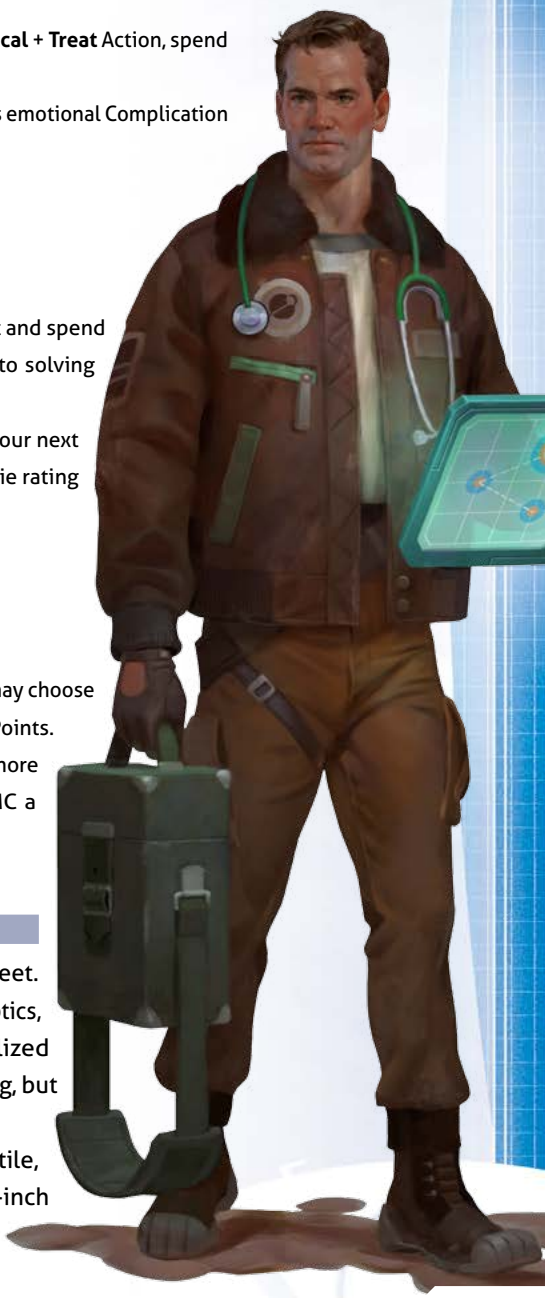
Highlighted Skills: Craft, Survive, Treat

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Medkit D8: A basic medkit is a collection of painkillers, antiseptics, bandages, and antibiotics. It lacks the more specialized instruments and variety of drugs found in a doctor's bag, but provides a solid, basic selection of medical tools.

Big Knife D8: Knives are excellent weapons: silent, versatile, and require no ammo. Yours is custom forged with a 9-inch blade, full tang, steel guard, and leather wrapped handle.



CORPORATE BROKER

"Let's make a deal."

Daddy always said that the best thing in the world is a handful of platinum and a glassful of whisky. You liked his style and upgraded to scotch. Ever since you was little, you wanted to be the best at something, and it turns out that you're really great at making deals. Not just any deals, though. Big deals. The ones that make the rich richer and the poor wish they was just as lucky. You know how to turn a phrase and convince anyone to compromise quicker'n they'd know how to say no.

Your deals are solid. You've found a good place working for corporations like Blue Sun brokering business for them and for anyone else with a good corporate name and identity. You like the security of the corporate world, and you like how shiny their money is, and how much of it they have, even better. The corporate world ain't always emotionally satisfying, though, because big, shiny dollars only shine the eyes, they don't fill 'em with warmth and joy. You're happy, but happier when you can turn a deal just the right way—the way that takes care of someone, the way that does some good.

Best thing is, you've learned how to make 'em so that it's not just the big corps taking in that cash. You make enough deals that occasionally you can slide a little off the top of your bonus and squirrel it away for someone in need. Those in need might not be on the side of the corps, but you trust that they'll be good just like they promise—and if they don't, it's likely they'll find themselves on the wrong end of a deal.

ATTRIBUTES

Mental	10	Physical	6	Social	8

SKILLS

Craft	4		Know	6	*Bank Operations*	Shoot	4
Drive	6	*Cars*				Sneak	6
Fight	4		Labor	6		Survive	4
Fix	4		Move	6		Throw	4
Fly	4		Notice	6		Treat	4
Focus	6		Operate	6	*Corporate Systems*	Trick	4
Influence	4		Perform	6			

DISTINCTIONS

Corporate Cog 8

You're a cog in the machine, keeping it working and perfectly placed to break it all apart.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Desk Jockey:* Spend 1 PP to create a **Corporate Workings** D8 Asset to represent your knowledge of the inner workings of bureaucracy.
- ☐ *Security Access:* When you try to break into a company's encrypted network, step up or double **Operate** for the Action. If you fail, take an **ID Traced** Complication equal to your **Operate**.

Highlighted Skills: Know, Labor, Operate

Married to the Job 8

Romance? Flowers? Ain't got time for that.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Always Working:* When you forgo a social gathering or downtime and instead doggedly go to work, take a **Strained Relationships** D8 Complication to step up **Focus** for a scene.
- ☐ *Think Better Alone:* When you have no other Crewmembers in the scene with you, spend 1 PP to step up **Mental** for the scene.

Highlighted Skills: Focus, Move, Notice

Trust Fund 8

I hate being on an allowance! I'll have to save up for three months to buy a new hotrod.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Disposable Income:* Spend 1 PP to create a D8 Asset when you buy something the Crew needs.
- ☐ *Markers Around Town:* You may keep three dice for your total when you roll **Trust Fund** D8 instead of **Trust Fund** D4. Take an **IOU** D8 Complication or step up an existing **IOU** Complication after the Action.

Highlighted Skills: Drive, Perform, Sneak

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Sports Car D8: Sometimes you just want to hit the open road and feel the wind in your hair. Hop into 700 horsepower of freedom.

Corporate Credit Card D8: You don't pay for your own travel and dining expenses while on business trips. A bit of creative accounting can net you some other perks, as well.



CORPORATE LACKEY

"Anything needs done, I'll do it. You're paying, right?"

There are bosses and employees and many cogs in the working wheels of business, but none so important as the lackey. When something needs doin', you are there to do it. You take tasks that no one else will do and finish 'em with style.

You grew up in the comfort of corporate luxury. Your parents had good money—not great money, but good enough—and it kept you out of trouble, for the most part. You lived life to the fullest, in fact, sometimes a little too full, and it overflowed. Early on you made a mistake that took you off a path of success and glory and instead put you on the road to doing what you could, and what you could do was follow orders. Your parents disowned you for your mistake, so you was on your own and had to get yourself together and make what you could out of a bad situation.

Lucky for you, when money is what you need, corps are there to provide, and they'll look past a bad record or two if you can do what you're supposed to do right. You liked the idea of money, and you had learned your lessons, so you took up right quick on doing work for the corporations—Blue Sun and many others. Unfortunately for you, sometimes a contract is more complicated than you understand, and right now you're stuck under thumb of some big corporations, owing 'em your time and even a little bit of cash.

It's made you a mite desperate, so you've taken a route less traveled and picked up a few odd jobs on the side—still in the hands of the corps, but maybe doing something more unsavory than people would necessarily expect. For you, it's all about getting the job done.

ATTRIBUTES

Mental	Physical	Social
8	8	8

SKILLS

Craft	4	Know	6	Shoot	4
Drive	4		*Business Secrets*	Sneak	6 *Hide*
Fight	4	Labor	6	Survive	4
Fix	8	Move	4	Throw	4
Fly	4	Notice	4	Treat	4
Focus	6	Operate	8	Trick	6 *Blend In*
Influence	4	Perform	4		

DISTINCTIONS

Obedient 8

Big decisions give me ulcers.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Not the Decision Maker:* When someone tries to coerce you into action and you defer to your superior, spend 1 PP to step up or double **Focus** for the Action.
- ☐ *Point the Way:* When you follow orders and use an Asset created by another Crewmember in your dice pool, step back your **Mental** for the rest of the scene to step up that Asset for the roll.

Highlighted Skills: Fix, Labor, Operate

Avaricious 8

Folk 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.
- ☐ *A Bigger Cut:* When you demand more pay, double **Influence** for the scene. Take a D8 social Complication, 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

Corporate Owned 8

They own everything about me—my name, my history, even my DNA. But they don't own ME.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Big Brother Watches:* When the GM creates a new Complication after you roll a jinx when taking a **Sneak** or **Operate** Action, you may step up that Complication to rename it to **Location Compromised** and gain a PP.
- ☐ *Digital Phantoms:* When you try to forge identities, spend 1 PP to step up or double **Operate** for the Action.

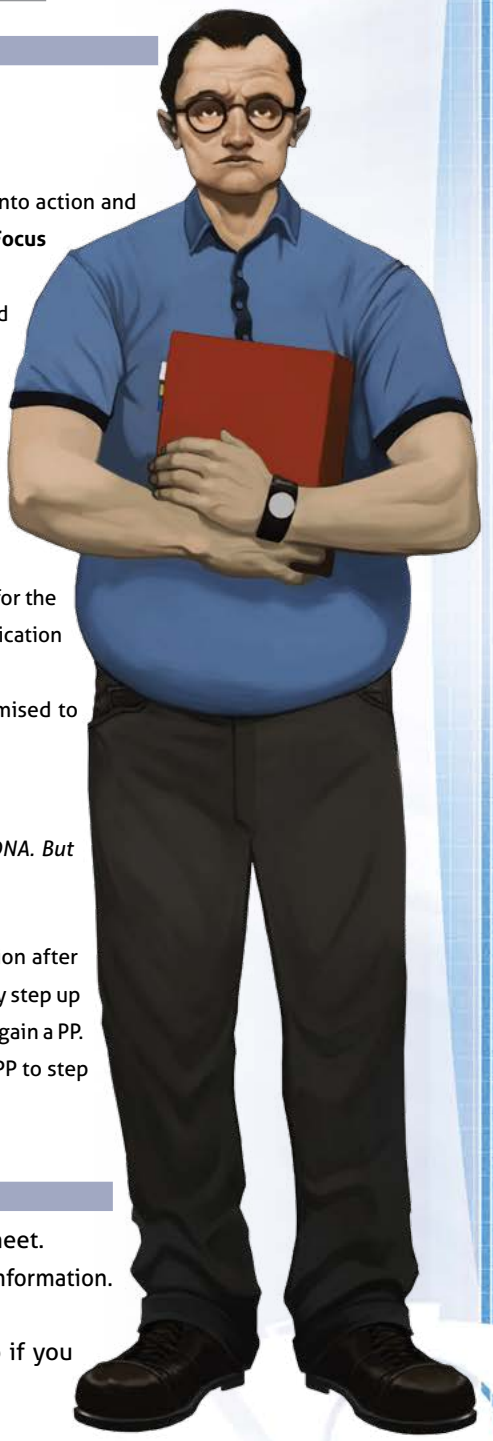
Highlighted Skills: Know, Operate, Sneak

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Hacker's Cortex Box D8: Most Cortex boxes request access to information. Yours takes information by force.

Corporate ID D8: You'd be amazed the places you can go if you have the right ident card.



CORPORATE RESEARCHER

"Let's see what's inside..."

The scientific method is your siren song. Hypotheses must be tested. Experiments must be done.

You know that the best way to a person's heart is by cracking open the chest and reaching in with both hands. It's been your entire life to find the secrets of science, and you ain't about to stop now. Nothing should prevent you from findin' the truth. You've dedicated your life to exploring the mysteries of the mind and universe.

You started out in a world where innovation was king—new things, new technology, new discoveries. You want more than that. You want to find out the secrets that are old, and secrets that have passed other people by. What makes the ears burn when someone talks about you miles away? Does the nose itch when someone is comin'? Old wives tales, or psychic energy? What lies unlocked in the core of the brain, untouched by experts and unexplored by even the most enterprisin' young scientists?

Your expertise is undeniable and unmatched when it comes to scientific experimentation—and you get results unlike anyone else. You're willing to push the envelope and never crack under the pressure of corporate expectations. You've got a cool, calm mind and you're rational sometimes to a fault. Human nature and human relations ain't your deal, but give you fifteen minutes in a lab and you'll be right on point.

Your results speak for themselves and your corp shows a blind eye to any sort of dealin's you do that they might otherwise take issue with. Beneath your pristine exterior, you sometimes deal dirty to get access to things that others don't have—unusual tech, unusual corpses...really, if it's unusual, you want to give it a looksee and find out what makes it just so gorramn weird.

ATTRIBUTES

Mental	Physical	Social
10	8	6

SKILLS

Craft 6	Know 8 *Anatomys*	Sneak 4
Drive 4	Labor 4	Survive 4
Fight 6 *Scalpel*	Move 4	Throw 4
Fix 6	Notice 4	Treat 6 *Experimental Procedure*
Fly 4	Operate 6	Trick 6
Focus 4	Perform 4	
Influence 6	Shoot 4	

DISTINCTIONS

Twisted Habits 8

Just hold still, this is all in the name of science.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *This Is for Posterity So Be Honest:* When you are using a "scientific" device that you designed to interrogate...er..."study" someone, you may use your **Craft** Skill instead of **Influence**.
- ☐ *How Do You Feel? Interesting:* Spend 1 PP to create a D8 Asset related to previous research you have done. If that research is related to one of your **Know** Specialties, create a D10 Asset instead.

Highlighted Skills: Craft, Know, Treat

Keys to the Cage 8

Do as I say and you will be rewarded. Defy me and I will destroy you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Dominance Games:* When you try intimidating and coercing someone with an **Influence** Action, spend 1 PP to add your **Fight** Skill to the dice pool.
- ☐ *Under Thumb:* When you add an opponent's social Complication to your roll, you may step it up if you raise the stakes. If your opponent wins the roll, step the Complication back.

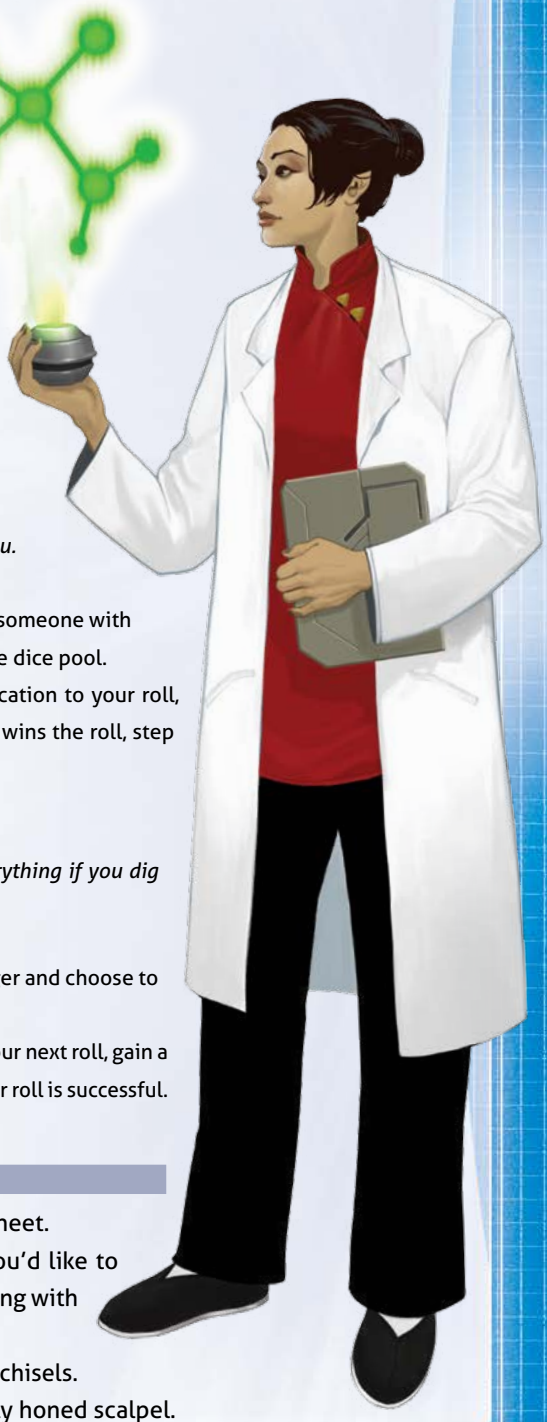
Highlighted Skills: Fight, Influence, Trick

Scientific Mind 8

The universe is perfectly rational. There's an explanation for everything if you dig deep enough.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Fight or Flight:* When you flee or hide at the first sign of danger and choose to be Taken Out of the scene, gain 1 PP.
- ☐ *Mystery Solved:* If you replace your **Know** 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



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Secret Lab D8: Your research isn't publicly known and you'd like to keep it that way. This lab is hidden within a larger building with a concealed entry that only you know of.

Favorite Scalpel D8: Painters use brushes and sculptors use chisels. You express yourself with the razor precision of a finely honed scalpel.

FRIENDLY FACE

"Haven't we met? How unfortunate!"

You blend into the crowd. Ever since you were a kid, you could find your place in any circle you've wanted. Whether it was the cool kids at school or the bank guards hanging out at the local bar, with your charm and grace you were welcomed in like a dear friend. Sure, you tried to use it for good, tidy purposes, but it turns out that it's much more lucrative to put your talents to more nefarious works. Early on it was simple thievery and sleight of hand, but it grew into harder business pretty fast.

Now you're an expert. With the curl of your smile, you draw people into traps like a spider. Which works quite well for you, since you've got plenty of webs to crawl around in. No one really knows your name, or where you came from, but you've been able to build a network of contacts and contracts that guarantee your safety and your pocketbook.

When it comes to fancy gatherings you often find yourself suited up and ready to roll with the first invitation you can get your hands on, and you've got identities lined up from every planet to keep you rolling under the radar. If a pocket watch or two goes missin', it's unlikely anyone will target you as the villain—if'n they even remember you at all.

You work in secrets and lies, but at least you're up front about it when it's time for business, and you always are the first to sweeten the deal. You know how to read people and how to tell what they want. It's always served you well and it ain't likely to change anytime soon. From Companions to senators, you know the path to their wallet and exactly who to tell.

ATTRIBUTES

Mental	8	Physical	6	Social	10

SKILLS

Craft	4		Know	4		Sneak	4	
Drive	4		Labor	6		Survive	6	
Fight	4		Move	6		Throw	4	
Fix	4		Notice	6		Treat	6	
Fly	4		Operate	6		Trick	8	*Con*
Focus	4		Perform	4				
Influence	6	*Cajole*	Shoot	4				

DISTINCTIONS

Never Put Down Roots 8

I'm not opposed to a nice home, just don't see the point yet. There are so many places to go!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Make Yourself at Home:* Gain 1 PP when you obviously take advantage of someone's hospitality or strain the boundaries of your host's patience.
- ☐ *New Friends:* When you first meet a Major or Minor GMC, step up **Social** for the scene. Step back **Social** for Actions with that GMC in subsequent scenes in this Episode.

Highlighted Skills: Labor, Operate, Survive

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** Attribute 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

Nimble Fingers 8

I'm the finest dip in the 'Verse. The lightest touch this side of Boros. Ollie Twist ain't got nothing on me.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Oh, This?:* Spend 1 PP to take one innocuous item from a character in the scene with you or spend 1 Big Damn Hero Die to appropriate one significant item from a character in the scene instead, and create a D8 Asset based on that item.
- ☐ *Size Up a Mark:* When you size up someone, take a **Mental** + **Notice** Action. If you raise the stakes without rolling any jinxes, the GM will tell you where they're from, what they're carrying, and what they've been up to recently. If you raise the stakes but roll a jinx, choose just one item from that list instead.

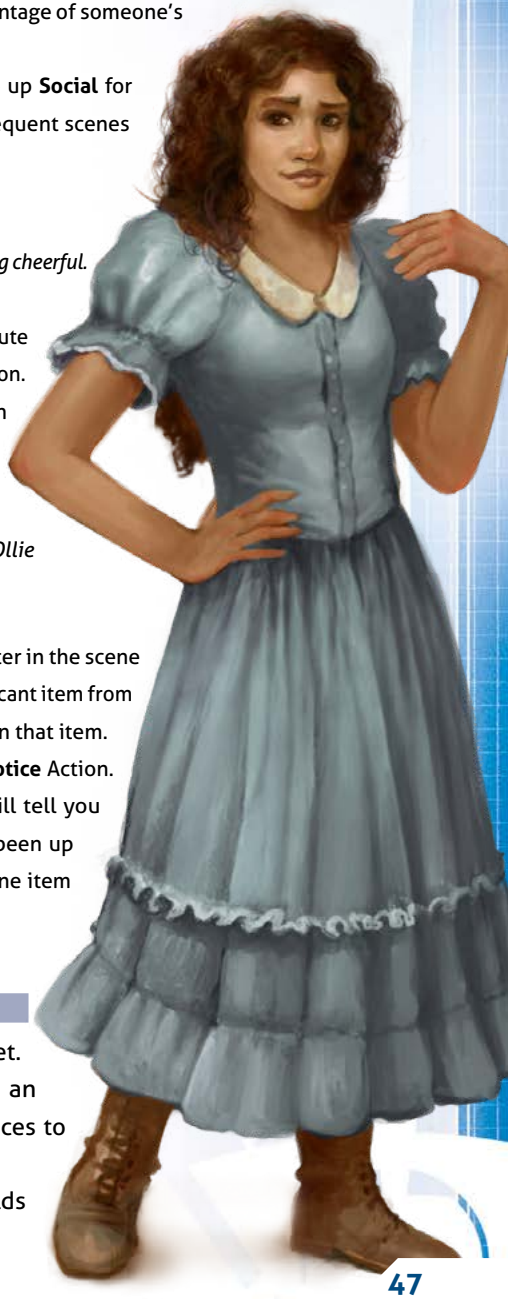
Highlighted Skills: Move, Notice, Trick

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Hidden Pockets D8: Every piece of clothing you own has an unobtrusive pocket sewn into it. These are excellent places to quickly stash the goods you knick off the crowd.

Secret Stash D8: There's a place only you know about. It holds your most precious items and keeps them safe.



LONE HOOD

"So I found this thing...it mightn't belong to anyone...maybe it's best if you give it a home."

You started out maybe as a common thief, lootin' and stealin', back in the days when you had to take to have enough money to eat. But you were good at it—damn good. So you kept it up, even when you mightn't have to, and lived on the richness. Life was good for a while, but you felt something awful when you traveled the world, and it sat badly with you. People were hurting. People like you once was, stuck in a 'Verse that didn't quite treat them right and under the thumb of people who didn't take care of them.

You decided to put your skills to better use, then. Every time you got the chance, you found a way to take what you got dishonest and set it to do somethin' honest, like getting medical supplies to far off moons where they didn't have much, or food for kids what didn't have a home or family to feed them. It was good work, even though some might have seen the work you did to get the money or goods as badly done.

Once, you got caught. You spent some time in the clink, breaking rocks or something similar, as they do. You struggled with that, since once a mark is on your life it's hard to wipe it out. It gave you a rough time when you were trying to do some good in a cold, hard world. You met some people there, and, for a while, you had a crew and got a ship of your own. That ship has stayed with you, but your crew changes almost day by day as you find more people who need a place, just for a while.

It's just like that, some days, when you go out to do some crime. You find more than you were looking for.

ATTRIBUTES

Mental	8	Physical	10	Social	6

SKILLS

Craft	4		Know	4		Shoot	4	
Drive	4		Labor	4		Sneak	10	*Breaking and Entering*
Fight	4		Move	6	*Losing Pursuit*			
Fix	6					Survive	4	
Fly	4		Notice	6		Throw	4	
Focus	4		Operate	6		Treat	4	
Influence	6		Perform	6		Trick	4	

DISTINCTIONS

Break-In Artist 8

A locked door gives a nice illusion of security, doesn't it?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *B & E:* When you try to get into a secured building, spend 1 PP to step up or double **Sneak** for the Action.
- ☐ *Weak Point:* When you try to break an object, you may roll **Fix** instead of **Labor** or **Fight**.

Highlighted Skills: Fix, Move, Sneak

Alone in the Crowd 8

Friends? Who needs 'em? I can get a half-dozen trustworthy rogues in the blink of an eye.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Know Everyone:* When the Crew needs an illegal or unconventional service, spend 1 PP to create a D8 Asset that represents a contact who'll do the job cheaply.
- ☐ *No Honor Among Thieves:* When you pull in independent operators for a job, create an **Independent Operators** Asset equal to your **Influence**. Step back the Asset after each time it is used. If it is stepped back below D6, or if the GM spends 1 PP from the bank, turn it into an **Independent Contractors** D8 Complication.

Highlighted Skills: Influence, Perform, Sneak

All That Glitters 8

Diamonds are a thief's best friend. You can always use a few more friends, right?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Ooh, Shiny!:* When you scope out an object you plan on stealing, spend 1 PP to create a **Heist** D8 Asset.
- ☐ *The Thrill Is in the Chase:* When you fence an item you've stolen that is represented by an Asset, remove that Asset to gain a D8 Big Damn Hero Die.

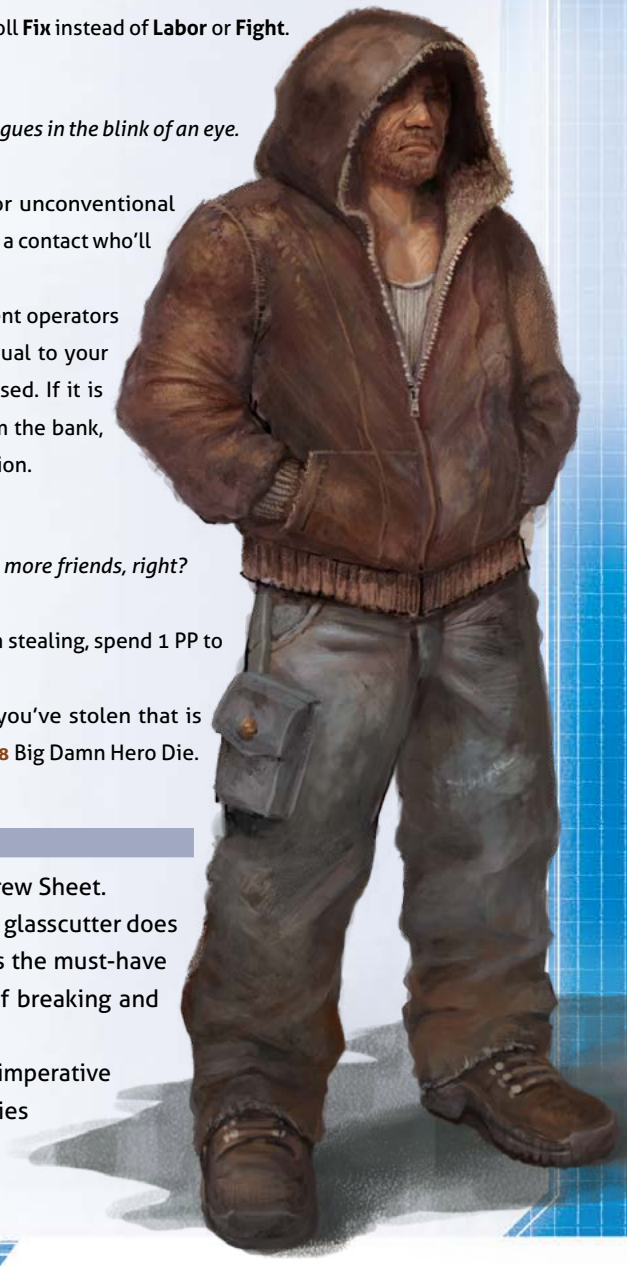
Highlighted Skills: Notice, Operate, Sneak

SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Laser Glasscutter D8: While not exactly subtle, a laser glasscutter does have the benefit of being very, very efficient. It is the must-have accessory for anyone interested in the fine art of breaking and entering.

Rappelling Gear D8: A good harness and descent kit is imperative when working in the Core. It makes top story entries so much easier.



SHADY ENTREPRENEUR

"One for you, one for you, and one for me. Shiny."

You are a master of middle management. When it comes right down to it, you are the best at what you do: brokering deals and making sure that you get a little something from each one. You've been making arrangements for people since you were a kid in the schoolyard. And each time, you always got something out of it. Money, time, goods—you name it.

You started out small, but you were an enterprisin' figure. You may have had a chance at a different sort of life, but you like the life you've got, even if it ain't filled with glitter and gold. You were poor once, and now you're not quite well-to-do, but you can at least be kinda-alright-to-do when your deals go good. And more often than not, they go north rather than south.

On top of your smooth talkin' ways, you also have quite a few contacts 'round the 'Verse, on many moons and planets, from corporations to Alliance, criminals to Browncoats. When someone needs something to be done, they know you're the one to go through, so long as they're willing to give you a little to grease your palm and make the whole thing come off slick.

You've got a flashy style that gets you noticed, but mostly in ways that are good rather than the kind that get you wrapped up in trouble and tomfoolery. Your ways of dealing find a better road when you wear your fancy hat. Best of all, you've managed to stay out of a load of trouble because you're a silver-tongued fox with your own best interests at heart. Ever since you got into the business you've had to be a little more careful, but no one seems to think twice when you promise them the sun and stars, because your words are nothin' but the sweetest sound to a desperate person's ears.

ATTRIBUTES

Mental	6	Physical	10	Social	8

SKILLS

Craft	6		Know	6	*Black Market*	Shoot	4
Drive	4					Sneak	4
Fight	4		Labor	4		Survive	4
Fix	4		Move	6		Throw	4
Fly	4		Notice	6	*Criminals*	Treat	6
Focus	4		Operate	4		Trick	8 *Swindle*
Influence	6		Perform	6			

DISTINCTIONS

Fancy Bowler 8

Tip o' the brim to you on this fine day.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hat in Hand:* When you appear to be bargaining from a disadvantageous position, spend 1 PP to create a **My Opponent Is Overconfident** D8 Asset.
- ☐ *Tap Routine:* When you stall for time or act as a distraction by performing an old dance routine, Spend 1 PP to step up or double **Perform** for the roll.

Highlighted Skills: Craft, Move, Perform

Piece of the Pie 8

I know someone who can fix that right up, no problem. There's just the small matter of my finder's fee.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Broker:* When you arrange for two parties to meet and discuss business, spend 1 PP to create a **Nominal Fee** D8 Asset.
- ☐ *Where's My Cut?:* Gain 1 PP when you demand your cut of a job at an inopportune or inappropriate time.

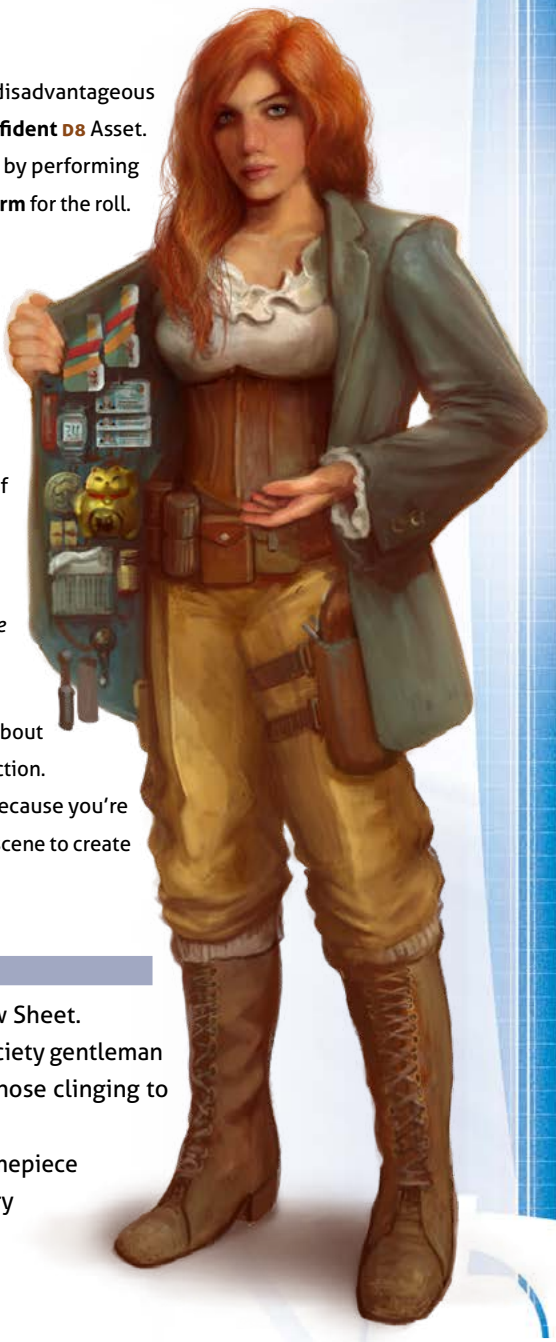
Highlighted Skills: Influence, Know, Trick

Spoonful of Sugar 8

Look on the bright side—you could have been onboard when the bomb went off.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Break It Easy:* When trying to cheer someone up by talking about how it could be worse, spend 1 PP to step up **Treat** for the Action.
- ☐ *Word in Edgewise:* When you babble to distract yourself because you're nervous, step back your **Social** Attribute for the rest of the scene to create a **Just Keep Talking** D8 Asset.

Highlighted Skills: Notice, Treat, Trick



SIGNATURE ASSET

Pick one Signature Asset D8 and note that on your Crew Sheet.

Top Hat D8: The top hat was once the mark of the high society gentleman on Earth-That-Was. Today it's most often worn by those clinging to a scrap of respectability.

Pocket Watch D8: A proper fob watch is a more elegant timepiece than one worn on the wrist. It is an excellent accessory for anyone with a sense of style and antiquity.

NEW CREWMEMBERS FOR FACTIONS

This method of character creation has been adjusted to fit in the context of *Smuggler's Guide to the Rim*. You'll find relevant Distinctions, Signature Assets, and other tweaks so new and existing players can take full advantage of the Reputation rules.

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.

A sample set of Distinctions for you is listed below. They are divided into three basic categories: roles, personalities, and backgrounds. You can pick any three Distinctions you like, regardless of category.

WHERE'D THESE DISTINCTIONS COME FROM?

Some of these Distinctions were originally published in the **FIREFLY RPG COREBOOK** and *Things Don't Go Smooth* supplement. The full text is provided here so you don't have to flip back and forth between multiple books. You can also find a list of new Distinctions introduced in *Smuggler's Guide to the Rim* in the Appendix on page 279, too.

That said, if you come up with an idea for one you want to use? Head on over to page 252 of the **FIREFLY RPG COREBOOK** to learn more about creating your own Distinctions and triggers.

ROLES

These Distinctions cover a wide array of professions, careers, and Crewmember roles into the 'Verse. We've sorted these according to the Faction they relate to.

ALLIANCE

ALLIANCE INFILTRATOR

During the War, your job was to infiltrate Independent units and undermine them from within. Now you do it to criminal organizations.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Undercover*: When dealing with a GMC who has a negative **Alliance** Disposition, spend 1 PP to step back your **Alliance Reputation** to **D6** for the rest of the scene.
- ☐ *A Job Well Done*: When you stake your Reputation with **Criminals** or **Browncoats** during an Episode and instead lose Reputation, you may gain **Alliance** Reputation, up to a maximum of **D10**, as if you had staked your Reputation with the **Alliance**.

Highlighted Skills: Influence, Sneak, Trick

ALLIANCE OFFICER

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

FED

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

Fleet Tactician

Sun Tzu was brilliant. After three thousand years we brought his doctrine to the stars.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] Bombard: When you give the order to fire upon an enemy ship, Crewmembers may spend 1 PP to step up their Shoot on their next Action.
- [ ] Attack Pattern Delta: When you lend your Fly Skill die to an Action when a pilot is following your battle plan, you can spend a Big Damn Hero Die to avoid any consequences of that Action, like being Taken Out or jinxes.

Highlighted Skills: Fly, Operate, Shoot

Hot Shot

I can shoot a penny off a table at four hundred meters. "Good" doesn't even begin to describe me.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Bull's-Eye:* When you spend a Plot Point to roll and add a Big Damn Hero Die during a **Shoot** Action, you may reroll the BDHD for free, if it comes up a jinx.
- [ ] *Ace:* When you achieve an Extraordinary Success on a **Fly** or **Shoot** Action, you may spend 1 PP to bank a Big Damn Hero Die equal to your **Fly** or **Shoot** instead of your opponent's highest rolling die.

Highlighted Skills: Fly, Operate, Shoot

Officer of the Law

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



BROWNCOATS

Homesteader

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.

Highlighted Skills: Labor, Survive, Treat

Militia Leader

War's a-comin'. Best be ready.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Armory*: When you personally arm a Crewmember from your private armory, spend 1 PP to give them a Big Damn Hero Die equal to your **Shoot** die rating.
- ☐ *Survival Nut*: When you try to escape into the wilderness, spend 1 PP to create a D8 Asset based on your woodcraft.

Highlighted Skills: Drive, Shoot, Survive

Resistance Cell Member

When the War ended you just took the fight for freedom to the shadows.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *What You Don't Know, You Can't Tell*: When someone tries to get information from you, you can spend a PP to use your **Browncoats Reputation** instead of **Focus**.
- ☐ *Gone to Ground*: When dealing with a GMC who has a negative **Browncoats** Disposition, spend 1 PP to step back your **Browncoats Reputation** to D6 for the rest of the scene.

Highlighted Skills: Move, Operate, Sneak

Saboteur

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.
- ☐ *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

Secret Browncoat

Independents aren't appreciated much round these parts. But y'all know how to stick together.

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

Squad Leader

I've never lost someone under my command and I'm not about to start today.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hold the Line*: When you are in a firefight and one of your Crewmembers would be Taken Out, you may spend 1 PP to keep them in the fight. The Crewmember suffers a Complication as if they had spent the Plot Point and then steps that Complication back. Take or step up a **Burden of Command** Complication.
- ☐ *Rally the Troops*: When you lead your Crew into battle and give a rousing speech, make a **Social + Influence** roll. If you successfully raise the stakes each Crewmember may step up one Skill of their choice for the scene. If you fail to raise the stakes, step back **Fight** and **Shoot** for the duration of the battle.

Highlighted Skills: Fight, Focus, Shoot

CORPORATIONS

Bigwig

You can't hurt me here. I own this town and everything in it.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *I Own This Town*: When you pay off someone in your town or remind folks that you're in charge, spend 1 PP to remove a social Complication they inflicted.
- [ ] *Shell Companies*: When the authorities try to investigate your illegal business activities, spend 1 PP to create a **Legitimate Front** D8 Asset.

Highlighted Skills: Focus, Shoot, Trick



Blue Sun Agent

They pay you well. But they want concrete results, or they will pull the plug. Your plug, specifically.

- [x] 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

Company Magistrate

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

- [x] 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

Corporate Cog

You're a cog in the machine, keeping it working and perfectly placed to break it all apart.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Desk Jockey:* Spend 1 PP to create a **Corporate Workings** D8 Asset to represent your knowledge of the inner workings of bureaucracy.
- [ ] *Security Access:* When you try to break into a company's encrypted network, step up or double **Operate** for the Action. If you fail, take an **ID Traced** Complication equal to your **Operate**.

Highlighted Skills: Know, Labor, Operate

Guild Trader

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

Small-Time Merchant

While some folk may bend the rules in order to make a credit, you're not one of them. You're law abiding, and that gives your partners confidence in you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Roots in the Community*: If you are dealing with a GMC with a positive **Corporations** Disposition, you may stake your Reputation with **Corporations** even if there are no members of that Faction present.
- ☐ *Nice Shop You've Got*: When you choose to have criminals threaten your business or your customers, gain 1 PP.

Highlighted Skills: Focus, Influence, Know

CRIMINALS

Break-In Artist

A locked door gives a nice illusion of security, doesn't it?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *B & E:* When you try to get into a secured building, spend 1 PP to step up or double **Sneak** for the Action.
- ☐ *Weak Point:* When you try to break an object, you may roll **Fix** instead of **Labor** or **Fight**.

Highlighted Skills: Fix, Move, Sneak

Fence

You've got a rep for taking valuable objects and turning them into hard credits. Don't matter where those objects came from.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Let Me Take That*: Step back your **Criminals Reputation** for the rest of the Episode to create a D8 money-based Asset that lasts for the rest of the Episode.
- ☐ *Known to the Law*: When you choose to have the Law check to see if you have anything illegal on hand, gain 1 PP.

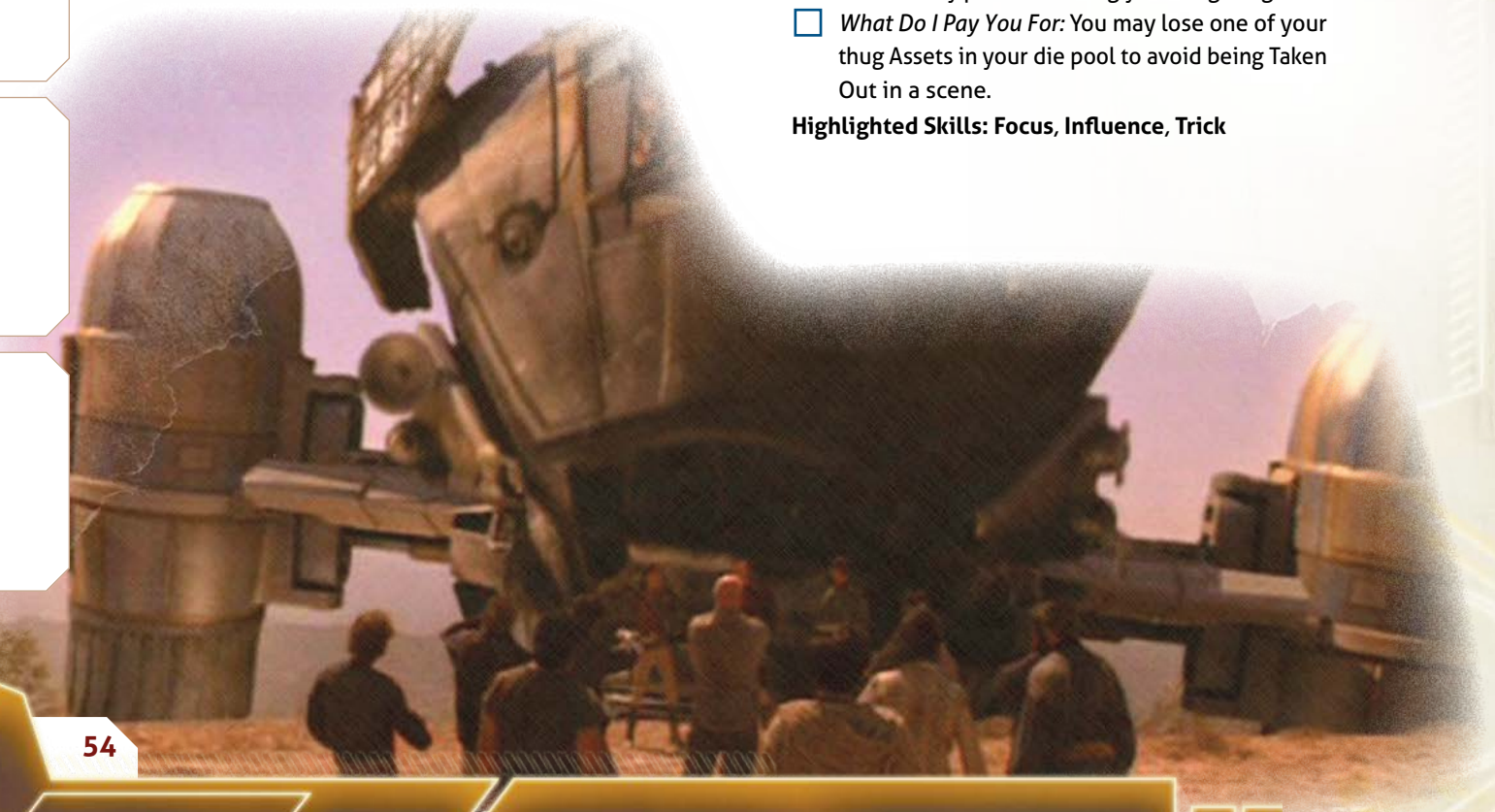
Highlighted Skills: Know, Notice, Trick

Gang Boss

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.
- ☐ *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





Nimble Fingers

I'm the finest dip in the 'Verse. The lightest touch this side of Boros. Ollie Twist ain't got nothing on me.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Oh, This?:* Spend 1 PP to take one innocuous item from a character in the scene with you or spend 1 Big Damn Hero Die to appropriate one significant item from a character in the scene instead, and create a D8 Asset based on that item.
- ☐ *Size Up a Mark:* When you size up someone, take a **Mental + Notice** Action. If you raise the stakes without rolling any jinxes, the GM will tell you where they're from, what they're carrying, and what they've been up to recently. If you raise the stakes but roll a jinx, choose just one item from that list instead.

Highlighted Skills: Move, Notice, Trick

Piece of the Pie

I know someone who can fix that right up, no problem. There's just the small matter of my finder's fee.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Broker:* When you arrange for two parties to meet and discuss business, spend 1 PP to create a **Nominal Fee** D8 Asset.
- ☐ *Where's My Cut?:* Gain 1 PP when you demand your cut of a job at an inopportune or inappropriate time.

Highlighted Skills: Influence, Know, Trick

Pirate Captain

Listen up, lubbers! I want that ship taken intact. Her cargo belongs to us.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Boarding Action*: When you storm a ship or a defended installation, spend 1 PP to reroll any dice that roll 1s. Any dice that come up 1 a second time cannot be rerolled again.
- ☐ *Ship Encyclopedia*: When you make a plan that revolves around the layout of a ship, spend 1 PP to create a D8 Asset based on your knowledge of the ship's layout and schematics.

Highlighted Skills: Fight, Fly, Shoot

PERSONALITIES

These Distinctions reflect particularly strong personality types, character habits, or significant quirks that your character displays during play.

ALLIANCE

Alliance Patriot

The Alliance is mother, the Alliance is father.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *To Unification Day!*: When you're in a location with a negative **Alliance** Disposition, take a **Big Mouth** D8 Complication to gain 1 PP.
- ☐ *Echo Chamber*: When you are in a location with a positive **Alliance** Disposition, you may create a social-based D8 Asset. When any Crewmember uses that Asset, 1s and 2s count as jinxes.

Highlighted Skills: Drive, Influence, Labor

Burden of Command

There's nothing glamorous about power, about holding lives in your hand. It's the world on your shoulders.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hunker Down:* When you take cover against a barrage of gunfire, spend 1 PP to roll **Survive** and add it to your total after you roll.
- ☐ *Necessary Casualties:* When a Crewmember follows your order to attack, give them a **Marching Orders** Asset equal to your Influence die. Step up the next Complication they receive.

Highlighted Skills: Influence, Notice, Survive

By the Book

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.
- ☐ *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

Clean Cut

If you want respect, dress as if respect is your due.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Power Tie:* Spend 1 PP to create an **Aura of Authority** D8 Asset when you dress to assert your dominance.
- ☐ *Snap and Point:* When you issue orders in a tone that brooks no argument, spend 1 PP to step up or double **Influence** for the Action.

Highlighted Skills: Influence, Perform, Treat

Natural Leader

A bright smile, firm handshake, and an easy charm put you in charge.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Cult of Personality:* When you try to inspire others through tales of your own accomplishments, spend 1 PP to step up **Social** for the Action.
- ☐ *Share the Woe:* Crewmembers who seek your counsel to resolve social or emotional Complications may add a **Calming Presence** D8 to the Recovery Action. Step back your **Mental** or **Social** during the following scene.

Highlighted Skills: Influence, Perform, Treat

Poker Face

People seem to think you could stare down a wall and not blink.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Written on Their Faces:* When you spend a scene talking with a Major or Minor GMC, spend 1 Big Damn Hero Die at the end of the scene to learn the GMC's true loyalties or plan of action.
- ☐ *Wait It Out:* When someone asks you a question and you stonewall them, spend 1 PP to step up or double **Focus** for the action.

Highlighted Skills: Focus, Notice, Trick

Rowdy

Lemme tell you, never get into a drinkin' contest with a pirate crew. Sore losers, they are.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Good Old-Fashioned Scrap:* When you start a fight by throwing the first punch, step up your **Fight** for the scene. Take a D8 social Complication once the fight is over.
- ☐ *Just One Drink:* Spend 1 PP to double your **Social** when asking someone to join you for a drink.

Highlighted Skills: Fight, Perform, Throw

BROWNCOATS

Bedside Manner

A little compassion goes a long way with the sick and injured.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *A Little TLC:* Before you attempt to heal someone with a **Physical** + **Treat** Action, spend 1 PP to step back one of their physical Complications.
- ☐ *Lasting Gratitude:* When you successfully remove a character's emotional Complication with a **Treat** Action, gain a **Gratitude** **D8** Asset.

Highlighted Skills: Influence, Know, Treat

Bravado

And I'm telling you, that fish was THIS big, my hand to God.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Blowing Hot Air:* When you succeed at a **Trick** Action, you may spend a Big Damn Hero Die to give a character a **Wrong Idea** Complication of the same size.
- ☐ *Raconteur:* When you embellish a tale for dramatic emphasis, you may roll **Trick** instead of **Perform** for the Action. If you fail to raise the stakes, take an **Embarrassed** **D6** Complication.

Highlighted Skills: Fight, Move, Trick

Don't Tread on Me

You fought the good fight, but you lost. But your spirit still stands tall.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Burn the Land, Boil the Sea*: When you choose to start a brawl in a location with a positive **Alliance** Disposition, gain 1 PP.
- ☐ *You Can't Take the Sky from Me*: When you replace your **Influence** or **Perform** Skill with your **Browncoats Reputation**, you may spend a PP to double **Browncoats Reputation**.

Highlighted Skills: Fight, Perform, Survive



Drinks on Me

Sounds like you could use a beer. I'm buying.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Drown Your Sorrows:* When you listen to a Crewmember's woes over a stiff drink or seven, spend 1 PP to step back a Crewmember's emotional Complication.
- [ ] *One Too Many:* When you overindulge in alcohol, take a **Drunk as a Skunk** Complication and choose a die rating. Gain 1 PP for each step above D4 that reflects how **Drunk You Are**. If this Complication is recovered before it's used in a dice pool, the GM gets Plot Points for the bank equal to the number you gained.

Highlighted Skills: Fight, Influence, Treat

Overprotective

You've lost so much you can't bear to lose any more.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Hardass:* When a Crewmember uses an Asset you created, step it back for the Action to gain 1 PP.
- [ ] *Respect Is Earned:* When a Crewmember earns a D8 or larger Big Damn Hero Die on an extraordinary success, spend 1 PP to give them a D8 Big Damn Hero Die.

Highlighted Skills: Focus, Move, Survive

Problem Solver

Not now! I've almost finished this puzzle.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Dogged:* When you find a problem that vexes you, declare it and spend 1 PP. Step up your **Mental** for any Action directly related to solving that problem.
- [ ] *Indistractible:* If you replace your **Focus** 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, Focus, Operate

Underappreciated

Hey, guys! Did you see that? Mom? Captain?

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Never the Hero:* When you get an extraordinary success, you may choose to forgo the Big Damn Hero Die and instead gain two Plot Points.
- [ ] *Utility Hitter:* Once per session when the GM rolls one or more Opportunities, you may spend Plot Points to give a GMC a Complication as if you were the GM buying jinxes.

Highlighted Skills: Craft, Survive, Treat



CORPORATIONS

Free Market Zealot

The invisible hand of the market lifts all boats!

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Buzzwords 'R' Us*: When you replace your **Influence**, **Perform**, or **Trick** Skill with your **Corporations Reputation**, you may spend a PP to double **Corporations Reputation**.
- [ ] *Thinking Inside the Box*: When you use your **Corporations Reputation** in a dice pool, treat 1s and 2s as jinxes for the Action to gain 1 PP.

Highlighted Skills: Know, Influence, Trick

Keys to the Cage

Do as I say and you will be rewarded. Defy me and I will destroy you.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Dominance Games:* When you try intimidating and coercing someone with an **Influence** Action, spend 1 PP to add your **Fight** Skill to the dice pool.
- [ ] *Under Thumb:* When you add an opponent's social Complication to your roll, you may step it up if you raise the stakes. If your opponent wins the roll, step the Complication back.

Highlighted Skills: Fight, Influence, Trick

Married to the Job

Romance? Flowers? Ain't got time for that.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Always Working:* When you forgo a social gathering or downtime and instead doggedly go to work, take a **Strained Relationships** D8 Complication to step up **Focus** for a scene.
- [ ] *Think Better Alone:* When you have no other Crewmembers in the scene with you, spend 1 PP to step up **Mental** for the scene.

Highlighted Skills: Focus, Move, Notice

Obedient

Big decisions give me ulcers.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Not the Decision Maker:* When someone tries to coerce you into action and you defer to your superior, spend 1 PP to step up or double **Focus** for the Action.
- [ ] *Point the Way:* When you follow orders and use an Asset created by another Crewmember in your dice pool, step back your **Mental** for the rest of the scene to step up that Asset for the roll.

Highlighted Skills: Fix, Labor, Operate

Scientific Mind

The universe is perfectly rational. There's an explanation for everything if you dig deep enough.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Fight or Flight:* When you flee or hide at the first sign of danger and choose to be Taken Out of the scene, gain 1 PP.
- [ ] *Mystery Solved:* If you replace your **Know** 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

Twisted Habits

Just hold still, this is all in the name of science.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *This Is for Posterity So Be Honest:* When you are using a "scientific" device that you designed to interrogate...er..."study" someone, you may use your **Craft** Skill instead of **Influence**.
- [ ] *How Do You Feel? Interesting:* Spend 1 PP to create a D8 Asset related to previous research you have done. If that research is related to one of your **Know** Specialties, create a D10 Asset instead.

Highlighted Skills: Craft, Know, Treat

CRIMINALS

All That Glitters

Diamonds are a thief's best friend. You can always use a few more friends, right?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Ooh, Shiny!:* When you scope out an object you plan on stealing, spend 1 PP to create a **Heist** D8 Asset.
- ☐ *The Thrill Is in the Chase:* When you fence an item you've stolen that is represented by an Asset, remove that Asset to gain a D8 Big Damn Hero Die.

Highlighted Skills: Notice, Operate, Sneak

Fancy Bowler

Tip o' the brim to you on this fine day.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hat in Hand:* When you appear to be bargaining from a disadvantageous position, spend 1 PP to create a **My Opponent Is Overconfident** D8 Asset.
- ☐ *Tap Routine:* When you stall for time or act as a distraction by performing an old dance routine, Spend 1 PP to step up or double **Perform** for the roll.

Highlighted Skills: Craft, Move, Perform

Honor Among Thieves

You might break the law all the time, but you don't go back on your word. Reputation is important in the criminal world.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *My Reputation Is Solid*: When you're in danger of losing Reputation and you are taking a recovery roll to prevent the loss, you may spend 1 PP to include your original **Criminals Reputation** in your dice pool.
- ☐ *Friends in All Places*: When you deal with someone who has a negative **Criminals** Disposition, but also has a positive Disposition with another Faction you have a positive Reputation with, you may act as if you had **Criminals Reputation** D6 instead. 1s and 2s count as jinxes on any Action where you add your **Influence**, **Perform**, or **Trick** Skill to your die pool.

Highlighted Skills: Focus, Notice, Survive

Reputation Is Everything

You might not be the one who gets the jobs, but you always seem to be the hero who gets the job done. Sometimes that makes other folk nattery.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Will Do This*: Once per Episode, when you take an Action that is critically important to the success of the job, using a D10 or D12 Skill, you may stake your Reputation with the Faction that hired your Crew. Someone other than the Crew must witness your efforts and be able to report back to that Faction. If you get an extraordinary success, you may gain Reputation. If you fail to raise the stakes, you may lose Reputation.
- ☐ *Making Enemies*: If you are in danger in losing Reputation with a Faction after using *I Will Do This*, you may choose to lose Reputation with another Faction to automatically raise the stakes in the recovery roll to prevent the loss of Reputation.

Highlighted Skills: Drive, Fight, Operate

Spoonful of Sugar

Look on the bright side—you could have been onboard when the bomb went off.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Break It Easy:* When trying to cheer someone up by talking about how it could be worse, spend 1 PP to step up **Treat** for the Action.
- ☐ *Word in Edgewise:* When you babble to distract yourself because you're nervous, step back your **Social** Attribute for the rest of the scene to create a **Just Keep Talking** D8 Asset.

Highlighted Skills: Notice, Treat, Trick

Ten-Gallon Hat

A good hat is essential for any self-respecting rogue in the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Tip of the Brim*: When you get an extraordinary success standing up for innocents or defending the weak, step up the Big Damn Hero Die you bank after the roll.
- ☐ *No Hat Left Behind*: When you take a physical Complication, you may step it up and rename it **Lost Hat** instead. Gain 1 PP when you remove a **Lost Hat** Complication through dramatic action.

Highlighted Skills: Craft, Fight, Labor

BACKGROUNDS

These Distinctions reflect all kinds of events in your Crewmember's past or those aspects of your history that stick with you.

ALLIANCE

Child Prodigy

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

Dancer

Anyone can shuffle their feet to a beat. A true dancer exists as beauty through motion.

- ☑ 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

Fall from Grace

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

Friends in High Places

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.
- ☐ *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

Parliamentary Pardon

It's nice having a free pass for mayhem.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Shift the Blame:* Spend a Big Damn Hero Die that's D8 or larger to shift one of your social or legal Complications to another Crewmember or GMC.
- ☐ *Slide on By:* When you try to bluff or bully your way in somewhere by mentioning your powerful connections, take a **Won't Forget Your Face** D8 Complication to step up **Trick** for the Action.

Highlighted Skills: Move, Sneak, Trick

Political Dynasty

Your family is full of current and former Alliance government councilors and leaders.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Do You Know Who I Am?*: You may add your **Alliance Reputation** to a dice pool that includes your **Influence** Skill. After resolving the Action, step back your **Alliance Reputation** for the rest of the Episode.
- ☐ *Do You Know Who You Are?*: You may replace your **Influence** Skill with your **Alliance Reputation** without needing to spend a PP. 1s and 2s count as jinxes on the roll.

Highlighted Skills: Focus, Influence, Trick

BROWNCOATS

Browncoat Deserter

You started the War fightin' for the right side. But the cost to you and your family was too horrible to bear, so you left. Now you're back, but some folk remember what you did.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *You Abandoned Us!*: If you have a **Browncoats Reputation** D4, and you're dealing with a character who has a positive **Browncoats** Disposition, you may replace your **Influence**, **Perform**, or **Trick** Skill with 2D4 to gain 2 PP.
- ☐ *Trying to Right Wrongs*: You may stake your Reputation with the **Browncoats** after a job has begun when you take an Action that will critically determine the success of the job, involving a Skill rated at D10 or D12, and has witnesses that will communicate your efforts to **Browncoats**. If you get an extraordinary success, you may gain **Browncoats Reputation** at the end of the Episode.

Highlighted Skills: Fight, Labor, Survive

Decorated

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.
- ☐ *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 Some Things

Was it that long ago already? There's some truth to what people say about me.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *My Reputation Precedes Me:* When you arrive in a new place, you may spend 1 PP to create a **They've Heard of Me Here** D8 Asset.
- ☐ *Rather Not Talk About It:* When you put yourself in a position to talk about your past, gain 1 PP and take an **Old Wounds** D8 Complication.

Highlighted Skills: Fight, Influence, Survive

Folk Like Me

These are your people: they work with their own two hands and make an honest living.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Good People:* When you ask the common folk for help when doing so will attract unwanted attention, step up **Influence** for the Action.
- ☐ *Helping Hand:* When you take the time to help out with hard labor and don't ask for recompense, gain a Big Damn Hero Die equal to your **Labor**.

Highlighted Skills: Craft, Focus, Labor

Seditionist

The government is corrupt. Bloated. Ineffectual. It's high time for a change in regime.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Plastique Diplomacy*: When you set and prime explosives in a public place, step up or double **Operate** for the Action.
- ☐ *Vocal Dissident*: Gain 1 PP when you lambast the government to the press or public, exposing yourself to cost or retribution.

Highlighted Skills: Influence, Labor, Operate

World Weary

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



CORPORATIONS

A Lawyer's Dream

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.
- ☐ *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

Burn Notice

You used to be a successful corporation agent, but then one day you found out that your usefulness had run out. You're not exactly sure what happened but now you're persona non grata.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Blacklisted*: If you are dealing with a member of the **Corporations** Faction, you may choose to replace your **Influence**, **Perform**, or **Trick** Skill die with a D4 even if you have a positive **Corporations Reputation**.
- ☐ *Old Enemies Can Be New Friends*: Once per Episode you may use your **Corporations Reputation** stepped back by one, as if it were your **Criminals Reputation**.

Highlighted Skills: Fight, Notice, Sneak

Corporate Owned

They own everything about me—my name, my history, even my DNA. But they don't own ME.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Big Brother Watches:* When the GM creates a new Complication after you roll a jinx when taking a **Sneak** or **Operate** Action, you may step up that Complication to rename it to **Location Compromised** and gain a PP.
- ☐ *Digital Phantoms:* When you try to forge identities, spend 1 PP to step up or double **Operate** for the Action.

Highlighted Skills: Know, Operate, Sneak

Filthy Rich

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.
- ☐ *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

Pampered Upbringing

Some would call you spoiled. When they do, you call Daddy.

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

Trust Fund

I hate being on an allowance! I'll have to save up for three months to buy a new hotrod.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Disposable Income:* Spend 1 PP to create a D8 Asset when you buy something the Crew needs.
- ☐ *Markers Around Town:* You may keep three dice for your total when you roll **Trust Fund** D8 instead of **Trust Fund** D4. Take an **IOU** D8 Complication or step up an existing **IOU** Complication after the Action.

Highlighted Skills: Drive, Perform, Sneak

CRIMINALS

Alone in the Crowd

Friends? Who needs 'em? I can get a half-dozen trustworthy rogues in the blink of an eye.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Know Everyone:* When the Crew needs an illegal or unconventional service, spend 1 PP to create a D8 Asset that represents a contact who'll do the job cheaply.
- ☐ *No Honor Among Thieves:* When you pull in independent operators for a job, create an **Independent Operators** Asset equal to your **Influence**. Step back the Asset after each time it is used. If it is stepped back below D6, or if the GM spends 1 PP from the bank, turn it into an **Independent Contractors** D8 Complication.

Highlighted Skills: Influence, Perform, Sneak

Friends in Low Places

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

Never Put Down Roots

I'm not opposed to a nice home, just don't see the point yet. There are so many places to go!

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Make Yourself at Home:* Gain 1 PP when you obviously take advantage of someone's hospitality or strain the boundaries of your host's patience.
- ☐ *New Friends:* When you first meet a Major or Minor GMC, step up **Social** for the scene. Step back **Social** for Actions with that GMC in subsequent scenes in this Episode.

Highlighted Skills: Labor, Operate, Survive

Look, you don't wanna just jet out there, engines blazing, right?

If'n you do, who knows what you'll run into? Could be Alliance. Search your ship, steal your cargo, clap ya in irons, chop your ship, or just blast 'er to bits—you're done. 'Course, there's things out there worse'n any Alliance patrol. I'm talkin' scavengers—desperate types, strip the flesh from your bones or the steel from your hull, it's all the same to them. Sell off anything they can use—including people—and devour or jettison the rest.

Then there's worse still. I'm talkin' Reavers. Nobody knows what all they do to ya. 'Cause nobody sees them and survives.

No fear, though. 'Cause I got yer solution right here. Finest star maps this side of Londinium. Even better, really, 'cause they show places the Alliance don't even know about. And these routes? Perfect ways in and outta any place on the Rim. One hundred percent secret, one hundred percent safe. No Alliance, no scavengers, no pirates, no gorramn Reavers. Just you, your cargo, and your profit, smooth sailing start to finish.

And they're all yours—for a price.

Raised by the Mob

You lost your parents when you were young, and instead found yourself raised by a crime family. Nothin's more important than family.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Revenge Is a Dish...*: When you are in a high stakes conflict with someone who has wronged you, your Crew, or your family, you may spend 1 PP to add your **Criminals Reputation** to your dice pool instead of replacing a Skill die.
- ☐ *...Best Served Cold*: When you are in a physical high stakes conflict and Take Out someone who has wronged you, your Crew, or your family, and you choose to have them embarrassed socially or legally instead of killing them, gain a Big Damn Hero Die equal to your opponent's highest rolling die. If you got an extraordinary success, step up that Big Damn Hero Die.

Highlighted Skills: Influence, Notice, Shoot

Semi-Retired

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

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

STEP 3. CHOOSE DISTINCTION TRIGGERS

Every Distinction in Step 2 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.

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 page 258 of the FIREFLY RPG COREBOOK 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 maximum of three die ratings.

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 on page 148 of the *Find a Crew* chapter in the FIREFLY RPG COREBOOK or on the Crew Sheet in the *Appendix* on page 288.

STEP 5: CHOOSE YOUR STARTING REPUTATIONS

You start with a D6 rating in each of the four Reputations: **Alliance**, **Browncoats**, **Corporations**, and **Criminals**. You can step up a Reputation with one Faction by stepping down your Reputation with another. You can do this as many times as you wish but you can't go below D4 or above D10.

STEP 6. CHOOSE SPECIALTIES AND SIGNATURE ASSETS

In this Step, you'll be able to 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 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 new ideas, each archetype in *Smuggler's Guide to the Rim* has two sample Signature Assets, or you can pick one from the list that follows.

ALLIANCE ACADEMY IDENT CARD

Every Alliance academy issues an ident card to its faculty, staff, and students. The card not only allows access to campus resources, but museums and other educational destinations often offer a discount to those with academy credentials.

- ☐ *Academic Journals:* When you access an academy's databanks looking for research, spend 1 PP to create a **Peer Reviewed Journal** D8 Asset.

ALLIANCE BADGE

The Alliance badge is more than a piece of gold stamped with the form of the Alliance crest. It is a symbol of the Alliance's moral authority.

- ☐ *Flash the Badge:* When you flash your badge in the course of an investigation, spend 1 PP to give a **Nervous** D8 Complication to a character with a positive **Criminal** Disposition or **Criminal Reputation** D8 or higher.

ALLIANCE CONTACTS

Influence is about knowing the right people. Having contacts with a variety of powerful Alliance figures pays great dividends.

- ☐ *Formal Introductions:* When your Crew needs access to someone powerful and well connected in the **Alliance** Faction, spend a Plot Point to obtain a formal introduction through your **Alliance Contacts**.

ALLIANCE RULES AND REGULATIONS

The procedures of the Alliance federal police are codified in great detail. They exist as much to protect the officers of the Alliance as to ensure continued peace in the 'Verse.

- ☐ *The Law is the Law:* Step up or double **Influence** or **Focus** when using **Alliance Rules and Regulations** as the basis of your argument. Both 1s and 2s count as jinxes for the roll.

PLAYIN' THE GAME: ADDING TRIGGERS TO SIGNATURE ASSETS

Signature Assets can also have triggers like Distinctions. 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 to flesh out your Signature Assets, offering you new ways to use your prized possessions durin' the game. You can learn more about unlocking triggers on page 258 in the *Find a Job* chapter of the **FIREFLY RPG COREBOOK**.

ALLIANCE SAFEHOUSE MAP

The Alliance has put safehouses all over the 'Verse for folk 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.

- ☐ *Bolt Hole:* Spend 1 Big Damn Hero Die to create a nearby **Safehouse** Asset of the same die type that lasts the rest of the Episode.

ASSUMED IDENTITY

After the Battle of Serenity Valley, the Alliance put through an edict to ensure its new citizens had a legitimate ident card. With the War being what it was, it was not uncommon for a few desperate and unsavory characters to assume a new identity and leave the pain of their former lives behind.

- ☐ *A Life Not Mine:* When you are introduced to someone by a mutual acquaintance, you may take a **Knew Each Other in a Former Life** D8 Complication to gain a Plot Point.

Blackmail Database Connection

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.

- ☐ *Dirty Deeds:* When you try to look up dirt on someone using your **Blackmail Database Connection**, take a **Mental** + **Know** Action. Gain a **Dirty Secrets** D6 Asset that lasts until the end of the Episode if you successfully raise the stakes. Step that Asset up if you get an extraordinary success.

Blue Sun Security Pass

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.

- ☐ *Access Permitted, Not Allowed:* Spend 1 PP to use your **Blue Sun Security Pass** to access restricted Blue Sun computer systems, then take a **Mental** + **Operate** Action. No alarms were triggered if you raise the stakes. If you fail to raise the stakes, take a **Corporate Scrutiny** D8 Complication.

Browncoat

The wool jackets worn by Independent soldiers became the symbol of their cause. These rugged coats are calf-length, with a multitude of pockets, and can be worn comfortably in a variety of climates.

- ☐ *Badge of Independence:* When you spend a PP to replace a Skill die with your **Browncoat Reputation**, you may spend 1 PP to double **Browncoat Reputation** for the Action.

Browncoat Contacts

It ain't always what you know but who you know. The Alliance think they're all high an' mighty but you'd rather a passel o' Browncoats had your back any day.

- ☐ *Salt of the Earth:* When you need medical attention or a hiding place, spend a Plot Point to find a sympathetic member of the **Browncoat** Faction nearby.

Browncoat Safehouse Map

During the War, the Independents established hundreds of secret bases, many of which were simply shacks in the middle of nowhere. After the War, those that went undiscovered were converted to safehouses for any Browncoats in need.

- ☐ *Off Grid:* Spend 1 PP to create a **Browncoat Safehouse** D8 Asset that represents a quiet, unassuming location not publicly known as a place of refuge for Independents.

Bulletproof Vest

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.

- ☐ *Kinetic Dispersal:* When spend 1 PP to avoid being Taken Out in a firefight, you may step back **Bulletproof Vest** until the end of the Episode to step back the resulting Complication.

Clean Suit

If you look like a bar room brawler, you're goin' to attract fights. If you're 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.

- ☐ *Preventative Attitude:* When you make an entrance while wearing your **Clean Suit**, spend 1 PP to create a **Don't Mess with Me** D8 Asset.

Corporation Contacts

Business relationships are what keep the 'Verse spinning. Developing a rapport with your colleagues and competitors is essential for success.

- ☐ *Worked with Everyone:* When negotiating a business deal with someone in the **Corporations** Faction, spend 1 PP to create an **Our Business History** D8 Asset.

Cortex Comms Earpiece

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.

- ☐ *Biometric Polygraph:* When you are wearing your **Cortex Comms Earpiece**, you may spend 1 PP to use **Mental** + **Operate** instead of **Social** + **Notice** to tell if someone is lying.

Cortex Password Cracker 8

To an engineer the Cortex Password Cracker is a collection of processors and logic chips designed to analyze and exploit security flaws on the Cortex. To you, it's a little gray box that will break into just about any part of the Cortex.

- ☐ *Open Sesame:* When the GM sets the stakes as you attempt to hack past computer security, spend 1 PP to step back the difficulty die in the GM's pool.

Cortex Smokescreen 8

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.

- ☐ *Caustic Cloud of Bits:* When you spend 1 PP to avoid being Taken Out by computer security, step back your **Cortex Smokescreen** for the rest of the Episode to step back the Complication you take to stay in the conflict.

Cortex Tablet 8

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.

- ☐ *Always Connected:* Spend 1 PP to open an active channel with no one noticing.



Criminal Contacts 8

Your contacts ain't exactly likely to get you in good with the governor but they can show you a damn good time. Hell, they might even get you a job.

- ☐ *Black Market:* When you are looking for an illegal or restricted piece of equipment, spend 1 PP to find someone in the **Criminals** Faction who has it.

Disguise Kit 8

The most effective disguises draw attention to themselves—a standout disfigurement, unusual haircut, or other distinctive feature. The disguise kit has enough of these tricks to give you a thousand faces.

- ☐ *Never Seen Me Before:* When you craft a disguise using your **Disguise Kit**, you may spend 1 PP to make your true identity indiscernible to anyone who does not get an extraordinary success on a **Physical** + **Notice** Action to identify you.

Ear to the Ground 8

You have agents and informants everywhere. Through them you stay one step ahead of them as mean you harm.

- ☐ *Tip Off:* When facing off against a Crew aiming to hurt you or your business, spend a Plot Point to give that Crew an **I Know Your Plans** Complication equal to your **Know** Skill.

Fake Ident Cards 8

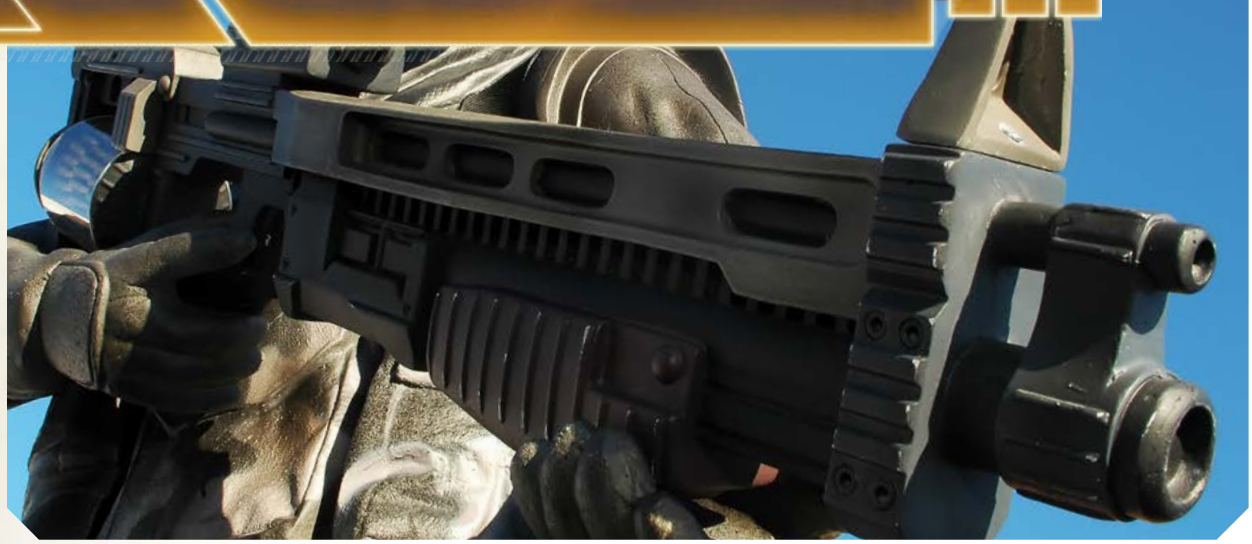
You've got a collection of fake ident cards that you use to get yourself out of trouble. Though you ain't sure who you'll pretend to be next, your ident cards will distract the Law when need be.

- ☐ *No Priors:* When you provide a **Fake Ident Card** to the authorities and it is scanned with a **Mental** + **Operate** Action, once per Action you may spend 1 Plot Point to pick one die that your opponent must reroll.

Hi-Tech Forensics Kit 8

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.

- ☐ *Holographic Recreation:* When investigating a crime scene, spend 1 PP to step up or double **Notice** for the Action.



Homing Beacon

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.

- ☐ *Mayday:* When you activate your homing beacon, spend a Big Damn Hero Die to create a **Countdown Die** of the same die type. When someone in the scene takes an Action, you may spend 1 PP to step up the **Countdown Die**. When the **Countdown Die** is stepped up beyond a **D12**, help arrives.

Layer Cake Dress

While some ladies may like slinky dresses, you're all about the poof. People actually treat you differently when you're in it, but it can be quite awkward to move at times, especially in a crowd.

- ☐ *Dramatic Entrance:* When you arrive at a formal party, you may take a **Huge Ballgown D10** Complication to step up your **Social** for the rest of the scene.

Law Enforcement Database

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.

- ☐ *Facial Recognition:* When you run someone's photo through the facial recognition algorithms of the **Law Enforcement Database**, take a **Mental + Operate** Action. If you raise the stakes, create an **Outstanding Warrant D6** Asset. You may spend 1 PP to step up that Asset.

LRP 42 Long-Range Pulse Rifle

The LRP 42 is an exceptional weapon famous for precision and deadliness. It's a versatile weapon and can also be used much like a bo staff in close quarters.

- ☐ *Massive Damage:* When an opponent spends a PP to avoid being Taken Out from a shot by your **LRP 42 Long-Range Pulse Rifle**, spend 1 PP to step up the resulting Complication.

Military "Dusk" Truck

During the War, both the Alliance and the Independents used cargo trucks to transport soldiers in the dead of night. Nicknamed the "Dusk" Truck, this vehicle has a canvas-covered rear and was typically driven across the battlefield during a lull in the fighting.

- ☐ *Quiet as a Mouse:* When trying to avoid suspicion driving in the **Military "Dusk" Truck**, spend 1 PP to step up **Sneak** for the Action.

PUB H 30 Energy Pistol

Developed during the Unification War, the PUB H 30 Energy Pistol is a huge leap forward in the design of energy weapons and is one of the finest sidearms in the 'Verse, though its high price tag prevented it from ever being produced on a mass scale.

- ☐ *Collateral Damage:* When you Take Out an opponent with a shot from your **PUB H 30 Energy Pistol**, spend 1 PP to create a **Collateral Damage D8** Complication.

Secret Stash

You're so business-savvy you've managed to create a whole separate inventory and hide them items on your books. 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.

- ☐ *Lemme Check in Back:* When you use your stash of rare and questionably legal items as a bargaining tool, spend 1 PP to double **Secret Stash** for the Action.

Stealth Suit

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.

- ☐ *Darkly Surreptitious:* When you make a **Physical + Sneak** roll that includes your **Stealth Suit**, you may spend 1 PP to reroll any 1s. You may only reroll once.

Stink Bug

This li'l bug is useful for surveillance. Though it don't record none, what you learn could mean the difference between arrestin' folk or letting them be.

- ☐ *Listen In:* Spend 1 PP to place a **Stink Bug** on someone you need to spy upon. In a later scene, you may make a **Mental + Notice** Action to listen to that person's conversations. If you raise the stakes, create a **Actionable Intel** D8 Asset. If you fail to raise the stakes, your **Stink Bug** was discovered and you take a **Blown Cover** D8 Complication instead.

Stuffed Bear

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.

- ☐ *Teddy Knows Best:* When you spend time talking through your problems with your **Stuffed Bear**, spend 1 PP to step back a social Complication and step up **Focus** for the next scene.

Sympathetic Townsfolk

Some of your former townsfolk are so appreciative of your deeds they'll go out of your way to do you a favor or fight for you if need be.

- ☐ *Of the People:* When you seek assistance from the ranks of the **Sympathetic Townsfolk**, spend a Big Damn Hero Die of D6 or larger to create an **Honest Citizen** D6 Extra. For each step above D6 your Big Damn Hero Die was, you may add another **Honest Citizen** D6 Extra or step up an **Honest Citizen** D6 to **Honest Citizen** D8.

Team of Lawyers

There's a great benefit to having a team of lawyers at your beck and call. The little people of the 'Verse are reluctant to even look at you wrong for fear they'll be slapped with a lawsuit.

- ☐ *Slanderous Drivel:* When you are Taken Out of a social conflict, spend 1 PP to give your opponent a **You'll Be Hearing from My Lawyers** D8 Complication.

Trader's Guild Credentials

Joining the Trader's Guild is a difficult, costly, and exhausting process throughout which one's entire history is scrutinized. Just about no one would look too closely at a trader bearing credentials. After all, the Guild already did all that.

- ☐ *Everything in Order:* When you present your **Trader's Guild Credentials** to an authority figure, spend 1 PP to automatically pass a cursory examination.

Sawed-Off Shotgun

If'n you want a piece o' hardware that says you mean business, look no further than the sawed-off shotgun. Small enough to be concealed under a coat, the double barrels come as a right surprise to anyone caught staring down them.

- ☐ *Say Please:* The first time you use your **Sawed-Off Shotgun** in a scene, spend 1 PP to double it for the Action.

Sweet Liberty Rifle

Modeled after an antique from Earth-That-Was, this bolt-action souvenir rifle has a pearl handle and engraved silver-etchings on its handsome sides.

- ☐ *Remember Earth:* When you wax poetic about Earth-That-Was and suggest a course of action, spend 1 PP to step up **Influence** for the Action.

Whisper Firearm

The Whisper Firearm has a built-in silencer that suppresses the sound of gunfire. Why, it's perfect for a bounty hunter like yourself.

- ☐ *Shot from Nowhere:* When you shoot your **Whisper Firearm** from concealment or in the midst of chaos, spend 1 PP to immediately make a **Physical** + **Sneak** Action to avoid notice and hide your gun. If you successfully raise the stakes, no one knows it was you. If you fail to raise the stakes, all attention becomes focused on you, and step up any Complication created from jinxes.

Worm Food Computer Virus

This here is Worm Food, a computer virus that'll eat its way through a program or file in seconds, leaving a mighty big hole behind.

- ☐ *Om Nom Nom:* When hacking into a system, spend 1 PP to create a **Disappearing Data** D8 Complication.

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 Know.

Step 7. Biographical Info

Last, but certainly not least, you'll want to add a few details:

- **Your Name:** What do folk 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?
- Your Reputation Traits: To further flesh out your character background, take a peek at the Distinctions you've chosen and think about your role in the 'Verse. How does your Faction impact who you are?

Congratulations! You've got a shiny new Crewmember!



CUSTOMIZING YOUR BOAT

In this section, you'll find the rules for making your own ship, with an emphasis on ships associated with the various Factions. You'll also find a sample ship for each Faction at the end of this chapter, complete with Distinctions and Signature Assets, too!

As you're buildin' your own boat, be sure to grab a blank Ship Sheet from the Appendix on page 290. 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 adventure 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.

Below you'll find a list of class Distinctions grouped by Faction. Some of these Distinctions were first introduced in the **FIREFLY RPG COREBOOK** and *Things Don't Go Smooth*. You'll find a list of ship Distinctions introduced in *Smuggler's Guide to the Rim* in the Appendix on Page 285.

ALLIANCE VESSELS

Ships in the service of the Alliance are mostly related to law enforcement, the military, or shipping government dignitaries and special shipments. They often are armed, sometimes heavily, but if'n you happen to captain one of these ships, you might find you don't have the freedom you'd like. But then, that's what you get for pledging your allegiance to the Alliance.

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.



Bismark Class Gunboat 8

Engines 6 **Hull** 6 **Systems** 12

Designed to be hard hitting, the lack of maneuverability proved a liability against the more agile Independent ships, and the Bismark class found itself relegated to a support role after some early defeats. The firepower this ship can supply is immense but often surpasses the targeting computer's capabilities.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *FIRE!*: The captain may spend 1 PP to double **Systems** for one Action. 1s and 2s count as jinxes for the roll.
- ☐ *Like a Pylon*: When attacked by a ship with a higher **Engines** Attribute, the captain may choose the ship to take an **Outmaneuvered** D8 Complication to gain 1 PP.

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.

Peregrine Class Stealth Fighter 8

Engines 10 **Hull** 4 **Systems** 10

Designed to quickly sneak in past radar pickets and take out targets in the Independent rear areas, this small and swift fighter has a special coating and strange angles to deflect radar beams. However, once it opens the bomb bays to launch its ordnance, it is much easier to detect and hit. It has a relatively short range, only able to fly between worlds of a particular star without support from a larger ship.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Nobody Here but this Chicken:* Step back **Engines** for the rest of the scene to step up **Systems** for the rest of the scene when trying to fly undetected.
- ☐ *Open the Bomb Bay Doors, Pal:* Take a **Staying on Target** D8 Complication to double **Systems** for one Action. You may recover that Complication by taking a **Mental** + **Operate** recovery roll.

Tohuku Class Alliance Cruiser 8

Engines 8 **Hull** 12 **Systems** 10

The development of this spaceship helped tilt the balance of the Unification War toward 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.

T.P. Murphy Class Command Ship 8

Engines 6 **Hull** 8 **Systems** 10

Named for the general who commanded the forces protecting the final arks before they left Earth-That-Was, this medium-sized warship was designed by the Alliance to coordinate ships over large areas. It has exceptional communications equipment, but its speed and armament are lower than most warships of this size.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Eyes and Ears Everywhere:* When you use ships in other systems to coordinate searches spend 1 PP to step up or double **Systems** for one Action. Spend 2 PP to do both.
- ☐ *Works Well in Groups:* When your ship is attacked when by itself, double the highest die in your attacker's pool to gain 1 PP.

BROWNCOATS VESSELS

Ships captained by members of the **Browncoats** Factions are either small military vessels left over from the War, or serviceable—*mostly*—civilian vessels, like transports. Independent warships are illegal under Alliance law, however, so be careful about showin' off.

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.

Freedom Class Independent Destroyer 8

Engines 6 **Hull** 10 **Systems** 8

The Freedom class destroyer served as the backbone of the Independent space fleet. Although outgunned by the much larger Alliance cruisers, the number of these ships that were able to be manufactured by Weyland-Yutani allowed the Independents to hold their own. That is, until the Battle of Serenity Valley, which saw only a handful of these ships survive and flee into the black.

- ☐ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Still Fighting the Good Fight:* When fighting against an Alliance ship, the captain may take an Action to bolster crew morale. If the stakes are raised, create an **Improved Morale** D8 Asset. If an extraordinary success is rolled, step up that Asset in addition to gaining a Big Damn Hero die.
- ☐ *Miraculous Escape:* Once per Episode, the captain may spend 1 PP to have the ship be Taken Out during a combat, but can then narrate how the ship escapes capture.

Liberty Class Independent Cruiser 8

Engines 4 **Hull** 12 **Systems** 8

Only a handful of these ships made it into service before the Alliance captured the factory complexes making them near the end of the War. Rushed into production to counter the Tohuku class Alliance Cruiser, these vessels proved able to take punishment but still were no match for the more advanced symbols of Alliance dominance.

- ☐ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Takes a Lickin':* The captain may choose to set the stakes in a high stakes conflict to gain a PP. 1s and 2s count as jinxes for the roll.
- ☐ *Keeps on Tickin':* When the ship would be Taken Out during a high stakes conflict, the captain may step back **Hull** for the rest of the scene instead of a Crewmember spending a Plot Point to allow the ship to stay in the fight.

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.

Silver Star Class Independent Gunship 8

Engines 12 **Hull** 4 **Systems** 8

This small space fighter was flown by the Independents during the Unification War, but has since been decommissioned by the Alliance. Flying one is a felony. They are easily identified by their smooth chrome exterior and the distinctive helix contrails they create while flying in atmo. These fighters were often given custom paint jobs, distinctive markings, or icons by their pilots.

- ☐ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Gyroscopic Cockpit Stabilizer:* Step back **Engines** to step up **Systems** while in atmo.
- ☐ *Shiny! Literally.:* When you take a Complication from a hit by laser cannons or another type of light-based weapon, spend 1 PP to step the Complication back.

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.



CORPORATIONS VESSELS

Members of the **Corporations** Faction typically use newer, more advanced ships. They can afford 'em. Beyond that though, the variety of ship types used in commerce throughout the 'Verse is nearly as diverse as the 'Verse itself.

However, if there's one constant in the kinds of ships that the **Corporations** Faction uses, is that they're intended to make a profit.

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.

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.

ELEGANCE CLASS SHUTTLE 8

ENGINES 12 **HULL** 4 **SYSTEMS** 8

Manufactured by SDG Corporation, these shuttles are one of the smallest ships capable of travelling from system to system within the 'Verse. They are designed to be an office-away-from-the-office, and a place to stage small, intimate parties between business partners. SDG charges a premium for these luxury shuttles and owning one is a status symbol.

- ☐ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Nice Ship You've Got:* When you are conducting a business meeting on your ship, you may spend 1 PP to step up your **Corporations Reputation** for one Action.
- ☐ *Unwanted Attention:* When you are outside the Core, the captain may choose to attract attention from a member of the **Criminals** Faction to gain 1 PP.

OMEGA CLASS LABORATORY SHIP 8

ENGINES 4 **HULL** 8 **SYSTEMS** 12

These ships are designed to hide in the black, in asteroid belts, or ring systems in order to ensure not only their safety, but their privacy. Many a corporation has purchased these vessels, manufactured by the Blue Sun Corporation to conduct top secret experiments in the many laboratories housed in the hull.

- ☐ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Run Silent:* The pilot may step back **Systems** for the rest of the scene to step up **Hull** for the rest of the scene when another ship tries to detect her.
- ☐ *Scientific Resources:* When a Crewmember is conducting research onboard, the Crewmember may spend 1 PP to replace **Know** with their **Corporations Reputation** for one Action.

Keying Class Medium Transport 8

Engines 10 **Hull** 8 **Systems** 6

Manufactured by the SDG Corporation, these medium-sized transports can be found in the fleets of most major transportation corporations. The electronics and navigation systems are state-of-the-art, but the engines are more prone to breakdowns than older ships, like the Firefly class.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Pushed to the Breaking Point:* Take or step up a **Gravity Drive Coupler Overheating** Complication to step up **Engines**. Step back **Engines** when the Complication is removed.
- ☐ *State of the Art Electronics:* Spend 1 PP to step up or double **Systems** for a recovery roll that relies on your advanced electronics.

Nanjing Class Yacht 8

Engines 8 **Hull** 6 **Systems** 10

Only the best is good enough for the SDG Corporation's customers. This yacht is popular with the gentry, Alliance government officials, and anyone with lots of credits to spare. There ain't nothin' special about the ship itself. It's more of a status symbol filled with frippery than a practical boat.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Might Be Compensatin' for Somethin':* The owner of the ship can take a **Low Self Confidence** D8 Complication to step up **Social** for one Action. Spend 1 PP to double **Social** as well.
- ☐ *Slippery When Rich:* Spend 1 PP to create an **Money Opens Doors** D8 Asset when dealing with Alliance personnel while travelling between worlds.



CRIMINALS VESSELS

Ships used by members of the **Criminals** Faction tend to be civilian-based—transports and the like. Many of them are older ships. Even then, they modify those ships with weapons and armor. Still, some pirate gangs and more organized richer criminal organizations have enough coin to have acquired military vessels that were used during the War.

Eagle Class Light Transport 8

Engines 12 **Hull** 6 **Systems** 6

This small freighter has enough bunks for a few crew and passengers, plus a small amount of cargo space. However, its speed and ease of customization made this ship a popular choice for Independent smugglers who found it relatively easy to get past many blockades during the War.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Independent Chopper:* When you have the time and materials to make significant modifications to your ship, spend 1 PP to remove your Customization Distinction and replace it with a new Customization Distinction.
- ☐ *Punch It:* When you are being pursued by a single ship, the pilot may spend 1 PP to take a **Mental** + **Fly** Action opposed by the pursuing ship to immediately execute a hard burn and escape the area.

Firefly 02 Class Medium Transport 8

Engines 10 **Hull** 8 **Systems** 6

An earlier model of the much more popular Firefly 03 class transport, this vessel was much more maneuverable than the 03 version, but suffered from reliability issues. In addition, the lack of extenders beneath the wings allowed the VTOL engines to shake, which gave the ship a reputation as a rough ride.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *"Clunk":* When the ship is involved in a high stakes conflict, the engineer may choose to have the ship take a **Engine Problems** D8 Complication to gain 1 PP.
- ☐ *Barrel Roll:* The pilot may choose to have the Crew take a **Nauseating Maneuvers** D8 Complication to step up **Engines** for one Action.

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.

O'Neill Class Asteroid Base 8

Engines 4 **Hull** 12 **Systems** 8

One of the first structures to be built after humanity arrived in the 'Verse, these space stations were excavated from the interiors of small asteroids. Instead of using artificial gravity, the base rotates at high speeds to simulate gravity, producing a feeling that don't sit right with folk raised on more modern ships. The engines are weak, merely enough to maintain orientation and orbit, and they are unable to move from world to world.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Nooks and Crannies:* Spend 1 PP to discover a hideyhole or forgotten stash of supplies when searching through forgotten corridors of the base.
- ☐ *Hard Asteroid:* When attacked by another ship, the pilot may step back **Systems** to double **Hull** for the rest of the scene.



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.

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.

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 fly a pirate ship, you don't have to have a **Road Runner Class Independent Blockade Runner**. Instead, you could pick an Eagle Class Light Transport and modify it with the **Space Pirate** history Distinction and the **Wolf in Sheep's Clothing** customization Distinction to make a pretty nasty ship for sneaking up on unsuspecting Alliance transports.

HISTORY

When choosing your ship's history Distinction, think about what she's been through before she came into your hands. Was she in active service during the War? Is she still a warship now? Is your crew the first to fly her? Some of these Distinctions have triggers that can briefly influence your Reputation with the various Factions.

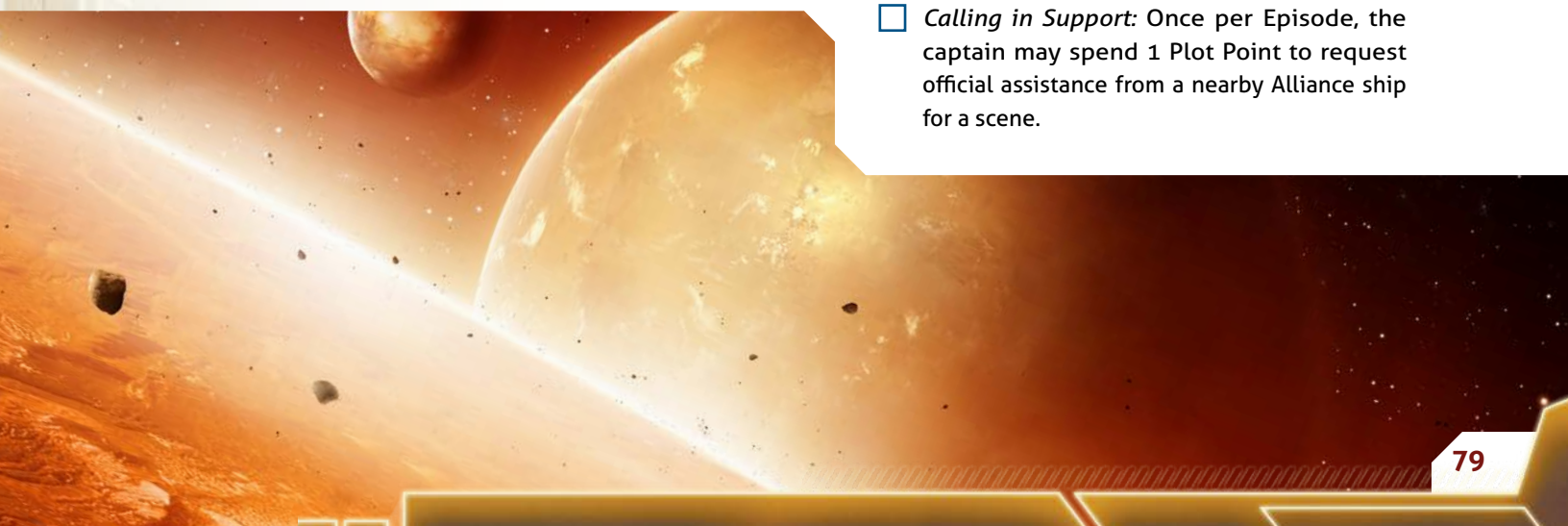
ALLIANCE VESSELS

Many, if not most, ships associated with the **Alliance** Faction still are in active service to the Alliance, as opposed to being free agents.

Active Military 8

You protect the innocent, punish pirates, and keep any Independent sympathizers in line, all in the name of the Anglo-Sino Alliance. Your Alliance ship is in active military service and subject to brass's command.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *BOLO:* When a ship escapes from you, the captain may spend 1 PP to inflict or step up a **Wanted Fugitive Ship** Complication on that ship.
- ☐ *Calling in Support:* Once per Episode, the captain may spend 1 Plot Point to request official assistance from a nearby Alliance ship for a scene.





Alliance Favorite

Your ship has a reputation with high-up members of the Alliance government and the megacorporations. This allows you to get favorable contracts and you find the wheels of bureaucracy more greased than other folk. But your ship's rep may have also been noticed by those with a grudge with the Alliance.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *How Can We Make Things Smooth?*: The ship's captain may step up **Alliance Reputation** or **Corporations Reputation** for one Action. After the Action is resolved, step back that Reputation for the rest of the Episode.
- ☐ *You're Either Brave or Stupid to Be Here*: If you are in an area with negative **Alliance** disposition, and the captain has a positive **Alliance** reputation, the captain may choose to attract unwelcome attention from **Browncoats** or **Criminals** to gain 1 PP.

Customs and Immigration

What's your motto again? No contraband reaches the Core. No riff-raff will land on a civilized planet. Not as long as you're keeping watch.... Your boat's equipped with an improved connection to the Cortex, and engines that ensure smugglers don't fly past you.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Authorized to Detain:* Step back your ship's **Systems** Attribute for the rest of the scene to step up **Engines** for one Action.
- ☐ *Papers, Please:* When you are scanning the contents of a ship, you may spend 1 PP to step up **Systems** for one Action.

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.

- ☑ 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.

Pride of the Alliance

Your ship has a decorated history from the Unification War. Purple-bellies love it. Browncoats don't.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Why Yes, I Fly Her*: If you are in a location with a positive **Alliance** Disposition, spend 1 PP to create an **Impressed Audience** D8 Asset.
- ☐ *That Ship Killed My Family!*: When you take an **Influence**, **Perform**, or **Trick** Action when dealing with a character from the **Browncoats** Faction, take a **Boasting About My Ship** D8 Complication to replace your Skill die with your **Alliance Reputation**.

Power Projection

Who's in command? You are. Your ship has been modified to send a message to all the local color that the Alliance is most certainly in charge here. You've been given guns, higher clearances, and free pass to maintain order outside of the Core.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Was Acting Under Orders:* The captain may spend 1 PP to step back to rename a social-based Complication.
- ☐ *Now Listen Here:* When trying to intimidate someone while on the ship, the captain may spend 1 PP to step up or double his **Social** for one Action.

BROWNCOATS VESSELS

Many **Browncoats** ships, even if they weren't originally built for military service, still acted as combat vessels during the War. Many of them still show the scars of that conflict. But some manage to be a beacon of light in the black.

Angel of Liberty

Your boat is famous...for being on the losing side of the Unification War. Many a Browncoat heard what she'd done in the conflict and even if you didn't fly her at that time, the fact that you fly her now means somethin' special.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *We Still Have...Resources:* When you need assistance in an area that has a positive **Browncoats** disposition, if you have a positive **Browncoats Reputation**, you may spend 1 PP to create an **Underground Assistance** D8 Asset.
- ☐ *I Remember That Ship:* If the ship is seen in an area that has a negative **Browncoats** disposition, the captain may take a **War Grudge** D8 Complication to gain 1 PP.

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.

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.



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.

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.

- ☑ 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.

CORPORATIONS VESSELS

Most ships associated with the **Corporations** Faction are actually not owned by the ship's crew but the company that employs them. Corporations tend to replace their ships once they're at a point that it's not worth it to repair them.

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.

Black Ops

What ship? Your boat is not on any official registry. It does not exist. Your ship is the shadow that hides in plain daylight.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Straight out of Science Fiction:* Spend 1 PP to prevent a Crewmember from using a Big Damn Hero die. The Crewmember does not lose the Big Damn Hero die, and does not expend a PP.
- ☐ *We Know If You've Been Naughty Or Nice:* Spend 1 Plot Point to step up **Systems** when trying to gather information about a particular person.

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.

Corporate Asset

Your ship is actually owned by a megacorporation. While your employers allow you to use the ship as you see fit, occasionally you're "required" to perform services that might get you into a pickle.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *My Employers Will Not Be Pleased:* When Crewmembers uses their relationship with a corporation to try to intimidate someone, they may add their **Corporations Reputation** to their dice pool. Then they step back **Social** for the rest of the scene.
- ☐ *Oh This? This Is Perfectly Legal:* When the captain chooses to take on goods or perform a service that the Alliance deems illegal, the captain gains 1 PP. If the captain refuses the request, the captain must step back **Corporations Reputation** for the rest of the Episode.

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.

Pristine Derelict

You found your ship drifting out in the black. Brand new. No crew. Stripped of cargo. No signs of what happened. Spooky, really.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Forgotten Past:* When your lack of knowledge about your ship's history causes problems, take a **Mysterious Ship** D8 Complication to gain 1 PP.
- ☐ *Shiny and New:* When your boat's mechanic tries to recover a Complication, spend 1 PP to step back the Complication before attempting to recover it.

CRIMINALS VESSELS

Ships owned by criminals tend to be more run down and ramshackle than those owned by the corporations.

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.

Crime Boss Flagship

Turns out, crime does pay. Your ship is recognized as the home-away-from-home for major crime bosses and syndicates. When they're on board, friends are entertained. Enemies? They...disappear.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Make Him An Offer He Can't Refuse:* High-ranking members of criminal organizations aboard the ship can spend 1 PP to step up their **Influence** for one Action.
- ☐ *We're Solid. What Do You Need?:* High-ranking members of criminal organizations aboard the ship can spend 1 PP to create an Asset related to material goods with a die rating equal to their **Social**.

Notorious

Your ship may not be well known in the 'Verse, but in the underworld where scum and villainy thrive...well they know your ship well. Very well. Most of the time anyway.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *I Want That Ship:* If the captain has a positive **Criminals Reputation** and the ship is in an area with a negative **Criminals** Disposition, the captain may take a **Wanted Ship** D8 Complication to gain 1 PP.
- ☐ *You've Never Heard of...:* When a Crewmember tries to impress someone about their ship and takes an **Influence**, **Perform**, or **Trick** Action, they may spend 1 PP to step up **Criminals Reputation** for one Action and replace their Skill die in the dice pool.

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.

Space Pirate

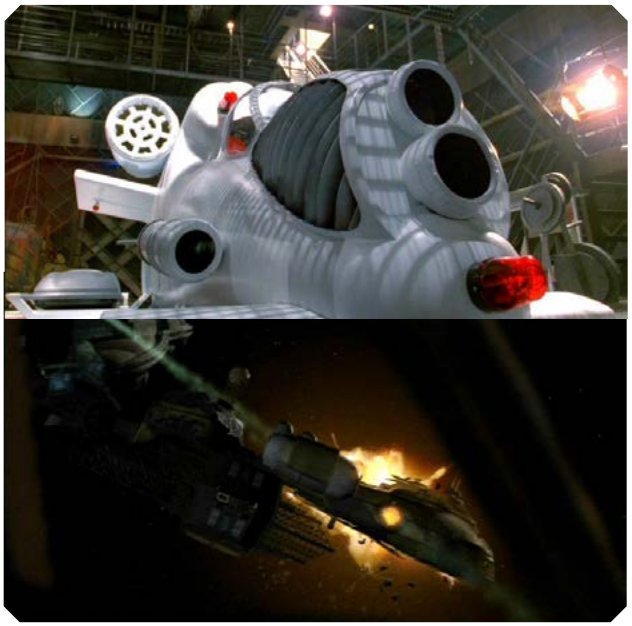
Your ship has spent a large part of its life in the possession of pirates. In fact, you might be one of them.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Dead Men Tell No Tales:* Spend 1 PP to step up a Complication you just inflicted on a ship you're attacking.
- ☐ *Strike the Colors!:* When you threaten another boat, but give them your word the crew will not be harmed, spend 1 PP to step up your **Influence** for one Action.

Stolen

You didn't come by your boat fair and square. The previous owner is probably still looking for it.

- ☑ 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.



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, your pirate ship could double-down on armaments and take the **Armed and Dangerous** customization Distinction, or you could add a bit of stealth to your ship by taking the **Built for Stealth** Distinction.

ALLIANCE VESSELS

Many of the ships in service of the Alliance, especially in the military, have strict specifications and are not modified substantially by their crew. When there are modifications made, they often tend to support military or surveillance purposes.

CUSTOM LIVERY

You gave your ship a custom paint job. Tiger stripes, a shark's mouth, eagle wings, or just markings that show how many ships you've shot down, how many hauls you've smuggled, and how many times you've avoided gettin' pinched. Now your boat induces fear—or recognition.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Slow Flyby:* When you fly your ship slowly past another ship with the intention of scaring the crew, take an **Exposed Hull** D8 Complication to step up the captain's **Influence** for an Action.
- ☐ *The One with the...:* Take a **Recognized Ship** D8 Complication when you're trying to lay low or remain unnoticed to gain 1 PP.

INTERDICTION MODS

Your ship has been equipped with EMP weapons, specialized gravity drive maneuvering compensators, and tractor beams. These modifications allow your ship to be more maneuverable in capturing smaller, more agile ships. However, the armor plating on your ship had to be pared back.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Gannosuke Clutch:* The ship's pilot may spend 1 PP to automatically Take Out a ship that is inflicted with a D12 Complication associated with being grabbed by a tractor beam.
- ☐ *Thin-Skinned:* The pilot may step back the ship's **Hull** for the rest of the scene to step up **Engines** for one Action.

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.

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.

BROWNCOATS VESSELS

The modifications that **Browncoats** make to their ships depend on how they want to continue to resist the Alliance. If they're lookin' to misbehave, they're more likely to add illegal weapons to their ship. If they're lookin' just to avoid contact with the Alliance altogether mayhap the ship is designed to reduce any contact with civilization altogether. In either case, many Browncoats find a fast ship is preferable in almost any interaction with an **Alliance** vessel.

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.

Built for Speed 8

Sometimes, all that matters out in the black is being faster than everyone else.

- [x] 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.

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.

- [x] 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.

Secondary Gravity Drive 8

You have added a second gravity drive to your ship. Not only does this allow your ship to accelerate much faster than most ships of its class, but it can also serve as a backup drive if your ship's primary drive fails. However, when on backup, your ship is much slower.

- [x] Gain 1 Plot Point when you roll a D4 instead of a D8.
- [ ] *Backup Drive Engaged:* When your ship is about to be taken out by having an engine-related Complication stepped up above D12, the pilot may spend 1 PP to rename that Complication to **Backup Gravity Drive Only** D8. If **Backup Gravity Drive Only** is stepped up above D12, you may not use this Distinction until the Complication is recovered.
- [ ] *I'm Gonna Be Sick:* Take **Gravity Fields Fluctuating** D8 Complication to step up **Engines** for one Action. Step up **Gravity Fields Fluctuating** to double **Engines** for one Action.



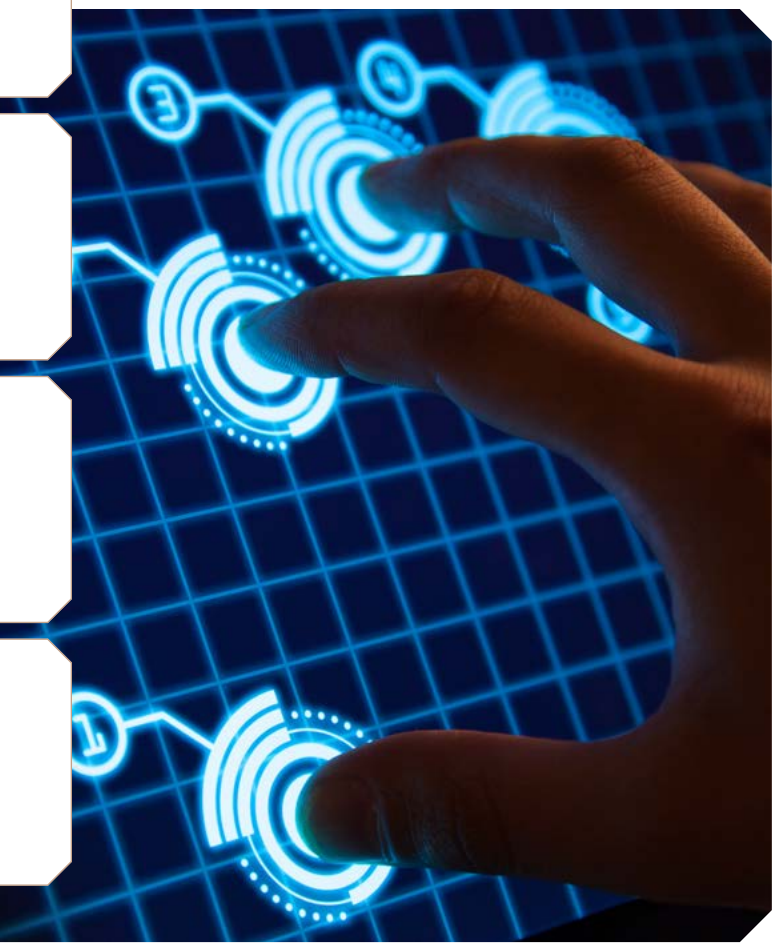
CORPORATIONS VESSELS

Corporations often use high technology on their ships, whether it's for experimental purposes, to research new materials or hack genes, or just for security, or to try to improve the performance of the latest version of the Walton gravity drive.

BioSig Security

Boats are expensive. Thankfully, you've figured out how to secure her. Your ship's systems have been secured against hacking or unauthorized use through storage and detection of your Crew's DNA. You've also added automated defenses to "encourage" people not to try it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Just a Little Prick:* When someone tries to break into the ship, or use the ship's systems or helm without prior authorization, the captain may spend 1 PP to shut down the system with a **DNA Not Authorized** D12+ Complication.
- ☐ *You Have 20 Seconds to Comply:* When someone tries to physically break into the ship or breach an interior door, spend 1 PP to activate an **Autoated Defenses** D8 Extra Gamemaster character.



Classified Tech Enhancements

Shhhhh...No one knows what that fancy doo-dad does. That's the whole point! Your ship has some top secret modifications and shiny new tech that you're testing. It's lovely—when it works.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *How Should I Know How to Fix It?:* Take an **Unfamiliar Tech** D8 Complication when trying to fix equipment or systems on the ship to gain 1 PP.
- ☐ *See That Red Button? Don't Press It:* Once per Episode, randomly choose and step back one of your ship's Attributes for the rest of the scene to step up and double a different ship Attribute of your choice for the rest of the scene.

Direct Line to HQ

Your ship's communications and Cortex array have been modified to allow you direct access to your organization's HQ resources. This can include research and development, legal, or administrative support. Of course, that means they have direct access to you, too, at your inconvenience.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Phone Home...:* Anyone on the ship may spend 1 PP to create a D8 Asset related to information provided by colleagues based at your organization's headquarters.
- ☐ *Please Hold for the President...:* When you are trying to concentrate on an important task and it would cause a problem to be interrupted, you may take a **Distracting Wave** D8 Complication to gain 1 PP.

Laboratory

Your ship is outfitted with one or more isolated sections to conduct a variety of physical, chemical, and biological experiments.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Oops*: When you take a Complication after rolling a jinx when dealing with dangerous materials, objects, or people, step up the Complication to gain 1 PP.
- ☐ *State-of-the-Art Equipment*: When you are conducting experiments, spend 1 PP to step up or double **Mental** for one Action.

CRIMINALS VESSELS

Members of the **Criminals** Faction love to mess with their ships. Whether it's adding hideyholes for smugglin' stuff, adding weapons for shootin' stuff, or getting their ship sneaky-like for hidin' from stuff, it's a rare bird that hasn't been modified by her captain.

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.

Rotating Identification

Your ship has a series of transponder codes and holographic hull identification markings that allows it to appear to be a different ship at different times. But when it fails, you're a lot closer to being caught than you otherwise would be. Good thing your pilot's a big, damn hero.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Papers, Please:* When challenged by an Alliance ship, the ship's pilot may spend 1 PP to step up or double **Trick** for one Action. If the pilot fails to raise the stakes, step up any Complication that results.
- ☐ *We're Humped!:* When the captain chooses to have the ship's identification spoofing be discovered, the pilot may step up one Big Damn Hero die.



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.

Wolf in Sheep's Clothing

Your enemies would be fools to judge your boat at first sight. Your ship has been modified with Alliance imaging technology to look like a simple, unarmed transport, when in fact it's a capable warship. It even has fake transponders that work! Most of the time....

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Activated Camouflage:* Spend 1 PP to step back an opposing ship's **Hull** for one Action when you successfully fool its sensors and sneak up on it.
- ☐ *Hard Shell:* Step back **Engines** for the rest of the scene to step up **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. You get one free trigger for each Distinction:

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

Then you unlock two other Distinction triggers from any of the class, history, or customization Distinctions. Like the triggers for your Crewmember's Distinctions, you can unlock more Distinction triggers during Advancement by spending Episodes.

STEP 4: SELECT SIGNATURE ASSETS

When you create your boat, choose two Signature Assets or Advanced Signature Assets rated at **D8**. Below you'll find some Advanced Signature Assets and you can find more in the *Find a Ship* chapter on page 223 of the **FIREFLY RPG COREBOOK** or in *Things Don't Go Smooth*.

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 259 of the **FIREFLY RPG COREBOOK** for the lowdown!

SAMPLE SIGNATURE ASSETS

ADVANCED SENSORS D8

Your ship comes packed to the gills with sensors of all stripes. Radar and lidar are common in the black but you're equipped with a spectroscope, gravitometer, and macrochannel plate detectors. Nothing gets by you.

- ☐ *Full Scan:* Spend 1 PP to double **Systems** when you scan an object in space in order to probe its secrets.

ANTI-SENSOR SHIELDING D8

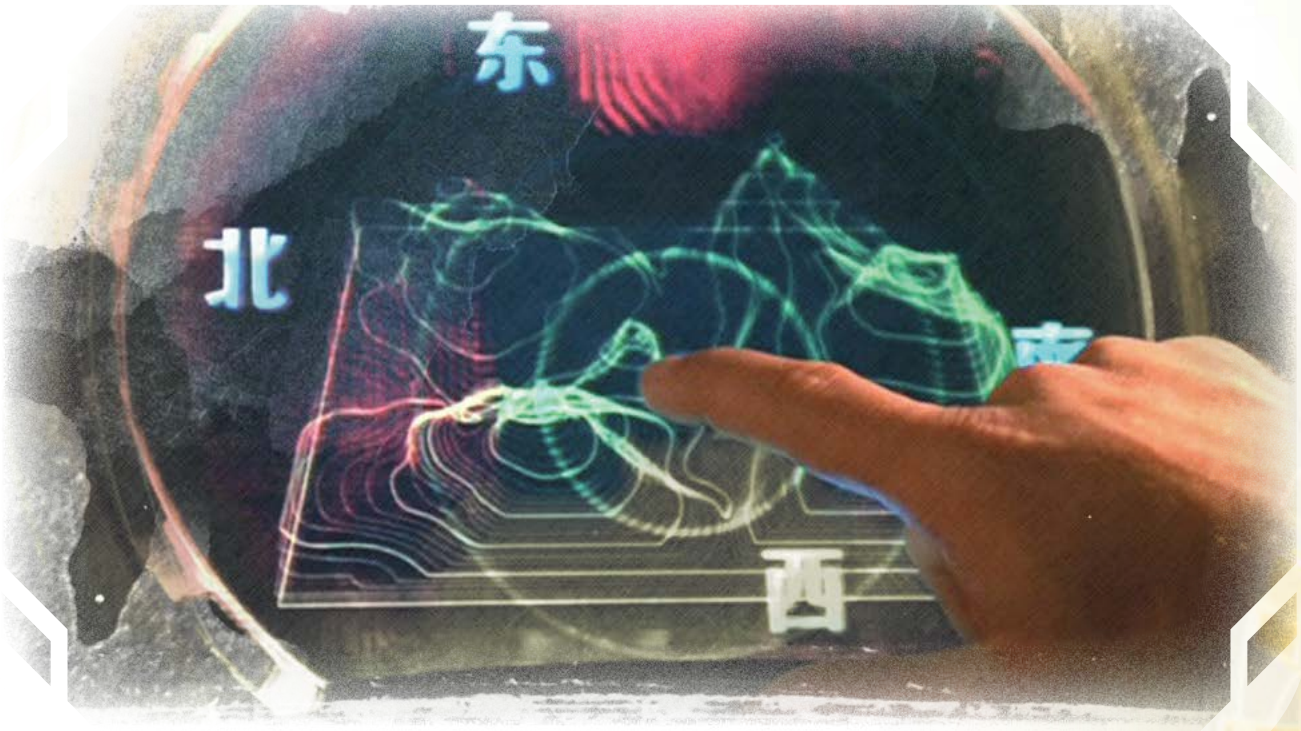
The most common methods of ship detection in the black include heat and light detection. Your ship is equipped with heat baffles and a minimally reflective coating.

- ☐ *The Cold Dark of Space:* Spend 1 PP to create a **Zero Emissions** **D8** Asset.

BOOSTER ENGINES D8

Throw that switch right there and the boosters'll kick in. They kick like a mule but, boy howdy, will you get where you goin' in a hurry.

- ☐ *Weeeeeeee!:* When fleeing another ship, the pilot may spend a Big Damn Hero Die to escape by Taking Out that ship when an appropriate Complication has a rating of **D12**.



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.

- ☐ *Run Dark:* When you shut down all non-essential systems and run dark to avoid detection, you may roll **Systems** + **Sneak** instead of **Hull** + **Sneak**.

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.

- ☐ *Fried Systems:* When an opponent is Taken Out by **EMP Weapons**, spend 1 PP to replace the target's **Systems** with a **D4** for the rest of the Episode.

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.

- ☐ *Incoming!:* When you spend a PP to avoid being Taken Out by a missile strike, spend 1 PP to step back the resulting Complication and rename it **Near Miss**.

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.

- ☐ *Cast the Lines:* When chasing another ship, the pilot may spend a Big Damn Hero Die to end the chase and Take Out that ship when an appropriate Complication has a **D12** rating.

Hard Burn Optimization

- ☐ *Making the Kalidasa Run in Less Than...:* When you are trying to travel between worlds when you're under a deadline, spend 1 PP to guarantee your arrival before that time.

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.

- ☐ *The Claw:* When loading or unloading cargo in a Timed Action, spend 1 PP to double **Labor** for an Action.

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, and the like.

- ☐ *Out of Sight:* Anyone searching your ship for hidden cargo must succeed at a **Physical** + **Notice** Action opposed by your **Hull** + **Sneak**.

Hi-Tech Stealth Plating

Stealth plating operates in two ways. First, it absorbs certain wavelengths of radio waves. Second, it is angled in such a way that radar signals are scattered rather than reflected back to the source.

- ☐ *Sensor Phantom:* When setting the stakes against an attack from another ship, spend 1 PP to double **Hull** for the Action.

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.

- ☐ *Isolation:* When in the security control center, you may spend 1 PP to seal off all compartments and create a **Security Lockdown** **D8** Complication.

Long-Range Sensors

There's nowhere to hide out in the black, which means if you want to stay off the radar you need to see them coming before they see you.

- ☐ *I See You, Can You See Me?:* When lying in wait, spend 1 PP create an **Out of Their Sensor Range** D8 Asset.

Long-Term Storage

More than just a cargo bay, long-term storage consists of multiple smaller bays each with individual climate controls. Perishable goods can even be kept frozen.

- ☐ *Makeshift Prison:* When incarcerating someone in a storage cell, any person may spend 1 PP to add the ship's **Hull** to their dice pool when opposing any attempt to escape.

Massive Cargo Bay

The cargo bay on a Firefly is about the size of a general store. Many folk fly 'em that way—a general store what comes to the customer. You, though? You're flyin' a warehouse through the black.

- ☐ *Space-Mart:* When someone asks you for some goods you're not sure you have, take a **Hull** + **Know** Action. If you raise the stakes, you've got something close. On an extraordinary success you have exactly the item in question.

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.

- ☐ *Mobile ER:* Trained medical professionals working in the **Medsuite** may spend a PP to step up **Treat** when trying to recover a physical injury Complication of D10 or higher. They may spend another PP to double **Treat** as well.

Shielded Holding Cells

Conventional locks can be picked. That's why the Alliance developed containment shields that offer nothing mechanical for prisoners to manipulate.

- ☐ *Maximum Security:* When a prisoner attempts to escape from a **Shielded Holding Cell**, spend 1 PP to step back the highest die in the prisoner's dice pool.



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?

- ☐ *Lock On:* Spend 1 PP to give a nearby ship a **Tractor Locked** D8 Complication.

Whisper Missiles

The SFP-7 Long Range Missiles earned the nickname "Whisper Missiles" through pioneering use of stealth technology.

- ☐ *Sneak Attack:* When firing a **Whisper Missile** at another ship, spend 1 PP to step up **Shoot** for the Action.

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 a **D6** and a **D12** and match it up with the Faction you want to associate with.

Now that you've named your boat, take a second and describe her. Examples of personal touches include posters, books of military history, valuable Earth-That-Was artifacts, and a picture of rival gang leaders attached to a dartboard.

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!

NEW SHIP NAMES

D6 & D12		Alliance	Browncoats	Corporations	Criminals
1-3	1	Justice	Blue Saguaro	Adam Smith	Shrike
1-3	2	Glory	Solitude	Keynes	Shadow
1-3	3	Montgomery	Resolution	Galbraith	Assassin
1-3	4	Patton	True Grit	Fukuzawa Yukichi	Bonnie and Clyde
1-3	5	Yue Fei	Firebolt	Zhao Gongming	Blackbeard
1-3	6	Qi Jiguang	Tungsten	Edison	Ghost
1-3	7	Guo Ziyi	Recluse	Tesla	Black Widow
1-3	8	Li Guang	Dauntless	Sergey Korolyov	Crow
1-3	9	Sun Bin	Dead Reckoning	von Braun	Raven
1-3	10	Peacemaker	Freedom	Charles Darwin	The Grim Reaper
1-3	11	Protector	Liberty	Marie Curie	Black Doom
1-3	12	Inquisitor	Mongoose	Louis Pasteur	Flying Dragon
4-6	1	Zeus	Sun Li-Jen	Michael Faraday	Loyal Fortune
4-6	2	Jupiter	Wei Lihuang	Edwin Hubble	Space King
4-6	3	Titan	Scorpion's Sting	Cai Shen	The Tiger
4-6	4	Currie	Lightning Strike	Serendipity	Fancy
4-6	5	Arbiter	Independence	Prosperity	Queen Anne's Revenge
4-6	6	Phobos	Hailstorm	Alexander Bell	Adventure
4-6	7	Deimos	Spiderbite	Guglielmo Marconi	Barsheba
4-6	8	Charon	Resistance	Hermes	Da Lao (The Godfather)
4-6	9	Intrepid	Wolverine	Mercury	Du Ya (Raven)
4-6	10	Indomitable	Stalwart	Frederick Banting	Wu Ya (Crow)
4-6	11	Victory	Tumbleweed	Virginia Apgar	Yin Ying (Shadow)
4-6	12	Terminator	Determination	Daikoku	Bloody Dagger



KEARWOOD WHITE

The *Kearwood White*, a storied Alliance Enforcement Craft, is named after a fallen Alliance law officer—from the early stages of the expansion out of the Core—who was killed during a jailbreak. His namesake's got a long history of capturin' smugglers and other lawbreakers out on the Rim. The *Kearwood White* has not come out of her battles unscathed, though. Even now the dorsal hull shows a massive carbon burn decoratin' its hull, a testament to its many skirmishes.

Commissioned at the start of the Unification War, the *Kearwood White* originally escorted prison transport ships and, while on duty, not a single ship was lost or prisoner escaped. Later, as blockade running became more prevalent, the ship was used more for takin' on the fast Road Runner class vessels, and quickly rose to the top of the ranks.

After the War, the ship's weapons were replaced with less lethal EMP weaponry and tractor beams, and given higher maneuverability. Since the mods, the *Kearwood White* has been one of the most successful ships in catchin' smugglers and gangs in the Blue Sun system. The one gang that the *Kearwood White* has not had any success in stoppin', though, is the infamous Barbossa Gang, which almost destroyed the *Kearwood White* two years ago. Unusually, the ship has not managed to encounter the Gang since that day.

KEARWOOD WHITE

ENGINES 10 HULL 6 SYSTEMS 8

DISTINCTIONS

ORION CLASS ALLIANCE ENFORCEMENT CRAFT 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.

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.

INTERDICTION MODS 8

Your ship has been equipped with EMP weapons, specialized gravity drive maneuvering compensators, and tractor beams. These modifications allow your ship to be more maneuverable in capturing smaller, more agile ships. However, the armor plating on your ship had to be pared back.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Gannosuke Clutch:* The ship's pilot may spend 1 PP to automatically Take Out a ship that is inflicted with a D12 Complication associated with being grabbed by a tractor beam.

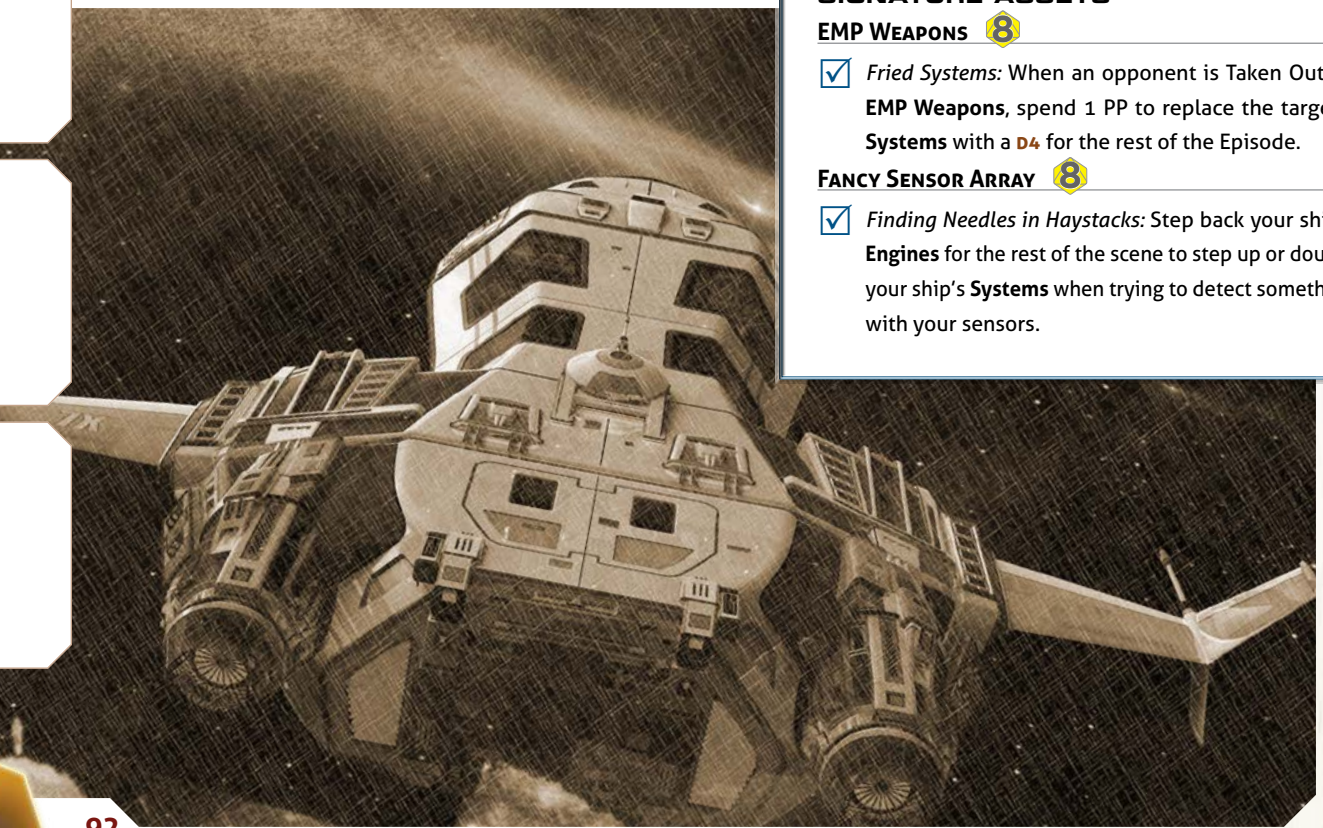
SIGNATURE ASSETS

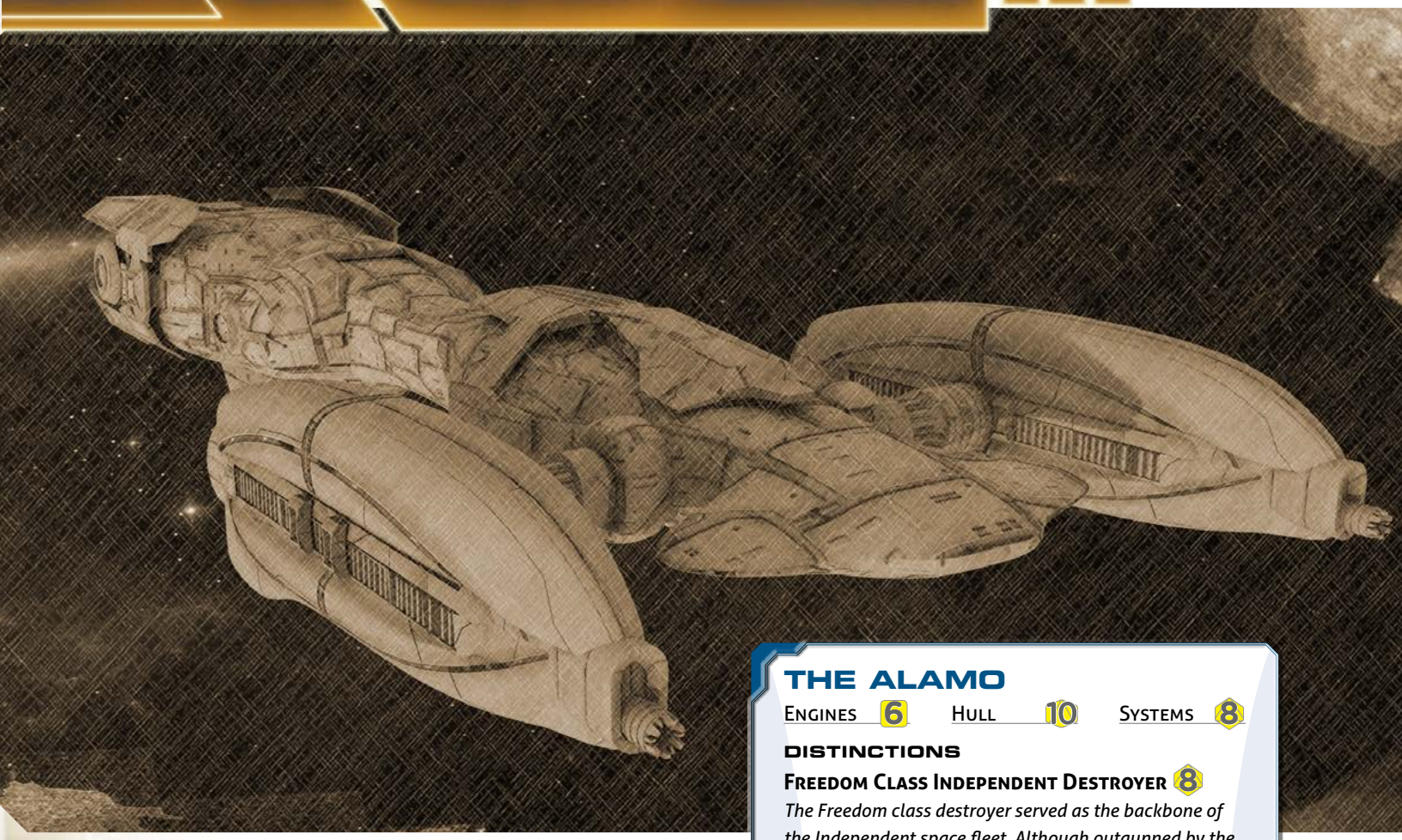
EMP WEAPONS 8

- ☑ *Fried Systems:* When an opponent is Taken Out by **EMP Weapons**, spend 1 PP to replace the target's **Systems** with a D4 for the rest of the Episode.

FANCY SENSOR ARRAY 8

- ☑ *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.





ALAMO

"Never give up, never surrender!" was the rallying cry of the crew of the *Alamo*, a famous destroyer from the Unification War. Unlike most Browncoat destroyers, the *Alamo* was never captured or surrendered, and is still flyin' through the Rim to this day.

The *Alamo* was one of the first of the Freedom class destroyers to be commissioned at the beginnin' of the War, and it's the oldest of its class known to have survived. The *Alamo* took part in every major battle of the War. Although heavily damaged several times, the ship always limped back to Independent bases, only to be quickly repaired and thrown back into the fray.

During the Battle of Serenity Valley, the *Alamo* was the last destroyer to leave the field, along with a handful of its sister Freedom-class destroyers. Since the end of the War, the Alamo has successfully raided countless Alliance facilities and cargo ships around the Rim. No civilian vessels have been destroyed by the *Alamo* to date.

The *Alamo*'s got two laser cannon turrets, mounted on the top and the bottom of the hull. In order to make a quick getaway after a raid, she's also had debris ejectors installed, which can damage or destroy a pursuin' ship, or at least distract her long enough to allow the *Alamo* to escape.

THE ALAMO

ENGINES 6 HULL 10 SYSTEMS 8

DISTINCTIONS

FREEDOM CLASS INDEPENDENT DESTROYER 8

The Freedom class destroyer served as the backbone of the Independent space fleet. Although outgunned by the much larger Alliance cruisers, the number of these ships that were able to be manufactured by Weyland-Yutani allowed the Independents to hold their own. That is, until the Battle of Serenity Valley, which saw only a handful of these ships survive and flee into the black.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Miraculous Escape:* Once per Episode, the captain may spend 1 PP to have the ship be Taken Out during a combat but can then narrate how the ship escapes capture.

FAMOUS 8

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.
- ☑ *Crazy Lucky:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered jinxes.

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.

SIGNATURE ASSETS

LASER CANNONS 8

DEBRIS EJECTORS 8

- ☑ *Taking Out the Trash:* The pilot may spend 1 PP to step up a Complication inflicted on a pursuing ship when it spends a PP to avoid being Taken Out.

DU XING XIA

As one of the older small transports in the 'Verse, The *Du Xing Xia*—or "*Lone Wolf*"—has seen a lot and it shows. Some stories about her say that she's actually a thousand years old, but nobody takes that talk seriously. There's carbon scorin' where some pirates hit her with laser cannons fifty years ago. The entire cockpit has been replaced twice. At least. She's even got pittin' on her dorsal hull where she got hit by Alliance and Independent missiles—in the same battle! Still, she keeps moving.

She ain't big—it's cozy, but it'll get people to and from worlds with no questions asked. Fast, too, with her engines optimized for a significantly higher cruising speed after making a hard burn.

Only problem, though, is that the *Du Xing Xia* has gotten somethin' of a reputation. Sometimes this helps makes things smooth in dealing with the more shady side of the 'Verse. But sometimes, she attracts unfortunate Alliance entanglements. Fortunately she's got plenty of hidden compartments, large enough even to hold people.

Still, her rep is well earned, and she might just be the fastest ship in the 'Verse. There's pretty much no ship that can catch her once her gravity drive spins up to do a hard burn. Sometimes it's not as important to get somewhere with the mostest if'n you can get there the fastest.

DU XING XIA

ENGINES 10 HULL 6 SYSTEMS 8

DISTINCTIONS

EAGLE CLASS LIGHT TRANSPORT 8

This small freighter has enough bunks for a few crew and passengers, plus a small amount of cargo space. However, its speed and ease of customization made this ship a popular choice for Independent smugglers who found it relatively easy to get past many blockades during the War.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Punch It:* When you are being pursued by a single ship, the pilot may spend 1 PP to take a **Mental** + **Fly** Action opposed by the pursuing ship to immediately execute a hard burn and escape the area.

NOTORIOUS 8

Your ship may not be well known in the 'Verse, but in the underworld where scum and villainy thrive...well they know your ship well. Very well. Most of the time anyway.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *You've Never Heard of...:* When a Crewmember tries to impress someone about their ship and takes an **Influence**, **Perform**, or **Trick** Action, they may spend 1 PP to step up **Criminals Reputation** for one Action and replace their Skill die in the dice pool.

SMUGGLER'S DELIGHT 8

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.

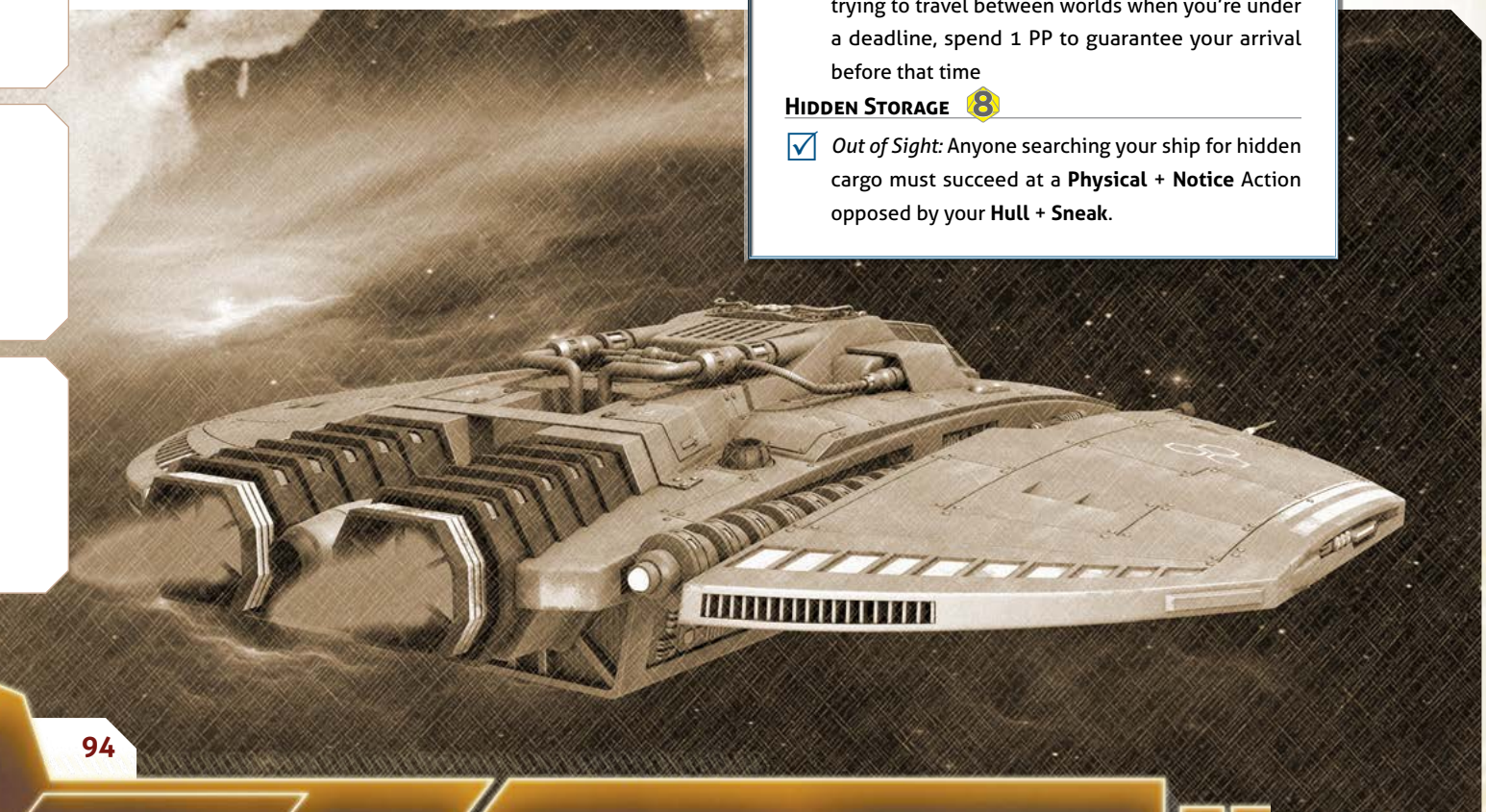
SIGNATURE ASSETS

HARD BURN OPTIMIZATION 8

- ☑ *Making the Kalidasa Run in Less Than...:* When you are trying to travel between worlds when you're under a deadline, spend 1 PP to guarantee your arrival before that time

HIDDEN STORAGE 8

- ☑ *Out of Sight:* Anyone searching your ship for hidden cargo must succeed at a **Physical** + **Notice** Action opposed by your **Hull** + **Sneak**.





ROSALIND FRANKLIN

The *Rosalind Franklin* was one of the first Cobb class ships to come off the assembly line, and many an experiment has been done in her labs. Top secret experiments. Her laboratories run the full gamut of sciency fields. In the bio-labs, experiments are done on genetic manipulation, especially for newly evolved microorganisms on terraformed worlds, new drugs, and new medical techniques. In the materials lab, researchers study new composite substances and experiment with alloys. In the physics lab, studies on applications of gravity control continue. Finally, in the poly-sci lab, researchers some might call quacks investigate unusual combinations of all fields of science, some of which might just lead to the next stage in human evolution!

All this bleedin' edge science ends up with an occasional accident, and the Blue Sun Corporation has covered their bases by installin' a state-of-the-art medsuite. In addition, because some of the best places to hide and do experiments away from wandering eyes are off the beaten track—where there is limited Alliance protection—they've added some maneuverin' thrusters to help avoid run-ins with pirates.

All this tech does come at a price—the Blue Sun Corporation controls her and they don't take much kindness to folk taking her out on joy rides or for side jobs. Still, maybe you can find those trackin' transponders they've installed and make some extra coin.

ROSALIND FRANKLIN

ENGINES 6 HULL 6 SYSTEMS 12

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. 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.
- ☑ *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.

CORPORATE OWNED 8

Your ship is actually owned by a megacorporation. While your employers allow you to use the ship as you see fit, occasionally you're "required" to perform services that might get you into a pickle.

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

LABORATORY 8

Your ship is outfitted with one or more isolated sections to conduct a variety of physical, chemical, and biological experiments.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Oops*: When you take a Complication after rolling a jinx when dealing with dangerous materials, objects, or people, step up the Complication to gain 1 PP.

SIGNATURE ASSETS

MANEUVERING THRUSTERS 8

- ☑ *Crazy Ivan:* When the pilot tries to outmaneuver a ship, he can spend 1 PP to step up or double **Engines** for a roll.

MEDSUITE 8

- ☑ *Mobile ER:* Trained medical professionals working in the **Medsuite** may spend a PP to step up **Treat** when trying to recover a physical injury Complication of D10 or higher. They may spend another PP to double **Treat** as well


Ghost
The Nest
Li Shen's Space Bazaar
Kuan Lo
Constance
?????
Kalidasa System
Deadwood
Highgate
Blue Sun System
Shepherd's Mission
Uroborus
Good Shepherd's Run

Good Shepherd's Run

Welcome smuggler's! Fly the Good Shepherd's Run and explore the wonders of the Rim! You'll visit distant places in the Blue Sun and Kalidasa Systems. They include:

- Deadwood, page 98
- Ghost, page 110
- Li Shen's Space Bazaar, page 120
- Kuan Lo, page 122
- Constance, page 134
- The Nest, page 146
- Bottom, page 156
- Highgate, page 158
- Uroborus asteroid field, page 166
- Shepherd's Mission, page 175



DEADWOOD

"There's not a soul on this moon'd go up against Rance Burgess."

– Chari, "Heart of Gold"

The Good Shepherd's Run begins on the eighth planet in the Blue Sun system, Deadwood. As far as worlds go, Deadwood is about as barren and backwater as they come. If'n you're the enterprisin' sort, however, the folk who live here do have their charms. About six-and-a-half million souls make their home here, despite how rough it is. Like water, oil is always in short supply, so buildings like the Heart of Gold are often coated in solar sheeting to generate heat and electricity.

While Silver City is the official capital of Deadwood, Leadville also has its charms. There's other settlements might be called towns, but mostly lots of villages scattered here and there, some just gnat droppings sprung wherever somebody found a waterhole. Further out into the desert, ain't no law but the heft of your gun belt.

That's the bad part. The good part is that everything and *everybody* on Deadwood is thought to exist by the grace of one man—Rance Burgess—or so he believes. You wouldn't know that a windswept rock like Deadwood could be habitation for so many people, but when you got a whole planet to work with, that don't add up to any kind of crowd. Now, you stroke Burgess just right, he might see it in his ever-expansive, black heart to give you a job in one of the mining speculations, the livery stable, or maybe one of the algae farms.

But if'n you wanna make some real money? You could go far in Burgess's employ, help out his wife, Belinda, or team up with some of his enemies like good ole Calamity Clay or Tater's Raiders. Thing is, the locals know Rance is lookin' for a set of reliable eyes and ears out on Grubstake Reach, and that means there's credits—lots of credits—waitin' to be had. Rumor has it there were a couple of tough-as-nails settlers that landed out there a few months back, never botherin' to ask Burgess for permission. A savvy smuggler could ride out to the Reach, bring ole Burgess back word of what them folk are up to, and grab a little seed money.

If'n you really prove yourself, though, word is that Burgess'll set "his people" up. Let's just say he's knows some folk who'll help you avoid Alliance entanglements in the Blue Sun System. Ain't that music to your smugglin' ears?

Before you land on Deadwood, here's a few of the folk you may run into when you touch down. Smuggler beware!

RANCE BURGESS

Rance Burgess is the self-styled boss of the planet Deadwood. He inherited an empire from his wife, Belinda, and maintains her holdings through his ambition and sheer ruthlessness. With money to burn, a proselytizing way about him, and local muscle to back him up, Rance pretty much always gets his way. Bein' a righteous man and all, he makes those who go against him suffer for it, too. He controls the flow of credits, secretly monitors nearly all communications. local and offworld, and has his greedy fingers in as many ventures as he can manage—from ranching and farming to mining and slave labor.

Though he's not exactly a likeable man, Burgess has set himself up as a powerful one, on account of his deal with the Alliance. He may not know it yet, but there's a reason why he gets to keep the shiny, new toys—like his hovercraft and his gun.

MASTERIN' THE GAME: THAT THE SAME BURGESS?

Both Rance and Belinda Burgess first appeared in the **Firefly RPG Corebook** on page 126. They are Major Gamemaster characters on Deadwood who debuted in "Heart of Gold." Unlike Nandi and her girls, the Burgess's have a lot of story potential for smugglers because of what they own and who they associate with. Here, they are presented before the *Serenity* crew arrived on Deadwood—but don't let that stop ya from customizing their stories to fit your Episodes.

Since the first stop on Good Shepherd's Run is Deadwood, they are included here again. Use 'em the way they're presented or tweak 'em both for your new Episodes. They make great recurring characters—especially if you're runnin' games for the *Serenity* Crew!



RANCE BURGESS

"Only rights you got are the ones I give you."
-Rance Burgess, "Heart of Gold"

ATTRIBUTES

Mental	Physical	Social
6	8	10

SKILLS

Drive	8	Know	6
		Religion	
Fix	6	Notice	6
Fly	6	Operate	6
Focus	8	Shoot	8
Influence	10	Trick	6
Intimidation			

DISPOSITIONS

Alliance 👍 Criminals 👎

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

RANCE'S GOONS

Add D6 for every goon that Rance brings along.

BELINDA BURGESS

"My husband makes a distinction between legality and morality, Mr. Reynolds." -Belinda Burgess, "Heart of Gold"

ATTRIBUTES

Mental	Physical	Social
6	4	8

SKILLS

Drive	10	Focus	10
Fix	6	Influence	10
		Money	
Fly	10		

DISPOSITIONS

Alliance 👍 Criminals 👍

DISTINCTIONS

Fashionable 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.
- ☑ *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

BELINDA BURGESS

Rance Burgess's wife, Belinda, knows full well what kind of man her husband is, but she lacks the allies needed to stand up to him. Few suspect ole Belinda would now pay good money for hired guns to take her husband down and reclaim what's rightfully hers. They'd be shocked to know she's countin' the days until Rance gets his—especially after she found out about his shenanigans at the Heart of Gold.

When she's not at Rance's side, Belinda is a kind, genteel lady who's steeped in old-fashioned traditions. A philanthropist in the community, Belinda is also Leadville's chief socialite. When she's with Rance, however, Belinda takes a seat and lowers her eyes. She harbors all manner of resentment toward her husband, but until she's got the opportunity to get even? She's as quiet as a church mouse. Lord only knows what'll happen if and when Belinda's prayers are answered.

JANET "CALAMITY" CLAY

The more Rance Burgess puts the hurt on folk, the more some of 'em will resist. Janet Clay is one of those folk. Janet drew her nickname, Calamity, on account of the way she creates chaos wherever she can—for Rance Burgess and his cronies, that is. She's also been called a thief, a vigilante, a saboteur, and owns up to all such epithets. She's handy with a rifle, lightning on a horse, and a thorn in the side of them that oppress the little folk.

Calamity Clay can be found anywhere on Deadwood—if you know where to look. Her typical M.O. is to stab a dagger between the ribs of one of Burgess's ventures, and then fade into the desolate countryside to plan her next move. Now that her reputation is startin' to grow, when Calamity needs to lay low she finds shelter with them that can't stand Burgess. Folk on Deadwood may not be able to stand up to him, but they have high hopes that Calamity can and will.

JANET "CALAMITY" CLAY

"Try and catch me, you yellow-belly lapdog! Giddy-up!"



ATTRIBUTES

Mental	Physical	Social
8	10	6

SKILLS

Craft	6	Move	6
Fight	8	Notice	6
Focus	6	Operate	6
Influence	6	Shoot	6
Know	6	Sneak	8
Deadwood		*Hiding*	
Labor	6	Survive	6

DISPOSITIONS

Alliance (Criminals)

DISTINCTIONS

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.

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.

Crude 8

You're a little gorramn rough around the edges.

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

☑ *Obnoxious:* 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.

SIGNATURE ASSETS

Palomino Horse 6

Custom Rifle 8

Unfortunately, Calamity's aspirations for Rance's destruction far exceed her means. She's always looking for new allies who might supply her with weapons, explosives, and tech, or who might possess the skills and wherewithal to pull off a really big operation to drain his pocketbook. Smugglers with a soft spot for hard luck cases should take note, for Calamity can't survive without help. To really stick it to Burgess, she depends upon on a network of underground help from them that support her efforts. That help ain't exactly legal.

Signature Assets:

- **Palomino Horse** D6: She acquired a fine, palomino horse from Alice McAllister; it can run faster for longer than any normal horse.
- **Custom Rifle** D8: A local gunsmith gifted her with a fine rifle, exceedingly accurate and powerful.

MAYOR CHENG SORINGTON

Cheng Sorington may be an evil, black-hearted snake, but he loves Rance Burgess with a passion so fierce he'd give him a wet sloppy kiss if'n it meant impressing the rich bastard. After all, Burgess knows Sorington's little secret and looks the other way—in exchange for other favors, of course. In fact, it was Burgess who set him up as the mad little king of a giant hill. Eternally grateful, Sorington keeps an eye on the townsfolk of Deadwood's beatin' heart and original settlement: Silver City. Some might say he also keeps 'em in check, too, by getting his residents addicted to opiates.

Sure, Sorington pretends to be an upstandin' politician, but he's really only the mayor by the grace of Burgess. Few smugglers know that Silver City's chief drug trafficker is a disgraced dandy—a drug dealer—who originally hails from the Core. Now that he's on Deadwood, he's free to dole out recreational drugs to whoever can pay his price.

Like Burgess, Sorington justifies his actions in a roundabout way. To him, he feels most people settled on Deadwood because they wanted to get away from something, and it's his responsibility to give 'em another way to do just that.

Sorington's sole supplier is the McCoy Family, based out of New Omaha, and has been seen since ole Grandpa McCoy was alive. (See *Things Don't Go Smooth*, page 57 for more info about the McCoys.)

Unless stated otherwise, all of Mayor Sorington's muscle uses the Trait **Silver City Deputy** D8.



MAJOR CHENG SORINGTON

"You that depressed? I got something for that."



ATTRIBUTES

Mental	Physical	Social
8	6	10

SKILLS

Drive	6	Notice	4
Fight	8	Operate	6
Focus	8	Shoot	6
Lie Detection		Sneak	6
Influence	8	Survive	6
Know	8	Trick	10
Deadwood, Alliance Laws		*Lying*	

DISPOSITIONS

Browncoats (-) Criminals (+)

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.
- ☑ *Vicious Glare:* Spend 1 PP to remove an Asset from an opponent's roll involving the assistance of townfolks.

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.

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

Gleaming Dragon Sword 8

SILVER CITY DEPUTY

Add a D8 for every Silver City Deputy Cheng brings along.

Signature Assets:

- ✶ **Gleaming Dragon Sword** D10: An ancient Chinese sword from Earth-That-Was. A straight, double-edged blade, razor-honed and deadly. Sorington has removed a few extremities from those that have crossed him—hands, ears, noses, whatever seems most appropriate at the time.

ALICE MCALLISTER

Alice McAllister runs the biggest horse ranch on Deadwood, and while everybody knows it, not e'eryone is happy about it. Standoffish and a mite strange, Alice is a mystery to folk and that puts her right in Rance's crosshairs.

What Alice McAllister doesn't share with folk on Deadwood—except really close friends—is that she's a crackin' good genetic engineer who used to teach corporate muckety-mucks during the War. Now she applies that knowledge to breeding. Alice has some of the fastest, hardiest horses in the 'Verse, the kind that can outrun a lawdog every time. Smugglers who are lookin' for an easy job should know she always needs somebody to transport her expensive horseflesh on the down low.

Though she rarely leaves the ranch, Alice is not above travelin' out to meet those who have her best interests at heart. She's got a pile of credits and will pay those that can do the work for her. There are rumors, however, that swirl around her wherever she goes. Seems she sprang onto the Cortex about nine years ago. An older woman, Alice may just be another poor soul who lost everything in the War—but that's not likely. She ain't exactly rollin' in the dough, after all, and somebody with that much schoolin' could easily go on the payroll and make a lot more credits than she's got.

Alice employs a number of seasoned, competent ranch hands. Unless stated otherwise, use the Trait **Ranch Hand** D8.

Signature Assets:

- ✶ **Agamemnon** D8: A prize stallion, the pinnacle of her herds, the perfect example of what she's trying to achieve. This coal-black beauty can run like lightning.
- ✶ **Genetics Lab** D6: Alice has managed to put together a passable laboratory for her efforts, but she would love to see it upgraded with better tech.

JUNE "TATER" CHANNING

June "Tater" Channing is a seventeen-year-old girl whose life took a turn for the worse when she lost her mom and pop to a mining accident on Dragon's Egg. When they died, the gorramn mining boss tried to put her to work, so she bought the only passage she could—to Deadwood.

Starving and desperate, June sought out other survivors of the Unification War, claiming the Alliance bombed her

ALICE MCALLISTER

"Most folks around these parts seem content to ride on goats."



ATTRIBUTES

Mental	10	Physical	6	Social	8

SKILLS

Fight	8	Labor	6
		Animal Husbandry	
Fix	6	Operate	6
Focus	6	Shoot	6
Influence	8	Sneak	8
Know	10	Survive	6
Genetic Engineering			

DISPOSITIONS

Browncoats (-) Corporations (+)

DISTINCTIONS

Cattle Baron 8

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.

☑ 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.

☑ *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.

Fiercely Independent 8

Go ahead, tell me what to do. I won't stop you wasting your breath.

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

☑ *Bullheaded*: The first time in an argument that you spend a PP to avoid being Taken Out, step back the resulting Complication.

SIGNATURE ASSETS

Agamemnon 8

Genetics Lab 6

home on Shadow. Now, **Tater's Raiders** D6 is a group of a dozen teenagers, both boys and girls, named after their founder. These kids are all orphans, their parents killed by the Alliance, and stick close together. The locals mostly let them be and steer clear of them since they feel sorry for 'em. Tater and her Raiders ain't a real threat and they don't want much: enough to eat, a warm bed, and the folk responsible for their parents's deaths to up and die.

Thing is, Tater and her Raiders are often overlooked. That means they know more than they let on. A *lot* more.

JUNE "TATER" CHANNING

"I lost my mama and daddy. What do I gotta prove to you?"

TRAITS

Orphan D6, **Group Leader** D6, **Easily Overlooked** D6

DISPOSITIONS

Alliance (-) Corporations (-)

FACTION RUNDOWN

On the surface, Deadwood seems like it's got nothing to offer. But scratch just a little bit, and you'll find the planet is divided into those that want to help Burgess—like the Alliance—and those that want to take him down.

Even outside of that good-for-nothin' varmint, there are a few places smugglers can safely stash your loot and pick up some extra work. The farther you get from the settled areas, the more you're on your own, and the greater the chances you'll run across some "opportunistic types." That spells all kinds of ways you can use your Reputation to enhance your Episodes.

ALLIANCE

The Alliance is pleased with Burgess and assumes they have nothing to worry about—especially since crime here is pretty minimal. As far as they're concerned, Deadwood isn't much of an asset, but as long as it's not a problem? Top brass'll avoid this world until they need it and its loyalists.

Members of the Alliance who visit Deadwood will get a lukewarm reception unless they're being entertained and welcomed by Burgess. No one will dare go up against the Alliance, and most understand that occasional visits are to be expected. That said, the Alliance is seeking to install more settlers out in these parts. Even though the Independents have been beaten, they'd be happier if they faded into the black.

BROWNCOATS

Intent on clinging to their frontier spirit, a lot of folk that settled on Deadwood fought with the Independents during the War. During the days that followed, however, Burgess moved in with a pile of muscle to ensure that residents were now loyal to the Alliance.

Most Independents on Deadwood don't share their views publicly, because they're afraid Burgess will hail the Alliance and wipe 'em out. Privately, however, the Independents here still seek to live freely and they do, after a fashion. They'd want nothing more than Burgess to be taken down, provided they can set up their own leader who knows how to tell the Alliance what they want to hear—without actually giving in.

CORPORATIONS

Not that many high-profile businesses exist on Deadwood, except for the occasional Guild trader and the remnants of a few commercial shipyards, which are now largely shut down. The megacorps pay little attention to Deadwood, and most business types think of the folk who live here—including Burgess—as backwater hicks. In fact, many don't bother with Deadwood due to its remote location and the fear that savages will attack their operations. While Deadwood isn't home to any "savages," there are Reavers that fly about—and the possibility of an attack here is real.

FACTION WHAT NOW?

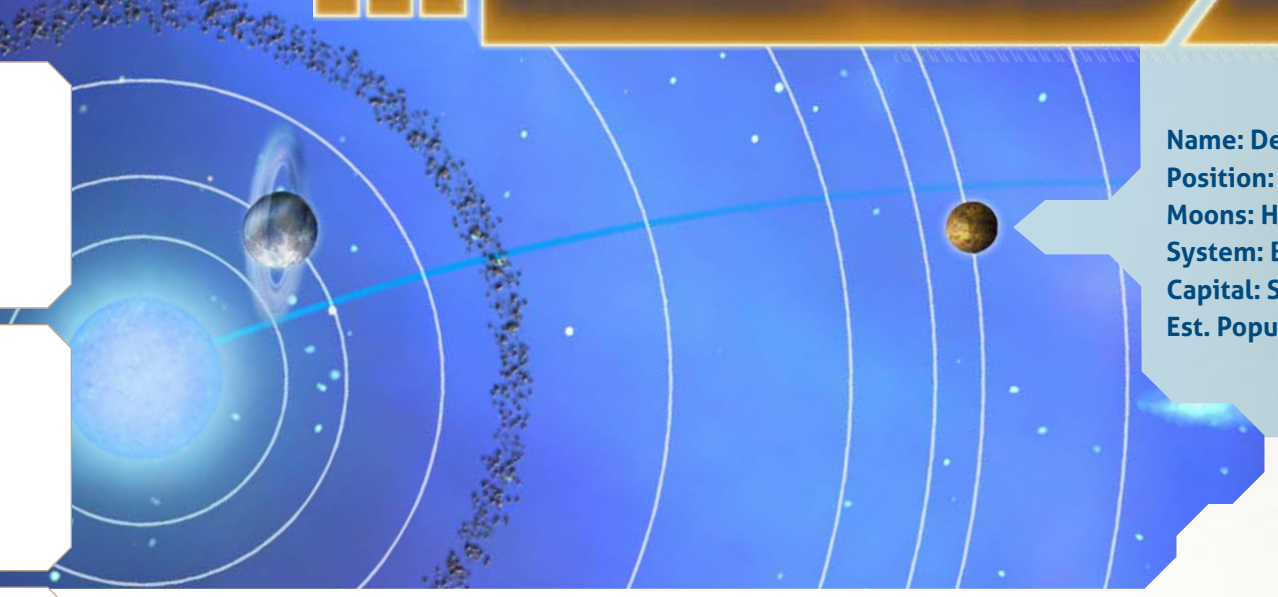
The Faction Rundown in each location provides players and GMs with an overview of the **Alliance**, **Browncoats**, **Corporations**, and **Criminals** in that area, along with how Faction members may be stereotyped. Combined, this section will give you a deeper understanding of the landscape to assign Dispositions, stake Reputations, and more!

CRIMINALS

Deadwood's rugged, sparsely populated surface means there's a whole lot of ground without eyes on it, makin' it perfect for hideyholes and such. Folk tend to keep to themselves and don't tattle on what's happening around 'em—unless they're getting hurt. Some criminal gangs have formed, but most steer clear of Deadwood on account of Burgess's chokehold on the entire planet.

Gangs on Deadwood come in a rainbow of shapes and sizes, tend to operate in secrecy, and have nominal offworld capability. Roving gangs that dare to operate out in the open wear masks and rob on horseback. That said, there ain't a large, organized smuggling operation that currently exists on Deadwood—with the exception of Sorington's drug trade. All other smuggling on Deadwood is conducted by small crews, and they often stick close together and hate outsiders.





Name: Deadwood
Position: 7th, orbits *Qing Long*
Moons: Haven, New Omaha
System: Blue Sun
Capital: Silver City
Est. Population: 6.5 million

SCENES AND LOCATIONS

Notable locations include Leadville, the largest city, Grubstake Reach, and Silver City. The scene and location triggers that work well for Deadwood precede the descriptions of these locations. If'n you're hoping to use a specific trigger, don't be afraid to create your own!

LOCATION TRIGGERS

- ☐ *Sparsely Populated:* Spend 1 PP to create an **Ain't No One Looking** D8 Asset when acting surreptitiously or trying to avoid notice in town.
- ☐ *The Gang's All Here:* Spend 1 PP to create a pair of **Local Muscle** D6 Extras when you get into a disagreement in the saloon.
- ☐ *Abandoned Mine:* Spend 1 PP to create a **Cave In!** D8 Complication.
- ☐ *Smuggler Hideout:* At the start of a scene in the hideout you may step up **Sneak** or **Trick** for the duration of the scene. If you do, step back the other for the duration of the scene.
- ☐ *Two's a Crowd:* Spend 1 PP to double **Trick** when riling up both sides of a fight.

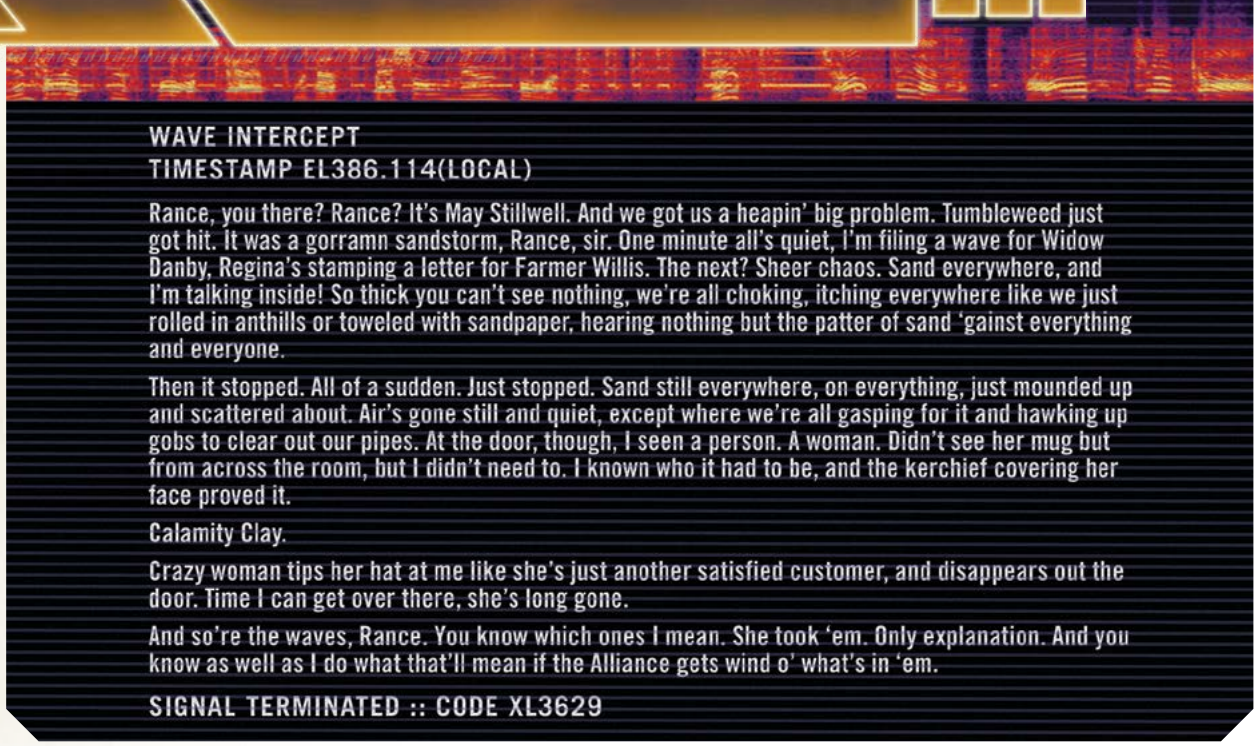
LEADVILLE

Leadville is the largest town on Deadwood. It was named after the lead deposits that were discovered in the nearby hills, which led to its founding. This mining town has since grown into a mid-sized city and is home to several thousand souls—its leaders are all on Burgess's payroll on account of how **Burgess Owns This Town** D10.

Beyond the town's boundaries are dozens of homesteads, populated by **Farmers** D6 trying to eke out a living from the barren Deadwood soil or entrepreneurs like the folk at the Heart of Gold. Nevertheless, thanks to irrigation projects, solar sheeting, and careful water conservation, residents in the outlying areas manage to grow enough food to feed their families without having to rely on buying supplies and seed in town.

Though the town does have a reputation for being unwelcome to outsiders, there are a few notable places smugglers might want to visit:

- ✶ **The Tumbleweed:** Leadville's longest-running saloon, which is run by May Stillwell, sits in a prominent location near the town square. It serves as a multipurpose establishment, due to its large size. Town meetings are occasionally held here, and it's a **Favorite Watering Hole** D6 for muckety-mucks like Burgess. Concealed behind a wall panel is a fireproof **Safe** D10 that's rumored to hold valuables and blackmail on everybody that matters. While no smuggler has seen the inside of that safe, its contents are thought to include property deeds, a sizable stash of Alliance credits, and prototypes for new electronics. **Extras**: **Bartender** D8, **Saloon Patron** D6
- ✶ **Crimson Crane Opera House:** Decorated in the grand style of a Chinese opera house from Earth-That-Was, the Crimson Crane is an **Opulent Theater** D10 located in the Blue Sun System. Equipped with stage, screen, and holographic projectors that connect to the Cortex, the theater can show anything from stage performances to animated films to them's that can pay. Its opulent style and high ticket prices attract dignitaries from all over, turning this facility into a target for sophisticated thieves. Thing is, the Crimson Crane is a little too good to be true. Owned by a mysterious benefactor, it's rumored that this facility is a cover for more illicit activities. **Extras**: **Actor** D6, **Actress** D6, **Theater Buff** D8
- ✶ **Bank of Deadwood:** In general, the bank's **Security System** D6 and **Vault** D6 technology are what you'd expect for a Rim planet, but that's more than sufficient to keep any citizens from getting any wrong ideas. Offworlders, with their access to Core technology and experience, represent a horse of another color. Many smugglers know that its systems have vulnerabilities, but unless they can get their hands on what's required to break in, they're humped. Still, there are quite a few lock



boxes in this bank for thieves that aren't squeamish—including a few that are encrypted with Core tech. **Extras**: **Banker** D6, **Bank Manager** D8

- **Pickett's General Store:** There are a few other general stores in Leadville and its environs, but Pickett's is the oldest and the biggest. In addition to being a supplier, the **General Store** D8 has a long-standing policy to haggle for prices. Folk pay what they can for what they need, and sometimes trade services and other goods like used parts and the like. Technically, Pickett's is supposed to operate under the purview of Guild Law, and it does—as far as they know. Pickett's doesn't require disclosure of where goods come from, which is good news for smugglers! **Extras**: **Shopper** D6, **Worker** D6
- **Eagle Eye Transport:** Due to Deadwood's remote location, shipping packages and supplies to other planets is difficult, which means there's plenty of opportunities to take advantage of that fact due to the **Lack of Competition** D10. Unless you've got a passel of money to afford your own boat, the best way to ship offworld is to use a contractor, like Eagle Eye Transport. They provide what Alliance loyalists might need, but also take a fair penny from the locals, too. Eagle Eye's philosophy is simple: if you can pay their prices, they'll do what you ask. If you can't, then you're out of luck. **Extras**: **Shipping Expert** D8

GRUBSTAKE REACH

Grubstake Reach is an **Isolated Valley** D8 situated between two rugged mountain ranges that forms a "V" at the northern end. It's a land of desolate miners and loners, all obsessed with the promise of untold mineral wealth hidden far beneath—but the riches have either long since dried up or aren't accessible without expensive equipment. All that remains are a few trading posts scattered up and down the trails that run into the valley, a ghost town, and McAllister's Ranch.

Far from town, there are a few notable locations like:

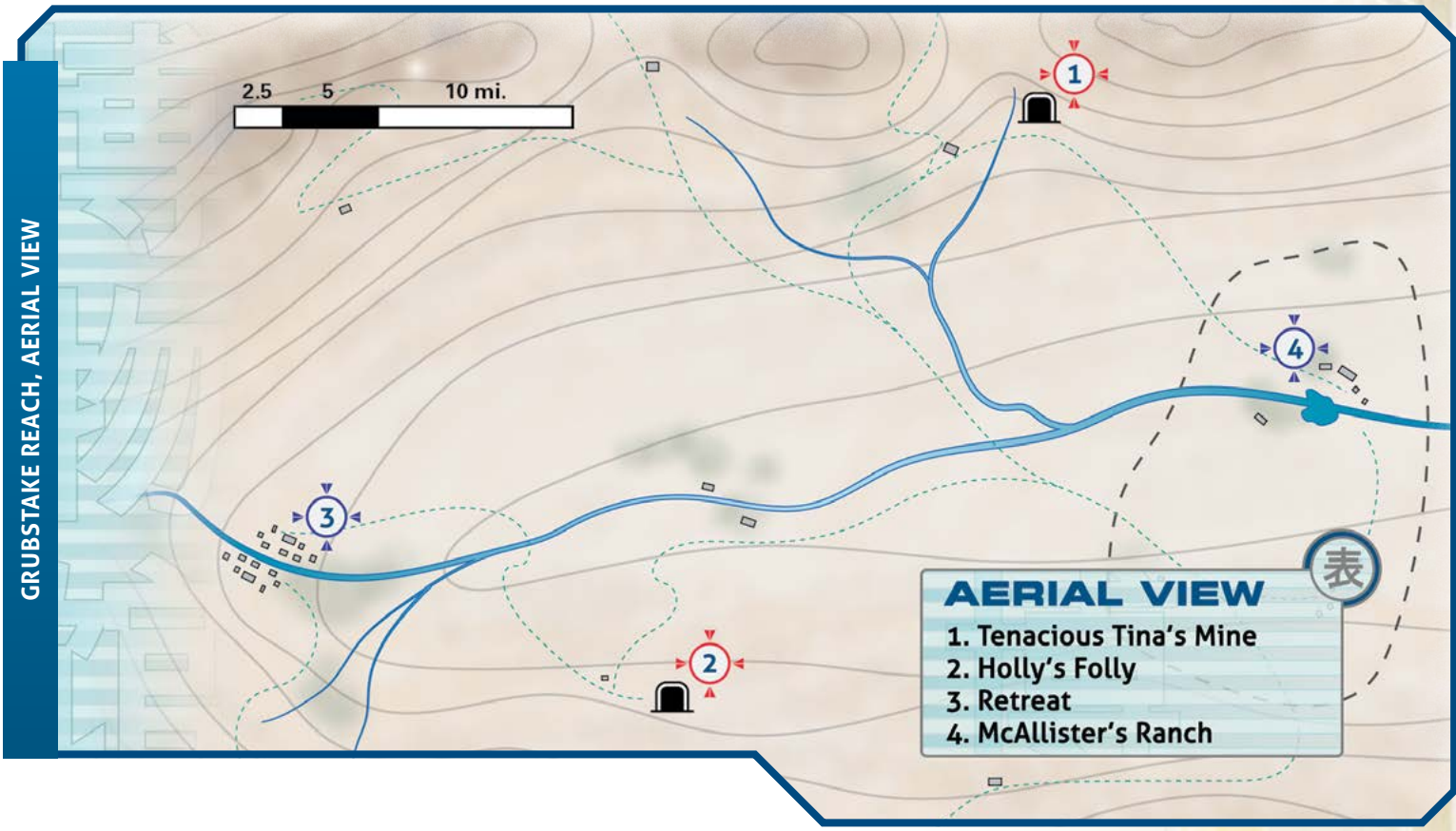
- **Tenacious Tina's Mine:** Named for the owner's favorite mule, Tenacious Tina is one of the best kept secrets on Deadwood. Tina's Mine is **Rich with Platinum Deposits** D8, but since it's **Hard to Extract** D10 from the ore without specialized refining equipment that's manufactured in the Kalidasa System. Without that equipment, Snubs Trudeau, the mine's owner, can't give Burgess a run for his money as the richest man on Deadwood. For now, Snubs subsists on selling the copper and nickel byproducts by using his older equipment, and sells temporary permits to folk who wish to mine for themselves. Snubs's policies are strict: miners can keep what they extract, provided they smuggle in the required equipment, don't talk, and don't sell the minerals on Deadwood. **Extras**: **Miner** D6, **Mine Foreman** D8
- **Holly's Folly:** Holly's Folly is an abandoned mine named after a pioneer who hailed from Ezra. The locals say that Holly "Emerald Eyes" Roberts got it into her head she'd strike it rich in this mine, and worked herself to the bone for nothing. Though Holly died decades ago, the folk in Grubstake Reach haven't forgotten her. Some might even hold out hope that she came to her senses and skedaddled without a word. Others figure some mishap deep underground did her in. Regardless, there's not much interest in an empty hole in the ground. The claim went to an anonymous owner, and now folk swear they hear **Mysterious Noises** D6 from underground. **Extras**: **"Ghost"** D6
- **Retreat:** This little settlement lies at the farthest end of the valley, intended by the founders to be a place for

miners and loners to trade their wares without having to go all the way to Leadville. A few years back, Retreat was home to new settlers, some of them traders, others craftsmen like smiths and carpenters. And then, one day, a pilot flew overhead and saw something strange—nobody was around. Retreat was a **Ghost Town** D8. The local Law went in and saw folk left in a hurry. Coals in the forge were still hot. All that was found of anyone was a few spatters of blood here and there. No bodies. No animals. As the story circulated, folk speculated that the disappearance might correspond with the late-night thunder of a ship breaching atmo from the direction of Retreat. The most popular—and chilling—explanation comes as one word: Reavers. Now, smugglers who know the story take advantage of people's fear. If Retreat's haunted, it's by their hand. **Extras**: **Smuggler** D8

SILVER CITY

Silver City is the sentimental heart of Deadwood, but not much goes on here anymore—at least not on the surface. People appear to be content to plod along at their own paces, just minding their own business. Silver City is probably the place in all of Deadwood where Burgess treads most lightly, simply because he's put Mayor Sorington in power.

- **Robin's Landing:** This spot is where the first colony ships landed, and marks the center of town, with the rest of the town radiating out from here. Remnants of those hulks and **Half-Buried Wrecks** D6 lie embedded in the earth, the parts that weren't scavenged to build the earliest shelters and equipment. Nowadays, it's a playground for the town children, a place for festivals and meetings, and "the" place to go for local gossip. **Extras**: **Child** D6, **Gossiping Townsfolk** D6
- **Potter's Hardware and Funeral Home:** This storefront is exactly what it purports to be—a hardware store and funeral home. George Potter's establishment boasts a functional machine shop and smithy, with a sizable furnace that doubles as a crematorium and a crypt. Potter's facility has a cellar or two dug into the ground, far beneath the crypt. Browncoat sympathizers meet here on a regular basis to trade information about politics and the like, turning this storefront into a **Browncoat Hideout** D8. **Extras**: **Browncoat Sympathizer** D6
- **Blackrock Casino:** In the early days of the Blackrock Mine, a great many bachelor miners with too much money in hand needed a place to spend it, so the stakeholders of the mine founded just the place to relieve them of it. The **Casino** D8 boasts a variety of games, from cards to dice to randomized lotteries—some legal,





some not. Gamblers and con artists will find no shortage of marks here—including Mayor Sorington. **Extras**: **Gambler** D6, **Con Artist** D8

- **Blackrock Mine:** In the hills near Silver City is a lucrative, silver mine, overseen by a conglomerate of local businessmen. This **Productive Mine** D8 is a source of wealth the locals use to mint coins, jewelry, and the like. The silver mine is a high-profile target, and most smugglers steer clear of it. Only a fool would try to steal from it, on account of the fact that the silver that flows from this mine is Silver City's lifeblood. Without it, a lot of people would be hurt. **Extras**: **Miner** D6, **Mine Foreman** D8
- **Cartwright Geological Surveys:** The newest geological and mineral surveyor on Deadwood, the company is one of the few businesses owned by some bigwigs from the Core. Several teams scout for new mines, sources of mineral water, and sources of geothermal energy. That said, the surveying company is thought to be a front. Truth is, Cartwright Surveys is kidnapping folk from all over the planet. They're careful, too, which is why folk haven't caught on—just yet. A few smugglers have, however, but who'll trust a thief? **Extras**: **Kidnapping Victim** D6, **People Smuggler** D8

GUNS AND LOOT

In spite of Deadwood's barren, semi-arid surface, there is wealth to be acquired by those with flexible morals. And since most of the planet lacks any sort of law enforcement, you can bet that anything valuable is enthusiastically protected by hired muscle. Other than the mineral deposits, minted coin, decorative rifles, and personal lockboxes, there are a few other pieces of loot most smugglers would want to get their hands on.

- **Prize Horses:** Alice McAllister's stock bring a pretty penny with anyone who knows real horseflesh. Her stock brings a premium price on Deadwood, and astronomical prices elsewhere, to the point that the McAllister Ranch is starting to make a name for itself outside of the Blue Sun System. Ain't nothing faster than a McAllister horse—whether you're outrunning the Law or racing 'em in the Core. Smugglers have tried to pinch a few, but horses are hard to transport offworld and each one has a distinct brand that can't be removed. So far, stolen horses are quickly recovered.
- **Dragon's Claw Projectile Launcher**: A legend in its own right, this incredibly destructive form of projectile technology uses hundreds of tubes, each packed with bullets end-to-end. Each tube can fire one bullet at a time or launch its entire massive load in one great fusillade capable of more than a million rounds per minute. The projectiles are caseless, fired by magnetic pulse, and come in a variety of types—armor-piercing, explosive warhead, etc. Death Storms are slow to reload, because all the modular racks of barrels have to be replaced between firings. The Dragon's Claw is so destructive, it was dismantled during the final days of the War, its parts scattered in Grubstake Reach.
- **Happy Toad:** From opiates to the new exotic synthetics, drugs are available in just about every settlement. Happy Toad is a high-priced serum that's manufactured on Osiris and distributed throughout the Core. Its effects boost the production of serotonin, and one dose is thought to turn an angry thug into the town drunk. Extracted from the secretions of a rare toad and synthesized for mass production, some smugglers prefer to deal Happy Toad because its side effects are minimal and it's not as addictive as other drugs. To avoid a devastating effect on a smaller population, like most towns on Deadwood, even local thieves prefer less dangerous drugs. Happy Toad is also referred to by many nicknames, including: Sweet Prince, Laughing Buddha, Sunbeam, Unicorn Dust, etc.

SHIPS AND HIDEYHOLES

Transportation technology on Deadwood is mostly limited to the four-legged kind, but there are exceptions, especially with respect to what little industry exists here. Other than Rance's hovercraft, a rare piece of technology, there's two ways to get around.

- **Prendergast Mining Transport:** Called PMTs for short, these massive ore haulers can carry hundreds of tons ore across the surface from mining to processor. With a small crew, an open dump-bucket and four sets of tracks, PMTs are heavy movers. They ain't fast, but they're almost impossible to stop—which is great for smugglers who need a cover. **Traits: Body** D12, **Handling** D6, **Speed** D4

- **Mercury Shuttle Line:** There's only one shuttle transport line that exists on Deadwood. The Mercury Shuttle Line is operated by twin brothers. The pilot, Owen Radkin, flies the *Hermes*, and his brother Spencer organizes all the drop-offs and pick-ups. The shuttle line runs on no specific schedule, and service is hit-or-miss. Passengers usually communicate by wave to arrange transport. The *Hermes* has some reliability issues, but she's fast!

HERMES

ENGINES 10 HULL 4 SYSTEMS 10

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. 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, flying within a planet's or moon's atmosphere, spend 1 PP to double **Engines**.

HAND-ME-DOWN 8

Your ship has changed hands a lot. Who knows what kinds of secrets it holds, or what annoying problems it'll give you.

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

BUILT FOR SPEED 8

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.

SIGNATURE ASSETS

MANEUVERING THRUSTERS 8

- ☑ *Crazy Ivan:* When the pilot tries to outmaneuver a ship, he can spend 1 PP to step up or double **Engines** for a roll.

BOOSTER ROCKETS 8

CHINESE PHRASES

Like so many worlds, Deadwood incorporates Chinese and English to create its own unique flavor of expressions, most of them colorful forms of insults.

Chinese (Mandarin)
English Translation

Bi luo zang hai hei.
Darker than the inside of a mule.

Ta shi huai huo.
He/she's a bad nugget.

Ni xiang wo shi ge le guan zhe ma?
Do you take me for an optimist?

Ni zhu pi gu chu de.
You have been produced from the ass-end of a pig.

Yi dao ge hou ying hua xiao wo men de jiu zheng.
Perhaps a blade across the throat will resolve our differences.

Ni de tou fa kan xiang bei bo jue shi tian guo.
Your hair looks like Burgess licked it.

Ni wang quan mei you mei gui wei.
That ain't the whiff of roses on you.

Even on a planet as flat and desolate as Deadwood, smugglers can find places to hide, trade, and sell their loot. The hills and mountains are dotted with abandoned caves, ravines, and shacks—perfect for the locals, but not so great for smugglers who are flying in.

- **Clearwater Gulch:** Thought to be one of the most remote locations on the planet, farthest removed from any sizable settlement, Clearwater Gulch is a local legend. Smugglers know it, the locals think it doesn't exist, and the Law laughs it off as an old miner's tale. Clearwater Gulch is said to be a camp—a place where smugglers can go to rest up, resupply, stash, trade, or hide—a utopia for thieves, robbers, and folk on-the-run. Truth is, Clearwater Gulch is a code word for a smuggler's safe house. Technically, it *does* exist—wherever and whenever it's needed to. The Gulch is a **Mobile Smuggler's Outpost** D8, can be torn down and set up in minutes, and offers smugglers a reprieve from the Law. If, that is, a smuggler knows the password to "get in."

DOIN' A LITTLE CRIME

Lookin' for further adventures on Deadwood? Here's a few that'll be perfect for traveling out on the Rim or staking your Reputation.

FOOD FOR THOUGHT

The Crew receives an anonymous wave that's broadcast on back-end channels. A desperate client seeks crates of Gen-Seed and settler's supplies for an orphanage on Deadwood. Loaded with nutrition, vitamins, and immunizations, these crates are Alliance-issued. They're hard to find and go for exorbitant prices out on the black market, but crews with a hankering for illegal salvage can find them.

The buyer is none other than Calamity Janet Clay. While Calamity's payment is legit, the job is a total ruse. There is no orphanage on Deadwood. What she really wants to use the foodstuffs for is to plant them on a transport with Rance Burgess's name on it, and then tip off the Alliance that he stole the cargo from them.

Will you and your Crew help frame Burgess? Or will you double-cross Clay and take the loot for yourselves? What happens when your Crew is implicated in the theft when the Feds come sniffing around?

RAIN OF DEATH

Tater's Raiders has managed to find bits and pieces of the Dragon's Claw Launcher, not knowing what it was or how lethal it can be. Among the parts is a rare tracking device and enough munitions to take down an Alliance cruiser. Tater would be willing to part with it—for a substantial sum. Otherwise, her Raiders took it, so it belongs to them. Finder's keepers. While most don't know she has it, her Raiders are starting to brag they've got more tech than ole Burgess does. That, unfortunately for them, is starting to attract all kinds of attention—the wrong kind.

If the Alliance ever got wind that a weapon system this advanced fell into the hands of civilians, let's just say they'd be mighty determined to get it back, and mighty punitive to them that filched it—that includes Burgess who "allowed" this to happen in his backyard. Luckily for Tater's Raiders, they haven't finished assembling it. Yet.

Will you and your Crew strike a deal with Tater's Raiders? Or, will you race them to the finish line and get the remaining parts for yourselves? How will you react when the Alliance sends its best and brightest to investigate?

FROM::COMMUNIQUE TO UNKNOWN RECIPIENT::FOLLOWUP PRIORITY WHITE-3

Madam: flight plan confirmed for tomorrow. Local transport arranged at destination point. Hotel reservations made for Deadwood. Meeting with Rance Burgess set for following morning, six a.m. Copy of previous communications attached, along with rough outline of projected plan. Complete with proposed payments. Details to be determined in person. Money wired to new account, sufficient to cover proposed initial payment. Passcode on attached jumpdrive. Keyed to your retinal scan.

Note: Be sure to bring Jasmine along. Then let her get bored. Towns out on the Rim don't see many Companions, especially of her stature.

Have a safe and profitable trip!

::END OF MESSAGE

ALL THE PRETTY HORSES

Alice McAllister recently sent out a wave to the Cortex looking for the best veterinarian money can buy. A degenerative respiratory disease is ravaging her herds of prize horses, and she needs someone steeped in animal medicine to save her stock and pull her out of a bind. You and your Crew can either sign up to help or transport a qualified vet to her ranch on Deadwood.

Once you arrive, however, you'll be asked to stick around for a few days. Initial tests reveal that the horses are being poisoned by an agent called strychticin. Fortunately there is an antidote, but the formula is located in McAllister's old government lab. Alice will need a brew a sizable batch to save her herd, and while the vet's managed to stabilize the prized horses, there's no time to waste. Before you make up your mind, McAllister pulls you aside and demands that you don't "out" her whereabouts to the Feds. Seems she's got her fair share of secrets to keep, and that spells trouble for everyone involved.

What will you and your Crew do? Will you track down the poisoner and protect the ranch? Or, will you fly to Liann Juin to infiltrate McAllister's old lab to find the antidote's formula and steal the ingredients to manufacture it?

GHOST

"They reach down and down and down and mix everything up. They hurt..."

– River

The second stop on the Good Shepherd's Run is also one of the most dangerous. If datafiles found on the Cortex are to be believed, not much happens on Ghost. The capital city, Shinzen, is large by non-core world standards, but still not as big as Ariel City. Most of the planet's population lives in Shinzen, while the rest are scattered throughout dozens of tiny settlements: farming collectives, factory towns, and small villages and hamlets clustered together. The rest of the folk on Ghost fly in from elsewhere to work for the Alliance or a corporate facility and live in temporary housing.

Corporate labs on Ghost develop all kinds of things, and many of those inventions are designed under Alliance contract. Most, if not all, of those items can't be bought or shipped: they're high military, they're nasty, and they violate all kinds of human rights. The only way you're likely to come in contact with these black ops nightmares is if you're the conductor or the experiment. Either way, you might as well say good-bye to your families, because people who settle on Ghost have a tendency to disappear.

On Ghost, the Alliance has considerable and direct oversight of the corporate research labs, the spaceport, and Dao Mei Station in particular. Lately, they've also taken an interest in the Trans-Ghost Railway. COmantix may be the big player on Ghost, but they answer to the Alliance. While the government ain't afraid to extend reminders of who's really in charge, so far its agents are comfortable with the way COmantix is running affairs.

Among the natives, rumors constantly circulate about secret testing sites, but no one's offered any proof that one exists. If the rumors are to be believed, the sites include junkyards and bio-waste disposal facilities where the remnants of these experiments are lyin' around for the taking—all you gotta do is not get caught. True or not, these are dangerous stories to pursue. More'n a few people have gone out looking and not come back, mostly because no one seems to care to investigate disappearances further.

On paper, there ain't as many burials on Ghost as there are dead people. When a test subject has a bad, permanent reaction to a new drug, or when a doctor is thought to hold one too many secrets, they get kicked "downstairs." Among corporate types, to be sent downstairs is a nice way of saying that person earned a one-way ticket to R & D. Sometimes, former subjects show up someplace else—sometimes even offworld—and kill a bunch of folk. When they're out in the open, these subjects are quickly brought down by the Alliance and their bodies are cremated.

Rumors of cybernetic enhancements, genetic modifications, and portable Cortex implants go 'round now and again, but nothing of the sort has ever been proven. How subjects go from being a settler or researcher on Ghost to an assassin somewhere else is one more mystery.

If'n you're a smuggler who wants high-stakes action and intrigue, you can't go wrong with the second stop on Good Shepherd's Run. There's a lot of folk who'll pay handsomely for the secrets you'll dig up here. Just be careful if and when you do! Life is cheap everywhere in the 'Verse—especially on Ghost.



CICELY MONTAUK

"Let me assure you, I have no interest in that—or in your accusations."



ATTRIBUTES

Mental	Physical	Social
8	6	10

SKILLS

Focus 10	Notice 8
Reading Expressions	Perform 6
Influence 10	*Business Presentations*
Recruiting	Treat 6
Know 10	Trick 10
Core Corporations	

DISPOSITIONS

Alliance (+) Corporations (+)

DISTINCTIONS

Clean Cut 8

If you want respect, dress as if respect is your due.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Snap and Point:* When you issue orders in a tone that brooks no argument, spend 1 PP to step up or double **Influence** for the Action.

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.

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.

SIGNATURE ASSETS

Team of Experts 8

CICELY MONTAUK

Born into a wealthy family, Cicely Montauk began her professional life as an Academy recruiter on Sihnon, and enjoyed a life of luxury in the Core. She made it all the way to Junior VP with only a few enemies to her name, before COmantix lured her away for more money and better stock options. Montauk used her Academy connections to recruit talent for COmantix, and the company has prospered thanks to the influx of new ideas. As a reward for her efforts, Montauk was installed as the Magistrate on Ghost in a cushy estate.

A corporate executive in a former life, Montauk helps keep the peace and makes sure that Ghost's profits are always on the rise. In her role as Magistrate, she's loyal to COmantix and eager to please the Alliance. A plaque on her office wall sums up her philosophy best: "When money is involved, friendship is tested." She knows who to pay off and when, and has an excellent working relationship with Lieutenant Osbourne, which has its own set of uses.

Montauk knows she walks a fine line, and ain't willin' to push her luck very far. She's capable, savvy, and has a knack for turning defeat into victory. She's always well dressed and immaculately groomed, and on the surface she seems perfect. Deep beneath her hard exterior, however, Montauk protects a dangerous secret. As it turns out, the reason why she's so good at what she does is because she's a powerful Reader. The truth of her nature is known only to her, and there's no tellin' what would happen if COmantix, the Alliance, or anyone else found out.

ALPHONSE REED

Unofficially, Mr. Reed is Cicely Montauk's right hand. He acts as her bodyguard, her confidante, and her bridge partner. He keeps an eye on security in a general way, but often leaves the details to subordinates. Montauk makes sure he's well treated and very well compensated: so well that he wouldn't even consider working for anyone else. After all, her life depends on it.

Reed will accompany Ms. Montauk on any business trip or meetin' with even a hint of danger or personal risk. For things too sketchy for Montauk's direct involvement, Reed will act on her behalf, makin' deals, hiring shadowy characters to make things happen, and seeing to it that nothing can be traced back to himself, and especially, not back to Montauk. Whispers of his loyalty make other folk wonder about him, but the truth is Reed is madly in love with his boss—and thinks she doesn't know his true feelings for her.

Reed usually acts alone, but ain't above hiring a reliable crew. Crews that get the job done, do it well, and can keep their mouths shut get more work: crews that fail any of these three points disappear.

ALPHONSE REED

"I do as I'm told. Why don't you?"

TRAITS

Bodyguard D8, Card Player D6, In Love with the Boss D10

DISPOSITIONS

Alliance 👍 **Corporations** 👍

WILLARD CHO

Willard Cho runs Windwalker Transport, a small division of SeeBo. At first glance, he's the type no one pays much attention to. He deals fair, gets the job done, and pays his debts. That said, Cho don't do business with just anybody. He's no fool; anything that could be traced back to him is no-go. Cho moves packages, and sometimes people. Anything he can't or won't handle, he farms out to freelance contractors—for a referral fee, and a cut of the profits.

While Cho may seem happy with the job, those closest to him know why he really came to Ghost: to find his kids. During the final days of the War, his family was torn apart in the riots that followed. For a few years, Cho thought his wife and kids had died—until he saw his wife on the Cortex get gunned down by the cops. Obsessed with findin' his family, Cho knew better than to cross the Alliance, so he pretended to be a model citizen hoping for a clue.

Not long ago, Cho found out through a friend of a friend that his children were alive—kidnapped and shipped off to Ghost as test subjects. Cho don't understand the full extent of what the Alliance and corporations are up to, but he's pretty sure they'd kill to protect their operations.

Now, Willard is biding his time until he can make his move. He's slowly buildin' an underground network of like-minded folk to launch a rescue operation and expose COmantix. To protect himself, he tends to hire Readers and runs a few side businesses to acquire and fund his goals.

LIEUTENANT MANFRED OSBOURNE

Lieutenant Osbourne is the Executive Officer of the *Herkimer*; his neck is on the line if anythin' goes wrong with the *Herkimer*, Dao Mei, or any of the dozen or so small outposts within spittin' distance of Ghost. Osbourne spends most of his time on the *Herkimer*, but is subject to the same rotation as any other junior officer on board: he puts in his time on Dao Mei just like everyone else.

WILLARD CHO

"Of course we can get it there by tonight. It won't be cheap, though..."



ATTRIBUTES

Mental	Physical	Social
10	6	8

SKILLS

Drive	6	Know	10
Fly	6	*Shipping*	
Courier Ships		Notice	8
Focus	8	Operate	6
Illegal Activities		*Computers*	
Influence	8	Trick	6

DISPOSITIONS

Browncoats 👍 **Corporations** 👍

DISTINCTIONS

Piece of the Pie 8

I know someone who can fix that right up, no problem. There's just the small matter of my finder's fee.

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

Reputable 8

I deal plain, ask any of my associates. There'll be a hard bargain driven but, in the end, everyone will be happy.

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

☑ *Art of Negotiation:* While negotiating goods and services, you may step up or double **Influence** for the Action. 1s and 2s count as jinxes for the Action.

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.

☑ *This Isn't in the Manual:* When the GM buys a jinx from you, you may step up a Complication to gain 1 PP.

SIGNATURE ASSETS

Windwalker Transport Offices 8

Unlike many of those serving with him, Osbourne does not feel that the posting near Ghost is a burden. He is far more interested in whilin' away his shore leave on Ghost than anywhere else—in part because he believes that the Alliance saves those that need to be saved, even if they don't know it themselves.

Osbourne can be naive at times, and his patriotism can blind him to the truth. There's no tellin' what'll happen if Osbourne experiences a moment of moral conflict once he realizes what Ghost and COmantix are really up to.

LIEUTENANT MANFRED OSBOURNE

"I'm proud of my command, and even prouder of the Alliance."

TRAITS

Executive Officer D8, **Naive** D4, **Patriot** D10

DISPOSITIONS

Alliance **Criminals**

FACTION RUNDOWN

A good rule of thumb on Ghost is "go along to get along." Most people here like things nice and simple, and the more somebody messes with that, the more attention they'll draw. As long as the credits get spread around and folk keep their mouths shut, things will go smooth.

ALLIANCE

The Alliance has a strong working relationship with many of the businesses on Ghost. That don't mean, however, that the government trusts its subcontractors. It may favor COmantix right now, but will switch its loyalties to another corporation when it suits their interests. Here, on Ghost, the Alliance reports corporate findings directly to Parliament.

To remind corporations of its might, the Alliance will often conduct surprise inspections and press criminal charges against a few Junior VPs every once in a while. Their comings and goings remind corporations who's really in charge, helps promote upward mobility and competition, and make it look like the Alliance is tough on corruption. In reality, all the Alliance cares about are the experiments conducted all over Ghost. The corporations may not see the big picture, but the government surely does.

BROWNCOATS

Though the government won't admit it, anyone who works for a corporation with Alliance ties on Ghost is screened thoroughly. Independents who live out in the open on Ghost are rare and, if they exist, they stick close to themselves for fear of being targeted. Once they can speak freely, however, they'll help their own in exchange for information about what's happening elsewhere or a favor or two.

There are a few research facilities, however, that were founded well before the end of the War. Word has it that the Alliance keeps high-profile prisoners-of-war locked up nice and tight, and has no intention of releasin' them.

CORPORATIONS

On Ghost, members of the **Corporation** Faction err on the side of paranoia. Applicants, crews, subcontractors, etc. can expect to be viewed with suspicion until they've proved their mettle with a specific company like COmantix or if they've been cleared prior to landin'.

Unlike other planets, the businesses here are tied more heavily to the Alliance due to the nature of the facilities that are built here. Businessmen and women tend to be more conservative and play their cards closer to the chest on Ghost—especially since corporations compete for the Alliance's favor.

CRIMINALS

Criminals here have a more difficult time than anywhere else on the Rim due to the heavy Alliance and corporate presence. If there are any high-profile criminals on Ghost, they'll likely be involved with corporate espionage or sophisticated thefts. Most of the everyday crime on Ghost involves truckin' illicit goods or pickpocketing new arrivals. Still, people here want something that's either hard to get or illegal, and smugglers can supply that need for all types of folk—Alliance included.

Though they might suspect something sinister is going on, members of the **Criminals** Faction are not aware of what's happening on Ghost. The secrets in this location are the kind that, once sold on the black market, will set up a strapped crew of smugglers for life and earn them one hell of a reputation. Others steer clear and warn folk as a courtesy, mostly out of self-preservation. After all, should unsavory visitors get caught on Ghost, the Alliance won't hesitate to question them.



Name: Ghost
Position: 14th, orbits *Xuan Wu*
Moons: Inferno
System: Kalidasa
Capital: Shinzen
Est. Population: 203 million

SCENES AND LOCATIONS

For smugglers, Ghost has a few points of interest like Windwalker Transport, but the real attractions are located in Shinzen. The climate is temperate year round with frequent rain and fog, though the summer season can be plenty hot and dry for a month or more at a time. Ghost also has two moons—Inferno and Xibalia—neither of which are ready for settlement just yet.

The Alliance discourages settlers from stickin' around too long, so corporations fly in employees on contract. Life here is pretty uneventful, due to the heavy surveillance and restricted access to the Cortex in a few black-out zones. Occasionally, subjects do escape from the lab, but are rarely rescued—unless they can get to Shinzen.

For smugglers looking to make the score of a lifetime, Shinzen is "the" place to go—if you can get past the Alliance, that is.

LOCATION TRIGGERS

- ☐ *Corporate World:* Once per scene when negotiating a sale, you may step up an existing Big Damn Hero Die after a successful **Mental + Know** or **Social + Influence** roll.
- ☐ *Pharmaceutical Lab:* Spend 1 PP to roll **Know** in place of **Trick** when using or describing the laboratory equipment.
- ☐ *Heavy Surveillance:* When searching the security system, you may take an **All Traffic Is Monitored** D8 Complication to create an **Everything is on Vid** D8 Asset.
- ☐ *Spaceport:* Spend 1 PP to create a **Packed Crowd** D8 Asset.
- ☐ *Hotel Casino:* When you win a high stakes gamble in the casino, you may spend 1 PP to step up an existing Big Damn Hero Die.

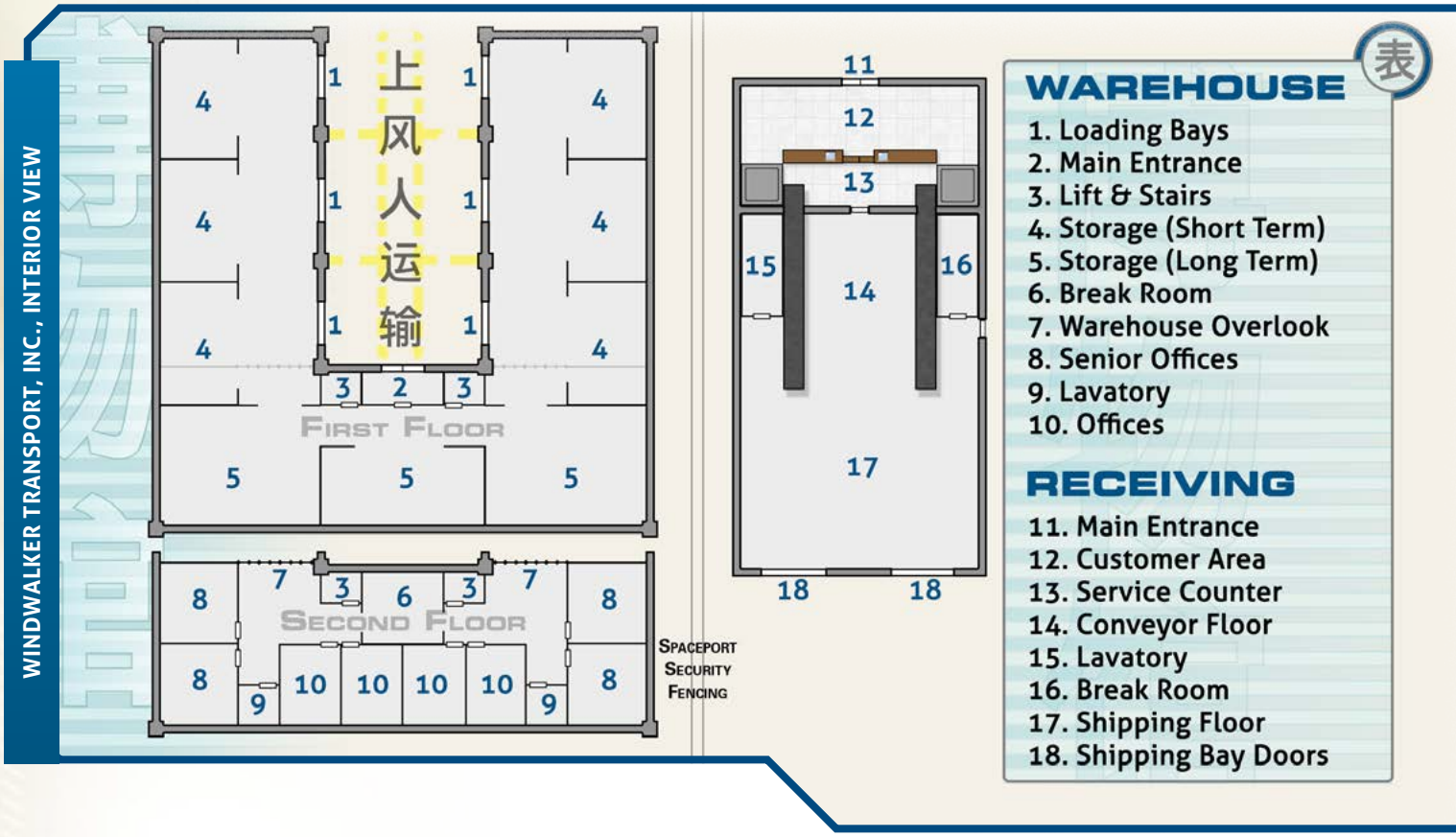
SHINZEN

Shinzen is a **Cutting-Edge City** D8 where most corporations work and play. It's the capital city of Ghost, so it's a decent-sized city, but hardly a metropolis. On the surface, Shinzen may seem like a city from the Core, but it's a lot cleaner and more sterile. It is one of the few cities of any real substance on this planet, though; the Alliance feels that it gives Ghost a sense of legitimacy that wards off overly curious folk. Travelers visit to see the Alliance's promise of a better life on the Rim—and are discouraged from wandering off due to "corporate non-disclosure agreements" and "highly sensitive military operations."

For these reasons, Shinzen boasts a few dozen five star restaurants, two major shopping districts, a handful of gambling parlors, roving bands of Chinese acrobats and street performers, and the only spaceport on the planet.

A few destinations smugglers might want to know about include:

- **Hotel Casablanca**: The largest hotel on Ghost, and also houses the only casino on the planet. All manner of games of chance may be found here, including poker and pai gow tables, blackjack, roulette, and craps, with keno runners makin' the rounds constantly. Cheating is not tolerated here, and most cardsharps know it, too. Patrons may not realize it, but they're always being watched by an **Eye in the Sky** D10. Punishment for getting caught may include a lifetime ban from the casino and hotel or jail time. Cheaters are always given the option to volunteer their services in exchange for a



clear record, however, which works out well—for the Alliance. **Extras**: **Gambler** D8, **Pit Boss** D8

- **Municipal Salvage Yard**: On the north edge of the spaceport, at the farthest edge from Shinzen, is the Municipal Salvage Yard. Home to derelicts, the Alliance impound, and more parts than anyone knows what to do with, this yard is the place to find parts for nearly any commercial ship—for a price. Like the rest of Shinzen, this location is under **Surveillance** D8 at all times. Only the folk who run it know how to trick the cameras. **Extras**: **Junkyard Dog** D6, **Salvager** D6
- **Sewage Treatment Plant**: Downwind of Shinzen is the city's sewage treatment plant. The Sewage treatment plant is a good place to get rid of something organic that you don't want anyone to find—like a body. Anything that can make it into the tanks without being seen will decay in less than a day, thanks to an experimental compound cooked up in the facility. Rumor has it the Plant doubles as a **Dumping Ground** D8 for test subjects who didn't survive. That's good news for assassins, bounty hunters, and the like, and bad news for everybody else. **Extras**: **Plant Worker** D6
- **Shinzen Spaceport**: The Spaceport provides landin' space for inbound vessels and temporary storage of goods awaiting delivery. The Alliance has official control of the spaceport, but everyone else either works for COmantix or for Windwalker Transport. As the only **Official Spaceport** D8 on Ghost, Shinzen Spaceport is a mass of activity. Travelers, pilots, dock workers, couriers, and machinists are coming and going at all hours to keep some schedule or other. There ain't many flights in and out of Ghost, but there also ain't many empty seats in either direction, either. **Extras**: **Dock Worker** D6, **Customs Agent** D8, **Traveler** D6
- **Dao Mei Research Station**: Located seventy-five miles outside of town, Dao Mei is a good-sized compound with a broadcast building, several barracks buildings, a mess hall, armory, recreation building, landing pad with adjacent motor pool, and three underground testin' sites. A cargo-sized elevator leads from the landing pad down to the main facility; there is a team of three squads of Alliance troops stationed at the transmitter and a few dozen COmantix employees inside the testin' sites. The security threat in this **Research Facility** D8 is low-to-medium; the test subjects tend to be orphans under the age of 13. **Extras**: **Test Subject** D6, **Alliance Troop** D8, **Scientist** D8

FROM::VOICE RECORD

Experiment 247-C. Day 12.

Project proceeding according to revised calculations. Further proof that initial estimates were far too conservative—I blame my supervisor, who made me tamp them down before submitting them to Montauk. Typical middle management, always "playing it safe." Fully expect to hit projected goals well ahead of schedule. Currently predicting 300% increase over proposed outcome, if current rate continues. Will adjust accordingly—a little concerned about Phase III, still unsure the metabolics will stabilize properly. Don't want a repeat of 247-B, that was tragic. And messy. Note: Still need to replace screens on holding container 14.

Needs: In order to maintain our current pace, will need to replenish our supply of CS943. Plus blood packets, glucose, saline, and methanol. Also need that new mixing pump! Have already talked to Supplies about it twice, even gotten supervisor involved. They're still claiming it's been shipped and should be here by end of week. Not sure I believe them, but not sure what else I can do about it. Note: Talk to Ginger. Supplemental note: check petty cash. Possibly reroute remaining funds from subject interviews.

Also, check with Dwayne over in Lab Three. Was supposed to compare initial results. His new suffusion method may aid the process even further, provided we can keep the systemic shock issues from becoming debilitating. Note: Query Nancy about previous subjects from Lab Three. Might be able to jump in some of those, start them at a modified Phase II. Could provide some interesting results, and insight into the dangers of Phase II without proper Phase I conditioning, if nothing else.

End lab notes.

::END OF RECORD

GUNS AND LOOT

Ghost has a lot to offer to those with an eye for it. Most smugglers know that Ghost has a substantial amount of armories that are located several hundred miles outside of Shinzen, but they're also not stupid enough to try and knock one of them off. Several corporate-run armories, all of which are heavily guarded, contain just about every type of weapon you'd expect to find. The only problem is that every weapon is tagged with a unique marker—so even if a smuggler could get in, sellin' the weapons would be next to impossible.

While recreational drugs are commonplace and high-tech gadgets can be obtained—provided you know the right people—some of the Alliance's biggest secrets are waitin' to be discovered. Dealing in secrets is part of standard operating procedure on Ghost: folk spend as much time and effort on hidin' information as they do spying on other people or cooking up new inventions. Corporate espionage is not only heard of, it's pretty common here.

Though, you'll need more than a hidden pocket in your coat to sneak something past the security scans at the Spaceport.

- **The Button:** A local legend, The Button is a codename used to describe a pocket-sized EMP that can deliver a short-range electromagnetic pulse to cripple a ship, building, or location for a one-square-mile radius. It can only be used once on account of The Button's detonation process. Once the pulse has been released, this pocket EMP will begin to self-destruct. Because it's never been seen before, there are a lot of rumors surroundin' The Button. These include: The Button is manufactured out of organic material, it's genetically keyed to a unique operator, and it's an artifact from Earth-That-Was.
- **Third Eye:** Not much is known about the cybernetic devices implanted and manufactured on Ghost, which means there are a lot of whispers about what businesses like COmantix and Blue Sun are cooking up. While it's unconfirmed, Third Eye is thought to be a flat, flesh-colored transmitter installed just under the skin in a subject's forehead to record and transmit data. When in use, the user's forehead glistens with sweat—a side effect of the device. Other versions of this device are thought to include a more invasive implant that also impacts the user's ears and throat to allow an outside source to "speak" through the subject.
- **Project: Gadfly**: On Ghost, the Alliance has an uncanny ability to track down escaped subjects and troublemakers, which has led to a number of rumors as to how the government can be that efficient. Project: Gadfly is thought to be a prototype that enables the Alliance to scan and track targets easily. What makes Project: Gadfly remarkable is that it's thought to be a virus that's transmitted through the air. When a target is identified, a cloud of nanobots is released and the subject then inhales them, allowin' the Alliance to track the subject's whereabouts. The nanobots are invisible to the naked eye, and the application is totally painless. The method of delivery acts like a sunburn on exposed skin. Part of the reason why Project: Gadfly has never been verified is due to its short lifespan. In a week or two, the subject's ingested nanobots will fully dissolve.



In addition to these unsubstantiated rumors, there are a few places smugglers can head to on Ghost where security is lot lighter.

- **Foodstuffs**: Food processing and packaging operations all throughout Ghost make regular shipments of high-quality protein packs to Shinzen for transport. Food is always in demand, and meals of this quality will keep for a long time, fetch a handsome price, and are easy enough to smuggle. The Alliance don't care if smugglers knock off a boatload of protein bars. They'd much rather "let them" have food than weapons. That's part of the reason why any food that's grown, processed, or manufactured on Ghost is not stamped by the Alliance. Instead, crates here are branded with a corporate logo. That don't mean the plants have no security, however, but these operations tend to be easier to knock off than a hospital in the Core.
- **Medicine**: Due to the Alliance's desire to keep its interests healthy, there are a few pharmaceutical manufacturers and medical equipment distributors located near Shinzen. These corporations are connected to their parent companies on Greenleaf. They synthesize or ship everythin' from diazepam to portable medical tech. These smaller operations don't have significant stockpiles, as most of their production goes to hospitals and R & D facilities on Ghost. Unlike the food processors, medicine on Ghost isn't stockpiled. Every bottle, packet, and machine that's transported from these facilities is stamped with the Alliance's mark. Smugglers who target one of these facilities will have to time their heists just right—and find a buyer who don't care about the stamped goods.

SHIPS AND HIDEYHOLES

The farther you get from Shinzen, the easier it is to hide. While people in a larger town tend to mind their own business, there are also more cameras and security patrols in Shinzen, 'cause that's the Alliance's last opportunity to catch escaped subjects, criminals, protesters and the like before they fly off into black. Once ships are in atmo, they'll be tracked by the *Herkimer*.

WAVE INTERCEPT
TIMESTAMP TK570.614(LOCAL)

A: What in the nine hells—?

B: Things got a little out of hand. That's why I called you, Alphonse. We need to make the matter go away. If she—

A: I know. You don't need to spell it out.

B: Yes, but—

A: How many of these little incidents have I already cleaned up for you? Have you ever had cause to complain about my handling of them?

B: Well, no, but this one is a bit...

A: Messier? Clearly. More widespread? Undoubtedly. But eminently containable? Absolutely. Have I ever let you down before? Don't worry about it. I'll take care of it. Like always.

B: Thank you. I don't know what I... Do you need...

A: What I already have on account should be sufficient. If it's not, I'll let you know. Now I need you to take off what you're wearing, every last stitch of it, move carefully over to that corner, and then be quiet. I've got several calls to make, and the sooner I do, the sooner we can get you back home safe and sound, like none of this ever happened.

SIGNAL TERMINATED :: CLASSIFIED IOTA MU 7

HERKIMER

Engines 8 Hull 6 Systems 10

DISTINCTIONS

Lieshou Class Alliance Destroyer 8

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.
- ☑ *Prepare To Be Boarded:* Spend 1 PP to create an **Alliance Marines** D8 Asset when boarding another ship.

Active Military 8

You protect the innocent, punish pirates, and keep any Independent sympathizers in line, all in the name of the Anglo-Sino Alliance. Your Alliance ship is in active military service and subject to brass's command.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *BOLO:* When a ship escapes from you, the captain may spend 1 PP to inflict or step up a **Wanted Fugitive Ship** Complication on that ship.

Armed and Dangerous 8

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.

SIGNATURE ASSETS

Advanced Weapons Control Suite 8

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.

Medsuite 8

- ☑ *Mobile ER:* Trained medical professionals working in the **Medsuite** may spend a PP to step up **Treat** when trying to recover a physical injury Complication of D10 or higher. They may spend another PP to double **Treat** as well.

CHINESE PHRASES

Chinese is often spoken on Ghost and, in fact, most of COmantix's personnel insist on speaking "properly." Phrases that are often uttered are a mixture of sage advice, superstitions, and non sequiturs.

Chinese (Mandarin)
English Translation

Huai yun san ci lai.
Bad luck comes in threes.

San xuan er: pian yi, kuai su, hao zhi.
Cheap, Fast, Good: pick two.

Wei he wo?
Why me?

Wo you xian kong.
I've got nothing but time.

Da zhou xing xia...
By all the stars in the 'Verse...

Ni shi zu zhou chu tai.
You were cursed from birth.

She hui tun wei.
The snake swallows its own tail.

Jin qian kao you qing.
When money is involved, friendship is tested.

- **Herkimer**: The *Herkimer* is a Lieshou Class Destroyer stationed in this part of the Kalidasa System to keep the peace. She's a big ship, and she moves about from time to time, investigating distress calls and ships that are where they shouldn't be, but other than that duty on the *Herkimer* is pretty quiet. Like any such Alliance vessel, she's equipped with adequate medical facilities, a hefty supply of personal gear and weapons, and packs some heavy ordnance—heavy enough to blast a boat right out of the sky. Per regulations, the *Herkimer* or her support vessels will actively respond to any SOS message it receives from Ghost's surface. The *Herkimer* sticks pretty close to Ghost under most circumstances; a priority distress call from another Alliance vessel would get her to move—or top brass.

With high risks come high rewards. If'n you're looking for somewhere to hide on Ghost, there is no better and safer place than a moving train. Smugglers shouldn't discount the fact that routes to transport goods safely to and from corporate labs are few. While they may be well guarded, unless the Alliance decides to freeze passengers on the Trans-Ghost Railway and inspect every cubbyhole, there are plenty of opportunities to operate right under their purple noses.

- **Trans-Ghost Railway**: In a joint venture backed by the Alliance, Ghost's corporations built the Trans-Ghost Railway some years back. Besides bringing settlers and goods out to Shinzen and beyond, the train also transports mail and corporate payrolls the old-fashioned way. While tech is allowed on the train, the Cortex don't

function on board—a security measure that has yet to be exploited. The train's route is mostly flat, but there are a few mountain passes, rivers, and even a couple of gorges to cross along the way. A typical round trip—droppin' and picking up goods and passengers—usually takes about a week. The Trans-Ghost Railway runs continuously back and forth, save for one month out of the year. In high summer, the train is taken out of commission and given a complete overhaul—engine, cargo cars, passenger compartments—preparin' it for another 11 months of continuous service. **Traits**: **Steam Engine** D8, **No Tech** D4

DOIN' A LITTLE CRIME

It's hard to be a big damn hero on Ghost on account of the surveillance, Alliance presence, and corporate-run experiments. If'n you're a smuggler who wants to knock off COmantix, for example, you'll have to be more subtle, more cunning, and a lot more prepared than anybody else.

MOLES ON THE INSIDE

Cicely Montauk believes that a corporate rival, most likely from the Blue Sun Corporation, has managed to place a mole inside COmantix's black ops research facility on Ghost. She's gathered all the information she can about the mole, but claims she doesn't know who it is. Trouble is, no one knows that Montauk is a Reader—and she feels she needs to tread this matter carefully.

Montauk has done her due diligence and has gotten permission to hire unsavory types—like your Crew—to investigate and capture the mole. While you'll be compensated well with the latest high-tech upgrades to your weapons and boat, your Crew will be paid under the table. Montauk will provide a few options to "break in" to COmantix, but should the Alliance find out what you're up to the corporation will disavow all knowledge of you.

Your Crew will need to sneak into COmantix, avoidin' Alliance patrols and the like, to become moles yourselves. Once inside, you and your Crew will investigate the suspects until you find the spy and damning evidence to bring the mole down. Until you do, your Crew won't see a penny and may be treated like criminals if your cover is blown. Is the payoff worth the risk? You and your Crew will need to decide.

THE GREAT TRANS-GHOST CAPER

A Mr. Smith contacts the Crew to arrange for a bodyguard. Smith claims he has a high-profile business meeting to attend along with a few associates, so he needs the extra muscle—and no questions. Only the "extra muscle" part of this gig is true. Willard Cho, who's masqueradin' as Mr. Smith, intends on sabotaging one or more of the stops along the Trans-Ghost Railway's route.

Cho has decided the best way to get his family back is to shut down all commerce on the planet, beginning with the Trans-Ghost Railway. To that end, Cho plans on using a fake identity of an Independent war hero, who the Alliance still believes is active, to set explosives all along the route and trigger them at a precise moment. While he hasn't tested his theory, Cho is convinced that the train is a blackout zone where no electronic devices—including sonic weaponry—will work. In his mind, the inability to receive electronic communications means that if he times the explosives just right, he'll be able to set off a chain reaction that will shut down the railroad for months.

While Cho may be misguided, he's hell-bent on getting his family back. You and your Crew may cross paths with Cho at any turn. Maybe you're the extra muscle. Hell, maybe you'll sign up to the saboteurs. Either way, you're in for one heck of a train ride—and reward—should you agree to help.

THIEVIN' TO IMPRESS

The Crew gets word of one Alisdair McCormick who's looking for some help. Seems he has a shipment of GenSeed he needs stolen from one of the manufacturin' plants scattered on Ghost. Like most jobs on Ghost that are broadcast openly on the Cortex, there's a lot that won't add up about this gig—for good reason. Alisdair McCormick is an alias that Alphonse Reed set up to hire your Crew. While the job's legit, his reasoning is a little wibbly-wobbly.

Reed believes that he can impress Montauk by vetting smugglers to steal from COmantix's competitors. He's convinced that he can't just hire anybody, and that knockin' off a lower-security processing plant is a good test to see how skilled a crew really is. Only trouble is, Reed has hired everybody and their great-aunt Maude to do a lot of crime on the surface.

Montauk may not be wise to Reed's schemes, but she soon will be. Trouble is, your Crew is caught in the middle of the two—and it's impossible to say how Montauk will react when she finds out what Reed's up to. She may laugh and go along with the plan. Or, she may put the heat on you just to satisfy the Feds who've been snooping around. If'n this job sounds to good to be true, it's because it is!

BAZAAR MID - LEVEL HUBS

Red zones are off limits to visitors - for your safety and ours!

Li Shen's 贾 Bazaar

"The Best And More From Rim To Core"



ACCESSING...

LI SHEN'S BAZAAR

里·慎市场

A haven for travelers, tourists, and soldiers touring the Border and Rim, this Alliance-sanctioned facility offers a wealth of services, supplies, and attractions—provided you can haggle! Li Shen's is currently in orbit over Sho-Je Downs. Stop back for updates!

1. Emergency Airlocks

Tested bi-annually, the airlocks are part of the Bazaar's emergency system.

2. Open Market

Each level features a chaotic melting pot of merchants packed tightly into misshapen, boxy spaces.

3. Faro's Haven Gaming Hall

Roulette, high-stakes poker, mahjong, and fan-tan compliment the casino's round-the-clock faro games.

4. Faro's Haven Cashier Cage

The Hall's credits are stored here, in a reinforced cage, and cameras monitor the floor.

5. Dai-tai Schmid's Hospitality Suite

Small rooms built into this area keep prying eyes from peering inside. Great for private meetings!

6. Li Shen's Private Suite and Shuttle

Rumor has it that Li Shen hasn't forgotten his humble upbringings. His suite and shuttle are sparsely-decorated and contain only the bare necessities.

7. Bazaar Exchequer

Treasurer Thaddeus Caan and his employees handle all financial matters and exchanges from this huge office.

8. Bazaar Security

Also known as "The Bunker." Detainment cells share space with cots and weapons lockers.

9. Black's Outfitters

Homesteaders heading out to the Border or Rim to start a new life will find much of what they need at Black's.

10. TG Freight Office

The Traders' Guild maintains an active presence to broker shipping contracts.

11. Paid Storage

Captains wanting to free up cargo space can temporarily store their wares here. Li Shen's Space Bazaar is not responsible for the contents of the lockers or thefts that may occur.

12. V.I.P. and Exotics Market

Merchants with extremely valuable or rare items, like Valentina Adler, cater to wealthy clientele here.

13. Huizong Auction House

Irregular auctions for bulk merchandise, unique item lots, and unclaimed cargo offer the chance to pick up a big score at a low price. Great for salvagers!

14. Wilhelm the Pleaser's Opium

Pleasure-seekers visit Wilhelm Ur to relieve their worries. The Alliance military's rank-and-file visit him and his daughter regularly.

15. Bazaar Operations Relay

Communications, power, and other vitals are routed through this heavily guarded room.

16. Hungry Hu Cantina

The cheap food at the Hungry Hu is usually just a backdrop for gossip and information swapping.

17. Deadly Fred's Sideshow

A lifelong carnival barker, Fred regularly rotates oddities through his small exhibit space.

18. Emergency Lifeboat

This shuttle is spaceworthy and is almost permanently affixed to the hull. Seats 12.

19. Alliance Postal Franchise

Amnon Duul is the postmaster and liason to Alliance personnel who visit the station.

20. Blue Sun Company Store

The Blue Sun logo is a familiar site to people looking for the staples of life in the 'Verse.

KUAN LO

"Why do I have the strange feeling we're being watched? That's right, because we are."

– Wash

Kuan Lo. Probably the best kept secret in all the Rim. Sure, this far out in the Black there's all manner of smuggling dens and hidden places to load and unload ill-gotten gains. But Kuan Lo is a whispered rumor even among folk used to a bit of misdirection in their work.

The moon itself ain't no secret. You can find it on a map sure enough, circling around Sho-Je Downs just like always. Every once in a while a greedy scavenger or a bored Alliance captain hears a few too many whispers and comes by to take a look. But if you scan the surface, it's just a badly terraformed moon covered in rock and sand. There are a few settlements struggling to make ends meet, folk that keep to themselves and ain't too receptive to strangers. You could walk around in the desert all day and not find a single smuggler. In other words, it ain't nothing special.

But back on Earth-That-Was, they had a saying: don't judge a ship by its hull. The very fact that this moon looks like *le se* makes it exactly the right place to hide something *really* valuable. That's the whole point of smuggling, ain't it? The more normal something looks, the more valuable something is that the smuggler's trying to pass off.

And Kuan Lo is smuggling a whole gorramn pirate's haven, waiting to be plundered.

It ain't like you can just land on the moon and start peddling your wares, though. You have to know somebody. See, Kuan Lo is what you call *decentralized*. You want to sell that shipment of ore you managed to get from the Core? There's an oil and gas town you can go to that sometimes trades in minerals, but you better have the right code word to give at the assayer's office. Got some medicine from an Alliance cruiser that had an accident? The doctor's office can make a trade with the right handshake and a couple of folk to vouch for you.

The moon weren't always such. For a while it was just a handful of struggling towns torn apart by local gangs scrapping and stealing from each other. Kuan Lo's worst enemies for the longest time were each other, and folk were convinced the best way to solve their problems was at the end of a gun. But after the Alliance won—and after the strategic application of violence to a few of the worst agitators—the tensions in Kuan Lo have simmered down to a low boil.

Now, the whole business is spread out over the four biggest towns. Shiliuhuang is the original settlement, a cluster of failed farms that's become a trading post and the most stuck-up town on Kuan Lo. Mogorutu is the oil-drilling town next to Mogorutu Mountain, and is generally the most law-abiding of the four—for what that's worth. Jie Jie and Mei Mei are a couple of towns that stuck around after a company called Astrolabe pulled up stakes and left Kuan Lo behind some years back. Now one's a shipyard and the other's a manufacturing town, and both hate each other like a pair of jealous sisters.

Each town has a leader, someone who makes sure that the honest folk are working hard and the dishonest folk are keeping quiet. Inside each town are several businesses that conduct their affairs how they need to, so long as word of their nefarious activities don't go too far, they keep their grudges to themselves, and the leader gets their cut. And each leader gives a portion of *their* cut to the leader of the whole moon—who's a real, gorramn pirate queen.



PENELOPE "BLOODY PEN" DURANT

"Ain't no one in control of their own legend. All you can do is embrace it, or set it aside."



ATTRIBUTES

Mental	Physical	Social
8	8	8

SKILLS

Craft	6	Operate	8
		The Purity	
Fight	6	Shoot	8
Focus	6	Throw	6
Influence	12	Treat	6
Keeping the Peace			
Labor	8	Trick	6
		Smuggling	

DISPOSITIONS

Browncoats (+) **Criminals** (+)

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.
- ☑ *Go Get 'Em:* Spend 1 PP to step up a Complication inflicted by one of your thugs.

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.

Heart of Gold 8

You may be rough around the edges, but deep down you're a good person.

- ☑ 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.

SIGNATURE ASSETS

Queen of Hearts 8

Tax Hounds

Add a D8 for every **Tax Hound** *Penelope brings along.*

PENELOPE "BLOODY PEN" DURANT

Bloody Pen was a legend in the Rim, a pirate queen that stole from the rich and gave to needy folk. Of course, like all stories, it ain't quite true. Penelope was a dirt farmer on Kuan Lo. Sick of tryin' to make something grow on a moon made of rock and sand, she decided to get while the gettin' was good. In this case, she got a ship, called her *Queen of Hearts*, and decided to take everything she wanted from the folk that owned it.

But when the War was over, it became harder for pirates to operate. Penelope was smart. She came back to Kuan Lo, kicked a few asses and made a few threats to keep folk from killing each other, and converted it into a smuggler's haven. Instead of being the woman who went out and stole, she made a place that thieves and pirates could come to and conduct their business.

Now, she's referred to as Miss Durant, an entrepreneur offerin' exclusive and private services to select clientele.

While everybody else may think she's given up her life of crime, truth is Durant leads a double life. It's all too easy to slip into the shoes of Bloody Pen and knock a few heads when needed. Durant is wise to Whitney's rivalry, and thinks Pearl is on a path to darkness. Profits are one thing, but treating folk like numbers on a ledger is just plain evil. 'Course, there's a lot of things that aren't right in the 'Verse, which is why Durant will play both sides against the middle to keep the peace on Kuan Lo.

TAX HOUNDS

Durant can't be everywhere at once. She's hired a handful of rough men and women to handle those cases when she's owed credits, but folk ain't willing to part with their money. Nicknamed "the tax hounds" by the locals in Shiliuhuang, these hired guns ain't inclined to mindless violence, but they're willing to put the boot in if that's what it takes to get Durant's money for her. One of them tried to steal from her, and that poor fool was hanged by midnight. Since then, the **Tax Hounds** D8 always hand over every penny to Bloody Pen, and wait patiently for their share.

PEARL WHITNEY

Pearl Whitney is Shiliuhuang's opportunistic mayor who used to throw her lot in with Miss Durant. Now all she cares about is credits, of course, and one-upping Bloody Pen. Pearl has a kind of history with Miss Durant. She was barely of age when she served aboard the *Queen of Hearts.* She acted as ship's purser, handling the money for a few years before it was time to pack it all up. Thing is, she developed a schoolgirl's crush on the captain, so when Durant asked her to stay on

and help her rebuild Kuan Lo into a haven for smugglers, she jumped in with both feet—and got the short end of the deal.

While she's no longer infatuated with the Great and Terrible Bloody Pen, Pearl is hoping she'll one day be bigger and better than the legend. She bought the old post office, and uses it for laundering money on top of shipping packages. Should Bloody Pen be scared? Only time—and a big gorramn pile of credits—will tell.

PEARL WHITNEY

"Call me greedy if you like, but there's one thing that keeps Kuan Lo running: money."

TRAITS

Legitimized Fence D8, **"I'm the Gorramn Mayor!"** D6, **Greedy** D4

DISPOSITIONS

CORPORATIONS  **CRIMINALS** 

FELIX GARY

Felix Gary is the head mechanic of Jie Jie Fix n' Fly, and de facto leader of the town around it. Gary was one of the mechanics that worked here way back when Jie Jie was part of the Astrolabe Corporation. He was a company man through and through, and when Astrolabe decided to scrap the shipyard once the War started, he were a mite bitter about the whole thing. He did what he could to get money for himself, his coworkers, and their families, working all manner of illegal and nefarious jobs to make ends meet. More than once he and some folk went to Mei Mei and took what they needed to get by. Folk from Mei Mei came to try and take it back, and the two towns have been fighting ever since.

Miss Durant promised him money and power, but Gary didn't want any of that. He only asked for two things: enough money to make sure his folk won't go hungry again, and a guarantee that he'll never have to work with Mei Mei unless it was absolutely necessary. They shook hands on the deal, and he hasn't regretted it—so far.

FELIX GARY

"I ain't in the business of asking questions. I'm in the business of fixing ships."

TRAITS

Ex-Corporate Mechanic D8, **De Facto Leader of Jie Jie** D6, **Hates Mei Mei** D4

DISPOSITIONS

CORPORATIONS  **CRIMINALS** 

DR. BETONY LONG

Dr. Betony Long is the mayor of Mei Mei. Right around the time that Miss Durant was cleanin' up the mess on Kuan Lo, Dr. Long was on the run from the Alliance for some unethical experiments she was conducting on prisoners-of-war. She offered to help Miss Durant, and in return Dr. Long was put in charge of the whole town.

Since then, she has reorganized the town into a campus providing a wide variety of services to smugglers. Her medical knowledge has earned her the nickname "Doc," one that irritates her but she has decided to endure rather than constantly correctin' people. Her unemotional assessment of problems has helped make Mei Mei profitable and prosperous, giving her the resources she needs to continue her personal work.

Some of that prosperity has come at the expense of Jie Jie and the other towns, but Dr. Long cares little about the rest of Kuan Lo. As long as she continues to work for Miss Durant, she will do whatever she can to push the boundaries of the town.

DR. BETONY LONG

"Leaps in science are not made by being timid, but by taking bold steps."

TRAITS

Traits: Unethical Doctor D8, **Efficient Mayor of Mei Mei** D6, **Unemotional** D4

DISPOSITIONS

ALLIANCE  **CRIMINALS** 

FACTION RUNDOWN

The main rule of Kuan Lo is "hide in plain sight." On the surface, each town seems like it's strugglin', doing a little trading or manufacturing or repair work with passing folk to get by. Underneath, though, there's a wide array of businesses and services available with the right passphrase or special knock. That makes the whole moon rife with potential intrigue, and more than one enterprisin' individual has taken advantage of Kuan Lo's addiction to secrecy.

ALLIANCE

The Alliance doesn't know what to do with Kuan Lo. All the official data they have points to a moon that's barely hangin' on out on the Rim, which ain't hardly worth the effort to send a patrol boat out. But they keep hearing whispers and rumors of some clandestine smuggler's den lurking underneath, or maybe inside the moon itself. Nothing firm, never anything solid, but more than once an operation to track down a smuggling ring seems to end near Sho-Je Downs.

For the moment, the Alliance is in a "wait and see" mode. They're hoping to get enough solid information to justify sending a force to Kuan Lo and kicking over the hive. That's exactly the outcome that Miss Durant is afraid of, and why she's willin' to use whatever it takes to keep her enterprise a secret. But odds are that one day someone will say the wrong thing and the wrong time, and the Alliance will come around to ask some very painful questions.

BROWNCOATS

Officially, Kuan Lo don't pick no sides between Independent and Alliance, but unofficially Miss Durant's always had a soft spot for Browncoats. Though she pretends to be impartial, there's a small part of her that's still the pirate queen what robs from the rich to give to the poor. Locals who grew up on Kuan Lo, like Felix Gary, feel the same way—when no one else gave a *chui niu* about the moon, at least the Independents tried to fight for them.

So, when Browncoats have to turn to a little thievin' to make ends meet, Miss Durant makes sure they have a place to do business. That being said, having a brown coat don't get you a free pass if you interfere with other folk's business. If you cause a problem or bring heat down on Kuan Lo, you'll find your goodwill evaporating faster than dry ice in a plasma core. Folk are grateful to the Independents for trying to make things better, but the Browncoats lost, leaving regular folk to pick up the pieces however they can.

CORPORATIONS

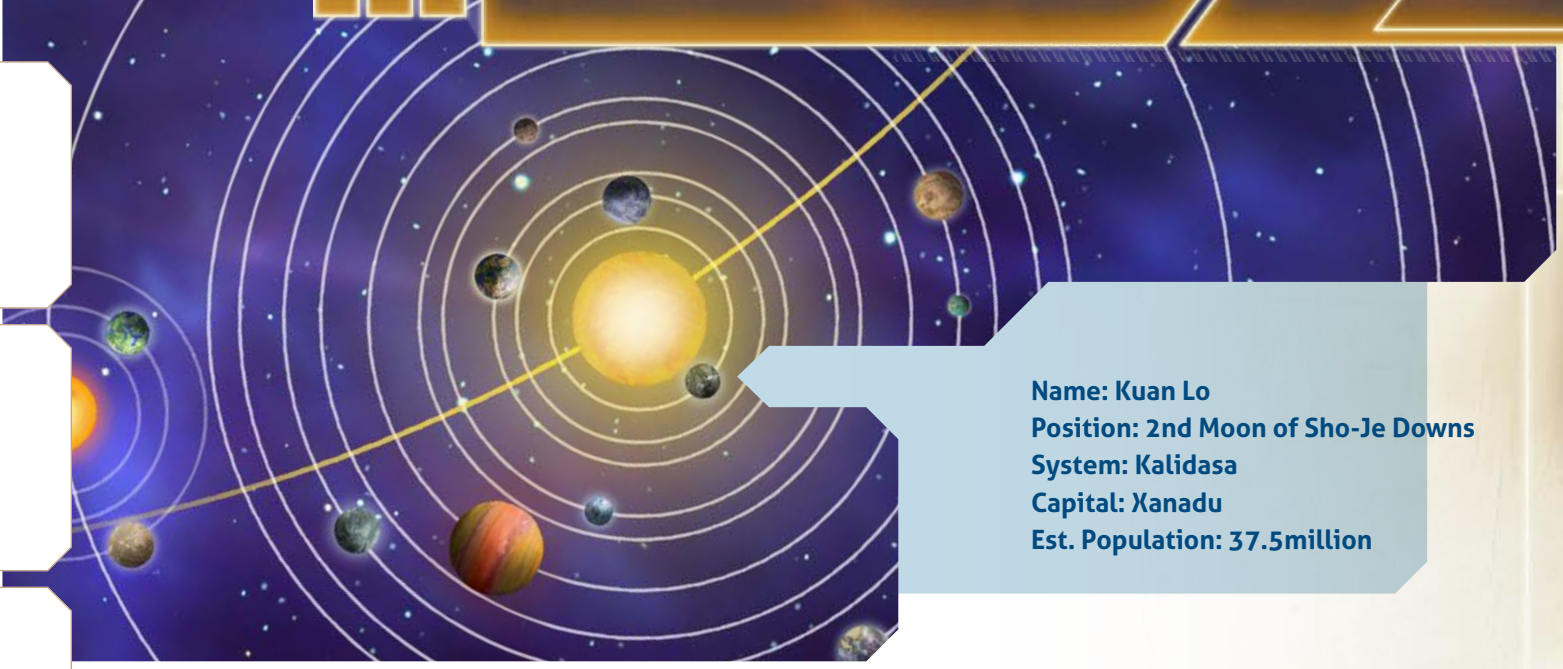
Everyone on the moon knows that a lot of the original settlement came from the Astrolabe Corporation. The moon was rich in petroleum, and was far enough away from the Core, before it were the Core, to avoid too many regulatory agents poking their noses in if things were a little more focused on profitability instead of safety. Once the War started, though, Astrolabe found themselves on the wrong side of the line, and the senior executives pulled out, leaving the moon to the remaining employees and settlers.

What almost *nobody* knows, though, is that Astrolabe is looking to come back. They left a lot of valuable assets behind, and Miss Durant has proved that someone can take this hunk of rock and sand and make money from it. They've been bringin' agents to Kuan Lo to slowly convert folk away from smuggling and into a nice Astrolabe benefits package, but so far it's been slow going. It might be time to do something more daring.

CRIMINALS

Criminals have a lot of sway on Kuan Lo. Miss Durant rebuilt this moon to provide services to criminal clients, after all, and she's always welcoming to new clients that offer money and a guarantee of discretion. She don't care much about conflicts between jobs, neither—if someone wants to lure another criminal to Kuan Lo to kill them and take their property, she's willin' to provide a convenient place for the murder, as long as she gets her cut of the most profitable option.

Most times, though, she and the other businessfolk on the moon don't like to get too involved. A package is a package, whether it's a box of ship parts from the Core or a woman looking to make a new life for herself out on the Rim. A contract is a contract, and every contract comes with a certain amount of client confidentiality. Of course, if their clients can't keep their gorramn mouths shut, it just might be a different kind of contract that's drawn up to take care of the problem.



Name: Kuan Lo
Position: 2nd Moon of Sho-Je Downs
System: Kalidasa
Capital: Xanadu
Est. Population: 37.5million

SCENES AND LOCATIONS

Kuan Lo is one of two moons circling around Sho-Je Downs, the first planet in the Kalidasa System. The moon started off as a **Badly Terraformed** D8 hunk of rock and sand, but some years back Astrolabe tried to settle it, hoping to increase profitability by artificially accelerating the process and introducing cost-cutting measures. The result ain't much better than it was before: it has some topsoil and more water than it did before, but not much else. The soil enrichment didn't take, and the original farms failed as a result. Since then, the locals have found some alternatives to grow food locally, but it's not nearly enough to feed everyone. Getting more food shipped in is a regular problem for the residents of Kuan Lo. That's probably one of the reasons why Astrolabe wiped their hands of the colony and left.

LOCATION TRIGGERS

- ☐ *Scum and Villainy:* Spend 1 PP to double **Notice** when assessing outsiders.
- ☐ *Terraforming Failure:* Spend 1 PP to create a **Hostile Wasteland** D8 Complication when someone flees into the wilderness.
- ☐ *Advanced Security System:* When your security is overcome, spend 1 PP to create a **Silent Alarm** D8 Complication unless it was overcome with an extraordinary success.
- ☐ *Bazaar of the Bizarre:* Once per scene take a **Favors Owed** D8 Complication to create a D8 Asset that represents some exotic, illegal, or hard to find material.
- ☐ *Horrible Stench:* When you conduct business here, spend 1 PP to create a **Distracted by the Awful Smell** D8 Complication.

SHILIUHUANG

Shiliuhuang is the site of the original colony of settlers, so named for the copious amounts of **Sulfur Deposits** D8 all through the area. And if the smell ain't enough to drive you out, the locals might just do it for you. Most folk livin' in Shiliuhuang have something to sell or something to hide, and there ain't a one that's probably walked on the right side of the law 'cept by accident. There used to be some farms nearby, but they never worked out right. So, the people of Shiliuhuang used to get what they need the old-fashioned way: they'd roll up to another town and take it. Now that Miss Durant is in charge, the other towns actually *give* them money, so that works even better.

The number one rule of Shiliuhuang is: "Keep your business in your business." When you live in a town where everyone has something to hide, there's a lot of folk who are wanting to keep their affairs covert, and are itchy to punch a wandering eye. Most of the security for business in Shiliuhuang is low-tech, though: there ain't a single meeting that don't involve a secret handshake or an exchanged passphrase. Just about every customer comes on a recommendation of someone else, and there ain't no such thing as a quick and easy deal. But if you want something, odds are there's someone in Shiliuhuang who can help you find it.

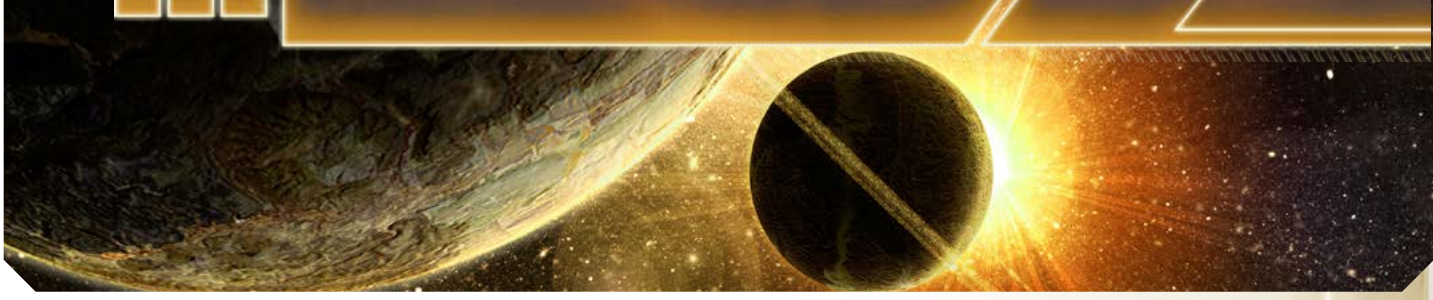
Unless stated otherwise, all Shiliuhuang Extras use the Trait **Suspicious Local** D6.

- ✶ **Post Office:** The post office is where the mayor, Pearl Whitney, does most of her business. Aside from shipping packages, she also handles all of the money collection in Shiliuhuang. Further, she's a whiz at convertin' one valuable thing into another valuable thing, as well as making sure that the money you make comes out clean as a whistle. She ain't a banker, though,

and won't keep anyone's money there longer than she has to. In addition to her "tax collectors," Whitney also employs a few town gossips to help her out. **Extras**: **Tax Hound** D8, **Town Gossip** D6

- **Market Square:** For all the covert buying and selling that happens in Shiliuhuang, there's still plenty of honest trading to be done. Market Square is a bazaar where Guild merchants and artisans of all stripes pitch their tents, set up their tables, offer free samples, and haggle with customers. Most **Anything for Sale** D6 can be found here, legal and questionably legal, if you can find the right tent and time your purchase just right. **Extras**: **Merchant** D6
- **Rick's Cafe:** After a hard day of work, many customers retire to Rick's Café for a nice cup of coffee. The owner, Rick Lou, came from the Core for his own reasons to set up a high-quality café on Kuan Lo—or as high-quality as it gets on the Rim. He has plenty of **Private Booths** D8 and discreet counters to have a number of conversations, a service that is almost worth the ridiculous price of his coffee. In reality, the coffee house is a cover. Rick's Café is owned by Astrolabe, and everyone employed here is working as an agent to slowly reacquire Kuan Lo. **Extras**: **Astrolabe Agent** D8
- **Shiliuhuang License Bureau:** There ain't much to license in Shiliuhuang, but that ain't the real service this place provides. If you can get a voucher chit from a former customer, the old woman behind the counter can make you any set of identification papers you want this side of the Core. No one knows the woman's name, so everyone just calls her "Grandma." Her hearing ain't the best nohow, so it don't matter much what you call her. But she's got an incredible knack for forging ident cards and the like, and has a few assistants to fulfill demand. That means she gets a lot of patience from her established customers. **Extras**: **Forger** D8
- **Miss Durant's Manor:** Just because Miss Durant ain't a pirate queen no more doesn't mean she's decided to stop livin' the good life. She built herself an **Out of the Way Manor** D6 just to the east of Shiliuhuang, on a nearby hill that provides some security and a bit of relief from the sulfur smell. There's always at least a half-dozen guards around at all times, but she's sometimes gracious enough to invite visitors there. Especially if they're causin' problems on her moon that she needs to correct. **Extras**: **Guard** D8
- **Miss Durant's Warehouse:** In lieu of a cut of the Mogorutu's profits, Miss Durant makes sure that some





of the oil and gas gets sent to her directly. This is where the bounty is stored, along with whatever is pulled out of the ground in Shiliuhuang, including **Flammable Containers D10**. Some precious minerals show up here as well. Security is light, but there are workers and shippers on the ground who carry out her orders. **Extras**: **Worker D6**

MOGORUTU

Mogorutu is a small drillin' town nestled up against a large mountain. The mountain ain't part of a range, however—for whatever reason, it's just a giant red rock stuck out in the middle of the sand, with some buildings actually carved out of the side. The name is a corruption of the Chinese for "Devil's Nipple," for the linguistically curious. Turns out the ground around the mountain sits on top of some massive oil and natural gas wells, so Astrolabe starting drillin' for their shipyard and research facility. Even though the company is gone, turns out some folk have a need to buy and sell oil and gas, so Mogorutu is able to keep food in people's mouths. As a result, it's the town with the least need to indulge in illegal shenanigans to make ends meet, but it also makes it a prime target for other towns in Kuan Lo who want a little something extra in their own coffers.

Just because Mogorutu walks a straighter path don't mean it ain't no use to a smuggler, though. For one thing, the assay office helps to make sure that what you're carrying is what your supplier told you it was. Further, there's a storage and supply place where you can buy and trade oil and natural gas, as well as some minerals. And finally there's a drillin' store that sells tools along with high-powered weapons necessary to make sure that someone doesn't jump your claim.

Unless stated otherwise, all Mogorutu Extras use the Trait **Law-Abiding Citizen D6**.

- **North and South Wells:** There are two main oil wells in Mogorutu: one on the north side and one on the south. The wells are quiet during the day, but in the night when it's cooler both are usually crawling with any number of drillers and their supervisors. 5% of everything pulled out of the ground gets sent to Shiliuhuang for Miss Durant's personal use. **Extras**: **Driller D6**, **Supervisor D8**
- **Sheriff's Office:** Sheriff Mary Luna's personal domain, this office is carved right into the mountain, and acts as a centerpiece and de facto city hall for the whole town. Inside are a number of rooms for meeting and conversating, as long as you don't mind there being **No Windows D8**. The cells themselves are kept deep inside, making escape much harder than the typical hoosegow. Luna has a deputy, Tabby. **Extras**: **Prisoner D6**, **Deputy D8**, **Sheriff D10**
- **Iridium Assay Office:** Ida Farr runs the local assay office, which checks not only petroleum and natural gas purity, but also does some side work on mineral assessment. She's sour, and ain't much for talkin', but she has a keen eye and fair scales, and that's all most folk ask for. She's not a criminal, but she knows enough not to ask questions about where the oil and gas she's checking come from. Her assistants help her out when they're able. Some folk whisper about something horrible that happened to her daughter some time back, but no one talks about it when asked straight. **Extras**: **Metallurgy Examiner D6**, **Manager D8**
- **Mogorutu Schoolhouse:** Even in a mining town, the kids need schoolin'. It ain't surprising that the **Strange Curriculum D8** is heavy on the geology, but it is a mite unusual that there's a focus on puzzles, ciphers, and encryption techniques. Darrius Jade, the schoolmaster, is a **Former Alliance Intelligence Analyst D8** that says he's settled on Kuan Lo to get away from his old job. Most folk leave him be, but a few strange people come to talk to him at all manner of unusual hours. During daylight the classrooms have a few dozen students. **Extras**: **Teacher D8**, **Young Student D6**, **Schoolmaster D8**
- **Ping's Storage and Supply:** Ping—that's his whole name; ain't no one knows him as anything other than "Ping"—runs a private storage and supply warehouse just north of town. With the right connections and an upfront "consulting fee," however, he can buy, sell, and trade just about anything that comes from the ground, including **Radioactive Isotopes D6** all ready to go into the bomb casing of your choice. His employees will be the first to tell you that Ping's doesn't deal in *weapons*, of course—they're business is legit. **Extras**: **Merchant Geologist D6**
- **Mogorutu Drilling:** Brenda Lu sells drilling tools to most of the town. A former driller, she figures everyone should have a chance to dig into the sand and strike it rich with some black gold—minus Miss Durant's 5%, of course. Both she and her employees believe that drillers

should have a right to defend themselves, so she sells a variety of weapons from her **Weapons Cache D8** under the counter as well, so long as the customers knows what to ask for. None of her weapons are exotic or terrifying, but nonetheless she keeps her side business quiet. **Extras**: **Low-Profile Weapons Dealer D8**

JIE JIE

One thing you don't expect when you fly to a smuggler's den is for folk to be *nice* to you.

Jie Jie used to be a corporate shipyard before things went belly-up. What got left behind were a bunch of blue-collar folk who just wanted to make ends meet. Unfortunately, that didn't work out so well, and they ended up doing a lot of illegal things to put food in people's mouths, including stealing from nearby Mei Mei. Their sister town retaliated harshly, and it started a rivalry that ain't never quite settled. The whole situation made a lot of the locals a mite fuzzy on what's right and proper, but when you're watching your kids go hungry, you ain't necessarily worried about things like property rights. Once Miss Durant came along and agreed to make sure the town had money and food, things perked right up, although they still hold a grudge against Mei Mei.

Which is why the town is a mite odd. Thievin' and smugglin' aren't seen as much different than so-called "honest" work, so long as it don't hurt no one (much) and it feeds your family. Since right now everyone gets three squares and a roof over their head, everyone's happy to see new folk coming by who are willing to invest in their local economy. 'Course, folk in the town understand the need for discretion, what with the Alliance and all, but you won't find a more helpful and friendly town of smuggling scum this side of Kalidasa system.

Unless stated otherwise, all Jie Jie Extras use the Trait **Helpful Local D6**.

- **Jie Jie Fix n' Fly:** Most of the town is built around this **Shipyard D6**, a huge structure able to house a half-dozen ships for repair or refitting. Felix Gary runs the shop and the town; both he and his team specialize in custom refits like discreet storage options or a little engine boost just when you need it. Ain't no smuggler worth his salt that flies a ship with specs right out of the catalog. **Extras**: **Mechanic D6**
- **Sensors and Stuff:** If you're looking to tweak your ship's sensors, or have a few things to mess up the sensors of the folk trying to follow you, look no further than Sensors and Stuff. Run by Amelia Gary, Felix's daughter and genius, Sensors and Stuff has a few over-the-counter options that are Guild-sanctioned. However, the "good stuff" is off the menu, but you have to know what to ask for and come with a pile of recommendations. **Extras**: **Tech Expert D8**, **Sensor Tech Genius D10**
- **Sun Brothers Shop:** Not everything that needs fixin' in Jie Jie is a boat. Sometimes your all-terrain vehicle needs a belt replaced, or your forklift needs a new coat of paint, or your hovercraft needs a couple extra guns mounted on it. Billy and Bobby Sun are mechanics that can handle anythin' that don't break atmo, although they ain't much on naval vessels, this being a desert moon and all. If you want something off-the-rack, though, you better have a recommendation from one of the Garys. **Extras**: **Mechanic D8**
- **Big Sister Diner:** The main restaurant in town. It ain't much to look at, but it's roomy and it has some of the best fried tomatoes in the system. It's owned by Sammy Tran, a cook on Bloody Pen's crew with some dodgy biotech replacements and a chip on his shoulder. He swears at his staff and customers alike, but the food's always good, and it's a great place to have a coffee and a private meeting. **Extras: Server D6**
- **Bull's-Eye Target Range:** Since things started shaping up, some locals got to grumblin' about what to do with their shiny new guns they've been carrying around. Gary's response was to set up a target range, so folk can find an excuse to keep their skills sharp and blow off some steam all at the same time. It's run by a couple of his former mechanics, who are also willing to sell you ammo and some of the "rentals" they have. **Extras: Weapons Range Employee D6**

MEI MEI

If Jie Jie is all happy, casually criminal blue-collar types, Mei Mei is the exact opposite—except for the "criminal" part. Mei Mei was originally a small Astrolabe skunkworks, an off-the-books research lab doin' innovative research. When the company left, they took all the files, but left behind the equipment. Now that Dr. Betony Long is around, she's turned the whole campus into a combination **Technology Lab D8** and medical research center. The tech won't be near as good as you could find in the Core, but it's probably some of the best you'll find this far out in the black.

As a result, Mei Mei caters more to the high-end smugglers, the kind of criminals transportin' designer drugs or encrypted computer files instead of herds of cattle and crates of guns. The locals do a little work fixing up the tech infrastructure of the whole moon, as well as some consulting for Miss Durant, but their bread and butter is highly specialized work that charges more in an hour than most folk on this moon see in a month. And when anything distracts them from that—such as the raids that Jie Jie used to do to get supplies—those distractions need to be dealt with quickly and effectively. They may look

WELCOME TO COMMUPLEX ANONYMOUS MESSAGE FORUM
YOU ARE VIEWING: SHO-JE DOWNS: KUAN LO: **GENERAL**
THERE ARE **47 NEW MESSAGES** SINCE YOUR LAST VISIT.

DISPLAYING MESSAGE **1** OF **47**

Subject: Need doctorin'?
I was in a bad way recently. Took a fall at work, busted my hip, couldn't barely walk. Warehouse said I was drunk on the job, refused to pay for the surgery I needed. Threatened to sack me if'n I complained. What could I do? You know how it is these days.

Then I heard about this guy. Friend of a friend's little girl'd been real sick, but she didn't have enough to pay a "private medical professional." Some guy she'd seen hanging about when she'd gone begging at Mei Mei Medical had followed her out, told her he was a doctor, offered to come take a look. He didn't look like no proper doctor, but she was desperate so she said yes. Said the fella took one look at her little girl and knew straightaway how to fix her, and next thing you know she was right as rain. My friend thought maybe this guy could help me, too. Found out which hospital he'd been lingering near, went over there, complained loudly at the front desk about my leg and my boss and all, and sure enough, soon as I was out the door the guy caught up to me and said maybe he could help. And boy, did he! Didn't need surgery neither—he reset the bone and then bound it so it'd get to heal. Hurt like hell, but right after it felt better'n it had since the accident, and now three weeks later I barely got a limp. He didn't charge much, neither—asked how much I could afford, I told him, and he said that was fine. That's what he did for the woman with her little girl, too. Just what she could afford.

So if you're hurtin', and you can't afford the hospitals? Message me, I'll tell you where to find this guy. He's the real deal, a doctor cares more 'bout healing than he does 'bout getting rich. And he don't care who you are, neither. All he wants to know is where it hurts and what happened so's he can make it better.

REPLY TO MESSAGE? YES | NO

like geeky scientists, but these are folk used to having their hands covered in blood.

Unless stated otherwise, all Mei Mei Extras use the Trait **Busy Citizen** D6.

- **Mei Mei Medical Research Facility:** Dr. Long had one of the largest buildings in Mei Mei converted into a **Medical Research Facility** D8. It happens to double as a hospital for most of the moon, and a few researchers have moved on to other towns to act as doctors. It's also a place to buy just about kind of medicine or medtech you might need. Dr. Long and her staff even provide authentic-looking Alliance credentials for the purchase. If you don't have a referral, though, you may need to volunteer for one of her "studies" before she trusts you. **Extras**: **Medical Staff** D6
- **Andotech, Ltd.:** If'n it's got circuitry and a screen, odds are Ando Smythe knows how it works. Both him and his techs are computer whizzes who have a knack for modifying Cortex programs. Ando's store looks more like a **Closet of Tech Junk** D8 than a place of business, but you can't argue with the results. If you want something illegal, though, you have to go through one of Ando's background checks, which is a mite more thorough than an ID check. **Extras**: **Computer Whiz** D8
- **Scytale Enterprises:** No one's quite sure what Scytale Enterprises is, or even where it's based. Business cards pop up all over the place, and their online presence is very polished, but no one's met a live person that works for them. They claim to specialize in encrypting and decrypting data, but they communicate only by wave, which are all encrypted, of course. Once you get in touch, though, they can turn just about any kind of data inside out. When the job's done, though, you better have their money. **Extras: Mysterious Hacker** D10
- **Long Security:** Once the raids from Jie Jie started, Dr. Long realized she needed some kind of security force to protect her and her research. She found some highly trained folk who were in desperate need of work, and she paid them well to stay alert and loyal to her. Now those mercs have formed their own company to provide security services all over town and elsewhere. **Extras**: **Mercenary** D6
- **Storage Warehouse:** Quality technology doesn't pop out of thin air. After the Jie Jie raids quite a few years back, Mei Mei built a **High-Security Warehouse** D10 where they keep all the expensive technology, supplies, and even their food. The warehouse has over a dozen security guards all over the place. A few people have gotten in and out with their brains intact, but there is a long list of others who never got past the front door. **Extras**: **Long Security Guard** D8

GUNS AND LOOT

Kuan Lo ain't know for glamorous pickings—usually, folk come out here to set up a deal, not to transport somethin' native to the moon. Still, even when you're digging in the ground, you're bound to find a few things worth selling. That may sound a little cliché, but that depends upon what you and your Crew want. If'n you're looking for the easy mark, you can't go wrong with drugs. However, if you want to stake your Reputation on somethin' more exciting? Then think big!

- **PetroCo Drilling Tools:** Some distant colonies find they need some drilling tools, either because theirs are busted or to handle some particularly tricky drilling operations. PetroCo makes some of the best, but they usually only sell inside the Core, so oftentimes smugglers and up making special deliveries out to the Rim. Of course, something powerful enough to bust through rock can be dangerous, and more than a few drills have been converted into weapons. Some folk can even convert the tools for you for a fee.
- **Petroleum and Natural Gas:** Seems like a step backwards, technology-wise, but there are plenty of poor colonies all over the Rim that need petroleum and natural gas. Ain't always for powering vehicles or heating homes, neither. Though there are better, cleaner energy sources in the Core, petroleum is still used in all manner of engineering, from makin' parts to makin' grease, and natural gas can help in the manufacture of plastics. It's a good, honest trade, or as close as you can get on the Rim. 'Course, that means that all manner of folk sell fake or impure petroleum, which leads to all sorts of distrust.
- **Weapons-Grade Radioactive Isotope:** On the other hand, some trades ain't all that honest. If you're carrying around a weapons-grade radioactive isotope, odds are good you ain't going to sell it to a rock collector—you need to find a specialist. Isotopes are as tricky to buy and sell as any kind of weapon, and if you ain't carefully, your buyers will kill you before the radiation does. It's a dangerous haul, but it can bring in a lot of money if'n you're desperate enough.
- **False Identity Papers:** On the other hand, some folk want to disappear, but don't want to live under a rock to do so. Shiliuhuang has a thriving tradition of false idents, giving many people a new lease on life without putting them in a box forever. For a premium, you can even have your photos and biometric data subtly altered so that computers don't think you're the same person, but a person just lookin' at you won't notice a discrepancy. It's the best way to be a new person without a need for expensive and painful surgery—although they'll do that for you down in Mei Mei, too.

SHIPS AND HIDEYHOLES

What Kuan Lo lacks in sexy cargo to smuggle, it makes up in places to hide. The whole moon is a smuggler's haven, and whether you want to hide underground or in plain sight with false idents, you stand a good chance of disappearing. On the other hand, when you have a ship as famous as *Queen of Hearts* around, maybe a little attention ain't so bad.

- **Queen of Hearts:** Miss Durant's old pirate ship. She's a Kintsugi Class salvage ship, but so modified that her original builders wouldn't recognize her. Back in the day, *Queen of Hearts* had a distinctive black and red paint job, but since Miss Durant's retirement, the ship has been repainted to look more uniformly normal. Once in a while, though, Miss Durant rents out *Queen of Hearts* to aspiring pirates who want to trade on the reputation of Bloody Pen.
- **Desert Hovercraft:** The most common vehicles on Kuan Lo are hovercrafts. There a number of models, from Nova two-seaters used to get from place to place around a town, to Black Dog heavy freight crafts used to ship oil and natural gas from the wells, to Yamato haulers that help to pull damaged ships into the 'yard. Vehicles with wheels just get stuck in the sand or trashed on the rocks, so unless it's hovering, it ain't moving. **Traits**: **Hovercraft** D8

QUEEN OF HEARTS

ENGINES 6 HULL 8 SYSTEMS 10

DISTINCTIONS

KINTSUGI CLASS SALVAGE SHIP 8

Although quite large, the bulk of these vessels serve mainly to anchor small 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.

FAMOUS 8

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.

☑ *Crazy Lucky:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.

ARMED AND DANGEROUS 8

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.

☑ *Y'All Are Outgunned:* Spend 1 PP to double **Systems** when fighting a ship that lacks your firepower.

SIGNATURE ASSETS

GRAPPLERS 8

LASER CANNONS 8

CHINESE PHRASES

Here are a few Chinese phrases that are commonly spoken on Kuan Lo.

Chinese (Mandarin)
English Translation

Fu shui shi jian.
Time to pay the tax hounds.

Duo shao?
How much?

Ni fei wo you.
You're no friend of mine.

Bu yao wang ji wo shi [town] ren!
I'm from [town], and don't you forget it!

Shei shi zhu dang?
Who's in charge here?

Liu shi fen mei wen ti.
I'll take 60 percent.

Yi shi jiu shi.
Keep your business in your business.

Kuan Lo is peppered with hideyholes—most every building likely has a priest-hole or extra closet to hide someone in a pinch. But if you really want to hide someone good and proper, or hide a large amount of something for a long time, the best place is underground.

- **The Underground:** Miss Durant discovered some old bunkers that Astrolabe executives used to walk between buildings without having to actually look at the folk who worked there. She's put some supplies down there, and turned them into a **Network of Tunnels** D8 to hide in, as well as move product between cities. A smuggler with a good sense of direction or who ain't worried about getting on Miss Durant's bad side might be able to live down there for a good long while. Folk can get lost in the underground—and since both Durant and Whitney got more business to do topside, there are plenty of places to hide, sneak, and stash your loot.

DOIN' A LITTLE CRIME

The folk on Kuan Lo ain't exactly keen on each other, despite everything Miss Durant has done to pacify them. When the problems they got shoved deep down come bursting back up to the surface…well, a Crew looking to get ahead might be able to take advantage, or maybe just help the locals out in exchange for a favor or two.

STEALING A REPUTATION

Miss Durant has a unique kind of problem. The past couple of weeks, someone's been attackin' freighters and cruisers and stealing their cargo. Thievin' ain't exactly a big concern around these parts, but this crew's claiming that they're captained by Bloody Pen. Worst of all, Miss Durant hasn't seen a red cent from all this piratical initiative. She don't take kindly to people using her bad name without permission, but she can't just up and leave the moon behind.

The Crew gets shanghaied by "Bloody Pen," and it turns out it's a rival crew hired by Pearl Whitney to show up Bloody Pen. That said, Whitney wasn't exactly thorough when she researched the crew for her job, because the rival crew ain't no more than a bunch of teenagers that fixed up an old ship, gave her a nice paint job, and decided to take to the black in the name of justice and profit. Once they find out there's an actual Bloody Pen and she ain't none too pleased, the kiddie crew gets spooked, and decides that if they're gonna be killed, they might as well die on their own terms.

Will Bloody Pen get wise to what's happening and be sympathetic to the ideals of the ersatz pirates, or make an example out of them? What about the things that the rival crew stole from all manner of folk honest and disreputable?

DOUBLE FELIX

Everyone believes that Felix Gary is harmless. Some people know that Gary used to work for Astrolabe back in the day, but they've long since forgotten about it. But what nobody knows is that Felix's last name, Gary, is an assumed name on his mother's side. His father used to be Astrolabe's vice president during the War before he lost his job—but that don't mean there aren't folk around who wouldn't turn on Felix once they found out his family weren't "regular folk."

You and your Crew have been hired by Bloody Pen to spy on Felix Gary, to investigate his roots and ties to the Alliance. You'll be forced to dig deeply into Astrolabe's records and hack into the Cortex to find intel about his family. Thing is, you don't know his real name and you can't be sure Bloody Pen's suspicions are even real. What you'll quickly learn, however, is that your efforts will attract the Alliance and bring 'em straight to Kuan Lo.

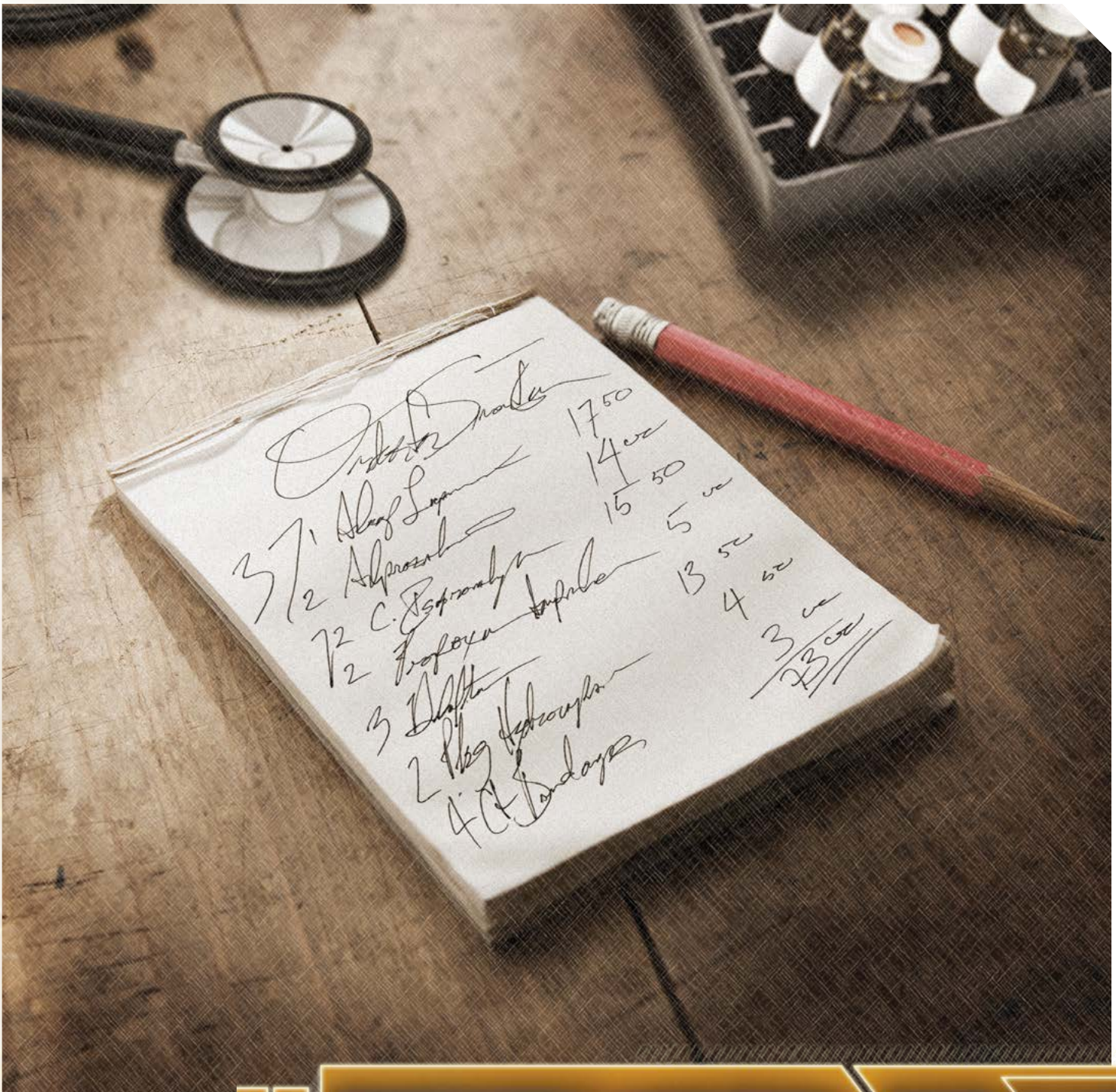
What happens when Bloody Pen blames you for bein' Alliance spies? How much digging can you stomach before you get arrested? And can you and your Crew present Bloody Pen with enough information to satisfy her?

A LONG GAME

Dr. Long ain't made a lot of friends on Kuan Lo, but she's been useful, and usually that's good enough. But she's been conductin' some kind of research that only her inner circle of assistants knows a thing about. That has some folk worried, but anyone who gets curious ends up kicked out of the town at best, and dead at worst. All kinds of strange things get bought and shipped to Mei Mei: drugs, synthetic implants, and once even a small shipment of slaves. But as long as she keeps bringing the money in and keeping her mouth shut, Miss Durant is happy to look the other way, and curb anyone whose curiosity is bigger than their self-preservation.

Then one night, a couple of folk in Mei Mei turn up dead, their throats ripped out by what looks like human teeth. Even though ain't no one that recognizes the corpses, the town gets spooked. Then, Pearl Whitney gets wind of what's happening and starts spreading rumors—that Dr. Long is responsible for creatin' Reavers. She wants the Crew to go into the Mei Mei Medical Facility and find out what's going on. Once the Crew can confirm what Dr. Long's up to, she'll bring the Law down upon her. Seems these "Reavers" are too terrible—even for an upwardly mobile space pirate like Whitney. It ain't an easy job, but once inside the Crew finds out the horrible truth: Whitney is in neck deep with Dr. Long, and she's sold *them* to be experimented on!

What will you and your Crew do? How'll you escape? And what happens when you do? Will you call in the Feds or fly clear to the other side of the Rim?



CONSTANCE

"That's funny, I thought we were trying to avoid getting arrested."

— Simon

Constance is in a sweet spot, planetarily speaking. It's just far enough from the sun so it doesn't get baked, but not so far that it gets frozen. It's got water, atmo, a good balance of gravity, and some kinda vegetation. It tends to be on the rainy side most days, but it should be a settler's dream: a planet that don't need no terraforming to settle onto. Too bad it's a dump that the Alliance stuck their flag into.

The problem ain't with finding a way to live on the rock, but with everything else. Like Ghost, it's one of the few places the Alliance claims as their own on the Rim, but it ain't central to most anywhere. Which makes it just about gorramn perfect for the Alliance to dump people they don't want around anymore. You don't have to spend much money keepin' them alive, but the environment don't make them inclined to settle down long. Folk only stay here for as long as they have to. And it's particularly useful as a place to keep those kinds of people that don't get a choice on where they stay.

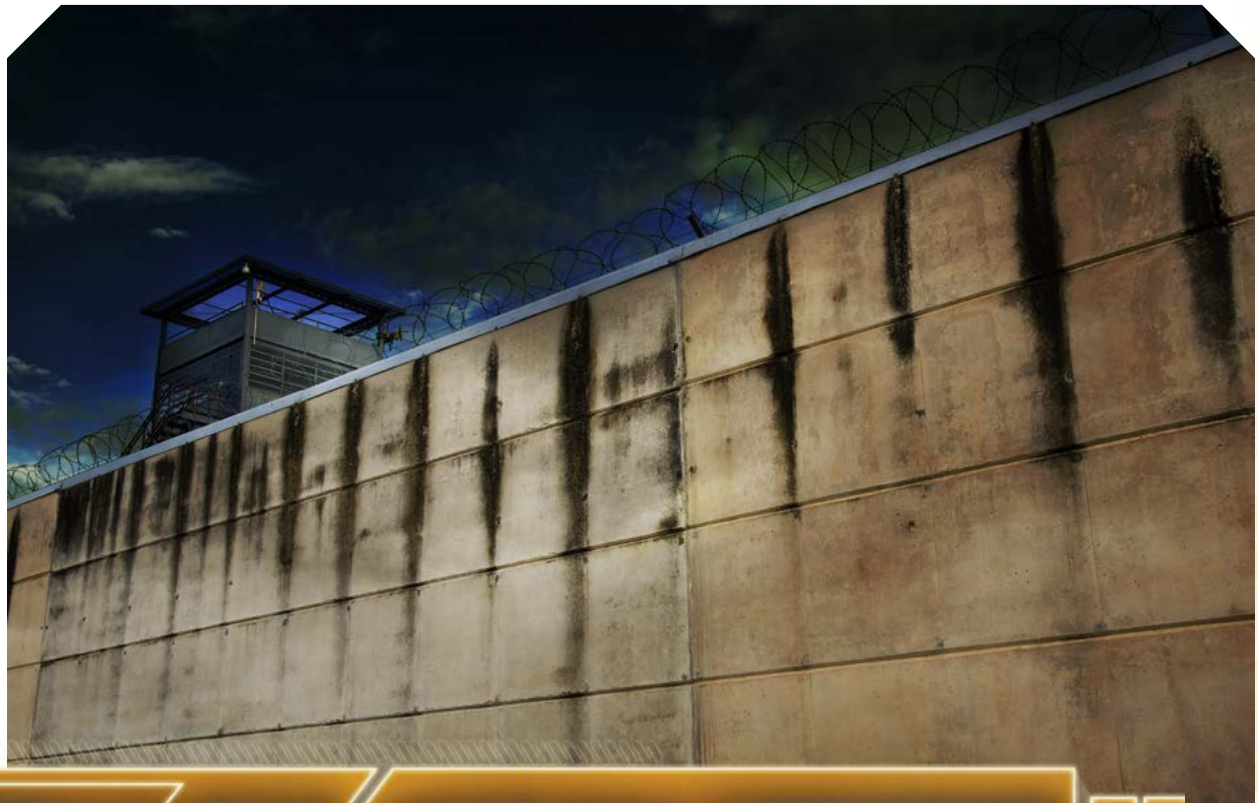
That's why the Alliance built a grade-A prison here.

Detention Facility Q7A was made just around the end of the War, as a place to store all the people who were suddenly on the wrong side of their brand new laws. There were plans to make a few more, but as policin' the Rim ended up being more and more of a hassle than it was worth, the flow of prisoners ebbed to a trickle, and the Alliance decided that one was good enough. The nastiest and most dangerous criminals on the Rim are brought here, and the Alliance uses this rock as the main drop off and pick up point for the worst of the worst. Even colonies who claim to be outside the reach of the Alliance ain't against leaving their dirty laundry at the prison's doorstep.

Just because the planet is a *fen dui* don't mean that some folk don't *try* to live there. Criminals that done their time and have no place to go, Alliance guards that decided to give up the job, or just lost souls who got on the wrong boat sometimes end up trying to work together and scratch out some kind of existence on the rock. Most of the people living in a place that don't have nothing fit for man nor beast turn all religion-minded, and at least one church has popped up to keep the folk on Constance alive and appropriately God-fearing.

And, just because the Alliance owns it don't mean it cares much about Constance's well-being. In fact, since the Alliance don't come around to check on things near as much as they used to, a few "entrepreneurial" sorts have decided to take advantage of the arrangement. The planet is used to people coming and going all the time, and usually they're bringing the kinds of folk you don't want to get too close to. That makes it perfect for a *zui fan* that ain't above buying and selling people. Slavery ain't a pretty side of life on the Rim, but some folk get so desperate that the only thing they have left to sell is themselves.

Sad thing is, there's always someone willing to buy what they're selling.



A PAIR OF NO-GOODERS: NISKA AND BADGER

Lots of folk wonder what kind of business Badger really runs. As he fancies himself a gentleman, he ain't usually keen to tell, but that's partially because part of his business involves the buying and selling of slaves. He congratulates himself on being clever enough to handle a slavery ring right under the Alliance's noses, and he ain't half wrong. But it ain't just the Alliance he needs to keep his business from.

Aside from the fact that most honest criminals won't have a thing to do with a slaver, Badger has bigger problems. Adelai Niska has his own reasons to invest in Constance, and he ain't a man willing to share with most anyone. Niska ain't in the slaving business just now, but that's mainly because his other interests have a higher profit margin. Instead, Niska is investing in Q7A itself, figuring that once some of the more hardened criminals have done their time, they'll be looking for a new job opportunity and a place to practice their skills.

In the **FIREFLY RPG COREBOOK**, Badger's rules can be found on page 20 and Niska's on page 102.

EDMUND "BIG ED" PRICE

An old mate of Badger's from Dyton, Big Ed has all of Badger's ruthlessness, but none of his warm personality. When Edmund pointed out the profit to be made from slaving, Badger figured he'd get a new revenue source while also getting rid of a potential liability. Badger sent Edmund to Constance to handle all of his "human resource management," so he can stay on Persephone and manage the rest of his more "legitimate" enterprises.

Big Ed is about as slippery as you can expect. Not even Badger knows how he stays out of hot water, what with the Alliance nearby and all. Truth is, Big Ed's been skimming off the top of Badger's profits and lying to him about his operation. A good chunk of credits—sometimes thirty percent or more—greases the hands of a few Alliance captains to ensure they look the other way. Still, Big Ed has his fair share of enemies. Lot of folk—criminals included—would love to see Big Ed go down. Anybody with a conscience, that is.

Edmund has more taste in food than in clothes. When he's "dressing to impress," he'll wear ratty suits and top hats in an imitation of Badger's "gentlemanly" style, but the lapels are often covered in food stains. He's a sucker for any kind of gourmet food, and will pretend to enjoy something hideous if it's really expensive. He doesn't live on Constance, 'course—he lives on Verbena, just a hop away on the *Incalculable Profit*. When he does come to Constance, though, it's always on business, and he usually has a number of **Slavers** D8 and **Slaves** D6 around.

EDMUND PRICE

"There's no bloody meat on this one! She won't last a day in an iridium mine."



ATTRIBUTES

Mental	6	Physical	6	Social	6

SKILLS

Craft	6	Operate	6
Drive	6	Perform	6
Focus	6	Sneak	6
Influence	6	Throw	6
Move	6	Trick	8
		Lies	

DISPOSITIONS

Alliance (-) Criminals (-)

DISTINCTIONS

Fancy Bowler 8

Tip o' the brim to you on this fine day.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Hat in Hand:* When you appear to be bargaining from a disadvantageous position, spend 1 PP to create a **My Opponent Is Overconfident** D8 Asset.

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.

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

Incalculable Profit 6

SLAVES AND SLAVERS

Add a D6 *for every* **Slave**, *or a* D8 *for every* **Slaver** *Big Ed brings with him.*

BROTHER WISE

It ain't entirely clear what Brother Wise really believes, but it's certain that his interpretations of the Bible are pretty far from what most other Shepherds would tell you.

He was a prisoner at Q7A a while ago, with most of the time spent taking anti-psychotic medications and getting beat up by the prison guards for his violent outbursts. Once his term was up, he didn't have anywhere to go, so he wandered out into the barren plains. He walked for days and didn't find anythin' or anyone, besides rain and the occasional outcropping of rock to hide under. After his medication ran out, the voice of God told him that Constance was Hell, and Wise needed to build a church help bring souls back into God's embrace.

Wise and other prisoners who were freed begged, borrowed, and stole what they could to make a ramshackle little town miles away from Q7A. Over the years it's grown into a compound called Spring Valley, but Brother Wise still does whatever he can to keep his church going. In his mind, he's doin' God's work to bring lost souls back to the light, and there's no mortal law that should stop him from doing his divine duty.

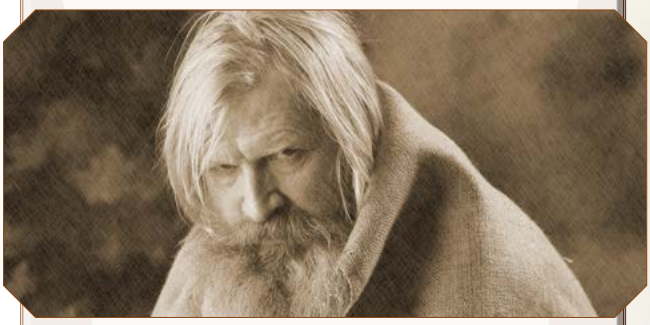
No one knows what Brother Wise's original name is, including Brother Wise. He's rumored to have scars all over his hands and arms—which he hides—so many suspect that at one point he led a life of violence. He was known by the other prisoners for cracking jokes at anyone's expense, which got him the nickname of "Wise Ass," and then just "Wise."

THE FAITHFUL AND THE DEVOUT

Brother Wise has picked up quite the flock since his church was built. Most of them are criminals released—or, in rare cases, escaped—from Q7A. Some are ex-slaves that got out from under a slaver's thumb, though, or folk who ended up on Constance and just never had the ability—or cause—to leave. Anyone who comes and listens to Brother Wise's sermons are considered to be part of the **Faithful** D6, but only those who truly believe—or who are truly dangerous and powerful—can be considered part of his elite, the **Devout** D8. Brother Wise isn't usually seen anywhere without at least a couple of his most Devout around as protection, and often a gaggle of his Faithful as well, hanging on his every word. Add a D6 for each **Faithful** and a D8 for each **Devout** follower Brother Wise brings with him.

BROTHER WISE

"You mock our faith? Soon, unbeliever, you will go to Hell!"



ATTRIBUTES

Mental	Physical	Social
6	4	8

SKILLS

Fight	8	Labor	6
Focus	10	Survive	6
Stubborn		Treat	6
Influence	10	Trick	6
Sermons			
Know	6		
The Bible			

DISPOSITIONS

Alliance (-) Criminals (-)

DISTINCTIONS

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.

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.

☑ *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. .

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 FAITHFUL AND THE DEVOUT

Add 1D6 for each **Faithful** *and 1D8 for each* **Devout** *follower Brother Wise brings with him.*

FACTION RUNDOWN

Constance is an anomaly: one of the few places on the Rim that appears to be firmly in Alliance control. Of course, just because the Alliance up and put a big gorramn prison on this rock means it has any sort of control over the planet, but it does cause most folk to shy away from it. But that don't mean it ain't useful to a wide variety of folk.

ALLIANCE

Constance is something of a conundrum to most Alliance supporters. Sure, it's a victory of sorts, a piece of law and order sitting out on the Rim for all to see. But it's a money pit—prisoners need to be fed, guards need to be paid, and ships need fuel to come to and from the prison to transport criminals. Some inside the Alliance see Constance as just throwing good money after bad, a drain on the budget that could be used to improve the lives of the citizens of the Core just a little bit more. Why pay to keep dangerous criminals alive when you can build another bioluminescent lake?

But the truth is, everyone likes the idea of having prisons, but no one wants it in their backyard. At the end of the day, a maximum-security prison just disrupts the overall *aesthetic* of the Core. Better to toss criminals into the backwaters of the black and leave them there to rot. And that gives the Alliance a place to stash all manner of politically awkward individuals or other problematic dissidents. It wouldn't even be a surprise if more than one of them ended up accidentally walking onto a slave ship instead of a prison transport. As long as no one in the Core has to *see* it, everything's shiny.

BROWNCOATS

Constance is a dilemma to most hardcore Independents. On the one hand, having a planet on the Rim that's so explicitly under Alliance control rankles something fierce. On the other hand, it ain't like it's a planet anyone's really asking for, and at least someone's paying to lock up the kinds of rapists and murderers that no one wants in their own town anyhow. So it ends up being more of a symbol than anything: Independents sit in their bars and grumble over drinks about Q7A, but ain't a one of them that's serious about marching over there and tellin' the Alliance where they can put their shiny jail.

There's plenty of folk, however, who keep a careful eye on Constance. Just because it ain't the center of some intricate Alliance plot to take over the Rim don't mean that it won't be someday, so there's plenty of Independents that make sure to check it out once in a while. Just to make sure. They usually end up running afoul of folk like Price and Brother Wise instead of actual Alliance officers, but the principle stands. As long as the Alliance has a foothold in the Rim, there will always be folk that see it as a symbol that threatens their autonomy, and they'll take any action necessary to make sure the Alliance don't get no ideas.

CORPORATIONS

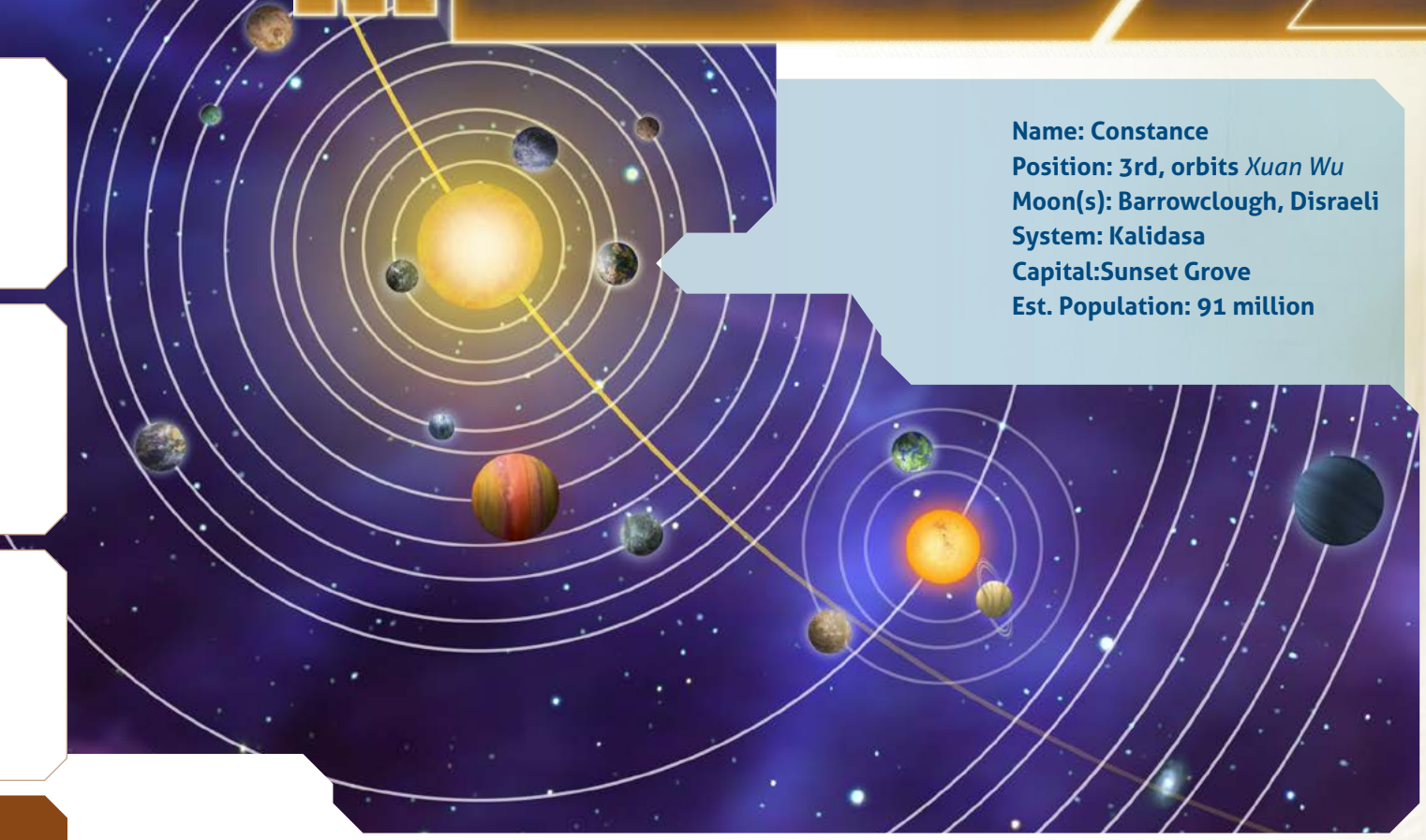
There aren't many legitimate money-making opportunities out on Constance. The planet itself don't produce anything strategic or useful, it's not located anywhere that makes for a half-decent trade route, and no one wants to relocate to some forsaken rock just to hold a job with an Alliance prison sitting there. Sure, a few traders come out this way to do business now and then, but those are more likely to be independently owned operations. A few of the less scrupulous companies might avail themselves of the brisk slave trade on Constance to pick up some cheap labor, but even that's often much more of a problem than it's worth dealing with.

No, the big corporate interest on Constance is in prisoners. Companies like Cherry Blossom Transport and Core-X subcontract with the Alliance, providing ships and armed personnel to arrange for the safe and secure transportation of violent and dangerous criminals from point A—being someplace in the Core—to point B—being anywhere else but the Core. With corporate subcontractors, the Alliance can focus on findin' and housing criminals, and the company provides all of the services in the middle. The Alliance always has a way of findin' criminals, so it's a steady business.

CRIMINALS

There are some lines that even an honest thief won't cross, and being a slaver is one of them. Sure, there's always someone willing to pay for slaves, because the sad reality is that it's often cheaper to buy a person than it is to buy a robot for a lot of dangerous manual labor. But just because it's profitable don't make it palatable, and it takes a rare sort of bastard to even consider such a business. It pays well, sure, but most folk figure if you're willing to buy and sell people, you're probably buying and selling your word to boot.

But slaving aside, Q7A is a great training and recruiting ground for all sorts of dangerous, bloodthirsty criminals. Many who have done a stretch in Q7A end up being a higher-caliber of criminal afterward—your tax dollars at work. Of course, it ain't like you can walk up and ask your friendly neighborhood Alliance officer to toss you into the tank and help you learn how to kill folk with their shoelaces. But that don't mean you can't hire an ex-con from Q7A as soon as he breaks atmo.



Name: Constance
Position: 3rd, orbits *Xuan Wu*
Moon(s): Barrowclough, Disraeli
System: Kalidasa
Capital:Sunset Grove
Est. Population: 91 million

SCENES AND LOCATIONS

Constance is the third planet of the Kalidasa system. It has two moons, Barrowclough and Disraeli, which have been terraformed. In fact, the moons are thought to be much more interesting than the planet most days. Which is a shame, because Constance is actually in the perfect place to sustain life; it has a natural atmo and many sources of water, along with a rapid evaporation cycle that means that most every day is a rainy one.

But if it weren't for the Alliance having a reason to regularly ship food and supplies to this hunk of rock, odds are that anyone who lived here would die of hunger, or maybe boredom. Still, there are a couple of interesting locations worth considering—especially if one of your Crewmates gets pinched and sent to prison here.

LOCATION TRIGGERS

- ☐ *Toxic Vegetation:* Characters that take a **Survive** Action must take **Poisoned** D6 Complication or step up a **Poisoned** Complication unless they have packed rations of some sort.
- ☐ *Maximum Security Prison:* Spend 1 PP to create a **Can't Hide Anywhere** D8 Complication.
- ☐ *Town Church:* Any member of the church's congregation may add **Holy Place** D6 to the dice pool when using religion as the basis of an argument.
- ☐ *Hidden Gun Shop:* When you provide the password and buy a weapon, spend 1 PP to create a **Armament** D8 Asset.
- ☐ *Stockade:* A character put into the stockade steps back **Focus** at the end of each scene spent in the stockade. When **Focus** would be stepped back beyond D4, the character is pulled out and given 1 PP for each step **Focus** was stepped back, and given an **Recovering from Imprisonment** D6 Complication. Step that Complication up for each PP given. A successful **Treat** Action will step up Focus once per scene, to a maximum of its normal die rating.

DETENTION FACILITY Q7A

Q7A ain't much different than most other **High-Security** D10 Alliance prisons, aside from the fact that it's in the middle of nowhere. For miles around, there ain't much more than coarse patches of devil's grass with the occasional large rock to spice things up. It's got a spaceport out a good distance from the prison itself, to give the guards plenty of opportunities to see folk coming and check them for weapons or contraband. There aren't any guards on the outside, because it's pretty gorramn easy to see what's coming up from miles around, on account of it being flat and empty.

The actual detention facility comprises a single, circular tower. The tower is made up of a number of circular floors built around a central pillar. The lowest floors are administrative and communal. This ain't a prison that provides much in the way of visitation or comforts, but there's still a need to have a

place to eat and exercise. The floors in the middle of the tower comprise the bulk of the cells, while the highest floors are reserved for the most secure areas. It's efficient, clinical, and just about the most depressin' place you could possibly end up.

If you find yourself on the inside of a cell in Q7A, you have made some seriously bad decisions in your life.

- **Wandering Star Spaceport:** The spaceport is a **Large Concrete Hangar** D8 that has a place to park your boat, refuel her, and enough room to load and unload cargo. That's it. It ain't fancy, and it don't have any comforts, because the Alliance don't want folk hanging around for any longer than they have to. When a prison transport lands, a couple of guards will drive over from Q7A to confirm the cargo and give visitor badges to any crew that need to see the inside of the prison. Sometimes, the Alliance lets other ships use the spaceport when it ain't busy, as long as they pay a nominal docking fee. Some of the more brazen slavers take advantage of this, but most steer clear of Wandering Star. **Extras**: **Dock Worker** D6
- **Port Authority:** Once a prisoner or visitor is brought from the ship, they're given a temporary badge to visit Constance. Prisoners have one containing their prisoner number and initial biometric data and record, while visitors are given generic badges that allow them limited access within the prison for only six hours from the moment they cross the threshold of Q7A. From there, they are driven by PTV over to the prison, then walked through a long corridor packed with **Sniffers** D8 looking for metal, ceramic, plastic, explosive chemicals, drugs, or any other kind of contraband or weapons. Anything the sniffers pick up is removed from the visitor—or, in the case of surgical implants, noted with an update to their badge. Then prisoners are given a full cavity search, while visitors get a pat down. Finally, the prisoner or visitor gets through the front door of the actual facility, where they have their badges scanned, they walk through another set of sniffers, check in at a desk, have their badges scanned again, and then finally enter the prison proper. **Extras**: **Guard** D6, **Prisoner** D6
- **Administration Floor:** The first floor is the administration floor, which comprises prisoner processing, visitor check-in, interrogation rooms, offices for administration staff, janitorial and maintenance services, and the other boring sundries that any large building requires. Every door is only opened with a prison badge coded with the right access, and not one of the **Badge Coded Doors** D10 is casually left open. All the floors are metal, and all chairs and tables contain a powerful magnet in the legs to keep them firmly clamped to the floor. The elevators are in the central pillar. **Extras**: **Staff** D6
- **Guard Barracks:** The second and third floors are the guard barracks. These are primarily small apartments for the guards to live in, but these floors also contain the armory, a small rec area, and a separate mess hall just for the prison staff. Like the administration floor, all the doors are only opened with the right pass, but the furniture is not magnetically secured, allowing guards to move them around as they see fit. Elevators will not stop on these floors without a guard's pass. **Extras**: **Guard** D6
- **Warden's Office Suite:** The fourth floor is primarily storage and supplies, but a quarter of it contains the warden's office suite. Here the warden has not only her own office with a reception area, but also a spacious apartment that contains an exercise room, a library, and a dining room so she can take her meals by herself. The elevator will stop on the fourth floor with a visitor's badge, but they cannot get past the reception area without proper clearance or the authority of the warden. The apartment can only be accessed with the warden's badge. **Extras**: **Warden** D8
- **Mess Hall:** The fifth floor is almost entirely devoted to the mess hall and kitchens for the prison. Service is provided cafeteria-style, with prisoners lining up with trays to be served meals from large bins. The chairs and tables are all magnetically restrained, and can only be moved when the sensor is swiped with a guard or staff badge. Low-security meetings with large numbers of prisoners are sometimes conducted in the mess hall, as well as some recreational events (such as concerts). One quarter of this floor contains the prison hospital. **Extras**: **Prisoner** D6, **Guard** D6
- **Recreation:** The sixth floor is a combination of rec rooms and exercise yard. Technically, while the name of this floor is Recreation, almost everybody calls it "a little piece of heaven." There are a number of courts for sports, a fully stocked gym, meeting rooms for games or conversation, and even a small library with a computer containing only pre-approved Core materials. All of the walls on the recreation level are transparent, and the center pillar has a number of one-way **Shatterproof Windows** D10. This way, guards can observe everyone on the recreation level at all times, in addition to openly roaming the floor. **Extras**: **Prisoner** D6, **Guard** D6
- **Prison Blocks:** All of the remaining floors are where prisoners are kept. Each **Cell Block** D10 has one side against the outer wall, with small slits allowing light from outside. The inner walls of the cells are treated so that they can be rendered transparent or opaque by a guard with the right access badge. There are large catwalks in front of the cells, and two main walkways

that lead to the central pillar. Like the recreation level, the central pillar has a number of one-way windows to allow guards to observe the whole floor. There are also small rooms containing emergency services on each floor, such as a small medical bay and riot gear. **Extras**: **Prisoner** D6, **Guard** D6

SPRING VALLEY

When Brother Wise was directed by God to build a church, he called it the Church of the Wise. But a church in the middle of nowhere don't mean a whole lot, so the folk that believed starting setting down roots and building a town. Over the years, this ramshackle village has become slightly less ramshackle, and folk figured that they couldn't keep calling it "the place next to the church." Brother Wise decided that their little town was a place where hope could bloom, bringing a new spiritual spring. So he called it "Spring Valley," and the name stuck.

The town's literally built around the church, which stands at the intersection of the two main roads. Everyone in Spring Valley believes that they are **Sinners in Need of Redemption** D8, so visitors won't find a bar, or a whorehouse, or even much entertainment at all that ain't strictly supported by the Bible—or the local interpretations on it, which can get a bit wonky. But they also need supplies to keep going, and they ain't particular on who they trade with. What is and ain't okay by the Word of God gets a mite fuzzy, and can change from time to time, so best to do your business and get out. Stay too long, and the next sermon might be about you.

Unless stated otherwise, all extras in Spring Valley use the Trait **God-Fearing Local** D6.

- **The Church of Wise:** The church is the most important building in the town, even though it looks like a large square box with a cross nailed above the door. It's not pretty, but it acts as Spring Valley's central meeting place, town hall, social outlet, and evening entertainment. Every morning and every evening, the whole town assembles to pray and hear Brother Wise's sermons while sitting in mismatched chairs. Brother Wise's **Pulpit** D6 is an old, beat-up lectern. The only thing that's nice in the whole place is a beautifully carved cross that stands as tall as a person, hanging up behind Brother Wise on the church wall. **Extras**: **Worshipper** D6
- **Wise Rectory:** Brother Wise lives in a small one-room cabin next to the church. He likes calling it a "rectory," because he's a man of God and all, but it ain't much more than a small room with a roof. The interior is modest: a table, two chairs, some dishes, a rough rug on the floor woven from devil's grass, a fireplace for cooking and warmth, a bed, and a nightstand with a Bible on it. What most folk don't know is that Wise has built a small shelter under his rectory. Lift up the carpet, brush aside the dirt from the floor, and you'll find a small door leading to a hole with supplies that Brother Wise has been saving up from his **Supply Cache** D6. He feels that Armageddon is coming, and he wants to be ready for it when it comes. **Extras**: **House Spider** D4
- **Hell Hole:** Spring Valley doesn't have a prison, but sometimes folk need to be punished. A while back someone tried to dig a well, but it ended up being a deep vein of crumbling rock. The hole was abandoned and another, more successful, well was dug, but Brother Wise started using the old well as a place to put "sinners" that needed some time to think about their wicked ways. Folk that need a time out are put into the Hell Hole, and it's covered up with a heavy plank of wood with some rocks put on top. A few hours, or a few days, and whoever went in is happy to do whatever Brother Wise needs. **Extras**: **Exhausted Sinner** D4
- **Schoolhouse:** The Spring Valley schoolhouse looks like most any schoolhouse you'd see around the Rim, only with a lot less teachifyin' equipment. But there ain't any children of school age in town—Spring Valley's only been around for maybe a decade, and most folk are escaped criminals or those found wandering around on Constance. No, this schoolhouse is to help the residents learn skills like reading, writing, and 'rithmetic, all while

From: Warden's Office
To: All Q7A guards
Subject: New Rules

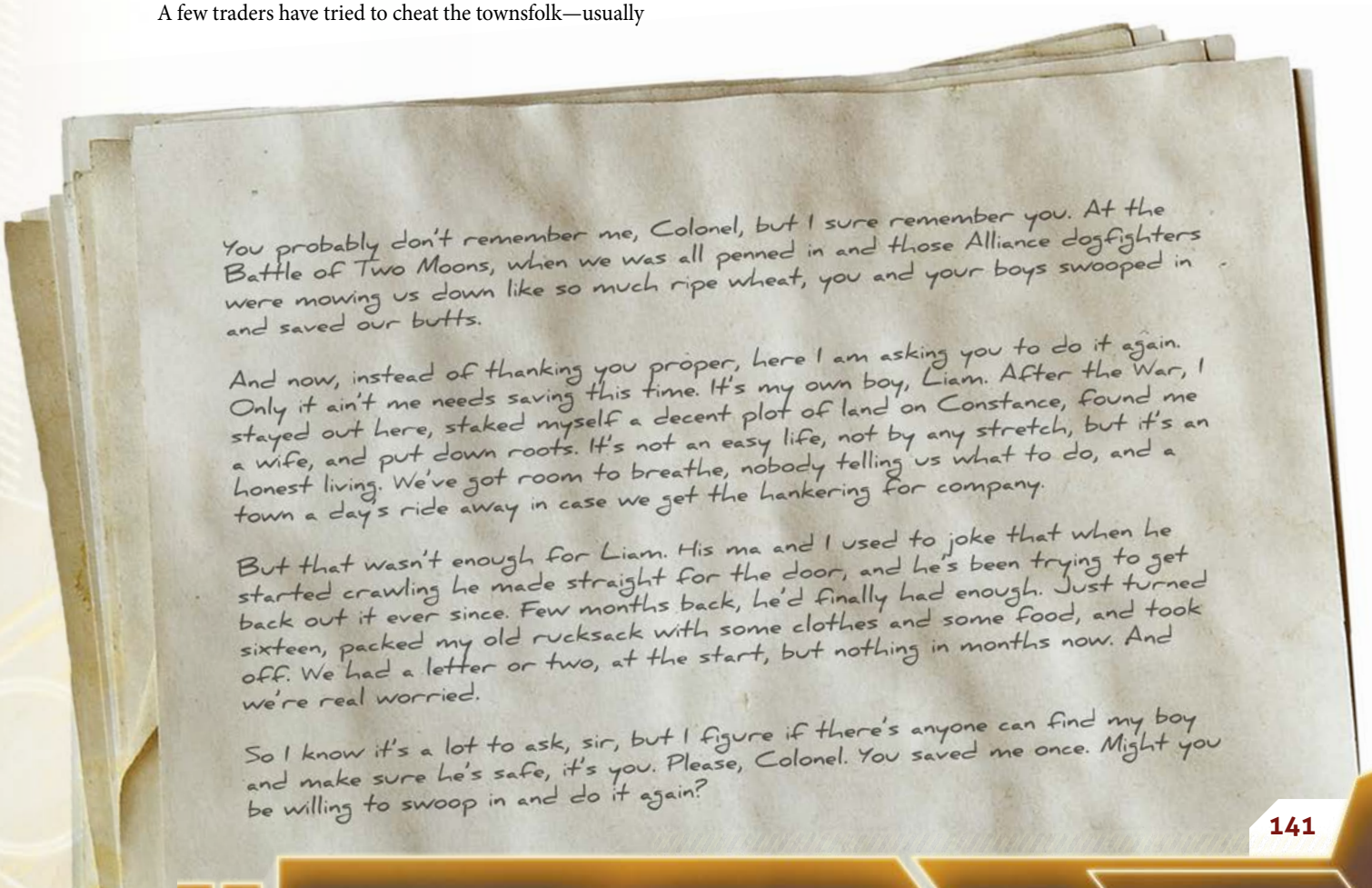
Attached are the recently revised Rules and Guidelines Governing Operations (the "RGGO"), an important document detailing all of the rules and regulations related to day-to-day security and surveillance operations here at Q7A. These Guidelines replace the previously issued RGGO. Please note that the attached RGGO specifically addresses situations occurring outside Q7A and reiterates that all such events are beyond our purview. The RGGO also addresses a number of issues including how Q7A's systems are monitored; what your responsibilities are; and everyday procedures. If an activity is not listed in the RGGO, it is not considered part of your assigned tasks. Before engaging in any such activity, you should check with your supervisor to gain approval. Engaging in any unsanctioned activities can result in penalties including but not limited to docked pay, reprimands, flogging, reassignment, and dismissal. As with all other policies issued by this office, you are expected and obligated to read, understand and abide by the RGGO. If you suspect or become aware of violations of the RGGO, please understand that it is your obligation to report the matter to your supervisor, Human Resources, the Legal Department, or the Warden's office immediately.

Should you have any questions regarding this announcement, please contact my office or Human Resources immediately.

*RESTRICTED*RESTRICTED*RESTRICTED*

also learning the glory of God and the benevolence of Brother Wise. The teacher is Whitney Cornell, an old woman who used to teach kids back on Delphi before she lost her mind and killed ten of 'em. She says she don't have the devil in her anymore, but she seems to work with the adults better than she did with the children. **Extras**: **Teacher** D6

- **Spring Valley General Store:** Calling this place a "store" might be optimistic—Spring Valley don't have much, and they sure don't have a currency to call their own—but there needs to be a place to store supplies that come in, and someone who can make sure the barterin' is fair and honest. The owner is Martin Vilen, a dark-skinned man who used to set fires to people's houses with them inside. Now he's rehabilitated—more by Wise than the Alliance penal system—and he greets everyone with a smile on his face that's always just a little too wide. He makes sure that everyone gets what's owed to them, and he always shows up early for the late night bonfires. **Extras**: **Shopkeep** D6
- **Market Square:** When outsiders come into town to trade, they're directed to the street outside the church. It's always kept clear of traffic, and the flat areas gives the occasional trader a chance to spread out and display her wares. The trading is always done in front of the church—and thus, in the words of Brother Wise, "in front of the eyes of God" —to make sure it's honest and fair dealing. A few traders have tried to cheat the townsfolk—usually they get to spend some time in the Hell Hole, or even run out of town—after keeping a portion of their trade as payment, of course. **Extras**: **Trader** D6
- **Spring Valley Bank:** For a town that don't use money, having a bank seems like a strange choice. Even stranger when the bank ain't much more than a shipping crate with a **Reinforced Door** D8. But sometimes the citizens of Spring Valley have a need to store sensitive, private items in a secure place. More often, though, they're hiding something for someone else, in exchange for supplies or services. Brother Wise don't much care about who owns what, as long as the outsiders respect their ways and pay in things the town needs. As such, sometimes some pretty interesting things can end up in that "bank" and only Brother Wise has the key.
- **God's Arsenal:** What most folk don't know is that the bank ain't entirely what it appears to be. The back wall, opposite the main doors, is false, and inside is another, much smaller room accessed by a **Secret Door** D8. There Brother Wise has accumulated all manner of powerful weaponry, from pistols and rifles picked up from traders to military-grade anti-personnel weapons stolen or bought from some of the guards at Q7A and has a large **Weapons Cache** D8. Wise ain't told many folk about it, but he's been training some of his Devout in secret, in case there's a day when the apocalypse comes and "sinners" will try to overrun the town.


You probably don't remember me, Colonel, but I sure remember you. At the Battle of Two Moons, when we was all penned in and those Alliance dogfighters were mowing us down like so much ripe wheat, you and your boys swooped in and saved our butts.

And now, instead of thanking you proper, here I am asking you to do it again. Only it ain't me needs saving this time. It's my own boy, Liam. After the War, I stayed out here, staked myself a decent plot of land on Constance, found me a wife, and put down roots. It's not an easy life, not by any stretch, but it's an honest living. We've got room to breathe, nobody telling us what to do, and a town a day's ride away in case we get the hankering for company.

But that wasn't enough for Liam. His ma and I used to joke that when he started crawling he made straight for the door, and he's been trying to get back out it ever since. Few months back, he'd finally had enough. Just turned sixteen, packed my old rucksack with some clothes and some food, and took off. We had a letter or two, at the start, but nothing in months now. And we're real worried.

So I know it's a lot to ask, sir, but I figure if there's anyone can find my boy and make sure he's safe, it's you. Please, Colonel. You saved me once. Might you be willing to swoop in and do it again?

GUNS AND LOOT

A prison planet and a secret slave market have something in common: they both want ways to keep people in one place that aren't keen on staying there. As such, a lot of the loot on Constance revolves around security and securing people, but there's also the planet's one contribution to galactic flora—devil's grass. The locals of Spring Valley have managed to make something useful out of devil's grass, proving that even a dead-end planet like Constance has something to offer.

- **OT Sniffers:** Most high-security Alliance installations have devices called "sniffers," built by OT Industries. They look for traces of metal, ceramic, plastic, and explosive chemicals, and compare them to a database of weapons and dangerous contraband. Most places in the Core are networked with computers that keep those databases up-to-date, but remote locations like Q7A have to rely on irregular file updates that come in with their supply shipments. A sniffer can be real handy when trying to make sure a meeting is secure, but they ain't portable—usually they're installed in walls or on vehicles.
- **Prison Badges:** Alliance prisons use a type of thick, durable plastic badge to determine access within the facility. Everyone, from the guards to the prisoners to the janitors, wears one of these badges. Once you get close to a door or secure device, a hologram appears with the wearer's embedded information. The scanner then compares the hologram with a rudimentary biometrics scan of the badge holder to determine if the badge has the right access and is being worn by the right person. Prison badges are almost impossible to duplicate; it's easier to steal a badge and try to use medicine and technology to fake the biometrics than it is to make a new prison badge from scratch. As such, stolen badges can be a valuable commodity in the right places.
- **Devil's Grass:** The only thing that seems to grow on Constance is what the locals in Spring Valley call "devil's grass." It's incredibly poisonous and tough, and can't be ingested by humans or animals. However, if you dry it out, it can be used as kindling, and some of the locals use it to weave baskets and chair bottoms. Some of Price's men have also found that you can juice the grass and turn the liquid into a pretty potent poison, but the taste is far too bitter and nasty to disguise it. It ain't subtle, but if you inject someone with enough grass juice, they'll die anyhow. Painfully.
- **Snake Cord:** Not all restraining technology needs to be all fancified and high tech, but once in a while a small piece of the Core makes its way out to the Rim and becomes popular. Once such innovation is the SD-107 Automatic Restraint Device. It's a thin strip of plastic and metal that's carried by security personnel. Once the strip is applied to a subject's wrists, the restraint lengthens and wraps around the wrists, usin' rudimentary AI and small sensors to anticipate where the subject's wrists are and how best to contain them. The more the subject struggles, the more the restraint adapts to their movements, becoming more restrictive without damaging the wearer. Some enterprisin' folk in Price's organization have managed to reverse engineer the restraints, and have taken to calling them "snake cords"—a useful way of keeping slaves secure and immobile.

CHINESE PHRASES

Here are a few Chinese phrases that can be heard in different areas on Constance:

Chinese (Mandarin)
English Translation

Shu yun fan ze.
Prisoner ready for transport.

Ta you hao chi.
This one has good teeth.

Wo de xiong di. Wo de jie mei. Ni men hao.
Brother, my brother. Sister, my sister. Greetings.

Shei hui jiu wo men?
Who's gonna rescue us?

Xi dian!
Lights out!

Zuo zei dao zong bi zuo mai ren nu hao.
I might be a criminal, but at least I'm not a slaver.

Na hen cuo.
That ain't right.

Shen shou shen qi.
By the Hand and the Breath of God.

Wo wu mai ren zhi qi.
I got no stomach for selling people.

SHIPS AND HIDEYHOLES

Much like with loot, a lot of the ships on Constance revolve around moving people around what don't want to be moved. Prison transports are needed both on the ground and in the black, both official to the Alliance and unofficial to the slavers. Of course, a place used to keep people secure can also be used to keep them hidden.

- **Incalculable Profit:** When Badger offered Price the job of running slaves on Constance, the first question Price asked was, "Do I get my own ship?" Ain't no one knows why this was the most important thing on Price's mind, but Badger had an old short-range transport gathering dust on Persephone. So he had it shipped out to Constance, and Price had it rechristened with the insanely optimistic name of *Incalculable Profit*. The ship can barely make it from planet to planet and back, but it's been modified to make sure that the precious human cargo makes it (relatively) unharmed, no matter what.

INCALCULABLE PROFIT

ENGINES 6 HULL 8 SYSTEMS 10

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.
- ☑ *Runnin' On Empty:* Create a **Low Fuel** D8 Complication to step up **Engines** for the rest of the scene

LIVESTOCK HAULER 8

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.

BEEN AROUND THE 'VERSE 8

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.

SIGNATURE ASSETS

CRYBABY 8

FLARES AND CHAFF 8

- **Prisoner Transport Ships:** Ships like the Hades class prison transport are often used by corporate subcontractors to transport prisoners from trouble spots to their final destination with a minimum of fuss. The ship names refer to the cellblock and location where the prisoners will be incarcerated, like the *Solitary Constance*. The sad truth is, though, that the same ships that can ship a pack of dangerous criminals to the hoosegow can also be used to ship a group of innocent slaves to their new owner. Captains with regular contracts from the Alliance don't risk dipping into slavery, but more than a few have been tempted to take such a job "just this once" when times are tight.

SOLITARY CONSTANCE

ENGINES 6 HULL 8 SYSTEMS 10

DISTINCTIONS

HADES CLASS PRISON TRANSPORT 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.

CORPORATE ASSET 8

Your ship is actually owned by a megacorporation. While your employers allow you to use the ship as you see fit, occasionally you're "required" to perform services that might get you into a pickle.

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

BIOSIG SECURITY 8

Boats are expensive. Thankfully, you've figured out how to secure her. Your ship's systems have been secured against hacking or unauthorized use through storage and detection of your Crew's DNA. You've also added automated defenses to "encourage" people not to try it.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Just a Little Prick:* When someone tries to break into the ship, or use the ship's systems or helm without prior authorization, the captain may spend 1 PP to shut down the system with a **DNA Not Authorized** D12+ Complication.
- ☑ *You Have 20 Seconds to Comply:* When someone tries to physically break into the ship or breach an interior door, spend 1 PP to activate an **Automated Defenses** D8 Extra Gamemaster character.

SIGNATURE ASSETS

INTERNAL SECURITY 8

CHAPEL 8

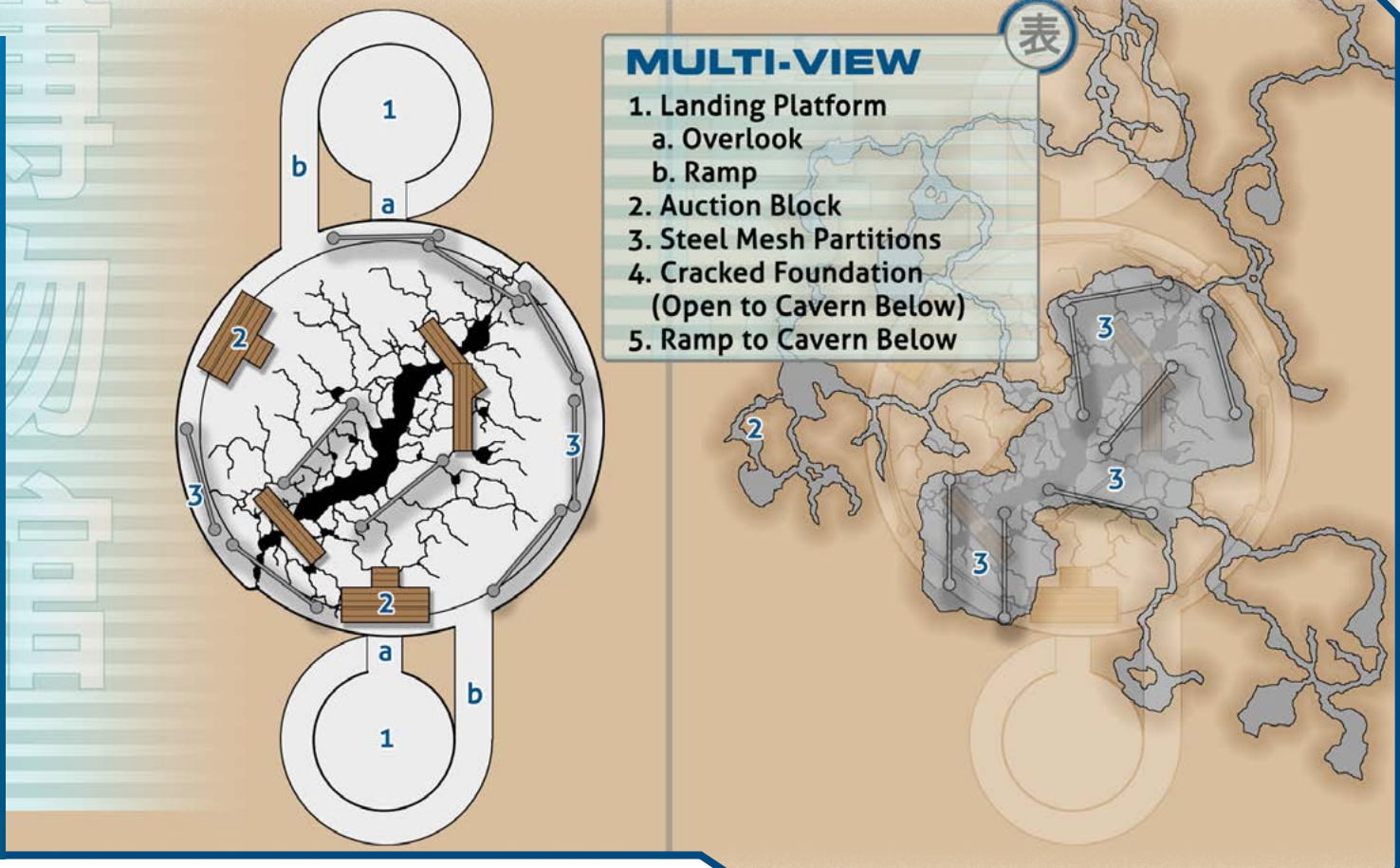


- **Bentham PTV:** Once you got your prisoners on the ground, you need a way to get them to the prison. The Alliance developed a PTV (prisoner transport vehicle) which hovers over rock, water, sand, and just about anything else. It's heavily armored, with a separate, bulletproof compartment for the driver, individual seats that prisoners can be cuffed to, and one-way windows so folk can get a peek at the newcomers. Most prisons have a couple Benthams on hand, including Q7A. **Traits**: **Body** D10, **Handling** D6, **Speed** D8

Even with a planet as ideally situated as Constance to allow for the buying and selling of slaves, you can't just do it out in the open. You need a place to keep your "supply," a way to show them off to prospective clients, and a convenient pad for people to dock their ships and transports. Price has found a way around that little conundrum. Badger found the site through some of his subordinates, and he dubbed the location "the Meat Market."

- **Meat Market**: There ain't much to it—it's a big cavern sitting under a concrete slab in the middle of Constance. Further, Price don't hang out here none—he only uses the site when he has a deal to arrange, or when he sends some of his men through periodically to clean out any squatters. But there are plenty of steel mesh partitions to cuff slaves to, and a couple of concrete slabs nearby to land ships on. Once a sale is starting, though, it's damn near impossible to storm the place, and it only takes a few minutes to clear everything out. Nothing incriminating stays behind.

MEAT MARKET, ABOVE AND BELOW GROUND VIEWS



DOIN' A LITTLE CRIME

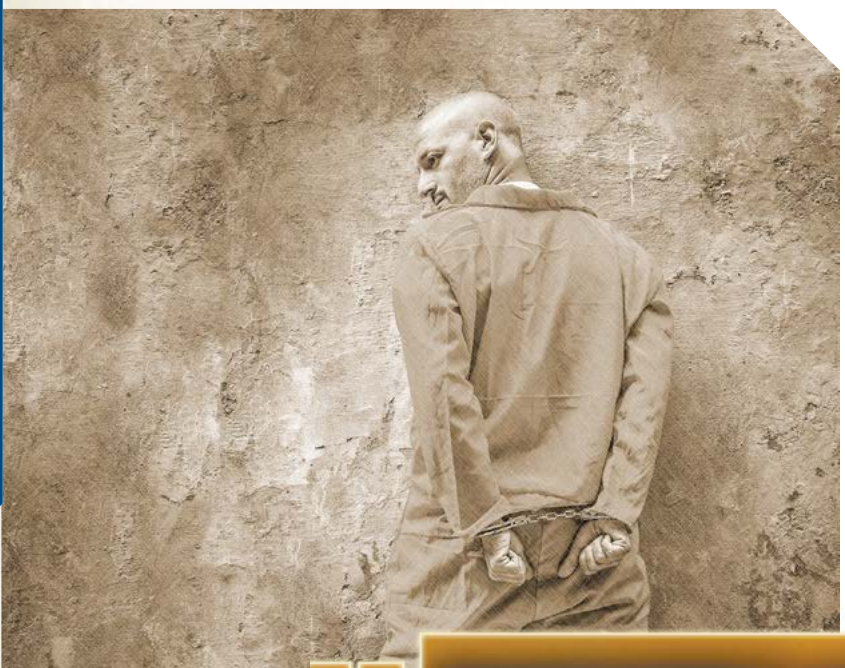
Seems a little odd to be working for the Alliance or doing crime with a prison looking down at you, but there's plenty of opportunities to be big damn heroes. Some of it pays, but some of it don't—so if you're lookin' to clear your conscious, there's no place like Constance.

THOSE POOR PURPLE BELLIES

Badger comes to your Crew with a job. Now, there's a whole lot of problems that could stem from someone in the Alliance hiring petty criminals to do a job off the books, but once your Crew navigates their way through to make sure they ain't being bushwhacked, they find out that a few guards have disappeared from Detention Facility Q7A. The captain thinks they've been picked up by a stray cruiser, but she can't leave or send any men from the prison to go look for them. Regardless of them being on the wrong side, they're just men doing a job, and it ain't right for innocent folk to get taken like that. All the Crew has to do is find them, and bring them back to work.

Turns out, the guards were attacked by some criminals they were releasing. One of them was an old associate of Badger's that he was hoping to reunite with. Unfortunately, the criminals in question decided they'd had enough to looking at Alliance uniforms, so they didn't wait too long until they took control of the PTV, knocked out the guards, took their guns and uniforms, and left Constance by their own means. One of the slavers under Price's payroll, hearing that one of "Badger's men" left some people out in the middle of Constance, mistook the guards as the latest pickup of slaves and took them to Verbena.

Can you and your Crew find them and figure a way to get these guards back to the prison? Can you accomplish this without upsetting Badger? And, how will you do it without getting pegged as the Alliance's pawns?



LOST AND FOUND SOULS

You or your Crew learns that a distant relative was doing time for the so-called "war crimes" committed during the War. Now your long-lost relative is being released from Q7A and needs a ride back home. By the time you arrive on Constance, though, your relative has wandered into Spring Valley and managed to run afoul of Brother Wise. Now, your reunion has turned into a rescue, when you're forced to break into the Hell Hole to free your loved one.

While this is going on, Brother Wise claims he's spoken to the angels—and he believes you're all devils who can't be allowed to live by the grace of God. He's sabotaged your ship and he's getting ready to attack—now there's a whole town of folk who believe you're all the right hand of the Devil. Thing is, you've got nowhere to go to for help, unless you want to knock on the doors of a gorramn Alliance prison!

Can you and your Crew get your ship back in time? How will you handle a pack of folk who have gone crazy with religion? What happens when your long-lost relative has a change of heart and sides with Wise?

A BADGER SANDWICH

If you've decided that selling people is the way you make a living, there ain't much you won't do at that point. Edmund Price is such a man—he ain't bright, and he ain't ambitious, but his lack of moral compass makes even Badger wince. For example, it ain't ever good to be a slaver, but it's really bad when you let a ship crash just so you can sell the survivors. But that's just what Price has done; a luxury cruiser got damaged just outside Constance, and Price helped it along so he could pick up the folk and sell them to the highest bidder. Except the cruiser was owned by Adelai Niska, and he's one of the survivors now ready to be sold into slavery.

Badger's at his wit's end and sends a wave beggin' that you and your Crew help him out. If he flies out there and pulls Niska out, there's no telling what the crime boss'll do—maybe even force Niska to declare war on his operation. If he lets Price sell Niska, eventually word will get out that Price is connected to Badger. What's worse is that Price, thinking he did a great thing for his boss, has turned off his comm and is living it up before the big sale tomorrow.

That leaves you and your Crew in a pickle. Take the job, and you'll be helping slavers, and Niska to boot. That kind of job may make you lose your reputation. Is it more about taking a slaver off the board and leaving Badger to hold the bag? Or do you walk away?

THE NEST

"Did you see that Kitsuni prototype with the lead plating on the underbelly? What a junker."

— Kaylee

The Nest, the most aptly named location in the 'Verse, is your second-to-last stop in the Kalidasa System on the Good Shepherd's Run. It's a junkyard filled with abandoned ships, smuggler's dens, and high-tech junk in orbit above New Kasmir. For smugglers, The Nest is your best bet if you want to find work, disappear, or get help on the down low.

It ain't real clear when The Nest was founded—it might have been a supply station for the Gold Pheasant Corporation when they ran Crescent City on Highgate—but when Gold Pheasant shut down, The Nest sprung up out of "nowhere." To this day, folk think it's a ship's graveyard that's haunted by the ghosts of fallen soldiers who died in the War.

The Nest's designed so that each part of its "body" can sustain itself, and locations are claimed on a first-come, first-served basis based on the services it provides. While it don't have the capacity to store warehouses full of cargo, there are vendors who set up shop, mostly in the Sky Dragon Bazaar, to sell their wares. The Nest specializes in offering help to smugglers and, like Brock's Corral where everyone is welcome, most everybody recognizes that The Nest is the best thing that could've ever happened out on the Rim.

Though The Nest is home to many thieves, smugglers, escaped con artists, and other undesirables, murder and kidnapping aren't the kinds of crimes that happen here and stealin' from the hand that feeds you is discouraged. One blast to the wrong door could kill everybody on board, so for the most part folk play nice.

Also, most who come to The Nest don't stay here for more than a couple of days or weeks, but there are a few permanent residents that keep it all running. For this reason, smarter smugglers will choose an ally or two, like Quick Draw Roberts, for protection when they're roaming around The Nest.

If you need a service that only a good smuggler can provide, you'll want to head over to The Nest. Just take care not to get on anybody's bad side—you don't want to cross these folk!



ZORAIDA "QUICK DRAW" ROBERTS

Zoraida Roberts is a runaway who joined the Independents after she saw her best friend executed by an Alliance soldier during a peaceful protest. Zoraida was training to become a Companion, but never returned to Sihnon. Instead, she went huntin' for justice for her fallen friend.

'Til then, Zoraida hadn't concerned herself with politics, but after her friend's death she hitched a ride with a crew of rookie soldiers and became a spy for the Independents. Her knowledge of the Alliance and its history helped the Border Planets infiltrate deep into the Alliance's interests, and plant false information about upcomin' battles.

When the War ended, Zoraida brought a few of her fellow soldiers to The Nest and founded a haven for smugglers and the like. She dragged the Independent's best-and-brightest out to the Rim—before the Alliance could arrest 'em—and set them up in the Six-Shooter Safehouse.

A slim woman with an intense voice, Zoraida takes a careful interest in the daily affairs of The Nest. She's quick on the draw—hence her nickname—and favors the company of skilled shots like herself. Zoraida don't have much patience for slick-talkin' smugglers and the like, but she'll perk up if she thinks a visiting crew has stuck it to the Alliance.

While most folk suspect she's planning something, right now she focused on building an **Intelligence Network** D6 that funnels resources and information—throughout the Core. Zoraida understands the power of propaganda, and believes that another war is inevitable. When somebody throws the first punch—most likely on a Border Planet—she wants to be good and ready to hop in and fan the flames of resistance.

ZORAIDA "QUICK DRAW" ROBERTS

"As long as the Alliance exists, we'll never be safe."



ATTRIBUTES

Mental	Physical	Social
6	6	6

SKILLS

Influence	6	Perform	6
Know	10	Shoot	10
Alliance Politics		*Pistols*	
Move	6	Sneak	6
Notice	8	Trick	6

DISPOSITIONS

Alliance  Browncoats 

DISTINCTIONS

Information Broker 8

Are there things you want to know? Are you ready to pay the price?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Tell Me Everything*: When you try to wheedle information or secrets from someone, step up **Influence** or **Trick** for the Action. If the Action fails, step back **Social** until the end of the next scene.

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.

Secret Browncoat 8

Independents aren't appreciated much round these parts. But y'all know how to stick together!

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

SIGNATURE ASSETS

Intelligence Network 6

LIU BAILONG

Liu Bailong's the captain of the *Jiangshi*, a ship that's docked to The Nest. He's a soft-spoken man who abhors violence and believes in the basic goodness of people, but employs plenty of folk who have no such illusions.

A Londinium native and Academy graduate, Bailong specialized in art history with Earth-That-Was artifacts. He became an art dealer and married the daughter of a high-ranking Alliance official, fatherin' two daughters. Unlike his dear mother, Bailong didn't serve in the War, because she bought him an exemption.

When word came that his mother's ship, the *Jiangshi*, had disappeared before it returned home—he stole one of his father-in-law's ships and burned back to the Rim post-haste, chasing clues and leads to find out where the *Jiangshi* had gone dark. He found the ship, hauled her back into port, and sent the crew home to their families. His mother, however, he buried on Highgate.

Though he wanted to return home, the Alliance had put out a warrant for his arrest. His life in Londinium ruined, he fled to The Nest looking for a chance to disappear—while his wife went on to become a Fed.

Now, Bailong specializes in illegally obtained and highly skilled forgeries. Unlike fake ident cards, Bailong has the technology and skill to reproduce the real McCoy. Most smugglers know of him and, while there's a high demand in the Core for his goods, he relies on third parties through his **Criminal Contacts** D8 to ship out his orders. If he ever sets foot in an Alliance-controlled space again, he'll be answerin' some hard questions from his wife—and probably get himself arrested to boot.

LIU BAILONG

"Speak only if your words have meaning. Dong ma?*"*



ATTRIBUTES

Mental	Physical	Social
8	6	10

SKILLS

Craft 6	Know 8 (*Art History, Business*)
Fix 6	Perform 6
Fly 6	Survive 6
Focus 6 (*Forgery Detection*)	Treat 6
Influence 10	Trick 10 (*Lying*)

DISPOSITIONS

Alliance (-) Corporations (+) Criminals (+)

DISTINCTIONS

Smuggler 8

I don't see any reason why your goods shouldn't be delivered where you want 'em delivered.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Everything's Fine, Officer*: When lying to an officer of the law, step up or double your **Social** for the roll. You cannot spend PP to stay in the fight if you fail and would be Taken Out.

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.

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.

SIGNATURE ASSETS

Jiangshi 6

Criminal Contacts 6

- ☑ *Black Market:* When you are looking for an illegal or restricted piece of equipment, spend 1 PP to find someone in the **Criminals** Faction who has it.

CORTEX ACCESS GRANTED...
SECURE CONNECTION...

HELP WANTED

AVAILABLE TO HIRE

FOR SALE

LOOKING TO BUY

Notice: Ship captain seeks crew

We're a Baumstark, battered but solid, clean enough for decent living, but we ain't fancy. We work hard, and fly far, but everybody does their share and gets one, too. We ain't rich but we always have enough for fuel and a decent meal. Got a first-class engineer, a decent sawbones, and one heck of a pilot. What we need are strong arms and sturdy backs, sharp eyes and steady hands. Won't lie, sometimes the job ain't pretty. You gotta keep a cool head when you get your hands dirty—we only fight when we have to. Ex-cons perfectly okay—we don't care what you done in the past, so long as the Law ain't after you now. We judge people as they come, not what they did long ago.

If all that sounds good to you, we're docked at Bay Four, Joe's Boats. Ask for Captain Pye.

JOE "RATCHET" MCCLELLAN

Joe McClellan is "the" ship's mechanic to end all ship's mechanics. He was brought to The Nest sometime during the Unification War as a prisoner, but has managed to hold his own. McClellan was drafted into the War to help the Alliance design warships, cruisers, and the like. When he saw the devastation caused by his inventions, he went AWOL and stole an Alliance gunship to head for the Blue Sun System, but never made it that far. A bounty hunter tracked him down and took him back to The Nest before transportin' him back to the Core.

Instead of being sold back to the Alliance, though, Joe pledged to help The Nest in exchange for his freedom. Folk put him to the test, fixin' boats and fortifying different areas and the like. Thanks to a good old-fashioned mutiny, the bounty hunter was killed, and Joe became a permanent resident.

An excellent judge of character, Joe is happiest when he can figure out the solution to an unusual problem. Rumor has it he can take an old crate of protein bars and turn it into a fuel cell that'll power a boat for a month—and he has tried!

JOE MCCLELLAN

"Why should I let you pass?"

TRAITS

Ship Designer D8, **Ship's Mechanic** D10, **Pacifist** D4, **Problem Solver** D10

DISPOSITIONS

ALLIANCE 👎 **BROWNCOATS** 👍

NKIRU ORO

Nkiru is a former freelance bounty hunter who showed up to The Nest a few years back, totin' a baby and a big gorramn sword in a ship that was shaking apart at the seams. These days, her dyin' ship has been turned into her office; Nkiru can usually be found meeting with her clients or patrolling The Nest.

A pragmatic woman and devoted mother, Nkiru discourages rumors and don't talk about her past. On those rare moments she opens up, she'll talk about her contracts with both sides during the War, but not much else. Though she's hard up for credits, she's mighty particular. If she takes a client, it's for a good reason. Nkiru's got a plan: earn enough credits to hire a merc to take out those that want her and her daughter dead. When she's free to leave The Nest, she probably will.

For now, Nkiru sells what she knows about the Alliance, provides security, and consults the occasional bounty hunter to earn her keep. Unlike other folk, Nkiru could lose her family altogether if the Alliance comes a-callin'—so she'll do whatever it takes to protect The Nest, and her daughter, Liberty, from harm.

NKIRU ORO

"Bounty hunting was just a job. A job that paid."

TRAITS

Former Bounty Hunter D8, **Daughter Is Everything** D4, **Pragmatic** D8

DISPOSITIONS

ALLIANCE 👎 **CRIMINALS** 👍

FACTION RUNDOWN

The Nest ain't much for regular folk, but has a lot to offer for all kinds of smugglers. You won't find many corporate interests here, and the Alliance don't think there's anybody here at all. Criminals, though? Oh, there are plenty of those.

ALLIANCE

It goes without saying that the Alliance ain't welcome in The Nest. Officially, the government claims that ship graveyards are scattered throughout the Rim, remnants of the Unification War that are too expensive to clean up. Unofficially, the Alliance may suspect that there's criminal activity taking place out here, but they won't do anythin' about it. Better to keep the criminals as far from the Core as possible, than to destroy their den and give them a reason to move closer in.

BROWNCOATS

No one in The Nest is a particular friend of the Alliance, but their feelings about the Independents tend to be a lot more complicated. In general, not many of them think about the Browncoats or go out of their way to help veterans. The ones who are here stick close to Six-Shooter Safehouse and help Roberts out.

That said, the Independents who live and work in The Nest won't roll over should another Browncoat come a-callin'. They'll need to see proof—most likely in the form of a favor—before they'll take you in as one of their own.

CORPORATIONS

While corporations might have an interest here, their reps ain't exactly welcome. Meetings with business types are frowned upon and are usually conducted in a neutral location decided by both parties. Only certain smugglers will keep track of the best corporate moles and supply the highest bidder with the best stock.

Corporations that do work with smugglers found in The Nest ain't the type you want to be crossin' paths with, though. Most who work with "clients" here conduct their business through shell companies or freelance agents and will go to great lengths to cover their tracks.

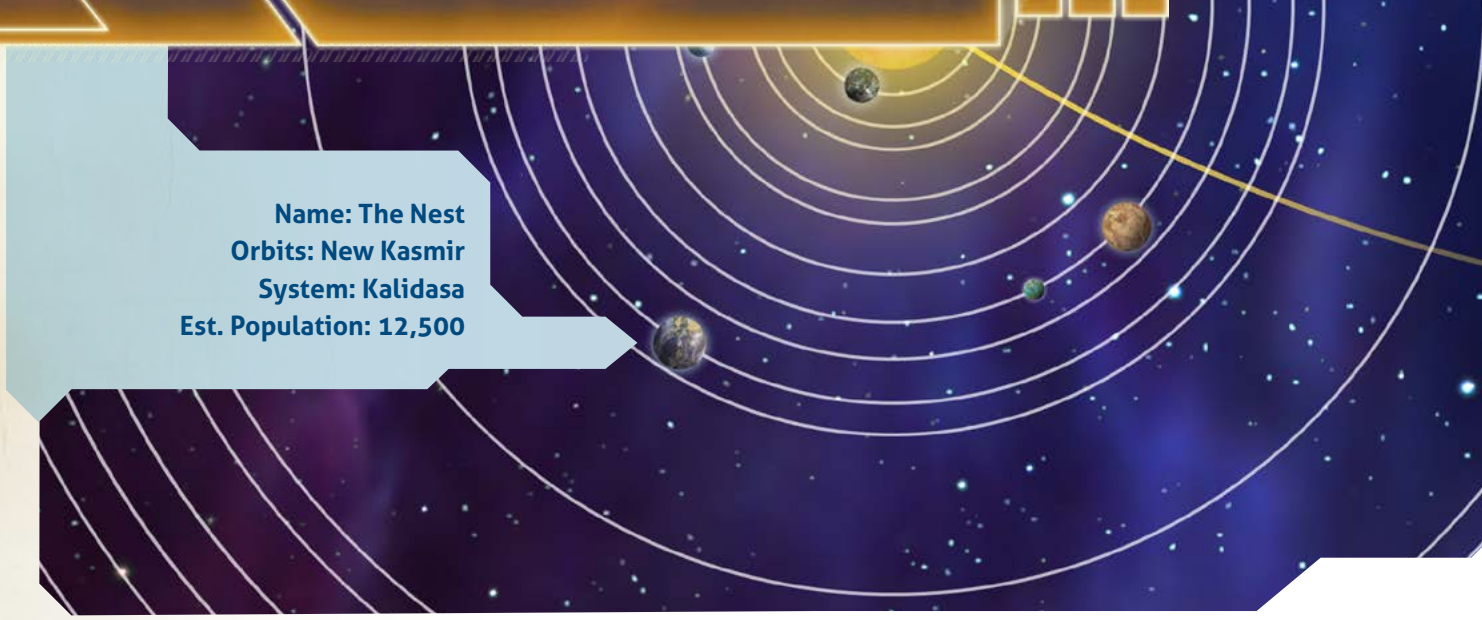
CRIMINALS

The Nest is owned, operated, and run by criminals. From low-level, washed-up con artists to highly skilled folk like Quick Draw Roberts, or gangs with ties to other planets, if'n a criminal exists in the 'Verse, you're bound to run into them here.

That said, in a place as cramped and unstable as The Nest, manners do pay, so most of the criminals are on their best behavior, generally speaking. Here, folk have rules: take your fights someplace else, don't take what don't belong to ya, and pay what's owed. Break one or more of those rules, and you might find yourself jettisoned out of an airlock with no helmet.

If you're looking for new Crewmembers, this is the place to find specialists, mercenaries, spies, thieves, or anyone else who's used to getting in and out of places they ain't supposed to be without being noticed.





Name: The Nest
Orbits: New Kasmir
System: Kalidasa
Est. Population: 12,500

SCENES AND LOCATIONS

To the outside observer, The Nest looks like a **Ship's Graveyard** D8. Sure, there's parts here, but due to its location out on the Rim, most folk—reputable types, that is—tend to steer clear. Smugglers know of The Nest, however, and all its charms. Though there's no land to speak of, The Nest's residents have carved out segments to claim as their own for various functions. A few of the more noteworthy sections are listed below.

LOCATION TRIGGERS

- ☐ *Den of Thieves:* Spend 1 PP to introduce a **Career Scum** D8 Extra to the scene.
- ☐ *Chop Shop:* Ship repairs here grant a **Good as New** D6 Asset and a **Stolen Parts** D6 Complication.
- ☐ *Maze of Corridors:* When you fail to raise the stakes in a chase through the corridors, step up any **Lost** Complication that results.
- ☐ *A Price for Everything:* When negotiating a price for illegal goods or services, take a **Favors Owed in Kind** D8 Complication to automatically raise the stakes.
- ☐ *Safety Is Our Lowest Priority:* When the GM buys a jinx from a **Shoot** action, name the Complication **Ruptured Hull** and step it up.

THE NEST

✶ **Joe's Boats**: Joe's Boats, run by Joseph "Ratchet" McClellan, operates as a hangar and spacedock. When ships are cleared to land in The Nest, they leave their boats with McClellan and his team of mechanics. If your ship needs an upgrade, special part, fuel cells, or other customization, Joe takes care of those services while crews visit other parts of The Nest. Often, boats land because they got no choice—so Joe's Boats doubles as the **First Line of Defense** D8 for the station. If Joe don't like you, he won't let you pass any further, and he can be a tough man to please. Extras: **Mechanic** D6

✶ **Chupacabra**: The dimly lit, trash-cluttered tunnels of Chupacabra are the most dangerous part of The Nest, a **Cobbled-Together Hell** D10 of old ship skeletons and debris, roughly fused to bits of the original station. The "heart" of the district is the *Chupacabra*, an old freight hauler torn apart by Reavers that was recovered for salvage. The area rings The Nest like a spiky aura, with new bits being constantly added. Most of The Nest's salvage operations are conducted here and then distributed to other areas. While work is dangerous, strippin' ships for parts is also the best way for newcomers to earn the trust of other folk in The Nest. **Extras: Nest Denizen** D6

✶ **Sky Dragon Bazaar**: Pieced together out of an old orbital station, Sky Dragon Bazaar is an agin' relic that relies on outdated technology and patchwork upgrades. So called because of the ship's emblem painted on the door, the Sky Dragon Bazaar's a small, necessary section where smugglers set up wares and trade services. Gold Pheasant's influence is still seen 'round these parts, from faded dragon logos with glowing eyes to a small factory, now rebuilt as a supply warehouse. If you're looking to trade for good supplies, ship parts, information, relics, or rarer items, the Sky Dragon Bazaar is "the" place to go. **Extras: Trader** D8

✶ **Brock's Corral**: Built into the remains of a supply ship, Brock's Corral is one of the few neutral areas in The Nest. Named after the smuggler who designed it months back, the Corral is a nickname for a circular area that contains a small clinic, pharmacy, money exchange, and a tavern. The space is open, there are no doors to speak off, and it's **Heavily Guarded** D8. While the bank and saloon are always open, the medical facilities often ain't due to a

lack of equipment, supplies, and doctors. Brock's Corral exists by the grace of all smugglers, and anyone who starts trouble here is exiled from The Nest. Permanently. **Extras: Doctor** D8, **Smuggler** D6, **Saloon Staff** D6, **Banker** D6, **Guard** D6

- **Six-Shooter Safehouse**: If you need to disappear, either from the Cortex or to avoid a lawdog hot on your heels, head to Six-Shooter Safehouse. Run by Quick Draw Roberts, the Safehouse is manned by a group of vigilantes, activists, and freedom fighters. The Safehouse itself is a reinforced set of old mess halls and cargo bays, connected to the ventilation shafts and other internal workings of the station. While Six-Shooter Safehouse is a great place to go to get help, it was also built as a **Maze** D10 filled with dead ends, traps, and outlets to discourage moles, rival crews, and saboteurs. For this reason, anyone who visits is blindfolded and escorted to a meetin' place. **Extras: Vigilante** D8, **Browncoat** D8

GUNS AND LOOT

Folk in The Nest don't keep a lot in the way of weapons caches and the like, for its true value is the people you find and the services they'll offer. That said, if you're looking to get a particular item, there's a good chance someone will be waitin' at your elbow to find it for you.

The Nest does, however, have one of the best Reaver defense systems in the Rim and can, when it needs to, completely shut down. Here are a few components of their defense:

- **Dragonflies:** These self-contained, solar-powered, **Spy Cameras** D10 are so small they won't be picked up by any radar. Dragonflies, a gift from Nkiru, fly in a one-mile radius around The Nest to detect oncoming ships. Though it won't identify the type of ship that's on its way, Dragonflies are engineered to track a boat's heat signature. The faster 'n hotter a ship's burning fuel, the more dangerous that boat's thought to be.
- **Lame Ducks:** When The Nest wants to avoid detection, Joe McClellan will trigger a decoy called a "lame duck." A trick he picked up during the War, a **Lame Duck** D10 is a decoy that emits a unique, false signal ranging from a crew of settlers to an Alliance cruiser who's been hit by Reavers. Unlike other portable decoys, lame ducks are embedded into the panel of a derelict ship and are triggered remotely. Lame ducks are scattered throughout the Rim and are often "dropped off" by smugglers as they fly to a new destination. Should an oncomin' ship threaten The Nest, one or more lame ducks will be deployed—which hails other boats in the area.

CHINESE PHRASES

The Nest's travelers use a few phrases—in addition to a pile of cuss words—that are sometimes used as code words to allow access into specific areas of the Nest.

Chinese (Mandarin)
English Translation

Qu shui fu.
Going free-float

Ni de chuan shi fei wu.
That ship's a dead duck.

Liang he yi gui.
Two cranes and a jade turtle.

Wo xing zhi chuan.
A boat after my own heart.

Wo men bu xu yao ne zhong fan nao.
Trouble we don't need.

Xiang lue shi zu da guang.
Like shining a light at a Reaver.

Xiao ru hei an.
Fadin' into the black.

- **Cold Sheeting:** To avoid scanners, sensors, and other tricks pilots use to see whether or not a derelict ship's full of folk, The Nest is camouflaged with **Cold Sheeting** D8. This synthetic, lightweight material's normally pretty dense but, when activated, it expands to cover a larger area to "cool" the hull of a ship. Cold sheeting was originally designed to cool off older ships that run hot, but it's since been manufactured and distributed in bulk because of its other properties.

SHIPS AND HIDEYHOLES

Ships in The Nest often dock temporarily, and it ain't common to see a lot of boats here. Also, hideyholes are discouraged—you don't want to be stashin' your prized cargo in a den of thieves. There are two, however, worth checking out.

- **Hard Truth:** The *Hard Truth* is Joe McClellan's pet project. Built out of the remains of an Alliance gunship used during the War, the *Hard Truth* is a boat McClellan personally scavenged. He's always tinkerin' with her and one day hopes she'll be able to handle a trip around the Rim. She's one heck of a ride, but can only fly to New

HARD TRUTH

ENGINES 6 HULL 8 SYSTEMS 10

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.

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.

☑ *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.

GHOST IN THE MACHINE 8

Some ships have eyes. Yours has a brain. Your ship's systems are augmented by an experimental artificial intelligence, and you can control many aspects of the ship like the helm, airlocks and doors by voice command. It listens. Most of the time.

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

☑ *Fly By Voice:* Spend 1 PP to fly the ship without a pilot at the helm by voice or radio. Use **Focus** instead of **Fly** for rolls while piloting the ship via this method.

SIGNATURE ASSETS

BOOSTER ENGINES 8

☑ *Weeeeeee!:* When fleeing another ship, the pilot may spend a Big Damn Hero Die to escape by Taking Out that ship when an appropriate Complication has a rating of D12.

FAKE TRANSPONDER 8

JIANGSHI

ENGINES 6 HULL 8 SYSTEMS 10

DISTINCTIONS

HIGGINS CLASS ALLIANCE PERSONNEL CARRIER 8

These medium-sized carriers were used to transport Alliance ground troops from world to world during the Unification War. They're filled with small double occupancy bunks and support compartments that include a galley, entertainment center, and gymnasium. The gym seconds as a mustering area for rapid deployment via a ramp that deploys from the bottom of the ship. These ships are well-stocked with weapons, ammunition, and military-grade explosives.

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

STOLEN 8

You didn't come by your boat fair and square. The previous owner is probably still looking for it.

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

☑ *Spoofed Systems*: Spend 1 PP to reroll a pool containing **Systems** against any attempt to find the ship.

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

MISSILES 8

FLARES AND CHAFF 8

☑ *Incoming!:* When you spend a PP to avoid being Taken Out by a missile strike, spend 1 PP to step back the resulting Complication and rename it **Near Miss**.

Kasmir and back right now. While McClellan is pretty tight-lipped about the modifications he's makin', he often brags the *Hard Truth* can be remote operated with the help of an AI.

✶ **Jiangshi:** Most folk don't know that Bailong's ship, the *Jiangshi*, is fully operational. They believe that the entire ship—which was originally built as a transport for soldiers—had been stripped of its engines and retrofitted as a secure holding facility. Only Bailong and McClellan know that the *Jiangshi* isn't filled with forgeries; it's filled with weapons and can fly away at any moment. Though Bailong won't abandon The Nest without a good reason, he trusts McClellan's judgment and shares his desire to avoid the Alliance like the plague. In fact, this thread connects him to Nkiru, too, and has already agreed to take her with him if he goes.

DOIN' A LITTLE CRIME

There are plenty of jobs to be done in The Nest. If you've got contraband, you can find a buyer. If you need your boat fixed up or want to find a crack pilot, then this is the place to be.

TRIPLE THREAT

A new bounty has surfaced on the Cortex. An unnamed Blue Sun agent has gone rogue, and he's taken as much top secret information he could get his hands on—including the identity of suspected corporate spies and kidnapped citizens the Alliance wanted to disappear. Both the Alliance and the Blue Sun Corporation are afraid that this agent will expose their darkest secrets to the wrong people, like Niska and the like, sparking off a new battle that'll be fought in the shadows.

Not long after the announcement is made, you and your Crew will receive a wave from Nkiru Oro, who asks you to stake your Reputation on bringing that man down. She won't identify who the agent is or, more importantly, what she stands to gain from his downfall. The details needed for your hunt will only be given if you accept her offer by signing a binding contract. Then, and only then, will you be given what you need.

When you and your Crew meet with Nkiru on The Nest, however, the information she gives you reveals that she has a personal, vested interest in seeing the bounty go down. She don't much care for the intel he's got—which may create a kind of problem for you and your Crew. Will you hunt the bounty because it's the right thing to do? To help the Alliance? Blue Sun? Nkiru? Or, will you double-cross 'em all?

LOCK DOWN, LOCKED IN

You and your Crew have docked with The Nest and are getting some much-needed repairs. Your ship's been disabled and the repairs are only half-finished when Joe McClellan tells you that Reavers been spotted, prowlin' through the area for fresh meat. This ain't the first time The Nest's been scouted, and now that he's got this down to a science—The Nest will go into lockdown until the threat passes. In order to fend off Reavers, however, you and your Crew will need to help Joe successfully jerry-rig another set of Lame Ducks, the false signals he deploys to throw them off The Nest's scent.

Only problem is Joe has run out of supplies and will rely on you to help him cajole, buy, and steal what he needs—from other residents in The Nest. As tempers flare and resources dwindle, the Reavers fly closer and closer. To avoid an open war with your fellow smugglers, you'll need to make some hard decisions to save yourselves—and your allies.

Will you be able to convince or con your fellow smugglers in time? Or will you find yourselves stuck and forced to fight the 'Verse's fiercest foes?

OLD RIVALS DIE HARD

Rumor has it that ole Saffron was spotted in The Nest with no credits to speak of. Accordin' to the Cortex, Patience is offering a pile of cash for her pretty little head. Seems like Saffron has finally crossed the wrong person, and she's desperately tryin' to find a way to disappear. At the moment, Saffron is laid up in The Nest, but she's stuck on account of the fact that she's desperate to make friends and is coming up empty—save one unlikely individual.

Bailong's no angel, and he'll tell you that from the start. But, he owes Saffron his life and feels he needs to discreetly wipe that slate clean. He's managed to convince the other smugglers and criminal types that Saffron ain't all that bad, and they begrudgingly agree—*if* she'll agree to their terms. Truth is, there's no shortage of back alley deals to be made in The Nest. If Saffron can find somebody fool enough to help her out, they'll give her what she wants and then some. Imagine your surprise when Bailong contacts you and your Crew to do a job on Saffron's behalf!

What will you do when Bailong asks you to help Saffron? Think you can infiltrate The Nest and find Saffron before anybody catches on? What will you do? Help her? Drag her to jail? Or risk your Reputation and risk Saffron turnin' on ya?

Cheng Bros. Circus

See Amazing Acts and Fantastic Wonders!

惊异表演



The Reptile Girl



The Sword Swallower

奇妙视景



The Illustrated Man



The Human Fly



The Mystic

Li Shen's Space Bazaar

* ONE WEEK ONLY! *


BLUE SUN
藍日
{ DEFENSE SATELLITE IMAGING }
{ SECURE CORTEX LINK }
{ EYES ONLY }
{ RESEARCH FACILITY 11670 }
{ ASSET CHAMBER PROTOCOL ACTIVE }
{ LOCATION: "BOTTOM" }
1
2
3
4
5
6
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8
9
10
11
12
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14
15
16
ENFORCEMENT ONLY
SECURITY

WARNING–UNAUTHORIZED ACCESS

DATA CORRUPTION IMMINENT–VIRUS DETECTED

Blue Sun Co. on Bottom: REVEALED!

Ever wonder if those unterraformed moons aren't as barren as the Alliance would have you believe? This image, taken from a remote satellite passing through the Kalidasa System, will blow your mind. Check out that familiar logo seen from Bottom's atmosphere! While the satellite couldn't get close enough to identify which building was what, we turned to fellow conspiracy theorist Jaina Bruce for answers. Send us a wave if you can confirm she's on the right track!

1. **Compound Perimeter Wall:** This is about four meters high. It's possible that patrols take shifts along the top walkway.

2. **Open Testing Paddock A (Flat terrain):** The company's researchers probably carry out open-air tests in this heavily walled area.

3. **Open Testing Paddock B (Uneven Terrain):** Research that requires a more demanding open environment is likely carried out in this area. An armored walkway connects the security turrets for safer observation.

4. **Decontamination:** Anyone entering or exiting the sealed research pods will probably be subjected to a complete decontamination and body scan. If necessary, subjects could be quarantined here.

5. **Closed Testing Ward:** Once personnel or subjects are cleared for entry, they enter this part of the research facility.

6. **Communications Hub:** This is, no doubt, a customized Cortex array that allows Blue Sun to encrypt its data on a private channel and send back to headquarters.

7. **Landing Platform:** The facility's landing pad is visible from the atmosphere, which allows the company's personnel to land. The logo may be phosphorescent and can be viewed in total darkness.

8. **Security Turrets:** Armed automated sentry outposts built to scan the area, addressing potential ground-and-air based threats. Range is like a few hundred meters.

9. **Research Pods:** The environmentally sealed research complex is probably made up of more than a dozen interconnected pods that extend deep into the canyon wall and down to the surface below.

10. **Power Plants:** Primary and backup generators provide the entire compound's power. Failsafes are probably located underground.

11. **Asset Chamber Delivery Port:** This seems to be a section designed to transport sensitive or volatile materials. A carrier could hover over the port while automated systems retrieve the Blue Sun Asset Chamber and set it onto automated tracks.

12. **Waste Disposal:** Refuse and bio-waste are dumped into this huge underground incinerator and the ashes are probably buried.

13. **Security Warden's Bunker:** This hardened bunker is an indicator that a security warden is present and actively monitors the facility.

14. **Barracks:** Facilities to house base security personnel are likely located here.

15. **Central Processing:** The air and water that serve the research pods will need constant scrubbing and sterilization. In case of a long-term emergency lockdown, waste products from the pods could be reprocessed into basic food.

16. **Cargo Receiving Platform:** Only sanctioned vessels would be permitted to land on this small pad. Crews probably won't be allowed to wander without an escort.

HIGHGATE

"Lot of good people died because of her. Not going to just let that go."

– Zoe

As you fly away from the Kalidasa System, you might want to head toward Highgate, one of the last of three stops you'll take on the Good Shepherd's Run.

Truth is, Highgate ain't much of a destination for anybody that don't know it. To outsiders, its former capital—Crescent City—is a necropolis rather than a city. Ever since the War ended, nobody's in a real big hurry to reclaim or rebuild the settlements here—including the Alliance. Abandoned after the War, Crescent City is one of the best places where smugglers like yourself can go to hide your loot. Still, you'd best be avoidin' this place unless you have an invitation, a lot of money, or a well-armed, trustworthy Crew, on account of the dangers it holds.

As bad as Crescent City is, there's worse to be found on Highgate. There's another town called Metamorph, which is located *inside* of Crescent City, and that tiny inlet's nothing more than a parasitic growth run by Mags Klesse and a few dozen folk. See, durin' the War Klesse managed to capitalize on the fact that people were panicking, and drove out the squatters and undesirables. This made her a hero—for a while, at least. Now? People fear her more than they care to admit.

Metamorph is an anomaly, a parasitic growth that winds through the husk of a dead city and yet manages to cause more bad dreams than anything found in those ruins. You look at it from the outside, and there's nothin' there, no reason to stop and poke around. If you don't have an invitation, you'd never find the place. But if you've got a guide, he'll show you how this pile of rubble is actually a bit set back from that one, and if you duck under this shred of decaying canvas, and wind through those trash-strewn alleys, you'll suddenly find yourself in a sterile, bustling town.

Between Metamorph and what remains of Crescent City, Highgate appears to be a wasteland. If you got enough guns, there might be treasure to be found—the Alliance used to manufacture a lot of medical supplies and drugs here, in the old days—but you ain't the only one who's lookin'.

HIGHGATE'S GANGS

The few residents of the city who don't work for Klesse have formed into gangs—like the Muskrat Clan, Blue Lichens, and Lead Fists—who have carved the city's husk into their own territories.

- **Muskrat Clan:** Formed out of necessity, the Muskrat Clan watches out for its members and will defend each one to the death. While they won't dive for their rifles at the first sign of trouble, they will assume that their members are innocent until they can internally determine otherwise, and often refuse help from outsiders. The Muskrat Clan is a proud collection of survivors, settlers, and other folk who have seen all kinds of trouble. Though they won't murder folk, they will steal what they need if it comes to that. **Extras: Thief D6, Settler D6**
- **Lead Fists:** Unlike the Muskrat Clan, the Lead Fists are a collection of fighters-for-hire. This gang is filled with bounty hunters, guards, wrestlers, and all manner of goons who train together but watch out for themselves. Lead Fists offers protection for those who need it on Highgate, but its members may leave the planet on occasion in search of a better life. Lead Fists will take on jobs that need doin' for the right price, and as long as the group gets its cut. Members are free to do as they please. Though they'll accept credits, the basic necessities—like food—are a lot more valuable to the natives. **Extras: Mercenary D8**
- **Blue Lichens:** The Blue Lichens is a loose consortium of scavengers and guides who scour every inch of Metamorph and Crescent City lookin' for valuables. Like Lead Fists, they can be bought for a price, but they don't have much need for credits. The Blue Lichens tend to stick to the ground and, when they get paid, share the wealth they earn with one another. They're a motley sort that includes folk from all ages, but most don't survive very long on account of the land mines still scattered throughout the area. **Extras: Guide D8, Scavenger D8**

Even if you make it past these gangs, you'd best be minding your manners. If Klesse catches wind of you? Well, you'd better hope you have a fast ship and a good pilot. She don't take kindly to competition, so you'd best ask permission before landing here rather than forgiveness.

MARGARET "MAGS" KLESSE

Margaret Klesse is a former military subcontractor who's never slit a throat or pulled a trigger. Her specialty was to oversee and manage resources for the war effort on board her portable laboratory. Sometimes, that meant cuttin' down the opposition through whatever means necessary. All too often, Klesse deployed painless, poison gases or tainted water supplies from the safety of her ship. She never saw her victims and, like so many other corporate types, it never entered her mind what she'd really done—until much later.

During her first and only tour of the Rim, Klesse's ship was hit by Reavers and crashed on Highgate. There, she was taken in by the locals and hid under Crescent City in the tunnels until the Reavers passed them by. Unfortunately, the Alliance believed Klesse was dead and feared the worst—they didn't want the secrets on her boat gettin' out. So, they did the only thing they knew how: they bombed the city, and the gases she brought on board exploded.

Left for dead, Klesse was forced to face the terrors of the War that she caused. Nobody else knows how many folk she killed, but Mags does—and she's haunted by that knowledge every day. Broken beyond repair, Mags sticks to a routine that she's comfortable with. She's more than a little off—which is partly why folk are afraid of her. The recipes for her poisons may attract all manner of unsavory types to the surface, but as long as her people get food and water? She don't think too carefully about who she's hurtin', lest it break her.

LANG QUN

The Lang Qun refers to the makeshift "company" Mags created to distribute the recipes to her poisons and experiment to manufacture new ones. Some of the Lang Qun include:

- **Ma Feng:** The head of Klesse's security is an ultimately forgettable woman, but she's an excellent judge of character. While she's not loyal to Klesse, she's grown fond of the roof over her head. **Trait: Head of Security** D8
- **Peter Rosen:** Rosen is an outgoin', friendly con artist with a silver tongue and an appreciation for the finer things of life. A fine storyteller, Rosen helps negotiate deals and prices. **Trait: Con Artist** D8

FACTION RUNDOWN

Highgate's something of a puzzle for folk to figure out, for nobody has "control" of this war-torn planet. Whoever's got the most muscle can easily change a survivor's loyalty, and right now there's only one person who's come out on top—Mags Klesse. Though Mags has a kooky way about her, she does have her lucid moments. Say what you will, she's eternally grateful to those who saved her life, and she'll do whatever it takes to protect her fellow survivors.

MARGARET KLESSE

"What have I done? Never mind that..."



ATTRIBUTES

Mental	Physical	Social
12	8	10

SKILLS

Fix	6	Notice	8
Fight	6	Operate	10
Focus	8	*Lab Equipment*	
Influence	10	Survive	6
Know	12	Trick	8
Logistics, Chemistry			

DISPOSITIONS

Corporations (+) Criminals (+)

DISTINCTIONS

Napoleon of Crime 8

My empire is much like any other. It requires careful handling and wise rule.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Shadow Ruler.* When you take a Complication as a result of a formal investigation by the authorities, step back **Social** for the rest of the session to remove the Complication.

Scientific Mind 8

The universe is perfectly rational. There's an explanation for everything if you dig deep enough.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Fight or Flight:* When you flee or hide at the first sign of danger and choose to be Taken Out of the scene, gain 1 PP.

Done Some Things 8

Was it that long ago already? There's some truth to what people say about me.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Rather Not Talk About It:* When you put yourself in a position to talk about your past, gain 1 PP and take an **Old Wounds** D8 Complication.

SIGNATURE ASSETS

Lang Qun 8

Silver Rhino 8

Lang Qun Labs 8

ALLIANCE

The Alliance's got no idea that Klesse is still alive and, thus, have no reason to visit Highgate. Folk here may be confused about the Browncoats, but they hate the government with a burnin' passion.

BROWNCOATS

Most folk have mixed feelings about the Browncoats. On the one hand, survivors empathize with their plight. On the other, they blame the Browncoats for their pain. If there are any Browncoats here, they keep their thoughts to themselves and avoid talking about the War.

CORPORATIONS

It's not publicly stated, but some businesses do have a presence here. Klesse's poisons are the kind of weapons corporate types want to get their hands on, because they burn clean and leave no trace. Word is startin' to get out that Klesse is still in business, which means that moles and lackeys are sent here to cut deals with the Lang Qun.

Most newcomers are regarded with suspicion, and there's really only one thing that'll gain Klesse's trust: supplies. Feed, clothe, and provide other kinds of help to her people, and she'll turn over the recipe for a planet-killin' gas.

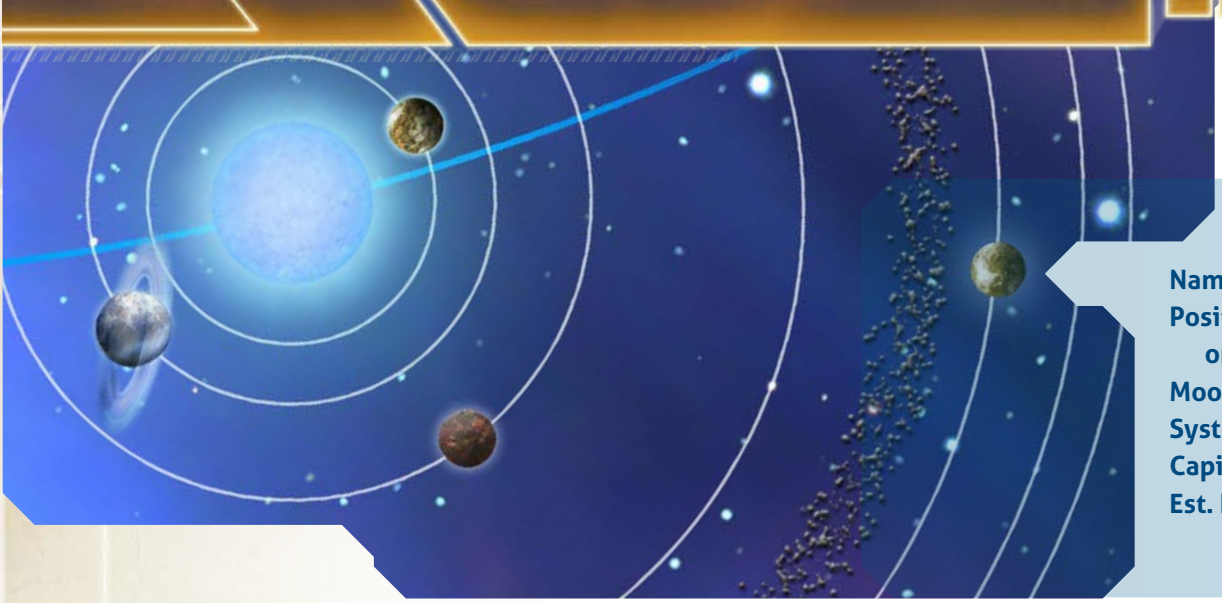
CRIMINALS

With no Law to speak of, it goes without saying that a lot of crime happens on Highgate. Most folk police themselves or band together in a gang to fend off those who'll rob 'em. Criminals are and aren't welcome, dependin' up what they're up to. Folk here, they're used to gettin' hurt, and will take down troublemakers to ensure their safety.

Klesse is currently the queen bee here—which means there's all manner of criminals lookin' to challenge her authority. To do that, however, they'll need to earn their keep. It's not bullet wounds or scars that mark a criminal as the presidential sort; it's how well you can take care of everybody else.







Name: Highgate
Position: 5th,
orbits *Qing Long*
Moons: Perth
System: Blue Sun
Capital: Crescent City
Est. Population:108 million

SCENES AND LOCATIONS

Crescent City ain't much to look at. Like other cities devastated during the War, most folk are pretty sure it's deserted. There are no tourist destinations here, no steady jobs, no friendly allies. Crescent City's only useful if you're a smuggler who needs a high-paying, highly illegal job.

Even as you fly into Highgate's atmo, Crescent City looks like a **Burnt Out War Zone** D8. Most of the buildings are rubble, with only a few sharp steel skeletons poking out of the piles of debris in the center of the city, and a few meager farms clinging to its edges. Thing is, outward appearances can be deceivin'—Crescent City is *meant* to look deserted to avoid pryin' eyes from setting down on the surface.

LOCATION TRIGGERS

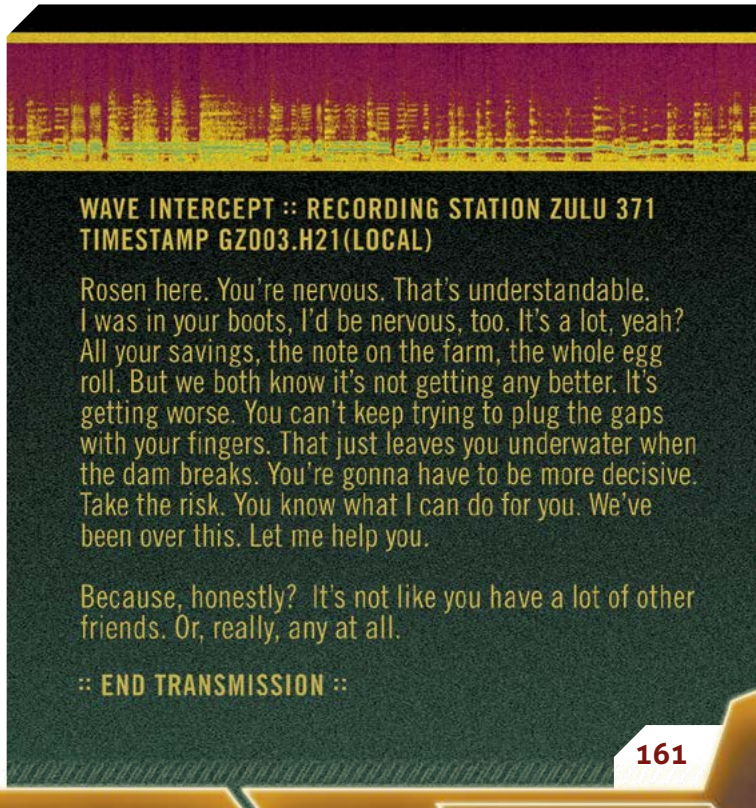
- ☐ *Undercity Tunnels:* When you are being chased in the tunnels you may spend 1 PP to create a **Easily Get Lost** D8 Complication.
- ☐ *Chemical Weapon Residue:* You may take a **Chemical Exposure** D8 Complication to gain 1 PP.
- ☐ *Black Hole of Information:* Discovering information about this location on the Cortex or through contacts requires an extraordinary success.
- ☐ *Ruined City:* Once per scene, you may spend 1 PP to create an **Unstable Structure** D8 Complication or a **Chunks of Rubble** D8 Asset.
- ☐ *On Klesse's Radar:* If you use your **Criminals Reputation** in an Action, you may take a **Got Klesse's Attention** D8 Complication to gain 1 PP.

CRESCENT CITY

Crescent City is, for the most part, a ruin. Gangs constantly forge and break truces, keeping the majority of the city's residents in a constant war over what resources remain. Services and civilization are non-existent, as the area is littered with leftover mines and traps from the War. Most folk—most long-time residents, that is—don't stick around long in Crescent City.

That said, there's one location in Crescent City that's more trafficked that the rest. A small, heavily fortified port operates as a base for The Nest. When ships want to supply The Nest, newcomers dock here and deal with the local gangs. After they take their cut, the remainder is set aside for pick up to go back to the station. This dock also receives raw materials for the Lang Qun that, when combined, create deadly, clean poisons.

Though the dock does accept visitors, the area will appear to be **Deserted** D10 until the Blue Lichens give the all clear. Most settlers who've stayed behind on Highgate have a good reason to remain hidden from pryin' eyes. Those who want to avoid Klesse live beneath Crescent City in the tunnels that run beneath the old city; others sign up with the Lang Qun, hoping to learn what she knows to exact their revenge.



All in all, it's better for the Alliance to think Crescent City's just another ghost town, than to come in and finish razin' it to the ground.

METAMORPH

Metamorph is a fancy name for a cobbled together pile of shanties and emergency shelters. It ain't meant to be pretty, but it's functional. Unlike The Nest or any other smuggler's hideout, exchanges and the like happen everywhere and anywhere they need to. No one building is important; no one area is crucial. Should Reavers attack? The Alliance be spotted? Folk here'll be ready for 'em.

Klesse's big secret is that her poison manufacturing business, the Lang Qun, is designed to be completely portable. Housed in the cargo bays of stray boats, she can issue a command and everybody will pick up and leave—provided they have enough fuel cells to break atmo. Most don't, however, but she won't go out of her way to find them. Klesse grows more paranoid by the day, and worries that the other residents will take her boats and poisons, and leave her behind. For this reason, she's building a kind of trap, similar to a Chop Shop, that'll disable ships when they land in Crescent City so it's easier to scavenge them for parts.

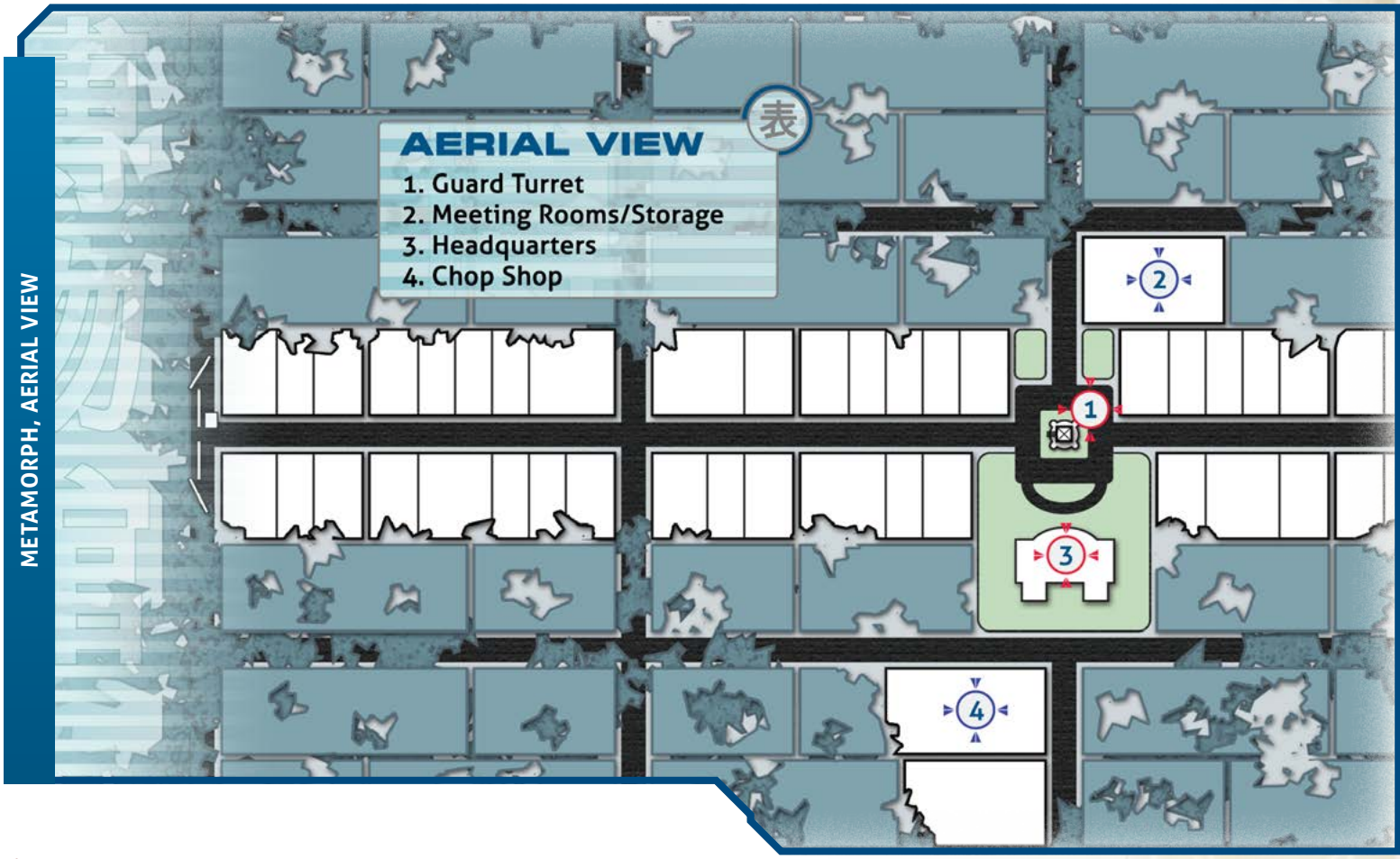
Though there are many dangers, there's a reason why smugglers want to head over to Metamorph. There ain't a crime lord in the 'Verse that don't want a personal invitation to Metamorph to get their hands on Klesse's fancy poisons. And, where there's demand? There's a whole lotta credits to be made.

GUNS AND LOOT

Very few of Crescent City's resources are worth stealing. As a general rule, you don't want to take from folk more desperate than you—and you should think twice about stealing the raw materials the Lang Qun use to manufacture poisons.

If'n you're willing to stomach what Klesse has to offer, you've got your pick of several poisons like these:

- **Trimethylmercury:** Manufactured through a process known only to Klesse, trimethylmercury (or Tri-M) is "the" poison to end all poisons. It can be deployed suspended in a gas, dissolved in a liquid, or directly applied as a solid, and, without Klesse's signature, has a 100% fatality rate. In its solid state, Tri-M is a colorless, odorless, tasteless crystal that can be crushed into a fine powder and added to a variety of manufactured goods, including cosmetics, perfumes, and teas. Klesse has "upgraded" the poison's solid state and has designed a failsafe should her clients ever cross her. Victims who have her special version of Tri-M in their system aren't guaranteed to die due to the addition of a unique



METAMORPH, AERIAL VIEW

chemical signature. This compound acts as a unique marker that allows Core doctors to trace the source of the poison and administer a cure, if they find it in time.

- **Frenzy:** Frenzy's a lightweight, sweet-smelling poisonous gas that's released after its tablets dissolve in a water source like a cistern, stream, river, or well. The gas is slowly released and hovers just above the water surface, or is distributed through plumbin'. After victims breathe enough of the poison into their system, Frenzy overrides the brain's limbic system and affects a victim's spatial cognition for several hours; in some cases, it can also cause temporary blindness, deafness, and nerve damage, too. Victims who suffer from Frenzy's effects can't process the world around them, creatin' a widespread panic that lasts for several hours.
- **SynthHem:** SynthHem, the concentrated extract of a new breed of hemlock, is one of Klesse's most popular exports. A naturally grown poison, hemlock can be traced all the way back to Earth-That-Was. Plants may be found in fields and prairies, and this variety's got distinct orange flowers that grow in an umbrella shape. Its roots contain a concentrated toxin that causes seizures, nausea, vomiting, and disorientation when ingested or inhaled. Unlike other poisons, SynthHem can be treatable depending upon the circumstances surrounding the victim's health. Like Frenzy, victims gotta act fast and get themselves to a Core hospital real quick if they suspect they've been poisoned.



SHIPS AND HIDEYHOLES

Very few of Crescent City's resources are available to anything but the richest or most desperate of criminals, but if'n you're willing to pay or steal from someone as well connected as Klesse, there are options.

- **Silver Rhino:** Klesse's flagship's as deceptive as the rest of the city—looks like nothin' but a piece of junk, but beneath its rustin' sides lie some of the nastier weapons left over from the War. The *Rhino* ain't built for speed but it's heavily armored as a last defense in case Reavers attack, a criminal coup is attempted, or worse, the Alliance decides to check Crescent City out.

SILVER RHINO

ENGINES 6 HULL 8 SYSTEMS 10

DISTINCTIONS

OMEGA CLASS LABORATORY SHIP 8

These ships are designed to hide in the black, in asteroid belts, or ring systems in order to ensure not only their safety, but their privacy. Many a corporation has purchased these vessels, manufactured by the Blue Sun Corporation to conduct top secret experiments in the many laboratories housed in the 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.

☑ *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.

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

REINFORCED ARMOR 8

ILLEGAL WEAPONS 8

☑ *WMDs:* When you are attacking another ship, take or step up a **Wanted for High Crimes** D8 Complication to add a scale die to your dice pool.

LANG QUN LABS

Engines 6 Hull 8 Systems 10

DISTINCTIONS

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

Laboratory 8

Your ship is outfitted with one or more isolated sections to conduct a variety of physical, chemical, and biological experiments.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Oops:* When you take a Complication after rolling a jinx when dealing with dangerous materials, objects, or people, step up the Complication to gain 1 PP.

Greater Than the Sum of Its Parts 8

There's strength in numbers out in the black. You know it. Others know it, too. Your short-range ship has been modified to join up with similar boats. When short-range shuttles or gunships team up, they can even travel between planetary systems through the strength of their combined gravity drives.

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

SIGNATURE ASSETS

Reinforced Armor 8

Illegal Weapons 8

- ☑ *WMDs:* When you are attacking another ship, take or step up a **Wanted for High Crimes** D8 Complication to add a scale die to your dice pool.

CHINESE PHRASES

Strangely enough, not a lot of folk speak Chinese on the surface of Highgate. Most folk discourage that high-falutin' talk that's only heard in the Core. When they do, they'll either swear in anger or speak in code—typically using names of animals and the like.

Chinese (Mandarin)
English Translation

Quan zou xi niu.
Punch the rhino.

Ao mei jia hong jou.
Omega Red Niner is in the house.

Na niu you dian.
That cow's spotted.

Bai hu!
A white tiger!

- ✶ **Lang Qun Labs:** Klesse's collection of marginally functional wrecks and salvage holds her distributed chemical labs and are ready to launch—or try to— at a command from the *Silver Rhino*. It ain't even necessary for there to be a pilot on board as the flight paths have already been locked in, with the hope that most of the components make it into orbit.
- ✶ **Crescent City Self Storage:** Little more than a collection of storage bunkers that happened to survive the bombardment, these provide a **Minimally Secure** D4 place to hide your holdings. But the lack of any security means you'll have to supply your own. There are definitely better places to stash your loot than here.

DOIN' A LITTLE CRIME

There's not much work to be found in Crescent City, but there is a damn fine amount of trouble to get in, whatever your flavor might be. Klesse occasionally hires outside talent on a trial basis or, if you're the adventurous sort, you could try throwin' your lot in with the local gangs. If you don't mind puttin' you and your Crew at risk, you'll be just fine. Well, mostly.

DEVILS YOU DON'T KNOW

Just when you and your Crew think you're free from old debts, you get a wave demanding your help to make up for your bad decisions during "The Train Job." Seems Adelai Niska has finally gotten wind of the fact that the Lang Qun is selling weapons-grade poisons, and he's itchin' to muscle in on the action and become "the" point man to sell and distribute them. Thing is, Niska feels you still owe him from your last encounter and, while he ain't sayin' it, he's mighty skeptical that the Lang Qun can deliver on their promises.

That's where you and your Crew comes in. Niska hires you to cut a deal with the Lang Qun and bring back samples of the poisons they're offerin'. In exchange, he'll wipe your slate clean and keep your reputation intact—no questions asked. Thing is, Niska has hired multiple crews to do the

same thing, with one exception: he's asked that each one of your Crewmembers become his test subjects. Seems Niska ain't the forgettin' type, and is paying boatloads of credits to the crew who can poison each and every one of ya with a unique toxin.

Will you and your Crew realize you're being double-crossed in time? Who will you turn to for help when you realize every gorramn smuggler and bounty hunter with no sense to speak of comes after you? And, more important, how will you exact your revenge—against Niska?

TICK-TOCK, OUTRUN THE CLOCK

You and your Crew are sailin' through the black when you pick up a mysterious distress call that has an Alliance encryption attached to it. A top-of-the-line hauler, the *Mary Jane*, has broken down and is drifting further and further into space. The message is a recording. Seems the *Mary Jane*'s captain—an Alliance agent—claims they were en route to Persephone after picking up crates of highly volatile cargo from the Lang Qun when they got hit by an unknown assailant. Worse, the derelict's captain is worried what'll happen if they don't get help within the next twelve hours. Should it fall into the wrong hands, their lethal haul has the potential to kill *millions*.

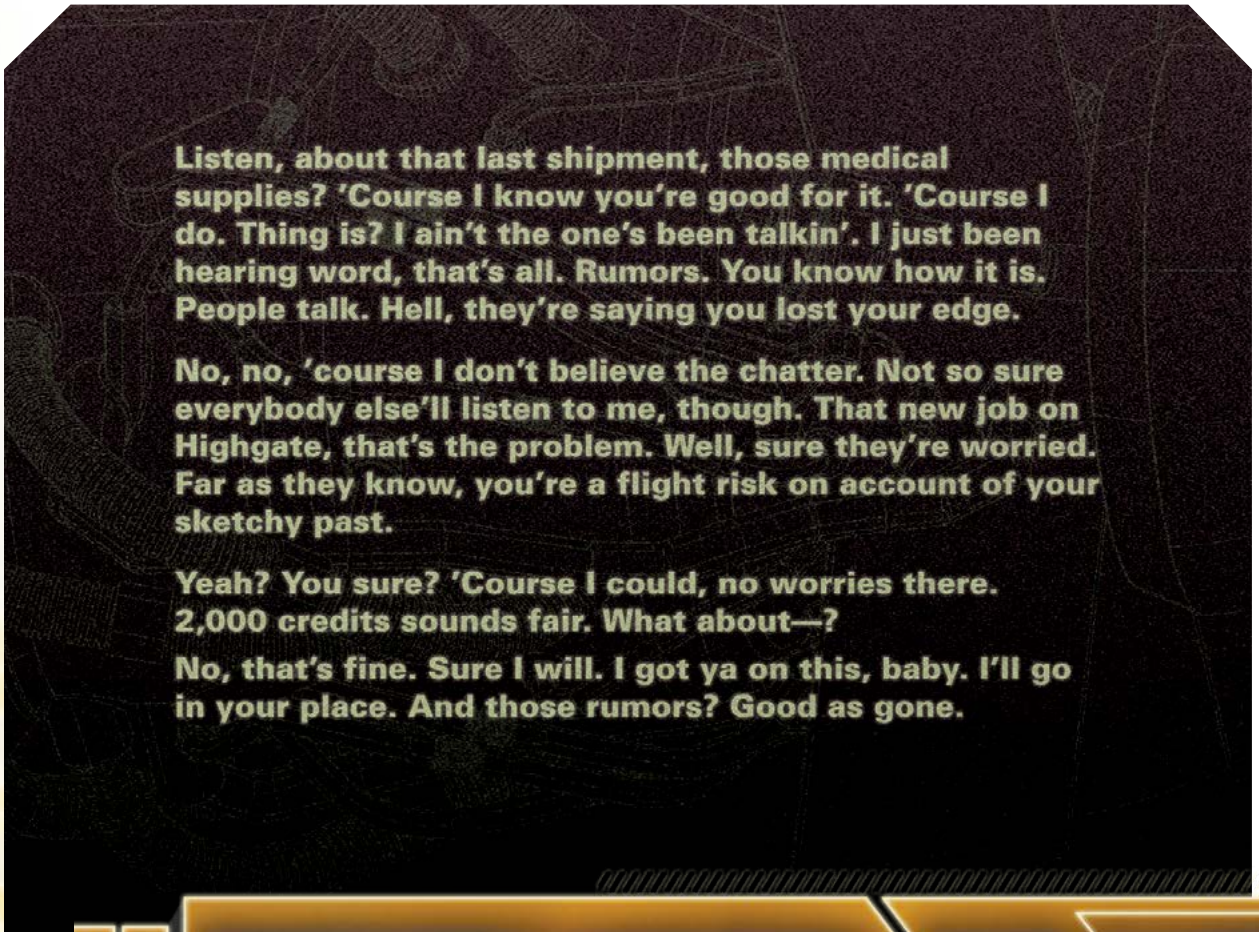
The clock is ticking. There's no tellin' who else received the captain's message or if the Alliance cares enough to mount the cavalry for a rescue. Will you risk your necks to rescue one of the government's finest? Save millions of thankless folk from harm? What happens when you show up to help the *Mary Jane* and run into Klesse's *Silver Rhino* instead?

RED REAVER, RED REAVER...

Klesse has teamed up with The Nest's McClellan to find a unique poison that can kill a Reaver. Neither one of them has actually seen a Reaver up close let alone experimented on one—which is why they're puttin' out the word they need help. For a pile of credits and bucket loads of favors, the two want to hire somebody to shoot up a Reaver's ship with a concentrated dose of Frenzy, and then wait to see what happens. Laugh all you like, if this fool mission works? You'll have yourselves a method to protect yourself from Reavers and become the biggest, baddest smugglers this side of the Core.

Luckily, McClellan don't expect you to fly straight for Reaver territory. Like Klesse, he's got somethin' up his sleeve—and needs you to help him build it. If you take on this job, you'll need to fly to The Nest, jerry-rig a thing or two, and head back to Highgate where you'll pick up enough poison to kill the residents of a small moon.

Sounds easy enough, right? Get the signal, get the poison, and shoot it at the 'Verse's worst nightmare. A job like this, you'll all be puttin' your Reputations on the line. Are you daring enough—or *stupid* enough—to pull this off?



UROBORUS

"So it's got a few rocks. I'm sure it won't be a problem."

— Wash

Uroborus. Just the name conjures up images of old legends, lost riches, and a romantic notion that findin' just the right rock will make you wealthy beyond the dreams of avarice. Some intellectuals talk about an old story from Earth-That-Was about a snake eatin' itself or some such, but that ain't the kind of legends most folk care about. They care about *treasure*. This asteroid field is said to have all sorts of precious minerals, lost cargo, and even some ships still floatin' in the black, each just waiting for a crew to fly her home.

'Course, there's a reason why folk think there's abandoned ships out there. It's because so many crews have gone out looking for fame and fortune—mostly fortune—but folk say they ain't never come back, or they're believed to come back as some kind of ghost ship. Oh sure, some folk *claim* that they've been to Uroborus and back, but most of them are obviously liars, and the rest are probably very good liars. It takes a certain kind of *pian zi* to try and sell off "authentic Uroborus treasure" to gullible tourists and starry-eyed dreamers. But that don't stop the legends from growin', and it only takes one whispered conversation over too many glasses of sake to convince another crew that they're the ones who will finally find that one rock with their names on it.

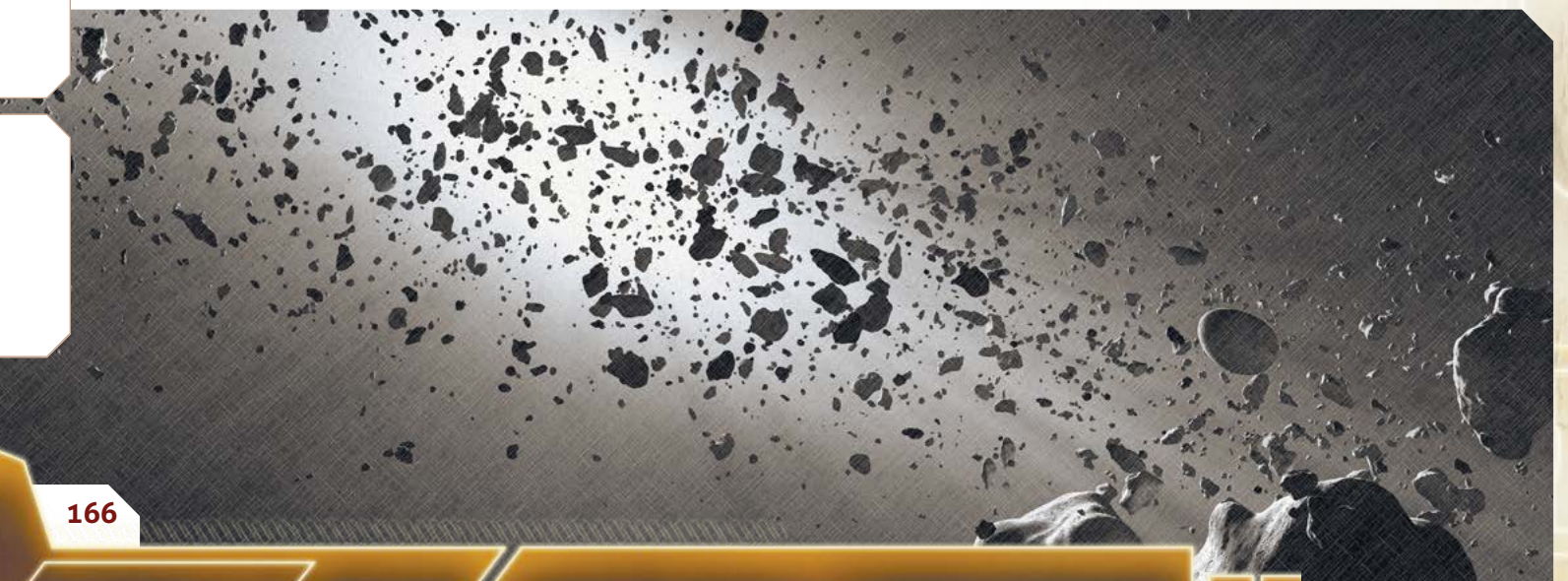
Like most good legends, that trip ain't easy, even setting aside the danger. First, Uroborus ain't all that easy to find. Sure, most folk know that it's in the Blue Sun System, but it's hidden in a ring of debris around several of the inner planets of the system. Folk fly around that ring all the time, and it sure looks pretty from a distance, but it takes a little brainpan work to put two and two together and get "Uroborus." Then, you have to fly through the space debris and astronomical clutter to get to the belt itself, and any pilot worth a *mi tian gong* can tell you that while most of that debris might be as big as pebbles, it ain't nothin' when a million of them are bouncing off your hull.

So, supposin' you have a crew with pudding for brains, a notion of where to look, and a ship that can handle flying through space sand. The next factor to deal with is pure size. As best as anyone can figure, there's close to *150 billion* asteroids that are at least big enough to stand on in the belt, and most are a lot bigger. Some are even as big as a small moon. Worse, most rocks look alike, so it ain't easy to just lay down a map and start marking off the places you already looked. Plus, they're all moving at various speeds, spinning through the black while you dig and your pilot dodges rocks.

To top it all off, it ain't like you're alone out there. It ain't nothing to get to Uroborus in the first place, but it ain't that tough. There's a list of crews willing to take insane risks for massive wealth, and smugglers are usually at the top of that list. And the kind of crew that can handle all that probably also ain't likely to take kindly to another crew digging into their rocks. It might be tricky to try and have a shoot-out in the middle of a permanent dust storm, but that don't stop some folk from trying.

But bad planning, flyin' into a floating mountain, or being shot by claim jumpers don't account for all the missing crews. Everyone who talks about Uroborus also talks about how it's cursed. Rumors range from ghost ships piloted by undead crew to man-eating aliens just waiting to gobble someone up that steps on the wrong rock. More sensible folk don't cotton to the idea of curses or ghosts or aliens, but it don't change the fact that some ships just up and disappear after they say they're going to find Uroborus. There's something else, some kind of factor that takes otherwise hardened and dangerous crews and turns them into a memory.

And there's at least one woman who claims she knows what it is.



KAORI "SUKI" WATERMAN

Kaori Waterman tells everyone to call her "Suki," although no one can figure out why. For years she just planned to grow old flying trash for a company called Allied Waste. It weren't glamorous work, but it was honest and necessary, and she got used to the smell after a while.

Once the War was over, Suki managed to grow old, but Allied Waste pulled the plug. She was allowed to keep her ship, but they blew up the trash planet. Suki was heart-broken, but decided she'd find a new place to dump her garbage, and go into business for herself.

That's when she stumbled into Uroborus. She found a few good rocks that she could turn into dumps, and started to make her way back. But a fast asteroid cracked her navigation array. She spent three days lost in the ring. She kept nodding off, and eventually fell dead asleep at the wheel. The old garbagewoman don't remember much after that. Next thing she knew, she was in an escape pod, floating just outside Fury when she got picked up by a crew of good-hearted smugglers.

Suki looks like she's aged a dozen years since then, and spends more time in bars than at home, telling everyone she can that she was captured by aliens who threatened to kill anyone who came looking for their secret treasure. Ain't no one that takes the notion of "aliens" seriously, so her mad rantings just seem to encourage more crews to try their luck.

FACTION RUNDOWN

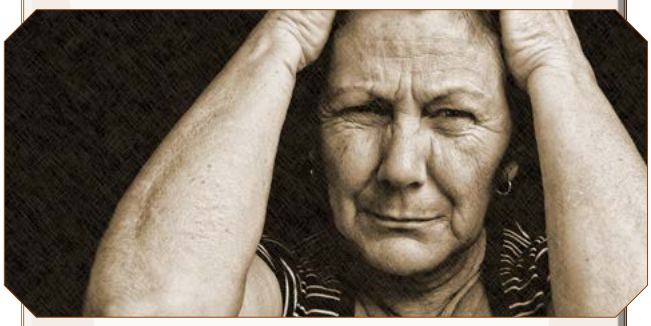
Unlike most places in the 'Verse, there aren't a lot of folk in Uroborus to have politics or conflicts with. But everyone has their own opinions about what might be lurkin' around that belt, and there's plenty of different groups who are willing to fly through sand to get something that they think will put them over the top.

ALLIANCE

Officially, the Alliance thinks it owns all the 'Verse. The real official story is that it leaves the Rim to do what it does, although it reserves the right to step in whenever it needs to, and a bunch of rocks in the middle of nowhere ain't of any interest to the guvmint. The real *unofficial* story, though, is that the Alliance has sent at least three expeditions into the belt, but ain't none of them have come back. It's got a lot of folk wondering what's so interesting that the Alliance is willing to throw good ships after bad to go looking for it. And even though you work for an oppressive, monolithic organization don't mean you don't have a yen to gossip about what your bosses want from a legendary asteroid belt.

KAORI "SUKI" WATERMAN

"You don't understand. Uroborus isn't a legend. It's a warning! We need to stay away!"



ATTRIBUTES

Mental	Physical	Social
6	6	6

SKILLS

Fix 6	Move 6
Fly 8 *Garbage Scows*	Operate 6
Influence 6 *Ranting*	Perform 6
Labor 6	Shoot 6
	Throw 6
	Trick 6

DISPOSITIONS

Browncoats (+) Corporations (−)

DISTINCTIONS

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.

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.

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

BROWNCOATS

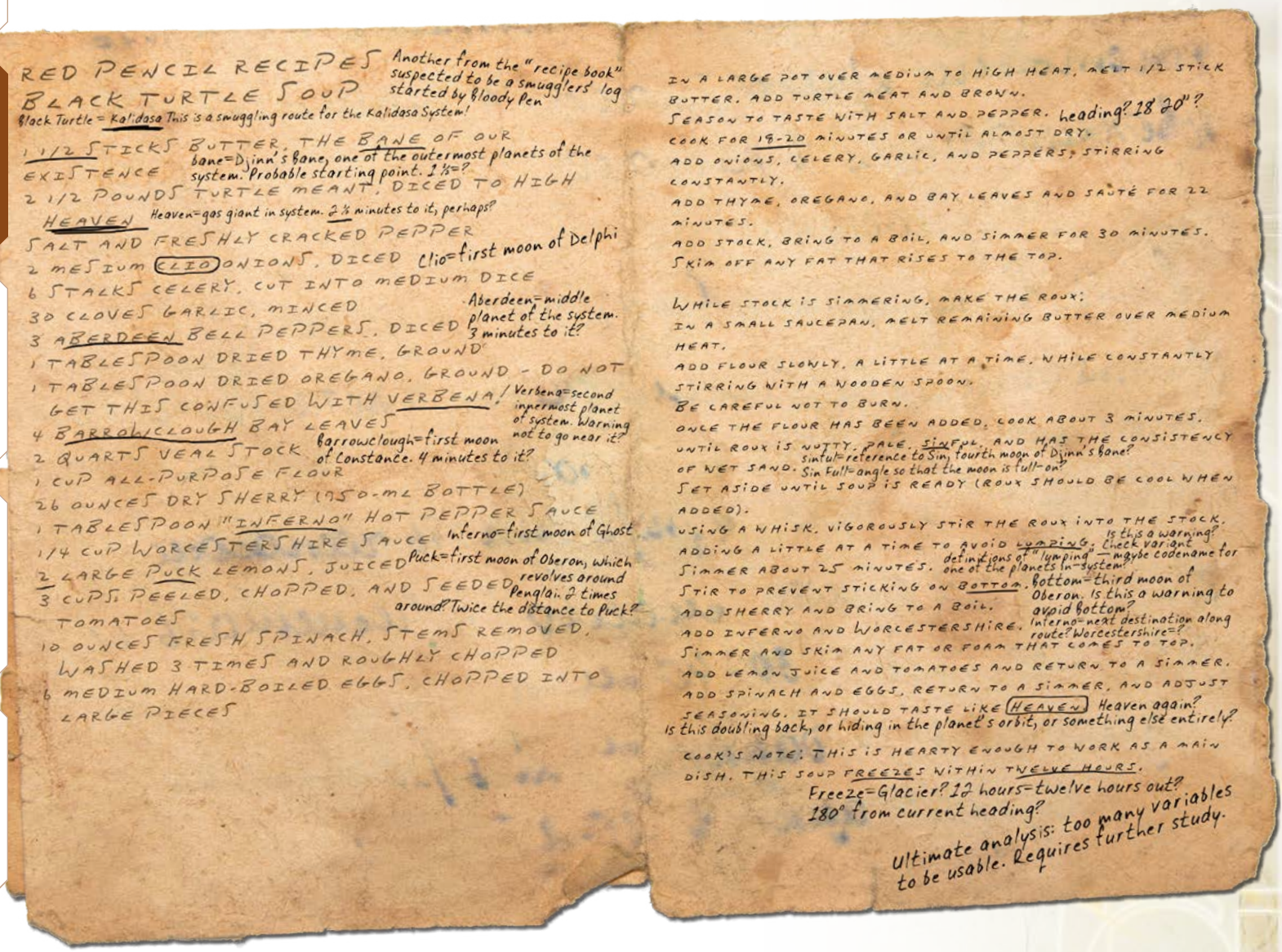
The Browncoats tried to infiltrate Uroborus during the War. Having a place to hide and store supplies that the Alliance wouldn't ever find was very attractive, and a few units used that as an excuse to go hunting for treasure. But the dreams of an Uroborus staging ground never came to pass, although legends about missing shipments and battle units have gotten mixed up with the legends about the asteroid belt. There are a few that have still been kickin' around since the end of the War, though.

CORPORATIONS

As much as folk want to think that the corporations are part of every conspiracy and have their fingers in every pie, the fact is that even vast resources have a limit. Companies that are small enough to need the resources believed to be in Uroborus ain't big enough to mount an expedition, and companies big enough to strategically approach the belt probably don't need what they'll find there. But a few salvage corporations have been formed specifically for the kind of treasure-hunting that Uroborus inspires, and it's rumored that a large corporation might find the asteroid belt a fine place to get some quiet business done.

CRIMINALS

Criminal folk have the simplest ideas of what they want out of Uroborus: they want a chance to make easy money with little work. The out-of-the-way nature of the belt, along with the legends of danger, also make it an ideal place to bury some of your own treasure, or even set up a private operation. There are some more specific legends that criminal folk talk about when they dream of Uroborus.





Name: Uroborus
Position: Between 4th and 5th planets, orbiting *Qing Long*
System: Blue Sun

SCENES AND LOCATIONS

For all the rumors and legends surrounding Uroborus, there's a grain of truth to some of 'em. Maybe not the ghosts and the curses so much, but there's a fair amount of secret stashes and unusual conspiracies lurking around the ring. Of course, being inside an asteroid belt ain't like landin' on a planet or flying into town—you ain't likely to find much when you're trying to fly around four hundred thousand or more rocks that're bigger than your ship. But when you *do* find something, it's likely to be real interesting.

LOCATION TRIGGERS

- ☐ *Billions and Billions... of Rocks:* All ships step back **Systems** and all pilots step up **Sneak** while flying through the asteroid field.
- ☐ *Legends of Treasure:* When recruiting hands or gathering information, spend 1 PP to create a **You'll Be Rich...Really Rich** D8 Asset.
- ☐ *Supply Cache:* Spend 1 PP to create a **Ship's Stores Resupplied** D8 Asset.
- ☐ *Corporate Mines:* Spend 1 PP to make a **Challenging Difficulty** D8 + **Mines** D10 + **Asteroid Belt** D8 attack against a ship flying into the belt. This is a high stakes conflict for the ship.
- ☐ *Dodging Rocks:* When you spend a Plot Point to avoid being Taken Out during a chase through the rocks, step up the Complication that results.

BLOOD'S HAVEN

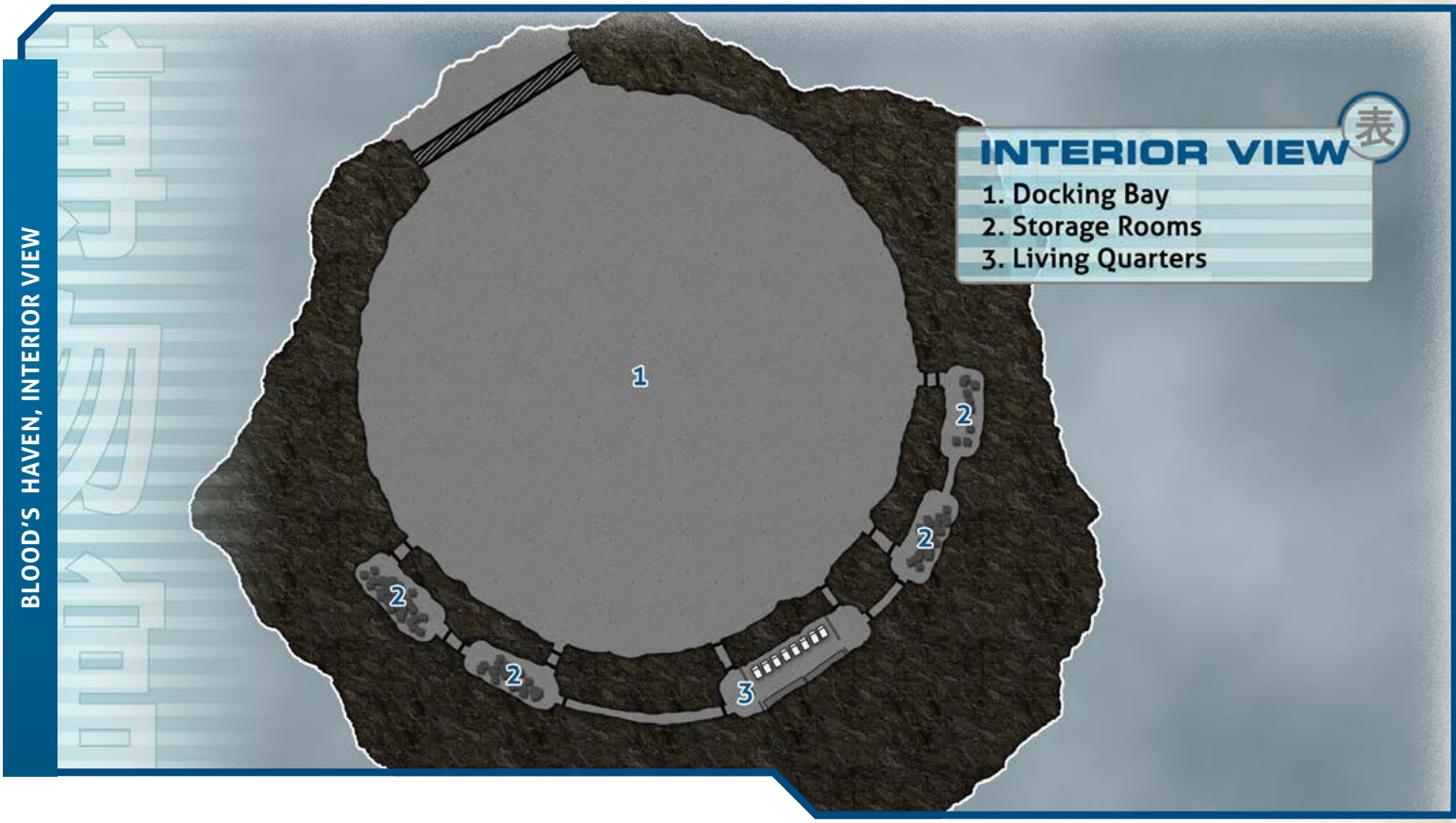
Yes, there's a hollowed-out asteroid floating around Uroborus. Yes, it was originally created by a man named Po Blood, an **Ex-Triad** D6. But it isn't a secret Triad base, and it isn't some glorious smuggler's paradise. In reality, Po is a sick man. He's got a bad case of paranoia—though, in his case, that don't mean they ain't out to get him—and it's come about partially because of a degenerative neural disease. He was exposed to a custom neurotoxin he got stuck with while on a job, and when the Triads refused to help him, it wasn't like he could check into a Core hospital and ask for a pill to make it better. So he fled the Triads, and looked for the most remote place he could think of to hide. He spent weeks looking for an asteroid that wasn't much more than a **Loose Ball of Rubble** D6, and then dug himself a hollowed-out core to throw himself in.

Since then, he's picked up a crew of other **Scavengers** D6 looking for a place to hide. They've picked up a fair bit of loot from the wreckage of ships, both those still floating and ones crashed onto nearby asteroids. It keeps them in supplies, while Po sucks down whatever medicine he can find and hopes it'll make him feel better. Once in a while they'll actually target a nearby ship that has something they need, but most times they just sit and wait for goods to come to them.

PLAYIN' THE GAME: FLYIN' THROUGH SPACE DUST

It's gorramn hard to try and fly through a dense asteroid belt in the 'Verse on the best of days. Stick it in the middle of a ring of space dust, and it's like threadin' a needle with a hovercraft.

Trying to fly through the Uroborus is always at least an **Engines + Fly** roll, against **Challenging** D8 + **Space Dust** D6. When things get hairy, Complications such as **Sand in the Gears** and **Where'd That Asteroid Come from?** are appropriate to use on **Fly** rolls.



RESERVE DEPOT 316

Desperate times call for desperate measures, and one of the most desperate of measures from the Independents was Reserve Depot 316. No one remembers who organized it, but an entire base's worth of supplies was stashed on one of the bigger asteroids in the belt. A large hole was blasted in the side of the asteroid, the supplies were dropped in, and the whole thing was left with a transmitter that broadcast a regular signal that sounded a lot like background noise, but anyone who knew the sequence could pick it up and find the rock again. Two days later, the transmitter suddenly stopped transmitting, and the depot was assumed to be lost.

Turns out, only the transmitter was smashed, and the depot itself is largely intact. Some of the supplies have spoiled by now, and the intelligence backup is out of date, but there's a whole packet of guns, vehicles, fuel, freeze-dried rations, and even gold that would be useful to some enterprisin' soul. After all these years, there really is buried treasure out in Uroborus.

CORPORATE MINEFIELD

Two old drillers from Kuan Lo formed a salvage company by the original name of Old Things New (OTN) and headed out to find treasure. What they found instead was a strange mineral that glowed with the strangest light, and exploded like crazy when you hit it hard enough. They called it "Nitorium," and they drilled as much of it as they could—very, very carefully—before turning it all into a lot of money selling cheap explosives to construction and drilling companies. OTN to this day don't talk about where they got the materials from.

To keep people away from their claim, they've set up a lot of the drilled-out rocks nearby with mines that go off if a nearby ship don't have the right broadcast codes. The mines are set up with Nitorium, and the resulting explosion gets so bright that the owners of OTN have taken to calling them "Lighthouse Mines." Once a mine goes off, they send in a crew to pick up the pieces and sell 'em off as scrap through their normal salvage channels. The owners encourage the rumors of ghosts and powerful corporations—heck, once they even captured a garbagewoman and used a little bit of Nitorium to convince her that aliens were around. That was a laugh.

ALLIANCE NFZ

Unlike most of the rumors surrounding Uroborus, this one is easy to confirm. Just ask around, and anyone will tell you that the Alliance declared a small chunk of the black as a **No-Fly Zone** D12. There ain't a soul that takes it serious, and most folk figure it's either someone out on Constance trying to pull something, or just a prank pulled by some bored Independents. It does happen to correspond to a piece of the

Uroborus belt, but on account of the rocks moving around and such, it can't be a claim on a particular asteroid. But a quick peek, and sure enough, there are some Alliance security drones defendin' a piece of empty space.

In reality, the whole NFZ is a feint, a distraction. The Alliance don't give a toss about the NFZ, but everyone's convinced that it's the Alliance's *only* interest in Blue Sun. But the Alliance has put a whole **Mess of Cameras** D8 all over a number of rocks on Uroborus. Every once in a while, a drone will peel off and install a camera on an asteroid, get the footage from one, or fix a broken one, before fallin' back into formation. See, the Alliance has known about Uroborus for a good long time, and they figure they can try and turn the whole gorramn belt into a trap for criminals and dissidents thinking they can escape the long arm of the Alliance.

The plan will take decades to complete, especially with the need to occasionally fly a ship out discreetly to fix and resupply the drones without being detected. So far, it hasn't paid off. But maybe someday.

GUNS AND LOOT

Rumors and legends talk of all kinds of bizarre and unusual treasures lurkin' in the belt, from lost colonies with radical terraforming technology to alien spaceships that crash-landed before invading the 'Verse. Of course, what's *really* out there is unusual and interesting in its own right.

- **Quantum Driller:** Moses Brothers didn't make no gorramn quantum driller. That's a load of crap, because it was really Blue Sun that made it. Turns out some genius in a lab found a way to just evaporate minerals and suck them up to be reconstituted into other things. Said genius took his prototype on a ship to test his theory. The genius is long dead, but the driller is still out there. If some enterprisin' Crew were to find the driller and use the **Experimental Quantum Driller** D10, they would have a powerful weapon on their hands…and powerful enemies.
- **Nitorium:** An unstable mineral that glows and explodes with a bright light is absolutely true, and even on sale in parts of the Rim that ain't so worried about safety regulations. If you want something blowed up, don't much care who knows it, and have really steady hands, Nitorium could work great for you. Just be careful trying to smuggle it anywhere.
- **Lighthouse Mines:** One thing that Nitorium is great for is mines—once you've walked away, its unstable nature works as a benefit to deterring intruders. OTN has started selling their Lighthouse Mines, saying it's not only a good way to keep people away from your area, but you can also see easily where the explosion went off. OTN is still working to get a proper weapons license from the Alliance, so right now buying Lighthouse Mines ain't exactly an over-the-counter transaction.
- **Asteroid Eyes:** These days, it seems like every gorramn thing has a camera in it, so it ain't a surprise to find some in an asteroid. These cameras are a lot larger than you'd expect, though—they need to stand up to the wear and tear of open black, as well as store a lot of footage. With all the redundancy systems and protection built into 'em, they end up being about the size of a small crate. The



Alliance claim that they made them for scientific research to track the movement of various planetary bodies. Who knows? Maybe one or two of them really are.

- **JD-77 Security Drone:** Making a gun platform float and giving it enough brains to shoot the bad guy ain't a complicated task, technologically speaking. But there's a lot that makes the JD-77 special. For one, it can withstand long times in the black, so long as it ain't moving around much. Secondly, it has a high-quality artificial intelligence—enough brains to make tactical decisions, but not so many that it starts asking for rights or a vote. Finally, it has a number of hidden, configurable bays that allow the drone to have up to two additional features, such as a collection of tools or a storage bay. The ones in the NFZ are configured to repair machines and store both camera and drone parts.

SHIPS AND HIDEYHOLES

A lot of ships have gone looking for glory or treasure in Uroborus, never to return. A few ships, however, are more famous than the others, and they might still be floatin' around in the asteroid field, just waitin' for someone to bring them back to life.

- **My Gorramn Hoard:** The old pirate ship of the notorious Iron-Eye Pete. Seems old Pete knew the value of the Firefly class, but it didn't help him when he spaced his own crew and tried to fly the boat through an asteroid field by himself. Still, the ship's in decent shape, although it's been hulled and has a desiccated corpse on the bridge. Lots of food onboard, e'en though it's been vacuum dried.
- **Shenandoah:** Formerly the Alliance cruiser *Firm Authority*, this boat was captured by the 4th Independent Battalion during the War. It was rechristened the *Shenandoah*, refitted, and promptly lost on her maiden voyage out of the Blue Sun System. All hands on board died after a hidden Alliance security system pumped the life support with poison gas, so it's just waiting for someone else to try and drive it. Hold on…how could a ship be "waiting" for someone to drive it?
- **Boachuan:** Jubilee Cruise Lines wanted to be the first travel corporation to fly the shiny new Tchaikovsky class liner, and paid a mighty sum to get priority delivery from SDG Corporation. However, on the maiden voyage of the *Boachuan*, it ran into technical problems with her gravity drive and drifted into the belt where she disappeared and was never seen again. Now the ship is another footnote in the story of man's hubris, much like the *Titanic* of Earth-That-Was. But a liner full of dead rich people has to have a lot of valuables, yes?

MY GORRAMN HOARD

ENGINES 6 HULL 8 SYSTEMS 10

DISTINCTIONS

FIREFLY CLASS TRANSPORT 8

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.
- ☑ *Everybody Has One*: When you create an Asset or take a Complication related to everybody knowing your kind of ship, step it up.

CURSED 8

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.
- ☑ *Unlucky:* Take a **That's Gorramn Strange** D8 ship Complication to gain 1 PP.

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.

SIGNATURE ASSETS

GRAPPLERS 8

INTERNAL SECURITY 8

SHENANDOAH

ENGINES 6 HULL 8 SYSTEMS 10

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.

STOLEN 8

You didn't come by your boat fair and square. The previous owner is probably still looking for it.

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

GHOST IN THE MACHINE 8

Some ships have eyes. Yours has a brain. Your ship's systems are augmented by an experimental artificial intelligence, and you can control many aspects of the ship like the helm, airlocks and doors by voice command. It listens. Most of the time.

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

☑ *Fly By Voice:* Spend 1 PP to fly the ship without a pilot at the helm by voice or radio. Use **Focus** instead of **Fly** for rolls while piloting the ship via this method.

☑ *Intrusion Countermeasures:* Spend 1 PP to step up or double **Systems** when your ship's computers are being attacked by hackers, viruses, or Trojan horses.

SIGNATURE ASSETS

ADVANCED WEAPONS CONTROL SUITE 8

FANCY SENSOR ARRAY 8

BOACHAUN

ENGINES 6 HULL 8 SYSTEMS 10

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. 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.

☑ *'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.

PRISTINE DERELICT 8

You found your ship drifting out in the black. Brand new. No crew. Stripped of cargo. No signs of what happened. Spooky, really.

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

☑ *Shiny and New:* When your boat's mechanic tries to recover a Complication, spend 1 PP to step back the Complication before attempting to recover it.

CRUISIN' THE 'VERSE 8

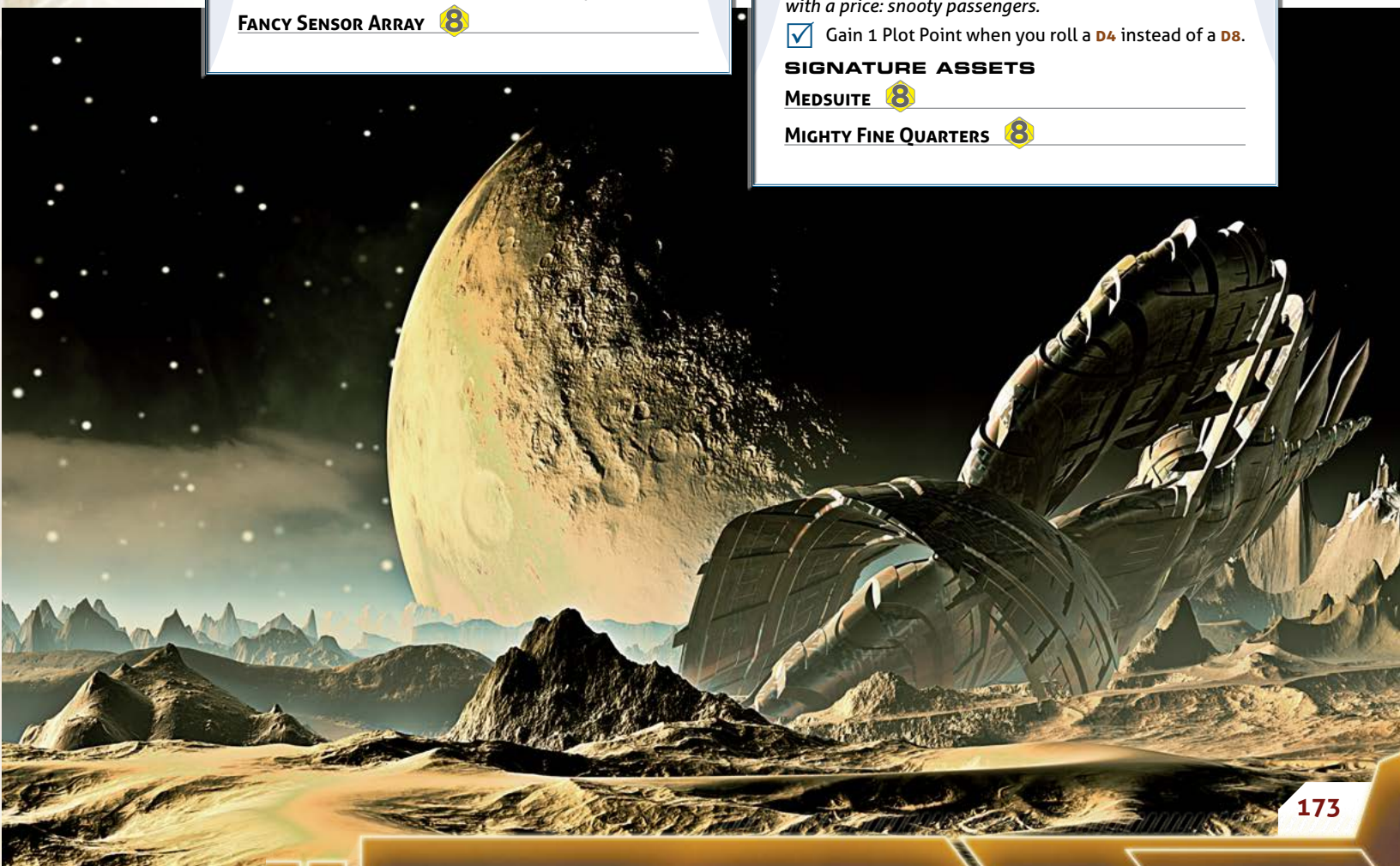
Your berths are first class, with plush velvet seats, stunning chandeliers, and lovely music. While the food is excellent and the service impeccable, these fineries come with a price: snooty passengers.

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

SIGNATURE ASSETS

MEDSUITE 8

MIGHTY FINE QUARTERS 8



CHINESE PHRASES

Here are a few Chinese phrases that are common when talking about the Uroborus belt.

Chinese (Mandarin)
English Translation

Yao gei ni chi de shi tou.
The rock with your name on it.

Kai wan xiao?
Are you kidding me?

Hang qi you hui le.
Navsat's busted. Again.

Ni kun jian na ge ma?
Did you see that?

gui chuan
ghost ship

duo quan ze
claim jumper

DOIN' A LITTLE CRIME

Uroborus is the kind of place smugglers go to get away from folk—and hunt for a little treasure. Unlike other locations out on the Rim, this asteroid field has more legends that you can shake a rain stick at. Few folk live nearby, so run-ins with rival crews and the like don't happen all that often. And, you'll be more likely to cross paths with Reavers than you would with the Alliance.

The following is a handful of the more popular theories about what might be hiding in this asteroid field.

- **Blue Sun Minefield:** Some more literally minded folk have an explanation for all the ship disappearances without resortin' to ghosts or curses. Odds are, some company probably just mined the belt to protect something inside. Theory jumped to legend, and folk starting telling each other that it was Blue Sun that mined Uroborus. 'Course, ain't no one that knows for sure that it's Blue Sun, but it's as good an assumption as any, so most folk just call it the "Blue Sun Minefield."
- **The Lost Treasure of Iron-Eye Pete:** Whenever folk talk about lost treasure, their mind soon goes to pirates. Some like "Bloody Pen" have stories of noble deeds and sharing their booty with those less fortunate than themselves, but Iron-Eye Pete ain't one of those. He was a mean cuss who was believed to have spaced his own crew just so he didn't have to share his treasure. Last folk heard, he was flying his ship, the *Glorious Hoard*, to bury his treasure somewhere in Uroborus.**Triad Base Omega:** Another legend has it that the Triads have a base hidden out on Uroborus. It's buried under the skin of some huge asteroid, but it's supposed to be both a safehouse for Triads that have too much heat on them, and also a punishment detail for soldiers that can't follow orders. It's believed to be called "Omega," because it's the last place you want to be, whatever the reason.
- **Uroborus Expeditions Alpha, Beta, and Gamma:** The Alliance sent three expeditions into the Uroborus belt. The first, expedition Alpha, was just a survey ship sent to get some closer readings on one of the larger objects in the field. When that one disappeared, a second expedition was a couple of patrol boats sent to rescue the first one. When *they* disappeared, a small unit of ships was sent out to get both expeditions back. Now, no one likes to talk about any of the lost ships.
- **Monkey Business:** You overhear a pair of smugglers complainin' about the jacked up prices of fuel cells in the Blue Sun System. "The Dutras are keeping the monkey in Uroborus fed, but they ain't passin' on any of the savings," says the one. The smugglers clam up when they see you was listenin'. A supply of cheap fuel could keep you in the black for a good long time—all you gotta do is find it.

SHEPHERD'S MISSION

"Shepherd's Mission seems downright strange. Ain't that right, Shepherd?"

—Jayne

The last stop on the Good Shepherd's Run is Shepherd's Mission, a moon orbiting the planet Muir in the Blue Sun System. Before you reach your final destination, you should take the opportunity to rest and relax—while you still can.

Shepherd's Mission was originally designed to be a New Osiris out on the Rim, a moon where missionaries could spread the Word and serve as an example for others. Thing is, the dream of a New Osiris never did take, on account of the War and all. It's true that the original settlers were a group of peacekeepers from the Core, Shepherds who abandoned the security of the White Sun System to offer comfort to those who needed it. With the Blue Sun System bein' newer and less stable than the other four, life here is rough on the Rim—and a lot of Shepherds believed that good, old-fashioned faith was the solution for a whole heap of ills.

As it turns out, Shepherd's Mission is the type of moon you go to when you're at the end of your rope. On the one hand, it's the Rim's best-kept secret, on account of its salt mines and its Abbeys filled with the smell of oranges and the sound of bees. Smugglers often cut deals with the Shepherds to distribute their wares and to prove they're trustworthy, mostly because the Alliance officially don't think Shepherd's Mission is worth their time. On the other, however, there's no shortage of folk who fled here to find sanctuary, some a lot sketchier than others.

These days, most everybody sticks together to survive, even though they may not get along. Sure, you could try your luck in the barren wastelands that cover the majority of the planet's surface, but there's no food, water, or shelter to speak of outside of civilization—and nobody's that dumb. Thing is, the Abbeys are responsible for most of the food, which means folk are keen on either working for the Shepherds or protecting their gardens. Mercenary types usually have the sense not to upset the apple cart and are fiercely defensive when it comes to the Shepherds. Everybody knows that if you mess with an agent of the Lord you might as well kiss heaven goodbye.

Most folk outside of Shepherd's Mission aren't aware that the Abbeys offer the only fresh produce on the Rim, and there's a reason for it. A lot of folk keep secrets here—including a few Alliance commanders back on Ariel. In exchange for absolution, some of the government's most devout soldiers have cut deals with the Shepherds to keep their activities off the Cortex. That's enough to make folk steer clear, but the near-constant threat of Reavers and its remote location in the 'Verse just about guarantees it. Thing is: Shepherd's Mission has never been attacked by Reavers, which means either the Lord is protecting this little moon, or somebody else is.

As far as anybody knows, Shepherd's Mission is a place where only the most pious go to test the limits of their faith. For example, most smugglers believe to find a decent man you have to fly 10 million miles, but Shepherd Dan's the exception to this rule. If you can get somebody like Shepherd Dan on your side, you're in good shape for near anything the world can throw at you.

Smugglers know the kind of men and women that can be found on this moon's surface, too, and if they aren't flyin' here to help out folk like Shepherd Dan, they'll come here lookin' for forgiveness or a way to forget their troubles—especially since no guns are allowed on the moon's surface. Not while the preachers are in charge.

It's a miracle nobody's thrown down or tipped the wrong sort off. Yet.



PLAYIN' THE GAME: WHAT DO YOU BELIEVE?

In the **FIREFLY RPG**, you've met characters like Elder Gommen, Shepherd Book, and the Patron, and heard about the Buddhist beliefs that Companions share. Here on Shepherd's Mission, the Abbeys are a lot like Southdown Abbey, the one that Shepherd Book hailed from. Like these characters, and new GMCs like Brother Wise and Marie Foss, you probably have your own notion about what's important to you and what ain't.

Shepherd's Mission is peaceful enough and there's a kind of strange calm that befalls e'erybody. Why is that? Is it on account of the Good Lord? Or the fact that the Shepherds built a unique environment where nobody dares to ruin the goodness found here? By explorin' questions like these, you and your Crew will get the most out of this here location—and reap its rewards. After all, where else are you going to find fresh strawberries out on the Rim?

SHEPHERD DAN

Shepherd Dan is a young, rovin' missionary and the acting moral compass for Shepherd's Mission. Usually, the idyllic preacher roams around the habited areas of Shepherd's Mission on behalf of the Abbeys. An excellent communicator and negotiator, Shepherd Dan don't care about who you were or where you came from. He's more interested in what you hope to find on this piece of heaven.

Though he's never done anybody wrong, he's something of a mystery. Folk don't know his full name, and most won't ask for it. He'll tell a tall tale, though, to put folk at ease. Before he arrived on Shepherd's Mission at the end of the War, Shepherd Dan was a medic who healed Alliance and Browncoats alike. A natural healer, his boat—*Cain and Abel*—was boarded by mercenaries and he was kidnapped. Forced to heal his captors, Shepherd Dan prayed for a miracle—and got one. He managed to escape in a short-range shuttle and landed in the middle of paradise.

Now, Shepherd Dan tells his story to the skeptics. He won't say it, but he frowns on smugglers who resort to violence. In his mind, there are plenty of folk who will help for the askin', and he hasn't forgotten what happened to him. He still struggles with all that ails him and can't stand feeling like a prisoner—but there's another reason why he takes long walks and watches the skies. Somewhere, out there, his twin brother Matt is still searchin' for him—and there's no telling what he'll do if he's reunited with the one person that knows who he really is.

SHEPHERD DAN

"I know the Good Book by heart. Do you?"



ATTRIBUTES

Mental	Physical	Social
8	8	8

SKILLS

Craft	6	Labor	8
Fight	6	Operate	6
Focus	8	Perform	6
Influence	8	*Tall Tales*	
Negotiation		Treat	10
Know	10	*Surgery*	
Anatomy, The Bible		Trick	6

DISPOSITIONS

Alliance (+) Browncoats (+)

DISTINCTIONS

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.
- ☑ *Natural Healer:* Spend 1 PP to step back another character's medical or injury-based Complication.

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.
- ☑ *Test of Faith:* Step up a Complication to step up your **Focus** die for your next roll.

Handlebar Mustache 8

The handlebar is an elegant moustache for the active man living life to the fullest.

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

SIGNATURE ASSETS

The Good Book 6



BAI YIN

First introduced in *Things Don't Go Smooth* on page 82, Bai Yin's a legend rather than a person. But too many've seen her to dismiss her as just a traveler's tale. The few who've encountered her can't rightly describe her looks or her purpose.

Some months back, rumor has it that Bai Yin appeared on a boat filled with smugglers that'd been hit by Reavers. The survivors claim she looked at 'em with a kind of pity. After she pulled back her dark, long hair, she ordered the shadows that surrounded her to drift away for a while—she had a secret to tell.

Nobody knows what Bai Yin said. She's thought to have whispered the key to avoidin', detectin', and survivin' a Reaver attack. Though that may be true, there's a few things that have been confirmed. First, the crew and the boat did land on Shepherd's Mission a while ago, and told their story to Shepherd Dan. Second, Bai Yin didn't ask the crew to pay for the secret—a fact that's puzzled all who hear it.

Some say Bai Yin is a ghost. Those who believe she's the dead's spokesperson are convinced that she's why Reavers have never attacked Shepherd's Mission. They say the shadows that follow in her wake whisper secrets—and those who fly around the Rim are convinced they're the souls of the Reavers's victims.

It may be that Bai Yin can talk to the dead. It could be that the shadows are victims who died horrendously. It could also be true that the Reavers haven't attacked Shepherd's Mission for one, simple reason: they ain't got that far yet.

BAI YIN

"I know something you don't."

ATTRIBUTES

Mental 6 | Physical 8 | Social 10

SKILLS

Fix 8
Influence 8
Prophecy
Know 8
The Dead
Move 8
Flee
Notice 8
Lies
Operate 8
Perform 8
Sneak 8
Hide
Treat 8
Grief
Trick 6

DISPOSITIONS

Alliance | Corporations

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.

Soothsayer 8

I'll tell you my secret if you tell me yours.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Secrets Exchanged*: When you offer to trade secrets with someone and they tell you a real, true, intimate secret, gain 1 PP and give them a D8 Asset about their future.

Psychic Shadow 8

Don't worry, you'll never even know I was here.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Hide In the Corner of Their Mind*: When attempting to sneak into a secure location, spend 1 PP to replace all the dice in an opponent's dice pool with dice equal in size to the opponent's **Mental**.

SIGNATURE ASSETS

Black Datapad 8

- ☑ *Closure and Hope*: When someone asks you if a loved one is still alive, consult the **Black Datapad** and ask your subject to make a **Mental** + **Focus** Action against your **Mental** + **Know**. If the querent raises the stakes, you may give that person a D8 Asset named **Closure** or **Hope**. If, however, the querent fails to raise the stakes, assign that mourner a D8 Complication pertaining to their grief.

Moonstone Pendant 8

- ☑ *Visions*: When people ask to look through your pendant, ask them for 1 PP. If they give it to you, they can see a loved one at peace. If they do not, the subject of the vision is angry or turns away, inflicting a D8 mental Complication.

LORD MICHAEL SABOTIN

Sabotin employs a good chunk of employees on Shepherd's Mission who, like Magistrate Higgins, specialize in one export. Only instead of mud, Lord Sabotin exports salt. He'll do anything necessary to make sure that his interests keep movin' forward, but he's got his own skeletons—he was a Browncoats supporter and secret ally—which are protected by his current status with the Alliance and all the credits he owns.

Sabotin runs a lot of salt out of the mines, but he also employs workers who dive for treasures at the bottom of Shepherd's Mission's lakes. Unbeknownst to most, he's running his operation on the down low through alias after alias. He may not seem like it, but Sabotin relies on smugglers to distribute his salt throughout the Core. He's likeable enough, but puts on so many airs even the local Shepherds tire of him. That said, he does pay—and that's good enough for most.

LORD MICHAEL SABOTIN

"Oh for the love of... That's Lord with an 'L.' Not Fnord"

TRAITS

Browncoat Sympathizer D6, **Rich** D12, **Fnord** D6, **Salt Seller** D8, **Pretentious** D4

DISPOSITIONS

Browncoats 👍 **Corporations** 👍

COLLECTORS

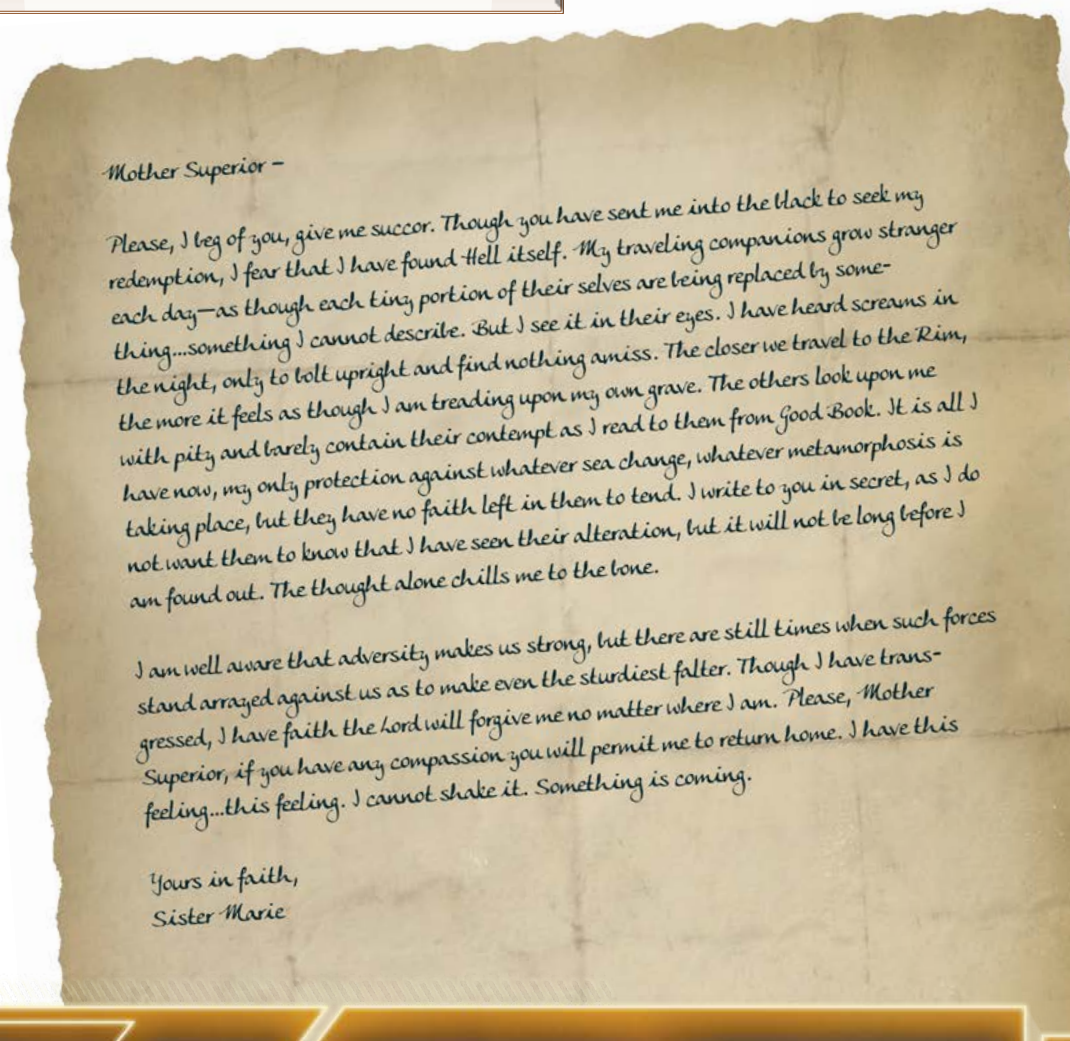
Lord Sabotin contracts indentured servants into his employ to mine for salt. The **Salt Collectors** D6 work in the salt fields, wears heavy protective clothes, and is working off a seven-year contract to earn their freedom.

MARIE "THE ZEALOT" FOSS

Marie Foss is a woman who's driven—by faith, by fear, by love. Not a lot is known about where she came from; she showed up in a transport one day with half her face burnt off ravin' on and on about the Word saved her life. Seems she got sick of the War and signed on with a pious crew or missionaries but, a few years later, she couldn't handle the livin' out in the black and went mad.

Most of the time, Marie likes to inspect newcomers when they touch down near one of Shepherd's Mission's three lakes on her big white mule. She's got her eyes peeled to watch out for trouble, and believes that the Good Shepherd has given her the means to spot a Reaver from a couple hundred miles away. She may not be a Reader, but Marie does have a kind of sixth sense about her and does seems blessed—and that's enough for most folk.

When Marie rides off on patrol, she'll often grab a bunch of volunteers who'll help her cover more ground. If she ever raises the alarm, you'd best be reloading your gun.



Mother Superior –

Please, I beg of you, give me succor. Though you have sent me into the black to seek my redemption, I fear that I have found Hell itself. My traveling companions grow stranger each day—as though each tiny portion of their selves are being replaced by something...something I cannot describe. But I see it in their eyes. I have heard screams in the night, only to bolt upright and find nothing amiss. The closer we travel to the Rim, the more it feels as though I am treading upon my own grave. The others look upon me with pity and barely contain their contempt as I read to them from Good Book. It is all I have now, my only protection against whatever sea change, whatever metamorphosis is taking place, but they have no faith left in them to tend. I write to you in secret, as I do not want them to know that I have seen their alteration, but it will not be long before I am found out. The thought alone chills me to the bone.

I am well aware that adversity makes us strong, but there are still times when such forces stand arrayed against us as to make even the sturdiest falter. Though I have transgressed, I have faith the Lord will forgive me no matter where I am. Please, Mother Superior, if you have any compassion you will permit me to return home. I have this feeling...this feeling. I cannot shake it. Something is coming.

Yours in faith,
Sister Marie

MARIE "THE ZEALOT" FOSS

"The Lord giveth. Have Faith."

TRAITS

Former Burnt Face D4, Lunatic D4, Zealot D10, Nosey D8, Intuitive D8

DISPOSITIONS

Alliance **Criminals**

FACTION RUNDOWN

Shepherd's Mission is a mix of the faithful, mostly members of the **Browncoats** and **Criminals** Factions. No one goes out of their way to push their political views on anyone else, and people pretty much keep to themselves. Seems there's a lot of folk who come here, feelin' like they've got to atone for something—so you'd best be mindin' your manners.

ALLIANCE

Shepherd's Mission is the strangest planet in the 'Verse, for it has managed to attract the most unlikely sort—tried-and-true Alliance veterans of the Unification War. Abbotts and Abbesses arrange for a meeting between generals, corporals, soldiers, and the like, and the people they hurt during the War to begin the healing process.

While the Alliance knows about these meetings, they don't discourage or encourage 'em. To the government, if their loyalists want to meet with those they've beaten to apologize so they can move on? All the better for 'em.

BROWNCOATS

Lots of Browncoats who've settled here have reason to steer clear of the Alliance, so most of 'em will raise a glass to anyone who desires their freedom. Thing is, the Browncoats who live here revel in the past. They relive glorious battles, retell tired tales, and fabricate legends about themselves. They seem to care more about what was than what is, and the Shepherds tolerate their reenactments of lost battles, thinking they'll one day heal from the hurt they haven't yet faced.

Unfortunately, Shepherd's Mission has turned into a haven for veterans of the Unification War who suffer from stress, mental illness, and all manner of hurt. Browncoats who come here don't know why they do—but everybody else does. They need healin' for what they've been through so they can face the future.

CORPORATIONS

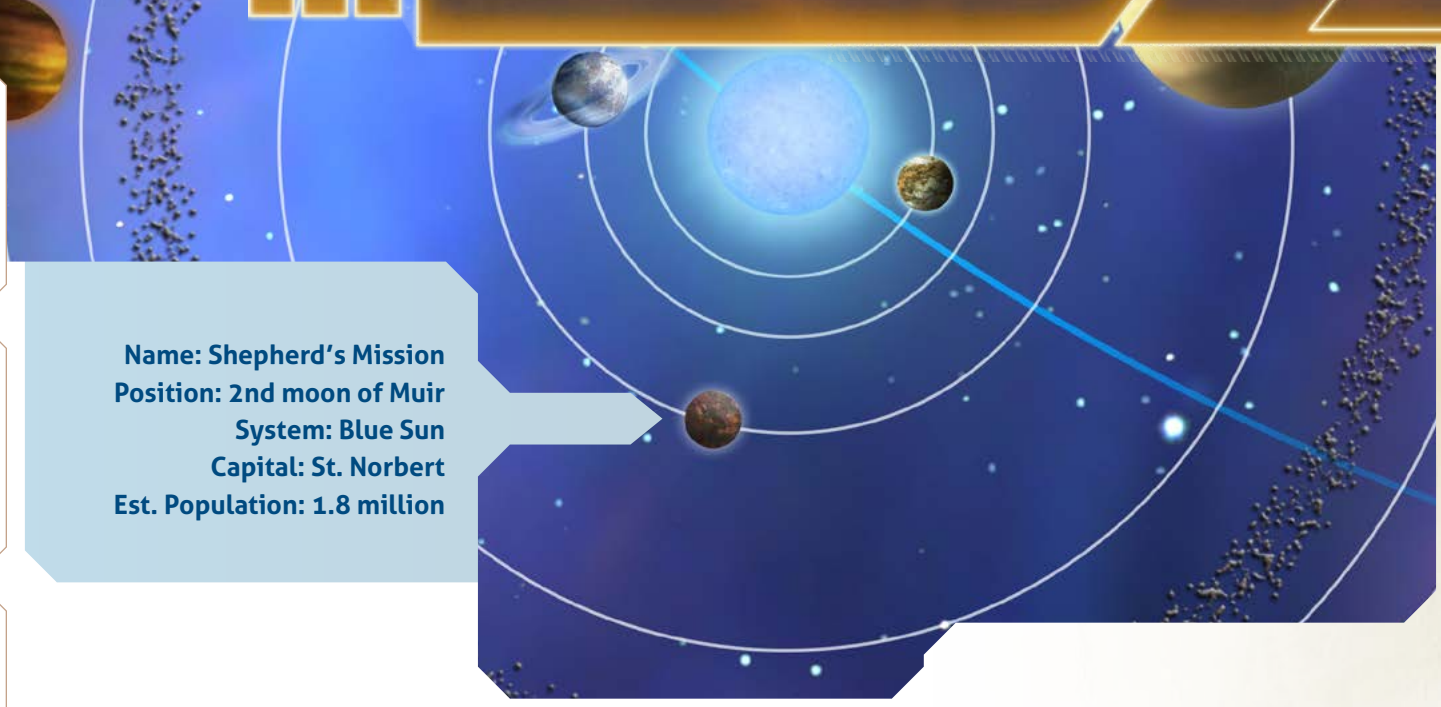
On Shepherd's Mission, capitalism is practically non-existent. Its proximity to the Core makes it a risk to send anyone valuable out here, and so the lowest of the low are sent to maintain corporate interests—the disgraced, mostly. Spirited entrepreneurs have tried to come to Shepherd's Mission, but they ain't exactly welcome. Here, Shepherd's Mission banks on faith, not credits.

CRIMINALS

There's a powerful reason why the criminally minded head to Shepherd's Mission. The abbeys that dot the planet's surface are not only considered neutral territory, each one grants asylum to those who need it. It's not widely known that the Abbeys will risk their necks standing up to the Alliance on behalf of all criminals everywhere, but there's enough Shepherds on this planet who believe that criminals, felons, and the like can renounce their godforsaken ways—with a little help.

Outside of the Abbeys, it's a free-for-all and most criminals know it. There are dangerous ex-criminals here, but they all have one thing in common: they'd like to be left alone to live out their final days in peace.





Name: Shepherd's Mission
Position: 2nd moon of Muir
System: Blue Sun
Capital: St. Norbert
Est. Population: 1.8 million

SCENES AND LOCATIONS

Shepherd's Mission is rumored to be one of the last orbital bodies to be terraformed in the Blue Sun System, and it didn't take real good. Most of the moon is filled with wasteland, rough highland desert that's unlivable. The parts that took either freeze over or heat up, depending upon if'n the moon's closer or farther away from the Blue Sun.

At the equator, near the spot where the terraforming equipment was deployed, a trio of saltwater lakes lie in a former deep impact crater. It's only here that the atmo is thick enough for breathin' and the moisture from the lakes stays put, supplyin' the farms. The lakes were seeded by the now-defunct Shen Bao Munitions with GenSeed, and have since been mined for rich minerals and salt deposits. Both edible and industrial salts are collected here.

Most folk who live on Shepherd's Mission cluster to the north of the lakes. North of the farmland, the lake runs into a dry mountain range. Pass that cluster of peaks, and you're heading into harsher terrain. In the high desert, it's **Hard to Breathe** D10 due to the low pressure, and there are often **High Winds** D10 and **Dust Storms** D10. However, even near the lakes the moon is often affected by chaotic weather.

LOCATION TRIGGERS

- ☐ *Rocky Desert:* Once per scene, Crewmembers must succeed at a **Physical** + **Survival** Action or take or step up a **Dehydrated** Complication.
- ☐ *Volatile Minerals:* Characters may attempt to assemble crude incendiary devices with a **Mental** + **Survival** Action. Success creates a **Mineral Bomb** D8 Asset. Extraordinary success creates a **Mineral Bomb** D10.
- ☐ *Chaotic Weather:* Jinxes in this location may be used to create or step up a **Chaotic Weather** Complication. If **Chaotic Weather** is stepped up past D12, the Crewmembers are forced to go to ground by a sandstorm, monsoon, or other meteorological event. A successful **Physical** + **Survival** action will step back the **Chaotic Weather** Complication as the Crewmembers ride out the storm. Extraordinary success steps back **Chaotic Weather** twice.
- ☐ *Browncoat Hangout:* Anyone professing a hatred of the Alliance may spend 1 PP to create a **Browncoat Friends** D8 Asset.

CHINNERETH

The biggest of the three lakes, Chinnereth is also referred to as "The House of the Tortoise." Green and full of edible fish and plants, she provides most of the moon's nourishment. Tiny fishing camps dot her shores, as well as water-processing and desalination plants. To the south, at the edge of the desert, the soil has been sculpted into shallow beds that freeze over for a few months out of the year, but dry out completely during the drought. When the beds are dry, harvesters collect a lovely grey salt that's used for cooking and smuggled to buyers in the Border Planets.

The lake is surrounded by several abbeys, like Boothill and Wheatfields. Thanks to the rain that gets squeezed out against the mountains and the desalinated water donated by Lord Sabotin, the abbeys enjoy a uniquely perfect environment for a rich agricultural economy. A lot of produce is grown here, thanks to the GenSeed provided by the Alliance, and the lake is big enough for multiple microclimates. Strawberries, artichokes, corn, tomatoes, and dozens of other crops turn the northeastern shores of Chinnereth into a beautiful, idyllic patchwork.

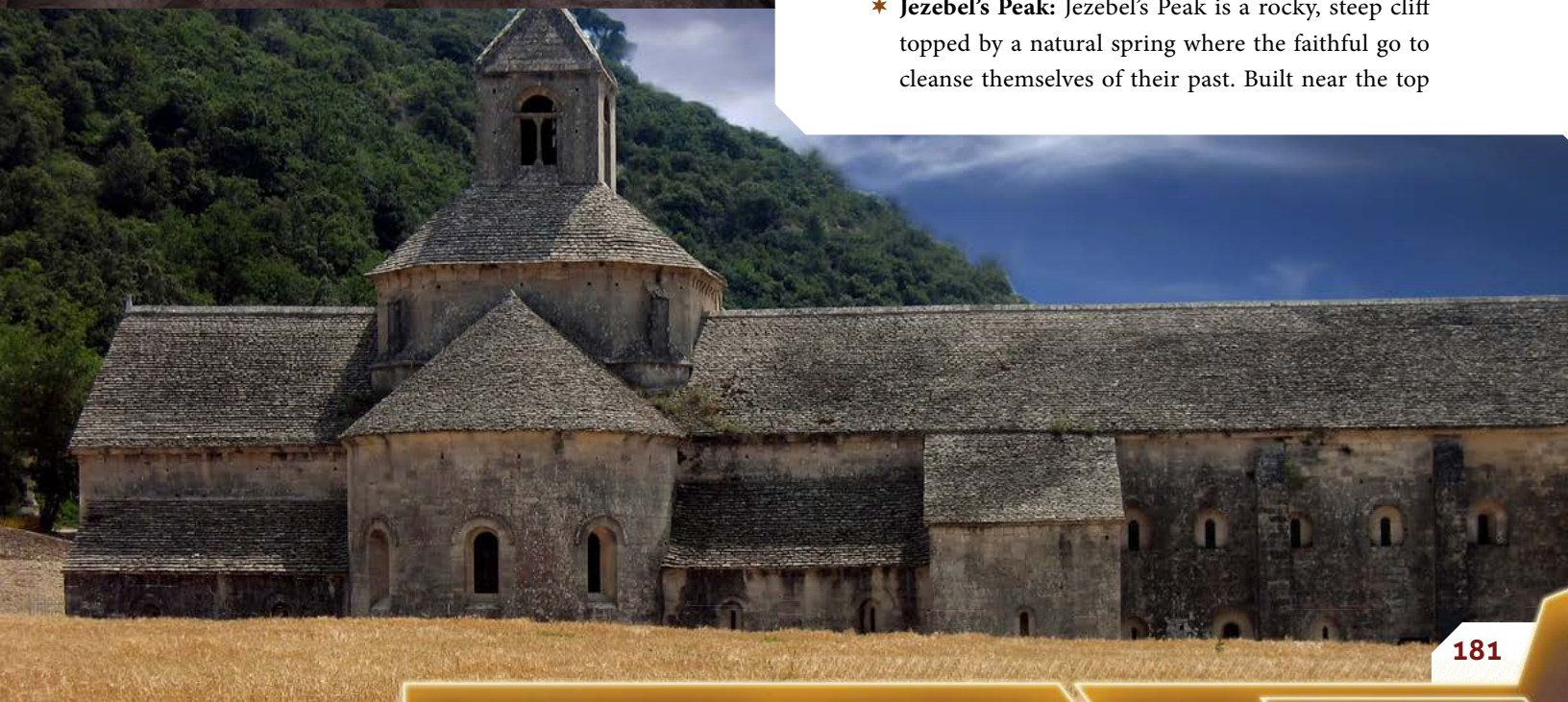
At the western end, campers—mostly pilgrims, ex-smugglers, Browncoats, and the like—pitch their tents and wait for the Shepherds to meander over and offer them work. In exchange for maintaining the fields, folk can keep half of what they harvest or enough for a week's worth of meals.

BOOTHILL ABBEY

Sitting on the northwestern flank of Chinnereth, Boothill Abbey is both a religious sanctuary and a town with a stream that runs right through it. There's not much of a Main Street, per se, but the things you'll need are clustered more or less near each other, 'less you're looking for direct suppliers.

Boothill Abbey wasn't designed to be pretty, but there's plenty of agriculture and Shepherds who can be found here. To shop and trade in the Abbey, you do have to follow the rules. Otherwise, you might as well pack up and leave. That ain't saying that everyone who comes to Boothill Abbey is a law-abiding citizen, but there's a difference between rules and laws, and even criminals can have manners.





- **Chapel for the Wayward Traveler:** Every Abbey has a chapel, and Boothill boasts two of them. While the Main Chapel is off-limits to outsiders, the Chapel for the Wayward Traveler is open during daylight hours. Smugglers who feel compelled to confess their sins walk through the Chapel's doors to be baptized and renew their faith. A handful of preachers and acolytes serve the Chapel for the Wayward Traveler, including a few ex-smugglers who work here to prove their worth in salt. **Extras: Shepherd D6, Worshipper D6**
- **Boothill's Shipyard:** Built on the edge of town, down where the land starts flattening out, Boothill's Shipyard gives travelers a safe space to land. There are a few water-based transports here, too, but they're mostly low-tech canoes and the like. Though there used to be a mechanic who worked here, the Shipyard don't employ the mechanically inclined. You might run across Marie Foss and her patrol, but that's about it. This is the only official port in the area, so travelers who fly to the moon will either land here or outside in the desert. **Extras: Dock Worker D6**
- **Daily Market:** The Daily Market runs every weekday, regular as clockwork, in front of the Chapel for the Wayward Traveler. There's usually a band or two set up, playin' something merry on a fiddle or harmonica, and a few proselytizers read uplifting passes from the Good Book. Shepherds all around the area will bring their wares here, too: salted fish from Chinnereth, vegetables and fruit from the lowland farms, and grain and salt. 'Sides that, you'll find some opportunists selling clothes that have been either donated or left behind. You won't, however, see any cattle or sheep. **Extras: Shepherd D6, Musician D6**
- **Jezebel's Peak:** Jezebel's Peak is a rocky, steep cliff topped by a natural spring where the faithful go to cleanse themselves of their past. Built near the top

of Boothill overlooking the Abbey, Jezebel's Peak is a **Treacherous Climb** D10 that forces folk to trust their guides—trained Shepherds—who help the faithful reach the top of the cliff. The journey is thought to be long and arduous, and folk often prepare for the trip. Not much is known about what happens when a traveler reaches the top—other than the fact that everyone who makes the trip is permanently changed for the better. **Extras: Shepherd Guide** D8

SHUI PAO

Shui Pao, the westernmost lake, runs right up to a Potter's Field. The lake is a white, sick-looking thing, its shores rimmed with minerals. Her waters are poisonous, prone to abrupt sinkholes as the mining destabilizes her bed. More'n a few graves dot her shores, and many fear what else is hiding at the bottom of the lake. Mining her potassium reserves is a dangerous job, but Lord Sabotin pays well for anyone who'll work the big rigs in her waters, so there are always takers.

If you're needin' a temporary job that pays better than most, you can find it here. That said, you'd best be prepared and might want to consider bringing your own equipment, too. The high pH of the water doesn't exactly make it safe and, since the wind's a mite unpredictable, Shui Pao's waters can get a mite treacherous.

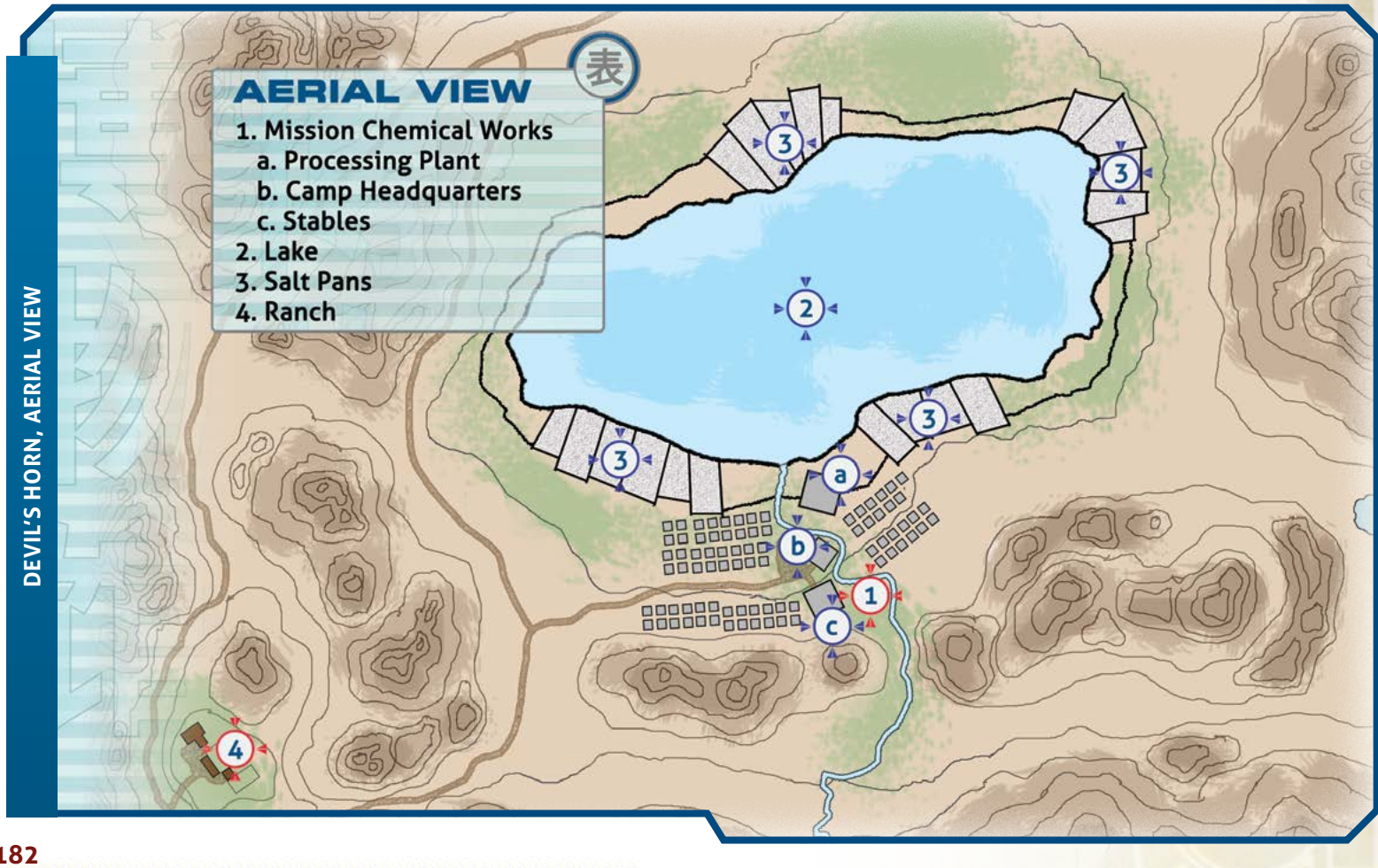
When it's not being mined, Shui Pao is deserted. No one lives nearby, and the workers are brought in daily to minimize their exposure to the elements.

DEVIL'S HORN

The middle lake, Devil's Horn gets her name from the algae in her lakebed, which turns the soil rose-red. Lord Sabotin's workers collect a good amount of minerals and salts from her waters, and the land north of the lake is prime farming, but the water's more poisonous than Shui Pao until it's neutralized.

That said, Lord Sabotin has built a community here composed of small stone and brick houses for the workers, with three large buildings in the center. Here are a few places you might want to visit:

- **Main Office:** The main office is a minimalistic, sturdy building set overlooking the shore of the Devil's Horn. Like any building out here, it is built with flooding in mind, so you'll have to go up a couple of flights of stairs before you find the offices. Sabotin can be found here, when he isn't patrolling the mines. The most notable feature of these offices is a waiting room with an extensive display of all of the minerals and resources found on Shepherd's Mission, from rare salts to beautifully pruned topiaries. There is also a glass terrarium housing



an extremely unusual Yun Hai orchid, along with samples of the smaller creatures found in the mountains. **Extras: Administrative Assistant D6**

- **Azazel's Stables:** The other two large buildings, Azazel's Stables, were built to store, repair, and manufacture mining equipment, ships, and other methods of transportation including Sabotin's hovercraft. The stables also include a small assortment of pack mules that Sabotin maintains personally—an expensive endeavor, to be sure. On Shepherd's Mission, the pack mules are worth more than a boat because mules don't rust. Sabotin isn't willing to part with his mules, though, no matter how much he might be paid. If'n you want to work the Stables for a time, you might earn yourself his trust, and the option to ride 'em out for an hour or two. **Extras: Pack Mule D6**
- **Dusty Broom:** The town's social spot and cafeteria, the Dusty Broom is a restaurant, bar, and storefront where folk can grab a bit to eat. Run on a strict schedule, the cooks offer a lean menu—mostly vegetarian—for workers out in the fields. The place is decked out like an old barn and has a lot of artifacts brought here from around the Rim like with old tack from the big mule teams, hunting trophies, and pictures of miners and their families. Though its name may suggest otherwise, the Dusty Broom has a kind of dampness to it, due to the lake. In the evening, folk gather to drink, gossip, and socialize, and there ain't much information you can't pick up here, sooner or later. **Extras: Cook D6**

GUNS AND LOOT

Upstanding traders, or slightly less-than-honest smugglers, may find that Shepherd's Mission doesn't have much in the way of valuables. Though there are jobs to be had, folk on this moon are always hungry to trade for what's needed from elsewhere in the 'Verse—mostly because the only resident who has any credits to speak of is Lord Sabotin.

That said, Shepherd's Mission isn't the kind of location where you'll find munitions and the like. A peaceable environment, anybody who sticks around on this moon ain't allowed to have weapons. Anybody found with a gun on 'em is confined to their boat. If none's around, then transgressors are forced to climb Jezebel's Peak without a guide—hopefully so they can see the errors of their ways.

Agriculture is big here, and folk will pay well for the taste of fresh or dried produce. There are plenty of heavier exports, too, industrial salts and supplies of the sort that corporations in the Kalidasa System often demand.

- **Salt and Minerals:** There are several dozen types of minerals that come off of Shepherd's Moon, including several rare salts useful for munitions and metalwork. While most of the minerals mined by Lord Sabotin used to be sold and taken offworld by Spiel, Inc., the noble now relies on smugglers to truck his cargo where it needs to go. In addition to the industrial-grade minerals, there are one or two salts that are used for culinary purposes, too. These salts are the property of the Abbeys, and traders need to deal with them if they want a cut of the pie.
- **Fruits and Vegetables:** Neither the Rim nor the Border Planets see much fresh food. Shepherd's Mission may grow plenty of it, but there's a kind of ecosystem here, a fragile setup that folk are scared to mess with. The Shepherds don't accept payment, not like the Abbeys in the Core, and will allow travelers to load up with strawberries or oranges if they put enough time into the groves, orchards, and fields to harvest 'em. Wheat, rice, and rye are more lucrative than fresh fruit but they, too, are subject to the moon's shifts in the weather and seasons.



SHIPS AND HIDEYHOLES

Shepherd's Mission is filled to the brim with interestin' places to hide—if you have a strong, moral grounds to do so. If you've got a good enough reason for your trouble, most folk will find a spot you can use. If you're really desperate, the mountains and high desert around the Sisters are filled with little valleys and pocket forests where smaller ships can be disguised from all but the most careful, informed search, but you'll need a local guide to help you get there, and those come at as high a price as anythin' else on the moon.

Here's a couple of boats that might have been abandoned for one reason or another out on the high desert.

- **Phoenix:** The *Phoenix* is an Arbitrator class patrol boat that was abandoned on Shepherd's Mission on the exact opposite side of the globe as the lakes. She's been sittin' there for four years now, with little more damage than a bit of a sandblasted paint job. Nobody's seen the crew since, and for some reason, nobody's gone to claim the ship either.

- **Banshee:** Some soul went and buried a beat up cargo liner some two years ago in the desert not too far from the lakes. When the wind is right, some folk say that they can hear the bleating and noises of animals, almost as if it was a zoo. Which don't make much sense, since any animals would have long since died off.

PHOENIX

ENGINES 6 HULL 8 SYSTEMS 10

DISTINCTIONS

ARBITRATOR CLASS ALLIANCE PATROL BOAT 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.

LOST SOUL 8

Rumor has it that your ship was once possessed by Reavers. You try not to think about that. Or the effect that it might be having on you.

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

☑ *Snappy Crew:* Take an **Irritated Crew** D8 Complication to gain 1 Plot Point.

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

EMP WEAPONS 8

FANCY SENSOR ARRAY 8

BANSHEE

ENGINES 6 HULL 8 SYSTEMS 10

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. 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.

☑ *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.

BEEN AROUND THE 'VERSE 8

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.

LIVESTOCK HAULER 8

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.

☑ *Soft Cow, Warm Cow:* Spend 1 PP to step back a Complication related to the animals you are carrying in your cargo bay

SIGNATURE ASSETS

ADVANCED WEAPONS CONTROL SUITE 8

WARHEADS 8

DOIN' NO CRIME

You're not going to keep a criminal enterprise up on Shepherd's Mission for too long without anybody noticing it, and there ain't that many folk who are fond of troublemakers. If you're smart and reasonable, the folk on Shepherd's Mission will keep you in business for years.

That said? All jobs here should be on the up-and-up. Do you have what it takes to maintain your Reputation on a moon that discourages guns? That, in and of itself, makes for one heck of an Episode!

Here are a few other ideas for Episodes based on characters found throughout the *Smuggler's Guide to the Rim* that could involve this last stop on the Good Shepherd's Run. Keep flyin'!

- **Rance Burgess:** Rance is feelin' a bit guilty about neglectin' his wife. It can happen sometimes. So he's decided to get her a nice shiny new dress. Unfortunately, the silk she likes most is only made on Shepherd's Moon, and they've got export restrictions on it. He wants you to "unrestrict" it.
- **Belinda Burgess:** Belinda's ready to make her move on her husband, but she needs to make it look like an accident. She's put feelers out to local smugglers to see who might be able to get some of Shepherd's Missions unfiltered water. Just a splash in Rance's coffee and Belinda's troubles are over.
- **Janet "Calamity" Clay:** Janet's got a Rance-sized problem, and the best solution is a liberal amount of high explosive. She's got a recipe for some special "gunpowder," but the last ingredient is one of rarer salts from Shui Pao.
- **Mayor Cheng Sorington:** Folk buy Happy Toad from Sorington to help them forget, but all he wants to do is remember the sweet taste of fresh strawberries…and he'll give just about anything to get a regular supply.
- **Alice McCallister:** Part of the secret to Alice's prize horses is the feed—she's worked out a deal for grain from Shepherd's Mission in exchange for some prime horseflesh. 'Cept, somehow her last shipment of horses went missing en route and now the Shepherds are threatening to cut off her supply.
- **Cicely Montauk:** Montauk is in the business of secrets, and last she heard Bai Yin was in the neighborhood of Shepherd's Mission. She'll pay a pretty penny to anyone that can bring her the legend—she's got a lab made up special and a powerful need to uncover the truth.
- **Willard Cho:** Shippin' guns to Shepherd's Mission? That's gotta be a fool's errand. Normally Willard wouldn't think twice about passin' on a job sure to put his neck on the line, but the payment he was promised? His kids's whereabouts.
- **Penelope "Bloody Pen" Durant:** When Bloody Pen was a pirate she "acquired" a tablet with valuable data from a ship owned by Adelai Niska. She stashed it somewhere on Jezebel's Peak. But now Niska's traced it back to Miss Durant and he wants it back. By any means necessary.
- **Edmund "Big Ed" Price:** What in the 'Verse would someone need with twenty Shepherds? Big Ed don't ask questions, not when the money's good. And the money's good enough for him to head to Shepherd's Mission and harvest a crop of his own.
- **Brother Wise:** Brother Wise may not remember his own name, but there's someone on Shepherd's Mission that does. Can Marie Foss help unravel the mystery of the ex-con?
- **Zoraida "Quick Draw" Roberts:** Zoraida has decided it's time to start increasing the scope of her intelligence web, and she wants to use your Crew to do it—through an intermediary, of course. First up, she wants to know if there's anything to the Bai Yin rumors on Shepherd's Mission. If there's a better defense against Reavers, she wants to know what it is.
- **Liu Bailong:** Most times, a client wants you to pinch a painting from a gallery. This time, your client, Liu Bailong, wants you to put one in circulation. Specifically he wants you to put the painting in the *Banshee*. He says it'll be a "scream." You hope that's a euphemism.
- **Margaret "Mags" Klesse:** Mags's conscience is getting to the better of her and she's in desperate need of absolution. Will she risk leaving the Lang Qun to manage her affairs while she spends a spell with the good Shepherd Dan?
- **Kaori "Suki" Waterman:** Before Suki had her "encounter," she'd gone lookin' for new contracts. One of her stops was Shepherd's Mission, where she worked out a deal with Sabotin. Seems she agreed to haul away some sensitive waste but hasn't picked it up yet. And Sabotin's patience is running out.
- **Shepherd Dan:** The good Shepherd was the last person you'd expect to hear from, but he needs a favor—some discreet investigatin' into the whereabouts about some Matt fella. But you best keep it quiet or risk your soul.
- **Bai Yin:** Bai Yin appears on your ship one afternoon, and offers to tell you a secret in exchange for another. She tells you that there is information for you on the *Phoenix*, left for several years on Shepherd's Mission. Maybe something to do with the Reavers?

ALL IN THE FAMILY

THE WAY OF THINGS

"Say a prayer for my momma. Would you, Shepherd?"
– Jayne

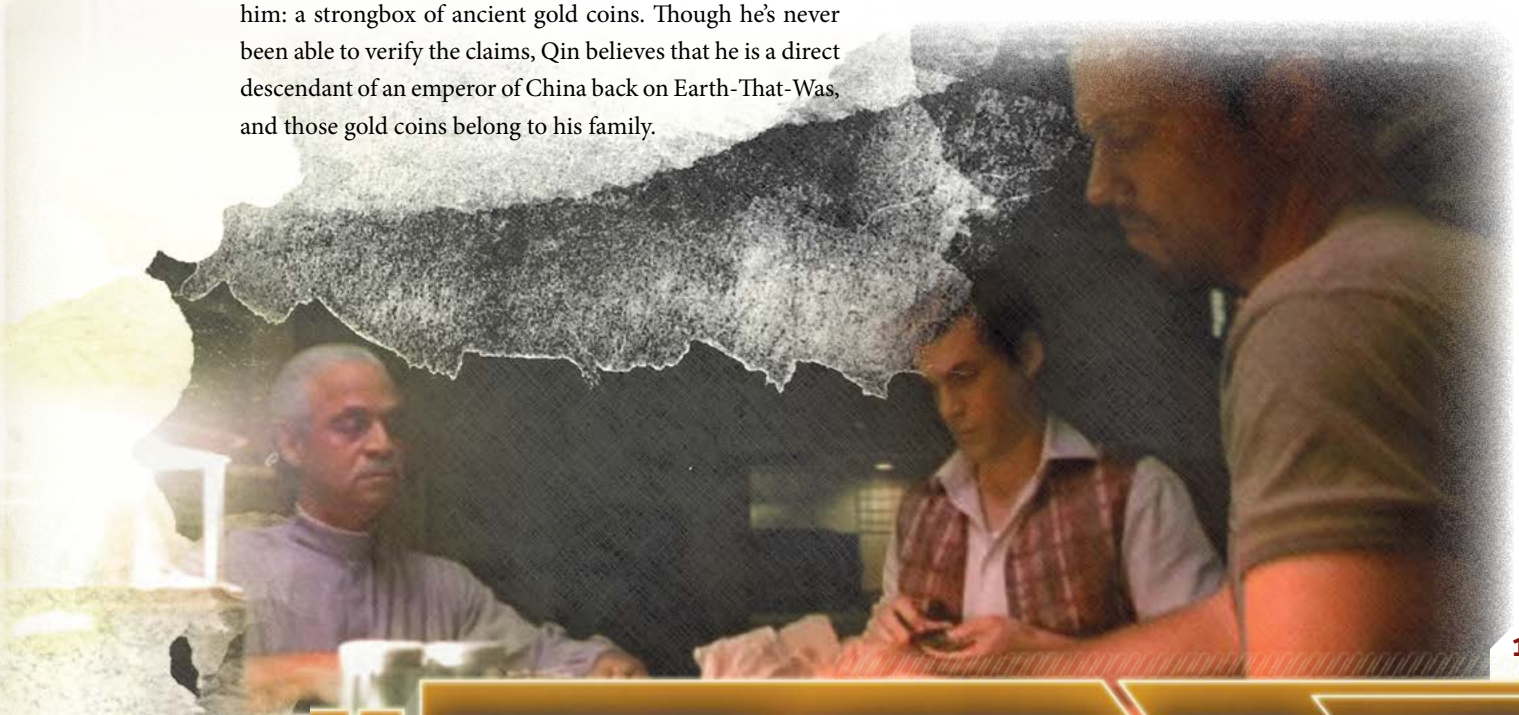
After flyin' through every spot on the Good Shepherd's Run, the Crew is relaxing on Shepherd's Mission when a mysterious messenger delivers personalized handwritten invitations askin' them to attend a private meeting at a tea house owned by Bao-Huang Qin on Verbena. A quick Cortex database search turns up that Qin is the extremely wealthy and powerful leader of the Dragon Tong, a criminal organization that makes folk like Badger quiver with fear.

The Crew flies to Bao-Huang Qin's private island where they encounter the crime boss after a few "tests" to make sure they're the right folk for a very special job that involves a little payback. Turns out the Dragon Tong hired Jayne Cobb once upon a time, and he mostly finished the job. Qin's got something of a grudge against Jayne for doin' what he does best: he got a mite greedy and ran off with an extra piece of the pie. That may have been a long time ago, but the leader of the Dragon Tong has not forgotten the slight. Took him a while to track down Jayne, what with a War goin' on and all. Now that he's found him, he wants Jayne to put his neck on the line to rectify the past—or else.

Seems that during the War, the Alliance was lookin' to fill its coffers and decided to loot the homes of well-to-do people they suspected of being Browncoat sympathizers. Since Qin had paid all the right people in the government to look the other way, he was naturally surprised when the Feds raided his estate and took many of his valuables as "evidence." Qin managed to recover most of his stolen treasures and collectibles. The one object he couldn't locate was the most important to him: a strongbox of ancient gold coins. Though he's never been able to verify the claims, Qin believes that he is a direct descendant of an emperor of China back on Earth-That-Was, and those gold coins belong to his family.

After the War, Qin instructed his daughter, Fang-Hua, to lead a search for the box. Now they believe they've finally found it in the Blue Sun System. From what Fang-Hua could make out, the Alliance was sending the box back to the Core on board a cargo ship. The ship was flying through the Rim when it suddenly went silent. Worse, an Alliance patrol boat sent out to rescue the ship claims that *The Warrior* was brutally attacked by the Independents, and there was nothing of value on board.

Fang-Hua and her father believes the Alliance is lying and *The Warrior* was abandoned because it had been attacked by Reavers. Qin wants Jayne and the Crew to recover the box for him to wipe the slate clean. It's more than likely the Crew will turn this job down, because nobody would willingly fly to recover a boat that'd been hit by Reavers. Turns out they don't have a choice. Qin may seem like an honorable man, but he is the leader of a vast, criminal organization. The Dragon Tong is holding Jayne's mother hostage until the deed is done—and that's only the start of their troubles. Not only will Fang-Hua go along to keep an eye on the Crew, Qin has a list of enemies longer han the Great Wall of China back on Earth-That-Was... some a lot stranger than others...



CASTING CALL

All in the Family is a challenging scenario filled with all manner of trouble—and the stakes are even higher this time around! While most **FIREFLY RPG** Episodes can be run with three or more players, this adventure is designed for a Crew of three players to face off against a crime syndicate, Reavers, and a powerful adversary.

When you're running a smaller Crew, your best bet will be to talk to your players ahead of time. The advice listed below will help you determine what decisions you need to make to customize your Crew to fit the plot.

MAIN CAST

Like "Jaynestown," *All in the Family* features Jayne Cobb. In this case, Jayne is the focal point on account of his relationship to this mother, who winds up being a hostage in the story. Other than the Tams, Jayne's mother is the only non-Crewmember who's connected to the Crew that was revealed in the show. You may decide, however, that there's another hook, another no-win situation for your Crewmembers and shine the spotlight on somebody else. To figure out what that is, pick somethin' powerful and compelling to drive the emotional impact. Heck, you may even decide to kidnap a member of the *Serenity* Crew who's not sittin' at your table.

With a mercenary like Jayne, you'll want a Crewmember who can stand up to him and lead the Crew as acting captain—like Malcolm Reynolds. The third Crewmember should be someone who won't feel overpowered by those strong personalities. Zoe would be a good choice because she supports the Captain and can hold her own, too.

Inara, Simon, and Book each bring their own unique qualities to the table. They may be less physical than the other three characters, though, so keep that in mind. River, at the start of the *Firefly* TV show, would probably be the most difficult character to manage because she'll bring a chaotic element to an already complicated tale.

Now, just because you've got a smaller Crew don't mean that folk like Wash, River, or Kaylee are missing. You'll still need a pilot and a ship's mechanic. If your Crew decides not to play those characters, don't be afraid to use their rules as Major Gamemaster characters when the situation calls for it.

MASTERIN' THE GAME: NEW VS. VETERAN CREWS

Unlike the introductory scenario *What's Yours Is Mine* in the **FIREFLY RPG COREBOOK**, *All in the Family* is geared for Crews with a little bit of experience under their belt. This experience is important—especially if you're using original Crewmembers or Archetypes, because the synergy between your players is part of the story and the risks they'll be forced to take.

Should you decide to run *All in the Family* with a brand new Crew, be sure to customize their Crew Sheets and toss some extra Advancement points their way. That said, there is a light shinin' in the black—you'll have the option to help the Crew along by adding a special, very talented Gamemaster character named Fang-Hua Qin, who's there to see them do the job.

ARCHETYPES AND ORIGINAL CREWMEMBERS

Dependin' on your Crew's experience level, you may want to offer new suggestions for Advancement because of the nature of this here story. Some Distinctions and Signature Assets are provided below for you to consider for your Crew.

Remember: a plot like this won't focus on what each Crewmember can do or where he comes from, but what that character has to lose. By asking pointed questions, you can determine which Crewmember will make the most amount of sense for this Episode. It may be that your least physical character will be your strongest candidate—so be sure to surround 'em with the tools needed to help that Crewmember out!

RECOMMENDED 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

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

Done Some Things

Was it that long ago already? There's some truth to what people say about me.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *My Reputation Precedes Me:* When you arrive in a new place, you may spend 1 PP to create a **They've Heard of Me Here** D8 Asset.
- ☐ *Rather Not Talk About It:* When you put yourself in a position to talk about your past, gain 1 PP and take an **Old Wounds** D8 Complication.

Highlighted Skills: Fight, Influence, Survive

Family Ties

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

Overprotective

You've lost so much you can't bear to lose any more.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☐ *Hardass:* When a Crewmember uses an Asset you created, step it back for the Action to gain 1 PP.
- ☐ *Respect Is Earned:* When a Crewmember earns a D8 or larger Big Damn Hero Die on an extraordinary success, spend 1 PP to give them a D8 Big Damn Hero Die.

Highlighted Skills: Focus, Move, Survive

Stalwart Friend

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.
- ☐ *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

Recommended Signature Assets

Booster Engines

Throw that switch right there and the boosters'll kick in. They kick like a mule but, boy howdy, will you get where you goin' in a hurry.

- ☐ *Weeeeeeee!:* When fleeing another ship, the pilot may spend a Big Damn Hero Die to escape by Taking Out that ship when an appropriate Complication has a rating of D12.

Bulletproof Vest

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.

- ☐ *Kinetic Dispersal:* When spend 1 PP to avoid being Taken Out in a firefight, you may step back **Bulletproof Vest** until the end of the Episode to step back the resulting Complication.

Cortex Password Cracker

To an engineer the Cortex Password Cracker is a collection of processors and logic chips designed to analyze and exploit security flaws on the Cortex. To you, it's a little grey box that will break into just about any part of the Cortex.

- ☐ *Open Sesame:* When the GM sets the stakes as you attempt to hack past computer security, spend 1 PP to step back the difficulty die in the GM's pool.

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.

BAO-HUANG QIN

"Lesser sins are for lesser men."

Character Type: Crime Syndicate Boss

Role: Forces the Crew to recover stolen treasure by holding Jayne Cobb's mother hostage.

Acts: Prelude, IV

Character Description: Qin is a soft-spoken older man who wears a traditional Chinese silk jacket adorned with a dragon on the back. Though he has a gentle, benign smile, Qin is much more intimidating than he appears, for he's the nominal head of a vast criminal empire called the "Dragon Tong."

Qin led this syndicate for many years on Persephone right under the Alliance's nose. After the Alliance raided his estate during a "surprise" investigation, Qin headed out to the Kalidasa System to a heavily fortified island on Verbena with private law enforcement. Though cleared of all charges, he has yet to receive his stolen property. Among the items they took was a large strongbox containing ancient golden coins rumored to belong to one of Qin's ancestors.

The crime boss claims that he can trace his family lineage all the way back to Earth-That-Was. He's adamant that the traditions he established as leader of the Dragon Tong be upheld, refusing to speak to anyone who doesn't follow his example. He's long since delegated the more unpleasant tasks to his successor, Fang-Hua Qin.

Though Qin has softened somewhat over the years, he does have two little quirks: he's anxious to settle old scores and he worries about his health. Only a few know the truth behind his obsession: Qin's wants to live long enough to outwit, blackmail, and bury a lifetime of enemies.

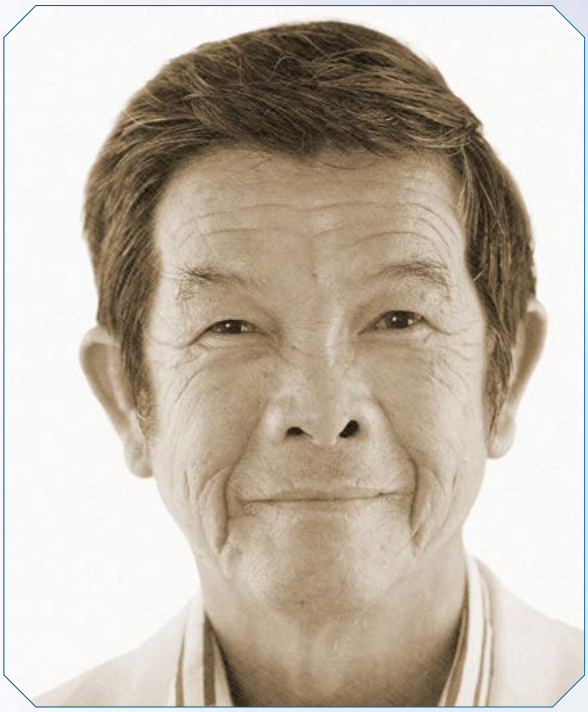
Qin has a deep respect for Companions and treats 'em better than his own employees. His deceased wife was a Companion before they were married. It is rumored that Qin will kill anyone who dares to call a Companion "whore."

ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Focus	10
Influence	10
Negotiation	
Know	10
Alliance Trade Law	
Genealogy	
Notice	8
Operate	6
Sneak	6
Survive	6
Trick	10
Intrigue	



DISPOSITIONS

Alliance  **Corporations**  **Criminals** 

DISTINCTIONS

Napoleon of Crime D8

My empire is much like any other. It requires careful handling and wise rule.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Shadow Ruler*: When you take a Complication as a result of a formal investigation by the authorities, step back **Social** for the rest of the session to remove the Complication.

Code of Honor D8

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.

Hypochondriac D8

You have the sniffles. Are you sure it isn't Heranian flu? Stay back, I have a very delicate constitution.

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

SIGNATURE ASSET

High Profile Friends D8: As leader of the Dragon Tong, Qin has followers in all corners of 'Verse. They consider themselves members of his "family" and are extremely loyal. He can call upon any of them at any time to do his bidding.

FANG-HUA QIN

"Duty is a means to an end."

Character Type: Bodyguard

Role: Fang-Hua acts as her father's bodyguard and joins the Crew to see his wishes carried out.

Acts: All

Character Description: Fang-Hua is the youngest of Bao-Huang Qin's seven daughters. She's tall, slender, and very beautiful. Like her father, she prefers to dress in finely tailored suits and gives the impression that she places great value on physical possessions and appearances. Her appetite for lavish gifts is known throughout the Dragon Tong's ranks, many of whom are bewitched by Fang-Hua's grace and style. Fang-Hua's older sisters are either married to Tong members or away working in the family business.

Fang-Hua has a love-hate relationship with her parents. She feels obligated to play the part of a dutiful daughter, but believes her father bought the love of her Companion mother. She uses her looks to her advantage—just like her late mother—but she's also got a third degree black belt in karate and a fancy education.

There are few alive who know the truth about Qin's favored daughter: she is a con artist, through and through. Her lifelong goal—leading the Dragon Tong on a revolt to take down the Companion Houses—is buried so deep beneath years of plots and schemes that most Readers can't suss out her secret without considerable and repeated effort. She admires those who fought on the side of the Independents, but she has a healthy hatred of the Alliance. She's tired of being cooped up on this island and wants some adventure.

Fang-Hua was in the shuttle crash that killed her mother. She survived unhurt by what can only be described as a miracle. She was two years old and doesn't remember anything about it. She has disturbing dreams about falling that cause her to wake up in panic-stricken terror.

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Craft	6
Fight	10
Karate	
Focus	8
Know	6
Business	
Move	6
Notice	6
Perform	6
Throw	6
Shuriken	
Trick	6



DISPOSITIONS

Alliance  **Criminals** 

DISTINCTIONS

Third Degree Black Belt D8

You dedicated your life to the study of a martial art. Now you are a living weapon.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Even the Odds*: When you take an armed opponent's weapon from them, spend 1 PP to give them a **Disarmed** D8 Complication.

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.

Grace Under Pressure D8

There's no need for violence, sir. Care for a glass of wine?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Cool Customer*: When you are first attacked in a scene by a GMC, spend 1 PP to have them set the stakes for the roll.

AGNES PIERCE

"The true value in Earth-That-Was artifacts is the vast amount of credits to be earned"

Character Type: Rival Businesswoman

Role: Sends a little extra muscle after the Crew to put the pressure on 'em.

Acts: III and IV

Character Description: Agnes Pierce's in her forties with an advanced degree in Art History. She's a highly successful dealer in art and antiquities, caterin' to wealthy private collectors, and ain't above hiring thieves to steal a valuable art piece if someone will pay for it. She's ruthless, even resortin' to violence, sometimes murder, to get what she wants. Not that she'd get her own hands dirty, mind you.

She's highly reclusive—no one knows where she lives. She speaks to her subordinates only on video and she's always dressed the same: tailored black suit, a white silk blouse with a high, stiff collar. Her hair's pulled back and her dark eyes are cold.

Agnes Pierce had been eyein' Qin's art treasures for years. Turns out, she's the one that told the Alliance that Qin was a Browncoat sympathizer. After the Alliance raided Qin's house, she whispered in the right ears to get her hands on some of the pieces. She sold them to collectors, even selling one back to Qin at a hefty profit. What she truly coveted, though, was the strongbox of ancient gold coins from Earth-That-Was. She was devastated when she heard this was lost and hasn't had success findin' it.

Through her spies, she found out that Qin has located the missing cargo ship the gold was on and he's hired the crew of *Serenity* to go after it. She hires four mercenaries, former Alliance Black Ops, to track *Serenity* and take the treasure. And for this job? She's gonna come along to personally verify the goods. These coins ain't slippin' through her fingers again.

ATTRIBUTES

Mental	10
Physical	6
Social	8

SKILLS

Craft	8
Fix	6
Fly	6
Focus	6
Influence	6
Orders	
Know	6
Alliance Military, Art	
Notice	6
Regulations, Forgeries	
Operate	8
Shoot	6
Handguns	
Trick	8



DISPOSITIONS

Alliance  **Corporations** 

DISTINCTIONS

Art Historian D8

Here we see some of the finest examples of the Transit Period, painted by artists who were born and died between Earth-that-was and here.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Familiar Styles*: When you closely examine a piece of art or forgery, spend 1 PP to memorize the signature style of the creator. You may accurately identify any of the creator's works you encounter in the future.

Recluse D8

It's not that you don't like other people—you just prefer not to be bothered.

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

Superiority Complex D8

Speechless, I see. Yes, I have that affect on lesser people.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Graceful Recovery*: If you have a social Complication at the beginning of a scene, you may step back your **Social** for the scene to step back the Complication.

DRAGON TONG'S ISLAND FORTRESS

"Well, that's somethin' all right. You ever see a gorramn palace before?"

– Mal

Located on Verbena in the Kalidasa System, Qin's island consists of twenty acres of land, heavily forested, surrounded by a wall that resembles the Great Wall of China on Earth-That-Was. The Palace of the Dragon's located at one end of the island. It's an immense fortress, beautiful and off-limits, surrounded by its own wall.

Only members of Qin's family, trusted servants, and bodyguards are permitted to enter. The palace is located ten miles from the garden where Qin will meet the Crew in Act I. There are no roads that lead to the palace, no spaceports to speak of. In many ways, his fortress is as secure, if not more so, than Durran Haymer's estate on Bellerophon.

The only way to approach Qin's island is by shuttle. The air space is heavily guarded, too, as the Crew can see for themselves. Unlike a small town or bigger city, Qin's island is not the type of place you want to be roamin' around. If'n you're caught nosying about, you might wind up in Qin's prison.

The prison cells are located in a block in the center of the island. Each cell is a single room with a bed, toilet, and a window. All the prisoner can see out the window are trees. The window has no bars, but it does have an invisible electronic screen. Whoever touches it will get a little fried. Each door is locked with an electronic code that is different for each cell and changes daily. Like the rest of the island, the cells are well guarded, too.

Extras: The island fortress is guarded by a small army of **Foot Soldiers D10** who are members of the Dragon Tong. The foot soldiers are paid well, skilled in martial arts, and expert marksman. They are typically armed with high-powered rifles or automatic weapons.

Sample Scene/Location Traits: **Immense Secure Fortress D10**, **Small Army D10**, **Electrified Windows Screen D6**, **Rotating Electronic Code D10**

Dispositions

Alliance  **Criminals** 

MASTERIN' THE GAME: BALANCE THE SCALES! ER...

While most Crews may not be dumb enough to take on the Dragon Tong all by their lonesome, there's always a possibility some lugnut will go in guns-a-blazin' making demands. The Dragon Tong's Island Fortress is the type of place that even the Alliance might think twice about attackin'. If'n your Crew decides to go on the offensive, this would be a good time to break out that Scale die mentioned in the **Firefly RPG Corebook** on page 227.

MERCENARIES

"No questions, no mistakes, and no evidence."

Character Type: Former Alliance Black Ops

Role: Agnes Pierce's hired goons

Acts: III and IV

Character Description:

Agnes Pierce hires four mercenaries to go after the ancient coins. They call themselves: Tom, Dick, Harry, and Bob. Not their real names. Once Alliance Black Ops, they started a little side business—selling stolen goods on the black market. They resigned from the military without bothering to tell anyone and are now wanted for desertion and dereliction of duty.

There ain't much to distinguish any of 'em—they're all around the same height and build, same hair and skin color, and their facial features range from borin' to nondescript. 'Bout the only thing that tells 'em apart is the type of weapon they like to use. 'Cept for Bob. He's got one wonky eye, but you'd have to get his sunglasses off to see it.

Traits:

Tom: Mercenary D10, Former Black Ops D10, Twin Pistols D8, Overconfident D4

Dick: Mercenary D10, Former Black Ops D8, Combat Shotgun D10, Glasses D4

Harry: Mercenary D10, Former Black Ops D8, Automatic Rifle D8, Bloodthirsty D4

Bob: Mercenary D10, Former Black Ops D8, Laser Pistol D8, Sensitive About His Looks D4

Dispositions

Alliance  **Corporations**

THE WARRIOR

"Jayne? Why are we doin' this again?"

– Zoe

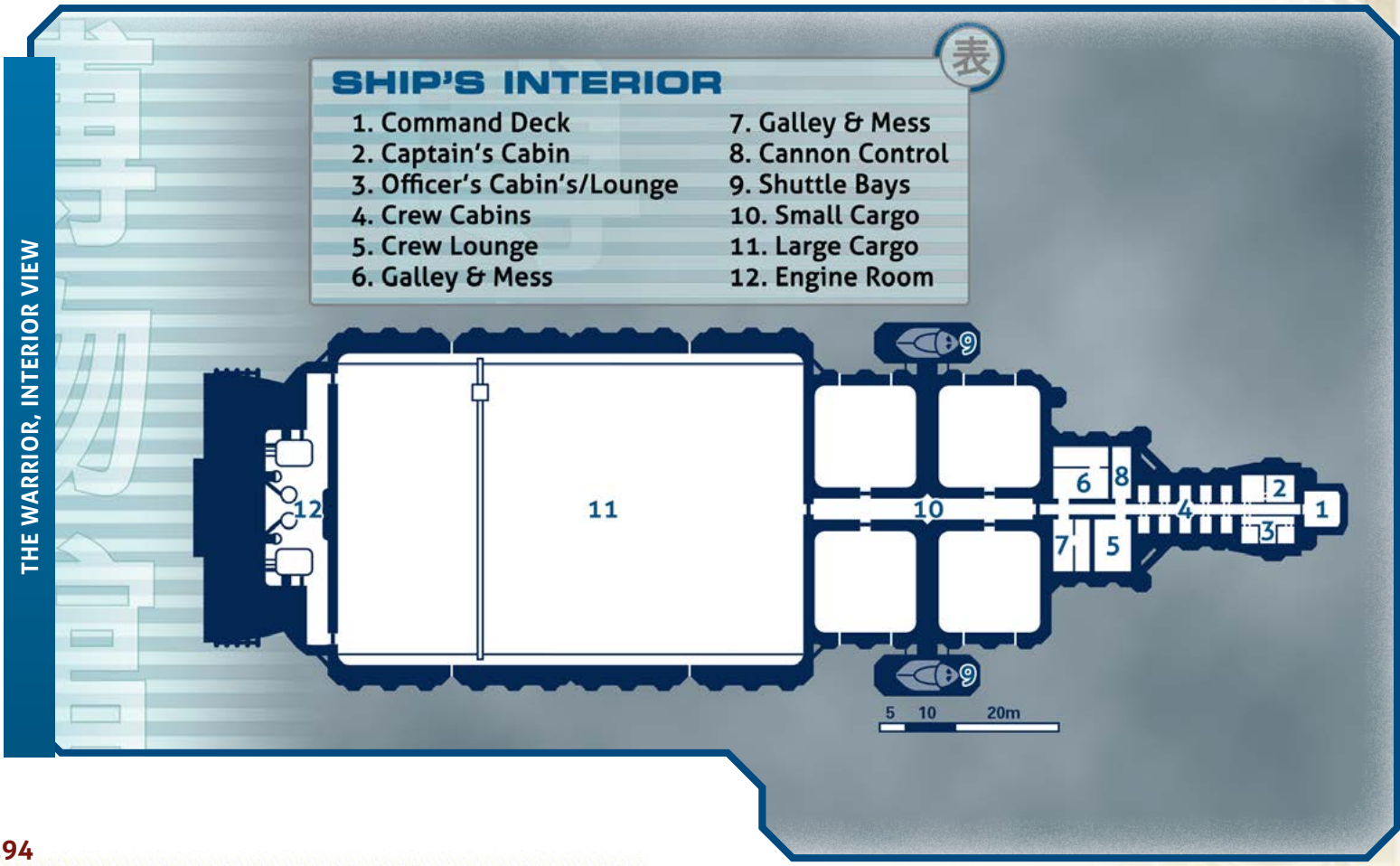
Although *The Warrior* is a ship, it's also a location—it won't move un-less one of the Crew decides to fix the gravity drive. Since it's a location, too, here's some sample scene and location Traits to up the spookiness of the ship.

Sample Scene/Location Traits: Flickering Lights D8, Groaning Metal D8, Blood and Gore D8

The Warrior's a sizable cargo ship divided into three sections: the front, which contains the crew quarters and the bridge; the middle, which is divided into four cargo holds and is flanked by two shuttle bays; and the rear, where the large cargo bay and the engine can be found.

FRONT

- **Crew Airlock:** Entering this airlock leads to the forward part of the cargo ship where *The Warrior's* ill-fated crew lived and worked. Signs of Reavers are everywhere, from blood-spattered bulkheads to gnawed-on bones lyin' on the deck. Anyone with guts enough to roll Notice will discover that some of the blood is still fresh.
- **Command and Control:** The bridge is located at the very front of the ship. The bridge is not trashed. The Reavers could not sail the ship, but they've managed to keep life support up and runnin'. The artificial gravity controls for the entire ship can be found here.
- **Officer's Cabin:** Navigator and first officer shared this cabin. Each had a personal computer, bed, desk and chair, clothes locker. Pictures on the walls of families, children and a child's crayon drawing of a house and a sun with scrawl, "Love You, Daddy." These are all spattered with blood. The computers were smashed. Chairs overturned, mattresses sliced open. Gruesome remains. Some fresh.
- **Cannon Control:** The cannon's no longer in working order, havin' been Taken Out by a **Cannon Control Fried D12+** Complication. However, it could be repaired. Nothing else of interest here.
- **Crew Quarters:** A long, narrow room containing ten bunks. The mattresses are soaked with blood. Some have been ripped apart. On the walls pictures of families have been crudely defaced. The crew's possessions are strewn about the room. Nothing of value.
- **Lounge:** The lounge has been trashed. Tables and chairs overturned. Couches ripped open. Garbage and worse things litter the deck.



THE WARRIOR, INTERIOR VIEW

- **Galley:** Reavers cleaned out the galley. All the food is gone. Cookin' utensils litter the deck. Inside the meat locker is a grisly sight: a body hangs from one of meat hooks. The man hasn't been dead that long.
- **The Mess Hall:** Tables and chairs. Evidence of some pretty ghastly meals.
- **Captain's Cabin:** The cabin contains a bed, a desk and chair, and the captain's personal computer. If someone thinks to activate the computer, the captain's log can be accessed. His last entry states that the ship's dead in space and that they're about to be attacked by Reavers. No more entries after that. The room's got two doors. One door leads to the clothes closet and does not have a lock. The other door's got an electronic lock on it. The Reavers didn't bother tryin' to open the lock. They blew open the door with an explosive charge.
- **Treasure Vault:** The door leads to a storage room where the captain kept valuable cargo. The vault's covered in debris: splintered wood, slashed canvas, broken chunks of marble. The crates once held paintings. Anyone familiar with art would be able to tell from the remnants that the paintings were circa twentieth century, from Earth-That-Was. Fang-Hua will confirm that none of these belonged to Qin. Apparently, he weren't the only art collector the Alliance robbed. If the Crew searches patiently through the debris, they will find the strongbox containin' the ancient coins. The lock to the strongbox has been hacked open. Most of the gold coins are still inside, although a few are scattered about the floor. The strongbox is gravity-controlled and, when activated, can actually float as if in zero-gravity.
- **Officer's Lounge:** Judgin' by overturned tables and other heavy furniture shoved near the door, some of the officers attempted to barricade themselves against the Reavers. It didn't work.
- **Infirmary:** A very small infirmary with a single bed and an operating table. The instruments, such as scalpels and knives, are blood-stained. The operating table is covered in blood. Best not to think about what happened here.
- **Aft:** A door in the center of the forward bulkhead leads to the cargo holds and the engine room.

MIDDLE

The center of the ship contains four small cargo holds, two on the port side and two starboard. Two airlocks are located between the holds, one portside and one starboard. Access to the two shuttle bays are located behind the holds. Both shuttles are gone. Each of the four cargo holds has a large door that opens into the central corridor. All the doors have been blown open and the cargo holds ransacked. Each hold is filled with trash, garbage, pieces of equipment, and other things too gruesome to mention. Boxes that once held canned goods, ammunition, and engine parts have all been opened and their innards either stolen, smashed, or thrown about. Shelves have been pulled down, spillin' their contents. In one of the cargo holds, the Crew finds crates marked "Fuel Cells." These have not been trashed. The Reavers are using the fuel cells and come back every so often to pick up more.

Objects of value in the middle of the ship include:

- **Fuel cells:** The cargo ship was transportin' fuel cells to refuel Alliance ships. The Reavers have taken quite a few, but there are still a lot left.
- **Engine parts:** Kaylee might some find something useful here, but she'll have to spend time searching for it.
- **Medicine:** Reavers have no use for medicines. There are boxes containing antibiotics, pain medication, cold remedies, etc. The Crew will have to sort through the trash to find these.

REAR

- **Main Cargo Hold:** The main cargo hold is located in the back of the ship. Two airlocks lead into the main hold, one portside and one starboard. Designed for storing large, heavy equipment, the hold has a crane and a mobile container lifter that runs on tracks on the deck, four forklifts, a mule, and a flatbed truck. The crane's festooned with scalps and other grisly trophies. The mule and the truck are both wrecked. The fork lifts are broken down. Artificial gravity controls for the cargo holds can be found here.
- **The Engine Room:** The cargo ship has four engines that are still partially operational—at least they're keepin' life support and the artificial gravity going. However the gravity drive has been disabled, Taken Out with a **Damaged Gravity Drive** D12+ Complication. It could be repaired and allow the ship to move again under its own power. In addition, artificial gravity for the entire ship can be controlled from here.

COMINGS AND GOINGS

"Jayne's got a mother?"

– River

It's a big bad 'Verse out there, and sometimes all you've got is family. Even the meanest, most ornery sommbitch has got someone they hold near and dear. For Jayne Cobb, that'd be his momma. *All in the Family* sets the Crew on an adventure to recover lost gold, save their Reputations, and maybe even give some Reavers a black eye.

Only a fool would go courtin' Reavers, and while Jayne ain't the brightest bulb, not even he is greedy enough to risk his life for a pile of coins. But with the Dragon Tong holdin' his momma hostage, Jayne don't have much of a choice. They ain't the only ones chasin' down treasure, though—there are four former Alliance black ops that'll be more'n happy to punch 'em in the nose and leave 'em for the Reavers.

The Prelude ("You're Cordially Invited") has the Crew receiving a mysterious invitation from a messenger in black. Turns out it's come direct from the leader of the Dragon Tong, one of the baddest, meanest criminal groups there is.

Act I ("All That Glitters") takes place on Qin's private island fortress. As long as they behave, they'll be shown every courtesy, but if they resist, the Dragon Tong won't hesitate to put 'em in their place. Qin's got a job for 'em, and they don't get to turn it down. The Crew has to track down a lost Earth-That-Was artifact, or Jayne's momma will get it.

Act II ("Too Many Stars") sets the Crew and Qin's daughter, Fang-Hua, heading toward the Blue Sun System to hunt down the cargo ship holdin' the strongbox of gold coins. Unfortunately for them, they ain't the only ones looking for 'em. Turns out Qin's rival, Agnes Pierce, is trying to sabotage their ship and steal the coordinates.

Act III ("Grab, Smash, and Run") finds the remains of *The Warrior*, right where it's supposed to be. Now all they have to do is board the ship, find the loot, and skedaddle. 'Cept it ain't that easy—it's clear that something horrible happened to the crew of *The Warrior*, and whoever done it ain't done with the ship yet. Plus, Agnes Pierce and her four mercs have caught up with them—will the Crew get the loot first? Will they get out before the Reavers come back for dessert?

Act IV ("Give 'Em Both Barrels") puts the Crew to the ultimate test: can they outwit, outgun, or outrun the Reavers? What do they do with the mercs? With Agnes?

Epilogue ("Can I Get Paid Now?") Now that Qin's got his precious coins, it's time to hold up his end of the bargain. Will Jayne get his momma back, and maybe some credits for his trouble?

MASTERIN' THE GAME: BLACK HAT, GRAY HAT

All in the Family takes the action hero trope found in "Heart of Gold" and turns it on its head. This time, the Crew's mercenary—Jayne Cobb—has to fight his way through all manner of enemies to grab stolen treasure and return it to a man he hates in order to rescue his mother. Jayne ain't exactly the type of hero who'll be riding a white horse into the sunset, but he's not as bad as the leader of a multi-planet criminal organization, either. Like "Jaynestown," this action-centric Episode will be full of moral dilemmas the Crew'll have to suss out. To sweeten the pie, encourage Jayne to offer the other Crewmembers extra incentive for takin' on the job.

USING REPUTATION

To get the most out of *All in the Family*, you'll want pick a Crewmember who has the most to lose. The Crew will be dealin' with a crime syndicate, so think about how your Crew's Reputation die ratings will impact the scenario.

STAKING THEIR REPUTATION

Once Bao-Huang Qin "offers" the job to the Crew, a Crewmember has the chance to stake their Reputation with the **Criminals** Faction. If a Crewmember guarantees that Qin will get his treasure back and succeed, the Crewmember may gain Reputation with **Criminals Faction**. However, this isn't a huge deal, given that Qin is using a hostage to get the Crew to do the job, so Crewmembers should only stake their Reputation if their **Criminals Rep** is **D4** or **D6**.

DEALIN' WITH AGNES

If Crewmembers have a positive **Alliance** or **Corporations Rep**—a **D8** or greater—they might be able to talk Agnes into makin' a deal instead of fightin'. Mind you, unless Agnes pipes up, they probably won't know about her at all until the Reavers are almost on 'em. But Agnes could contact the Crewmembers herself if their **Alliance** or **Corporations Rep** is **D10**, and especially if it's a **D12**.



PRELUDE: YOU'RE CORDIALLY INVITED

While the Crew takes some much needed R and R, a mysterious man in black hand delivers a letter, personally addressed to the Crew.

INT. SERENITY (DAY)

KAYLEE is walking toward the ship's cargo bay. MAL is following close behind.

KAYLEE: Are you sure we can't stay here, Cap'n? They've got strawberries and everything!

MAL: Do you want to have a boyfriend?

KAYLEE: (whispers) What like... Ever?

MAL: Look. All I'm saying, is that I don't think these Shepherds want folk like us stickin' around.

THE LOWDOWN: SWEET, SWEET STRAWBERRY

Serenity is docked on Shepherd's Mission near Boothill Abbey. The first part of the Act focuses on a unique Crewmember, like Kaylee, to give that player a chance to shine before the plot zeroes in on someone else. Isolate the Crewmembers by asking the players what they're doing and where they're at. If the Crew gets stuck, offer some suggestions based on what their likes and dislikes are. For example, Kaylee will likely be sittin' in a chair in front of the boat with her parasol, sunnin' herself, enjoyin' a fresh strawberry. The rest of the Crew will probably be on board, getting ready to head to the Abbeys to find work and talk to a few folk.

While the rest of the Crew is occupied, a young man dressed all in black, with a traditional Chinese jacket and loose trousers, approaches Kaylee. He does not speak to her and, if Kaylee speaks to him, he won't answer. He merely bows, then hands her a packet of envelopes. His job completed, the messenger will swiftly depart and vanish into the crowd.

Though the purpose of this exchange is for Kaylee to receive the message, remember that what happens next is up to her.

MASTERIN' THE GAME: USE THAT DOWNTIME!

Downtime is a great way to shine the spotlight on your players who don't solve their problems the old-fashioned way—with a bullet. In this case, Kaylee is enjoyin' a strawberry, the fruits of the Shepherds's many labors on Shepherd's Mission. This Prelude, however, could happen just about anywhere. By using downtime to introduce a new twist in your Episodes, you'll make the most out of those quiet moments and create opportunities to give your players Plot Points. After all, things rarely go smooth in the **FIREFLY RPG**—even when a beloved Crewmember like Kaylee is enjoying herself for the first time in ages.

TROUBLE: WHERE'D HE GO?

If Kaylee reacts and don't sound the alarm to draw the rest of the Crew outside, give her the opportunity to roll the dice to try to follow the messenger. After all, the habited areas on Shepherd's Mission ain't that crowded, and there can't be too many folk walking around wearin' expensive, silk clothes.

RUNNING AFTER THE MESSENGER

No matter how this plays out, Kaylee'll run into a large group of people, all dressed in black—who are getting ready to board a transport nearby. Seems like the messenger doesn't want to stick around for very long!

Crewmember Dice Pool: Mental + Focus, Social + Influence

Gamemaster Dice Pool: Challenging Difficulty D6 + Messenger D8 + Large Crowd D10

Possible Assets: Friendly Face, Quick Photo, Good Tracker

Possible Complications: Distracted, Bumped, Doesn't Want to Talk

Example Results:

- **Failure to Raise the Stakes:** Kaylee gets bumped, stopped, or otherwise prevented from following the messenger to his "friends."
- **Raise the Stakes:** Kaylee gets close enough that she can get good look at the messenger's "friends" at least.
- **Extraordinary Success:** Not only does Kaylee get a good look at his "friends," but she also gets close enough for a second good look at the messenger himself, and gets a **Close Enough to ID D6** Asset.

GIVING THE NEWCOMERS THE ONCE OVER

Even if Kaylee can't catch up to the messenger, there's something else this Crewmember can do: she can take a good, long look at him, his "friends," and their ship before they take off and leave Shepherd's Mission in the dust.

Crewmember Dice Pool: Mental + Notice

Gamemaster Dice Pool: Challenging D8 + Messenger D8 + Large Crowd D10

Possible Assets: Eye for Ships, Good with Faces, Played Concentration Games

Possible Complications: Wind-Blown Dust, Sun in Your Eyes, Similar Clothes

Example Results:

- **Failure to Raise the Stakes:** Kaylee don't remember much about the messenger, other than it seemed like he had a lot of credits to his name and was out of place.
- **Raise the Stakes:** The messenger didn't bear any noticeable marks, but his friends did. The other people surroundin' him were wearing jackets with the insignia of a dragon on the back of it.
- **Extraordinary Success:** In addition to learnin' that the messenger's "friends" were wearing jackets with dragons on the back, Kaylee remembers that the design is a symbol adopted by the Dragon Tong, a very large, very powerful criminal organization.

THE SHOWDOWN: EYES OF THE DRAGON

Once Kaylee is back on board *Serenity*, she'll likely give Mal or another Crewmember the envelopes the strange messenger gave her. The messages are made of high quality paper—a rarity in the Rim. Each participating Crewmember's name will be handwritten on the envelopes, and sealed in wax with the insignia of a dragon with no return address.

Members of the Crew can investigate the envelopes to see if the dragon symbol means somethin' special.

NAME THAT WYRM

Investigating the symbol of the dragon will reveal who has contacted the Crew. Since the symbol will be ruined once the envelopes are opened, Crewmembers who want to know who they're dealin' with may want to roll dem bones to find out what—or who—they're up against.

Crewmember Dice Pool: Mental + Know, Mental + Operate

Gamemaster Dice Pool: Hard Difficulty D10 + Dragon Symbol D8 + Lots of Dragon Symbols D10

Possible Assets: Cortex Search, I Know a Gal, Criminal Background

Possible Complications: Cortex Access Is Slow Today, Didn't Pay Attention, Similar Symbols

Example Results:

- **Failure to Raise the Stakes:** Dragons? Dragons are used for all sorts of things...like tea, opera, etc.
- **Raise the Stakes:** The icon is the symbol of the Dragon Tong.
- **Extraordinary Success:** In addition to findin' out that the Dragon Tong is behind the delivery, the Crewmember learns that the Dragon Tong's one of the largest and most powerful groups within the Tong's criminal empire. The leader of the Dragon Tong is the infamous Bao-Huang Qin. The Cortex is filled with information about the history of the Tong, in case anyone's interested. Create a **Dragon Tong Dossier D6** Asset.

After this brief interlude, Crewmembers who open up their messages will read the following invitation:

"I have a job offer for you. Please meet my representative in two days at the Tea House of the Dragon on Verbena per the enclosed coordinates. As a mark of my extreme good faith, you will find credits in your account that will pay for the journey.

Signed, Bao-Huang Qin "

What's more, the credits will be deposited, as promised, into the Crewmembers's bank accounts. Seems somebody wants to meet the Crew in a powerful way!



ACT I: ALL THAT GLITTERS

The true nature of the job offer is revealed and the Crew find out just how determined Bao-Huang Qin is when it comes to recoverin' what's his.

EXT. TEA HOUSE (DAY)

INARA and SHEPHERD BOOK are standing outside the doors to an ornate TEA HOUSE, waiting for the rest of the Serenity Crew.

INARA: I wish I knew what was taking so long.

BOOK: I believe that's my fault. I told the Captain he may want to dress up for this meeting. Seems he's only got the one suit.

INARA: I'm not surprised. At least he'll look presentable for once.

BOOK: I wouldn't be too worried about the Captain. Jayne on the other hand...

THE LOWDOWN: TIME FOR TEA

After the Crew follows the coordinates to land on Qin's Island Fortress, they'll be taken along a curvy path to the entrance of a private tea house connected to a garden of bonsai trees. Qin's sprawling mansion's a few hundred feet away. A hostess—one of Qin's many servants—will meet the Crew at the door. She's been told they were coming. If Inara, Simon, or Shepherd Book are with the Crew, the hostess will approach 'em and bow out of respect.

So far? So good...until the hostess asks every Crewmember to take off their shoes and hand over their weapons. Inara and Shepherd Book might tell the Crew that this is standard practice, and that to refuse would be height of boorish behavior, but that don't mean they'll listen.

MASTERIN' THE GAME: HIGH STAKES CONFLICTS

High stakes conflicts are described on page 248 of the **FIREFLY RPG COREBOOK**. Characters who are involved in a high stakes conflict will be Taken Out if they fail the Action unless they spend a Plot Point to stay in the scene. If they spend a Plot Point, they instead take a Complication equal to the opposition's highest rolling die, or they get an appropriate Complication stepped up.

TROUBLE: YOU AIN'T TAKIN' VERA!

If the Crewmembers comply with the request to hand over their weapons, the hostess promises that they will be kept in a safe place. After all, the money her employer gave to them was good. Why would he go back on his promises now?

If they don't, however, they'll be takin' on the Dragon Tong on their own turf. Should any member of the Crew refuse to disarm, around a dozen members of the Dragon Tong, dressed in black silk jackets with that same dragon emblem, appear out of nowhere to bar the door. This triggers a high stakes conflict where one or more of the Crew may be out for the rest of the scene. Because this is a high stakes conflict that reflects the tension in this scene, allow the Dragon Tong to give Crew one last chance to hand over their weapons.

LIKE HELL WE WILL

The Crew may decide to defend themselves instead of givin' up their weapons. Pick one of the Crewmembers to be in the spotlight for this Action—the one that is expressin' the

most resistance. The other Crewmembers can choose to give up their weapons, or if they wish to resist as well, they can lend a Skill die to the spotlight Crewmember. Remember, though, if a Crewmember does this, they'll be subject to any of the consequences of the Action, includin' increasing the number of Complications resultin' from jinxes.

Considering how many Dragon Tong there are, now would be a good time to add a scale die!

Crewmember Dice Pool: Mental + Focus, Social + Focus, Social + Survive

Gamemaster Dice Pool: Challenging Difficulty D8 + Dragon Tong 6D8 + Scale Die D8

Possible Assets: We Have Them Outnumbered 3 to 12!, Inverse Law of Ninjas, I'm Not Scared

Possible Complications: Outnumbered 12 to 3, Home Turf, They're Hiring Us

Example Results:

- **Failure to Raise the Stakes:** The Crew is disarmed and won't receive their weapons until the end of the Act. The characters who spend a PP to prevent being Taken Out take a **Paranoid, Much?** Complication equal to the Dragon Tong's highest rolling die.
- **Raise the Stakes:** The Crew gets to keep their weapons, and has knocked out a member of the Dragon Tong.
- **Extraordinary Success:** The Crew gets to keep their weapons, and has knocked out two members of the Dragon Tong.

MAKE A BREAK FOR IT

Instead of handin' over weapons or complying with the hostess's request, the Crew may decide to high-tail it out of there and run to the ship. Since this opportunity will make or break the Crew, a Timed Action ain't required.

Select a spotlight character to do the Action—probably the one with the lowest **Move** Skill. The other Crewmembers can help by lending a Skill die as normal.

Crewmember Dice Pool: Physical + Move

Gamemaster Dice Pool: Hard Difficulty D10 + Dragon Tong 6D6 + Scale Die D8 + Immense Fortress D10

Possible Assets: Remembered the Way Out, Parkour!, Through the Kitchen

Possible Complications: Reinforcements, Lost, Inconvenient Tree Root

Example Results:

- **Failure to Raise the Stakes:** The Crew stumbles and falls on the way back to the ship. *Serenity* now has a **Grounded Until Further Notice D12+** Complication.
- **Raise the Stakes:** The Crew manages to make it back to the ship in one piece, and will run straight into another gang of thugs!
- **Extraordinary Success:** The Crew is back at their ship and has managed to avoid the Dragon Tong. Hooray!

Should they board their ship and try to take off, the Crew will receive waves that reveal the Dragon Tong's keepin' hostages of those closest to them. They may have been big damn heroes to avoid gettin' shot, but it seems that the Dragon Tong are very interested in talking to them.

THE SHOWDOWN: A GOOD OLD-FASHIONED BRAWL

No matter how the Trouble part of this Act plays out, the Crew may feel like they're bein' set up—because they are. As part of their "job interview," Qin's daughter—Fang-Hua—is tryin' to mess with the Crew's emotions and get them to throw down. Her tactic here is to push as many buttons as she can, to gauge how they work under pressure.

Regardless of how the Crew reacts, either by trying to leave the Fortress or by taking on several gang members, Fang-Hua will wait patiently until the proper moment to end the conflict on her say so.

HOOK, LINE, AND SINKER

The Crew likely don't realize they're being set up. Now that they're good and frustrated, it's time to throw a few punches at 'em! The Dragon Tong'll avoid using their weapons, but they will try to knock 'em out or take 'em down, and won't hesitate to concentrate on Jayne—the lead character for this here Episode—and other, more physical Crewmembers. This is not a high stakes conflict because the Crew's fate is in Fang-Hua's deadly hands. However, this fight is best handled using Action Order; here's a typical Action when a Crewmember and a Dragon Tong go at it with each other.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Challenging Difficulty D8 + Dragon Tong 4D8

Possible Assets: Yeah! A Brawl!, Been in Plenty of Fights, Inverse Law of Ninjas

Possible Complications: Low Blow, Bruised Jaw, Distracted

Example Results:

- **Failure to Raise the Stakes:** The Crewmember takes a Complication related to getting beat up rated at **D6**, or gets an appropriate Complication stepped up.
- **Raise the Stakes:** The Crewmember Takes Out a member of the Dragon Tong.
- **Extraordinary Success:** The Crewmember Takes Out two members of the Dragon Tong and impresses Fang-Hua.

Before anyone gets seriously hurt—probably after one full round of the Action Order—Fang-Hua will shout an order that the fightin' is to stop. Alternatively, if the Crew don't throw down she'll be mighty impressed they didn't rise up and take the bait. The Dragon Tong members will instantly obey her and fade into the background.

When the dust settles, Fang-Hua will introduce herself to the Crew as the daughter of Bao-Huang Qin. She offers them congratulations for survivin' the job interview, and apologizes for the ruse, but will reinforce how necessary it is to find trustworthy individuals.

Now that the fighting is over with, Fang-Hua's father—and leader of the Dragon Tong—will reveal himself to the Crew and give them one heck of an offer. Qin greets the Crew, bowing to them politely. He offers them food and drink.

At this point, the Crew may have had their fill of tea, but there's more tea if'n they want it, as well as plates of fresh fruit, nuts, and candies. The gesture's a way to put the Crew at ease, so don't be afraid to dive into a few pleasantries to diffuse the situation.

Qin says he has a tale to tell. Many years ago, one of his agents hired a group of mercenaries to do a job for him. They were to recover some of Qin's stolen art collection, which was acquired by the Alliance during the War. This gang of mercs was successful and managed to recover the goods. One of them, however, figured no one would miss a small statue of a dragon with jeweled eyes. When he thought no one was lookin', he stuffed the dragon in his jacket and took off. He later pawned it.

Qin will look straight at Jayne. He'll claim that Jayne dishonored him and the Dragon Tong. He did manage to recover the statue, but that's not the point. Qin must restore his honor, which means Jayne must make reparations. Otherwise, Jayne Cobb will never see his mother again.

If pressed, Qin will show Jayne and the rest of the Crew a video of Jayne's mother sitting on the sofa with her knittin' needles. Qin then shows a live feed of a woman with her hands bound and a gag over her mouth. A thug guardin' the woman holds up a Chinese newspaper with today's date.

MASTERIN' THE GAME: THAT A FOOT IN YER MOUTH?

When backed into a corner, Jayne will likely react to this accusation, and have strong words to say about his momma. He could deny what happened, though it's obvious he's lying. He could bluster, too. "It was only a stupid statue." He could babble: "I didn't know it was valuable. I didn't get hardly anything for it." Whatever he does or says, he'll only make matters worse.

Regardless of which Crewmember you put in the spotlight, this a good opportunity to zero in on Skills your players don't favor. Jayne may be handy with a shot, for example, but he sure ain't a smooth talker. Don't be afraid to use Complications to put the heat on Jayne in this situation. There's a lot of potential here to really zero in on what makes Jayne tick!

Qin says he has a job for Jayne and he assumes that since the Crewmembers are Jayne's friends, they will want to help him. Among the other treasures stolen from Qin was a strongbox containing some of the first gold coins minted in the 'Verse. Thought to be lost for years, Qin had recently overheard some chatter that the Alliance had placed this strongbox on board a cargo ship to be delivered to one of their experts on Sihnon for evaluation. The cargo ship developed navigational and mechanical problems that caused them to wander off course and strayed further and further out in the black.

Qin believes he has located his lost treasure in the Blue Sun System. He wants to hire Mal and his Crew to recover the gold coins, and swears that no one else knows its location. All the Crew has to do is go aboard an abandoned cargo ship, locate the strongbox, and bring it back to him—only then will Jayne be free and clear of his debt. There is one teensy problem: Reavers.

The Crew may feel resentful that they've got to do a job for the Dragon Tong, but their troubles are just beginnin'. After Qin gives the coordinates to the *Serenity* Crew, he sends them on their merry way with a few random supplies and someone they didn't expect. His daughter, Fang-Hua, will want to act as his insurance policy and will try to board the Crew's ship, too.



ACT II: TOO MANY STARS

The Crew heads out towards the Blue Sun System with Fang-Hua when they discover someone's tryin' to throw a monkey wrench in their plans.

INT. SERENITY (Cockpit)

WASH is sitting in the cockpit with a horrified look on his face. RIVER is sitting next to him, and JAYNE is peering over his shoulder.

RIVER: We're flying away from a green dot. I like green better than blue, usually. Just not this time.

WASH (Frustrated): Don't you have a brother to take care of or something?

RIVER: Only if you tell him that.

WASH (Punching buttons on the console): Well, maybe I will!

JAYNE: Would you two quit it? Trouble's comin'.

THE LOWDOWN: LOST IN THE BLACK

There are a number of ways to narrate what happens during the opening scene of Act II after the long build-up to this point. Followin' a tense scene like the Crew's visit to the Island Fortress on Verbena, frame Act II's opening with a little banter and downtime.

This gives the Crew the opportunity to figure out what they want to do next and puts the emphasis back on them. Dependin' on how the configuration of the players and GMCs works out, this is a good opportunity to encourage your starring Castmember, Jayne, to try to make amends with the rest of the Crew before tensions flare up again. Don't forget to hand out Plot Points for great role-playin', too!

There are a few possibilities, based on the GMCs's motivations, that may impact the Crew at the beginning of Act II:

- Fang-Hua joins the Crew willingly.
- Fang-Hua sneaks on board without her father's approval.
- The Dragon Tong decides to keep some Crewmembers behind as collateral.
- The Crew has taken Fang-Hua or another member of the Dragon Tong hostage.

Character motivations are a great way to personalize this scenario and bring a far-reaching organization, like the Dragon Tong, back to the Crew's level. Once the Crew is settled in and comfortable with who's on board, lead them back up to the cockpit where they'll be needin' to decide where to go next.

TROUBLE: WHERE THAT COORDINATE GO?

Now that the Crew has a handle on what's at stake and who they're dealing with, it's time to introduce Agnes Pierce and her freelance mercenaries—former Alliance black ops agents—in a subtle way. The Crew may not be aware of Pierce's goal, but Fang-Hua will likely know who she is and what she's after. Pierce's role in this Act is not to reveal herself—yet—but to put the pressure on the Crew by stealin' the flight path Qin provided by hacking into the ship's systems.

The interference with the ship's systems could happen in a number of different ways dependin' on what makes sense for the Crew. Complications are a great way to clue the Crew into the trouble that's comin' their way. Another option is

to prompt the pilot to inspect the ship's systems. Wash might roll **Mental** + **Fly**, for example, as a Basic Action to sense something's wrong. Finally, any Crewmember who's more mechanically inclined might pick up on the fact that the ship ain't runnin' smoothly with a few simple, narrative cues.

THE SHOWDOWN: WHO WOULD HACK US?

The Dragon Tong has no shortage of enemies. So, in order for the list to be narrowed down, the Crew will need to stop and then investigate the source of the hack. Since this Action requires a unique set of Skills, don't be afraid to encourage the Crew to lend a Skill die or create an Asset for the rest of this scene.

CUTTING THEM OFF AT THE PASS

To stop the hack, Wash or Kaylee—e.g. the Crew's pilot or ship's mechanic—will likely want to roll durin' this crucial moment.

Before they can identify the source of the hack, the Crew needs to stop it first.

Crewmember Dice Pool: Systems + Operate

Gamemaster Dice Pool: Hard Difficulty D10 + Skilled Hacker D10 + Hacking Utilities D6

Possible Assets: Intrusion Countermeasures, Hacker Knows a Hacker, Smack It

Possible Complications: Cascading Failure Mode, They Had Help, No, Not That Line of Code!

Example Results:

- **Failure to Raise the Stakes:** The Crew stops the hack, but the hack gets deleted, preventing the Crew from finding the source.
- **Raise the Stakes:** The Crew stops the hack.
- **Extraordinary Success:** The Crew stops the hack and gets a **Hacking Signature D6** Asset.

WHO DONE IT?

Crewmembers with the knack could trace the hackers back to the source; otherwise the Crew could pay someone else to do it, or call in a favor.

Crewmember Dice Pool: Mental + Operate, Social + Influence

Gamemaster Dice Pool: Hard Difficulty D10 + Skilled Hacker D10, Hard Difficulty D10 + Sources D10

Possible Assets: Cortex Traces, I Know a Guy, Bribery Money

Possible Complications: Actively Erasing Evidence, Paid for Silence, Intimidated

Example Results:

- **Failure to Raise the Stakes:** The Crew can't discover who's responsible for the hack.
- **Raise the Stakes:** The Crew finds out that Agnes Pierce hired a hacker to infiltrate their system, but they don't know why or what she was after.
- **Extraordinary Success:** The Crew finds out that Agnes Pierce hired a hacker to acquire their flight path.

Like the Dragon Tong, Pierce has secrets of her own. She may not be as powerful as a criminal organization, but she's managed to cross the leader of the Dragon Tong and has avoided Alliance inquiries so far. Somebody like Shepherd Book might know that there's "no such thing" as former Alliance black ops, so whatever Pierce is up to is likely tied to the loot they're trying to salvage.

Before the next act begins, help the Crew formulate a plan. They are, after all, headed straight into Reaver territory—and there's always a possibility they could set a trap for Pierce and her mercenaries!

At the end of this act, the Crew should be able to thwart the hacker and hang on to the remainin' coordinates. If they didn't, consider giving them a lucky break. For example, Fang-Hua could have a second set of coordinates in her possession simply because she don't trust the Crew.

Once the right data is back in the Crew's hands, give them the opportunity to locate the cargo ship floatin' further and further out in the black.



ACT III: GRAB, SMASH, AND RUN

Now that the Crew has found the ship, they just have to find the treasure—before their adversaries, or worse, show up.

THE WARRIOR (INT)

ZOE is wandering around the cargo bay picking through the debris. Boxes that once held canned goods, ammunition, and engine parts have all been opened and their innards either stolen, smashed, or thrown about. Shelves have been pulled down, and their contents are spilled out everywhere.

MAL(Off-Screen): Find anything yet?

ZOE: Lots of things, Sir, but not what we need.

JAYNE (Off-Screen): You sure you ain't seen that gold?

ZOE: Yes, I'm sure, Jayne. I don't see you helpin'.

JAYNE (Off-Screen): Am, too! That's my momma they got!

THE LOWDOWN: SHIPPING AND HANDLING

Now that the Crew's found the cargo ship, Fang-Hua will recommend that a small, skeleton crew—no more than three Crewmembers—boards the ship to find her father's gold. If there's only three Crewmembers present, this shouldn't be much of a concern, for the acts have been buildin' up to this climax. With three players, allow the Crew to dock—no need to have *Serenity* floating in the black like a lame duck. For bigger Crews, suggest that the more physical Crewmembers go aboard while the others stay behind to be on the lookout for trouble.

While the hunt for Qin's lost treasure is challengin' by itself, go easy on the Crew. The discovery of the strongbox in the cruiser's vault is the reason why the Crew's on board, but the focus is still on them and the trouble they'll run into. To make the most out of this act, timing will be crucial!

No matter which airlock the Crew, along with Fang-Hua, enters, they will find breathable air, heat, and light. Don't take a rocket scientist to figure out that someone's been livin' in the abandoned ship. And in this part of space, it's easy to assume they've got trouble on their hands of the worst sort. Could be space pirates, could be a trap set up by the Alliance, could be Agnes Pierce and her goons, could be...Reavers.

Use this first part of the act to give the Crew the chance to check out the ship and make 'em all a little jumpy—including Fang-Hua. Now, Fang-Hua is less of an antagonist and more of an ally. Like the Crew, she also wants to get her father's strongbox and fly back to him in one piece.

MASTERIN' THE GAME: PLAYIN' UP THOSE SHADOWS

The Warrior is a ship of horrors. Make this scenario as creepifying as possible, by highlightin' every sound, every shadow, every creak—and don't be afraid to use scene and location Trait dice to draw out those elements! Out in the black, a small oil spill could be a puddle of blood, a crate falling to the deck could sound like a corpse hitting the floor. Hard to tell without proper lightin'!

The Crew may suspect they'll run into trouble, but hold your cards as close to your vest as possible. Keep them in suspense to draw out their fears and anxieties. After all, a Reaver (or proto-Reaver) could be lurkin' behind every closed door.

TROUBLE: MERCS ARE BETTER'N REAVERS, RIGHT?

As the Crew gets a bit used to what they're seein', spring a Reaver trap on them. It could be a bank of spring loaded spears, a tripwire with explosives, or some other barbaric thing. The important thing is to get the Crew thinking about traps on the ship—and how they might be useful later.

IT'S A TRAP!

The Warrior is booby-trapped! Pick a Crewmember to get targeted by the trap—preferably a skittish one, or, failing that, one that hasn't had the spotlight yet. Will they notice the trap in time, or, if not, jump clear safely? This is a high stakes conflict.

Crewmember Dice Pool: Mental + Notice, Physical + Move

Gamemaster Dice Pool: Challenging Difficulty D8 + Hidden Trap D10 + Flickering Lights D8

Possible Assets: Paranoia, 10 Foot Pole, Look Up

Possible Complications: Jumping at Shadows, Tripped, Sweat in Your Eyes

Example Results:

- **Failure to Raise the Stakes:** The trap gets the Crewmember, and he is Taken Out unless he spends a Plot Point. In that case, he still gets an injury-related Complication equal to the trap's highest rolling die.
- **Raise the Stakes:** The Crewmember sees the trap in time, or dodges it and is uninjured. That was a close one.
- **Extraordinary Success:** The trap gets triggered but the Crewmember avoids getting hit. The Crew notices another trap set, and gets a **Reaver Trap Location D6** Asset for later use.

Once the Crew encounters the trap, drop the lights and introduce Agnes Pierce and her mercenaries. They've just arrived in their boat called *The Scream*, named after an Earth-That-Was painting by Edvard Munch and loaded with weapons and anti-sensor shielding. Wherever the Crew's ship is docked, Agnes and her mercs land opposite to them on the far end of *The Warrior*. Agnes and her mercs board the Warrior to claim the treasure. The mercs are to take the crew out, while Agnes inspects the "merchandise."

Unlike Jayne, Pierce's guns-for-hire are specialists that know what buttons to push to get inside people's heads. They may not be Reavers, but that don't mean they wouldn't pretend to sound or act like them to freak out the Crew—minus the killing and torturin' part, of course.

THE WARRIOR

ENGINES 6 HULL 12 SYSTEMS 6

DISTINCTIONS

MONOSTOR CLASS BULK TRANSPORT 8

Large but slow, these fancy schmancy modern bulk transports manufactured by the Weyland-Yutani Corporation are now finding their way into many corporate transport fleets. They're particularly popular with the Alliance and other corporations providing support to newer worlds. They are noted for their modular external cargo pylons, which allow for quick loading and unloading.

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

LOST SOUL 8

Rumor has it that your ship was once possessed by Reavers. You try not to think about that. Or the effect that it might be having on you.

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

☑ *Snappy Crew:* Take an **Irritated Crew D8** Complication to gain 1 Plot Point.

SPIKY BITS 8

Scared yet? Your ship looks somethin' fierce, with all sorts of jagged scrap metal, rods, and junk attached to the hull's exterior. Sometimes, just for the fun of it, you attach other bits, too.

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

☑ *Are Those...Bodies?:* Spend 1 PP to inflict or step up a fear-based Complication on an opposing character.

SIGNATURE ASSETS

HAULING EQUIPMENT 8

☑ *The Claw:* When loading or unloading cargo in a Timed Action, spend 1 PP to double **Labor** for an Action.

MASSIVE CARGO BAY 8

☑ *Space-Mart:* When someone asks you for some goods you're not sure you have, take a **Hull + Know** Action. If you raise the stakes, you've got something close. On an extraordinary success you have exactly the item in question.

MASTERIN' THE GAME: IT'S OVER-COMPLICATED

Dependin' upon the role of *The Warrior* in your Episode, this boat can either be a derelict ship or a fully operational hauler that's been free-floatin' on account of the Reavers clearing everybody out. Should you want to go with the idea that the boat's all busted up, then let your Crew know she's got a **Damaged Gravity Drive D12+** Complication, which was mentioned in Scenes and Locations on page 194 and is preventin' her from moving. By introducing that Complication, your Crew can fix her up—by rolling a recovery roll for the ship. When the Complication is reduced or recovered, your Crew can fly *The Warrior* under her own power. To refresh your memory on recovery rolls, turn to page 247 in the **FIREFLY RPG COREBOOK**.

NAME THAT VILLAIN

Can the Crew figure out who they're up against before they throw down? This is a good opportunity to break out the dice!

Crewmember Dice Pool: Mental + Know, Mental + Focus, Social + Know

Gamemaster Dice Pool: Challenging Difficulty D8 + Mercenaries 3D8 + Flickering Lights D8 + Groaning Metal D8

Possible Assets: Inner Focus, Fear is the Mind Killer, Analytical Mind

Possible Complications: Too Scared to Move, Jammed Gun, Ran off Alone

Example Results:

- **Failure to Raise the Stakes:** The Crew's certain there are Reavers on board.
- **Raise the Stakes:** Whoever is coming after 'em is likely the same pieces of go se that tried to hack their boat earlier.
- **Extraordinary Success:** The assailants on board The Warrior ain't Reavers, but they're not friendly and they're after Qin's loot. Worse, they're the same folk who hacked into the Crew's ship in Act II. Create a **We Know Who You Are D6** Asset.

SHOWDOWN: SHOTS IN THE DARK

Agnes Pierce and her mercs are on board and ready to throw down for Qin's loot. Their ships are on opposite ends of *The Warrior*, and the threat of Reavers hasn't passed. Yet.

This will be a Timed Action. The Crew will have to complete five successful Actions in searching the ship, or Taking Out mercenaries. However, they've only got three beats to find the strongbox filled with gold, so the Crew will need to Buy Time during the Timed Action in order to ensure success.

Here are some possible Actions the Crew might take.

IT'S AROUND HERE SOMEWHERE!

The Crew needs to try to find the treasure vault. Once they've found it, the strongbox will be easy pickings, but they'll need to find it first!

Crewmember Dice Pool: Mental + Notice, Physical + Move, Mental + Know

Gamemaster Dice Pool: Challenging D8 + Treasure Vault D10 + Flickering Lights D8 + Groaning Metal D8

MASTERIN' THE GAME: TIMED ACTIONS

The Crew is in a race now to get the treasure! If'n you need a refresher on Timed Actions, check out page 264 of the **FIREFLY RPG COREBOOK** . Buying Time is detailed on page 90.

THE SCREAM

ENGINES 10 HULL 8 SYSTEMS 6

SKILLS

CREW 8

DISTINCTIONS

KEYING CLASS MEDIUM TRANSPORT 8

Manufactured by the SDG Corporation, these medium-sized transports can be found in the fleets of most major transportation corporations. The electronics and navigation systems are state-of-the-art, but the engines are more prone to breakdowns than older ships, like the Firefly class.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Pushed to the Breaking Point:* Take or step up a **Gravity Drive Coupler Overheating** Complication to step up **Engines**. Step back **Engines** when the Complication is removed.

BRAND SPAKIN' NEW 8

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.

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 sombitch 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

ANTI-SENSOR SHIELDING 8

- ☑ *The Cold Dark of Space:* Spend 1 PP to create a **Zero Emissions D8** Asset.

LASER CANNONS 8

Possible Assets: Deck Map of Monostor Class Ship, Been on These Ships Before, Eye for Money

Possible Complications: Mercenary Is Blocking That Way, Gunfire, Tick Tick Tick

Example Results:

- **Failure to Raise the Stakes:** The Crewmember wastes a lot of time looking through debris or gets lost. The Crew loses two beats.
- **Raise the Stakes:** The Crewmember doesn't find the treasure vault, but figures out that this location can be crossed off. The Crew loses one beat.
- **Extraordinary Success:** The vault isn't found yet, but the Crew gets a **Vault Location Hint D6** Asset. The Crew loses no beats.

CATCH 'EM IN A TRAP

The Warrior is filled with traps scattered throughout the ship. Some are functional, others have already been triggered by unfortunate scavengers, and some can be fixed. To set a trap for Pierce and her mercs, a Crewmember might roll:

Crewmember Dice Pool: Physical + **Craft**, **Physical** + **Operate**, **Physical** + **Survive**, **Social** + **Trick**

Gamemaster Dice Pool: Challenging D8 + **Mercenary D10** + **Former Black Ops D8** or **Former Black Ops D10** + other appropriate Traits.

Possible Assets: Flickering Lights, **Help Me! Help Me!**, **Left Over Traps**

Possible Complications: Hair Trigger, **Flickering Lights**, **Time's Short**

Example Results:

- **Failure to Raise the Stakes:** The Crewmember didn't attach the right wire, so the trap isn't effective. The Crew loses two beats.
- **Raise the Stakes:** The Crewmember has managed to take a stick of chewing gum and a battery to fix a trap for the mercs, and Takes Out one of them. The Crew loses one beat.
- **Extraordinary Success:** In addition to fixing the trap, the Crewmember has managed to Take Out one of the mercs without losing any beats!

FIRE FOR EFFECT

At least one of the Crewmembers will probably decide that the best route is the direct one—by breaking some heads.

Crewmember Dice Pool: Physical + **Shoot**, **Physical** + **Fight**

Gamemaster Dice Pool: Challenging D8 + **Mercenary D10** + **Former Black Ops D8** or **Former Black Ops D10** + other appropriate Traits.

Possible Assets: Sucker Punch, **Careful Aim**, **Full Auto**

Possible Complications: Cover, **Sudden Distraction**, **Kick to the Groin**

Example Results:

- **Failure to Raise the Stakes:** The Crewmember missed! The Crew loses two beats.
- **Raise the Stakes:** The Crewmember hits and Takes Out one of the mercenaries. The Crew loses one beat.
- **Extraordinary Success:** The Crewmember is here to kick butt and chew bubblegum, and is all out of bubble gum. The Crewmember Takes Out one of the mercs but the Crew doesn't lose any beats.

COVERIN' FIRE

The Crew can try to pin down one or more mercenaries by gettin' into a gun fight. Might slow them down and Buy Time.

Crewmember Dice Pool: Physical + **Influence**, **Physical** + **Shoot**

Gamemaster Dice Pool: Challenging D8 + **Mercenary D10** + **Former Black Ops D8** or **Former Black Ops D10** + other appropriate Traits.

Possible Assets: Coordinated Fire, **Narrow Halls**, **Flickering Lights**

Possible Complications: Hard Cover, **Running Out of Ammo**, **Loud Noises**

Example Results:

- **Failure to Raise the Stakes:** The covering fire is ineffective and not slowing the mercs down. The Crewmember can't try to Buy Time again in this Timed Action.
- **Raise the Stakes:** The suppressing fire manages to slow down one of the mercs. The Crew regains one beat.
- **Extraordinary Success:** The covering fire is very effective and the Crew regains two beats.

TURN OFF THE GRAVITY

There ain't nothin' that'll scare Agnes Pierce faster than if she loses control over the situation. Time for the Crew to get a little inventive! Unlike most ships, *The Warrior* has variable artificial gravity and one of the Crewmembers could turn it off—which will buy the Crew some much-needed time.

Crewmember Dice Pool: Mental + **Operate**

Gamemaster Dice Pool: Hard Difficulty D10 + **Computer Security D10** + **Race Against Time D6**

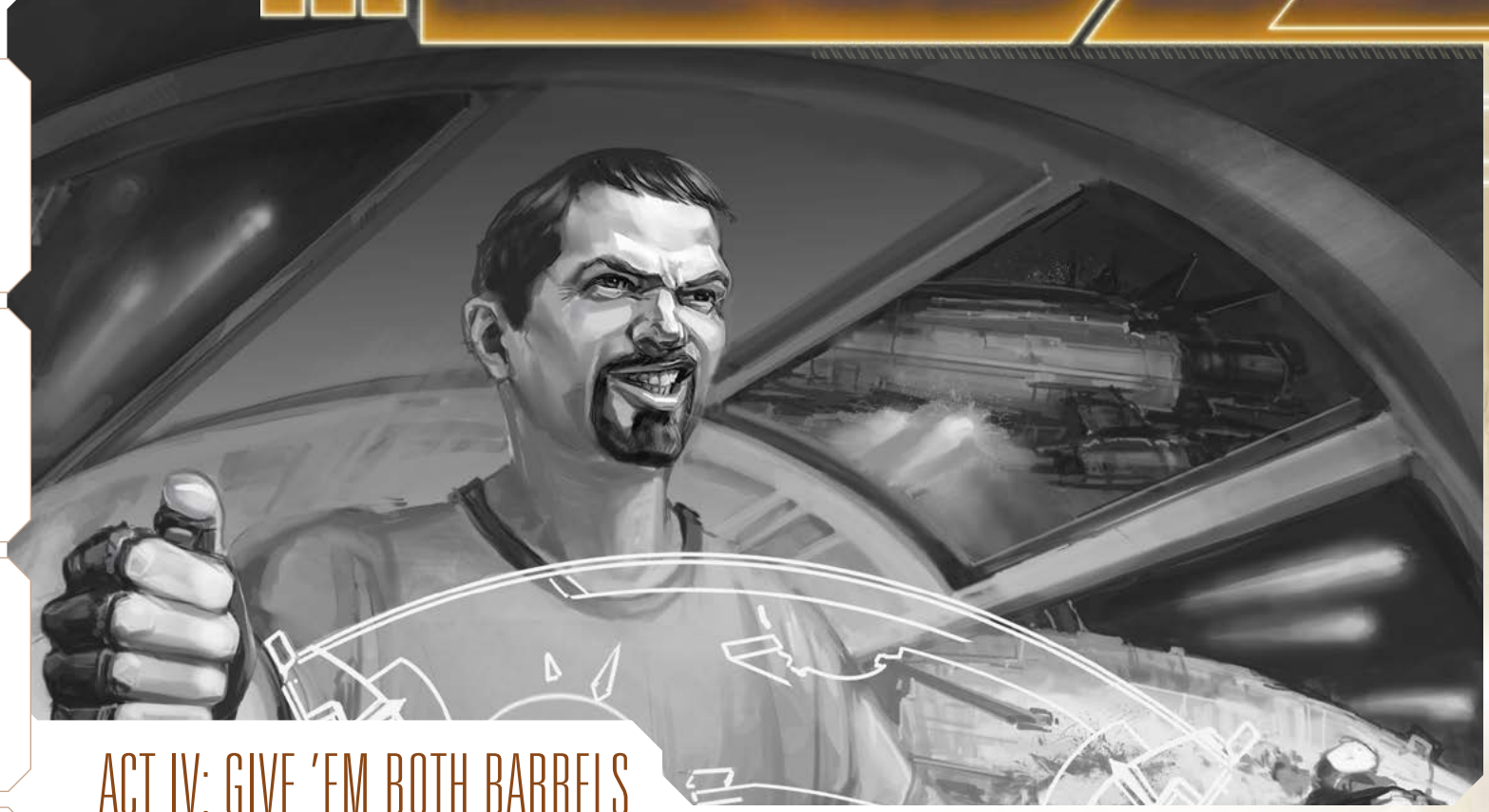
Possible Assets: Used This System Before, **Friendly UI**, **Security System Partially Broken**

Possible Complications: Glitchy Electronics, **Bloody Controls**, **Distracting Gunfire**

Example Results:

- **Failure to Raise the Stakes:** The artificial gravity is a mite twitchy and, unfortunately, it don't respond to the Crewmember's command. This results in an **Electrical Fire D6** Complication and the Crewmember can't try to Buy Time again in this Timed Action.
- **Raise the Stakes:** The Crewmember has managed to turn off the artificial gravity. Everyone on board is now floatin'! The Crew gets one beat back.
- **Extraordinary Success:** Not only has the artificial gravity been turned off, triggering it forces one of the mercs to lose their bearings. The Crew gets two beats back.

At the end of this act, whether or not Pierce and her mercs have been dealt with, the Crew will have to fight off one more threat before their in the clear: Reavers.



ACT IV: GIVE 'EM BOTH BARRELS

One threat down, but with Reavers on the way, the Crew will have to come up with a plan—attack or run. There ain't no hidin' from Reavers.

THE WARRIOR (INT):

JAYNE COBB is sitting in a gunner's seat. His hands are on the controls, and he's firing out into the black at a Reavers ship.

JAYNE: Gorramn Reavers ain't takin' me!

FANG-HUA (Off-screen): Me, neither! I'll take the ship to the left.

THE LOWDOWN: MUST BE PSYCHIC

Immediately following the events of Act III, the Crew has either dealt with the mercenaries or has yet to finish them off. At the end of the Timed Action, when the Crew comes "back from commercial"—a proximity alarm will sound, signalin' everybody that Reavers are on the way. When that happens, Pierce and her mercs—if they're not unconscious—will ask for a temporary truce. They may be anxious to get their hands on Qin's strongbox, but they ain't savages.

If the Crew succeeded in finding the treasure vault with beats left, the Crew gets possession of the strongbox and makes it back to their ship in one piece!

If the Crew finds the vault, but has no beats left, they have a choice to make—either they get the strongbox, but will take a **Where'd They Come From?! D10** Complication as they find out about the Reavers, or they can choose to let Pierce get the strongbox. This decision will have even higher importance if Crewmembers staked their Reputations with Bao-Huang Qin.

Finally, if the Crew ran out of beats, the mercs found the vault first and Pierce has the strongbox free and clear on her ship.

MASTERIN' THE GAME: FLEE, FLEE FOR THE CREW'S LIVES!

If the Crew wants to avoid fighting the Reavers altogether, give them and the mercs time to flee before the Reaver ships arrive. Of course, there's always the possibility that the mercs may have gotten their hands on Qin's strongbox. If that happens, give the Crew an opportunity to negotiate a deal with Pierce—one she's got no choice but to take.

Pierce is no fool. She don't want to deal with Reavers either, but she also don't quite understand how powerful the Dragon Tong truly are. Remind her. Allow Fang-Hua to give Jayne a nudge, to tell Pierce what she can expect if she continues her suicide mission to stick it to a crime boss with a long memory and more bullets than she can count!

TROUBLE: THERE'S TWO OF 'EM!?!?!?!

Depending on what the Crew decides to do, they may decide to fight the Reavers or head for the hills. Before they can make that decision, however, they'll need to take down a pair of oncoming scout ships. These boats precede the rest of the Reaver fleet.

If the Crew's stuck or can't make a decision because they're frozen with fear, Fang-Hua will prompt the Crew by tellin' them that they should consider using the weapons on board *The Warrior*. Seems she's got a plan. If they can take out the Reaver scout ships, they buy themselves time to get away from the rest of the fleet. She'll also put Jayne, the Crewmember with the most to lose, back in the spotlight and will prompt him to be the big, damn hero—for his dear momma, of course. Fang-Hua will offer to take the other cannon as her way of showing gratitude for recoverin' the strongbox.

FIXIN' GUNS

Unfortunately, the cannon control system is broken and needs to be fixed before the gunners can use it. Time for the mechanic to be a big, damn hero!

Crewmember Dice Pool: Mental + Fix

Gamemaster Dice Pool: Hard Difficulty D10 + Cannon Control Fried D12

Possible Assets: Replacement Circuit Board, Electronic Repair Kit, Visual Verification

Possible Complications: Red Wire or Blue Wire, Acidic Residue, Hurryhurryhurry

Example Results:

- **Failure to Raise the Stakes:** As long as no jinxes were rolled, the cannons can be fired, but have a **Cannon Control Fried D12** Complication.
- **Raise the Stakes:** If no jinxes were rolled, the **Cannon Control Fried D12+** Complication goes away. If jinxes were rolled, though, create a **Badly Calibrated Cannon D6** Complication, stepped up for each additional jinx.
- **Extraordinary Success:** Same as Raise the Stakes, but the Crewmember gets a Big Damn Hero die as normal.

REAVER SCOUT SHIP

Engines 10 Hull 4 Systems 10

SKILLS

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. 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.
- ☑ *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.

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.
- ☑ *Uncontained Core:* Take a **Dangerous Radiation D8** Complication to step up or double **Engines** for an Action.

Spiky Bits 8

Scared yet? Your ship looks somethin' fierce, with all sorts of jagged scrap metal, rods, and junk attached to the hull's exterior. Sometimes, just for the fun of it, you attach other bits, too.

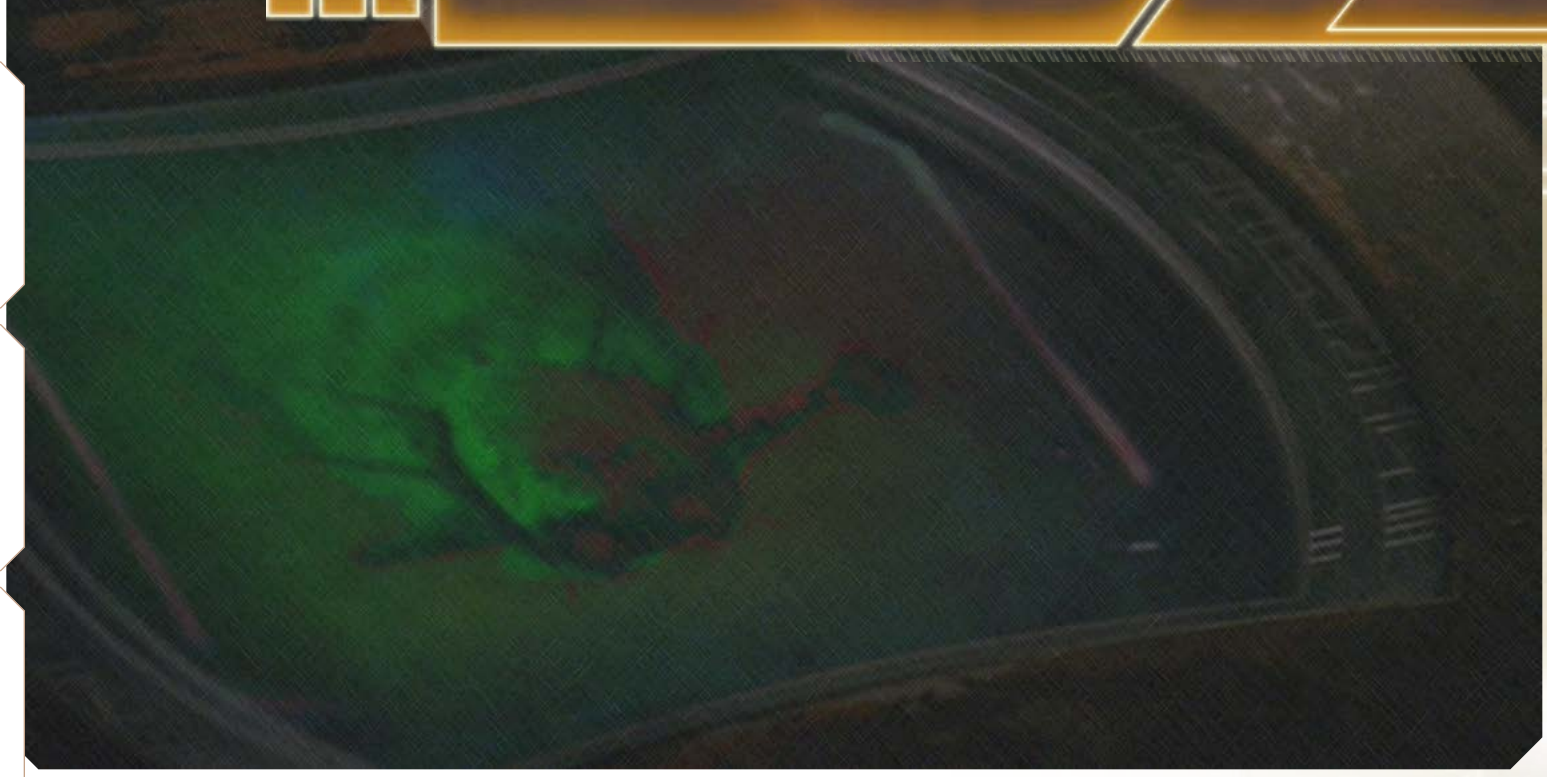
- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.

SIGNATURE ASSETS

Grapplers 8

- ☑ *Cast the Lines:* When chasing another ship, the pilot may spend a Big Damn Hero Die to end the chase and Take Out that ship when an appropriate Complication has a D12 rating.

Blades and Hooks 8



SHOWDOWN: TWO BIRDS, TWO CANNONS

Two Reaver ships. Two gunners...and two shots! In this thrilling grand finale, in order to save the Crew, grab the loot, and fly back to Qin's Island Fortress—two gunners will need to aim better than they ever have before.

To save the Crew before a fleet of Reavers shows up, they'll need to take two Actions to try and shoot down the Reaver scout ships.

Who the gunners are will likely vary, and may even include a pair of Crewmembers, or one who decides to take both shots. Either way, don't be afraid to offer the Crew a little help by lending Feng-Hua's assistance. Or, alternatively, Pierce's mercs could always try and flee—giving the gunners a break. The scout ships will zero in on boats that try to leave. Help the Crew use that to their advantage and give 'em an edge by suggestin' a new Asset or handing them a Plot Point for their thrillin' heroics so far.

MASTERIN' THE GAME: CATCH A LUCKY BREAK

There's always the possibility that the Crew may not make it. No Crew is powerful enough to take on a whole fleet of Reavers, and should they get caught—it'll effectively end the game in a terrifying way. If the pilot fails this roll, most likely because the Crew's run out of Plot Points at this point, don't be afraid to give that Crewmember a whole lotta help to keep the game fun. You can hand 'em more Plot Points for great role-playing, give 'em an extra chance, or tell them to send out a call for help. If they do, introduce an ally like McClellan or a mystery of the 'Verse like Bai Yin. The benefit of using a GMC here is that it may lead to future adventures and give the Crew more reasons to sail through the black and meet new folk.

LAST CHANCE TO BE A HERO

Time to make the shot. They only get one attempt at this per cannon, so they better make it count!

Crewmember Dice Pool: *The Warrior's* **Systems** + **Shoot**

Gamemaster Dice Pool: *Reaver Scout Ship's* **Engines** D10 + **Crew** D6 + **Spiky Bits** D8 + any Complication on the cannon

Possible Assets: Stay on Target, **Intuitive Weapons Control**, **We're Just a "Helpless" Ship, Really**

Possible Complications: Don't Get Cocky, **Look At All Those Ships**, **Jinking Ships**

Example Results:

- **Failure to Raise the Stakes:** The Crewmember misses the scout ship, and the Crew takes or steps up a **Barely Ahead of Them** D6 Complication.
- **Raise the Stakes:** The Crewmember Takes Out the scout ship.
- **Extraordinary Success:** The Crewmember Takes Out the scout ship. If the other scout ship is still flyin', it takes a **Glancing Blow** D6 Complication.

After the two shots have been taken, if the Crew was successful they'll have enough time to leave *The Warrior* far, far behind. The mercenaries will turn on Pierce and decide that no job is worth this. They will shake hands with the Crew, carry their wounded on board their ship and depart. That leaves Pierce in a mighty fine predicament. Heck, Fang-Hua might suggest that the Crew "rescues" her and takes her father's rival back to his fortress.

Now that the scout ships have been dealt with, the Crew is free to leave, and will likely vow they'll never fly into Reaver territory again...until the next time.

CAN'T WE FLY ANY FASTER?

If a Reaver scout ship remains, the Crew's pilot will have to punch it! If there are two scout ships, the other ship will gang up and give the first scout ship a **Reaver Scout Ship D8** die for its dice pool.

Crewmember Dice Pool: Mental + Fly

Gamemaster Dice Pool: *Reaver Scout Ship's* **Engines D10 + Crew D6 + Grasshopper Class Short Range Shuttle D8 + Grapplers D8 + Blades and Hooks D8**

Possible Assets: We Might Be Armed, Crazy Ivan, Just Have to Fly Faster Than the Scream

Possible Complications: Barely Ahead of Them, Had to Tear Away From the Warrior, We're Humped

Example Results:

- **Failure to Raise the Stakes:** The Crew gets away. Barely. The scout's grapplers grab hold of the Crew's ship and just when all seems lost, the Crew manages to rip away. But the ship is badly damaged, and limps back to civilization with a **Damaged Gravitic Actuator D12** Complication that will stick around until the Crew can get it fixed.
- **Raise the Stakes:** The Crew gets away by the skin of their teeth!
- **Extraordinary Success:** The Crew gets away in style, and the pilot gets a Big Damn Hero Die to keep for the next Episode.

Congratulations! The Crew is now free to fly back to Qin's Island Fortress without fear of Reavers catching up to them!



EPILOGUE: CAN I GET PAID NOW?

"What's my take again? Ummm…my mom first. Please."

– Jayne

Once the Crew is well on their way back to Verbena, Fang-Hua will inform her father that they have been successful and the Crew's cleared to land. If Pierce or her mercenaries are with the Crew, Qin will simply demand they hand his rivals over when they land. Since she wasn't part of the deal, the Crew won't be paid any extra. Fang-Hua will politely explain that it wouldn't be a good idea to ignore her father's request. He may be her father but, she'll declare, the Crew's lucky they're on the Dragon Tong's "good side." If they decide to risk it, all manner of hell will break loose—and a new Episode may begin!

In Act I, the Dragon Tong targeted one of the Crew—Jayne Cobb—to restore his Reputation with them. After they land on the island, Qin will absolve Jayne of any past wrongdoings and tell him that he never had his mother. As it turns out, taking hostages is so much trouble that he didn't bother. Qin believes it's much easier to scare his enemies by using a little smoke and mirrors than to fly around the 'Verse kidnapping and targetin' hostages. Turns out Qin hired a matronly Companion to portray Mama Cobb in a recorded wave. If Jayne demands proof, Qin will tell Jayne all he has to do is contact his mother when he's back on board *Serenity*. She's back home, safe and sound.

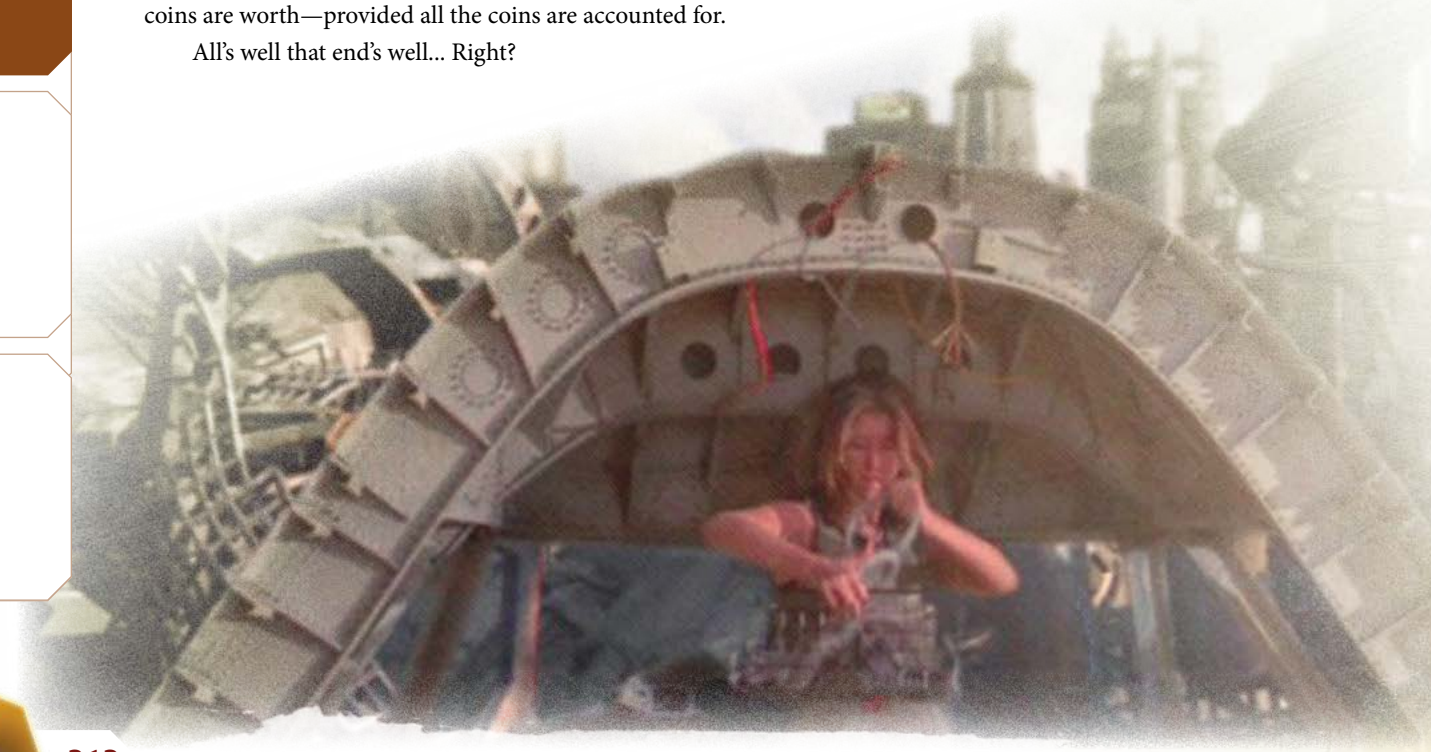
Qin is pleased with the Crew and thankful for his daughter's safe return. He'll pay, as promised, a percentage of what the coins are worth—provided all the coins are accounted for.

All's well that end's well... Right?

MASTERIN' THE GAME: GAINING AND LOSING REPUTATION

If Crewmembers staked their Reputation on the job and succeeded in getting Qin's treasure back to him, they may gain **Criminals Rep**. On the other hand, if the treasure doesn't make it back to Qin's hands, he'll be mighty unhappy and they're in danger of losing Reputation.

First though, they get to try to explain themselves using a recovery roll as described in the Usin' Reputation chapter on page 20. If they fail that Action, they must step back their **Criminals Rep**.



ROLL CREDITS

The Crew has managed to do a job for the Dragon Tong and walked away unscathed. Jayne's pride may have taken a hit, but the Crew has done the impossible. Tales of their exploits have proliferated...which means there's more chances for 'em to risk their Reputation.

HEART OF THE WARRIOR

While Qin's strongbox was recovered successfully, it wasn't the only treasure on *The Warrior*. As word spreads throughout the Rim, all kinds of smugglers are looking to hire the Crew to fly back to *The Warrior*. With the Crew's help, they want to search for Alliance weapons, ironclad proof Reavers exist, salvageable parts, etc. Others simply want to make the trip—and show they're as tough as the Crew. Sure, some smugglers might be fool enough to try...which gives the chance another opportunity to risk their Reputation.

With all this unwanted attention, the Alliance will catch wind of the Crew's comings and goings eventually. Will the Crew take advantage of their fellow smugglers for a little coin? Draw up fake routes and the like? Or, will they grab as many smugglers as they can and take on—what could possibly be—a fleet of Reavers?

BAIT AND SWITCH

The Crew is flyin' to Li Shen's Space Bazaar for some much-needed supplies and repairs. When they land, they see Qin's picture plastered all over the waves. The Alliance claims that Qin has recovered a lost strongbox of gold coins. This money was to be converted into Alliance credits and paid to the families of Independent soldiers who had fallen in the War as a sign of peace. Because of this loss, many families of Independents suffered more greatly than they should have.

Now, the Alliance has sent out cruisers to the Kalidasa and Blue Sun Systems to look for the leader of the Dragon Tong. They're lookin' for all kinds of help, and will wipe a Crew's record clean for their assistance.

What happens when the Crew verifies that, for once, the Alliance is tellin' the truth? Will they join up with the purple bellies? Alert the Dragon Tong? Or scramble to cover their tracks should Qin squeal about their involvement?

PROPAGANDA MACHINE

"Take Back the Rim" is a new campaign, sponsored by Friends of the Alliance, to prove once and for all that Reavers don't exist. Members of this group, like Rance Burgess, are convinced that savages scattered all across the Rim are responsible for these tall tales. They believe that the worst of the worst, ex-cons and murderers, are bandin' together to commit terrifyin' acts in order to scare folk, and it's workin'—but no more!

Now, Take Back the Rim is gatherin' its resources to patrol the black...and the Alliance is encouragin' them to do it. They claim they'll be flyin' to every planet and moon, beginning in the Kalidasa System, to root out undesirables and turn them over to the Feds. Worse, it seems that some businesses, like the Blue Sun Corporation, are backing this plan, too.

How will the Crew react when they find out this piece of news? Is it just talk or are righteous folk really comin' after them? Will they band together with their fellow smugglers and fight? Will they fend for themselves? Or, will they try to pull off the greatest job the criminal underground has ever known—to smuggle an entire system's worth of thieves, mercenaries, and smugglers to safety?

GHOST OF AGNES PIERCE

At the end of this Episode, Pierce is reported missing. Either her boat, *The Scream*, has completely gone off the grid or the Dragon Tong have effectively dealt with her in their own way. Only trouble is, Agnes Pierce pops up a little later and sends the Crew a wave asking for their help to recover a strongbox from the Dragon Tong. Scary thing is, the woman who's speaking looks like, acts like, and talks like Agnes Pierce. She won't remember the Crew or the events on their journey, but she will know a lot about the strongbox, Qin's Island Fortress and how to break into it, and Qin himself.

Who is this woman and why is she contacting the Crew? Is she really Agnes Pierce or is she a twin sister? What happens when the Crew finds out her information is legit? More importantly, will the Crew take her up on her offer? Or will they simply ignore her constant, repeated, and untraceable messages that beg them for help?

CIRCLING THE WAGONS

THE WAY OF THINGS

"If someone approaches you in a bar to hire you, make sure you ain't drunker than he is. Words to live by, those are."

– Jasuan Dutra

Garth Mandrake is the Special Independent Investigator, coughed up by an uneasy constellation of Core world sects to solve mysteries high and low. Every Alliance loyalist has lots to gain by helping him, and any Alliance enemy has more to gain by controlling him. Each of the groups that agreed to his appointment had something to hide and something it hoped to expose of its enemies, so they took a gamble on Mandrake. His actual mandate concerns a matter of corruption so confusing and recondite that it does not matter to literally anyone outside a couple dozen politicians and business owners at the heart of the Alliance. Mandrake wields this much power because of his abilities as a Reader, given to him by an earlier, cruder (but completed) version of the process that was begun on River Tam. Despite rougher beginnings, he has had decades to hone his talent into an instrument of considerable precision.

Jing Wong was a Browncoat lieutenant who switched sides four days before the Battle of Serenity Valley. Though she never raised weapons against her former fellows, she encouraged them to come to terms with the Alliance before it was too late. For her troubles, she was appointed Governor of Parth, where at least someone hoped an ex-Browncoat would be able to pacify the population. She was run out in less than a year, with nothing but her personal spacecraft and a small stake. Since then she's been cruising the 'Verse doing odd jobs and competing with the Crew.

There are two political cliques with skin in the "Control Mandrake" game: the **Red Cuffs** and the **Black Cuffs**. Neither has anything close to a monopoly on governmental power. In fact, they're both kind of second-string philosophical collectives, but they are playing hard and could, with the lever of a Special Independent Investigator, move into the top tier of power brokers.

The Black Cuffs emerged from a group of bankers and information transmission vendors, and are members of the **Corporations** Faction with regards to the Reputation rules. Viewing wealth as a function of data and organization, they regard the outer worlds as dead weight, hardly worth the effort of pacifying. They say the War was a stupid waste, because fighting to keep ill-educated and primitive backworlders in the Alliance only weakens the techno/fiscal elite. Black Cuff principles insist that if the lazy and stupid worlds were cut off from inner world medicine, education, technology, and industry, they'd soon degrade into barbarism and either starve or murder one another. Either way, problem solved.

The Red Cuffs, on the other hand, arose from a military and manufacturing power base, and they argue for more action on the outer worlds—aggressive action. When dealing with the Reputation rules, they're best handled as being members of the **Alliance** Faction. Their definition of "worth" is substantial and material, and they feel the tangible value of the 'Verse frontier lies in minerals and human labor. They want to see a clean, clear distinction between a ruling class (them) and a humbler caste better suited for toil (you).

That's the players in the Mandrake affair, then. A high-minded intuitive who treats "compassion" as a dirty word, a disgraced soldier turned disgraced governor, one political clique that believes poor planets deserve to starve, and another that thinks the 'Verse's main problem is that slavery isn't nearly widespread or efficient enough. Not a lot of high cards in that hand.

PLANS OF THE CUFFS

Both cliques see Mandrake as a valuable property, and both went to some lengths to put their operatives on the *Arrant*.

The Red Cuff plan was "Officer on the *Arrant* bombs her own ship when the *Zheng He* is the only vessel close enough to rescue them, and then it kidnaps him."

The Black Cuff plan was "Our man steals the bomb, sets it off early, and our hirelings (the Crew) beat the *Zheng He* to the punch."

The way it actually played out was "the bomb goes off early and both sides start murdering one another, so stubbornly that no one stops the ship from crashing." Most of the Black Cuffs and Red Cuffs on the *Arrant* killed each other, or smothered, or got crushed or cooked.

CASTING CALL

MAIN CAST

The staff of the *Zheng He* has met a lot of people, including the people onboard the *Serenity*. The reactions of that particular crew can serve as stand-ins for their relationships with other crews (or with your Crew).

- **Mal**: Jing Wong broke your heart. Not romantically…she killed your belief that everyone's basically good, because she seemed so good and turned out so bad. Not just weak. Bad. Jing was your lieutenant during the War for independence, and she was a damn fine one. You still find yourself, sometimes, leading others by copying the way she led you. But in the end, she failed.
- **Inara**: Davincia Zmirnov deliberately interfered with one of your clients, a decent but softheaded planetary exchequer named Machupa Calderón. She sowed doubt and left him confused and suspicious while she and Jasuan looted a tax fund and blamed it on you. At least Jasuan didn't toy with Machupa's feelings before ripping him off.
- **Kaylee**: You got in a fistfight with Jasuan when she stole parts from a group of naïve religious pilgrims. It was kind of a tie—you had a terrible black eye and bruises and Simon had to disinfect your knuckles because you punched her so hard. During the fight, you tore off her wig. Inara said it was a really expensive one, but you burned it anyway.
- **Simon**: Before you got aboard the Serenity, you hired Jasuan Dutra to help you smuggle your sister out of captivity. She did not inform you beforehand that she planned to put River in cryo-sleep, she had a lot of unexpected extra expenses, and your escape was more dangerous and less comfortable than she'd led you to believe. On the other hand, you got out.
- **River**: When they made you sleep, made you dream, there was a mind nearby. Cruel, but not cold, it was warm and playful. It loves people, and loves to make people do things, and loves to make people do things they hate. You thought it was a just a dream until months after you woke up. You met Davincia Smirnov in passing. The dream is real.
- **Jayne**: Jasuan Dutra is dishonest, charming, attractive, manipulative, well connected, and wouldn't know what to do with a conscience if she found one lying in the street. You've had fun with her, but she'd steal anything that isn't tied down. But one time? She and Kaylee got into a fight and it was hilarious.
- **Zoe**: You were green and distracted, so you didn't see the clamp-mine until it had you, but it wasn't meant to kill you. It was meant to wound you and draw your unit out to rescue you. Your lieutenant, who recognized the trap, charged out to pull you to safety and took a slug to the shoulder in the process. That lieutenant's name was Jing Wong.
- **Wash**: Leonard Zmirnov is a cocky, Core-trained pilot who served with Mal and Zoe in the War. He's implied to you that he slept with Zoe back then, before walking it back with "gentlemen don't kiss and tell."
- **Book:** In your line of work, you've known a lot of good people, both Browncoat and Alliance. You've also known a lot of traitors, including Jing Wong. A lot of good people never betrayed, and a lot of traitors hated themselves for it. But Jing Wong is one of the few traitors who still thinks she's a good person.





ARCHETYPES AND ORIGINAL CREWMEMBERS

Below we've included subplots for most of the archetypes that can be directly or adapted for original Crewmembers.

- **Academy Dropout:** Zmirnov himself dropped out of the Academy, so he could easily know anyone with a similar background. Maybe they were even roommates! Did the Crewmember like him, hate him, have a complicated lust for the arrogant teacher's pet? Hey, how did this guy ever wind up as a rogue pilot instead of being in the Alliance military, anyhow?
- **Alliance Agent:** SII Mandrake is tremendously important. If the Crewmember mentions the name "Garth Mandrake" to a controller, any previous mission gets replaced with "Protect the Special Independent Investigator at all costs!" Even an agent who isn't in contact with an overseer knows that Special Independent Investigators are hugely influential and are therefore of great value.
- **Alliance Dogfighter:** Some old…well, not friends, but people who are farther up in the Alliance's political structure, are very keen to make sure the Crew takes on this mission and carries it out. Showing up that Browncoat turncoat Jing Wong is just icing on the cake.
- **Alliance Contractor:** The contractor would surely feel she or he was moving up in the world to get this assignment. A SII is a person of great value and influence, and the rumors about the Black Cuffs make them sound like people it's good to have as friends.
- **Alliance General:** The Black Cuffs are bad people to have as enemies, and in any event a Special Independent Investigator is not something anyone with anything to hide wants rampaging around. Given the choice between a brand-new top of the line warship like the *Arrant* or the person it's been assigned to protect, the SII is probably the more profitable choice.
- **Asteroid Miner:** Not every miner knows Barry Pan, but a Crewmember sure could. Barry was a weaselly little yes-man for the Alliance who rolled over when the rebels took over his station and, since then, he's been a gray-market fuel merchant for anyone who happens along.
- **Battle-Worn Bounty Hunter:** You've arrested at least three different Dutras, but never Jasuan. It rarely makes any difference. That family's so oily and connected that you get your reward and see them on the street, or the road, or in a space station two months later. If anything, they're like a crop that regrows on its own every year. You have a buddy who arrested Jasuan. Said she was a good sport about it.
- **Border Planet Farmer:** You never *met* Jing Wong, but you know she was the Alliance turncoat whose shady backroom deals bankrupted your planet. (Or maybe it was her sheer incompetence: Reports are inconsistent.) She was driven out in disgrace after only a year. That fancy ship she flies around? Probably bought with *your tax dollars*.
- **Corporate Broker:** The Black Cuffs have a lot of money to throw at their problems, which are mostly concerned with Core world gamesmanship. If they want to get hold of some Alliance big-hat, they are very likely to make good on their promises upon delivery. As a bonus, removing some kind of "special inspector" from the board can only give the corporation greater discretion to act.
- **Corporate Lackey:** The people involved in this caper aren't from the social stratum that produces Corporate Lackeys—they're from levels above it. Pleasing them might not mean a release from debts and exile, but it *might*. Even if it doesn't, it's likely a ticket to lower debts and less onerous exile.
- **Corporate Researcher:** If someone wants to nab a Special Independent Investigator, it may be due to rumors about the high-tech treatments that such people are put through. It's not just the kind of geriatric preventives that can double the lifespan of their investment…there are rumors about "enhanced intuition" and even *mind reading*.

- **Cortex Hacker:** There are rumors about "The Hash," a secret identification code used at the highest levels of Alliance jurisprudence. Finding out it's tied to a living brain signature explains a lot, but getting to examine it could still provide any data junkie with a lot of insight into Alliance crypto techniques.
- **Derelict Salvager:** Oh, salvagers know Jasuan Dutra. Her family always takes its cut, though sometimes their connections, cunning, and supplies make paying up worth it. Jasuan's a charmer, which may make her extortion easier to take…or more difficult.
- **Dishonored Politician:** Jing Wong really did get a raw deal. Her problem wasn't that she was dirty, it was that she wasn't dirty *enough*. When the time came to get off her rock, she barely had enough for fuel. But back in the day, she was a hard-nosed trade negotiator with the conditional blessing of the most uptight Alliance party hacks. For all the good it did her.
- **Dock Foreman:** Davincia Zmirnov is fun to gossip with, good to fix things with, and easy on the eyes. Pity her brother and boss and co-workers are all such scum.
- **Folk Hero:** Seizing one Alliance swine on behalf of a cabal of different Alliance swine doesn't immediately sound appealing to a rugged individualist. Telling a high-ranking Alliance law enforcement functionary what's what (possibly using fists) is far more tempting. If these mysterious conspirators are stupid enough to deliver this "SII" into a folk hero's hands, the SII may wind up going out an airlock.
- **Freedom Fighter:** Guerrilla warriors aren't known for their sense of irony, but the idea of funding actions against the Alliance by getting hired by the Alliance to kidnap someone from the Alliance has to tickle one's sense of humor. As a negotiating advantage, "they think we can be bought and we know we can't" isn't overwhelming, but it's better than nothing.
- **Friendly Face:** Jasuan Dutra provides some irritating competition in the "friendliest face" regional competition. She makes golden proposals that always seem to pay out in mere silver. Her family's powerful, though, and some of them aren't friendly *at all*.
- **High-Stakes Gambler:** Jing Wong never bluffed, except for the one time she bluffed magnificently. What did she take from the gambler? Was she respectful or contemptuous? Is it possible she was cheating?
- **Lone Hood:** The loner doesn't like to get close, but one time there was an exception to that rule. That exception was Leonard Zmirnov. What happened? Did he get close enough to actually matter, resulting in a shattering betrayal? Or is the Lone Hood, perhaps, the *only* person in the 'Verse that Leonard considers a friend?
- **Roving Medic:** Say what you want about Jing Wong, but she knew the value of a soldier's life. She'd spend that currency, but she was stingy with it, and when she claimed that she switched sides to avoid a bloodbath, it's hard to disbelieve her. Especially since people ignored her advice and there was a bloodbath.
- **Shady Entrepreneur:** The rumors swirling around this deal are fabulous and contradictory, but if Jasuan Dutra's involved, it's automatically interesting. She's no fool, and if she thinks this "SII" person is worth pursuing, he's probably worth stealing out from under her nose.
- **Small-Time Trader:** If you want to buy it, Jasuan Dutra can probably find you a seller. If you're trying to sell it, she can probably find a disappointing-but-not-actually-insulting price for it. Funny how every time you see her, her wigs are a little more elaborate and her clothes are a little more fashionable, though.
- **Triad Enforcer:** Jing Wong, after backstabbing the Browncoats, had the nerve to take a high-toned stand against the Triads when she became a planetary governor. She pushed hard. She is a stern and intolerant woman. She no longer has the Alliance behind her, and the Triads have not forgotten.



CAPTAIN JING WONG

"Duty is a means to an end."

Character Type: Rival Captain of the *Zheng He*

Role: Vicious rival when everyone lands on Barry's Kingdom, tense ally when everyone leaves.

Acts: All

Character Description: Jing's habitual expression is one of glum resignation. She usually wears coveralls with no insignia. Her only nod to her service is her habit of sometimes wearing the peaked kepi of her old rank. (A formal shako hat from earlier service is prominently displayed in her chambers.)

The failure of the Browncoats, and her inability to reconcile the sides when it was clearly in the interests of both...it's left her pretty burnt-out. She doesn't care about causes and principles and freedom and equality any more. She wants security and comfort, and those things cost money. Her crew makes her money and hasn't failed her yet, so she's loyal to them. That's about all she's got left.

Jing does not accept excuses from her crew, any more than she accepts them from her herself. She has always been a pragmatist, but she never let that get in the way of doing what she felt was right. She felt that fighting for independence was right, but that dying for it (and sending many others to their deaths) was not. She's cool under fire and brave when there's no other choice, but she prefers to negotiate when possible. She doesn't hold grudges, but once she's judged you as unreliable, she dispassionately distrusts you from then on out. Nothing personal.

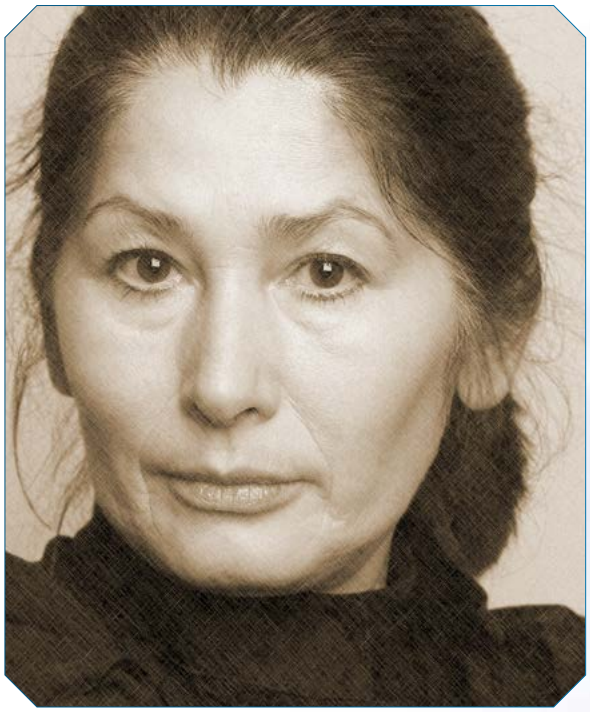
During the War she was a lieutenant, which meant she was the microscope through which the leadership saw individual battles, and the telescope for the troops to watch the generals. Right in the middle, she got it from both sides, but she persevered and fought the good fight. Until she decided it couldn't be won.

ATTRIBUTES

Mental	8
Physical	8
Social	8

SKILLS

Drive	8
Fight	6
Fly	8
Outrunning the Law	
Focus	10
Influence	8
Bargaining	
Move	6
Notice	8
Sneak	6
Throw	6
Grenades	
Trick	8



DISPOSITIONS

Alliance 👎 **Browncoats** 👎

DISTINCTIONS

Backstabbin' Git D8

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.

Ship's Captain D8

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.

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.

SIGNATURE ASSETS

Pick one Signature Asset to use in this Episode.

Independent's Kepi Hat D8: Jing kept her lieutenant's hat. She wears it when dealing with Browncoats (for an edge in negotiations) or when she has to make a tough decision that's likely to cost lives. When she hits the bridge with her hat on, her people get nervous.

Governor's Dossier D8: When she was a planetary governor, she had access to a lot of information, both from Alliance sources and from pragmatic ex-Browncoats. Got regrets about the War? She might have that shame documented in triplicate.

JASUAN DUTRA

"If'n I'd known you would take it so hard, I'd stolen your ship instead of picked your pocket."

Character Type: Lovable Rogue

Role: The one person under Captain Wong's command the Crew can't help but like.

Acts: Prologue, Acts II-IV

Character Description: A bald woman with a giant collection of expensive wigs, elegant clothes, and a good-looking little sidearm. She looks like a high-grade crook, which isn't a bad image for a mid-grade fixer. Her androgynous appearance is one of her best assets. With a little time, and access to her closet, she can look like almost any woman and just as many men.

The Dutra family has been dirty for generations, but not in a brutal, violent way, nor in a joylessly greedy way. They say there's a Dutra in every port, looking for the easy path, helping out buddies, cutting corners no one would even miss, and taking care of stuff that falls off trucks. She's a cheerful nihilist who does harm, all the time, but tries to do it to those who can afford to be taken.

Jasuan likes a good bargain, and she aims to rip people off in ways that don't leave them angry afterwards. She excels at cooling out the mark.

She dislikes rough stuff, the way an apple farmer hates cutting down a tree that might bear better fruit next harvest. She dislikes cruelty for cruelty's sake, but not as much as she hates being outwitted. She also has a real fear of smothering.

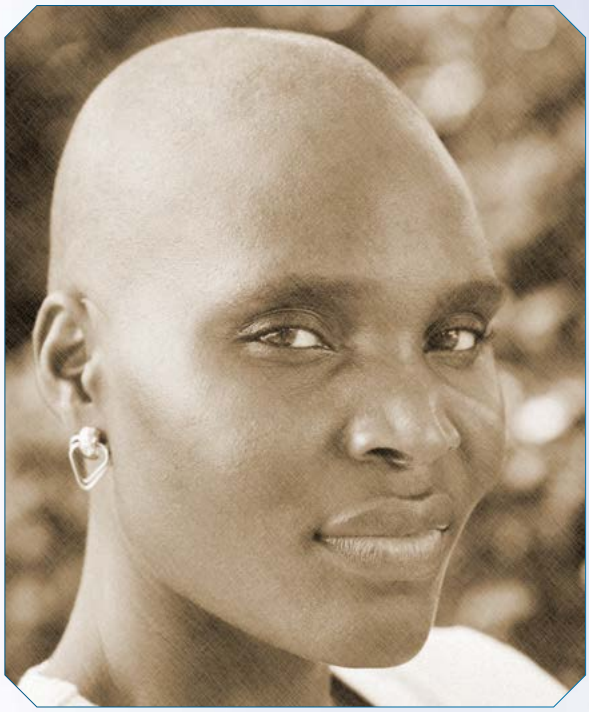
During the War, Jasuan was a black marketeer but did much of her best work as a people-smuggler. She got "conscientious objectors" to safe worlds at reasonable prices, supplied fake muster documentation for soldiers who decided retirement wasn't coming early enough, and greased the skids for refugees who could afford her prices. She even did some pro-bono work for the truly pathetic.

ATTRIBUTES

Mental	6
Physical	4
Social	8

SKILLS

Craft	8
Fix	6
Fly	6
Focus	6
Influence	6
Orders	
Know	6
Alliance Military, Art	
Notice	6
Regulations, Forgeries	
Operate	8
Shoot	8
Handguns	
Trick	8



DISPOSITIONS

Alliance  **Criminals** 

DISTINCTIONS

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.

Sweet & Cheerful D8

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** Attribute when you're using your friendly manner to resolve a tense situation.

Master of Disguise D8

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

Pick one Signature Asset to use in this Episode.

Expensive Wigs and Clothes D6: Jasuan keeps a well-stocked closet to fuel her forays into method grifting. Sometimes she dresses up as someone the Crew bushwhacked to get some inside information. Sometimes she dresses up as a different member of the Dutra family to throw off suspicion. Sometimes she just wants to look good when putting a mark on the send for more money.

Ruby Arms "Waltzing Matilda" D6: A pretty parasol with a deadly one-shot gun hidden in the tip. It's meant for extremely short range affairs when going openly armed is a bad idea, like to a fancy ball or other society function. For the times when Jasuan is dressed as a male, a few seconds of modification turns the parasol into a handsome cane featuring the same surprise..

GARTH MANDRAKE

"If you think you can intimidate me, you're wasting your own time as well as mine."

Character Type: King of Political Maneuvering, In Check

Role: SII Mandrake is the walking, talking reason the Crew is stuck on Barry's Kingdom with their rivals.

Acts: All

Character Description: Mandrake grew up political and has gone from trainee to official to power-behind-the-throne. The cabals of Core politics are beyond the scope of the Crew (and, likely, beyond their interest) but Garth Mandrake is a mover and a shaker in those rarified circles. He'd have to be, to get appointed Special Independent Investigator.

An SII is a one-person court of no appeal, only with the prerogative to investigate crimes. Mandrake can have anyone in the 'Verse labeled an outlaw, and there's nothing anyone else can (legally) do about it.

Mandrake is cold and superior. He relates to anyone who isn't deciding the fates of millions the way you'd relate to a doorknob. It may be a pretty doorknob or a stuck doorknob, but either way it warrants little concern once you're through.

On the plus side, his manners are exquisite.

Mandrake has a fondness for Balinese-style shadow-puppet theater, but what he really likes is order and efficiency—in a word, elegance. The good and the great of the 'Verse behave like squalling children and he's finally in a position to put the brattiest ones in Time Out.

He dislikes "foolishness"—excesses of sentiment, coarseness, anything that interferes with his schedule, and cruelty that doesn't accomplish anything.

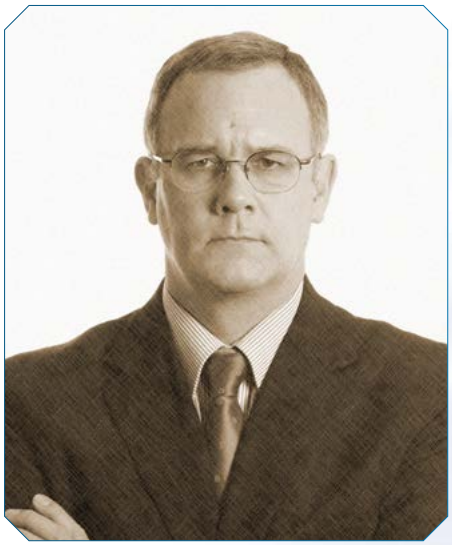
Mandrake remembers the War as news reports and confidential dispatches. There was much foolishness; people were unduly alarmed (or enthused) by the idea of "freedom," which surely would have devolved into tyranny and a new form of dependence within two generations. Generations go so quickly out in the mud-worlds.

ATTRIBUTES

Mental	10
Physical	8
Social	12

SKILLS

Drive	6
Fight	6
Fly	10
Shuttles	
Focus	8
Influence	6
Interrogation	
Know	6
Alliance Secrets	
Move	6
Notice	6
Operate	6
Cortex Hacking	
Shoot	6
Alliance Sidearms	
Sneak	6
Disappear Into Crowds	
Trick	6



DISPOSITIONS

Alliance **Criminals**

DISTINCTIONS

Clean Cut D8

If you want respect, dress as if respect is your due.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Snap and Point:* When you issue orders in a tone that brooks no argument, spend 1 PP to step up or double **Influence** for the Action.

Reader D8

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.

Relentless Investigator D8

Just the facts, dong ma?

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

SIGNATURE ASSETS

The Hash D10: This security algorithm programmed into the latest versions of Alliance communication gear can recognize Mandrake's unique identifier. Known as "the Hash" to the engineers who use it, it "unlocks" only in response to a series of changes in a brain scan that matches unique patterns taken from Mandrake's cerebral cortex.

It means that Mandrake can get on the horn, plug himself into a standard medical imaging unit, and identify himself at long range to any Alliance military or governmental station in the 'Verse, and this signal cannot even be *questioned.*

XUE

"This job will be a cakewalk. Easy money."
Character Type: Corporate Contact

Role: The Client

Acts: Prelude

Character Description: Xue is a contact within the **Corporations** Faction, specifically for the Black Cuffs clique. He is of mixed Anglo and Asian descent, wears meticulous clothes, and has a disarming smile. Though he's a mite bit smug, he's not so fancy that the common folk are too intimidated to work with him. His one vice is steeplechase horse racing, and if someone shows an interest in the subject, he tends to warm to them.

He does his job well and he knows it. He has little patience for those he deems beneath him, but he's good at keeping it under wraps. Mostly. He wouldn't dream of protestin' when one of the big-wigs gives him an assignment. At least, not loud enough for 'em to hear. See, Xue's gunnin' for the top and his superiors like that just fine—a motivated employee is a busy employee. Truth is that Xue's at the bottom of a very big food chain, and small fish like him can only scratch the surface of the Black Cuffs' overall strategy. Even if the Crew pumps him for info, you can't get blood from a stone.

TRAITS

Confident D8, **Corporate Contact** D8, **Secretive** D8, **Horse Racing Fan** D6

DISPOSITIONS

Browncoats 👎 **Corporations** 👍

LEONARD ZMIRNOV

"If you think hysteria will save you, continue screaming. Otherwise, let me do my job."
Character Type: Unsmiling Pilot

Role: The hard, cold voice of mercenary reason.

Acts: I and IV

Character Description: The Zmirnovs hail from Ezra. Leonard joined the Alliance military but ultimately ended up flying for the Browncoats. He still looks military, with short hair and flight suits in Alliance colors, though with no insignia. Leonard's a grim fella, but he'll take any chance to get a rise out of folk, especially his rivals. He's a mite bit sensitive about his nose. He lightens up a bit when he's joshing with his sister, but most of the time, he's cold as ice. Handy while flyin', but he ain't much fun at parties.

He flies Jing Wong's ship, while his sister Davincia keeps it functioning. He sees SII Mandrake as a moneybag with legs. The sooner Jiang grabs Mandrake and they get back in the wind, the better. Money is good, but he'd rather not spend too much time around Alliance folk he can't shoot at, especially ones that could have him tried and convicted just by lookin' at him. Neither he nor his sister leave their ship during this mission unless absolutely necessary.

TRAITS

Analytical D6, **Turncoat** D6, **Grim** D6, **Pilot** D8, **Big Nose** D4

DISPOSITIONS

Alliance 👎 **Browncoats** 👍

DAVINCIA ZMIRNOV

"Why don't we sneak into your engine room, empty this bottle, and see what happens?"
Character Type: Smart-Aleck Engineer

Role: Naïve young thing, or so it seems as first.

Acts: Prelude and III

Character Description: Davincia keeps the *Zheng He* working, and her engineering knowledge is unparalleled. She likes to brag that once she fixed the engines with chewin' gum. She ain't much for fighting, but what she lacks in toughness she makes up for in opportunism. Davincia plays the rube as a first impression to throw rivals off guard. Sometimes, she does it just to rile her brother. Otherwise, she's got a quick wit and ain't afraid to trade barbs, especially if she takes a shine on you.

Like Leonard, she's tall and thin, but she never *stops* smiling. She dresses practically in the engine room, fancifully elsewhere. She likes new people, and seeing how much she can needle them while keeping their friendship. She's fun, if you like your jokes unsweetened, but sometimes her teasin' verges on cruel. Call her on it, and she'll turn on the waterworks and make you feel bad for even suggestin' she was anythin' but playful. She enjoys new ideas, new places, and flashy jewelry. That said, while she likes taking in the views on different worlds, she's most comfortable flyin' in space.

TRAITS

Smart Aleck D6, **Engineer** D8, **Not Tough** D4, **Opportunistic** D6, **Always Smiling** D6, **Plays the Rube** D6

DISPOSITIONS

Browncoats 👍 **Criminals** 👍

BARRY PAN

"Wild doggies girl, ain'tcha jest the purtiest thing!"
Character Type: Crazy Ole Prospector

Role: Proprietor of Barry's Furnace

Acts: II, III and possibly IV

Character Description: Old, thin, and gnarled by low-gravity syndromes, with a floating beard like a sea anemone. He wears stained coveralls when he bothers to dress at all. Barry likes people, for about four hours. He dislikes people after about four hours. He's not fond of hygiene. Some might say he does that on purpose, since folk can't stand the smell and leave promptly. Barry likes that.

Barry's a profiteer, since the Furnace was built to give Alliance ships a refueling depot. After a brutal battle, the Independents claimed it, only sparing Barry, who swore he could run it himself. Amazingly enough, he actually can. After the War, a hefty bribe got records altered to indicate the station was destroyed. Ever since he's been trading fuel for food, comfort, and whatever other strange cargo he can get.

Barry's got just enough engineering knowledge to keep the Furnace goin'—he's jerry-rigged and re-wired so much of it that everyone's afraid to touch it, lest they break something. Barry likes that just fine. He may be a crazy old coot, but he ain't stupid.

TRAITS

Crazy D8, **Weaselly** D8, **What's Hygiene?** D4, **Massive Beard** D6, **Proprietor of the Furnace** D8

DISPOSITIONS

Alliance 👍 **Browncoats** 👍

BARRY'S KINGDOM

"It's all yours, Barry. They said it was. Your very own Kingdom."

– Barry

This cruddy, airless, waterless, uncharted rock in the Uroborus has some mineral wealth on it, so when the Alliance stumbled upon it, they set up a mostly automated mining furnace to refuel their ships during the War. Barry Pan is the sole survivor of an attack by Independent commandoes, and he agreed to refuel their side if they let him live. "Barry's Kingdom" was born, and since then he's been a black market fuel cell replenisher.

The asteroid's face crawls with a variety of automated mining devices, which deliver their goods to the "furnace," an elevator that refines the ores as they get raised to orbit. Barry sits on top in a tethered satellite. By the time it gets up there, the ore is packed in fuel cells and ready to be picked up. These pickups happen once a year, by local gray-marketers with ties to the Dutra family.

Dispositions
Alliance  **Browncoats** 

BARRY'S FURNACE

"I'm not sure cheap fuel is worth this smell."

– Jasuan Dutra

This is Barry's station at the top of the tether, a sprawling lattice of automated industrial processing machinery, four mooring sites for spacecraft, and a jumble of air and water reprocessing devices. There's only one level to it, though someone in a space suit could burrow into plenty of machinery above (solar panels and comms gear) and below (the environmental machinery and ore refinery). It has nothing in the way of weaponry: the Browncoats who "liberated" it didn't want to leave Barry that kind of leverage, and since the station was reported destroyed, he could hardly call the Alliance to re-equip.

This has left Barry in a curious position. He's essentially a prisoner, because the people who know about him have no percentage in letting him leave. They can trade goods to him for fuel off the Alliance's tax rolls and get a good rate (sometimes cruelly good, if they bully him). At the same time, he could shut the furnace down and spoil everyone's deal, and no one wants to see that happen, so the dozen or so captains who know about the Furnace police each other to make sure no one abuses Barry to his breaking point. (This is referred to obliquely as "keeping the monkey fed.") Barry puts up with it because he does not much care for company in the long term. Within his Furnace atop his Kingdom, he does whatever he wants and has no one to say no.

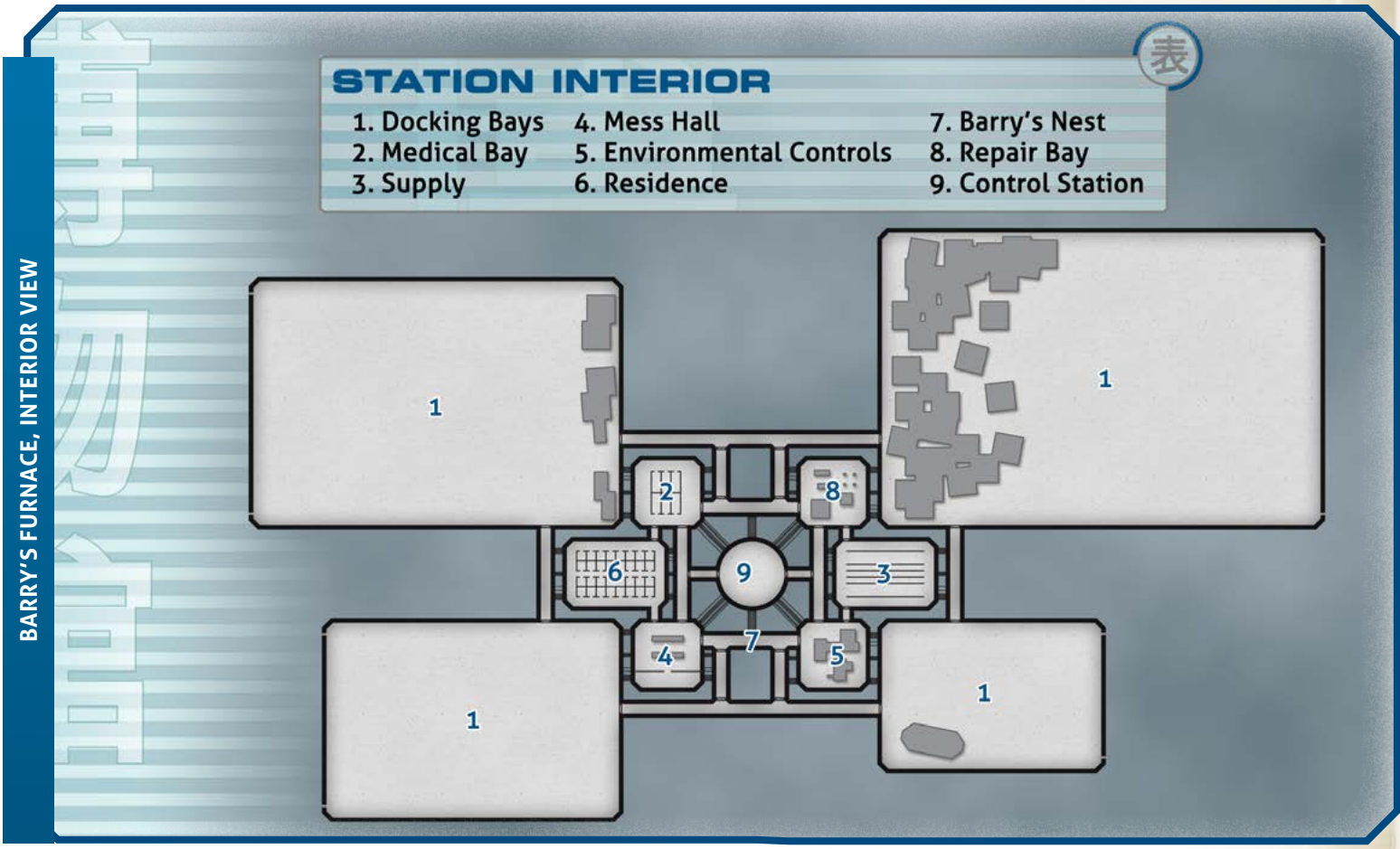
Unless otherwise noted, the ceilings are uncomfortably low—about 2m high. The corridors between rooms have heat and air, but those halls are very dim. It's a big space. If someone was screaming, it could take a while to figure out where the sound was coming from.

DOCKING BAYS

- **Docking Bay #1:** The medium-small cargo loading bay for medium-small freighters (like, say Firefly-class). When the Crew comes in to dock, this is where they're sent. When the Crew arrives, it's cavernously empty and cold (even if Jing is waiting for them behind some makeshift barrier). It hadn't been used, and Barry wasn't heating it or piping in atmosphere.
- **Docking Bay #2:** The medium cargo bay gets assigned to the *Zheng He*. Unlike Bay #1, Bay #2 shows signs of use—stains, trash, drag marks in the filthy floor, exhaust burns on walls and ceiling, and a jumble of empty containers haphazardly stacked along one wall.
- **Docking Bay #3:** Here's the small docking bay for little ships (mostly those without a long-distance drive). Garth Mandrake's escape pod is an anomalous artifact of modern tech and design, but its singed and used-up appearance helps it match the rest of this dinky, disused chamber.
- **Docking Bay #4:** This is the cargo bay for big cruisers. It's about 20m from floor to ceiling and has its own dedicated atmosphere-scrubbing unit. It's about 20% full of fuel cells (enough to keep both the Crew's ship and the *Zheng He* flying for a year), stacked in transport cubes. There's a hatch in the floor, from which completed fuel cells emerge. They're stacked by an automated forklift. It can be programmed, but moves at the pace of a slow walk—safety first. When the Reavers come, this is the airlock they assault.

OPERATIONS

- **Repair Bay:** Rows of worktables fill this area, many stripped of tools or instruments. Still, the implements



BARRY'S FURNACE, INTERIOR VIEW

needed to keep the station running and the fuel flowing are present and in good shape. Everything's in terrible disarray, with plumbing tools jumbled against electrical gear on the air-maintenance table. Barry insists he "has a system," but it looks like his system is "chaos plus laziness."

- **Supply:** This large space has high ceilings and is divided into rows by sturdy shelving units. About a third of them are filled with fuel, food, water ("Mmm…potable!"), and machine supplies. Barry runs a sideline in ship resupply, so restocking is possible, though Barry's tastes run bland. But everyone likes the taste of fresh air.
- **Control Station:** Once a trim command center, now a hodge-podge. Of its dozens of monitors, some have been simply uprooted and others are dark, nonresponsive, and covered with dust. The panels for docking work, the screen for monitoring the interior and exterior is fine, and the workspace for keeping track of mineral processing shows signs of Barry's trademark sloppiness—neglected snacks and drink holders, used tissues, and similar trash.
- **Environmental Controls:** The machines that keep the station warm and the atmosphere breathable are housed here. It's a big room, but crowded, and the paths between devices are tight and convoluted. Barry knows how to service them…sorta. They're loud and inefficient, and just about everything shows signs of jerry-rigging. Point this out to Crewmembers who have tech skills: this is what's keeping them alive.

CREW QUARTERS AND AMENITIES

- **Mess Hall:** There's a persistent odor of the twenty different foods (total) that Barry ever consumes. There is cooking gear, but Barry reheats pre-fabricated rations, so the stoves are dusty. Cleanup's automated—everything goes into a processor that, fueled by uneaten food, melts down table settings and recasts them as identical table settings.
- **Medbay:** In addition to refueling, the Furnace was intended as a triage station. The Browncoats tore out the medical equipment for use elsewhere, leaving a mass of cubicles with eviscerated medical machinery dangling from the walls. Barry keeps it powered down and airless, but he's acquired some health-care equipment—stuff optimized for people in isolation.
- **Residence:** Originally a large staff was meant to live here, not just Barry. Rooms of bunks are shuttered, sealed, cold and de-oxygenated. Barry has a "nest" between the doors of the mess hall and environmental controls—blankets and piles of laundry and books and entertainment devices.

THE WRECK OF THE ARRANT

"That's just about the saddest thing I ever did see."

– Kaylee

The sleek lines of a top-line, late-year Alliance destroyer are crumpled and dusted with the powdery soil of Barry's Kingdom. It is wrecked: the bomb that ruined it was powerful and well-placed to detonate the power control systems, and the gunfight between the two opposing forces aboard meant that no one was trying to bring it in for a gentle landing. The *Arrant* crashed on Barry's Kingdom upside-down, completely destroying its sensor suite and communication array. Some short-range communication devices on it still function, but the people who survived have other things to worry about at the moment.

Before it crashed, the *Arrant* was yar. Not only capable of great speeds in space, it was also a swift (though not very maneuverable) craft inside atmospheres. It consists of three decks and two nacelles.

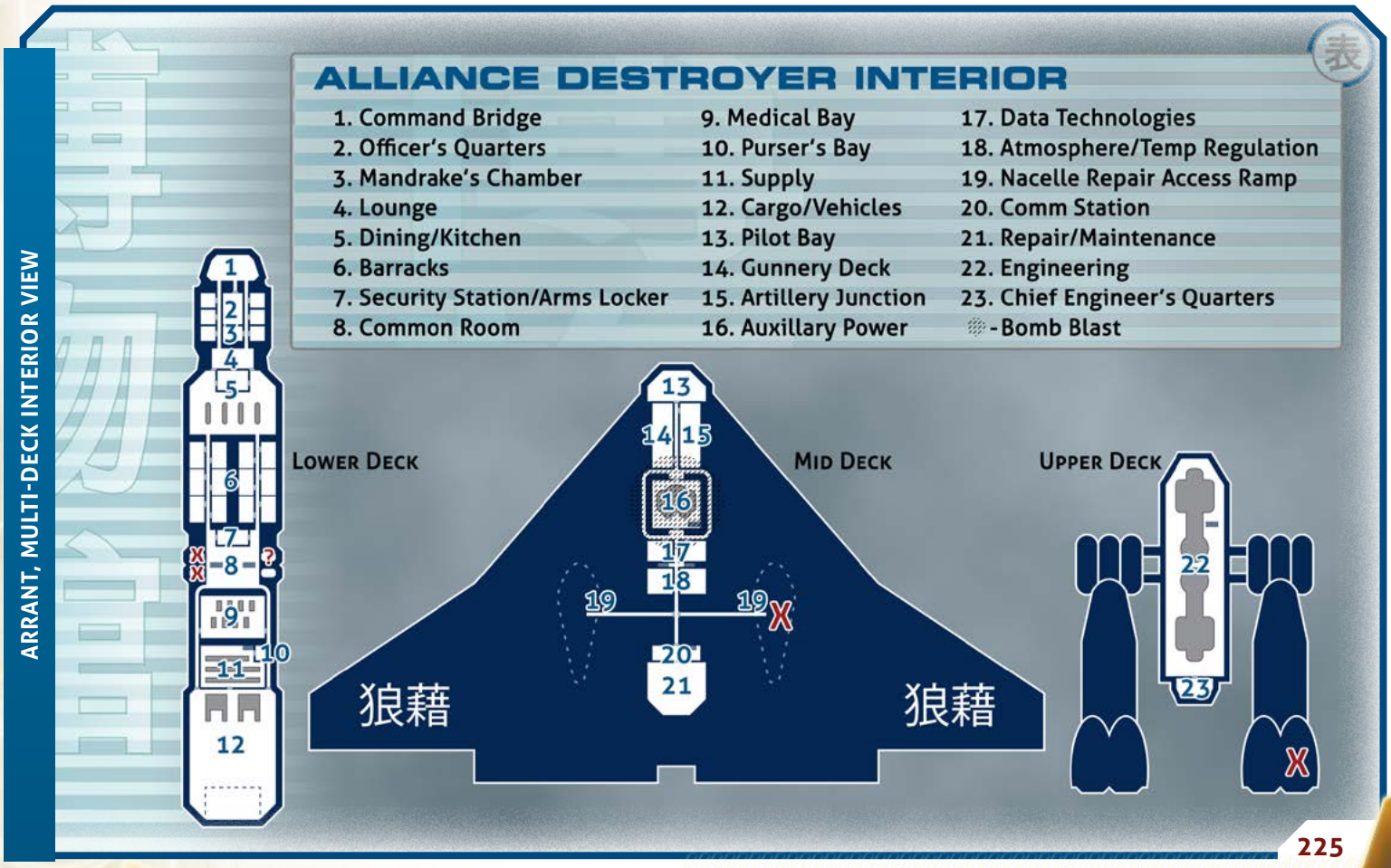
The bottom-most deck was the command suite and habitation area. Above that was the large mid-deck, which was wing-shaped because it was, in fact, the vessel's wings in atmosphere. Atop that was the engineering department, supplying power to the whole thing and housing the drives. As for the nacelles, they hang off the back of the mid-deck/wings. The jet engines for atmosphere maneuver are mounted in the middle of these descending rails, and they're tipped with weaponry and ECM gear. (Currently the *Arrant* only has one jet: the other went spinning into the void when the bomb went off.)

Dispositions

Alliance **Browncoats**

BOTTOM DECK

- **Command Bridge:** The nerve center of the ship, where the captain could watch events through an actual windshield (remarkably, still intact). There were also dozens of video screens, but they shattered in the crash, their fragments falling to the ceiling that is now the floor. This is an obvious place to force entry: busting through that windshield is a lot easier than cutting hull.
- **Common Room:** This was where the *Arrant's* crew could gather to get orders, or relax, or confer. It's also where they could flee, in theory, since there are four short range escape pods attached to the ship. Two were destroyed in the crash, one remains, and one was fired off. It's littered with papers, electronic wreckage, and furniture torn loose during the crash.
- **Barracks:** This is where troops slept. Bunks hang from the ceiling—in some, the sheets didn't come loose even when the ship flipped.



- **Officers's Quarters:** The officers got private cubicles, size depending on rank. The captain's is the largest and best-appointed. The trash of personal goods is higher quality here—someone ghoulish could come away with some hard currency, modest jewelry, personal electronics, and a nice bowling trophy.
- **Medbay:** The doors into this room are securely locked. This is where most of the survivors are, put into medical comas inside automated treatment pods. It's also the base of operations for the few surviving officers. As such, the pods have been carefully righted, there's a portable generator working, and an emergency atmosphere unit is keeping the place warm and oxygenated.
- **Lounge:** This was a small, pleasant place with comfy leather sofas, now on the ceiling. There was a decent bar, but it's now just smashed crystal and waste.
- **Security Station and Arms Locker:** The arms locker lolls open, empty gun racks a testament to insurrection.
- **Mandrake's Chamber:** Getting through this sealed door takes effort. Inside is a Spartan suite. There's nothing decadent, just a bed, desk, and reading chair. But the bed, while plain in design, has sheets of the highest quality, and the leather chair is well made (given that it's intact). There's a high-end computer here, but Mandrake bricked it as soon as the bomb went off.
- **Cargo and Vehicles:** Here's another place to enter, because it has a ramp. With the ship trashed, it can be propped up with muscles and swearing. Inside are two up-armored Mules. One is still strapped to the inverted floor. The other came loose, as did crates of ammo, food, spare uniforms, and extra machine parts. Lots of wreckage.
- **Supply:** Damage was heavy, so crates and containers of medical supplies, tools, food components, batteries, fuel, and stored atmosphere elements have ruptured and blended into a big mess. About a quarter of it is intact, and anyone who examines it might suspect some is missing. (The survivors came here to get parts and emergency equipment.)
- **Purser's Bay:** This was where supplies, cargo, and were tallied, tracked, and signed out. There's a broken closet of office supplies (spreading media drives and earphones and styluses all over) and a stairway up from this room into the Comms Station.
- **Dining and Kitchen:** Here, people could get plates of something nutritious and eat it. The tables are bolted on the ceiling, though the hull damage is severe enough that the room is partially crumpled in on itself.

MID DECK

- **Nacelle Repair Access Ramp:** This narrow passageway descends at a steep angle to give cramped access to the jet engines and the weapons pods at the end.
- **Comms Station:** This was where communication officers provided secure and reliable conversations over great distances. It's all trashed now: the comms and sensor array was directly above this chamber and took the brunt of the landing impact. This whole room is bent inward and the exterior has actually ruptured to the point that gasses in here are immediately sucked into the vacuum of Barry's Kingdom.
- **Data Technologies:** The *Arrant's* IT department. It's junked. Between the bomb and the crash, this room got it coming and going.
- **Atmosphere & Temperature Regulation:** This was the critical part of the ship for people who like to breathe air and not freeze.
- **Pilot Bay:** The ship was often flown from here, so after the bomb, both groups tried to take control here. The door was cut with a power torch, then shot with a laser.
- **Gunnery Deck:** The *Arrant's* suite of ship-to-ship weapons were fired from this long room of consoles.
- **Artillery Junction:** The *Arrant* also had ship-to-surface artillery, and at least two people either tried to seize their controls, or were stationed here when the fighting started.
- **Auxiliary Power:** This is where the bomb went off. It's a chaos of slag metal and dissolved circuits. The staircase up to Engineering is a molten mess, but the hole between the two decks can be forced open with modest effort.
- **Repair and Maintenance:** This large bay of repair gear is disorganized, but less badly damaged than many other rooms on this level. The tightly packed machinery between this and the bomb protected it and, while it's partially collapsed from impact, there are still plenty of useful tools and parts here. They're all jumbled together, and the survivors have come and gotten some of the most immediately useful stuff, but looters here should be mildly pleased.

UPPER DECK

- **Engineering:** This was the control and monitoring area for the main space thrusters and extenders. The impact and heat that shot up from Auxiliary Power was blunted by the closed door, but still: this room is utterly trashed.
- **Chief Engineer's Quarters:** A small, hot, cozy room where the Chief Engineer could sleep close to her main responsibilities.
- **Main Thrusters and Fuel Storage:** There was a considerable surge when Auxiliary Power got hit, causing one of the four big engines to rupture.



COMINGS AND GOINGS

"Everyone has a murderin' part hidden down in their hearts, 'cept for them that keep it right out front where it's handy."

–Jayne Cobb

Out in the big black, you have to trust. You need faith that your ship is going to hold together against hard vacuum and solar flares and simple hard use. You have to rely on your crewmates to keep the ship together, to do their jobs, to guard your sleep, and make up your failures. You have to accept the assurances of passengers that they'll pay on arrival, or you have to count on their credit being good at the next planet over. You can't check on everything; you have to just take the plunge.

So when someone screws you over in space, you remember it.

A similar need takes place in battle. You won't survive if the people at your back don't protect it. Officers fail if their soldiers don't obey, and soldiers perish when officers squander their lives. No human emotion is truly unbreakable, but trust forged in the fires of combat is as close as you're going to get.

So when someone stabs you in the back in war, you remember that, too.

Circling the Wagons is a story about trust and betrayal and dire circumstances. Is the Crew better with the traitors they know, or the monsters they don't? It's up to them, of course. It's up to them who they fly with and who they fight. Or if they die. In space and war, that's always an option, too.

With a Special Independent Investigator in jeopardy, the opportunity to rescue him (or kidnap and impersonate him) attracts both the Crew and the *Zheng He*, a ship populated entirely by rivals with whom there is much bad blood. The Crew jockeys for position between a murderous mine field and the *Zheng He*. Then there's Reavers.

The Prelude ("A Nearly Legal Rescue") sets up a seemingly sweet deal for the Crew: save this Alliance politico named Garth Mandrake when his ship crashes, and get paid on delivery. (Their patrons, who are mysterious, seem extremely confident about when his craft, the *Arrant*, is going to have problems.) One way or t'other, they discover that another ship is on the same mission—a ship (the *Zheng He*) piloted by a rival (Jing Wong) they've known since the War. Thus does a simple kidnapping-and-accessory-to-sabotage job turn complicated.

Act I ("The Fire Jungle") is a race through an unpleasant region of space known as the "Fire Jungle." During the War, the single largest ship-to-ship battle was waged right here and fought to a draw, leaving a navigation hazard as complicated as it is deadly. Rumors of black marketeers using the place as a secret refueling base suggest that it's well-defended, and even if they're false, there are vast patches of radiation, unexploded munitions, and live weapons floating around that are so smart, they're paranoid. But the Special Independent Investigator is the prize at the center of that maze, and Jing's certainly going after him.

Act II ("Into the Furnace") takes place on an unlicensed refinery that was reportedly destroyed in the War, but which has actually been processing minerals into fuel ever since. This unlicensed station (playfully known as "Barry's Furnace," just as the uncharted planetoid to which it's tethered is "Barry's Kingdom") sells illegal fuel to criminals and smugglers. It's now hosting Garth Mandrake, the SII. The Crew can try to trick, persuade, or force Mandrake onto their ship for delivery to their employers, but Jing and her people are trying the same things. Who gets Garth?

Act III ("Screams in Space") settles Mandrake's situation just as a broadcast comes in announcing the impending arrival of a Reaver fleet. Escape is complicated by Mandrake's unfamiliarity with Reavers and inclination to treat them as the childish myths of suspicious space-bumpkins.

Act IV ("The Gorramn Reavers") contains just what the label implies. Can the Crew get away with Mandrake? Can they save the survivors of the *Arrant*? Failing that, can they just flee before getting fatally bitten by Reavers?

REPUTATION

Here are some tips and tricks for making the most of Reputations in this Episode.

STAKING THEIR REPUTATION

As the Black Cuffs are the group hiring the Crew through Xue, there is an opportunity for one or more Crewmembers to stake their Reputation with the **Corporations**. Garth Mandrake's a pretty big deal so this job is important enough to justify an **Corporations Rep** gain up to a **D10** rating.

ENTICING MANDRAKE

If a Crewmember has a positive **Alliance Rep**, Mandrake probably has heard of the Crewmember. If the Crewmember has a **D10** or **D12** **Alliance Rep**, consider not even requiring an Action—Mandrake automatically agrees to go with the Crew.

If the Crewmember leading the negotiations happens to have a positive **Criminals Rep**, though—a **D8** or higher—consider including one or more appropriate location or scene Trait dice to represent his unwillingness to go with notorious criminals.

Finally, if the Crewmember has an **Alliance Rep** **D4**, Mandrake doesn't automatically take issue, but remind the player that they could replace their Skill with a **D4** when trying to use **Influence**, **Perform**, or **Trick** on Mandrake to gain a Plot Point.

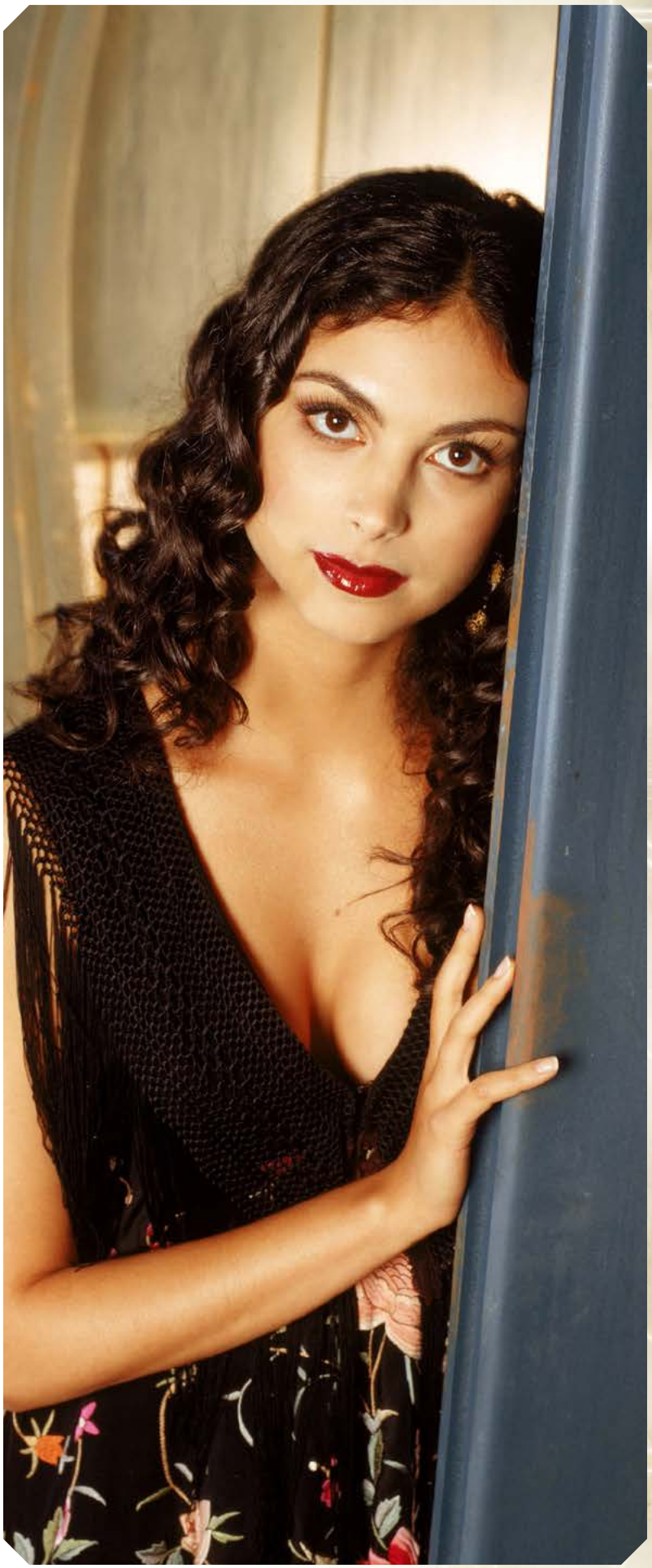
CONVINCING MANDRAKE AND JING

The Reputation Traits of the Crewmember can help or hurt tryin' to convince Mandrake and Jing to take the Reaver threat seriously due to their Dispositions. If the Crewmember has a positive **Alliance Rep**, consider having Mandrake automatically believe the Crewmember if that **Alliance Rep** is rated at a **D10** or **D12**. However, Jing has a harder time believing things and you should consider including additional scene Trait dice to represent that, especially if the Crewmember has a positive **Browncoats Rep**.

GAINING AND LOSING REPUTATION

If Crewmembers staked their Reputation on the job and succeeded in getting Mandrake to Xue, they can step up their **Corporations Rep**. If Crewmembers staked their Reputation on the job but didn't get Mandrake to Xue, then they're in danger of losing Reputation.

First though, they get to try to explain themselves using a recovery roll as described in the Usin' Reputation chapter on page 20. If they fail that Action, they must step back their **Corporations Rep** or **Criminals Rep** as appropriate





PRELUDE: A NEARLY LEGAL RESCUE

The Crew gets offered a job performing a gallant rescue for pay. Arranging the necessity of rescue is, for once, someone else's problem.

INT: AN ELEGANTLY UNDERSTATED BISTRO FILLED WITH EXPENSIVELY DRESSED SNOBS

OPERATIVE: (speaking in subtitled Chinese) Inara! You are a blossom, radiant even in the dirt of these surroundings. Who is your companion?

INARA: (In subtitled Chinese.) This is Mal Reynolds, the gentleman of whom we spoke.

OPERATIVE: (subtitled Chinese) He seems a clod. What are you doing with such a person?

MAL: What was that?

THE LOWDOWN: VIRTUE REWARDED

The Black Cuff operative (who answers to "Xue") is a friend of a friend, who meets the Crew in an elite environment that seems insufficiently elite for his tastes. He says the job is very simple. A ship called the *Arrant* is going to be in distress somewhere near Dragon's Egg. A passenger on this ship is named Garth Mandrake. If the Crew rescues Mandrake and delivers him intact to Xue, the reward is considerable. He would prefer that Mandrake be whole, healthy, and content, but as long as he's not grievously injured, the delivery would still be considered a success. Xue implies that this is a milk run, that "the Inspector" might be grateful if the Crew handles itself well. **Alliance Rep**

TOO GOOD TO BE TRUE

The Crew (especially the commander, or anyone familiar with Core mores, values and politics) might attempt to draw Xue out and learn more about what's really going on.

Crewmember Dice Pool: Social + Trick, Social + Influence, Mental + Focus

Gamemaster Dice Pool: Challenging Difficulty D8 + Secretive D8 + Alliance Agent D8

Possible Assets: Xue Misunderestimates Me, Distracting Sexual Allure, Ordered Xue a Very Strong Drink

Possible Complications: Xue's Naked Contempt, Misplaced Optimism, Xue Ordered You a Very Strong Drink

Example Results:

- **Failure to Raise the Stakes:** Mysterious job from a stranger with a generic name? Seems legit.
- **Raise the Stakes:** The Crewmember intuits that this is a political job relating to the Core, and that Xue is certainly hiding something.
- **Extraordinary Success:** Xue clearly has the cash to pay what he's offerin', but he's not being 100% honest. The Crewmember gets the same insights as a success and, moreover, can use the **Somethin's Fishy D6** Asset when trying to find out more information during the Prelude.

TROUBLE: ANOTHER SHARK

While the captain and whomever else are talking to Xue, other Crewmembers can prep the ship for launch and, in the process, run into the Smirnovs, who are doing the same exact thing. At this point, the Crew who haven't spoken with Xue have no idea what the job is. Leonard and Davincia, however, have a pretty good idea what the *Zheng He's* next job is, and might find bragging on it a little hard to resist.

SMIRKING SMIRNOVS

The dialectic between the Smirnovs and the Crew could be a subtle chess match of superficially friendly double-entendre insults, or it could start with a sucker punch and escalate. Davincia gangs up with her brother, and lends her **Smart Aleck** die.

Crewmember Dice Pool: Social + Trick, Social + Influence, Physical + Fight

Gamemaster Dice Pool: Easy Difficulty D6 + Analytical D6 + Grim D6 + Big Nose D4 + Smart Aleck D6

Possible Assets: Lingering Resentments, Snappy Comeback, Strength in Numbers

Possible Complications: Confusion, Secret Crush On A Smirnov, Lookin' Raggedy

Example Results:

- **Failure to Raise the Stakes:** The Smirnovs grin and titter about the big job they're goin' on while the Crew dabbles in the dust.
- **Raise the Stakes:** Davincia lets slip that she's going to be meeting a prominent Core official and flutters her eyelashes while joking about getting a rich husband. Leonard shushes her, but she ignores him and supposes they'll get rich either way.
- **Extraordinary Success:** They talk about how they're going to "pull the ol' phony rescue con" on some Special Investigator out near Dragon's Egg. If the Crew asks around about what a "Special Investigator" is during the Prelude, they may create a **Nosy D6** Asset

THE SHOWDOWN: WHAT THE HELL IS A "SII MANDRAKE"?

Before the Crew sets off, everyone gets a chance to exchange the information they've gathered and make one last attempt to ask or snoop around to get a little bit more.

GOSSIPY GADDIN' ABOUT

The options for further backgroundin' this mission include combing through gossip, researching recondite Alliance legal documents, or spreading around some money to people who know things professionally.

Crewmember Dice Pool: Mental + Know, Social + Influence

Gamemaster Dice Pool: Hard Difficulty D10 + But It's Top Secret D10 + Really, Really Top Secret D6

Possible Assets: Good Reputation, Juicy Tales to Trade, Generous

Possible Complications: Hated, Mealy-Mouthed, Illiterate

Example Results:

- **Failure to Raise the Stakes:** No one's heard nothin' and no one knows nothin'.
- **Raise the Stakes:** A "Special Independent Investigator" hasn't been appointed for years because, legally, they rank slightly higher than God Almighty. An SII's court judgments cannot be appealed, gainsaid or overturned. They essentially dictate legal reality, and they get to set their own damn agenda.
- **Extraordinary Success:** In addition to finding out what an SII is, the Crew also finds out that Xue is a member of the "Black Cuffs" and gets a decent overview of the Black Cuff/Red Cuff rivalry.



ACT I: THE FIRE JUNGLE

The Crew discovers a distress signal instead of a pickup at a secret rendezvous. To make matters worse, it's in the middle of a mess of live ordnance. Also, their despised rivals are after the same goal.

INT: SERENITY'S COCKPIT

MAL hunches over WASH. Both stare intensely out of the cockpit as Serenity tries to catch the rival ship.

WASH: Flying though a minefield is not the time for banter, Mal. Especially unhelpful things like "Go faster!" or "Fly better!"

MAL: Did I ever tell you what Zmirnov said about Zoe?

WASH suddenly pitches the control forward, sending Serenity into a screaming dive and Mal tumbling to the floor.

THE LOWDOWN: "FIRE WHAT NOW?"

During the War, the Alliance built one ship classified as a "Superdreadnaught Carrier" and named it the *Argo*. With a constellation of fifteen automated drone-ships, its value was not just tactical (because it could bring hellish firepower to bear), but strategic (because its mere presence forced nearby Browncoats to mobilize everything they had to fight it on an equal footing).

The attack on the *Argo* by one of its own escorts (the *Akagi*) is the subject of a lot of stories and speculation. The Alliance claims the *Akagi's* captain or pilot had been brainwashed or coerced. Given that she made a suicide attack by ramming her ship into the *Argo*, there may be something to that. (Browncoat ballads insist that she was just brave and desperate and had seen the light of freedom, or something.) Whatever her motivation, it left the *Argo* relatively vulnerable to a swarm of 72 rebel cruisers and fireboats. It was, by a considerable stretch, the biggest space-battle of the War, and tactically, it was a draw. Four Alliance ships got towed away, while 17 rebel ships escaped the carnage. But arguably, the battle never really ended.

Remember those fifteen automated drone ships? The Browncoat tactic was to cripple their engines, cook their sensors, and get out of weapon range. So most of those ships are still active, blindly lashing out at anything that gets close. Mix that with vast swaths of radioactive dust leftover from the *Argo's* revolutionary engines (never duplicated!), the odd piece of unexploded munitions, the mines, the ECM drones that are still scrambling ordinary sensors years later, and you get…well, it's a gorramn mess.

In the middle of it, *unremembered* by history and reported destroyed, is the small refueling and triage outpost that the *Argo* had just left before coming to grief. It's currently known as "Barry's Furnace" to the couple dozen people who know it's still there. That's where SII Mandrake wound up. It wasn't anyone's first choice—neither the Red nor Black Cuffs even knew it existed. But frankly, the whole "blow up the Investigator's ship and grab him" thing turned into a donkey rodeo even before the Crew and Jing Wong show up.

Upon nearing the region where they're expected to find a crippled Alliance ship called the *Arrant*, the Crew instead receives automated distress calls from it, describing catastrophic sabotage and begging for aid. The coordinates and heading in the message indicate that it should be deep in the Fire Jungle by now. Yaaay.

The cherry atop this mud sundae is a hail from the *Zheng He* imperiously ordering the Crew to stay out of the Fire Jungle if they know what's good for them. "I don't know how you heard about this job or what you think you're going to do," Jing says, "But you're not going to do it. Go home before you get in trouble. The Fire Jungle's no place for…you."

NOT THE BOSS OF ME!

Verbal fencing match with snooty old Jing? Don't mind if I do! Needling her over the radio might get her to say something she regrets, or at least give some kind of clue about why she thinks the Fire Jungle is so dangerous.

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Challenging Difficulty D8 + Mental D8 + Focus D10

Possible Assets: I Remember Your Treachery, You Owe Me Your Life, Old Erotic Entanglements

Possible Complications: I Owe You My Life, She's Fallen for This Once, Old Erotic Entanglements

Example Results:

- **Failure to Raise the Stakes:** She switches off the comms in the middle of one of the Crewmember's eloquently phrased insults. Ten minutes later, the Crewmember realizes the *perfect* comeback that is now too late to use. Dagnabbit.
- **Raise the Stakes:** The conversation gets heated, and she says, "If you think Xue and his Black Cuff cronies respect you too much to screw you over, then…oh, forget it." Then she breaks contact.
- **Extraordinary Success:** She stays calm, if not friendly, and actually tries to bribe the Crew to head back. (The sum's paltry compared to Xue's promised payoff—just about enough to pay fuel costs.) But the offer shows just how much she's got riding on this job. The Crew may create an **I Know Jing's Hard Up D6** Asset.

OH, THAT "FIRE JUNGLE"

Various Crewmembers who have an interest in recent history, or hot ship-on-ship military action, or disastrous astrogational hazards, might already know something about the Fire Jungle and the perils within it. Before flying into it, they can attempt to get some kind of read on its dangers.

Crewmember Dice Pool: Mental + Know, Mental + Focus

Gamemaster Dice Pool: Challenging Difficulty D8 + Obscurity D8 + Wild Tales D8

Possible Assets: Been Here Before, Know a Lot of Dutras, Fought in That Battle

ZHENG HE

ENGINES 12 HULL 6 SYSTEMS 6

DISTINCTIONS

EAGLE CLASS LIGHT TRANSPORT 8

This small freighter has enough bunks for only 5 crew and passengers, plus a small amount of cargo space. However, its speed and ease of customization made this ship a popular choice for Independent smugglers who found it relatively easy to get past many blockades during the war.

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

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.

☑ *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.

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

GRAPPLERS 8

☑ *Cast the Lines:* When chasing another ship, the pilot may spend a Big Damn Hero Die to end the chase and Take Out that ship when an appropriate Complication has a D12 rating.

LASER CANNONS 8

MASTERIN' THE GAME: THE EVIL TWIN

Rules have been provided for the *Zheng He*, but if you want a more tailored fit to your game, you can either build a design yourself, intended to complement the Crew's ship's strengths and test its weak points.

Alternatively, you can just copy their ship and call it "thematics," which it is. The *Zheng He* and its people are foils to the heroes aboard *Serenity* already, and having them fly something that's exactly like the Crew's vessel (or something very close) can be a mute reminder that if it wasn't for the hats and wigs, these Cuffs from the Core would have a very hard time telling the Crew from Jing's crew. It also simplifies things if you're worried that the *Zheng He* as statted would treat the Crew's ship like a chew toy or, even worse, vicy versy.

Possible Complications: Automated Killbots, Superstitious Fear of War Ghosts, Gullible

Example Results:

- **Failure to Raise the Stakes:** Oh, the dangers of that old battlefield are probably overstated.
- **Raise the Stakes:** Look, it's bad, but it's not, like, *worse*.
- **Extraordinary Success:** The Crewmember either knew a guy who knows the score, or *is* that guy. The Crew may create a **Rough Map of the Fire Jungle D6** Asset.

TROUBLE: QUICK ON THE DRAW

Reaching the site presented by the *Arrant's* distress message, the Crew has to navigate the Fire Jungle. To get there first, the Crew has to race the *Zheng He* through it.

Of course, some may want to take the safe route of scanning ahead, approaching at a comfortably safe velocity, or otherwise being nervous. That's fine, but make it clear to them that doing this lets the *Zheng He* slow down from "recklessly fast" to "uncomfortably fast" and still get the goods first, while trying to keep up could force the *Zheng He* to make a mistake, get dinged, or burn out an engine. Unless, y'know, they think the Zmirnovs really do have the superior skills they claim.

On the other, more likely end of the spectrum, your players may be a little too enthusiastic about their death-defiance. Attacking the *Zheng He* at this point is inadvisable but, fortunately, it's entirely reasonable to tell them that (1) if anyone has ever been drunk enough to try a boarding attack at high speed in a debris field, they didn't survive long enough for anyone to hear what would have been a hell of a story and (2) the *Zheng He* is clearly far more set on getting the goal than on getting in a battle. Trying to make Jing stand and fight just gives her more opportunity to cut and run. They might fire a few broadsides, but a real dogfight is incompatible with winning the race. Besides, there are smarter places to start shooting than in a museum of free-floating, malfunctioning counter-fire munitions.

This is a three beat race through the Fire Jungle with the winner being determined by the third Action. The first two Actions can be anything the Crew wants to do to try to slow down the *Zheng He* or get their own ship ahead. Here are a couple of suggestions.

STICKS AND STONES

If the ship has guns on the outside, a Crewmember can try to blast aside the bigger debris, or trigger bombs that are closer to the *Zheng He*, or just pop a round into Jing's engines. Alternatively, while the pilot marinates in fear-sweat, someone else may try to chart a route through on the fly while screaming, "Port, hard! There's a swarm of mines at 2:00 high!"

Crewmember Dice Pool: Systems + Shoot, Systems + Notice

Gamemaster Dice Pool: Challenging Difficulty D8 + Fire Jungle D10, *Zheng He's* Engines D12 + Pilot D8 + Eagle Class Light Transport D8

Possible Assets: Three-Dimensional Thinking, Hidden Behind Wreckage, Shortcut Through an Asteroid

Possible Complications: Zigged Instead of Zagged, Straight into a Cloud of Fragments, We Might Be Lost

Example Results:

- **Failure to Raise the Stakes:** The Crewmember hurts more than helps and puts the other ship in the lead. The Crew's ship takes a **The Zheng He Is Ahead** Complication equal to the GM's highest rolling die.
- **Raise the Stakes:** The Crewmember takes the lead. Create an **Edge on the Zheng He D6** Asset.
- **Extraordinary Success:** The Crewmember takes the lead. Create an **Edge on the Zheng He D8** Asset.



MASTERIN' THE GAME: AREN'T THESE HIGH STAKES CONFLICTS?

You'll notice that many of the recommended Actions involve some mighty dangerous activities. Normally we'd treat these as high stakes conflicts, which would necessitate the loser of the roll to be Taken Out or spend a Plot Point to stay in the scene. Fact is though we don't *want* either side to be Taken Out just yet—the dramatic question is who gets to the Furnace first, not who can get destroyed. So both ships will make it. It's just that one or both might be a bit banged up first.

So what we suggest is to treat the Actions as high stakes conflicts in that the losers will be taking Complications but won't require Plot Points to prevent being Taken Out. We just want to know who makes it to Barry's Furnace first.

BREAKER, BREAKER

Leonard has no problem leaving a channel open to taunt the Crewmembers as they whizz past dead ship chunks. He's trying to throw the pilot off his game. The Crew could just as likely hail him to talk about his mother's sainthood.

Crewmember Dice Pool: Mental + Focus, Social + Influence

Gamemaster Dice Pool: Leonard's **Analytical D6 + Grim D6 + Open Comm Channel D6**

Possible Assets: He Won't Beat Me Again, Let Me Tell You About Your Sister, Keep Him Talkin'

Possible Complications: Frothing with Anger, Didn't See It Coming, Best Two Out of Three?

Example Results:

- **Failure to Raise the Stakes:** The Crewmember gets burned by an insult. Create a Complication equal to the GM's highest rolling die.
- **Raise the Stakes:** The Crewmember gets the last word. Leonard shuts the comms off in disgust.
- **Extraordinary Success:** Create a **Zinger D6** Asset.

MASTERIN' THE GAME: JING'S DING

As the Crew is navigating the Jungle and pursuing the *Zheng He*, make sure you describe it getting blasted or burned or otherwise bunged up at some point. Be vague. It could be a major system impact that's just going to get worse as they push it, or it could be something cosmetic that looks worse than it is from a ship far away in fuzzy-sensor-space.

There are two reasons to put in this detail. The first is, it emphasizes how dangerous the Fire Jungle is, even if the Crew has hot dice and is waltzing through unscathed. But more importantly, it explains why Jing doesn't flee Barry's Furnace the instant she gets Mandrake in her power (should that happen).

STEP ON THE GAS

The final tactic for winning a race is, of course, to just be faster and better. Barry's Furnace and Kingdom lie in a relatively calm oasis in the Fire Jungle, one that the black marketeers have carefully swept for dangerous stuff, so if the two ships want to duke it out without unpredictable major weaponry firing randomly, this is the place to do it. Of course, if they dock at the Furnace, any fighting is going to be tremendously difficult for the docked ship, and dangerous for the Furnace. This Action will actually determine who wins the race to Barry's Furnace.

Crewmember Dice Pool: Engines + Fly

Gamemaster Dice Pool: *Zheng He's* **Engines D12 + Pilot D8 + Eagle Class Light Transport D8+ Radioactive Murder Debris D6**

Possible Assets: I Know How He Thinks, Fancy Flying, Kick in the Turbo Boosters

Possible Complications: Clipped Off a Stabilizer, Overheated Engine, Low on Fuel

Example Results:

- **Failure to Raise the Stakes:** The Crew falls far enough behind the *Zheng He* and loses the race. When they arrive at Barry's Furnace, Jing has already docked, and opening fire would risk destroying the station, the SII, and any innocent lives aboard it.
- **Raise the Stakes:** The Crew arrives first and can choose to either dock (and be defended against attack) or lay in wait to ambush the *Zheng He* as it nears.
- **Extraordinary Success:** Not only does the Crew get to choose whether to dock or open fire, when they speak to the SII, they may create a **First Actor Advantage D6** Asset.

But wait, what if the Crew got beaten to the Furnace? Not likely, but far from impossible. In that case, you've got a decision to make, Gamemaster. Do you want to give them a break and let them lick their wounds, or do you want to come down hard because they couldn't get 'er done? Both approaches have their merits. If they seem really disappointed and whupped by coming in last, ease off, give them a little time to regroup, and then let them choose whether to go down to the asteroid or follow Jing to the base. If your players are still full of beans and brass, make it a little clearer that Jing and Leonard just smoked them—Leonard isn't above calling them and asking if there's something wrong with their engines. (He wouldn't directly mock them: doing it obliquely is far more fun for him.)

THE SHOWDOWN: FIRE OR NEGOTIATE

Upon reaching the vicinity of the distress call, the Crew beholds a large, airless asteroid (almost a planetoid) with a new model Alliance battlecruiser crashed on it. That, the *Arrant*, is the source of the distress call, an automated message its captain broadcast before expiring. But tied to the rock, like a yo-yo to a hand, is a satellite. Anyone with mining experience recognizes this as a semi-autonomous mining station. This one looks pretty banged up, but a lot more habitable than a ship whose hull looks like a crumpled towel. There are life signs coming off it, but they're pretty weak. Could just be false positives, hopeless types who ain't done dying yet.

The Crew is looking for SII Mandrake, who could be on that tethered base or in that bunged-up ship. But if they arrived first, they may want to settle with the *Zheng He* once and for all. Or she might get there first and decide she's sick of them.

ITCHY TRIGGER FINGER

Hotheaded murder-hobo Crews aren't unheard of in the 'Verse. If your Crew gets there first and decides to turn and fight, they could well get in some serious licks before the *Zheng He* can safely dock.

Crewmember Dice Pool: **Systems** + **Shoot**

Gamemaster Dice Pool: *Zheng He's* **Engines** D12 + **Pilot** D8 + **Battle-Scarred** D8

Possible Assets: **Well Placed Alliance Mine**, **Familiar with Leonard's Flyin'**, **Bloodlust**

Possible Complications: **Damaged Weapon Array**, **Radiation Interferin' with Sensors**, **Owe Jing Yer Life**

Example Results:

- **Failure to Raise the Stakes:** The Crewmember skimmed one awful close to the station there, Mr. Cool Hands. Not only did the *Zheng He* dock unscathed, the Crewmember takes a **Hothead Lunatic** D6 Complication.
- **Raise the Stakes:** The Crewmember picks off a piece of the *Zheng He* before it gets too close to the dock to risk more gunfire. The *Zheng He* takes a **Battle Damage** D6 Complication.
- **Extraordinary Success:** Bull's-eye. The *Zheng He* takes a **Battle Damage** Complication equal to the Crewmember's highest rolling die.

I'M HERE FER TO RESCUE YOU

Instead of immediately slapping space-leather, the Crew may contact the station (whoa, funny how it only has short-range comms) and attempt to talk Garth Mandrake into climbing into their backseat.

Crewmember Dice Pool: **Social** + **Influence**, **Social** + **Trick**

Gamemaster Dice Pool: Mandrake's **Social** D10 + **Focus** D8 + **Reader** D8

Possible Assets: **Loyal to the Alliance**, **Snobby Core Accent**, **Appropriate Groveling**

Possible Complications: **Notorious Rebel**, **Distaste for Alliance**, **Talkin' Like a Rube**

Example Results:

- **Failure to Raise the Stakes:** Maybe the mistake was expecting him to be grateful. Instead, he expects the Crew to be grateful for rescuin' him. It's…disorienting.





Take a **Socially Discombobulated** D6 Complication, or step up an appropriate existing Complication.

- **Raise the Stakes:** Mandrake's too canny to hop in the first ship that promises him candy, but the idea doesn't repel him, yet. Create a **Mandrake's Favor** D6 Asset.
- **Extraordinary Success:** Mandrake finds the Crew amusing and is tempted to accompany them. Create a **Mandrake's Favor** D8 Asset.

CALM DOWN, JING!

On the other hand, maybe the Crew was tardy and now has to take its lumps when Jing unloads on them from advantage. Play this one by ear, though. She's in the catbird seat, for now, and how she acts can determine a lot about how the Crew treats her for the rest of the scenario (and possibly beyond).

If they generally like her, an attack is likely to make them feel really betrayed and send them into utter loathing. If they already hate her, the attack is just what they expect. If it's complicated and they're unsure, attacking can put them firmly at odds, while holding off could keep them on tenterhooks, or even push them towards tolerance.

Try to surprise them. You want to keep the relationship as murky and unpredictable as possible, so if they seem to despise her, have her aim, lock on weapons…and then say "Naw, I saw you get shot at enough in the War. I don't know why you want to spoil my deal, but I'm not going to spill your blood over it. Not today." On the other hand, if they see her as a figure of honor and pity, a stab in the back could be the wake-up call they need. Especially if she can walk it back by blaming it on Leonard and claiming he's been disciplined later. Or if Jasuan can feign indignation that Jing shot them in order to get in their good graces.

Cunning Crew may, of course, take this opportunity to beg the station for aid and paint the *Zheng He* as a marauder. Or they may invoke some old War memories of their own to get Jing to back off.

Crewmember Dice Pool: Engines + **Fly**, **Hull** + **Fly**, **Systems** + **Shoot**, **Social** + **Influence**

Gamemaster Dice Pool: *Zheng He's* **Systems** D6 + Leonard's **Pilot** D8 + **Armed and Dangerous** D8 + **Laser Cannons** D8, Jing's **Mental** D8 + **Focus 10** + **World Weary** D4 (plus a Plot Point)

Possible Assets: Fond Memories, **Slick Reflexes**, **Innocent Appearance**

Possible Complications: Diabolical Reputation, **Wheezy Engines**, **Wonky Sensors**

Example Results:

- **Failure to Raise the Stakes:** Damn, that was an awfully good shot, right between the uprights. The Crew must take an **Engine Damage** Complication equal to the *Zheng He*'s highest rolling die, or step up an appropriate Complication as their ship limps to Barry's Furnace and docks.
- **Raise the Stakes:** The ship arrives under fire, but the damage is only cosmetic and emotional. Create a **Look Sane Compared to Jing** D6 Asset.
- **Extraordinary Success:** Wow, Jing really looked like a psychopath when she unleashed that barrage of fire on the Crew, who looked dashing as they dodged it with both élan and éclat. Create a **Look Sane Compared to Jing** D8 Asset.



ACT II: INTO THE FURNACE

Mal and Jing debate with Mandrake over who gets the privilege of rescuing him while Barry becomes frustrated.

INT: The shabby, grubby mess hall on BARRY'S FURNACE

MANDRAKE: You'll forgive me if I observe that you are both… extremely sub-optimal for my purposes.

(The lights abruptly die.)

BARRY: (Over the intercom) Now y'all are gonna shut up an' lissen ter me, or else I'm aim ter shut the air clean off!

THE LOWDOWN: WHAT'S WITH THE FURNACE?

Garth Mandrake's escape pod landed in Docking Bay #3 and he immediately browbeat Barry into compliance using a combination of willpower, genuine authority, and natural grandeur. He was not best pleased to learn that the Furnace has no long-range comms nor any capacity to move him back to more trafficked regions. The arrival of the Crew and the *Zheng He* strikes him as too fortuitous for coincidence, so he's on his guard. But he doesn't have a lot of high cards in his hand. Even the ships's communication gear, while better than what Barry has, can't penetrate the distortion of the Fire Jungle's radiation.

Mandrake's got to fly out. In his mind, the question is only which ship he's going to commandeer.

The Crew wants to take Mandrake to Xue, while Jing wants to take him to whomever the Red Cuff equivalent of Xue is. But at this point, a third angel intrudes. Jasuan Dutra also wants to get away with the SII, but to take him to her family. She doesn't care which ship he goes on, as long as she determines where he ends up.

WE HAVE COOKIES!

One way the Crew could try to get the SII to come with them is by askin' politely, mindin' their manners, and shinin' on him with their sunny dispositions. To represent her attempts to convince Mandrake to come with her, Jing lends him her **Influence** die. Remember that this increases the number of jinxes and Jing could take a Complication, too.

Crewmember Dice Pool: Social + **Influence**, **Social** + **Trick**, **Mental** + **Focus**

Gamemaster Dice Pool: Mandrake's **Mental** D10 + **Focus** D8 + **Reader** D8 + Jing's **Influence** D8

Possible Assets: Genuine Altruism, **Fawning Respect**, **Clean and Articulate**

Possible Complications: Genuinely Selfish, **Noxious Reputation**, **Filthy and Mush-Mouthed**

Example Results:

- **Failure to Raise the Stakes:** Jing succeeds in getting Mandrake to distrust the Crew and hang around a little longer. They take a **Mandrake's Mistrust** D6 Complication.
- **Raise the Stakes:** Mandrake intends to commandeer their ship and take it back to the nearest Alliance outpost, or at the very least get free of the interference and use its comms gear to get help. But while he's agreed to get on their boat, it's clear that he expects to have the run of it, including the cockpit.
- **Extraordinary Success:** Mandrake's not only on their ship, but the Crew has the option of locking him up. This gives them the **Mandrake Secured** D6 Asset, but at the cost of a **Wrath of Mandrake** D6 Complication if he gets out.

WE HAVE GUNS!

On the other hand, a less talky, more shooty approach might be more in the Crew's wheelhouse. Or they might just end up there when diplomacy against the mind-reading expert diplomat kidnap target fails. You might want to handle this using Action order, or if you just want to cut to the chase resolve the situation in a single Action. Jing lends Mandrake her **Fight** die. This is a high stakes conflict.

Crewmember Dice Pool: Physical + **Shoot**, **Physical** + **Fight**

Gamemaster Dice Pool: Mandrake's **Physical** D10 + **Fight** D8 + **Reader** D8 + Jing's **Fight** D6

Possible Assets: We Outgun 'Em, **Ambush**, **High-Tech Kidnappin' Kit**

Possible Complications: Cramped Quarters, **Mandrake Was Suspicious**, **Jing Was Planning the Same Ambush**

Example Results:

- **Failure to Raise the Stakes:** Not only does Mandrake end up on the *Zheng He*, the Crew isn't sure whether he's a prisoner there or whether he thinks Jing done rescued him. Also, the Crewmember takes a **Paltry Injury** Complication equal to Mandrake's highest rolling die.
- **Raise the Stakes:** Mandrake is locked up on the Crew's ship, which is good (to the tune of a **Mandrake Secured** D6 Asset) but if he gets out they take a **Wrath of Mandrake** D6 Complication.
- **Extraordinary Success:** Not only is Mandrake on their ship, but if it's at all plausible, he considers them the preferable option to Jing and her people. They get the **Mandrake Secured** D8 Asset with no baggage.

MASTERIN' THE GAME: NO REWARD IS WORTH THIS!

Mandrake is kind of irritating, what with his blithe confidence that he's vastly superior to the Crew, and his social position and power and possessions that back up his opinion. So maybe they decide to lash out and kill his ass.

Jing and Jasuan both have very strong reasons to oppose the SII's assassination, and if it gets pinned on the Crew the Alliance bounty on their heads is going to be absolutely breathtaking, but if they know all that and still opt for the visceral satisfaction of choking his lips blue, let 'em try and let the chips fall where they may. When the Reavers show up, the murderous plotters may actually have the perfect cover up for their crime. "Mandrake who? We weren't anywhere near that space station that is, currently, a radioactive pile of gnawed bones and slag."

WHAT'S IN IT FOR ME?

Jasuan contacts the Crew and suggests that instead of handing Mandrake over to Xue, they might do better by handing him over to the Dutras. She doesn't care much which captain hauls him away from the Furnace, as long as it's someone who takes him to her family. The mere fact that she's discussing this with them might indicate Jing's attitude towards this suggestion.

This sort of skullduggery and triple crossing can happen before a fistfight or debate, or after one (to get Mandrake moved from one ship to another), or instead of either.

Crewmember Dice Pool: Social + **Influence**, **Mental** + **Focus**, **Mental** + **Trick**

Gamemaster Dice Pool: Jasuan's **Social** D8 + **Influence** D10 + **Con Artist** D8

Possible Assets: Paranoia, **A Better Offer**, **Serious Threats**

Possible Complications: Jing's Hatred, **Jasuan's Untrustworthy**, **Alliance Hatred**

Example Results:

- **Failure to Raise the Stakes:** Mandrake winds up on the *Zheng He*. Jasuan has assured the Crew that she intends to let them steal Mandrake away at some future point. She does not. They have a Complication called **Jasuan Played Us for Suckers** D6.
- **Raise the Stakes:** Jasuan gets Mandrake on the Crew's ship, at liberty, and she comes with. For now, she's on the Crew's side. But the way she turned on Jing shows exactly how much loyalty she can maintain.
- **Extraordinary Success:** The Crewmember convinces Jasuan to work against her own crew. Create a **Jasuan's Our Mole** D6 Asset for the Crew. If a Crewmember spends a Plot Point, it remains for the rest of the Episode. If Mandrake got persuaded, or seized by force, he's still on whichever ship he wound up on. If there was no fight or argument, Jasuan has persuaded him to get on the Crew's boat.

TROUBLE: BARRY AIN'T HAVIN' IT

Barry's in a mood to misbehave. As soon as the previous section gets resolved, Barry achieves several technical feats.

First, ships docked with the Furnace get effectively locked onto it, with their doors jammed open. It's an "emergency evacuation docking protocol" and not every station can perform one. The Furnace, being designed by the military, can.

Second, he turns off the gravity and lights on the Furnace. He's used to zero-G and knows every inch of the station, so he figures that gives him an edge.

Third, he overloads the Furnace's reactor and ducts it towards the factory column. This means that, unless someone does something, the tether holding the Furnace to the planet is going to blow up, sending the whole thing catapulting into space, probably killing everyone on board.

While everyone's dealing with the crisis, Mandrake seizes the opportunity and makes an escape attempt. If he's on the *Zheng He*, he gets off. If he's imprisoned on the Crew's ship, he tries to break out. If he went with the Crew voluntarily, he sees Barry's behavior as evidence that the man is disordered and can be easily manipulated.

Barry's wants everyone to (1) divest themselves of their valuables, primarily the SII and then (2) leave. If locking them in and screaming at them to go away seems counter-productive, well, that's the only way he can make threats against the ships.

The Crew may be able to calm him down, they may just technologically undo his sabotage, or they may be able to manipulate Mandrake or Jasuan into making him more tractable, but Barry isn't really used to having conversations with people. Then again, undoing his sabotage would be easier with gravity and air. Also, if the Furnace wasn't an idiosyncratic patchwork of half-baked repairs and workarounds. You could make an argument that his mind is the same, actually.

Crewmember Dice Pool: Social + Influence, Mental + Fix

Gamemaster Dice Pool: Challenging Difficulty D8 + Crazy D8 + Weaselly D8 or **Challenging Difficulty D8 + Proprietor of the Furnace D8 + Crazy Modifications D8**

Possible Assets: "If You Want Us Gone, Let Us Go", Offer Him Communication Gear, Worked on a Rig Like This

Possible Complications: Schizophrenic Wiring, Ship Damage, Injured Crew

Example Results:

- **Failure to Raise the Stakes:** Barry has taken control of the *Zheng He* and lit out for parts unknown. In the process, he cemented the Crew's ship even tighter to the space station. Enjoy the **Stuck to Barry's Furnace D6** Complication.
- **Raise the Stakes:** If the Crew talked sense to Barry, the sabotage is disabled and the ships are free. If, instead, they undid the sabotage themselves, the ships are still stuck but they get **Grudging Respect D6** from Jing on their next interaction.
- **Extraordinary Success:** If they opted to talk to Barry, he's now on their side and does what they want, (releasing their ship and keeping the *Zheng He* locked on, for example.) If they demonstrated tech-fu on his circuits, they freed their ship and disabled the bomb and also get a **Now I Am the Master D6** Asset.

MANDRAKE'S GREAT ESCAPE

If Mandrake's imprisoned on the *Zheng He*, he escapes automatically in the disorder. If he's imprisoned on the Crew's ship, however, he faces a little more resistance. If the Crew has him under guard, it's going to be a fight against someone who's a *lot* stronger than you'd think if you judged him by his immaculate manicure. If they locked him up, he tries to get out and either succeeds or fails. If he succeeds, he never, ever explains how it was done.

Crewmember Dice Pool: Physical + Fight, Mental + Fix

Gamemaster Dice Pool: Mandrake's **Mental D10 + Operate D6 + Relentless Investigator D8** or Mandrake's **Physical D10 + Shoot D8 + Reader D8**

Possible Assets: Purpose-Built Holding Cell, Used to Be a Slaver, Paranoid Restraints

Possible Complications: Treated Mandrake Respectfully, Sloppy Ship Maintenance, Distraction

Example Results:

- **Failure to Raise the Stakes:** There's a Complication waiting in addition to Mandrake getting loose. If he had to shoot his way out with a weapon that—apparently—he hid in his ear canal, a Crewmember takes a **Precise Wound D6**, while if he escaped through techno-ninjitsu, the Complication is **Mandrake Messed with the Ship D6.**
- **Raise the Stakes:** Mandrake is now back in his cell and not best pleased at all.
- **Extraordinary Success:** Mandrake is back in his cell and reconsidering his position in relation to the Crew. Sure, he's not happy to be there, but he icily calculates that he's better off with them than with Jing or Barry.

MASTERIN' THE GAME: WHEN RIVER MEETS MANDRAKE

Mandrake's a Reader, similar to River Tam. Mandrake recognizes her or any other Crewmember who had a similar backstory immediately—he even knows her name. He curtly informs her that she is coming back to the Alliance with him.

Moreover, any Reader recognizes him as one of the same kind, though different. His powers, while less muscular, are cold and refined. He is fully in control and at least seems to completely understand what he is, and what she is, and what it all means. That, as much as anything, could tempt River, or anyone else with half-understood and scary powers.

SHOWDOWN: HE'S A READER?!?

The gloves come off with the revelation that Mandrake is a Reader and, therefore, is damn near certain to be able to identify the Crew if he makes it back to the Alliance. Not only that, there's no way to tell what secrets he sucked out of their brains when they weren't payin' attention! If the Crew hasn't heard about Readers, or doesn't know about them, be sure to play up the rumors and paranoia.

How does the Crew find out Mandrake's a Reader? There are several possibilities. First off, he might tip his own hand if his escape involved him knowing codes or passwords he couldn't have possibly learned. Barry might tell the Crew about Mandrake readin' his mind, in awestruck, semi-loony tones. More reputably, Jasuan might let them know that he knew things about her that he shouldn't, while Jing can confirm that the Alliance was performing experiments to allow people to "know things they had no way to know."

TOSS HIM OUT THE AIRLOCK!

Crews who've thrown a *lot* of dirt up the hill of Alliance law might panic as soon as someone comes along who might bring it all rolling back down on them. Naturally, the kind of people who break a lot of laws are the people who look at a problem and immediately decide on the least-legal option. In this case, that would be to straight murder the SII. You could handle this as a full on series of high-stakes conflicts. However, since the real antagonists are the Reavers, it's not necessary to spend a whole lotta time resolving whether or not the Crew manages to kill Mandrake or he escapes.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Mandrake's **Physical** D8 + **Fight** D8 + **Reader** D8

Possible Assets: I Know What Jasuan Did, Surprise Attack, He's Cornered

Possible Complications: Mandrake's Hidin', Barry's Protecting Him, Scruples

Example Results:

- **Failure to Raise the Stakes:** Mandrake is at large in the mazy interior of Barry's Furnace, and one of the Crew either gets a **Large Bruise** D6 Complication or steps up an appropriate one.
- **Raise the Stakes:** Mandrake's fled into the ductwork of Barry's Furnace, but the Crew at least got **Mandrake's Bleedin'** D6 Asset.
- **Extraordinary Success:** Congratulations! The Crew has committed an act of high treason and now will not get paid for this kidnapping mission!



LET'S TALK THIS OUT

On one hand, he's a high-ranking official. On the other hand, absolutely nobody involved in the *current* round of negotiations views him as anything but a kind of high-stakes piñata, and if hitting him with sticks is what yields the candy, that is what they do. Rather than do that, or fall back on the airlock plan, they might seek reassurances from Mandrake that he won't turn them in. In return, they let him, y'know, live.

Crewmember Dice Pool: **Social** + **Influence**

Gamemaster Dice Pool: Mandrake's **Social** D12 + **Focus** D8 + **Reader** D8

Possible Assets: **Clean Record**, **Clear Conscience**, **Alliance Loyalties**

Possible Complications: **Evil Past**, **Most Wanted**, **Wicked Hopes**

Example Results:

- **Failure to Raise the Stakes:** Mandrake provides absolutely ironclad assurances that he respects the Crew's privacy and won't pursue or punish them if they get him out of the Fire Jungle. Then, if they get him out of the Fire Jungle, they take a **Mandrake Played You** D10 Complication.
- **Raise the Stakes:** Mandrake assures them that he could not possibly care less about their petty larcenies and nugatory criminal machinations. He has much bigger fish to fry and, frankly, doesn't consider their minds worth reading. They can believe him or not.
- **Extraordinary Success:** Mandrake reluctantly explains the Hash and uses it to record a message stating that whatever other crimes the Crew may or may not have committed, as of the current date they are not under his investigation and that he has no undue reason to suspect them.

MERCY OF THE COURT

Maybe the Crew doesn't hate the Alliance even a little bit. Maybe they figure out that this guy is smart and powerful and decide that they could do worse than to just go along and do what he says. Or maybe he scares them so badly that they just cave and cower.

Crewmember Dice Pool: **Social** + **Focus**

Gamemaster Dice Pool: Mandrake's **Social** D12 + **Influence** D10 + *Interrogation* D6 + **Relentless Investigator** D8

Possible Assets: **Mandrake's Injured**, **Pitiful**, **Alliance Connections**

Possible Complications: **Not Much to Offer**, **Embarrassing**, **Notorious Crooks**

Example Results:

- **Failure to Raise the Stakes:** The Crewmember winds up admitting, on record, to some medium-grade crimes in exchange for a promise of mercy from Mandrake if they get him out. Should he survive—or anyone, really—it's possible that this **Blackmail Dirt on [[Crewmember]]** D8 Complication could get out.
- **Raise the Stakes:** If they get him out without undue issues and present him safe and sound to an Alliance base or warship, he cuts them loose with a curt nod and makes sure they get a three-day head start.
- **Extraordinary Success:** However they deliver him, he doesn't hold it against them more than he blames anyone else. Even if he's turned over to the Black or Red Cuffs, he doesn't consider the Crew traitors. How could such simpletons understand?



ACT III: SCREAMS IN SPACE

The negotiations weren't going well, even before a panicked plea for help against Reavers cut off to silence.

INT: The cramped "common room" on BARRY'S FURNACE, as JING, BARRY, MAL, and MANDRAKE argue.

MANDRAKE: Ah yes, "Reavers." The cannibal barbarians that Rim-peasants tell of to frighten their children.

MAL: I'm no child, and anyone who ain't scared of Reavers is either a fool or plum crazy.

THE LOWDOWN: PARTS IS PARTS

At this point in the scenario, there have been multiple opportunities for ships to take a ding or two. Between the Fire Jungle and Barry's forced entanglement of ship and base, not to mention the motives and opportunities that Leonard, Jasuan, Jing, Barry, and Mandrake all have for sabotage, it would actually be more surprising if something *hadn't* gone wrong with the ships.

That's right. Both ships are off-kilter, but Jing and Davincia can handle their own fiasco. The Crew's problem has just been promoted to a catastrophe with the discovery that the ship's core pulse regulator has just gone screwy. If they don't get a new one, the ship can wallow around locally, but no way would it get through the Fire Jungle. Maybe they can kluge together a half-baked one from parts on Barry's Furnace. That might last a few days and let the engines work at about two-thirds capacity. Or Jing might have a spare. Does Jing strike you as the sharing type?

Just as this issue presents itself, the Crew notices that the life signs from the crashed *Arrant* haven't died out like they'd expect, and some energy flares off it are in a repeating pattern. Oh yeah, it's an old, primitive code for HELP… HELP…HELP…

Well now. A passel o' Alliance purple-belly bullies are stuck in a collapsing ship, just waiting to be rescued. How can the Crew turn this to their advantage? For one thing, that ship has at least four engines with core pulse regulators, and the design is standard on Alliance warships.

If Mandrake wound up on Jing's ship, rescuing his people might persuade him to come to the Crew instead. Or, if he was taken by force, a squad of armed Alliance goons might have something to say about that.

That cuts both ways. If Mandrake's with the Crew, it might be essential to keep him from finding out about *Arrant* survivors because of the likelihood of him insisting on not leaving them to a lingering death. If the Crew doesn't want to perform the rescue, he might consider that evidence that they're not as pro-Alliance as they maybe said. If he's imprisoned, then it becomes Jing's opportunity to get backup…unless the Crew goes down to take care of business first.

Whatever their motives for visiting, the *Arrant* has a definite haunted house vibe. It's a big, sleek and powerful warship, not a freight-hauler like the *Serenity* or the *Zheng He*. As the Crew approaches, they can see a breach where the thick hull broke outward. It's right next to the main reactor couple, and judging by the deformation of the metal, the blast that opened this came from deep inside the ship. It crash-landed on its comms array. Crawling in through the hole or accessing one of the airlocks can give access. Once inside, there is room after room of death. There's a specific breakdown on page 225, but this part of the scene should last as long as the Crewmembers seem interested.

FINDERS'S KEEPERS

Whether they're going down to rescue wounded people, finish off hated lackeys of the tyrannical Alliance, or just nab the part they need, this wrecked ship is a goldmine of information and free plasma coolant regulators (slightly dented). Crewmembers might look into the cause of the crash, dig around for spare parts for their own ship, or start busting open doors to see what sweet loot they can carry off.

Crewmember Dice Pool: Mental + Notice, Mental + Fix, Physical + Labor

Gamemaster Dice Pool: Challenging Difficulty D8 + Wreckage D8 + Keeping Things Quiet D6

Possible Assets: Burglar, Ship Engineer, Fought for the Alliance

Possible Complications: Nausea, Electrical Shock, Caught Red Handed

Example Results:

- **Failure to Raise the Stakes:** The Crew gets their part, but anyone who participated in the Action takes a **Sick to the Stomach D6** Complication. The senseless slaughter seems like a bleak commentary on the futility of all human hope.
- **Raise the Stakes:** Beyond the gore, the Crew realizes that a bomb went off, and then the fighting continued while the ship was crashing. That's devotion! Oh, and they find *two* core pulse regulators.
- **Extraordinary Success:** In addition to a pair of new-in-box core pulse regulators, the Crewmember gets a **Useful Salvage D6** Asset. If a Crewmember spends a Plot Point, it remains for the rest of the Episode. The Crewmember also gets a lot of insight into how the battle here went down.

HOWDY! WE GOT YER SII!

Crews who have Mandrake bamboozled (or who believe he won't go along with them unless they rescue his people) can attempt a rescue on the *Arrant* after introducing themselves. Of course, the survivors on the *Arrant* may be a little shell-shocked and trigger-happy. Or they may be Red Cuffs who know that their clique has an operative named "Jing Wong" on this mission.

Crewmember Dice Pool: Social + Persuade, Social + Trick

Gamemaster Dice Pool: Challenging Difficulty D8 + Arrant Survivors 4D6 + Shell-Shocked D6

Possible Assets: Yew C'n Talk to Mandrake on Mah Radio, First Aid, Real Friendly

Possible Complications: Known Scofflaws, Jing Called Ahead, Red Cuffs Triumphant

Example Results:

- **Failure to Raise the Stakes:** Whatever guns they're shootin' at the Crew are new: they make a "Zzzzz" sound and blur the air and hurt like hell when they hit. Two members of the Crew take a **Hurt Like Hell D6** Complication, or step up an appropriate existing Complication. If only one Crewmember looked for parts, the Crewmember takes a **Hurt Like Hell D8** Complication. The *Arrant's* crew stays behind, but their core pulse modulator does not. It can serve as a core pulse regulator if you don't mind a little extra wear and tear.
- **Raise the Stakes:** A squad of well-armed but injured Alliance troopers has been saved and transferred to the Crew's ship. They get an **Armed but Injured Troops D6** Asset. What won't become a problem is their fine replacement core pulse regulator.
- **Extraordinary Success:** The troopers have been rescued and are in no condition to make trouble for anyone. Their lives, however, provide an **Alliance Hostages D8** Asset, if the Crew is into that sort of thing. If not, they can console themselves with their shiny core pulse regulator.

LET'S KILL 'EM

Butchering Alliance troops instead of saving their lives may seem, in the short term, more barbaric than Big Damn Heroic, but some players swing that way. That said, storming a warship with hand weapons may be more Big Damn Stupid than anything else.

On t'other hand, if the Crew comes in talkin', it could be the Alliance that starts shootin'. That makes it less ugly. Still plenty ugly enough, though.

Crewmember Dice Pool: Physical + Shoot, Physical + Fight

Gamemaster Dice Pool: Hard Difficulty D10 + Arrant Survivors 4D6

Possible Assets: Ambush, False Flag of Truce, Healthier

Possible Complications: Negligible Gravity, Unfamiliar Territory, Pity

Example Results:

- **Failure to Raise the Stakes:** One Crewmember has a **Damaged Knee D6** Complication or else steps up a pre-existing Complication. The Crew gets their core pulse regulator but the Crew's ship takes a **Slightly Damaged Regulator D6** Complication.
- **Raise the Stakes:** The Alliance troops all die, but one of the Crew takes a **Distinctive Laser Burn D6** Complication. But that core pulse regulator makes it all worthwhile, right?
- **Extraordinary Success:** Not only are all the witnesses murdered, but the Crew did it without taking any injuries

or with any evidence that it was anything but a tragic "We tried to save 'em but we were too late!" situation. Alternatively, if it was the Alliance who started the ruckus, the Crew gets a **Known Flaws of Alliance Tactics** D6 Asset. Either way, the core pulse regulator —slightly foxed around the manifold—is theirs!

TROUBLE: I CALL SHOTGUN

Whether they're debating or letting their guns to the talkin', the Crew and Jing's people get an arresting broadcast just as soon as the last beat resolves. It's a ship in trouble, and it mentions the one thing that still might get the *Zheng He* and the Crew pulling together in traces.

"This is Captain Britta Beals of the *Velvet Glove*, we are being pursued by three ships that…they aren't responding to hails and they're running hot. They're unshielded, they're…I think they're Reavers! They're launching crude projectiles from their shuttle bays, trying to slow us down they…I think they're going to board us! Please, if you're within range of this transmission, please help us! We're an unarmed ship, we can't…we can't..."

...and then the broadcast cuts out.

Make it clear to the Crew that there's no way in hell they can make it there in time. By the time they got there, they'd either be pulling bodies out of the void or interruptin' the Reavers at dinner.

Depending on how paranoid the Crew is and how convoluted you've played the strategies of Jing, Jasuan, and Mandrake, the Crew might be forgiven for thinking this is just another fake out. Or they might believe in the Reavers the way a kid believes in monsters under the bed. Either way, things aren't going forward until they're convinced the threat is real, or until they convince everyone else it is, too.

Getting out alive is now the main course on the Crew's plate, but as established previously, Mandrake is definitely the yummy dessert. Barry, then, is the distasteful veggie side-dish that someone's obligated to haul away, unless everyone agrees to leave him to a hideous, painful, lingering death.

MASTERIN' THE GAME: VELVET GLOVE?

Of course, if you want to substitute an already-established ship, that's better'n fine. The *Velvet Glove*'s whole function in the story is to be as doomed as possible, so think carefully before feeding a bunch of love interests and old war comrades into that particular wood-chipper. Not that you shouldn't do it—just tread carefully.

BETTER THAN REAVERS

Characters may approach this socially, by finding out what others know and trying to persuade them about the imminent danger. Or they may tackle the problem technologically, by confirming the broadcast and amassing evidence to convince Mandrake and Jing that this must be taken seriously. Mandrake lends Jing his **Focus** Skill during the Action.

Crewmember Dice Pool: Social + Influence

Gamemaster Dice Pool: Challenging Difficulty D8 + Jing's **Social** D8 + **Focus** D8 + **World Weary** D8 + Mandrake's **Focus** D8

Possible Assets: You Heard the Word "Reavers," Right?, We've Been Honorable, Take Mandrake!

Possible Complications: We've Been Pigs, They Suspect a Trick, Mandrake's in Charge

Example Results:

- **Failure to Raise the Stakes:** They don't believe Reavers are coming, but even if they are, their primary plan is to throw the Crew at the Reavers as hard as they possibly can.
- **Raise the Stakes:** Jing, at least, appreciates the gravity of the situation.
- **Extraordinary Success:** Jing is 100% on board with cooperation against space cannibals. Mandrake, while unconvinced that the Reavers are as bad as the Crew claims, is at least persuaded that the Crew *and* Jing *and* Barry are more frightened than they were by his threats of Alliance reprisals.

The other factor in play is the rampant mistrust between everyone involved. In order to ensure some measure of trust, a blending of personnel could be proposed—Leonard flies the Crew's ship while their pilot flies *Zheng He*, for example. With his sister on the *Zheng He*, he's far less likely to leave them as a sticky treat for the Reavers, and vice versa. Armed bruiser-types could be exchanged to ensure that the ships go together, or more beloved (or crucial) people like commanders could be mutually held hostage to make sure that the two ships meet at an agreed-upon rendezvous. Negotiating this is likely to be tricky, and the 800-pound gorilla in the room is: who gets to ride out with Mandrake?

Don't let these discussions go on too long, but get the Crew to agree on their top three picks for (1) who they want to carry as passengers (Davincia, Jing, Jasuan?), (2) who they don't want to carry (Barry, the *Arrant* survivors?) and (3) who on the crew they're willing to send over to the *Zheng He*.

Then all that remains is getting ready, getting set, and running.

THE SHOWDOWN: ONE-WAY TICKET

Simply blasting off from Barry's Furnace is one option (and rabbity Crews may do that, starting Act IV a little early) but there's something to be said for having an exit strategy, especially since the way out through the Fire Jungle may take them right through the middle of the Reaver fleet.

KICK 'EM AND RUN

Let the Crew come up with any reasonable-sounding techno-babbling solution and, if they roll it right, it can work or have some positive effect. Overloading fuel cells, weaponizing the Furnace, turning the *Arrant* into a one big booby trap, attempting to hack the guidance systems of all those broken guns in the Fire Jungle…all's fair in war. If the plan involves the Furnace, Barry will be willing to gang up with the Crewmember and lend one of his dice.

Crewmember Dice Pool: Mental + Craft, Mental + Fix, Mental + Operate

Gamemaster Dice Pool: Challenging Difficulty D8 + Reavers are Coming D8 + No, Really, They're Coming! D6

Possible Assets: Cannibalizing the Arrant, A Genuinely Inspired or Bizarre Plan, A Noble Volunteer Who Stays Behind

Possible Complications: Reaver Phobia, Ship Damage, Injured Crew

Example Results:

- **Failure to Raise the Stakes:** The Crewmember had a great idea, but couldn't pull together anything helpful in time. Create a **Pressed for Time D6** Complication.
- **Raise the Stakes:** The Crewmember creates a **D6** Asset to reflect a part of the plan.
- **Extraordinary Success:** The Crewmember creates a **D8** Asset to reflect a part of the plan.

MASTERIN' THE GAME: WE CAN FIGHT

Maybe they don't want to turn yellow and run. Maybe they want the braggin' rights that come with facing down a Reaver fleet.

This is a terrible idea.

But the Crew doesn't have to take your word for it: every other character craps a cold brick at the thought of facing them. Fighting the Reavers is very likely to leave the ship damaged and the Crew worse off, even if they kill every last cannibal freak-job who shows up. Running, on the other hand, costs nothing but gas.

GIT WHILE THE GITTIN' IS GOOD

The Crew might focus on bettering or repairing their ship. They could link fuel cells to overcook the engine to squeeze more speed out of it. They could try to jerry-rig some ECM to confuse pursuit. They could try to disguise their ship as debris and float out with their engines cold.

Crewmember Dice Pool: Mental + Craft, Mental + Fix, Mental + Operate

Gamemaster Dice Pool: Challenging Difficulty D8 + Reavers Are Coming D8 + No, Really, They're Coming! D6 + Ship's Complication

Possible Assets: She's Got It Where It Counts, Cannibalizing the Arrant, We've Established Trust

Possible Complications: Ship Damage, Insufficient Time, Injured Crew

Example Results:

- **Failure to Raise the Stakes:** If the Crewmember didn't roll any jinxes, the Complication gets stepped back. If jinxes were rolled, that Complication gets stepped up for each jinx, and no Plot Points are exchanged. Nice work, butterfingers.
- **Raise the Stakes:** Remove one of the Crew's ship's mechanical Complications, or create an Asset **Primed for Speed D6**.
- **Extraordinary Success:** Their ship has lost one of its mechanical Complications, and has gained an Asset **Primed for Speed D6**.



ACT IV: THE GORRAMN REAVERS

After exchanging personnel to guard against a double cross, the *Zheng He* and *Serenity* scramble to get underway before the Reavers arrive.

INT: The sterile, painfully clean cockpit of the ZHENG HE. JING and WASH are seated at its controls.

JING: Didn't you say you could out fly my pilot? Well, you get to do it with his own ship.

WASH: I do my best work when someone is trying to consume my flesh.

JING: In the worst case, you don't have to outrun the Reavers, just the Serenity.

WASH: We get out together or not at all.

THE LOWDOWN: TICKETS TO RIDE

Mandrake is on one ship or another (if he didn't get killed somehow), either free or in chains, so that's settled. But before running, the Crew might take a few last breaths to see if there's anything else they can turn to their advantage—especially if they lost Mandrake. Or they might make some amends with their old colleagues.

BURY THE HATCHET

In the middle of running around getting ready to run away, someone on the Crew might decide that this is the last chance to get right with Jing (or Davincia, or even Leonard). Does the last-minute rapprochement seem desperate, or vividly extra-sincere? Only the dice can tell!

Crewmember Dice Pool: Social + Influence

Gamemaster Dice Pool: Challenging Difficulty D8 + appropriate GMC Traits + **Desperation D6**

Possible Assets: Played the Hero, Good Looks, Memento

Possible Complications: Played the Heel, Obvious Selfish Motive, Bad Blood

Example Results:

- **Failure to Raise the Stakes:** The GMC in question thinks even worse of the Crewmember, if that's possible. Add a **What a Twerp D6** Complication, or step up an appropriate existing one.
- **Raise the Stakes:** Apology accepted. Thanks.
- **Extraordinary Success:** The GMC tears up, overwhelmed by emotion. Create a **Been Through the Fire... Together D6** Asset.

SAVING BARRY PAN

In the hubbub of fleeing, Barry…vanishes. If he's supposed to be on the Crew's ship, someone notices that he ain't where he was put. If he's supposed to go on the *Zheng He*, the Crew gets a call from the most distasteful person aboard it, informing them that Barry isn't aboard after all, so they can either find him and rescue him or, y'know, not do that. Their call.

Barry sure did pick a bad time to go squirrelly. If the Crew opts to do a quick search, make sure they know they're risking some kind of delaying Complication. It's 100% up to them.

Crewmember Dice Pool: Mental + **Notice**, **Physical** + **Move**

Gamemaster Dice Pool: Easy Difficulty D6 + **Furnace Passages** D8 + **Urgency** D8

Possible Assets: Barry's Distinct Aroma, **Know Stations Like This**, **Barry's Friendship**

Possible Complications: Crew Disagrees About Search, **Clutter**, **Injuries**

Example Results:

- **Failure to Raise the Stakes:** There are signs that Barry has wormed his way deep into the guts of the Furnace. Can't get him out, gotta leave him. Enjoy that **Delayed** D6 Complication, or step up some similar pre-existing one.
- **Raise the Stakes:** Barry's pulling something awkward and heavy out of a hidden cavity under his "nest." Whatever that thing is, Barry's glad to have it. The Asset **Barry's Gratitude** D6 is in play.
- **Extraordinary Success:** That Asset is instead **Barry's Gratitude** D8**.**

Now, when they get out, the passenger(s) provide Assets or Complications in the long run, as follows.

Jing Wong: On the Crew's ship, the crisis brings out the best in her. She keeps things under control, gives good orders, encourages, commands, and doesn't leave anyone behind. On her own ship, she just tries to get away at top speed and devil take the hindmost.

Barry Pan: His technical skills are best described as "quirky" and he's likely to get underfoot if treated as anything other than a passenger (or cargo). But he does bring along a whole passel o' fuel cells.

Leonard Zmirnov: On the Crew's ship, he flies out to the best of his ability, keeping pace with the *Zheng He* unless his sister is also aboard with him. If they're both on the same ship, then hell with the plan or anyone else, he's away at top speed and never liked you anyway.

Davincia Zmirnov: Davincia genuinely tries to keep any ship she's on flying, or to repair it during the fight. On the Crew's vessel she defers to its mechanic and is an able assistant. On the *Zheng He,* she expects anyone who wants to help to obey her instructions, not try to take over.

Jasuan Dutra: In the short term, Jasuan is neither a big help nor hindrance to either craft. If Jing knows she tried to get the Crew to help her take Mandrake for the Dutras, she may do everything in her power (including bribing the crew and/or sabotaging the *Zheng He*) to get on the Crew's ship.

TROUBLE: THE FATE OF THE ZHENG HE

Please go back to page 234 and read the sidebar entitled "Jing's Ding." Remember that? Describing how her ship was a little banged up on the way in? Here's where planting that seed blossoms into a chance for the Crew to either punch their heroism card…or decide to be gritty and hard and not give a crap. They're both legitimate choices.

What happens here is that the *Zheng He* disengages from Barry's Furnace, turns smartly to flee, revs up…and then emits a shower of green sparks from a left engine mount as it takes a **Damaged Engine Coil** D8 Complication. It's still moving, but it ain't going as fast as it ought.

Ain't that a pisser? The Crew now has the opportunity to leave a gift-wrapped distraction for the Reavers. Tell 'em straight up that if they abandon the *Zheng He* to the grisly depredations of them space cannibals, they get a **Head Start** D12 Asset if they just turn off the communicator and fly away like they didn't hear nothin'. Some groups are going to do that, and it's OK. If they survive, that can be taken as evidence that the choice was the right one, so long as survival is what you value.

Maybe they do something else, instead.

IT'S TIME TO RENEGOTIATE

Maybe, before doing anything else, they dock the ships belly to belly and insist that Mandrake be transferred over to 'em. If they've already got him, of course, there's no need for this.

Crewmember Dice Pool: Social + **Influence**

Gamemaster Dice Pool: Easy Difficulty D6 + Jing's **Social** D8 + **Focus** D10 + **Ship's Captain** D4 (plus a Plot Point)

Possible Assets: Time Pressure, **Unhesitating Sociopathy**, **Mandrake's a Pain Anyhow**

Possible Complications: Docking Bay Damage, **Mistrust**, **Crew Injuries**

Example Results:

- **Failure to Raise the Stakes:** Jing hands over Mandrake. If anyone from the *Zheng He* survives, the Crew gets a **Deranged Stubborn Psycho Rep** D6 Complication. This Complication might stick around past the end of the Episode and take some doin' to recover.

- **Raise the Stakes:** Jing hands over Mandrake. If the Crew then doublecrosses the *Zheng He* (perhaps scraping their engines in passing), they can still get the **Head Start** D12 Asset. If not, they can attempt to tug or fix the *Zheng He* as described below.
- **Extraordinary Success:** Like Raise the Stakes, but create a **Quick Decisions** D6 Asset.

FIX IT, FIX IT, FIX IT! FIXITFIXITFIXIT!

At this point, the Crew might have an inkling to fix it–and that's a great idea! Not only because of various saved lives, but because that repairman would then get to throw it in Davincia's face for the rest of all time. Alternatively, a Crewmember could get into a spacesuit and attach a tow cable from their ship.

Crewmember Dice Pool: Mental + Fix, Physical + Labor

Gamemaster Dice Pool: Hard Difficulty D10 **+ Damaged Engine Coil** D8 **+ Under Pressure** D8 **+ Unfamiliar Ship** D8**, Hard Difficulty** D8 **+ Under Pressure** D8 **+ Awkward Tow Cable** D8

Possible Assets: Familiar with Zheng He, In Love with Someone Aboard, This Ultimate Set of Tools

Possible Complications: Suicidal, Injured, Hates Davincia

Example Results:

- **Failure to Raise the Stakes:** Instead of fixing a doomed ship, the Crewmember is now on a doomed ship. If the Crewmember didn't roll any jinxes, step back the Complication to **Damaged Engine Coil** D6. If the Crewmember did, oh dear. Step that Complication up for each jinx rolled. The Crewmember doesn't get any Plot Points for it either.
- **Raise the Stakes:** It's fixed! Remove the **Damaged Engine Coil** Complication. If the Crewmember rolled any jinxes, then something else broke.
- **Extraordinary Success:** It's not only fixed, but you've got the permanent **Davincia's Adoration** D6 Asset. Just be careful. She's the jealous type.

ALL ABOARD, TOOT TOOT!

Rather than mess with the uncertainty of trying to do what might be an all-day fix in less than sixty minutes, the plan might just be "Everyone get on our ship, we'll point yours at the Reavers and use it as a decoy!"

Crewmember Dice Pool: Social + Influence

Gamemaster Dice Pool: Jing's **Social** D8 **+ Focus** D10 **+ Ship's Captain** D8

Possible Assets: Zheng He's Bad Off, Mandrake Commands It, The Crew Promises Mandrake in Exchange

Possible Complications: Paranoia, Blubbering Sentimentality, Jing Countermands It

Example Results:

- **Failure to Raise the Stakes:** The Crew believes everyone's on board, but after they disengage, they find that Jing has stayed behind. If they go back after her, she's killed herself and they get a **Running Out of Time** D6 Complication, or step up a similar Complication.
- **Raise the Stakes:** Jing steadfastly refuses to abandon her ship, but lets everyone else go on the Crew's vessel. She's going to kamikaze herself into the biggest Reaver ship. Enjoy the **Jing's Sacrifice** D6 Asset.
- **Extraordinary Success:** It's programmed in record time, and though quarters may be a mite squished on the Crew's craft, everyone's safe. They get the **Zheng He Decoy** D8 Asset.

THE SHOWDOWN: ESCAPE

Whoever made it aboard, whoever didn't, there's still three pursuing Reaver craft in the Fire Jungle between the Crew and freedom. They can try to shoot them, try to outfly them…try damn near anything to get the Reavers off their tail.

THEM REAVER-SHIPS

There are three ships, none of which have a nameplate on the bow, none of which is broadcasting an identity code. But it's not hard to tell them apart.

The first ship on the scene is needle-shaped, an old personal yacht model that's had its yar lines gutted to mount a larger, faster engine. Bolted to its front is a no-kidding ram-spike. Jing or Leonard immediately dubs this **The Needle** D6 if no one else gives it a name. It's the smallest, quickest, and most maneuverable of the craft.

The second has blunt lines and a chunky profile. Anyone ship-savvy recognizes it as a pre-War fuel tender. Two equipment modules hang off the front, originally designed to hook to other ships and permit refueling, now clearly repurposed with weaponry. Maneuvering nacelles stick sideways out the backsides like stubby wings or legs, and a more long-range engine is kludged onto the back end. It looks like a turkey with a bottle stuck in its back cavity. Again, if the Crew names it, that's what people call it. Otherwise, it gets nicknamed **The Claws** D8**.** It's optimized to disable and damage ships.

The third and biggest is simply a small, ring-shaped space station with five ship engines attached and angled to propel it. It's clearly not very quick or maneuverable, but probably has a good top speed despite its poor acceleration. It looks like it could hold *hundreds* of boarders. Unless otherwise named, it's *The Disk*.

WHY ARE YOU SHOOTING AT THEM!?

These are *Reavers*, and the Crew is their prey. Fighting isn't an option. Fleeing or hiding is. Mayhap they could take one of them out, but all three? Impossible. They're gorramn *Reavers*! Still, taking one of them out could improve the odds of escaping or hiding.

This clash involves the pilot positioning the ship to fire from advantage and the gunner (if there is one) trying to unleash hell on a Reaver craft. If the ship isn't armed, it's all down to the pilot trying to lure the Reavers into the hazards of the Fire Jungle, position them where the engines can fry them, or ram their vulnerable bits with the ship's tough parts. This is a high stakes conflict.

Crewmember Dice Pool: Engines + **Fly**, **Systems** + **Shoot**, **Hull** + **Fly**

Gamemaster Dice Pool: *The Disk's* **Hull** D12 + **Crew** D6 + **Spiky Bits** D8 + **Reinforced Armor** D8 + **The Needle** D6 + **The Claws** D8 + **Fire Jungle** D6

Possible Assets: Jing Counterattacks, **Arrant Armament**, **Quick and Nimble**

Possible Complications: Ship Damage, **Unarmed Craft**, **Injured Crew**

Example Results:

- **Failure to Raise the Stakes:** The Crew's ship is Taken Out unless a Crewmember on board spends a Plot Point to keep the ship flying, but also either step up a Complication or take a Complication equal to the highest rolling opposing die. Otherwise, they have to wait for Jing to come and get them. If Jing is dead or the *Zheng He* has been abandoned, well, the Crew'd better ensure they're not Taken Out.
- **Raise the Stakes:** The Crew Takes Out **The Needle** D6. Now they have to flee or hide.
- **Extraordinary Success:** The Crew Takes Out **The Claws** D8. Now they have to flee or hide.

THEY'RE RIGHT ON TOP OF US!

By this time, the Crew has likely racked up some Complications that are making things difficult for the getaway. Technicians and circuit-wrestlers may occupy themselves by repairing the damage done to their own craft during the tussle. Crewmembers may be securing damaged gear or bleeding Alliance soldiers. Crewmembers can take a recovery roll to remove those Complications. Only one recovery roll is allowed per Complication and there's only enough time for any individual Crewmember to make one recovery roll if they're not doing somethin' important like flyin' the boat.

Crewmember Dice Pool: Mental + **Fix**, **Physical** + **Labor**, **Social** + **Influence**

THE DISK

ENGINES 4 HULL 12 SYSTEMS 8

SKILL

CREW 6

DISTINCTIONS

MARCO POLO SPACE BAZAAR 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.

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.

SPIKY BITS 8

Scared yet? Your ship looks somethin' fierce, with all sorts of jagged scrap metal, rods, and junk attached to the hull's exterior. Sometimes, just for the fun of it, you attach other bits, too.

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

☑ *Are Those...Bodies?:* Spend 1 PP to inflict or step up a fear-based Complication on an opposing character.

☑ *Boo!:* When trying to intimidate other crews, the captain may take or step up an **Unstable Hull** Complication to step up or double **Influence** for one Action.

SIGNATURE ASSETS

GRAPPLERS 8

REINFORCED ARMOR 8

Gamemaster Dice Pool: Hard Difficulty D10 + **Incoming Reavers** D8 + Complication die

Possible Assets: Nostalgia for Old Software, **This Ship Is My Baby**, **Hijacker**

Possible Complications: No Gravity, **Insane Wiring**, **Hull Breach**

Example Results:

- **Failure to Raise the Stakes:** The Crewmember steps back the Complication one die type. If any jinxes were rolled, that Complication instead gets stepped up once per jinx. The Crewmember doesn't get any Plot Points for this embarrassment.
- **Raise the Stakes:** The Crewmember removes the Complication.
- **Extraordinary Success:** The Crewmember removes the Complication and gets a Big Damn Hero Die as normal.



LET'S GET THE HELL OUT OF HERE

The Reavers are coming from the open side, so fleeing them sends the Crew back through the Fire Jungle. That may be fine: unlike the Reavers, the Jungle is *indifferently* murderous. Moreover, anything that threatens the Crew threatens anyone who chases them, too. Remember not to include any Reaver ship that got Taken Out previously. This is a high stakes conflict.

Crewmember Dice Pool: Engines + Fly, Systems + Shoot, Hull + Fly

Gamemaster Dice Pool: *The Disk's* **Engines D4 + Unsafe D8 + Crew D6 + The Needle D6 + The Claws D8 + Grapplers D8 + Fire Jungle D10**

Possible Assets: Already Outran Them Once, Reavers Fighting Each Other, Freshly Fueled

Possible Complications: Reavers Got the Other Ship, Last Ship to Leave, Blown Fuel Cell

Example Results:

- **Failure to Raise the Stakes:** The Crew's ship is Taken Out and they have to wait for Jing to come and get them. Any Crewmember can spend a Plot Point to keep the ship flying, but then must also either step up a Complication or create a Complication equal to the highest rolling opposing die. If Jing's dead, the Crew better make sure they've got a PP to spend.
- **Raise the Stakes:** The Crew Takes Out a Reaver ship—either *The Needle*, or *The Claws* if the *Needle* has already been Taken Out. The Crew can try to flee again or try to hide as shown below. If *The Disk* was the only remaining ship, she gets Taken Out and the Crew flies clear of the debris. **Extraordinary Success:** The Crew Takes Out the remaining Reaver ships and get clear of the debris.

HIDE IN THE DEBRIS!

A risky plan is to deliberately aim at the deepest and most radioactive part of the Fire Jungle, power down *everything* and hope the Reavers lose track of them in the interference. This also involves hoping that the Fire Jungle weaponry *also* fails to track them. And hoping that the radiation doesn't leave everyone hairless and cancer-struck. Frankly, it's a very hopeful plan. Remember not to include any Reaver ships that have been Taken Out.

Crewmember Dice Pool: Mental + Fly, Mental + Fix

Gamemaster Dice Pool: *The Disk's* **Systems D8 + Crew D6 + Spiky Bits D8 + The Needle D6 + The Claws D8 + Radiation D12**

Possible Assets: Heavily Shielded, ECM, Distracted Reavers

Possible Complications: Hull Damage, Already Radioactive, They're Real Close

Example Results:

- **Failure to Raise the Stakes:** The Crew limps away from the Reavers, but everyone gets a **Radiation Poisoned** Complication equal to the Reavers's highest rolling die.
- **Raise the Stakes:** The ship drifts out of the Fire Jungle battered and glowing, but manages to make landfall on Dragon's Egg.
- **Extraordinary Success:** What the…? The Crew manages to drift right into the rear hull enclosure of the *Argo*, the giant ship at the center of the Fire Jungle battle. After holing up there a few days, they can fly out safely. The Crewmember gets a Big Damn Hero die that can be saved for the next Episode.

Once the Crew breaks free of the asteroid belt, the adventure (for better or worse) concludes. Its direct fallout can vary considerably, depending on what happened and how, but there's one option available regardless. If they want, they can rat out Barry.

When Barry was installed as master of his little world, a false report of the Furnace's destruction got filed. Now the report has become accurate: once the Reavers pack up and leave, there's little left of the station or the mining equipment but rivets and sludge. They even broke the tether, sending the Furnace flying out into the Fire Jungle to get bashed into flinders, after stealing everything that wasn't (1) bolted down, (2) incomprehensible culture, or (3) already busted. Still, there might be some minor reward for informing on Barry Pan.

The reward is far more considerable if they wound up in possession of Garth Mandrake. Letting him go can yield intangible rewards as he icily calculates that they pose no threat to the Core's hegemony. Even a description of an SII and minor details of his behavior and intentions are worth cash money. Everyone on the Rim who has something to hide, from governors to chop-shop ship thieves, should regard him with great wariness and therefore be willing to pay the Crew for their intel.

Alternatively, they may just hand him off to the Black Cuffs, who pay as agreed-upon and maybe a little more if they include Barry as a gift-with-purchase. They don't gain any political advantage or legal influence, but can console each other all the way to the bank.

The Dutra family doesn't pay quite as much raw currency as the Black Cuffs, but delivering the SII gains everyone on the Crew a permanent **Dutra Ally** D6 Asset, in addition to some unmarked bills and assorted trade goods.

But what if Jing stole Mandrake away? Well, for one thing, she and Leonard taunt the Crew about it at every opportunity. More importantly, the Black Cuffs don't pay the Crew, not even expenses. Given the likelihood of ship damage, they probably come out of the deal considerably poorer. Then again, held up against the threat of molestation, mastication, and massacre, just about anything looks like a win. If they handled him roughly, Mandrake could saddle them with an **Arrest Warrant** D6 Complication. Step it up to D8 if he holds them responsible for a massacre on the *Arrant*, and up to D10 if he thinks they were the masterminds behind the bombing that set the whole thing off.

Then again, heroism may have its rewards, even if they won't fuel an engine. If they saved the crew of the *Arrant*, those guys remember, and they talk. When the Crew least expect it, in the depths of some Alliance prison, they might hear a key in the door and a quiet voice saying, "I remember you. I was on Barry's Kingdom."





ROLL CREDITS

The loose ends here are myriad and interesting.

BLACK CUFF NOCTURNE

The Black Cuffs have another job for the Crew: come show the Core why the frontier isn't worth saving. (Naturally, they present it as "Come explain why the old Browncoat worlds should be given the greater liberty they couldn't seize by force.") Their real plan is for the Crew to make monkeys of themselves. The Crew could turn the tables by proving their quality, but is that really what they want? The Black Cuff agenda could (ironically) detach the hungry central worlds from the necks of the outer planets.

THE WEDDING OF JASUAN DUTRA

The Crew gets invited to Jasuan's wedding! The groom is an old ally of theirs, so Jasuan wants to make nice because she loves him. (If they did her a dirty, she's willing to forgive. If she did them a dirty, she asks forgiveness. If it was a big dirty-go-round, she suggests they call it even.) However, one gangster offers an obscene sum of money to sabotage the wedding, while Jasuan's terrifying mother makes it clear that if the Crew messes with the ceremony, they'll wish the Reavers got 'em.

BARRY'S NEW KINGDOM

Barry cuts a deal, finking out captains who bought fuel from him, naming the original Browncoats who seized the station, and accidentally profiting by his connection with Mandrake. The authorities reward him with the seized ships of his one-time co-conspirators. He also gets meds that let him think clear and tolerate people. Barry uses his new ships as a makeshift pirate fleet and the Alliance turns a blind eye because he's in their pocket, cuts them in on the profits, and spares anyone who plays ball. But he hasn't forgotten the Crew, for good or ill.

THE INEVITABLE RISE AND REDEMPTION OF JING WONG!

If Jing got out with Mandrake, she leverages that advantage to clear her name with the Alliance. But even without Mandrake, she's got Red Cuff ties and arranges an appointment as Administrative Director of a bustling trade station. If the Crew's her good side, she might call them in when she needs a dangerous situation dealt with discreetly. If they made her mad, she's now in a position to spread rumors, cut them out of profitable deals, declare them Unwanted Persons on her station, or just hire an assortment of assassins.



Appendix

MORE CHINESE

Don't matter which Faction folk belong to—everybody's got somethin' to say, and their own way of sayin' it. Enliven the local color with these useful phrases. To say them proper, skedaddle straight to the **FIREFLY ROLE-PLAYING GAME COREBOOK**; it's got a full pronunciation guide and even more lively words for your 'Verse needs.

ALLIANCE

Ace dogfighter: kōng zhàn wáng

Agent(s): té gōng

Alert: jǐng bào

Alliance contractor: tóng méng chéng bāo

Amnesty: dà shè

Appeasement brings disaster: yǎng hǔ yǐ huàn ("to rear a tiger is to court calamity")

Approval: pī zhǔn

Authority: quán lì (dāng jú for official bureaus)

Black op: hēi àn xíng dòng

Brainwashing: pò sì jiù ("break the four olds"; slang referencing a slogan used during the Chinese Cultural Revolution to forsake old principles)

Bribery money: hóng bāo ("red envelop", from Chinese New Year's tradition of gifting cash in red envelopes)

Bureacrat(s): guān liáo (derogatory)

By the book: gōng shì gōng bàn

Capital punishment: jí xíng

Classified information: jī mì

Clean up loose ends: gē wěi bā ("slicing off the tail")

Committee: wěi yuán huì

Complete ruthless against another: fàng là shǒu

Comrade: tóng zhì

Death to Independents: gāi sǐ dú lì fěi

Dirty Browncoats: zōng tào fěi

Empty rhetoric: fàng kōng pào ("shoot blank shells")

Equal punishment regardless of guilt or innocence: gè dǎ wǔ shí dà bǎn ("fifty paddle smacks for all")

Government: zhèng fǔ; or "zhen fool" as a mockery or insult that pairs the Chinese word for "genuine" (zhēn) with the English word "fool".

Gunboat diplomacy: zhàn zhēng wài jiāo

Here come the cavalry: jiù xīng lái liǎo

Honest official(s): qīng guān

Independent scumbags: dú lì rén zhā

Informer: xiàn mín

Jobbery: yǐ gōng jí sī

Just and fair: dà gōng wú sī

Leaving loose ends: liú wěi bā

Maneuvering to obtain power: wèn dǐng (literally "asking about the condition of the tripod cauldrons" that symbolized a royal court's supreme authority.

Meeting or interviewing with intention to threaten or coerce: hóng mén yàn

Military Ranks: jūn jiē

- Admiral or General: shàng jiàng
- Captain: lián zhǎng
- Colonel: shàng xiào
- Commander: zhōng xiào
- Corporal: xià shì
- Lieutenant: zhōng wèi (army); shàng wèi (navy)
- Petty Officer: jūn shì
- Private: shì bīng
- Sergeant: zhōng shì
- Warrant Officer: zhǔn wèi

Misappropriation: nuó yòng

Mutual noninterference: jǐng shuǐ bù fàn hé shuǐ ("well water does not encroach the river")

Official(s): guān yuán

Official Pardon: shè miǎn

Operative(s): jì yuán

Patriotism: ài guó zhǔ yì

Permit: zhèng

Picking on the weak: dīng zi chī mù tóu ("nail eating into wood")

Police: jǐng chá

Political prisoner: zhèng zhì fàn

Politician(s): zhèng kè

Power struggle: zhú lù zhōng yuán ("hunting deer in the Central Plains"; metaphor for only the swift can catch the quarry)

Preemptive strike: xiān fā zhì rén

Respect: zūn jìng

Start a smear campaign or vicious propaganda: fàng xié huǒ ("set a wicked fire")

Secret order: mì lìng

Shoot first, ask questions later: xiān dǎ hòu wèn

Strong leader or official: qiáng rén

Tariff: guān shuì

Tax: shuì

Traitor, turncoat: pàn tú

Treason: pàn guó

Ultimatum: zuì hòu tōng dié

Unification Day: lián hé jié

Yes-man: yìng shēng chóng ("echoing pest")

Zombie: jiāng shī (used to refer to new and not particularly bright recruits)

BROWNCOATS

A defeated person or cause mounting a comeback: sǐ huī fù rán ("dying embers may glow again")

Activist(s): huó dòng fèn zǐ

Alliance lackey(s)/minion(s): zǒu gǒu

Anti-tyranny: kē zhèng měng yú hǔ ("tyranny is more ferocious than a tiger")

Authentic, genuine: dì dào

Battle of Serenity Valley: níng jìng shān gǔ zhàn

Bug out: zǒu wéi shàng cè ("it's best to leave/run away")

Careless or accidental revelation: luò mǎ jiǎo ("let a horse's leg peek out")

Dangerous place or life-death situation: guǐ mén guān ("the gate of Hell")

Do-or-die: bēi shuǐ yī zhàn ("fighting with one's back to the river")

Dying heroically or staying at one's post to the end: mǎ pí guǒ shī ("buried in a horsehide shroud")

Extremely dangerous situation: wēi rú lèi luǎn ("as precarious as a stack of eggs")

Faking compassion or mercy: māo kū lǎo shǔ ("a cat crying over a mouse's misfortune")

Fired: chǎo yóu yú ("fried cuttlefish"; slang)

Folk Hero: mín jiān yīng xióng

Freedom fighter(s): zì yóu zhàn shì

Government censorship: kāi tiān chuāng ("opening sun window"; referring to old Chinese government practice of removing anti-state editorials or articles from newspapers prior to publication and leaving unfilled white spaces)

Human rights: rén quán

Humanitarian(s), philanthropist(s): cí shàn jiā

Humanitarianism: rén dào

Independent(s): dú lì zhě

Intensive, laborious effort: hàn shuāi bā biàn ("a drop of sweat breaking into eight upon hitting the ground")

Leaking/exposing a secret plot or master plan: pò tiān jī

Live Free, Die Free: zì yóu shēng, zì yóu sǐ

Medic: jí jiù yuán

My karma just ran over your dogma: wǒ de zhèng guǒ zhuàng fān nǐ de xìn guǒ

No great enterprise can be successful without taking risks: bù rù hǔ xué, yān dé hǔ zǐ ("you must enter a tiger's den to catch its cubs")

Official/Alliance Posturing: guān jià zi

Peaceful place, safe haven: táo huā yuán ("Land of Peach Blossoms")

Political or social sabotage: chāi tái zi ("tear down a podium or stage")

Prepared for any eventuality: jiǎo tù sān kū ("a crafty hare has three burrows")

Purple belly: zǐ dù zhū ("purple-bellied swine"; derogatory term referring to minions of the Alliance, of course)

Resistance: dì kàng zǔ zhī

Redoubling an effort: kāi kuài chē ("drive fast")

Rehashing old feuds: fān lǎo zhàng ("poring over old accounts")

Safehouse or haven: fáng kōng dòng ("air raid bunker"; slang)

Settler(s): zhí mín

Show no weakness: lā yìng shǐ ("passing hard stool")

Speaking empty words or making insincere statements: yǒu kǒu wú yīn ("got a mouth but make no sound")

Steady progress: jié jié gāo; idiom

Stupid ruler: hūn jūn; hūn guān for stupid governors or officials

Suffering a setback: pèng dīng zi ("bump into nails")

Take risks blindly or fight recklessly: xián mìng cháng ("tired of living a long life")

The means don't always justify the ends: hào shì bù cóng huài shì lái ("nothing good can come from doing something bad")

Time for pre-emptive strike: xiān dǎ wéi qiáng

Tooting one's horn: chě dà qiāng ("sing a loud tune", as the Alliance is wont to do)

Tyranny: bào zhèng

Tyrant: bào jūn

We live in interesting times: wǒ men huó zài xiào luàn shì dài (Actually not of Chinese origin!)

CORPORATIONS

All style, no substance: kōng jià zi ("empty frame")

Asset(s): zī chan

Being a contrarian: chàng fǎn diào ("singing lyrics backwards")

Buttering up someone: guàn mǐ tāng ("fill up with millet gruel")

Collusion: gōu jié

Company or corporation: gōng sī

Corporate broker: jīng jì

Credible, authoritative person: lǎo pái zi ("old brand")

Defaming or destroying a brand or reputation: huài zhāo pái ("wrecking the sign")

Dog eat dog: gǒu chī gǒu

Eliminate those responsible for success (or victory): jiǎo tù sǐ, zǒu gǒu pēng ("once the hares have been exterminated, cook the hounds")

Expenses exceeding income: chī sǐ fàn

Expert: dá rén

Faux pas: chū yáng xiàng

Hazard pay: wēi xiǎn fèi

Hostile Takeover: è yì shōu gòu

Incessant complaining and grievances: tù kǔ shuǐ ("vomiting bile")

Indecision is the key to flexibility: yǒu yù shì líng huó de guān jiàn

Insipid speech or conversation: dàn huà

Just for show: lóng zi de ěr duo ("a deaf man's ears")

Layoff: gé zhí

Lose livelihood: diū fàn wǎn ("losing your rice bowl")

Magnate: fù hào or jù tóu ("gigantic head")

Mediating and settling a dispute: chāi yú tóu ("tear off a fish's head", kind of like breaking bread)

Merger: hé bìng

Miser, or someone unwilling to help: tiě jī ("a rooster made of iron", for you couldn't even pluck a feather off it)
Money: à dù wù ("those things", old Jing Dynasty colloquialism)
Negotiation: tán pàn
Net earning: qīng zhuàn
On duty: dāng bān
Off duty: xià bān
Obsolete, outdated: lǎo diào yá ("old enough to be toothless")
Overtime: jiā bān
Payday: fā xīn rì
Perk(s): tián tóu (slang)
Play hooky: jiǎ bìng jià ("fake a sick day")
Pretending to be benevolent: jiǎ shàn rén
Public relations: gōng guǎn
Quit: tíng zhí
Retraction or reversing a position: kāi dǎo chē ("driving a cart in reverse")
Revolution: gé mìng
Salary: xīn shuǐ
See you in court: fǎ tíng jiàn
Shortage of fund: ruǎn náng xiū sè ("Mr. Ruan's moneybag feels ashamed"; idiom)
Show off in public: chū fēng tóu
Side income: wài kuài
Smaller corp acquiring larger corp: shé tūn xiàng ("snake swallowing an elephant")
Special project: té bié jì huà
Sudden difficult problem or obstacle: lán lù hǔ ("a road-blocking tiger")
Tease someone: diào wèi kǒu
The more the better: duō duō yǐ shàn
Thoroughly unprepared only to do things last minute: bào fó jiǎo ("grovel at Buddha's feet")
Tycoon: dà hen
Undeserved or untrue praises: chàng gāo diào ("singing a high note")
Use it or lose it: yòng huò shī yòng
Vacation: xiū jià
You can't beat HR: tiān guǎn bù rú rén guǎn
Wage: gōng zī
Wage slave: shàng bān zú
Whipping boy/girl: chū qì tǒng
Worthless or short-sighted people who act or dress to impress: mù hóu ěr guān ("a monkey with an ornate helmet on")

CRIMINALS

A backfired plot or scheme: qǐng jūn rù wèng ("please get into the vat")
A pack of lies: guǐ huà lián piān ("full of ghost-speak")
Accomplice(s): gòng móu
Alcoholic beverage(s): jiǔ
Alias: huà míng
Assassin: cì kè
Assassination/"Hit": àn shā
Bad feeling (about something): dà xié gǎn
Blackmail: è zhà
Blindside someone: dǎ mēn gùn ("hit with a club")
Bluff: hǒng piàn
Boss thug: lǎo dà
Broker: qián kè
Bullcrap: fàng pì ("farting")
Bully: è bà; qī fù (for the act)
Burglar: qiè dào
Contraband: zǒu sī huò (zǒu sī pǐn for small items)
Criminal underworld: hēi dào
Do first, worry later: xiān shàng chē hòu bǔ piào ("get on the train, then pay for the ticket)
Drag someone down with you: lā xià shuǐ
Drug use/abuse: kè dú (xī dú for inhalation)
Druggie: dào yǒu (slang and euphemism)
Dubious: ài mèi
Duel: jué dòu
Entice someone: diào wèi kǒu
Extortion: guā dì pí ("skim off the ground"; slang)
Faster would be better: yuè kuài yuè hǎo
Fierce competition between criminals: gǒu yǎo gǒu ("dog bite dog")
Fence: xiāo zāng
Fly casual: biàn fù fēi
Forget it: suàn le ba
Haggle: tǎo jià
Hijack: dǎ jié (chē jié for carjacking, tiān jié for plane-jacking, chuán jié for ship-jacking)
Hoax: piàn jú
Honesty buys you a clean soul and a quick grave: hǎo yì méi hǎo bào
Hostage: rén zhì
Human smuggler: shé tóu ("snake head"; slang)
Illicit drug(s): dú yào
Inconspicuous: bù qǐ yǎn
Insignificant role: pǎo lóng tào
Liar, swindler: piàn zi
Long smuggling run: cháng zhēng
Longing for something else, or unsatisfied with current situation: kān ze xīng xīng xiǎng yuè liàng ("looking at the stars but thinking of the moon")
Loot: duó wù
Mercenary: gù yōng bīng
Money laundering: xǐ hēi qián
Money talks: yǒu qián cái yǒu shēng
Moocher, parasite: qīng kè
Not offending either side: liǎng qí niu ("riding two cattle")
Overly greedy: sǐ yào qián ("asking for money even when dead")
Pennies only speak so loudly: yī máo wú yīn ("a single penny is silent")
Prison break: yuè yù
Racketeering: qiāo zhà

Reckless driving: biāo chē

Rumormonger: zào yáo rén

Rustler: tōu qín zéi

Scraping for money: guā dì pí

Shady: bù sān bù sì

Shameless: bù yào liǎn

Simpleton: èr bai wǔ ("two-hundred fifty"; slang)

Skeleton key: wàn néng shi

Slave runner/trader: rén nú fàn

Spoils: zāng wù

Suspicious of and cheating each other: ér yú wǒ zhà ("you fool me and I cheat you"

Taking/claiming an undeserved share: rǎn zhì ("dipping a finger into the pot")

Tease, be secretive, keep someone guessing: mài guān zi

Thank God: xiè tiān xiè dì

Things going according to plan: gāo zhěn wú yōu ("fluff the pillow and take a worriless nap")

This deal keeps getting worse all the time: zhè jiàn shì yuè lái yuè huài

This is hero work and we ain't heroes: xiǎo zú bù néng dāng yīng xióng

To court death: zhǎo sǐ

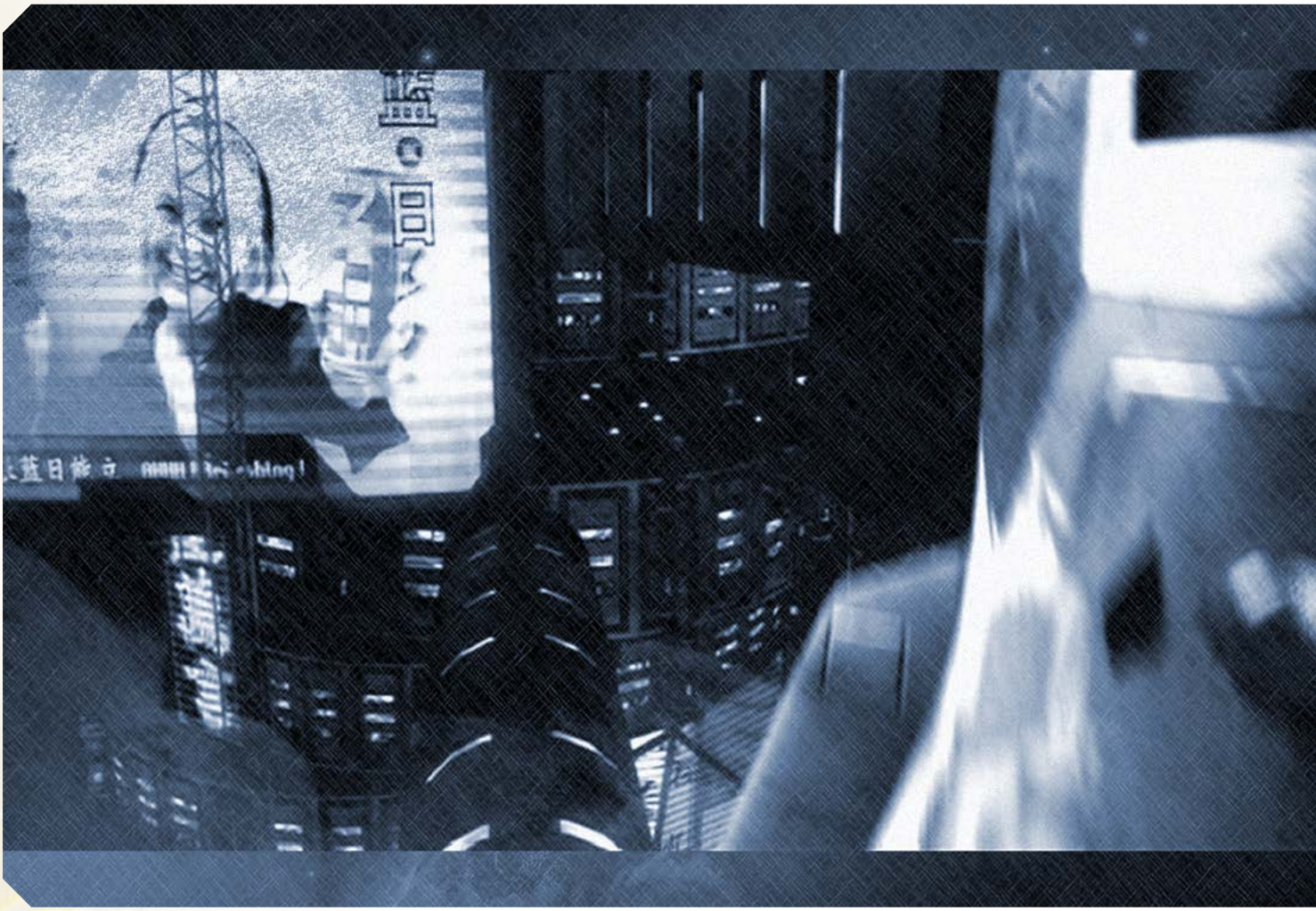
Two criminals battling each other: guǐ dǎ guǐ ("poltergeist hitting another poltergeist")

Unscrupulous measures or tricks: shǒu duàn

Vendetta: xuè chóu

Wanted: tōng jí fàn

Warlord: jūn fá



FREQUENTLY ASKED QUESTIONS

Mayhap after you've read the rules in the **FIREFLY RPG COREBOOK** and you've gone over the Episode Guide with a fine-toothed comb, you're still not clear on the precise nature of how the dice roll. Here, you'll find answers to frequently asked questions about the rules and read some clarifications, too. Shiny!

In *Smuggler's Guide to the Rim*, we continue our tradition to answer your questions about the rules to play the **FIREFLY RPG**. As always, if you have any additional questions our team'll help you. Saunter on over to our forums at www.margaretweis.com and ask away!

CAN A PLAYER SPEND MORE THAN ONE BIG DAMN HERO DIE IN AN ACTION?

Yes. When a player spends Big Damn Hero Dice the new total doesn't get locked in until the player decides to stop spending BDHD. Let's say the current total is 10, and the player is trying to beat a total of 14. The player spends a PP to roll a **D6** Big Damn Hero die but only rolls a 3. The player can then spend another PP to roll another Big Damn Hero die hoping that will put the total over the top. The player can keep going as long as there are BDHD and Plot Points to spend.

HOW DOES IT WORK IF TWO CREWMEMBERS ARE OPPOSING EACH OTHER IN AN ACTION AND THEY BOTH WANT TO SPEND BIG DAMN HERO DICE?

Each Crewmember takes turns spending their PPs and rolling their BDHD until one gives up. For example, Mal is telling Jayne to stand down. Jayne has set the stakes at 14 and Mal rolls a 12. Mal then spends a PP to roll a **D6** Big Damn Hero Die and rolls a 5 making his new, temporary, total a 17. Jayne counters with a PP of his own, and rolls a **D6** BDHD and gets a 6, making his new total a 20. Mal gives Jayne a look and spends yet another PP to roll a **D10** BDHD, getting a 9 and a new total of 26. Jayne throws up his hands hand concedes.

WHAT EXACTLY IS THE "HIGHEST ROLLING DIE"?

The highest rolling die is the one in the dice pool that actually rolls the highest. It's not the die with the highest rating. For example, if you have a dice pool that had a **D8**, which rolled a 7 and a **D12** that rolled a 3, the **D8** is the highest rolling die, even though the **D12** is the largest die in the pool.

If there are two dice of different ratings that roll highest, take the highest rated die. So if a **D8** and a **D10** both roll a 7, and that's the highest number rolled, take the **D10** as the highest rolling die.

WHAT ARE THE STEPS REQUIRED WHEN AN ACTION TAKES PLACE?

When it comes time to find out what happens by rolling the dice, whoever is instigating the Action is considered the aggressor. The other side is considered the defender. The Gamemaster is often the defender, as the players are usually being proactive.

Follow these steps when an Action is taken:

The defender:

1) Assembles a dice pool. When adding or lending a Skill die to the dice pool the character decides whether to replace it with a Reputation die.
2) Activates any triggers that step up or add dice to the dice pool.
3) Rolls the dice, and then may activate any triggers that involve re-rolling dice. The GM can buy any jinxes and players can buy any Opportunities that are rolled.
4) Activates any triggers that affect the total or spend Plot Points to keep any additional dice in the total.
5) Declares a total, which is called **setting the stakes**.

The aggressor:

1) Assembles a dice pool. When adding or lending a Skill die to the dice pool the character decides whether to replace it with a Reputation die.
2) Activates any triggers that step up or add dice to the dice pool.
3) Rolls the dice, and then may activate any triggers that involve re-rolling dice. The GM can buy any jinxes and players can buy any Opportunities that are rolled.
4) Activates any triggers that affect the total or spend Plot Points to keep any additional dice in the total.
5) Declares a total.

Any players involved in the roll:

6) Crewmembers may now spend Plot Points to roll Big Damn Hero Dice, even if they were setting the stakes.
7) Activate any triggers that allow the reroll of a single die to reroll a Big Damn Hero Die.
8) Crewmembers can now add a Big Damn Hero Die to their totals. The GM can buy any Complications from jinxes rolled by BDHD. Repeat this step as long as Crewmembers wish to add BDHD to their totals.

Determine the result of the Action:

9) If the aggressor rolls higher than the defender, that's called **raising the stakes** and the aggressor succeeds in the Action.

IN A HIGH STAKES CONFLICT BETWEEN CREWMEMBERS, IF ONE OF THE CREWMEMBERS SPENDS A PLOT POINT TO STAY IN THE SCENE, WHO GETS THE PLOT POINT?

The Plot Point gets handed over to the opposing Crewmember who can then create the Complication as normal.

DO PLAYERS HAVE TO DECIDE TO SPEND THE EXTRA PLOT POINT TO KEEP AN ASSET AROUND FOR THE ENTIRE EPISODE WHEN THE ASSET IS CREATED, OR CAN THEY WAIT UNTIL A LATER TIME?

Players have to spend the additional Plot Point immediately if they want the Asset to stick around past the end of the current scene.

CAN CREWMEMBERS "LOSE" A SIGNATURE ASSET? IF SO, HOW DO THEY GET IT BACK?

Signature Assets can be temporarily knocked out, eliminated, rendered unusable, or damaged during play as a result of Actions taken by the Crew or a Gamemaster character, or through the effects of Complications. However, as they are a featured element of the Crewmember's sheet, Signature Assets can be recovered between Episodes, or by spending a Plot Point at the beginning of the next scene and giving some narrative justification for getting it back or fixed.

For example, Jayne's pride and joy, Vera, is a Signature Asset. Vera could be taken confiscated by Alliance guards, or a Complication like **Vera Is Damaged** D6 can prevent Jayne from using Vera in an Action. Jayne can get Vera back at the beginning of the next scene by creating a narrative justification for repairing her, and then spending a Plot Point.

CAN YOU GIVE SOME EXAMPLES OF USING A SCALE DIE WITH PEOPLE AS OPPOSED TO SHIPS?

When dealing with people as opposed to ships, most times you'd add a scale die when you're heavily outnumbered. If'n you've got Mal and Zoe facing off against a dozen Triad goons, it might be better to gang up six goons with 6D6 and add a scale die rather than have the pair face off against the full gang of twelve.

Another example is if you need to add pressure to a situation but don't want to do a full Timed Action, or if it's the last do-or-die moment in a Timed Action. Maybe all Kaylee needs to do is unlock that door, but she's gotta do it **right now**. Instead of making the task more difficult by increasing the difficulty die, you can add a scale die to represent the added tension. Another example is on page 109 of the **FIREFLY RPG COREBOOK**.

HOW MANY BEATS SHOULD A GM GIVE THE CREW FOR A TIMED ACTION?

If you want the Crew to struggle, give them 1-2 fewer beats than required Actions so they're forced to buy time just to succeed. For an average difficulty, go with equal beats to required Actions. A Crew with 1-2 more beats than required Actions will find it pretty easy goin'—it might be better just to summarize the scenario and drop it down to one critical Action.

WHAT HAPPENS WHEN THE CREW RUNS OUT OF BEATS IN A TIMED ACTION?

If the Crew succeeds but has zero beats left, they have to make a hard choice—a clean getaway vs. achieving their objective, achieving their objective vs. saving some money, or achieving their objective vs. being proud of their work, etc. If the Crew runs out of beats and still has Actions they need to complete, they're out of time, and whatever bad thing was going to happen, happens. They might have a chance to escape, depending on the situation, but they can't finish their objective. The Gamemaster should have something in mind for when this happens, but if not, the players should feel free to suggest something to the group and see what happens next.

CAN A PLAYER THAT HAS ALREADY GONE IN ACTION ORDER LEND A SKILL DIE?

Nope. Lending a Skill die in Action Order costs the player's Action. If a player is thinkin' of helping someone out instead of taking an Action, suggest that person go next instead.

CAN EXTRAS OR MINOR GMCS GANG UP WITH CREWMEMBERS?

Yes. Although the rules discuss Extras and Minor GMCs ganging up with each other or Major GMCs, they can also gang up with Crewmembers using the exact same rules. It's just that most times when folk gang up, it's against the Crew. Use the same rules—if a Crewmember loses a high stakes contest, take out one of those GMCs instead of spending a Plot Point and taking a Complication. An example of this is shown on page 75 of the **FIREFLY RPG COREBOOK** when Meadows jumped in front of Jayne to save his life.



IF A PLAYER ROLLS JINXES ON A RECOVERY ROLL, WHAT HAPPENS?

If the player raised the stakes and rolled jinxes, the GM can give the player a Plot Point to create a new Complication as normal, but related to the original Complication. If the player failed, the GM gets to step up that Complication by as many jinxes as the player rolled and doesn't need to give the player a Plot Point. This is an exception to the normal process where the activation of jinxes is done immediately after the roll is made—you need to see the results of the Action first.

IF PLAYERS DON'T LIKE THE DISTINCTION TRIGGERS THEY HAVE UNLOCKED, WHEN CAN THEY CHANGE THEM?

Players can switch the triggers they have unlocked at the end of a scene if they prefer to use a different one. They can only unlock additional triggers during Advancement.

HOW CAN THE GM MAKE THINGS MORE DIFFICULT FOR THE CREW?

Remember that the GM can always add appropriate Trait dice in order to buff up the opposing dice pool. So if there's a battle where there's a lot of smoke around, you can create a **Smokey Room** D8 Trait on the fly.

IF A CREWMEMBER OR MAJOR GMC HAS MORE THAN ONE SPECIALITY FOR A SKILL, CAN THEY ADD BOTH?

No, just one specialty per roll.

WHAT HAPPENS WHEN A SKILL IS REPLACED WITH A DIE? WHAT EXACTLY DOES THAT MEAN?

The player completely replaces that die, for all intents and purposes. It's just a D4, D6, D8, or what have you. The player can't use triggers to further adjust that die. So let's say that the player uses a Distinction trigger that replaces the Fly Skill with a D4; that means the player can't then use another trigger to step up the Fly Skill to make that a D6, because that's no longer representing the Fly Skill.

If the player is replacing a Skill die with a D6 or greater Reputation die, though, it still counts as the player's Reputation die. For example, replacing an **Influence** D6 die with a **Criminals Rep** D10 die, leaves the player with the **Criminals Rep** D10 in the dice pool, and the player can use triggers to modify it. If the player is replacing a Skill die with a Reputation die rated at D4, it just counts as a D4 as mentioned above.

IF A TRIGGER IS USED TO DOUBLE A SKILL DIE, CAN BOTH SKILL DICE BE REPLACED WITH REPUTATION DICE?

Yes, but if the player is replacing two Skill dice with Reputation dice rated at D6 or greater, it'll cost the player 2 Plot Points to do so. Conversely, if the player replaces two Skill dice with 2D4 because the player has a negative Rep with a Faction, the player gets 2 Plot Points.

WHY WOULD A CREWMEMBER CHOOSE TO BE TAKEN OUT INSTEAD OF SPENDING PPS?

Depends on when in the Episode it happens. Plot points are valuable resources and the player might not want to be spending those in Act 1 when they'd be more useful later on. Also, it'll be harder to recover from any Complications that the player takes—because they'll be higher. Thirdly, if a player gets Taken Out by having a Complication stepped up above D12 and returns to the scene, the player can only take Limited Actions until the Complication is recovered...which is at D12+.

So let's say that the player has a situation where a bunch of fighting is going on. Wash and Mal have 5 PPs each. Wash chooses to get Taken Out immediately when he fails a high stakes conflict. When Mal fails a high stakes conflict, he instead spends a PP to stay in the fight, but gets a D10 Complication. Later, he spends another PP to stay in, but now has a D12 Complication. Then he finally gets Taken Out when he rolls a jinx and the GM steps up that D12 Complication.

So once the scene is over, Wash has 5 PPs whereas Mal has 3 PPs, a D12+ Complication. Also, Mal can't take any Action other than Limited Actions until that D12+ Complication is recovered at least to D12. Which might not happen if the recovery roll fails and jinxes are rolled.

A CREWMEMBER GETS A DISARMED COMPLICATION DURING A GUN FIGHT. WHAT HAPPENS?

Getting a **Disarmed** D6 Complication, representing having your gun knocked out of your hand, would mean the player couldn't use the **Shoot** Skill. Complications, Traits, and such are always true, which means that you do need to be a bit careful in the way you word them. For example, don't name a Complication **Knocked Out** D6 because getting knocked out is actually getting Taken Out and there are already rules for that.

OKAY, SO WOULD THE CREWMEMBER USE A RECOVERY ROLL TO GET THE GUN BACK?

No, because recovery rolls are generally done when things are peaceful, or at least when you're not being actively opposed by GMCs.

The easiest way is to wait for an Opportunity to be rolled by a GMC. At that point, the player spends a PP, steps back that **Disarmed** D6 to a D4, which then goes away, and the player narrates that he took the opportunity to go grab his gun and now he's got it back.

Another way is for players to use their Action to dive for their gun like in an old west style fight, which would be opposed by one of the GMCs. I'd rule that it's a high stakes conflict since someone's likely gonna get shot at the end of the scuffle.

Something else players could do is spend a Plot Point to create a **Backup Pistol** D6 Asset, which would allow them to use **Shoot** again, because obviously they had another gun in their boot.

DEFININ' A FEW TERMS: REPUTATION RULES GLOSSARY

- **Faction:** A large, loosely associated stereotypical group of individuals and organizations with common characteristics. These groups are not monolithic, coordinated organizations. In the **FIREFLY RPG**, there are four of them: **Alliance**, **Browncoats**, **Corporations**, and **Criminals**.
- **Reputation:** How a GMC thinks of a Crewmember based on how the Crewmember has shown, through their actions, they match the stereotype of a particular Faction.
- **Iconic Distinction:** A Distinction that shows how a Crewmember is a singular person in a Faction. These Distinctions may only be acquired through Advancement and may not be selected at character generation.
- **Disposition:** How a GMC feels about one of the four Factions.

KALIDASA (XUAN WU) SYSTEM

1. **Sho-Je Downs**
   Miyazaki
   Kuan Lo
2. **Verbena**
   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) SYSTEM



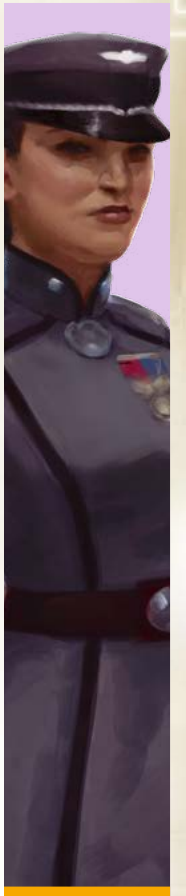
1. **Meridian**
   Burnet
2. **New Canaan**
   Ugarit
   Lilac
3. **Muir**
   Arminius
   Shepherd's Mission
4. **Fury**
   Coldstone
   Blackwood
   Seventh Circle
5. **"Uroborus"**
   Asteroid Field
6. **Highgate**
   Perth
7. **Dragon's Egg**
   Yudhishtira
   Bhima
   Nakula
   Sahadeva
   Glynis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

BURNHAM*

9. **Miranda**
   Caliban

COLORFUL LANGUAGE

All folk have got their own lingo that sets 'em apart from the rest. We've got some examples of some of the things you might hear from members of the **Alliance**, **Browncoats**, **Corporations**, or **Criminals** Factions.



TALKIN' LIKE COMMANDER HARKEN

Are you dealing with some criminals and need to cite the regulations they're in violation of? Don't worry 'cause we've got you handled! Just grab some **D12** dice and roll on the following table to come up with whatever law the bandits have broken.

D12	Section	Subsection	Paragraph	Law
1	1	1	A	Federal Alliance Judicial Code
2	2	2	B	Sedition Act
3	3	3	C	Spaceship Safety Code
4	4	4	D	Anglo-Sino Alliance Constitution
5	5	5	E	Colony Act
6	6	6	F	Federal Alliance Weapons Code
7	7	7	G	Information Technology Act
8	8	8	H	Indentured Services Act
9	9	9	I	Peace Act of 2511
10	10	10	J	Official Languages Act
11	11	11	K	Robotics Act
12	12	12	L	Unlawful Cargo Act

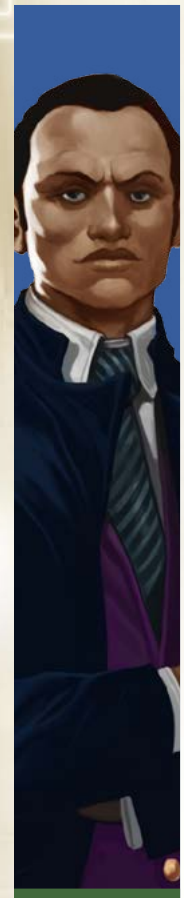
TALKIN' LIKE A FIGHTER

If'n you're wanting to head up a resistance cell and need to talk to the troops all revolutionary-like, roll a **D12** on this table to come up with inspirational—more or less—jargon!

D12	Slang	Translation
1	"Hera parole"	shoot an enemy prisoner instead of capture them.
2	"beetle-headed"	dumb or stupid
3	"bone-box"	mouth as in "shut your mouth"
4	"casting up one's accounts"	vomiting
5	"dandy prat"	insignificant fellow
6	"army banjo"	entrenching tool
7	"bouncing bomb"	sleeping bag
8	"gabra"	exceedingly confused
9	"light up"	correct someone harshly
10	"semper fu"	hand-to-hand combat
11	"stay frosty"	"stay alert"
12	"soup sandwich"	really messed up



TALKIN' LIKE AN EXEC





If you're talking to businesspeople and need to be up on the latest buzzwords, grab a **D12** or two…or three…and roll on this table to sound like you "really" know what you're talkin' about.

D6 & D12		Buzzword	Translation
1-3	1	"Above-board"	Honest
1-3	2	"Learnings"	New knowledge
1-3	3	"Lateralled"	Transferred to another position at your level
1-3	4	I hate to say, "I told you so."	"I told you so."
1-3	5	"Industrial vacation"	Trip vaguely associated with business
1-3	6	"Involuntary entrepreneur"	Laid off worker taking multiple jobs
1-3	7	"Issue"	Problem
1-3	8	"Queen of the Pigs"	The number one loser
1-3	9	"Take a bath"	Lose a lot of money
1-3	10	"Tall Foreheads"	Experts
1-3	11	"That dog won't hunt"	"That plan won't work"
1-3	12	"Keepage"	Opposite of garbage
4-6	1	"Bacon job"	Project with lots of volunteers
4-6	2	"Bag of snakes"	Situation with unexpected problems
4-6	3	"Blamestorming"	Meeting to find a scapegoat
4-6	4	"Brand terrorist"	Employee who is undermining the company
4-6	5	"Zerotasking"	Doing nothing
4-6	6	"Jargonaut"	Master of ridiculous jargon
4-6	7	"Ear candy"	Flattery
4-6	8	"Yogurt worlds"	Worlds with an "active" culture
4-6	9	"Window licker"	Employee who will do anything to impress the boss
4-6	10	"With all due respect"	Without respect
4-6	11	"Workmare"	Nightmare set in the workplace
4-6	12	"Shoot the puppy"	Take an unpopular action

TALKIN' LIKE BADGER

Looking for stuff to smuggle? Here's a bunch of things that beggar might ask you to transport for him or one of his clients. Just grab some **D12s** and roll!

D12	A Mite Bit Illegal	More Illegal	Don't Get Caught
1	Vegetables	Medicine	Weapons
2	Fruit	Secure Phones	Fugitives
3	Foodstuffs	Blastomeres	Heavy Weapons
4	Information	Information Corporations Don't Want Out	Information the Alliance Don't Want Out
5	Mineral Ore	Illicit Drugs	Rodents of Unusual Size
6	Alcohol	Colonists	Ammunition
7	Money	Cattle	Radioactive Material
8	Spaceship Parts	Genetically Engineered Organisms	Cortex Cracking Software
9	Pets	Diamonds	Fugitives
10	Dirt	Spaceships	Viruses and Bacteria
11	Art	Vehicles	Artifacts From Earth-That-Was
12	Propaganda Material	Exotic Animals	[[redacted]]

ALICE MCALLISTER

"Most folks around these parts seem content to ride on goats."

Alice McAllister runs the biggest horse ranch on Deadwood, and while everybody knows it, not e'eryone is happy about it. Standoffish and a mite strange, Alice is a mystery to folk and that puts her right in Rance's crosshairs.

What Alice McAllister doesn't share with folk on Deadwood—except really close friends—is that she's a crackin' good genetic engineer who used to teach corporate muckety-mucks during the War. Now she applies that knowledge to breeding. Alice has some of the fastest, hardiest horses in the 'Verse, the kind that can outrun a law dog every time. Smugglers who are lookin' for an easy job should know she always needs somebody to transport her expensive horseflesh on the down low.

Though she rarely leaves the ranch, Alice is not above traveling' out to meet those who have her best interests at heart. She's got a pile of credits and will pay those that can do the work for her. There are rumors, however, that swirl around her wherever she goes. Seems she sprang onto the Cortex about nine years ago. An older woman, Alice may just be another poor soul who lost everything in the War—but that's not likely. She ain't exactly rollin' in the dough, after all, and somebody with that much schoolin' could easily go on the payroll and make a lot more credits than she's got.

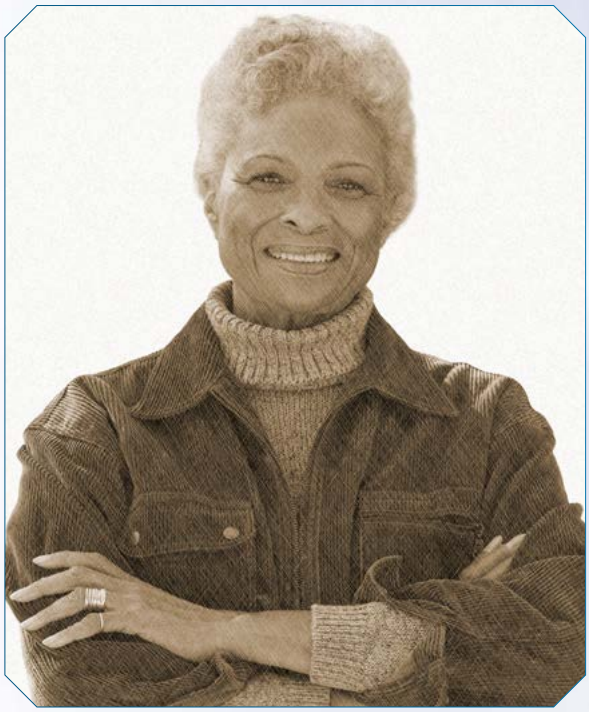
Alice employs a number of seasoned, competent ranch hands. Unless stated otherwise, use the Trait **Ranch Hand** D8.

ATTRIBUTES

Mental	10
Physical	6
Social	8

SKILLS

Fight	8	
Fix	6	
Focus	6	
Influence	8	
Know	10	*Genetic Engineering*
Labor	6	*Animal Husbandry*
Operate	6	
Shoot	6	
Sneak	8	
Survive	6	



DISPOSITIONS

Browncoats (Negative) **Corporations** (Positive)

DISTINCTIONS

Cattle Baron 8

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.

☑ 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.

☑ *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.

Fiercely Independent 8

Go ahead, tell me what to do. I won't stop you wasting your breath.

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

☑ *Bullheaded*: The first time in an argument that you spend a PP to avoid being Taken Out, step back the resulting Complication.

SIGNATURE ASSETS

Agamemnon D8

Genetics Lab D6

BROTHER WISE

"You mock our faith? Soon, unbeliever, you will go to Hell!"

It ain't entirely clear what Brother Wise really believes, but it's certain that his interpretations of the Bible are pretty far from what most other Shepherds would tell you.

He was a prisoner at Q7A a while ago, with most of the time spent taking anti-psychotic medications and getting beat up by the prison guards for his violent outbursts. Once his term was up, he didn't have anywhere to go, so he wandered out into the barren plains. He walked for days and didn't find anything or anyone, besides rain and the occasional outcropping of rock to hide under. After his medication ran out, the voice of God told him that Constance was Hell, and Wise needed to build a church help bring souls back into God's embrace.

Wise and other prisoners who were freed begged, borrowed, and stole what they could to make a ramshackle little town miles away from Q7A. Over the years it's grown into a compound called Spring Valley, but Brother Wise still does whatever he can to keep his church going. In his mind, he's doing God's work to bring lost souls back to the light, and there's no mortal law that should stop him from doing his divine duty.

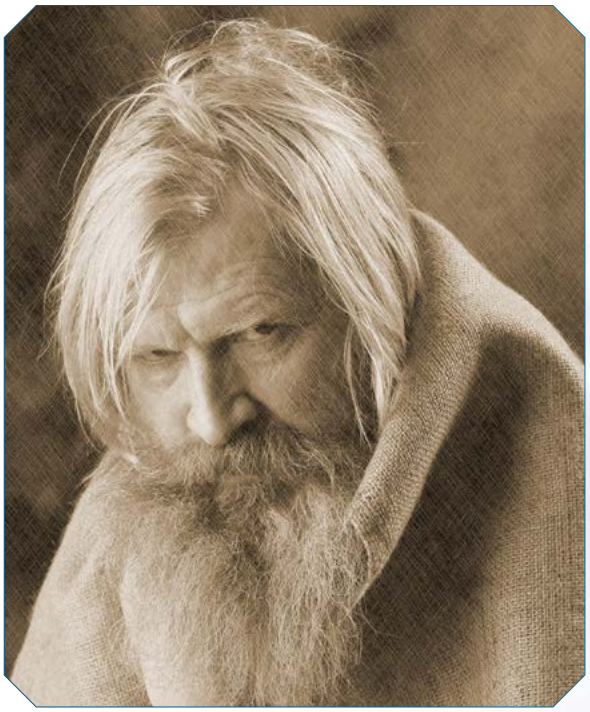
No one knows what Brother Wise's original name is, including Brother Wise. He's rumored to have scars all over his hands and arms—which he hides—so many suspect that at one point he led a life of violence. He was known by the other prisoners for cracking jokes at anyone's expense, which got him the nickname of "Wise Ass," and then just "Wise."

ATTRIBUTES

Mental	6
Physical	4
Social	8

SKILLS

Fight	8	
Focus	10	*Stubborn*
Influence	10	*Sermons*
Know	6	*The Bible*
Labor	6	
Survive	6	
Treat	6	
Trick	6	



DISPOSITIONS

Alliance  **Criminals** 

DISTINCTIONS

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.

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.

☑ *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. .

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.

CICELY MONTAUK

"Let me assure you, I have no interest in that—or in your accusations."

Born into a wealthy family, Cicely Montauk began her professional life as an Academy recruiter on Sihnon, and enjoyed a life of luxury in the Core. She made it all the way to Junior VP with only a few enemies to her name, before COmantix lured her away for more money and better stock options. Montauk used her Academy connections to recruit talent for COmantix, and the company has prospered thanks to the influx of new ideas. As a reward for her efforts, Montauk was installed as the Magistrate on Ghost in a cushy estate.

A corporate executive in a former life, Montauk helps keep the peace and makes sure that Ghost's profits are always on the rise. In her role as Magistrate, she's loyal to COmantix and eager to please the Alliance. A plaque on her office wall sums up her philosophy best: "When money is involved, friendship is tested." She knows who to pay off and when, and has an excellent working relationship with Lieutenant Osbourne, which has its own set of uses.

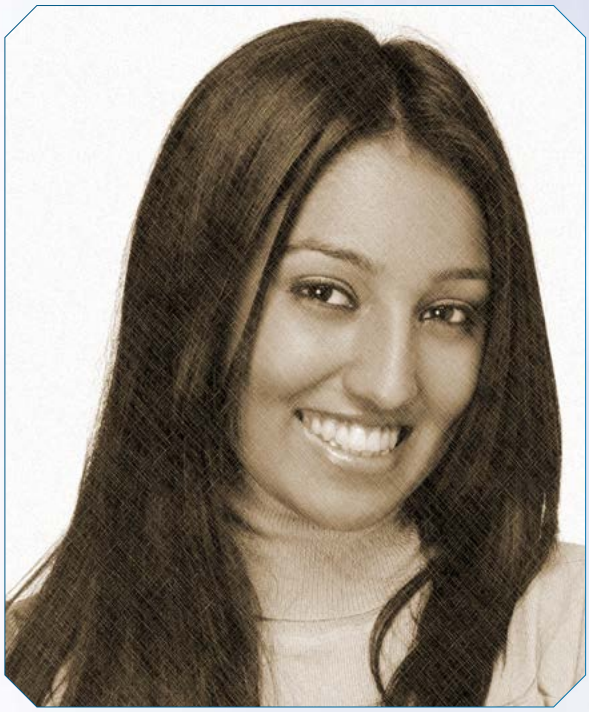
Montauk knows she walks a fine line, and is not willing to push her luck very far. She's capable, savvy, and has a knack for turning defeat into victory. She's always well dressed and immaculately groomed, and on the surface she seems perfect. Deep beneath her hard exterior, however, Montauk protects a dangerous secret. As it turns out, the reason why she's so good at what she does is because she's a powerful Reader. The truth of her nature is known only to her, and there's no telling what would happen if COmantix, the Alliance, or anyone else found out.

ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Focus	10	*Reading Expressions*
Influence	10	*Recruiting*
Know	10	*Core Corporations*
Notice	8	
Perform	6	*Business Presentations*
Treat	6	
Trick	10	



DISPOSITIONS

Alliance 👍 **Corporations** 👍

DISTINCTIONS

Clean Cut 8

If you want respect, dress as if respect is your due.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Snap and Point:* When you issue orders in a tone that brooks no argument, spend 1 PP to step up or double **Influence** for the Action.

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.

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.

SIGNATURE ASSETS

Team of Experts D8

EDMUND "BIG ED" PRICE

"There's no bloody meat on this one! She won't last a day in an iridium mine."

An old mate of Badger's from Dyton, Big Ed has all of Badger's ruthlessness, but none of his warm personality. When Edmund pointed out the profit to be made from slaving, Badger figured he'd get a new revenue source while also getting rid of a potential liability. Badger sent Edmund to Constance to handle all of his "human resource management," so he can stay on Persephone and manage the rest of his more "legitimate" enterprises.

Big Ed is about as slippery as you can expect. Not even Badger knows how he stays out of hot water, what with the Alliance nearby and all. Truth is, Big Ed's been skimming off the top of Badger's profits and lying to him about his operation. A good chunk of credits—sometimes thirty percent or more—greases the hands of a few Alliance captains to ensure they look the other way. Still, Big Ed has his fair share of enemies. Lot of folk—criminals included—would love to see Big Ed go down. Anybody with a conscience, that is.

Edmund has more taste in food than in clothes. When he's "dressing to impress," he'll wear ratty suits and top hats in an imitation of Badger's "gentlemanly" style, but the lapels are often covered in food stains. He's a sucker for any kind of gourmet food, and will pretend to enjoy something hideous if it's really expensive. He doesn't live on Constance, 'course—he lives on Verbena, just a hop away on the *Incalculable Profit*. When he does come to Constance, though, it's always on business, and he usually has a number of **Slavers** D6 and **Slaves** D6 around.

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Craft	6	
Drive	6	
Focus	6	
Influence	6	
Move	6	
Operate	6	
Perform	6	
Sneak	6	
Throw	6	
Trick	8	*Lies*



DISPOSITIONS

Alliance **Criminals**

DISTINCTIONS

Fancy Bowler 8

Tip o' the brim to you on this fine day.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Hat in Hand:* When you appear to be bargaining from a disadvantageous position, spend 1 PP to create a **My Opponent Is Overconfident** D8 Asset.

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.

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

Incalcuable Profit D6

JANET "CALAMITY" CLAY

"Try and catch me, you yellow-belly lapdog! Giddy-up!"

The more Rance Burgess puts the hurt on folk, the more some of 'em will resist. Janet Clay is one of those folk. Janet drew her nickname, Calamity, on account of the way she creates chaos wherever she can—for Rance Burgess and his cronies, that is. She's also been called a thief, a vigilante, a saboteur, and owns up to all such epithets. She's handy with a rifle, lightning on a horse, and a thorn in the side of them that oppress the little folk.

Calamity Clay can be found anywhere on Deadwood—if you know where to look. Her typical M.O. is to stab a dagger between the ribs of one of Burgess's ventures, and then fade into the desolate countryside to plan her next move. Now that her reputation is startin' to grow, when Calamity needs to lay low she finds shelter with them that can't stand Burgess. Folk on Deadwood may not be able to stand up to him, but they have high hopes that Calamity can and will.

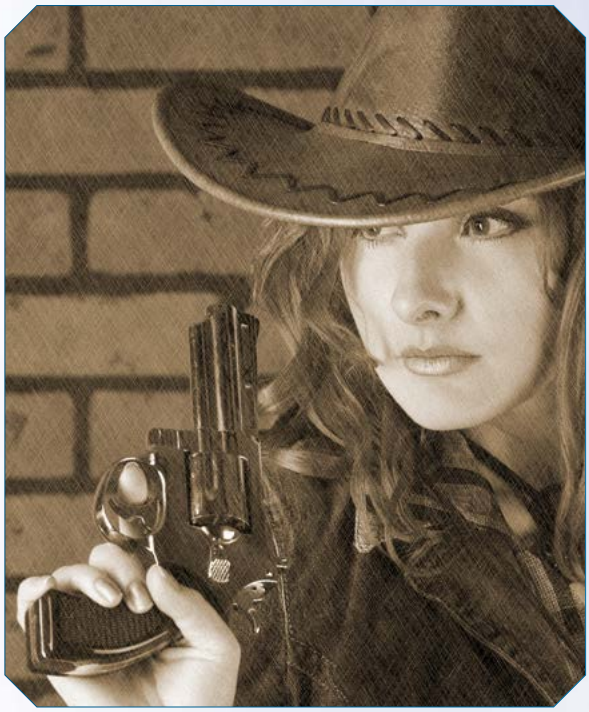
Unfortunately, Calamity's aspirations for Rance's destruction far exceed her means. She's always looking for new allies who might supply her with weapons, explosives, and tech, or who might possess the skills and wherewithal to pull off a really big operation to drain his pocketbook. Smugglers with a soft spot for hard luck cases should take note, for Calamity can't survive without help. To really stick it to Burgess, she depends upon on a network of underground help from them that support her efforts. That help ain't exactly legal.

ATTRIBUTES

Mental	8
Physical	10
Social	6

SKILLS

Craft	6	
Fight	8	
Focus	6	
Influence	6	
Know	6	*Deadwood*
Labor	6	
Move	6	
Notice	6	
Operate	6	
Shoot	6	
Sneak	8	*Hiding*
Survive	6	



DISPOSITIONS

Alliance  **Criminals** 

DISTINCTIONS

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.

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.

Crude 8

You're a little gorramn rough around the edges.

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

SIGNATURE ASSETS

Palomino Horse D6

Custom Rifle D8

KAORI "SUKI" WATERMAN

"You don't understand. Uroborus isn't a legend. It's a warning! We need to stay away!"

Kaori Waterman tells everyone to call her "Suki," although no one can figure out why. For years she just planned to grow old flying trash for a company called Allied Waste. It weren't glamorous work, but it was honest and necessary, and she got used to the smell after a while.

Once the War was over, Suki managed to grow old, but Allied Waste pulled the plug. She was allowed to keep her ship, but they blew up the rogue planet. Suki was heart-broken, but decided she'd find a new place to dump her garbage, and go into business for herself.

That's when she stumbled into Uroborus. She found a few good rocks that she could turn into dumps, and started to make her way back. But a fast asteroid cracked her navigation array. She spent three days lost in the ring. She kept nodding off, and eventually fell dead asleep at the wheel. The old garbagewoman don't remember much after that. Next thing she knew, she was in an escape pod, floating just outside Fury when she got picked up by a crew of good-hearted smugglers.

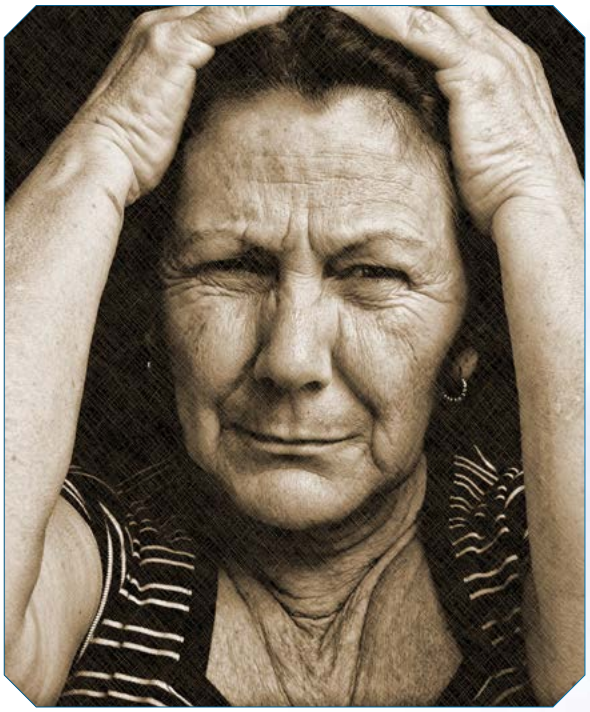
Suki looks like she's aged a dozen years since then, and spends more time in bars than at home, telling everyone she can that she was captured by aliens who threatened to kill anyone who came looking for their secret treasure. Ain't no one that takes the notion of "aliens" seriously, so her mad rantings just seem to encourage more crews to try their luck.

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Fix	6	
Fly	8	*Garbage Scows*
Influence	6	*Ranting*
Labor	6	
Move	6	
Operate	6	
Perfor	6	
Shoot	6	
Throw	6	
Trick	6	



DISPOSITIONS

Browncoats 👍 **Corporations** 👎

DISTINCTIONS

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.

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.

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

LIU BAILONG

"Speak only if your words have meaning. Dong ma?"

Liu Bailong's the captain of the *Jiangshi, a ship that's docked to The Nest.* He's a soft-spoken man who abhors violence and believes in the basic goodness of people, but employs plenty of folk who have no such illusions.

A Londinium native and Academy graduate, Bailong specialized in art history with Earth-That-Was artifacts. He became an art dealer and married the daughter of a high-ranking Alliance official, fatherin' two daughters. Unlike his dear mother, Bailong didn't serve in the War, because she bought him an exemption.

When word came that his mother's ship, the *Jiangshi*, had disappeared before it returned home—he stole one of his father-in-law's ships and burned back to the Rim post-haste, chasing clues and leads to find out where the *Jiangshi* had gone dark. He found the ship, hauled her back into port, and sent the crew home to their families. His mother, however, he buried on Highgate.

Though he wanted to return home, the Alliance had put out a warrant for his arrest. His life in Londinium ruined, he fled to The Nest looking for a chance to disappear—while his wife went on to become a Fed.

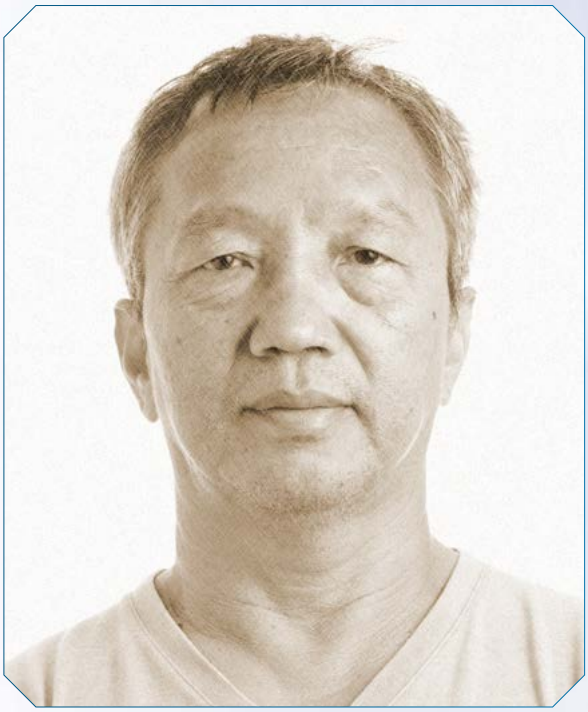
Now, Bailong specializes in illegally obtained and highly skilled forgeries. Unlike fake ident cards, Bailong has the technology and skill to reproduce the real McCoy. Most smugglers know of him and, while there's a high demand in the Core for his goods, he relies on third parties to ship out his orders. If he ever sets foot in an Alliance-controlled space again, he'll be answerin' some hard questions from his wife—and probably get himself arrested to boot.

ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Craft	6	
Fix	6	
Fly	6	
Focus	6	*Forgery Detection*
Influence	10	
Know	8	*Art History, Business*
Perform	6	
Survive	6	
Treat	6	
Trick	10	*Lying*



DISPOSITIONS

Alliance **Corporations** **Criminals**

DISTINCTIONS

Smuggler 8

I don't see any reason why your goods shouldn't be delivered where you want 'em delivered.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Everything's Fine, Officer*: When lying to an officer of the law, step up or double your **Social** for the roll. You cannot spend PP to stay in the fight if you fail and would be Taken Out.

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.

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.

SIGNATURE ASSETS

Jiangshi D6

Criminal Contacts D6

- ☑ *Black Market:* When you are looking for an illegal or restricted piece of equipment, spend 1 PP to find someone in the **Criminals** Faction who has it.

MARGARET "MAGS" KLESSE

"What have I done? Never mind that..."

Margaret Klesse is a former military subcontractor who's never slit a throat or pulled a trigger. Her specialty was to oversee and manage resources for the war effort on board her portable laboratory. Sometimes, that meant cuttin' down the opposition through whatever means necessary. All too often, Klesse deployed painless, poison gasses or tainted water supplies from the safety of her ship. She never saw her victims and, like so many other corporate types, it never entered her mind what she'd really done—until much later.

During her first and only tour of the Rim, Klesse's ship was hit by Reavers and crashed on Highgate. There, she was taken in by the locals and hid under Crescent City in the tunnels until the Reavers passed them by. Unfortunately, the Alliance believed Klesse was dead and feared the worst—they didn't want the secrets on her boat gettin' out. So, they did the only thing they knew how: they bombed the city, and the gasses she brought on board exploded.

Left for dead, Klesse was forced to face the terrors of the War that she caused. Nobody else knows how many folk she killed, but Mags does—and she's haunted by that knowledge every day. Broken beyond repair, Mags sticks to a routine that she's comfortable with. She's more than a little off—which is partly why folk are afraid of her. The recipes for her poisons may attract all manner of unsavory types to the surface, but as long as her people get food and water? She don't think too carefully about who she's hurtin', lest it break her.

ATTRIBUTES

Mental	12
Physical	8
Social	10

SKILLS

Fix	6	
Fight	6	
Focus	8	
Influence	10	
Know	12	*Logistics, Chemistry*
Notice	8	
Operate	10	*Lab Equipment*
Survive	6	
Trick	8	



DISPOSITIONS

Corporations 

Criminals 

DISTINCTIONS

Napoleon of Crime 8

My empire is much like any other. It requires careful handling and wise rule.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Shadow Ruler*: When you take a Complication as a result of a formal investigation by the authorities, step back **Social** for the rest of the session to remove the Complication.

Scientific Mind 8

The universe is perfectly rational. There's an explanation for everything if you dig deep enough.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Fight or Flight:* When you flee or hide at the first sign of danger and choose to be Taken Out of the scene, gain 1 PP.

Done Some Things 8

Was it that long ago already? There's some truth to what people say about me.

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Rather Not Talk About It:* When you put yourself in a position to talk about your past, gain 1 PP and take an **Old Wounds** D8 Complication

SIGNATURE ASSETS

Lang Qun D8

Silver Rhino D8

Lang Qun Labs D8

MAYOR CHENG SORINGTON

"You that depressed? I got something for that."

Cheng Sorington may be an evil, black-hearted snake, but he loves Rance Burgess with a passion so fierce he'd give him a wet sloppy kiss if'n it meant impressing the rich bastard. After all, Burgess knows Sorington's little secret and looks the other way—in exchange for other favors, of course. In fact, it was Burgess who set him up as the mad little king of a giant hill. Eternally grateful, Sorington keeps an eye on the townsfolk of Deadwood's beatin' heart and original settlement: Silver City. Some might say he also keeps 'em in check, too, by getting his residents addicted to opiates.

Sure, Sorington pretends to be an upstandin' politician, but he's really only the mayor by the grace of Burgess. Few smugglers know that Silver City's chief drug trafficker is a disgraced dandy—a drug dealer—who originally hails from the Core. Now that he's on Deadwood, he's free to dole out recreational drugs to whoever can pay his price.

Like Burgess, Sorington justifies his actions in a roundabout way. To him, he feels most people settled on Deadwood because they wanted to get away from something, and it's his responsibility to give 'em another way to do just that.

Sorington's sole supplier is the McCoy Family, based out of New Omaha, and has been seen since ole Grandpa McCoy was alive. (See *Things Don't Go Smooth*, page 57 for more info about the McCoys.)

Unless stated otherwise, all of Mayor Sorington's muscle uses the Trait **Silver City Deputy** D8.

ATTRIBUTES

Mental	8
Physical	6
Social	10

SKILLS

Drive	6	
Fight	8	
Focus	8	*Lie Detection*
Influence	8	
Know	8	*Deadwood, Alliance Laws*
Notice	4	
Operate	6	
Shoot	6	
Sneak	6	
Survive	6	
Trick	10	*Lying*



DISPOSITIONS

Browncoats (thumbs down) **Criminals** (thumbs up)

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.
- ☑ *Vicious Glare:* Spend 1 PP to remove an Asset from an opponent's roll involving the assistance of townfolks.

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.

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

Gleaming Dragon Sword D8

PENELOPE "BLOODY PEN" DURANT

"Ain't no one in control of their own legend. All you can do is embrace it, or set it aside."

Bloody Pen was a legend in the Rim, a pirate queen that stole from the rich and gave to needy folk. Of course, like all stories, it ain't quite true. Penelope was a dirt farmer on Kuan Lo. Sick of trying to make something grow on a moon made of rock and sand, she decided to get while the getting was good. In this case, she got a ship, called her *Queen of Hearts*, and decided to take everything she wanted from the folk that owned it.

But when the War was over, it became harder for pirates to operate. Penelope was smart. She came back to Kuan Lo, kicked a few asses and made a few threats to keep folk from killing each other, and converted it into a smuggler's haven. Instead of being the woman who went out and stole, she made a place that thieves and pirates could come to and conduct their business.

Now, she's referred to as Miss Durant, an entrepreneur offering exclusive and private services to select clientele.

While everybody else may think she's given up her life of crime, truth is Durant leads a double life. It's all too easy to slip into the shoes of Bloody Pen and knock a few heads when needed. Durant is wise to Whitney's rivalry, and thinks Pearl is on a path to darkness. Profits are one thing, but treating folk like numbers on a ledger is just plain evil. 'Course, there's a lot of things that aren't right in the 'Verse, which is why Durant will play both sides against the middle to keep the peace on Kuan Lo.

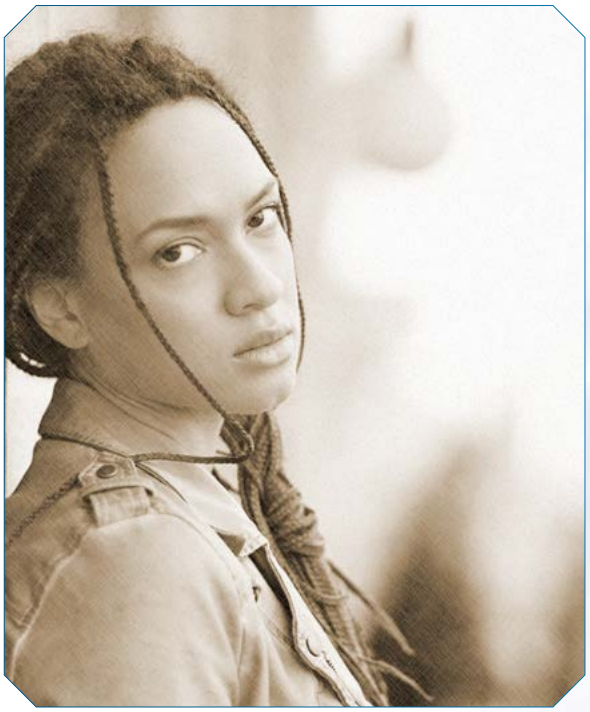
Unless stated otherwise, all of Blood Pen's hired help uses the Trait **Tax Hound** D8.

ATTRIBUTES

Mental	8
Physical	8
Social	8

SKILLS

Craft	6	
Fight	6	
Focus	6	
Influence	12	*Keeping the Peace*
Labor	8	
Operate	8	*The Purity*
Shoot	8	
Throw	6	
Treat	6	
Trick	6	*Smuggling*



DISPOSITIONS

Browncoats (+) **Criminals** (+)

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.
- ☑ *Go Get 'Em:* Spend 1 PP to step up a Complication inflicted by one of your thugs.

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.

Heart of Gold 8

You may be rough around the edges, but deep down you're a good person.

- ☑ 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

SIGNATURE ASSETS

Queen of Hearts D8

SHEPHERD DAN

"I know the Good Book by heart. Do you?"

Shepherd Dan is a young, rovin' missionary and the acting moral compass for Shepherd's Mission. Usually, the idyllic preacher roams around the habited areas of Shepherd's Mission on behalf of the Abbeys. An excellent communicator and negotiator, Shepherd Dan don't care about who you were or where you came from. He's more interested in what you hope to find on this piece of heaven.

Though he's never done anybody wrong, he's something of a mystery. Folk don't know his full name, and most won't ask for it. He'll tell a tall tale, though, to put folk at ease. Before he arrived on Shepherd's Mission at the end of the War, Shepherd Dan was a medic who healed Alliance and Browncoats alike. A natural healer, his boat—*Cain and Abel*—was boarded by mercenaries and he was kidnapped. Forced to heal his captors, Shepherd Dan prayed for a miracle—and got one. He managed to escape in a short-range shuttle and landed in the middle of paradise.

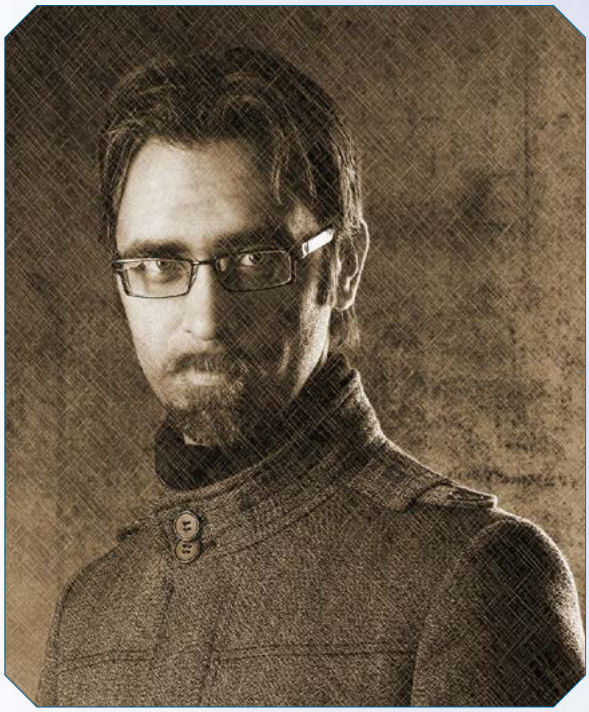
Now, Shepherd Dan tells his story to the skeptics. He won't say it, but he frowns on smugglers who resort to violence. In his mind, there are plenty of folk who will help for the askin', and he hasn't forgotten what happened to him. He still struggles with all that ails him and can't stand feeling like a prisoner—but there's another reason why he takes long walks and watches the skies. Somewhere, out there, his twin brother Matt is still searchin' for him—and there's no telling what he'll do if he's reunited with the one person that knows who he really is.

ATTRIBUTES

Mental	8
Physical	8
Social	8

SKILLS

Craft	6	
Fight	6	
Focus	8	
Influence	8	*Negotiation*
Know	10	*Anatomy, The Bible*
Labor	8	
Operate	6	
Perform	6	*Tall Tales*
Treat	10	*Surgery*
Trick	6	



DISPOSITIONS

Corporations **Criminals**

DISTINCTIONS

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.
- ☑ *Natural Healer:* Spend 1 PP to step back another character's medical or injury-based Complication.

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.
- ☑ *Test of Faith:* Step up a Complication to step up your **Focus** die for your next roll.

Handlebar Mustache 8

The handlebar is an elegant moustache for the active man living life to the fullest.

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

SIGNATURE ASSETS

The Good Book D6

WILLARD CHO

"Of course we can get it there by tonight. It won't be cheap, though...

Willard Cho runs Windwalker Transport, a small division of SeeBo. At first glance, he's the type no one pays much attention to. He deals fair, gets the job done, and pays his debts. That said, Cho doesn't do business with just anybody. He's no fool; anything that could be traced back to him is no-go. Cho moves packages, and sometimes people. Anything he can't or won't handle, he farms out to freelance contractors—for a referral fee, and a cut of the profits.

While Cho may seem happy with the job, those closest to him know why he really came to Ghost: to find his kids. During the final days of the War, his family was torn apart in the riots that followed. For a few years, Cho thought his wife and kids had died—until he saw his wife on the Cortex get gunned down by the cops. Obsessed with finding his family, Cho knew better than to cross the Alliance, so he pretended to be a model citizen hoping for a clue.

Not long ago, Cho found out through a friend of a friend that his children were alive—kidnapped and shipped off to Ghost as test subjects. Cho doesn't understand the full extent of what the Alliance and corporations are up to, but he's pretty sure they'd kill to protect their operations.

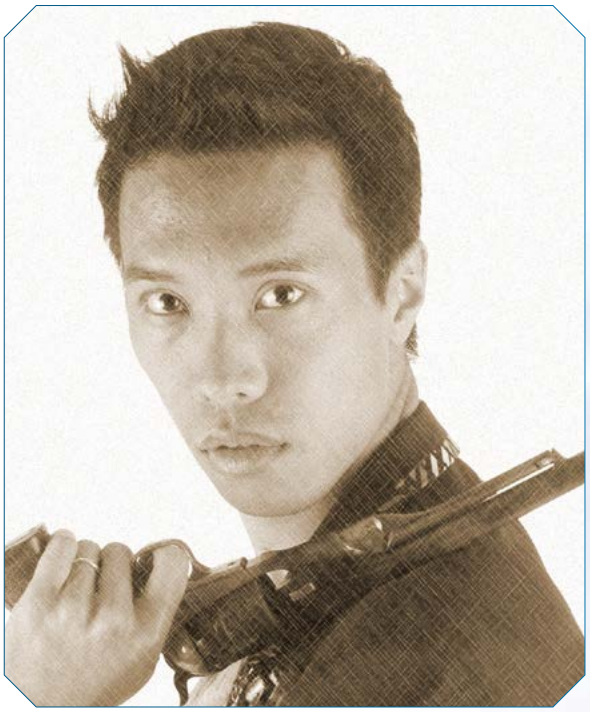
Now, Willard is biding his time until he can make his move. He's slowly building an underground network of like-minded folk to launch a rescue operation and expose COmantix. To protect himself, he tends to hire Readers and runs a few side businesses to acquire and fund his goals.

ATTRIBUTES

Mental	10
Physical	6
Social	8

SKILLS

Drive	6	
Fly	6	*Courier Ships*
Focus	8	*Illegal Activities*
Influence	8	
Know	10	*Shipping*
Notice	8	
Operate	6	*Computers*
Trick	6	



DISPOSITIONS

Corporations

DISTINCTIONS

Piece of the Pie 8

I know someone who can fix that right up, no problem. There's just the small matter of my finder's fee.

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

Reputable 8

I deal plain, ask any of my associates. There'll be a hard bargain driven but, in the end, everyone will be happy.

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

☑ *Art of Negotiation:* While negotiating goods and services, you may step up or double **Influence** for the Action. 1s and 2s count as jinxes for the Action.

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.

☑ *This Isn't in the Manual*: When the GM buys a jinx from you, you may step up a Complication to gain 1 PP.

SIGNATURE ASSETS

Windwalker Transport Offices D8

ZORAIDA "QUICK DRAW" ROBERTS

"As long as the Alliance exists, we'll never be safe."

Zoraida Roberts is a runaway who joined the Independents after she saw her best friend executed by an Alliance soldier during a peaceful protest. Zoraida was training to become a Companion, but never returned to Sihnon. Instead, she went huntin' for justice for her fallen friend.

'Til then, Zoraida hadn't concerned herself with politics, but after her friend's death she hitched a ride with a crew of rookie soldiers and became a spy for the Independents. Her knowledge of the Alliance and its history helped the Border Planets infiltrate deep into the Alliance's interests, and plant false information about upcomin' battles.

When the War ended, Zoraida brought a few of her fellow soldiers to The Nest and founded a haven for smugglers and the like. She dragged the Independent's best-and-brightest out to the Rim—before the Alliance could arrest 'em—and set them up in the Six-Shooter Safehouse.

A slim woman with an intense voice, Zoraida takes a careful interest in the daily affairs of The Nest. She's quick on the draw—hence her nickname—and favors the company of skilled shots like herself. Zoraida don't have much patience for slick-talkin' smugglers and the like, but she'll perk up if she thinks a visiting crew has stuck it to the Alliance.

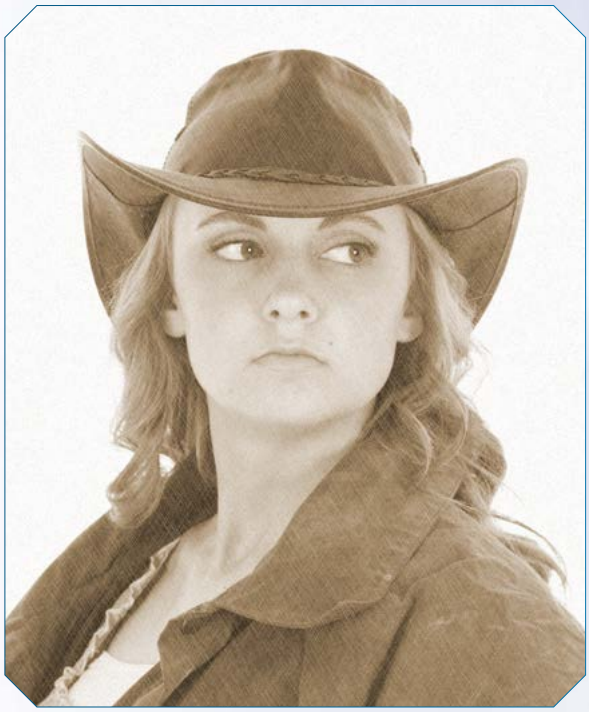
While most folk suspect she's planning something, right now she focused on building a web that funnels resources and information—throughout the Core. Zoraida understands the power of propaganda, and believes that another war is inevitable. When somebody throws the first punch—most likely on a Border Planet—she wants to be good and ready to hop in and fan the flames of resistance.

ATTRIBUTES

Mental	6
Physical	6
Social	6

SKILLS

Influence	6	
Know	10	*Alliance Politics*
Move	6	
Notice	8	
Perform	6	
Shoot	10	*Pistols*
Sneak	6	
Trick	6	



DISPOSITIONS

Alliance **Browncoats**

DISTINCTIONS

Information Broker 8

Are there things you want to know? Are you ready to pay the price?

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Tell Me Everything*: When you try to wheedle information or secrets from someone, step up **Influence** or **Trick** for the Action. If the Action fails, step back **Social** until the end of the next scene.

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.

Secret Browncoat 8

Independents aren't appreciated much round these parts. But y'all know how to stick together!

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

SIGNATURE ASSETS

Intelligence Network D6

NEW CHARACTER DISTINCTIONS

ROLE DISTINCTIONS

Break-In Artist D8
A locked door gives a nice illusion of security, doesn't it?
B & E: When you try to get into a secured building, spend 1 PP to step up or double **Sneak** for the Action.
Weak Point: When you try to break an object, you may roll **Fix** instead of **Labor** or **Fight**.
Highlighted Skills: Fix, Move, Sneak

Corporate Cog D8
You're a cog in the machine, keeping it working and perfectly placed to break it all apart.
Desk Jockey: Spend 1 PP to create a **Corporate Workings** D8 Asset to represent your knowledge of the inner workings of bureaucracy.
Security Access: When you try to break into a company's encrypted network, step up or double **Operate** for the Action. If you fail, take an **ID Traced** Complication equal to your **Operate**.
Highlighted Skills: Know, Labor, Operate

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 list of new Character and Ship Distinctions 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!

Fleet Tactician D8
Sun Tzu was brilliant. After three thousand years we brought his doctrine to the stars.
Bombard: When you give the order to fire upon an enemy ship, Crewmembers may spend 1 PP to step up their **Shoot** on their next Action.
Attack Pattern Delta: When you lend your **Fly** Skill die to an Action when a pilot is following your battle plan, you can spend a Big Damn Hero Die to avoid any consequences of that Action, like being Taken Out or jinxes.
Highlighted Skills: Fly, Operate, Shoot

Hot Shot D8
I can shoot a penny off a table at four hundred meters. "Good" doesn't even begin to describe me.
Bull's-Eye: When you spend a Plot Point to roll and add a Big Damn Hero Die during a **Shoot** Action, you may reroll the BDHD for free, if it comes up a jinx.
Ace: When you achieve an Extraordinary Success on a **Fly** or **Shoot** Action, you may spend 1 PP to bank a Big Damn Hero Die equal to your **Fly** or **Shoot** instead of your opponent's highest rolling die.
Highlighted Skills: Fly, Operate, Shoot

Nimble Fingers D8
I'm the finest dip in the 'Verse. The lightest touch this side of Boros. Ollie Twist ain't got nothing on me.
Oh, This?: Spend 1 PP to take one innocuous item from a character in the scene with you or spend 1 Big Damn Hero Die to appropriate one significant item from a character in the scene instead, and create a D8 Asset based on that item.
Size Up a Mark: When you size up someone, take a **Mental + Notice** Action. If you raise the stakes without rolling any jinxes, the GM will tell you where they're from, what they're carrying, and what they've been up to recently. If you raise the stakes but roll a jinx, choose just one item from that list instead.
Highlighted Skills: Move, Notice, Trick

Piece of the Pie D8
I know someone who can fix that right up, no problem. There's just the small matter of my finder's fee.
Broker: When you arrange for two parties to meet and discuss business, spend 1 PP to create a **Nominal Fee** D8 Asset.
Where's My Cut?: Gain 1 PP when you demand your cut of a job at an inopportune or inappropriate time.
Highlighted Skills: Influence, Know, Trick

PERSONALITY DISTINCTIONS

All That Glitters D8
Diamonds are a thief's best friend. You can always use a few more friends, right?
Ooh, Shiny!: When you scope out an object you plan on stealing, spend 1 PP to create a **Heist** D8 Asset.
The Thrill Is in the Chase: When you fence an item you've stolen that is represented by an Asset, remove that Asset to gain a D8 Big Damn Hero Die.
Highlighted Skills: Notice, Operate, Sneak

Bedside Manner D8
A little compassion goes a long way with the sick and injured.
A Little TLC: Before you attempt to heal someone with a **Physical + Treat** Action, spend 1 PP to step back one of their physical Complications.
Lasting Gratitude: When you successfully remove a character's emotional Complication with a **Treat** Action, gain a **Gratitude** D8 Asset.
Highlighted Skills: Influence, Know, Treat

Biggest Fan D8
"Can I have your autograph?"
Squee: When you meet someone famous or powerful, you may take a **Made a Fool of Myself** D8 Complication to gain 1 PP.
Well, Actually: When a Crewmember creates an information-based Asset and you nitpick the semantics, you may spend 1 PP to step up the Asset once.
Highlighted Skills: Know, Notice, Sneak

Bravado D8

And I'm telling you, that fish was THIS big, my hand to God.

Blowing Hot Air: When you succeed at a **Trick** Action, you may spend a Big Damn Hero Die to give a character a **Wrong Idea** Complication of the same size.

Raconteur: When you embellish a tale for dramatic emphasis, you may roll **Trick** instead of **Perform** for the Action. If you fail to raise the stakes, take an **Embarrassed** D6 Complication.

Highlighted Skills: Fight, Move, Trick

Burden of Command D8

There's nothing glamorous about power, about holding lives in your hand. It's the world on your shoulders.

Hunker Down: When you take cover against a barrage of gunfire, spend 1 PP to roll **Survive** and add it to your total after you roll.

Necessary Casualties: When a Crewmember follows your order to attack, give them a **Marching Orders** Asset equal to your Influence die. Step up the next Complication they receive.

Highlighted Skills: Influence, Notice, Survive

Cat Lover D8

"We don't need other people, do we Merlin?"

Snuggles: When you spend a scene relaxing in the company of your feline overlords, step back a mental or social based Complication before making a recovery roll.

Cortex-Famous Kitty Has Fans: When you pose a question to your kitty's fanbase on the Cortex, spend 1 PP to step up or double **Know** for the Action.

Highlighted Skills: Craft, Throw, Treat

Captain Oblivious D8

"Why are we doing that? I don't get it."

What? Huh? Where? Why?: Spend 1 PP to inflict an **All the Questions** D6 Complication on someone you're in a discussion with.

Facepalm: In a social situation when you choose to say something idiotic—which is all the time— take a **People Think I'm Stupid** D8 Complication to gain 1 PP.

Highlighted Skills: Perform, Move, Survive

Clean Cut D8

If you want respect, dress as if respect is your due.

Power Tie: Spend 1 PP to create an **Aura of Authority** D8 Asset when you dress to assert your dominance.

Snap and Point: When you issue orders in a tone that brooks no argument, spend 1 PP to step up or double **Influence** for the Action.

Highlighted Skills: Influence, Perform, Treat

Drinks on Me D8

Sounds like you could use a beer. I'm buying.

Drown Your Sorrows: When you listen to a Crewmember's woes over a stiff drink or seven, spend 1 PP to step back a Crewmember's emotional Complication.

One Too Many: When you overindulge in alcohol, take a **Drunk as a Skunk** Complication and choose a die rating. Gain 1 PP for each step above D4 that reflects how **Drunk You Are**. If this Complication is recovered before it's used in a dice pool, the GM gets Plot Points for the bank equal to the number you gained.

Highlighted Skills: Fight, Influence, Treat

Fancy Bowler D8

Tip o' the brim to you on this fine day.

Hat in Hand: When you appear to be bargaining from a disadvantageous position, spend 1 PP to create a **My Opponent Is Overconfident** D8 Asset.

Tap Routine: When you stall for time or act as a distraction by performing an old dance routine, Spend 1 PP to step up or double **Perform** for the roll.

Highlighted Skills: Craft, Move, Perform

Keys to the Cage D8

Do as I say and you will be rewarded. Defy me and I will destroy you.

Dominance Games: When you try intimidating and coercing someone with an **Influence** Action, spend 1 PP to add your **Fight** Skill to the dice pool.

Under Thumb: When you add an opponent's social Complication to your roll, you may step it up if you raise the stakes. If your opponent wins the roll, step the Complication back.

Highlighted Skills: Fight, Influence, Trick

Married to the Job D8

Romance? Flowers? Ain't got time for that.

Always Working: When you forgo a social gathering or downtime and instead doggedly go to work, take a **Strained Relationships** D8 Complication to step up **Focus** for a scene.

Think Better Alone: When you have no other Crewmembers in the scene with you, spend 1 PP to step up **Mental** for the scene.

Highlighted Skills: Focus, Move, Notice

Natural Leader D8

A bright smile, firm handshake, and an easy charm put you in charge.

Cult of Personality: When you try to inspire others through tales of your own accomplishments, spend 1 PP to step up **Social** for the Action.

Share the Woe: Crewmembers who seek your counsel to resolve social or emotional Complications may add a **Calming Presence** D8 to the recovery roll. Step back your **Mental** or **Social** during the following scene.

Highlighted Skills: Influence, Perform, Treat

Obedient D8

Big decisions give me ulcers.

Not the Decision Maker: When someone tries to coerce you into action and you defer to your superior, spend 1 PP to step up or double **Focus** for the Action.

Point the Way: When you follow orders and use an Asset created by another Crewmember in your dice pool, step back your **Mental** for the rest of the scene to step up that Asset for the roll.

Highlighted Skills: Fix, Labor, Operate

Overprotective D8

You've lost so much you can't bear to lose any more.

Hardass: When a Crewmember uses an Asset you created, step it back for the Action to gain 1 PP.

Respect Is Earned: When a Crewmember earns a D8 or larger Big Damn Hero Die on an extraordinary success, spend 1 PP to give them a D8 Big Damn Hero Die.

Highlighted Skills: Focus, Move, Survive

Poker Face D8

People seem to think you could stare down a wall and not blink.

Written on Their Faces: When you spend a scene talking with a Major or Minor GMC, spend 1 Big Damn Hero Die at the end of the scene to learn the GMC's true loyalties or plan of action.

Wait It Out: When someone asks you a question and you stonewall them, spend 1 PP to step up or double **Focus** for the action.

Highlighted Skills: Focus, Notice, Trick

Problem Solver D8

Not now! I've almost finished this puzzle.

Dogged: When you find a problem that vexes you, declare it and spend 1 PP. Step up your **Mental** for any Action directly related to solving that problem.

Indistractible: If you replace your **Focus** 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, Focus, Operate

Raconteur D8

"I ever tell you about the time I stole an Alliance shuttle in the middle of the Unification parade?"

The Bigger the Lie: When telling a tall tale, you may create a **Too Nutty Not to Be True** D8 Asset by taking an **Out on a Limb** D8 Complication.

Spin a Yarn: When you are Buying Time in a Timed Action by telling someone a story, regain one extra beat if you raise the stakes.

Highlighted Skills: Fight, Perform, Trick

Reputable D8

I deal plain, ask any of my associates. There'll be a hard bargain driven but, in the end, everyone will be happy.

Art of Negotiation: While negotiating goods and services, you may step up or double **Influence** for the Action. 1s and 2s count as jinxes for the Action.

Perspicacious: When you size someone up with a **Notice** Action, spend 1 PP to roll and add your **Know** to the action.

Highlighted Skills: Focus, Influence, Know

Rowdy D8

Lemme tell you, never get into a drinkin' contest with a pirate crew. Sore losers, they are.

Good Old-Fashioned Scrap: When you start a fight by throwing the first punch, step up your **Fight** for the scene. Take a D8 social Complication once the fight is over.

Just One Drink: Spend 1 PP to double your **Social** when asking someone to join you for a drink.

Highlighted Skills: Fight, Perform, Throw

Scientific Mind D8

The universe is perfectly rational. There's an explanation for everything if you dig deep enough.

Fight or Flight: When you flee or hide at the first sign of danger and choose to be Taken Out of the scene, gain 1 PP.

Mystery Solved: If you replace your **Know** 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

Spoonful of Sugar D8

Look on the bright side—you could have been onboard when the bomb went off.

Break It Easy: When trying to cheer someone up by talking about how it could be worse, spend 1 PP to step up **Treat** for the Action.

Word in Edgewise: When you babble to distract yourself because you're nervous, step back your **Social** Attribute for the rest of the scene to create a **Just Keep Talking** D8 Asset.

Highlighted Skills: Notice, Treat, Trick

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** Attribute 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

Twisted Habits D8

Just hold still, this is all in the name of science.

This Is for Posterity So Be Honest: When you are using a "scientific" device that you designed to interrogate... er..."study" someone, you may use your **Craft** Skill instead of **Influence**.

How Do You Feel? Interesting: Spend 1 PP to create a D8 Asset related to previous research you have done. If that research is related to one of your **Know** Specialties, create a D10 Asset instead.

Highlighted Skills: Craft, Know, Treat

Underappreciated D8

Hey, guys! Did you see that? Mom? Captain?

Never the Hero: When you get an extraordinary success, you may choose to forgo the Big Damn Hero Die and instead gain two Plot Points.

Utility Hitter: Once per session when the GM rolls one or more Opportunities, you may spend Plot Points to give a GMC a Complication as if you were the GM buying jinxes.

Highlighted Skills: Craft, Survive, Treat

Young at Heart D8

No matter how old you get, there's still plenty of time to play with plastic dinosaurs.

Bet I Can Make You Laugh: When you use humor to help someone recover from a social based Complication, you may roll **Social** + **Perform** instead of **Social** + **Treat**.

Take Care of Your Toys: When you attempt to repair an item of sentimental value or intended for entertainment, spend 1 PP to step up and double **Fix** for the Action. If you choose to lose a sentimental item that is a Signature Asset for the rest of the Episode, gain 1 PP.

Highlighted Skills: Fix, Notice, Perform

BACKGROUND DISTINCTIONS

Alone in the Crowd D8

Friends? Who needs 'em? I can get a half-dozen trustworthy rogues in the blink of an eye.

I Know Everyone: When the Crew needs an illegal or unconventional service, spend 1 PP to create a D8 Asset that represents a contact who'll do the job cheaply.

No Honor Among Thieves: When you pull in independent operators for a job, create an **Independent Operators** Asset equal to your **Influence**. Step back the Asset after each time it is used. If it is stepped back below D6, or if the GM spends 1 PP from the bank, turn it into an **Independent Contractors** D8 Complication.

Highlighted Skills: Influence, Perform, Sneak

Done Some Things D8

Was it that long ago already? There's some truth to what people say about me.

My Reputation Precedes Me: When you arrive in a new place, you may spend 1 PP to create a **They've Heard of Me Here** D8 Asset.

Rather Not Talk About It: When you put yourself in a position to talk about your past, gain 1 PP and take an **Old Wounds** D8 Complication.

Highlighted Skills: Fight, Influence, Survive

Corporate Owned D8

They own everything about me—my name, my history, even my DNA. But they don't own ME.

Big Brother Watches: When the GM creates a new Complication after you roll a jinx when taking a **Sneak** or **Operate** Action, you may step up that Complication to rename it to **Location Compromised** and gain a PP.

Digital Phantoms: When you try to forge identities, spend 1 PP to step up or double **Operate** for the Action.

Highlighted Skills: Know, Operate, Sneak

Folk Like Me D8

These are your people: they work with their own two hands and make an honest living.

Good People: When you ask the common folk for help when doing so will attract unwanted attention, step up **Influence** for the Action.

Helping Hand: When you take the time to help out with hard labor and don't ask for recompense, gain a Big Damn Hero Die equal to your **Labor**.

Highlighted Skills: Craft, Focus, Labor

Gourmet Chef D8

With a little patience and a few spices, even prepacked protein becomes a sumptuous dish in your kitchen.

Butter Them Up: When you take the time to prepare a special meal for someone before a confrontation, give the diner a **Lulled into Complacency** D8 Complication.

Culinary Genius: When you create a lavish meal specifically to impress a Major GMC, make a **Physical** + **Craft** Action opposed by a **Mental** + **Notice**. On a success, take a Big Damn Hero Die equal to the opponent's highest rolling die. On an extraordinary success, step up the Big Damn Hero Die once.

Highlighted Skills: Craft, Fix, Survive

Never Put Down Roots D8

I'm not opposed to a nice home, just don't see the point yet. There are so many places to go!

Make Yourself at Home: Gain 1 PP when you obviously take advantage of someone's hospitality or strain the boundaries of your host's patience.

New Friends: When you first meet a Major or Minor GMC, step up **Social** for the scene. Step back **Social** for Actions with that GMC in subsequent scenes in this Episode.

Highlighted Skills: Labor, Operate, Survive

Parliamentary Pardon D8

It's nice having a free pass for mayhem.

Shift the Blame: Spend a Big Damn Hero Die that's D8 or larger to shift one of your social or legal Complications to another Crewmember or GMC.

Slide on By: When you try to bluff or bully your way in somewhere by mentioning your powerful connections, take a **Won't Forget Your Face** D8 Complication to step up **Trick** for the Action.

Highlighted Skills: Move, Sneak, Trick

Trust Fund D8

I hate being on an allowance! I'll have to save up for three months to buy a new hotrod.

Disposable Income: Spend 1 PP to create a D8 Asset when you buy something the Crew needs.

Markers Around Town: You may keep three dice for your total when you roll **Trust Fund** D8 instead of **Trust Fund** D4. Take an **IOU** D8 Complication or step up an existing **IOU** Complication after the Action.

Highlighted Skills: Drive, Perform, Sneak

ICONIC DISTINCTIONS

Alliance Engineered Celebrity D8

You're easy on the eyes and you've got a bit of talent. But you believe in the Alliance and they'll keep you a star as long as you toe the line.

Mandated Audience: When you are in a location with a positive **Alliance** Disposition you do not need to spend a Plot Point to replace your **Perform** with your **Alliance Reputation**. When you make a roll that includes **Influence**, **Perform**, or **Trick** in a location with a negative **Alliance** Disposition, you must replace your Skill with a D4. You don't get a PP for this.

Not Just a Pretty Face: When you spend 1 PP to replace a Skill die with your **Alliance Reputation**, you may instead use a D4 and gain a Big Damn Hero Die equal to your **Alliance Reputation** normal die rating if your roll is successful.

Highlighted Skills: Craft, Move, Perform

Best Smuggler Flyin' D8

Why are you the best? Simple: you pull more heists and haul in more loot than anyone else flyin'.

Top Dog: Spend 1 PP to step up or double your **Influence** when asserting your dominance over other Criminals.

Profits: At the start of an Episode, you may spend 1 PP to create a **Latest Score** Asset equal to your **Criminals Reputation**. Each time anyone uses that Asset in a roll, step it back. When you step it back from D6, it goes away.

Highlighted Skills: Craft, Labor, Sneak

Core Bank President D8

At your bank, you protect their credits as if they were yours.

Frozen Assets: When in a location with a positive **Corporations** Disposition, spend 1 PP to create **Frozen Assets** D8 Complication for a character in the scene. You may spend another PP to step up that Complication.

Liquidity: Once per Episode, when you are in the Core and in a location with a positive **Alliance** Disposition, you may spend 1 PP to create a **Liquid Assets** Asset with a die rating equal to your **Corporations Reputation**.

Highlighted Skills: Fly, Focus, Treat

Corporate Guru D8

When profits are down, you get a call, a pile of credits, and a free pass to get those earnings back up.

Efficiency Measures: When you threaten someone with unemployment or financial setbacks, spend 1 PP to step up or double your **Influence** for the Action.

I Have an Appointment: When you are in a location with a positive **Corporations** Disposition, you may spend one D8 or larger Big Damn Hero Die to get complete, unfettered access to even the most secure sections of the area.

Highlighted Skills: Focus, Influence, Know

Executive of the Year D8

Half inherited wealth, half natural charm, and half canny business sense, you're positively unquantifiable.

Media Glitz: When you attend an event or arrive on a new planet, you may spend a Big Damn Hero Die to have the media cover your arrival and create a **Media Swarm** Asset of the same size as the Big Damn Hero Die.

Reality Distortion Field: When someone tries to change your mind about a business decision, you may spend 1 PP to replace your **Focus** with your **Corporations Reputation**.

Highlighted Skills: Drive, Influence, Operate

Face of the Company D8

You might not be the one in charge, but your voice is what people hear when your company speaks—and people listen.

Corporate Bennies: Spend 1 PP to step up or double your **Social** when in a location with a positive **Corporations** Disposition.

Prepared Statement: When you follow corporate guidelines or orders, you may spend 1 PP to step up or double **Perform** for the Action.

Highlighted Skills: Notice, Operate, Perform

Guild Leader D8

For anyone operating under Guild license, your word is law.

Pay to Play: When your opponent spends a PP to stay in the fight instead of being Taken Out, instead of your opponent taking a Complication you may gain a **Kickback** Asset of the same size.

Trade Regulations: When you cite Guild law or trade regulations to someone with a positive **Corporations** Disposition, you may spend 1 PP to replace your **Know** with your **Corporations Reputation**.

Highlighted Skills: Craft, Labor, Notice

Keeper of the Flame D8

Independence will never die. Not so long as people are willing to fight for freedom.

Rabble Rouser: When you try to deflect attention from you or your Crew by starting a fight between your opponents, spend 1 PP to step up **Influence** for the Action.

Flame of Freedom: Once per Episode, when you are in a location that does not have a positive **Alliance** Disposition, you may take a **Social + Influence** Action to create a **Local Browncoats** D6 Asset. Step up the Asset if the location has a positive **Browncoats** Disposition and/or a negative **Alliance** Disposition. Each time someone uses that Asset in a roll, step it back. If it's stepped back from D6, it goes away.

Highlighted Skills: Influence, Sneak, Throw

Head of [Redacted] D8

Only the [redacted] even know about [redacted]. It's your job to keep it that way.

Redacted: When you try to silence an information leak, step up **Operate** or **Shoot** for the Action. Spend 1 PP to do both. 1s and 2s count as jinxes for the roll.

We See All: You may spend 1 PP to replace your **Know** with your **Alliance Reputation** when gathering information about criminals, terrorists, and seditionists.

Highlighted Skills: Know, Operate, Shoot

Independent War Hero D8

You made your name in battle, struck a hard won victory for the Independents and fairly shamed the Alliance in the process.

Bug Out: When fighting in a location with a positive **Alliance** Disposition, you may spend 1 PP to replace your **Move** with your **Browncoats Reputation**.

Last One Standing: The first time you spend a Plot Point to avoid being Taken Out in a firefight you may step back the Complication you receive doing so.

Highlighted Skills: Drive, Shoot, Sneak

Minister of Truth D8

There are threats to our way of life, threats that we must be vigilant against at all times. Trust in the Alliance. Do not let the terrorists win.

Bully Pulpit: Gain 1 PP when you take advantage of your position and push an agenda despite more pressing matters.

Scare Tactics: When trying to frighten or bully someone into a course of action and you use your **Alliance Reputation** to replace a Skill die, spend 1 PP to double your **Alliance Reputation** for the Action.

Highlighted Skills: Influence, Perform, Trick

Parliament Ideologue D8

The Alliance is an idea. My idea.

A Quiet Word: When you lend your **Influence** die to a Crewmember or political ally trying to curry favor with Alliance officials, you may spend 1 PP to prevent you from sharing any consequences of the roll, including jinxes, additional Complications, or lost Big Damn Hero dice.

Thought Leader: When you use Alliance ideology as the basis of your argument and spend a Plot Point to roll and add a Big Damn Hero Die, you may roll and add your **Alliance Reputation** die instead. Discard the Big Damn Hero Die as usual.

Highlighted Skills: Influence, Know, Notice

Political Martyr D8

Like so many great leaders before you, you lead your cause because everything you had was taken from you.

The People Cannot Be Silenced: When someone else in a scene with you speaks out against the tyranny of the Alliance, you may take an **Eyes of the Alliance Are on Me** D8 Complication to roll and add one of your Big Damn Hero Dice to the total.

Nonviolence: When you choose to publicly surrender to Alliance authorities, you gain a Big Damn Hero Die equal to your **Browncoats Reputation.**

Highlighted Skills: Focus, Know, Survive

Public Enemy Number One D8

Bein' an interplanetary criminal wanted by the feds has its upside. Doesn't it?

Smash 'n Grab: When committing armed robbery, you may spend 1 PP to replace your **Shoot** with your **Criminals Reputation**. Or, you may choose to replace your **Shoot** with a D4 for the Action. If you successfully raise the stakes in the Action, gain a Big Damn Hero Die equal to your **Shoot**.

You May've Heard o' Me: You may spend 1 PP to replace your **Influence** with your **Criminals Reputation** even when dealing with non-**Criminals**, but you must step back your **Criminals Reputation** when dealing with non-**Criminals**. 1s or 2s count as jinxes for the roll.

Highlighted Skills: Fight, Fly, Shoot

Pulled a Legendary Caper D8

You landed the biggest score of the century, and everybody knows it, too.

Ace Up My Sleeve: While in a location with a positive **Criminals** Disposition, you may spend 1 PP to replace your **Sneak** with your **Criminals Reputation**.

Buy Me a Drink: When you replace your **Influence** with your **Criminals Reputation**, spend 1 PP to create an **Everyone Loves a Good Story** D8 Asset.

Highlighted Skills: Fix, Move, Sneak

Ruler of a Fine Thieves's Den D8

You've set up quite the establishment for criminals like yourself. That is, if they can find it.

My Place, My Rules: When in your place and you Take Out an opponent during a social conflict, create or step up an **Anyone Else Wanna Argue? D6** Asset.

The House Opinion: When in your place, you may spend 1 PP to step up or step back a Crewmember's **Criminals Reputation** for the scene.

Highlighted Skills: Know, Notice, Operate

Spider in the Web D8

You've never done anything illegal. Not even jaywalked. But, oh, the crimes done at your behest.

Pulling Threads: When you replace your **Influence** with your **Criminals Reputation**, you may spend 1 PP to double it for the Action.

Invisible: Your **Criminals Reputation** is considered a D8 for the purposes of calculating the sum of your Reputation dice.

Highlighted Skills: Know, Notice, Sneak

Spirit of Independence D8

You're the Browncoats's Browncoat, the embodiment of the Independent cause.

All Alone in the Black: When you are alone and do not need to look out for others, spend 1 PP to step up **Survive**. You may spend another PP to double it as well.

Got No Masters: When you are in a location with a positive **Alliance** Disposition, spend 1 PP to step up your **Focus** for the scene.

Highlighted Skills: Focus, Influence, Survive

The One Who Never Surrendered D8

People say the Unification War ended after Serenity Valley. It only ended for the weak.

Forever War: When you attack a Major GMC with a negative **Browncoats** Disposition, you may spend 1 PP to replace your **Fight** or **Shoot** with your **Browncoats Reputation**.

Never Peace: Spend 1 PP to step up or double your **Focus** when someone tries to talk you down from a violent confrontation.

Highlighted Skills: Shoot, Survive, Throw

Top Brass D8

As a senior commander in the Alliance military, it is your duty to protect the government from threats both foreign and domestic.

Commandeer: When in a location with a positive **Alliance** Disposition, you may spend a Big Damn Hero Die to commandeer a vehicle or equipment from a civilian. Create an appropriate Asset of the same size as the BDHD you spent.

Call in the Troops: Once per session, you may make a **Social** + **Influence** roll to try to call in troops for an armed assault. A tactical strike squad consists of five **Squaddies** D6 and a **Squad Leader** D8. Step up the first Complication created from any jinxes in a roll that includes any of the squad.

Highlighted Skills: Drive, Operate, Shoot

NEW SHIP DISTINCTIONS

CLASS

Bismark Class Gunboat
Engines D6, **Hull** D6, **Systems** D12
Designed to be hard hitting, the lack of maneuverability proved a liability against the more agile Independent ships, and the Bismark class found itself relegated to a support role after some early defeats. The firepower this ship can supply is immense but often surpasses the targeting computer's capabilities.
FIRE!: The captain may spend 1 PP to double **Systems** for one Action. 1s and 2s count as jinxes for the roll.
Like a Pylon: When attacked by a ship with a higher **Engines** Attribute, the captain may choose the ship to take an **Outmaneuvered** D8 Complication to gain 1 PP.

Eagle Class Light Transport D8
Engines D12, **Hull** D6, **Systems** D6
This small freighter has enough bunks for a few crew and passengers, plus a small amount of cargo space. However, its speed and ease of customization made this ship a popular choice for Independent smugglers who found it relatively easy to get past many blockades during the War.
Independent Chopper: When you have the time and materials to make significant modifications to your ship, spend 1 PP to remove your Customization Distinction and replace it with a new Customization Distinction.
Punch It: When you are being pursued by a single ship, the pilot may spend 1 PP to take a **Mental** + **Fly** Action opposed by the pursuing ship to immediately execute a hard burn and escape the area.

Elegance Class Shuttle D8
Engines D12, **Hull** D4, **Systems** D8
Manufactured by SDG Corporation, these shuttles are one of the smallest ships capable of travelling from system to system within the 'Verse. They are designed to be an office-away-from-the-office, and a place to stage small, intimate parties between business partners. SDG charges a premium for these luxury shuttles and owning one is a status symbol.
Nice Ship You've Got: When you are conducting a business meeting on your ship, you may spend 1 PP to step up your **Corporations Reputation** for one Action.
Unwanted Attention: When you are outside the Core, the captain may choose to attract attention from a member of the **Criminals** Faction to gain 1 PP.

Firefly 02 Class Medium Transport D8
Engines D10, **Hull** D8, **Systems** D6
An earlier model of the much more popular Firefly 03 class transport, this vessel was much more maneuverable than the 03 version, but suffered from reliability issues. In addition, the lack of extenders beneath the wings allowed the VTOL engines to shake, which gave the ship a reputation as a rough ride.
"Clunk": When the ship is involved in a high stakes conflict, the engineer may choose to have the ship take a **Engine Problems** D8 Complication to gain 1 PP.
Barrel Roll: The pilot may choose to have the Crew take a **Nauseating Maneuvers** D8 Complication to step up **Engines** for one Action.

Freedom Class Independent Destroyer D8
Engines D6, **Hull** D10, **Systems** D8
The Freedom class destroyer served as the backbone of the Independent space fleet. Although outgunned by the much larger Alliance cruisers, the number of these ships that were able to be manufactured by Weyland-Yutani allowed the Independents to hold their own. That is, until the Battle of Serenity Valley, which saw only a handful of these ships survive and flee into the black.
Still Fighting the Good Fight: When fighting against an Alliance ship, the captain may take an Action to bolster crew morale. If the stakes are raised, create an **Improved Morale** D8 Asset. If an extraordinary success is rolled, step up that Asset in addition to gaining a Big Damn Hero die.
Miraculous Escape: Once per Episode, the captain may spend 1 PP to have the ship be Taken Out during a combat, but can then narrate how the ship escapes capture.

Liberty Class Independent Cruiser D8
Engines D4, **Hull** D12, **Systems** D8
Only a handful of these ships made it into service before the Alliance captured the factory complexes making them near the end of the War. Rushed into production to counter the Tohuku class Alliance Cruiser, these vessels proved able to take punishment but still were no match for the more advanced symbols of Alliance dominance.
Takes a Lickin': The captain may choose to set the stakes in a high stakes conflict to gain a PP. 1s and 2s count as jinxes for the roll.
Keeps on Tickin': When the ship would be Taken Out during a high stakes conflict, the captain may step back **Hull** for the rest of the scene instead of a Crewmember spending a Plot Point to allow the ship to stay in the fight.

Omega Class Laboratory Ship D8
Engines D4, Hull D8, Systems D12
These ships are designed to hide in the black, in asteroid belts, or ring systems in order to ensure not only their safety, but their privacy. Many a corporation has purchased these vessels, manufactured by the Blue Sun Corporation to conduct top secret experiments in the many laboratories housed in the hull.

Run Silent: The pilot may step back **Systems** for the rest of the scene to step up **Hull** for the rest of the scene when another ship tries to detect her.

Scientific Resources: When a Crewmember is conducting research onboard, the Crewmember may spend 1 PP to replace **Know** with their **Corporations Reputation** for one Action.

Peregrine Class Stealth Fighter D8
Engines D10, Hull D4, Systems D10
Designed to quickly sneak in past radar pickets and take out targets in the Independent rear areas, this small and swift fighter has a special coating and strange angles to deflect radar beams. However, once it opens the bomb bays to launch its ordnance, it is much easier to detect and hit. It has a relatively short range, only able to fly between worlds of a particular star without support from a larger ship.

Nobody Here but this Chicken: Step back **Engines** for the rest of the scene to step up **Systems** for the rest of the scene when trying to fly undetected.

Open the Bomb Bay Doors, Pal: Take a **Staying on Target D8** Complication to double **Systems** for one Action. You may recover that Complication by taking a **Mental** + **Operate** recovery Action.

T.P. Murphy Class Command Ship D8
Engines D6, Hull D8, Systems D10
Named for the general who commanded the forces protecting the final arks before they left Earth-That-Was, this medium-sized warship was designed by the Alliance to coordinate ships over large areas. It has exceptional communications equipment, but its speed and armament are lower than most warships of this size.

Eyes and Ears Everywhere: When you use ships in other systems to coordinate searches spend 1 PP to step up or double **Systems** for one Action. Spend 2 PP to do both.

Works Well in Groups: When your ship is attacked when by itself, double the highest die in your attacker's pool to gain 1 PP.

HISTORY

Alliance Favorite D8
Your ship has a reputation with high-up members of the Alliance government and the megacorporations. This allows you to get favorable contracts and you find the wheels of bureaucracy more greased than other folk. But your ship's rep may have also been noticed by those with a grudge with the Alliance.

How Can We Make Things Smooth?: The ship's captain may step up **Alliance Reputation** or **Corporations Reputation** for one Action. After the Action is resolved, step back that Reputation for the rest of the Episode.

You're Either Brave or Stupid to Be Here: If you are in an area with negative **Alliance** disposition, and the captain has a positive **Alliance** reputation, the captain may choose to attract unwelcome attention from **Browncoats** or **Criminals** to gain 1 PP.

Angel of Liberty D8
Your boat is famous...for being on the losing side of the Unification War. Many a Browncoat heard what she'd done in the conflict and even if you didn't fly her at that time, the fact that you fly her now means somethin' special.

We Still Have...Resources: When you need assistance in an area that has a positive **Browncoats** disposition, if you have a positive **Browncoats Reputation**, you may spend 1 PP to create an **Underground Assistance D8** Asset.

I Remember That Ship: If the ship is seen in an area that has a negative **Browncoats** disposition, the captain may take a **War Grudge D8** Complication to gain 1 PP.

Corporate Asset D8
Your ship is actually owned by a megacorporation. While your employers allow you to use the ship as you see fit, occasionally you're "required" to perform services that might get you into a pickle.

My Employers Will Not Be Pleased: When Crewmembers uses their relationship with a corporation to try to intimidate someone, they may add their **Corporations Reputation** to their dice pool. Then they step back **Social** for the rest of the scene.

Oh This? This Is Perfectly Legal: When the captain chooses to take on goods or perform a service that the Alliance deems illegal, the captain gains 1 PP. If the captain refuses the request, the captain must step back **Corporations Reputation** for the rest of the Episode.

Notorious D8
Your ship may not be well known in the 'Verse, but in the underworld where scum and villainy thrive...well they know your ship well. Very well. Most of the time anyway.

I Want That Ship: If the captain has a positive **Criminals Reputation** and the ship is in an area with a negative **Criminals** Disposition, the captain may take a **Wanted Ship D8** Complication to gain 1 PP.

You've Never Heard of...: When a Crewmember tries to impress someone about their ship and takes an **Influence**, **Perform**, or **Trick** Action, they may spend 1 PP to step up **Criminals Reputation** for one Action and replace their Skill die in the dice pool.

Pride of the Alliance D8
Your ship has a decorated history from the Unification War. Purple-bellies love it. Browncoats don't.

Why Yes, I Fly Her. If you are in a location with a positive **Alliance** Disposition, spend 1 PP to create an **Impressed Audience D8** Asset.

That Ship Killed My Family!: When you take an **Influence**, **Perform**, or **Trick** Action when dealing with a character from the **Browncoats** Faction, take a **Boasting About My Ship D8** Complication to replace your Skill die with your **Alliance Reputation**.

CUSTOMIZATION

Custom Livery D8

You gave your ship a custom paint job. Tiger stripes, a shark's mouth, eagle wings, or just markings that show how many ships you've shot down, how many hauls you've smuggled, and how many times you've avoided gettin' pinched. Now your boat induces fear—or recognition.

Slow Flyby: When you fly your ship slowly past another ship with the intention of scaring the crew, take an **Exposed Hull D8** Complication to step up the captain's **Influence** for an Action.

The One with the...: Take a **Recognized Ship D8** Complication when you're trying to lay low or remain unnoticed to gain 1 PP.

Direct Line to HQ D8

Your ship's communications and Cortex array have been modified to allow you direct access to your organization's HQ resources. This can include research and development, legal, or administrative support. Of course, that means they have direct access to you, too, at your inconvenience.

Phone Home...: Anyone on the ship may spend 1 PP to create a D8 Asset related to information provided by colleagues based at your organization's headquarters.

Please Hold for the President...: When you are trying to concentrate on an important task and it would cause a problem to be interrupted, you may take a **Distracting Wave D8** Complication to gain 1 PP.

Interdiction Mods D8

Your ship has been equipped with EMP weapons, specialized gravity drive maneuvering compensators, and tractor beams. These modifications allow your ship to be more maneuverable in capturing smaller, more agile ships. However, the armor plating on your ship had to be pared back.

Gannosuke Clutch: The ship's pilot may spend 1 PP to automatically Take Out a ship that is inflicted with a D12 Complication associated with being grabbed by a tractor beam.

Thin-Skinned: The pilot may step back the ship's **Hull** for the rest of the scene to step up **Engines** for one Action.

Laboratory D8

Your ship is outfitted with one or more isolated sections to conduct a variety of physical, chemical, and biological experiments.

Oops: When you take a Complication after rolling a jinx when dealing with dangerous materials, objects, or people, step up the Complication to gain 1 PP.

State-of-the-Art Equipment: When you are conducting experiments, spend 1 PP to step up or double **Mental** for one Action.

Rotating Identification D8

Your ship has a series of transponder codes and holographic hull identification markings that allows it to appear to be a different ship at different times. But when it fails, you're a lot closer to being caught than you otherwise would be. Good thing your pilot's a big, damn hero.

Papers, Please: When challenged by an Alliance ship, the ship's pilot may spend 1 PP to step up or double **Trick** for one Action. If the pilot fails to raise the stakes, step up any Complication that results.

We're Humped!: When the captain chooses to have the ship's identification spoofing be discovered, the pilot may step up one Big Damn Hero die.

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

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.
☐

☐

PP

BIG DAMN HERO DICE

4 6 8 10 12

firefly
ROLE-PLAYING GAME

NAME

ADVANCEMENT

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

REPUTATION

ALLIANCE

4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 ☐

BROWNCOATS

4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 ☐

CORPORATIONS

4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 ☐

CRIMINALS

4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 ☐

EPISODE TITLE	CALLBACK	SEASON	NOTES
	☐		
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firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

HISTORY

SIGNATURE ASSETS

ATTRIBUTES

	4	6	8	10	12
ENGINE	☐	☐	☐	☐	☐
HULL	☐	☐	☐	☐	☐
SYSTEMS	☐	☐	☐	☐	☐

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. ☐

☐

LIGHT MAJOR GMC

Attributes start at **D6** · Step up highlighted skills · Mark 1-2 Distinction triggers
Assign 4 additional Skill points · Spend 2 specialty or Signature Asset points · Signature Asset cap is **D6**



ATTRIBUTES

Mental	D	Physical	D	Social	D

SKILLS

Craft	D	Fly	D	Labor	D	Perform	D	Throw	D
Drive	D	Focus	D	Move	D	Shoot	D	Treat	D
Fight	D	Influence	D	Notice	D	Sneak	D	Trick	D
Fix	D	Know	D	Operate	D	Survive	D		

DISPOSITIONS

Alliance	👍 | 👎
Browncoats	👍 | 👎
Corporations	👍 | 👎
Criminals	👍 | 👎

DISTINCTIONS

D8
✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
❑

D8
✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
❑

D8
✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
❑

❑ ❑ ❑

SIGNATURE ASSETS

D D

MEDIUM MAJOR GMC

Attributes start at **D8** · Step up highlighted skills · Mark 2-3 Distinction triggers
Assign 9 additional Skill points · Spend 5 specialty or Signature Asset points · Signature Asset cap is **D8**



ATTRIBUTES

Mental	D	Physical	D	Social	D

SKILLS

Craft	D	Fly	D	Labor	D	Perform	D	Throw	D
Drive	D	Focus	D	Move	D	Shoot	D	Treat	D
Fight	D	Influence	D	Notice	D	Sneak	D	Trick	D
Fix	D	Know	D	Operate	D	Survive	D		

DISPOSITIONS

Alliance	👍 | 👎
Browncoats	👍 | 👎
Corporations	👍 | 👎
Criminals	👍 | 👎

DISTINCTIONS

D8
✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
❑

D8
✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
❑

D8
✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
❑

❑ ❑ ❑

SIGNATURE ASSETS

D D

HEAVY MAJOR GMC

Attributes start at **D10** · Step up highlighted skills · Mark 3-4 Distinction triggers
Assign 14 additional Skill points · Spend 8 specialty or Signature Asset points · Signature Asset cap is **D10**

ATTRIBUTES

Mental	D	Physical	D	Social	D

SKILLS

Craft	D	Fly	D	Labor	D	Perform	D	Throw	D
Drive	D	Focus	D	Move	D	Shoot	D	Treat	D
Fight	D	Influence	D	Notice	D	Sneak	D	Trick	D
Fix	D	Know	D	Operate	D	Survive	D		

DISPOSITIONS

Alliance	👍 | 👎
Browncoats	👍 | 👎
Corporations	👍 | 👎
Criminals	👍 | 👎

DISTINCTIONS

D8	D8	D8
✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**. ❑	✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**. ❑	✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**. ❑
❑	❑	❑

SIGNATURE ASSETS

D	D
D	D

MINOR GMC

Minor GMCs have a range of three to six Traits rated between a **D4** to a **D10**.

ATTRIBUTES

One-Line Character Summary *or* Strongest Attribute

D

Personality Trait *or* Moderate Attribute

D

Character Flaw *or* Weakest Attribute

D

Other

D

D

D

DISPOSITIONS

Alliance	👍 | 👎	Corporations	👍 | 👎
Browncoats	👍 | 👎	Criminals	👍 | 👎

EXTRA

D

Supports:

EXTRA

D

Supports:

EXTRA

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Supports:

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Supports:

Extras back up the Major GMCs and Minor GMCs. They have a single Trait and are ranked from Common **D6**, Exceptional **D8**, and Outstanding **D10**.